

ARYKA'S GUIDE — to the cosmos —

Starships Appendix



Appendix A: Starships and Layouts

This appendix lists starship stat blocks and maps. Rules for them are presented in Chapter 3.

Using this Appendix

The stat blocks in this appendix are organized into standard starships, meaning they can be used as a template for any enemy, and unique starships, meaning they are largely narrative-dependent.

Stat Blocks

With the exception of the player-facing stat block, all stat blocks in this appendix are GM-facing. Their usage is described in the Reading Starship Stat Blocks section on page XXX.

Modifying Stat Blocks

GMs can generally modify a stat block without affecting the starship layout. Most simply, its weapons can be exchanged for other weapons of the same tier.

» DRONE STARSHIPS

Drones are crewless starships controlled entirely by a rudimentary artificial intelligence. Any starship can be converted into a drone starship (usually Corvettes) by making these changes:

- It gains a Computer if it doesn't have one.
- Its **Intelligence** score is **13** unless it is higher.
- Its Rearm weapons are loaded by a machine instead of a crew member.
- It doesn't have a Life Support Station.
- Damage normally dealt to crew has no effect on it.

Maps

The maps in this appendix can be used to represent any standard Corvettes and Cruisers. GMs may also create their own maps or find other maps to suit the scenario. They have the following properties.

Assigning Maps

Any map in this appendix can be used interchangeably with any starship stat block of its corresponding starship category, provided the map satisfies the starship's indicated minimum size.

Weapons Bays

A Weapons Bay is considered either a Ballistics Bay or an Energy Bay as determined by the chosen stat block.

Unused Stations

If a Station marked on a map isn't present on its stat block, treat that Station's area as if it were an empty room.

Sample Player Starship

The Griffin-Class Corvette is a standard and reliable starship available at low cost without sacrificing the essentials. It does not have a Current engine, which limits its use to low-level local exploration adventures.

The corvette's player-facing stat block (originally presented and explained on page 80) is reproduced here for quick reference, as well as for use in conjunction with the starship map on the opposite page.

GRIFFIN-CLASS CORVETTE (PLAYER-FACING)

Gargantuan Vehicle (Starship Corvette, 40 ft. by 20 ft.)

AC 12 + PB **Starship Phase Order** +2 or Pilot's PB
Hull Points 13 (+1 Hull) **Shield Points** 15
Speed 400 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	10	14	16	0	0	0
MOD (SAVE)	+0	+2 (—)	+3	0	0	0

Immunities Object; see Vehicle Immunities, page 79

PB Equals the Captain's or Pilot's PB, or +0 if neither are present at their Station

Stations Airlock, Ballistics Bay, Command Deck, Energy Bay, Engines, Helm, Life Support, Shields

Upgrades +1 Hull

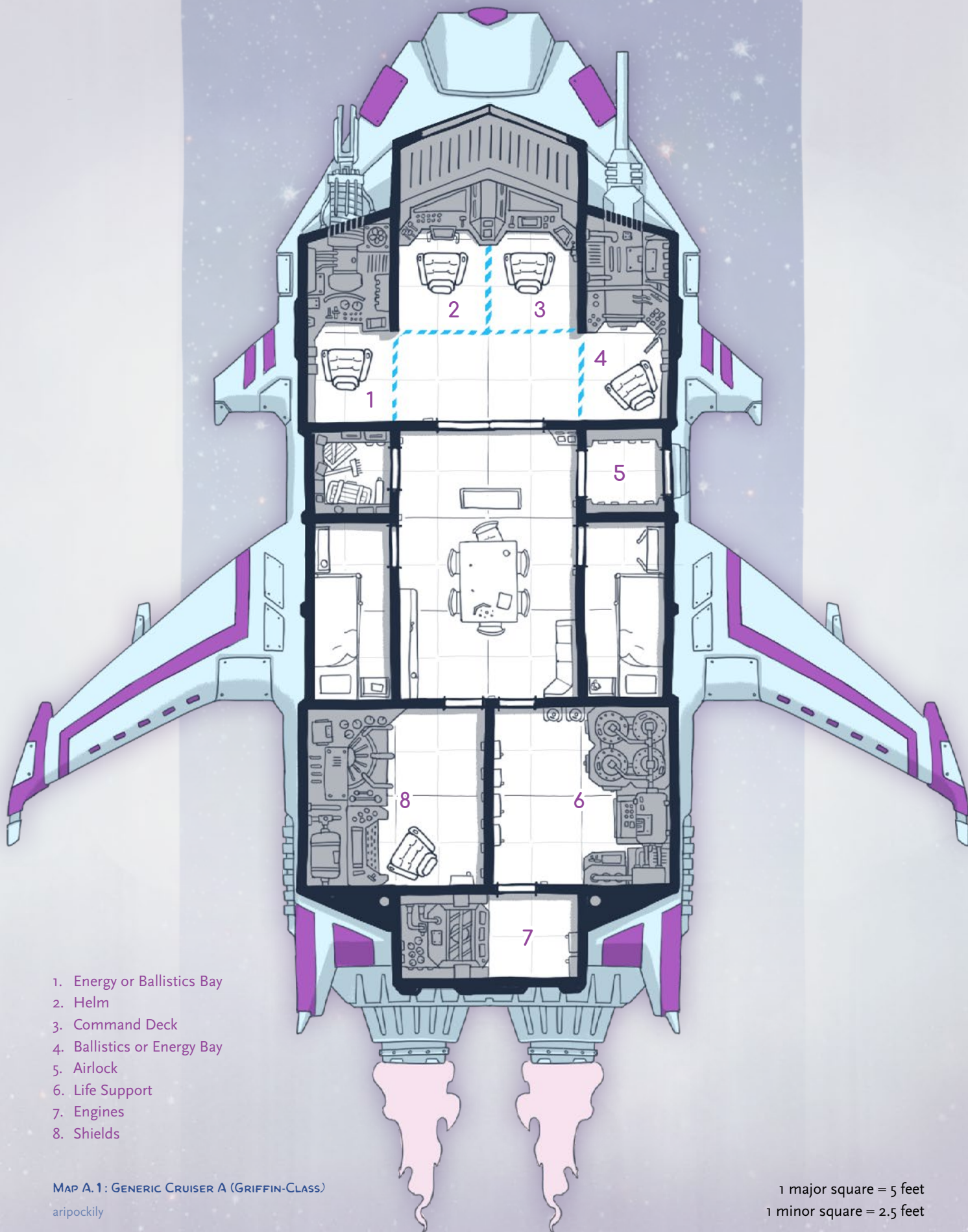
Shields

Light Shield II, Radiant (5/15). The starship has a maximum of **15** Shield Points and a Crew action's Raise Shields effect causes it to regain **5** Shield Points. Whenever it takes Radiant damage from a source other than a Focus Beam, these Shield Points are lost first.

Weapons

Artillery 1. *Ranged Attack Roll: +2 plus PB*, range 400/1,200 ft. *Hit: 3 (1d6)* Bludgeoning Hull damage. On a roll of 6 for this damage, one Station (choose if able) in the target is **Impaired** (repair **DC 15**). *Rearm 1:* The Gunner must arm the weapon once before it can be fired again.

Plasma 1. *Ranged Attack Roll: +2 plus PB*, range 600/1,200 ft. *Hit: 5 (1d10)* Radiant Hull damage. *Recharge 1:* The weapon automatically gains **1** charge at the start of its turns. When it has **1** charge, it can be fired again.



1. Energy or Ballistics Bay
2. Helm
3. Command Deck
4. Ballistics or Energy Bay
5. Airlock
6. Life Support
7. Engines
8. Shields

MAP A. 1: GENERIC CRUISER A (GRIFFIN-CLASS)
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1 major square = 5 feet
1 minor square = 2.5 feet

Standard Starships

The starships in this section are organized by category.

Corvettes

Corvettes are usually helmed by one or two crew members, used primarily as short-ranged scouts or direct engagement crafts. They often have the Integrated Cockpit upgrade, which saves space on weaponry.

Artillery Corvette

Armed with a stockpile of missiles, artillery corvettes are forward assault craft deployed to breach shielded targets.

Civilian Corvette

Civilian corvettes are compact vessels primarily used for transporting people and cargo between planets, equipped with a small, low-energy charge blaster for protection against invaders and asteroids.

Fighter Corvette

The most common combat craft, fighter corvettes ride the delicate line between price, size, and utility. Lacking life support systems, their single pilots rely on breathing apparatuses and air tanks. Carrier starships often carry fleets of fighters ready to scramble at a moment's notice.

ARTILLERY CORVETTE

Gargantuan Vehicle (Starship Corvette, 20 ft. by 20 ft.)

AC 14 Starship Phase Order +2
Hull Points 5 Shield Points 5
Speed 350 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	11	14	10	0	0	0
MOD (SAVE)	+0	+2	+0	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 1/4 (XP 50; PB +2)
Stations Ballistics Bay, Helm, Engines, Life Support, Shields
Crew Size 2 (1 Gunner, 1 Pilot)

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Ballistics Bay

Artillery 1 (Rearm 4–6; Success 1). Ranged Attack Roll: +4, range 400/1,200 ft. Hit: 3 (1d6) Bludgeoning Hull damage. On a roll of 6 for this damage, one Station of the corvette's choice in the target is **Impaired** (repair DC 15).

Shields

Discharge Shield, Radiant (0/5). The corvette regains all of its Shield Points after 8 hours if its Engines are active.

CIVILIAN CORVETTE

Gargantuan Vehicle (Starship Corvette, 20 ft. by 20 ft.)

AC 12 Starship Phase Order +0
Hull Points 3 Shield Points 0
Speed 300 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	10	10	6	0	0	0
MOD (SAVE)	+0	+0	-2	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 0 (XP 0; PB +2)
Stations Airlock, Energy Bay, Engines, Helm, Life Support
Crew Size 2 (1 Gunner, 1 Pilot)

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Energy Bay

Mini-Blaster. Ranged Attack Roll: +2, range 300 ft. Hit: 1 Radiant Hull damage.

FIGHTER CORVETTE

Gargantuan Vehicle (Starship Corvette, 10 ft. by 5 ft.)

AC 14 Starship Phase Order +2
Hull Points 4 Shield Points 0
Speed 400 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	9	14	8	0	0	0
MOD (SAVE)	-1	+2	-1	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 1/8 (XP 25; PB +2)
Stations Engines, Helm
Crew Size 1 (Pilot)

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Helm (Integrated Cockpit)

Salvo 1. Ranged Attack Roll: +4, range 150 ft. Hit: 2 (1d4) Piercing Hull damage. Miss: 1 Piercing Hull damage.

Reactions

Barrel Roll (Helm). Trigger: The corvette is hit by an attack roll. Response: The corvette adds 2 to its AC against that attack, possibly causing it to miss.

Interceptor Corvette

Purpose-built for speed, interceptor corvettes rely on their comparatively sophisticated engine to execute agile combat maneuvers. When manned by a skilled engineer and pilot, these corvettes can strike swiftly and retreat just as quickly from a counter-attack.

Typically, only well-funded organizations and military forces can produce and deploy interceptor corvettes. In engagements, they undertake time-sensitive missions such as high-value target pursuits and strategic blitzes.

INTERCEPTOR CORVETTE

Gargantuan Vehicle (Starship Corvette, 20 ft. by 20 ft.)

AC 14 **Starship Phase Order** +2
Hull Points 5 **Shield Points** 5
Speed 400 ft. (500 ft. with Fast Pilot)

	STR	DEX	CON	INT	WIS	CHA
SCORE	11	14	10	0	0	0
MOD (SAVE)	+0	+2	+0	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 1/2 (XP 100; **PB** +2)

Stations Ballistics Bay, Engines, Helm, Life Support, Shields

Crew Size 3 (1 Engineer, 1 Gunner, 1 Pilot)

Traits

Fast Pilot (Helm). While its Helm isn't Impaired, the corvette has a **+100-foot bonus** to its Speed.

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Ballistics Bay

Hailstorm. *Ranged Attack Roll:* +4, range 150/300 ft. *Hit:* 2 (1d4) Piercing Hull damage, and the target's Speed is reduced by **100 feet** until the start of this Station's next turn. *Miss:* 1 Piercing Hull damage if target is within range 150 ft.

Helm (Integrated Cockpit)

Plasma 1 (Recharge Auto; Success 1). *Ranged Attack Roll:* +4, range 300 ft. *Hit:* 5 (1d10) Radiant Hull damage.

Shields

Discharge Shield, Radiant (0/5). The corvette regains all of its Shield Points after **8 hours** if its Engines are active.

Reactions

After Burner (Engines; 2/Day). *Trigger:* The corvette is hit by an attack roll. *Response:* The corvette reduces to 0 the damage from one damage die of its choice rolled for that attack. Then it moves up to **100 feet**.

Lockout Corvette

A starship is only as good as its Stations—and that makes them vulnerable. Whether equipped with a high-grade Computer or a particularly unhinged artificial intellect, the lockout corvette can instantly deliver terabytes of bloatware to a Station and trigger a cascade system overload and dangerous power surge. Low-end starships often lack a Computer and firewall, making them especially susceptible to this attack.

Because the lockout corvette lacks direct offense, it typically pairs best with a partner starship sporting heavier weapons. Its crew usually chooses to overload a target's Helm, causing inexperienced pilots to flee from the controls and allowing the partner to take advantage of the sudden loss of evasiveness.

LOCKOUT CORVETTE

Gargantuan Vehicle (Starship Corvette, 20 ft. by 20 ft.)

AC 12 **Starship Phase Order** +0
Hull Points 7 **Shield Points** 5
Speed 400 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	12	10	14	16	0	0
MOD (SAVE)	+1	+0	+2	+3	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 1/2 (XP 100; **PB** +2)

Stations Computer, Helm, Engines, Life Support, Shields

Crew Size 3 (1 Officer, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Computer

Optimize Shields. The corvette regains 5 Shield Points instead of 3 during the next Starship Phase.

System Overload (1/Day). *Intelligence Saving Throw:* **DC 13**, one target within **300 feet**. *Failure:* Three Stations of the corvette's choice in the target are overloaded for **1 minute** or until the corvette's Computer is Impaired. For the duration, a creature takes 4 (1d8) Lightning damage each time it takes a Crew action at an overloaded Station.

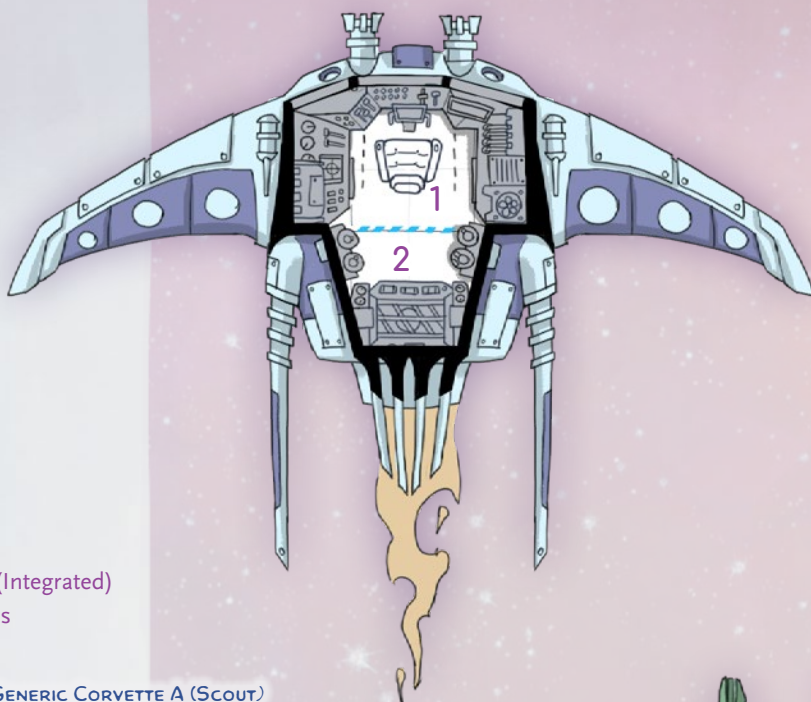
A creature at an overloaded Station can take an **action** and make a successful **DC 13 Intelligence (Arcana) check** to cause it to cease being overloaded.

Helm (Integrated Cockpit)

Plasma 1 (Recharge Auto; Success 1). *Ranged Attack Roll:* +2, range 300 ft. *Hit:* 5 (1d10) Radiant Hull damage.

Shields

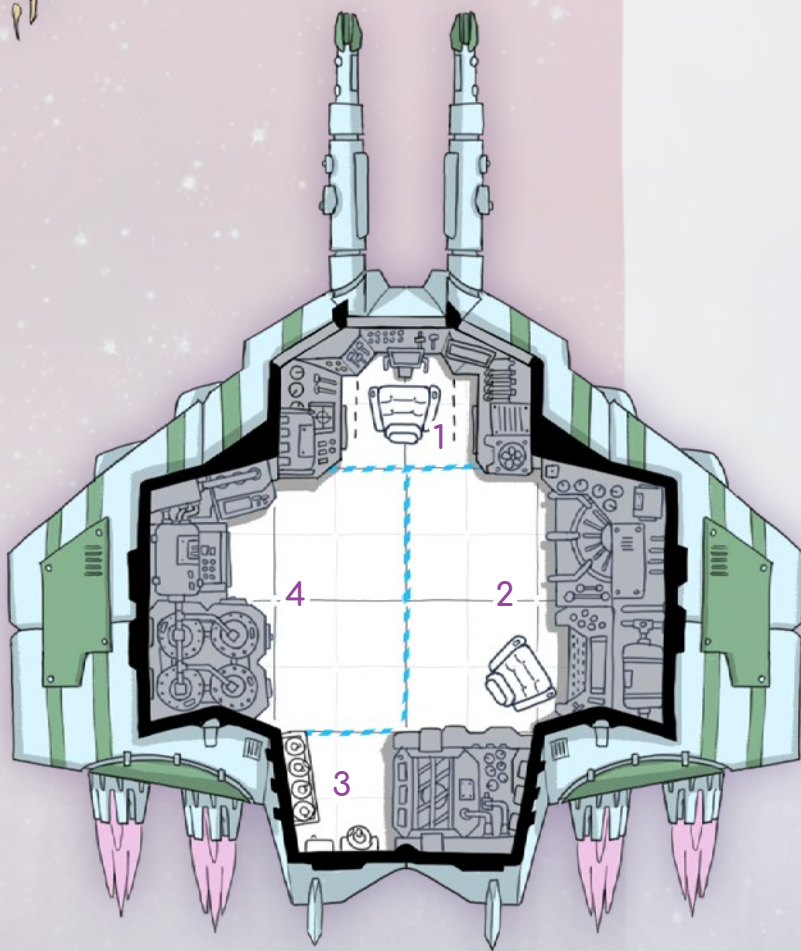
Flare Shielding, Radiant (3/5). The corvette regains 3 Shield Points during the next Starship Phase.



- 1. Helm (Integrated)
- 2. Engines

MAP A.2: GENERIC CORVETTE A (SCOUT)

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- 1. Helm (Integrated)
- 2. Shields
- 3. Engines
- 4. Life Support

MAP A.3: GENERIC CORVETTE B (FIGHTER)

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1 major square = 5 feet
1 minor square = 2.5 feet

Quake Corvette

Some say a starship is only as good as its Stations, but that's just wrong. In reality, a ship is only as good as its crew—it won't work if the crew's dead. It was with this understanding that the first prototype *Quakework* missiles were designed by the legendary Enton Starryk, founder of Empyrean Enterprises. By the time anti-war pressure forced them to terminate mainline production (at least temporarily), the idea of a weapon that specifically punished crew had already been permanently cast into the Cosmos, and imitators seized the baton.

The original missile's campaign slogan "You can bet these beauties will make *Quakework* of your enemies!" persists in popular culture. To this day, fighter craft armed with a shockwave-based anti-personnel weapon are called quake corvettes.

QUAKE CORVETTE

Gargantuan Vehicle (Starship Corvette, 30 ft. by 20 ft.)

AC 15
Starship Phase Order +3
Hull Points 7
Shield Points 5
Speed 400 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	11	16	14	0	0	0
MOD (SAVE)	+0	+33	+2	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 1 (XP 200; PB +2)
Stations Ballistics Bay, Helm, Engines, Life Support, Shields
Crew Size 2 (1 Gunner, 1 Pilot)

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Ballistics Bay

Shockwave Missile (Rearm 4–6; Success 1). Ranged Attack Roll: +4, range 400/1,200 ft. **Hit:** 1 Bludgeoning Hull damage, and the corvette creates a breach in one space of its choice in the target. Each creature within **15 feet** of that space is subjected to the following effect. **Constitution Saving Throw:** DC 13. **Failure:** 4 (1d8) Thunder damage. **Success:** Half damage. **Failure by 5 or More:** The creature is **Incapacitated** until the start of this Station's next turn.

Helm (Integrated Cockpit)

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +5, range 300 ft. **Hit:** 5 (1d10) Radiant Hull damage.

Shields

Discharge Shield, Radiant (0/5). The corvette regains all of its Shield Points after **8 hours** if its Engines are active.

Reconnaissance Corvette

Reconnaissance corvettes frequently perform spy work and rescue missions. In direct engagements, these specialized starships monitor the battlefield, detecting flanking maneuvers and relaying vital intel to squadron command. A dedicated Officer operates the onboard Computer to identify weaknesses.

Given search missions can sometimes span days or even weeks, reconnaissance corvettes are equipped with their own life support systems. Without a Current engine, however, their range is limited to the star system from which they're deployed.

RECONNAISSANCE CORVETTE

Gargantuan Vehicle (Starship Corvette, 20 ft. by 20 ft.)

AC 14
Starship Phase Order +2
Hull Points 4
Shield Points 5
Speed 400 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	11	14	9	14	0	0
MOD (SAVE)	+0	+2	-1	+2	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 1/4 (XP 50; PB +2)
Stations Computer, Energy Bay, Engines, Helm, Life Support, Shields
Crew Size 4 (1 Gunner, 1 Officer, 1 Pilot, 1 Shielder)

Traits

Firewall (Computer). Ability checks made to hack the Corvette have **Disadvantage**.

Wide-Ranged Scanner (Computer). The Corvette's crew has **Advantage** on ability checks they make to detect starships using its Computer.

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Computer

Laser Target. *Dexterity Saving Throw:* DC 12, one target within **500 feet**. **Failure:** The next attack roll the corvette makes against the target that hits the target deals an extra **2** Hull damage of the weapon's type.

Helm (Integrated Cockpit)

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +4, range 300 ft. **Hit:** 5 (1d10) Radiant Hull damage.

Shields

Flare Shielding, Radiant (3/5). The corvette regains **3** Shield Points during the next Starship Phase.

SCOUT CORVETTE

Gargantuan Vehicle (Starship Corvette, 10 ft. by 5 ft.)

AC 15

Hull Points 4

Speed 400 ft.

Starship Phase Order +3

Shield Points 0

	STR	DEX	CON	INT	WIS	CHA
SCORE	9	16	8	0	0	0
MOD (SAVE)	-1	+3	-1	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 1/8 (XP 25; PB +2)

Stations Engines, Helm

Crew Size 1 (Pilot)

Traits

Silent Reactor (Engines). The corvette has **Advantage** on Dexterity (Stealth) checks.

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Helm (Integrated Cockpit)

Salvo 1. Ranged Attack Roll: +5, range 150 ft. Hit: 2 (1d4) Piercing Hull damage. Miss: 1 Piercing Hull damage.

TRANSPORT CORVETTE

Gargantuan Vehicle (Starship Corvette, 40 ft. by 20 ft.)

AC 13

Hull Points 10 (+1 Hull)

Speed 300 ft.

Starship Phase Order +1

Shield Points 0

	STR	DEX	CON	INT	WIS	CHA
SCORE	10	12	10	0	0	0
MOD (SAVE)	+0	+1	+0	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 0 (XP 10; PB +2)

Stations Airlock, Engines, Helm, Life Support

Crew Size 2 (1 Gunner, 1 Pilot)

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Ballistics Bay

Salvo 1. Ranged Attack Roll: +3, range 150/300 ft. Hit: 2 (1d4) Piercing Hull damage. Miss: 1 Piercing Hull damage if the target is within range 150 ft.

Scout Corvette

Sleek scout corvettes excel at surveillance behind enemy lines. They are armed with only a small ballistic weapon, relying instead on their superior stealth engines to hide them from danger.

Transport Corvette

Transport corvettes are civilian corvettes with heavier hull plating and extra cargo space. Their larger size makes them common disguises for combat craft and smugglers who need the added room for weapons.

Utility Corvette

Multi-purpose ships with no speciality, utility corvettes are popular choices for small voidfaring crew. They are typically equipped with a diverse complement of weapons and a respectable energy shield.

UTILITY CORVETTE

Gargantuan Vehicle (Starship Corvette, 40 ft. by 20 ft.)

AC 14

Hull Points 5

Speed 300 ft.

Starship Phase Order +2

Shield Points 5

	STR	DEX	CON	INT	WIS	CHA
SCORE	12	14	10	0	0	0
MOD (SAVE)	+1	+2	+0	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 1/2 (XP 100; PB +2)

Stations Airlock, Ballistics Bay, Energy Bay, Engines, Helm, Life Support, Shields

Crew Size 3 (1 Gunner, 1 Pilot, 1 Shielder)

Crew Actions

Skeleton Crew. The corvette takes one action at the Shields and one action at either the Ballistics Bay or the Energy Bay.

Ballistics Bay

Artillery 1 (Rearm 4–6; Success 1). Ranged Attack Roll: +4, range 400/1,200 ft. Hit: 3 (1d6) Bludgeoning Hull damage. On a roll of 6 for this damage, one Station of the corvette's choice in the target is Impaired (repair DC 15).

Energy Bay

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +4, range 600/1,200 ft. Hit: 5 (1d10) Radiant Hull damage.

Shields

Flare Shielding, Radiant (3/5). The corvette regains 3 Shield Points during the next Starship Phase.

Cruisers

Cruisers offer exceptional versatility, striking the perfect balance between mobility, defense, size, and customization. Equipped with a Current Skimmer that allows them to operate independently, these starships make popular choices for adventuring parties.

Destroyer Cruiser

Destroyer Cruisers are elite starships boasting immense firepower designed for single-target destruction. Deployed in military engagements to eliminate high-value, high-threat targets, they are usually protected by smaller defensive vessels.

DESTROYER CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 70 ft. by 30 ft.)

AC 15 **Starship Phase Order** +2
Hull Points 15 (+1 Hull) **Shield Points** 15
Speed 250 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	16	14	10	0	0	0
MOD (SAVE)	+3	+2	+0	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 5 (XP 1,800; **PB** +2)
Stations Airlock, Ballistics Bay, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields
Crew Size 5 (3 Gunners, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Ballistics Bay

Thunderbolt 1 (Rearm 3–6; Success 2). Ranged Attack Roll: +5, range 800/1,600 ft. Hit: 6 (1d12) Piercing Hull damage, and the target loses Shield Points equal to the Hull damage taken.

Energy Bay

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +5, range 600/1,200 ft. Hit: 5 (1d10) Radiant Hull damage.

Energy Bay

Scythe 1 (Recharge Auto; Success 2). Ranged Attack Roll: automatic hit, range 500 ft. Hit: 5 Radiant Hull damage. If the target has a Radiant Shield, the damage is reduced by an amount equal to the target's Shield Points. The target doesn't lose Shield Points from this damage.

Shields

Light Shield II, Radiant (5/15). The cruiser regains 5 Shield Points during the next Starship Phase.

Enforcer Cruiser

Enforcer cruisers are heavy-weapons patrol ships representing the pinnacle of local planetary firepower. Their primary time-tested tactic involves disabling enemy shields with concussive charges and plasma blasts before delivering a lethal final strike with a radiant beam. If the target is lucky, the captain might consider hailing to discuss terms of surrender.

Enforcers frequently engage pirates and bandits in small-scale territorial skirmishes. Such battles make up a significant portion of local galactic conflicts.

ENFORCER CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 60 ft. by 30 ft.)

AC 14 **Starship Phase Order** +2
Hull Points 12 **Shield Points** 10
Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	15	14	12	0	0	0
MOD (SAVE)	+2	+2	+1	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 3 (XP 700; **PB** +2)
Stations Airlock, Ballistics Bay, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields
Crew Size 4 (2 Gunners, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Ballistics Bay

Concussive Charge (Rearm 3–6; Success 1). Ranged Attack Roll: +4, range 400/1,200 ft. Hit: 3 (1d6) Bludgeoning Hull damage. On a roll of 4–6 for this damage, one Station of the cruiser's choice in the target is **Impaired** (repair **DC 15**), starting with the Shields station.

Energy Bay

Scythe 1 (Recharge Auto; Success 2). Ranged Attack Roll: automatic hit, range 500 ft. Hit: 5 Radiant Hull damage. If the target has a Radiant Shield, the damage is reduced by an amount equal to the target's Shield Points. The target doesn't lose Shield Points from this damage.

Energy Bay

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +4, range 300 ft. Hit: 5 (1d10) Radiant Hull damage.

Shields

Light Shield I, Radiant (5/10). The cruiser regains 5 Shield Points during the next Starship Phase.

Freight Cruiser

The big sibling to the transport corvette, freight cruisers carry considerably more cargo and employ Current Skimmers to travel between distant star systems. They are often armed with energy-based weapons, chosen for their cost-effectiveness and success against small pirate craft and debris. It's not uncommon for adventurers from far-flung worlds to get their start in a freight cruiser and gradually upgrade them into formidable combat vessels.

FREIGHT CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 80 ft. by 30 ft.)

AC 14 **Starship Phase Order** +2
Hull Points 10 **Shield Points** 5
Speed 250 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	16	14	10	0	0	0
MOD (SAVE)	+3	+2	+0	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 1 (XP 200; **PB** +2)

Stations Airlock, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields

Crew Size 4 (2 Gunners, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Ballistics Bay

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +5, range 600/1,200 ft. Hit: 5 (1d10) Radiant Hull damage.

Energy Bay

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +5, range 600/1,200 ft. Hit: 5 (1d10) Radiant Hull damage.

Shields

Flare Shielding, Radiant (3/5). The cruiser regains 3 Shield Points during the next Starship Phase.

» SALVAGING STARSHIPS

Characters can generally salvage a reasonable amount of Shipstock (see Voidfaring Gear, page XXX) from starship wrecks, at GM's discretion. This ensures they can cover the cost of repairs during adventures.

For components—a weapon, Station, or upgrade—the GM decides whether it can be salvaged from wrecks. Such components are already designed to be rewarded alongside character progression, so this isn't crucial. Wrecked starships also tend to be damaged—however, salvage can be an in-story explanation for how a crew obtains their next upgrade.

Harbinger Cruiser

More so a massive weapon armed with a ship than the reverse, the harbinger is the ultimate brainchild of the Enlightened, the Etlas Industries research and development think tank. Its stealth explosive purposefully panics a starship's crew while it patiently waits for its final devastating hyper beam to charge.

HARBINGER CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 90 ft. by 30 ft.)

AC 11 **Starship Phase Order** +3
Hull Points 15 **Shield Points** 5
Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	9	13	15	16	0	0
MOD (SAVE)	-1	+1	+2	+3	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 4 (XP 1,100; **PB** +2)

Stations Airlock, Computer, Deployment Hub, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields

Crew Size 4 (1 Deployer, 1 Gunner, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Deployment Hub

Stealth Bomb (Rearm Auto; Success 3). The cruiser launches an Invisible projectile at a target within 300 feet of it. The projectile creates a breach in a space of the cruiser's choice in the target, and summons an explosive in the breach's space. At the start of each of this Station's turns, roll 1d6. On a 6, the explosive detonates, dealing 10 (3d6) Bludgeoning Hull damage to the target starship and 16 (3d10) Bludgeoning damage to each creature within 30 feet of it.

The explosive can be defused by a creature that takes an action and makes a successful **DC 13 Dexterity (Sleight of Hand) check** using Thieves' Tools. It can also be destroyed (**AC 15; HP 5; Immunity** to Poison and Psychic damage).

Energy Bay

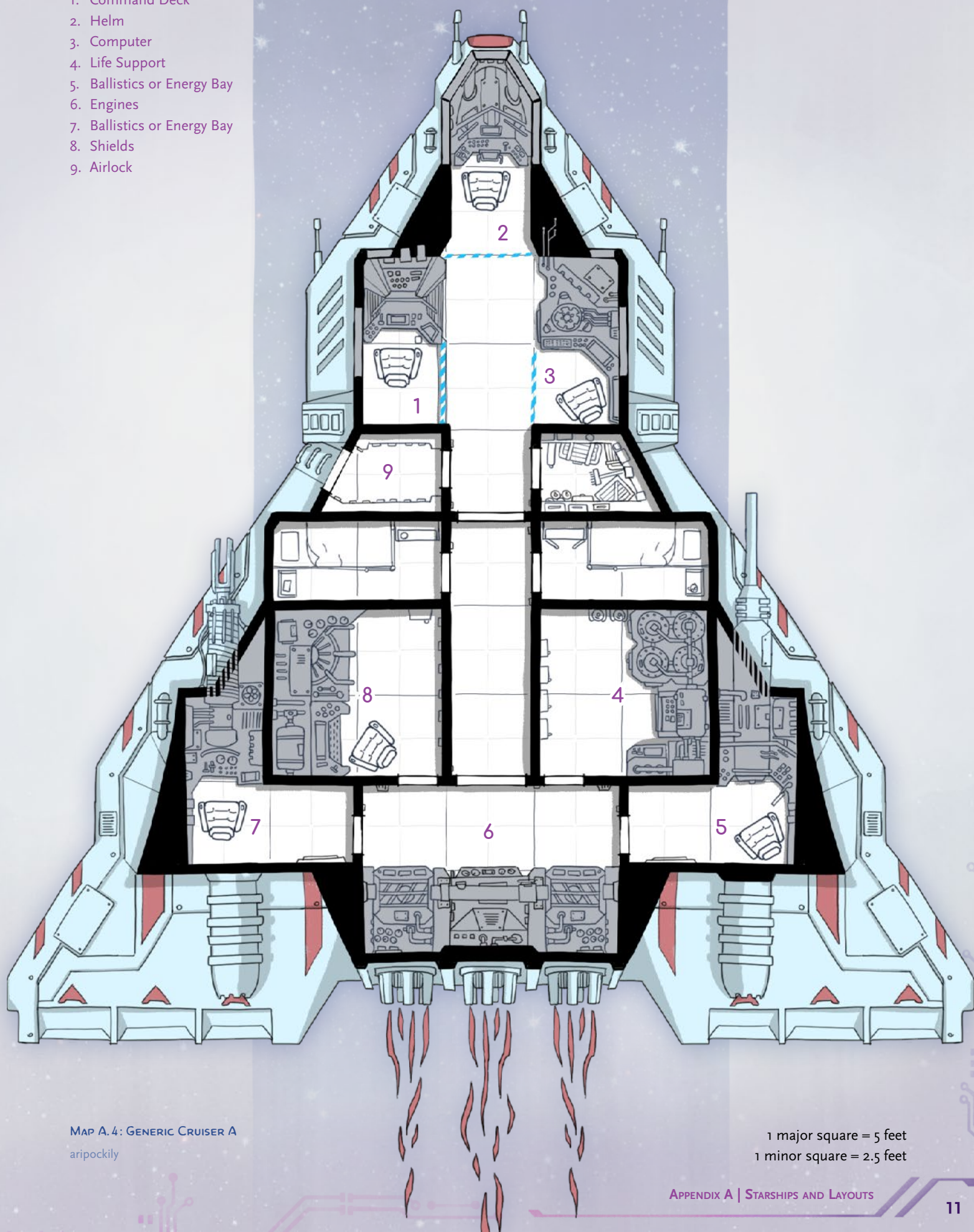
Charge Up. The cruiser charges its Hyper Beam, gaining 1 charge to a maximum of 2.

Hyper Beam (Requires 2 Charges; see Charge Up Action). Ranged Attack Roll: automatic hit, range 500 ft. Hit: 30 Radiant Hull damage. If the target has a Radiant Shield, the damage is reduced by an amount equal to the target's Shield Points. The target doesn't lose Shield Points from this damage. Then, the cruiser loses all of its charges.

Shields

Flare Shielding, Radiant (3/5). The cruiser regains 3 Shield Points during the next Starship Phase.

1. Command Deck
2. Helm
3. Computer
4. Life Support
5. Ballistics or Energy Bay
6. Engines
7. Ballistics or Energy Bay
8. Shields
9. Airlock



MAP A. 4: GENERIC CRUISER A
aripockily

1 major square = 5 feet
1 minor square = 2.5 feet

Ironhead Cruiser

Sleek with an armored, pointed ramming bow, ironhead cruisers were conceived by a mad admiral in a moment of crisis. To everyone's surprise, they proved highly effective in situational engagements, able to quickly lock down opponents before unleashing a barrage from their close-range guns. They have seen sporadic use since their genesis due to high cost of repairs and near-mandatory crew medical treatment.

Pirates, knowing the fear an ironhead instills in their enemies, often prioritize stealing them for their own fleets. Others have recently begun disguising them as other cruisers to make them more effective ambushers.

IRONHEAD CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 70 ft. by 30 ft.)

AC 13 (+1 Plating) **Starship Phase Order** -1
Hull Points 14 **Shield Points** 0
Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	16	8	14	0	0	0
MOD (SAVE)	+3	-1	+2	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 2 (XP 450; **PB** +2)

Stations Airlock, Ballistics Bay, Engines, Helm, Life Support
Crew Size 3 (1 Engineer, 1 Gunner, 1 Pilot)

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Ballistics Bay

Salvo 1. Ranged Attack Roll: +1, range 150/300 ft. **Hit:** 2 (1d4) Piercing Hull damage. **Miss:** 1 Piercing Hull damage if the target is within range 150 ft.

Engines

Boost. The cruiser's Speed increases by 100 feet during its next Starship Phase.

Ram (1/Day). The cruiser moves in a straight line up to its Speed. **Dexterity Saving Throw:** DC 13, the first target whose space the cruiser passes through during this movement. **Failure:** 7 (2d6) Bludgeoning Hull damage, and the cruiser takes half that damage. Then, until either the cruiser or the target's Pilot succeeds on a DC 15 **Dexterity check**, both starships are connected to each other; their Speeds are halved; and any movement drags the other with it. **Success:** No damage, and the cruiser regains a use of this action after 1d3 rounds.

Helm (Integrated Cockpit)

Salvo 1. Ranged Attack Roll: +1, range 150 ft. **Hit:** 2 (1d4) Piercing Hull damage. **Miss:** 1 Piercing Hull damage.

Outlaw Cruiser

Stolen and repurposed by pirates and bandits, outlaw cruisers terrorize the Cosmos' rimworlds and trade routes. They are outfitted with a Deployment Hub stocked with powerful attack drones for which their threatening presence is enough to intimidate civilians into compliance.

Outlaw cruisers vary widely in design, often adorned with the colors and marks of the criminal groups they belong to. Notably, Soddermouth cruisers can be recognized by their distinctive steel armor applied in circuit-like patterns along the plating and wings.

OUTLAW CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 75 ft. by 30 ft.)

AC 15 (17 with Ace Pilot) **Starship Phase Order** +3
Hull Points 8 **Shield Points** 0
Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	12	16	8	0	0	0
MOD (SAVE)	+1	+3	-1	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 5 (XP 1,800; **PB** +2)

Stations Airlock, Ballistics Bay, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields

Crew Size 5 (3 Gunners, 1 Pilot, 1 Shielder)

Traits

Ace Pilot (Helm). While the Helm isn't Impaired, the cruiser has a +2 bonus to its AC.

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Deployment Hub

Horde Drones (Recharge Auto; Success 2). Ranged Attack Roll: +5, range 300/900 ft. **Hit:** No damage, and the projectile creates a breach in the target's hull at a space closest to the center of the target starship. The breach summons 3 allied **Blaster Drones** (see page XXX) in unoccupied spaces nearest it. These drones don't function while the cruiser's Deployment Hub is Impaired.

Energy Bay

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +5, range 600/1,200 ft. **Hit:** 5 (1d10) Radiant Hull damage.

Pyro Cruiser

The infamous pyro cruiser sports a signature weapon: a plasma thrower that launches superheated globules capable of burning shields and hulls, and triggering infernoes inside its victims. A secondary, cost-effective ion weapon quickly drains enemy shields. Due to their brutal—and often sadistic—nature, some planetary militaries have outright banned pyro cruisers from their fleets, leaving them in the hands of pirates.

PYRO CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 60 ft. by 30 ft.)

AC 14 **Starship Phase Order** +2
Hull Points 10 **Shield Points** 5
Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	12	14	10	0	0	0
MOD (SAVE)	+1	+2	+0	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 2 (XP 450; **PB** +2)

Stations Airlock, Energy Bay, Engines, Helm, Life Support, Shields

Crew Size 4 (2 Gunners, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Energy Bay

Ionosphere (Recharge Auto; Success 1). Ranged Attack Roll: +4, range 600/1,200 ft. **Hit:** No damage, and the target's Shield Points are reduced by 5.

Energy Bay

Melter (Recharge Auto; Success 2). Ranged Attack Roll: +4, range 600/1,200 ft. **Hit:** 5 (1d10) Radiant Hull damage. If this damage was dealt to the target's Shield Points, the target's Shields station is **Impaired** (repair **DC 15**) unless a Shielder at the station makes a successful **DC 12 Intelligence saving throw**.

If this weapon deals 5+ Hull damage to the target's Hull Points, fires appear in **three** random spaces in the target. The fire ignites any unattended objects and may spread to adjacent spaces (GM's discretion). When a creature enters the fire for the first time on a turn or starts its turn there, it takes **2d6** Fire damage.

Each fire lasts for **1 minute** or until extinguished. A creature can take an **action** to extinguish a fire within its reach.

Shields

Flare Shielding, Radiant (3/5). The cruiser regains 3 Shield Points during the next Starship Phase.

Raider Cruiser

Notorious for their blitz tactics, raider cruisers are the scourge of rimworld merchant trade and exploration missions. The sight of a massive smoking missile barrage streaking toward a starship is enough to send an Anyan red-roc packing to its nest. For many small-time criminal groups, a raider cruiser is their most prized vessel, often serving as their command ship and home to their ringleader.

RAIDER CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 60 ft. by 25 ft.)

AC 15 **Starship Phase Order** +3
Hull Points 10 **Shield Points** 5
Speed 350 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	16	10	0	0	0
MOD (SAVE)	+2	+3	+0	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 3 (XP 700; **PB** +2)

Stations Airlock, Ballistics Bay, Engines (Current Skimmer), Helm, Life Support, Shields

Crew Size 3 (1 Engineer, 1 Gunner, 1 Pilot)

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Ballistics Bay

Seeker Barrage (Rearm 3–6; Success 2). The cruiser launches a volley of seeker missiles. **Dexterity Saving Throw:** **DC 13**, one target within **300 feet**. **Failure:** 7 (2d6) Bludgeoning Hull damage. **Success:** Half damage.

Helm (Integrated Cockpit)

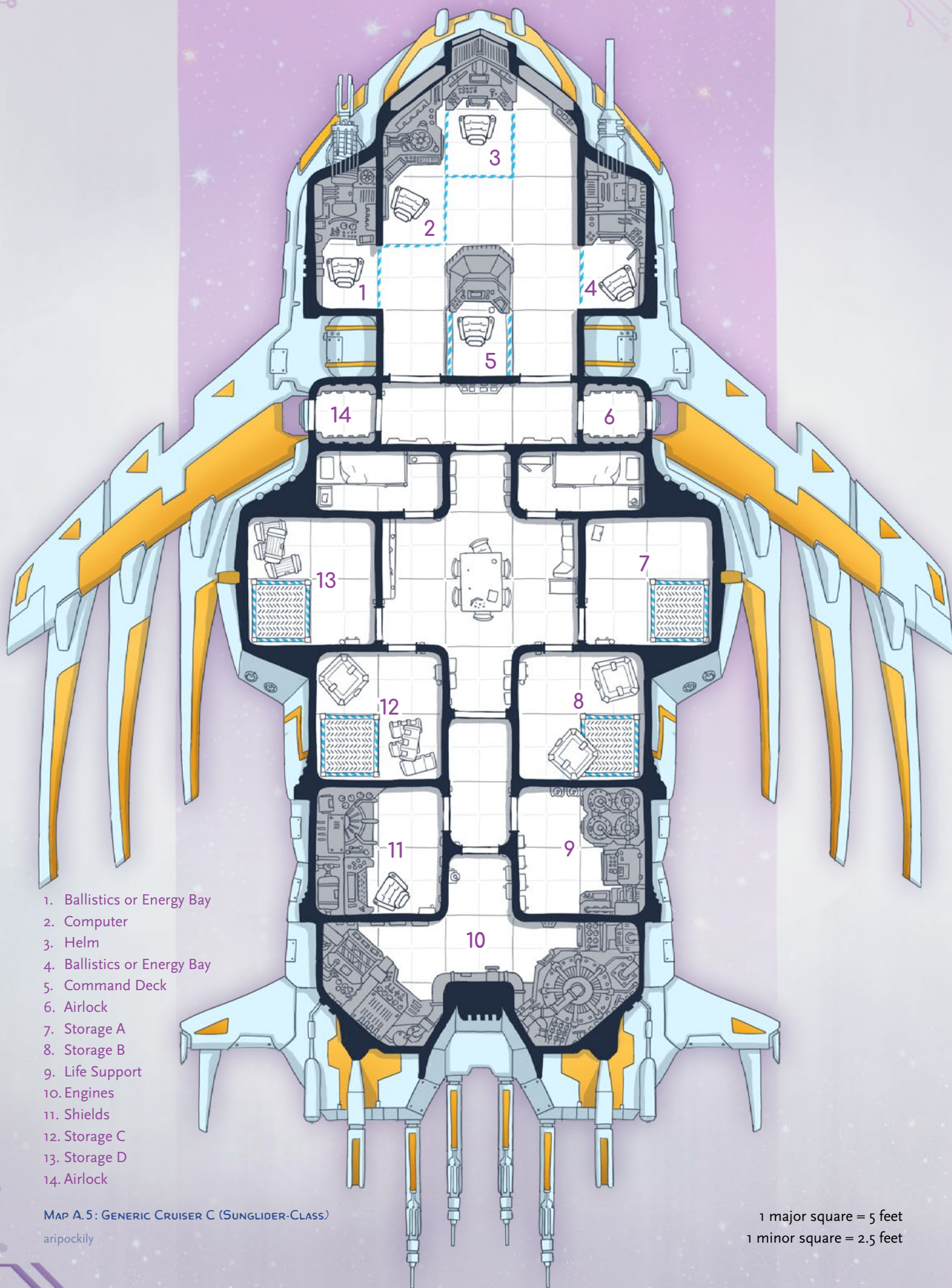
Salvo 1. Ranged Attack Roll: +5, range 150 ft. **Hit:** 1 (1d4) Piercing Hull damage. **Miss:** 1 Piercing Hull damage.

Engines

Nitro Burn (2/Day). The cruiser flies up to half its Speed.

Shields

Discharge Shield, Radiant (0/5). The cruiser regains all of its Shield Points after **8 hours** if its Engines are active.



Trawler Cruiser

The first trawler cruisers were simply heavy-duty towline mining tugs used by a band of miner-turned-rebels during a corporate retreat-turned-uprising. In the modern day, trawlers are a standard class of specialty war rigs designed to remove battle wrecks and puncture defensive lines. For pirates, the thunk of a spearhook in a quarry's hull is a simple and effective bargaining chip.

TRAWLER CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 60 ft. by 30 ft.)

AC 10

Starship Phase Order +1

Hull Points 15

Shield Points 5

Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	16	13	15	0	0	0
MOD (SAVE)	+3	+1	+2	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 1/2 (XP 450; PB +2)

Stations Airlock, Ballistics Bay, Engines, Helm, Life Support, Shields

Crew Size 4 (1 Engineer, 1 Gunner, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Ballistics Bay

Salvo 1. Ranged Attack Roll: +3, range 150/300 ft. Hit: 1 (1d4) Piercing Hull damage. Miss: 1 Piercing Hull damage if the target is within range 150 ft.

Spearhook. Ranged Attack Roll: +3, range 300 ft. Hit: 1 Piercing Hull damage, and the target is linked to the cruiser by a sturdy cable. Until the cable is released as an action or destroyed (AC 18; Hull Points 5; Immunity to Poison and Psychic damage), neither the cruiser nor the target can fly more than 300 feet from the other without dragging the other.

Whenever the cruiser drags a target via this cable and the target is a Corvette or Cruiser, it forces the target to make a DC 13 Strength saving throw. On a failed save, the cruiser can drag the target without movement penalty until the end of the turn.

Engines

Dirty Boost. The cruiser ejects shrapnel that fills a 150-foot Cube adjacent to itself and lasts until the start of this Station's next turn. A starship that moves into a space with this shrapnel takes 2 Piercing Hull damage. Then, the cruiser flies up to 150 feet.

Shields

Flare Shielding, Radiant (3/5). The cruiser regains 3 Shield Points during the next Starship Phase.

Voidwing Cruiser

Few Voidwings ships exist, with fewer acknowledged by homeworld governments. Equipped with an experimental photon-weaving shield, Voidwings can render themselves invisible from missiles and enemy detection, making them ideal for reconnaissance and assassinations. Engineers cleverly pair the Voidwings' stealth capabilities with a rail cannon, taking advantage of the invisibility to safely reload between shots. This tactical superiority makes Voidwings a formidable and elusive threat, characteristics particularly embellished in local folk tales.

VOIDWING CRUISER

Gargantuan Vehicle (Starship Cruiser, minimum 60 ft. by 40 ft.)

AC 14

Starship Phase Order +2

Hull Points 12 (+1 Hull)

Shield Points 5

Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	11	14	7	0	0	0
MOD (SAVE)	+0	+2	-2	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 4 (XP 1,100; PB +2)

Stations Airlock, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields

Crew Size 4 (2 Gunners, 1 Pilot, 1 Shielder)

Traits

Blackbody Cloak (Shields). While the cruiser has at least one Shield Point, it is Invisible.

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Ballistics Bay

Thunderbolt 1 (Rearm 3–6; Success 2). Ranged Attack Roll: +5, range 800/1,600 ft. Hit: 6 (1d12) Piercing Hull damage, and the target loses Shield Points equal to the Hull damage taken.

Energy Bay

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +5, range 600/1,200 ft. Hit: 5 (1d10) Radiant Hull damage.

Shields

Stealth Cloak, Radiant (5/5). The cruiser regains 5 Shield Points during the next Starship Phase.

Frigates

Due to their size, cost, and low maneuverability, Frigates only appear as part of large-scale official military engagements. They don't have associated maps in this book, so GMs are encouraged to use alternative sources.

Battle Frigate

Battle Frigates are designed for heavy firepower, boasting a wide variety of synergistic weapons that swiftly deplete shields and scuttle hulls.

BATTLE FRIGATE

Gargantuan Vehicle (Starship Frigate, minimum 300 ft. by 200 ft.)

AC 16 **Starship Phase Order** +3
Hull Points 32 **Shield Points** 20
Speed 250 ft. (turning radius 90)

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	16	16	0	0	0
MOD (SAVE)	+2	+3	+3	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 9 (XP 5,000; **PB** +4)
Stations Airlock, Ballistics Bay, Command Deck, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields
Crew Size 5 (3 Gunners, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the frigate's crew takes one action at each functional Station.

Ballistics Bay

Twin Missile (Rearm 2–6; Success 2). Ranged Attack Roll: +6, range 400/1,200 ft. **Hit:** 7 (2d6) Bludgeoning Hull damage, and the Frigate makes this attack again (maximum one additional attack per turn). If both attack rolls hit the same target, one Station of the frigate's choice in the target is **Impaired** (repair **DC** 15).

Energy Bay

Scythe 2 (Recharge Auto; Success 2). Ranged Attack Roll: automatic hit, range 500 ft. **Hit:** 10 Radiant Hull damage. If the target has a Radiant Shield, the damage is reduced by an amount equal to the target's Shield Points. The target doesn't lose Shield Points from this damage.

Energy Bay

Plasma 2 (Recharge Auto; Success 1). Ranged Attack Roll: +6, range 600/1,200 ft. **Hit:** 11 (2d10) Radiant Hull damage.

Shields

Light Shield II, Radiant (5/15). The frigate regains 5 Shield Points during the next Starship Phase.

Forward Command Frigate

From the backlines, forward command frigates oversee the battlefield, their presence often determining the outcome of a fight.

FORWARD COMMAND FRIGATE

Gargantuan Vehicle (Starship Frigate, minimum 400 ft. by 250 ft.)

AC 16 (+1 Plating) **Starship Phase Order** +2
Hull Points 29 (+1 Hull) **Shield Points** 20
Speed 250 ft. (turning radius 90)

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	15	12	18	0	0
MOD (SAVE)	+2	+2	+1	+4	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 8 (XP 3,900; **PB** +3)
Stations Airlock, Ballistics Bay, Command Deck, Computer, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields
Crew Size 6 (1 Captain, 2 Gunners, 1 Officer, 1 Pilot, 1 Shielder)

Actions

Scramble (1/Day). The frigate deploys three allied **Fighter Corvettes** (see page XXX) in unoccupied spaces adjacent to itself.

Crew Actions

Operate. Each round, the frigate's crew takes one action at each functional Station.

Ballistics Bay

Salvo 2. Ranged Attack Roll: +5, range 150/300 ft. **Hit:** 5 (2d4) Piercing Hull damage. **Miss:** 2 Piercing Hull damage if target is within range 150 ft.

Energy Bay

Jam Target. Intelligence Saving Throw: **DC** 15, a target starship within **1,000 feet**. **Failure:** The target's Speed is **halved** until the start of this Station's next turn.

Energy Bay

Plasma 2 (Recharge Auto; Success 1). Ranged Attack Roll: +5, range 600/1,200 ft. **Hit:** 11 (2d10) Radiant Hull damage.

Shields

Light Shield II, Radiant (5/15). The frigate regains 5 Shield Points during the next Starship Phase.

Reactions

Issue Orders (Command Deck). Trigger: A starship within **500 feet** of the frigate fails a D20 Test (including itself). Response: The target rolls another **d20** and can use either die result.

Guardian Frigate

Specialized starships designed for protection and support, guardian frigates ward allies with their powerful shields and deploy drones to incapacitate targets from within. With enough preparation, they lay a maze of mines to form a defensive perimeter.

GUARDIAN FRIGATE

Gargantuan Vehicle (Starship Frigate, minimum 150 ft. by 50 ft.)

AC 16 **Starship Phase Order** +2
Hull Points 26 **Shield Points** 50
Speed 250 ft. (turning radius 90)

	STR	DEX	CON	INT	WIS	CHA
SCORE	16	14	13	0	0	0
MOD (SAVE)	+4	+2	+1	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 5 (XP 1,800; **PB** +3)

Stations Airlock, Command Deck, Deployment Hub, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields

Crew Size 4 (1 Deployer, 1 Gunner, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the frigate's crew takes one action at each functional Station.

Deployment Hub

Hunter Drone (Recharge Auto; Success 2). *Ranged Attack Roll:* +4, range 300/900 ft. *Hit:* No damage, and the projectile creates a breach in the target's hull at a space closest to the center of the target starship. The breach summons 2 allied **Security Mechs** (see page XXX) in an unoccupied space nearest it. These drones don't function while the frigate's Deployment Hub is Impaired.

Fragment Mines (Recharge Auto; Success 2). The frigate deploys mines that fill a **100-foot Cube** adjacent to it. While the mines persist, a starship that enters a space with mines detonates the mines in that space and is subjected to the following effect. *Dexterity Saving Throw:* **DC 15.** *Failure:* 4 (1d8) Piercing Hull damage. *Success:* Half damage.

Energy Bay

Plasma 2 (Recharge Auto; Success 1). *Ranged Attack Roll:* +5, range 600/1,200 ft. *Hit:* 11 (2d10) Radiant Hull damage.

Shields

Guardian Shield, Radiant (10/50). The frigate regains 10 Shield Points during the next Starship Phase.

Reactions

Shield Ward (Shields). *Trigger:* An ally within **100 feet** takes Radiant damage. *Response:* The target uses the frigate's Shield Points for that attack.

Lancer Frigate

Lancer Frigates each carry a powerful rail cannon that demolishes enemy blockades and breaks stalemates. Their only additional defense comes from short-range guns, making them heavily reliant on supporting fighters and good positioning for protection.

LANCER FRIGATE

Gargantuan Vehicle (Starship Frigate, minimum 150 ft. by 50 ft.)

AC 15 **Starship Phase Order** +3
Hull Points 24 **Shield Points** 15
Speed 250 ft. (turning radius 90)

	STR	DEX	CON	INT	WIS	CHA
SCORE	12	16	12	16	0	0
MOD (SAVE)	+1	+3	+1	+3	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 6 (XP 2,300; **PB** +3)

Stations Airlock, Ballistics Bay, Command Deck, Computer, Engines (Current Skimmer), Helm, Life Support, Shields
Crew Size 5 (3 Gunners, 1 Officer, 1 Pilot, 1 Shielder)

Crew Actions

Operate. Each round, the frigate's crew takes one action at each functional Station.

Computer

Laser Lock. *Intelligence Saving Throw:* **DC 14**, one target within **1,000 feet**. *Failure:* The frigate has **Advantage** on the next attack roll it makes against the target this turn.

Ballistics Bay

Thunderbolt 2 (Rearm 3–6; Success 2). *Ranged Attack Roll:* +6, range 800/1,600 ft. *Hit:* 13 (2d12) Piercing Hull damage, and the target loses Shield Points equal to the Hull damage taken.

Ballistics Bay

Salvo 1. *Ranged Attack Roll:* +6, range 150/300 ft. *Hit:* 1 (1d4) Piercing Hull damage. *Miss:* 1 Piercing Hull damage if the target is within range 150 ft.

Ballistics Bay

Salvo 1. *Ranged Attack Roll:* +6, range 150/300 ft. *Hit:* 1 (1d4) Piercing Hull damage. *Miss:* 1 Piercing Hull damage if the target is within range 150 ft.

Shields

Light Shield II, Radiant (5/15). The frigate regains 5 Shield Points during the next Starship Phase.

Unique Starships

These starships have bespoke traits not suitable for a commonly-encountered enemy. Their descriptions may also diverge from the maps available in this book.

Gigantimech

Despite criticism over their impracticality, there's no denying that massive humanoid mechas are awesome. Beyond their reasonable effectiveness at quelling kaiju, they're also an inspirational symbol that rallies worlds to their cause.

The burden of piloting a massive mech must be shared among multiple pilots, whether for historical or practical reasons. Some gigantimechs are built for two psychologically compatible pilots, while others require seamless coordination from a team of rangers, with each member controlling a part of the chassis.

Special Station: Multi-Pilot Helm

The gigantimech is specially treated as both a creature and starship. Rather than the usual starship Stations, it instead has a special Helm called a **MULTI-PILOT HELM**. This Station allows multiple Pilots to control the gigantimech from one location, as well as take actions from its stat block that would normally be handled by other Stations, such as firing weapons.

Controlling the Mech

A gigantimech's Pilots must control it simultaneously, per the following rules.

One Collective Turn. Characters acting as Pilots of a gigantimech take one collective turn rather than taking turns individually. When the gigantimech enters combat, roll Initiative for it as normal, and the Pilots assume the mech's Initiative count.

Moving the Mech. For creature-scale combats, the gigantimech moves normally as if a creature. For starship combats, the mech is considered a Frigate and moves during the Starship Phase (see Starship Combat, page 120).

Piloting the Mech. On the gigantimech's turn, a minimum number of Pilots (as determined by the mech type, chosen by the GM) must all take a **Crew** action and choose the Multi-Pilot option to control it.

MULTI-PILOT

You and your team take control of the gigantimech

Make a **DC 15 Charisma check**. At GM's discretion, you may have **Advantage** on this check if you have strong connections to your fellow Pilots. The number of successes achieved by you and your team determines the subsequent effects, as shown in the Multi-Pilot Compatibility table.

Unless the result is a Total Failure, you and your team collaboratively control the gigantimech, taking actions from the stat block and moving (during this turn, or during the Starship Phase if the mech is in a starship-scale encounter).

» ENEMY AND AUTONOMOUS MECHS

To simplify enemy gigantimechs' Multi-Pilot Compatibility rolls, the GM can instead make one check with **DC 10 plus the number of Pilots**.

If the gigantimech is an enemy that is sentient or controlled by an artificial intellect, treat its compatibility as always **Compatible**.

MULTI-PILOT COMPATIBILITY

Number of Successes					Compatibility Result
2 Pilots	3 Pilots	4 Pilots	5 Pilots	6 Pilots	
2	3	4	4–5	5–6	Synchronized. Until this check is made again, the gigantimech's Speed increases by 100 feet , and it adds its Proficiency Bonus to its D20 Tests and damage rolls.
1	2	2–3	2–3	3–4	Compatible. The gigantimech operates normally with no changes.
0	0–1	1	1	1–2	Incompatible. Until this check is made again, the gigantimech's Speed is halved , and it has Disadvantage on its D20 Tests.
—	—	0	0	0	Total Failure. Until this check is made again, the gigantimech is Immobilized and it can't take any actions.



GIGANTIMECH (PLAYER-FACING)

Gargantuan Vehicle (Starship Frigate, minimum 20 ft. by 20 ft., minimum 400 ft. tall)

AC 13 + PB

Hull Points 32

Shield Points 10

Speed 300 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	18	14	16	0	0	0
MOD (SAVE)	+4	+2 (*)	+3	0	0	0

Immunities Object; see Vehicle Immunities, page 79

PB equal to any Pilot's Proficiency Bonus

Stations Airlock, Multi-Pilot Helm

Upgrades +1 Plating

Traits

Kinetic Shield, Radiant (5/10). During the next Starship Phase, the gigantimech automatically regains 5 Shield Points if its Speed isn't 0.

***Mobile Chassis.** The gigantimech adds its PB to its Dexterity saving throws.

Multi-Pilot. The gigantimech's Pilots make a **DC 15 Charisma check** to determine their piloting compatibility per the Multi-Pilot Compatibility rules (see Controlling the Mech).

Multi-Pilot Helm

Multiaction. The gigantimech makes two Slam attacks. It can replace one of them with a Salvo 2 or Plasma 2 attack (see Weapons).

Slam. *Melee Attack Roll:* +4 plus PB, reach 50 ft. *Hit:* 4 (1d8) Bludgeoning Hull damage, and the target is **Grappled** (escape **DC 8 + STR + PB**).

Salvo 2. *Ranged Attack Roll:* +2 plus PB, range 150/300 ft. *Hit:* 5 (2d4) Piercing Hull damage. *Miss:* 2 Piercing Hull damage if target is within range 150 ft. *Belt-Fed 6, Rearm 3:* After making this attack six times, this attack can't be made again until the weapon is armed three times.

Plasma 2. *Ranged Attack Roll:* +2 plus PB, range 600/1,200 ft. *Hit:* 11 (2d10) Radiant Hull damage. *Recharge 1:* The weapon automatically gains 1 charge at the start of its turns. When it has 1 charge, it can be fired again.

GIGANTIMECH (GM-FACING)

Gargantuan Vehicle (Starship Frigate, minimum 20 ft. by 20 ft., minimum 100 ft. tall)

AC 16 (+1 Plating)

Starship Phase Order +2

Hull Points 32

Shield Points 10

Speed 400 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	18	14	16	0	0	0
MOD (SAVE)	+4	+2 (+4)	+3	0	0	0

Immunities Object; see Vehicle Immunities, page 79

Starship CR 7 (XP 2,900; **PB** +3)

Stations Airlock, Multi-Pilot Helm

Crew Size 2–6 Pilots

Traits

Kinetic Shield, Radiant (5/10). During the next Starship Phase, the gigantimech automatically regains 5 Shield Points if its Speed isn't 0.

Multi-Pilot. At the start of its turns, the gigantimech's Pilots make a **DC 15 Charisma check** to determine their piloting compatibility per the Multi-Pilot Compatibility rules (see Controlling the Mech).

Crew Actions

Multiaction. The gigantimech makes two Slam attacks. It can replace one of them with a Salvo 2 or Plasma 2 attack.

Slam. *Melee Attack Roll:* +7, reach 50 ft. *Hit:* 4 (1d8) Bludgeoning Hull damage, and the target is **Grappled** (escape **DC 15**).

Salvo 2. *Ranged Attack Roll:* +5, range 150/300 ft. *Hit:* 5 (2d4) Piercing Hull damage. *Miss:* 2 Piercing Hull damage if target is within range 150 ft.

Plasma 2 (Recharge Auto; Success 1). *Ranged Attack Roll:* +5, range 600/1,200 ft. *Hit:* 11 (2d10) Radiant Hull damage.

» OPTIONAL RULE: PLAYER COMPATIBILITY

This optional rule for GMs replaces the Multi-Pilot Compatibility checks and relies on teamwork between players instead. It takes more time to play, but makes for a more exciting narrative experience.

When the player characters would make a Multi-Pilot Compatibility check, instead have each player secretly write down what they intend to do with their turn. Then, reveal each intent. The maximum number of players whose intent matches (GM's discretion) determines the number of successes achieved for a result from the Multi-Pilot Compatibility table.

Korvus Flock

The black ebony-wood fleet of the Korvus Conclave drift through void on a sacred mission. Aboard each twisting, organic ship is a Divine Sanctum that mysteriously channels their priests' divine spellcasting and weapons that focuses the congregation's void magic.

KORVUS PINION

Gargantuan Vehicle (Starship Corvette, 40 ft. by 20 ft.)

AC 15 (17 with Shield of Faith) **Starship Phase Order** +3
Hull Points 5 **Shield Points** 0
Speed 400 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	16	10	12	0	0
MOD (SAVE)	+2	+3	+0	+1	0	0

Vulnerabilities

Fire
Immunities Object; see Vehicle Immunities, page 79

Starship CR 2 (XP 450; PB +2)

Stations Airlock, Computer, Energy Bay, Engines, Helm, Life Support, Shields

Crew Size 4 (1 Gunner, 1 Officer, 1 Pilot, 1 Shielder)

Traits

Organic Systems. The corvette has **Advantage** on Intelligence saving throws.

Silent Reactor (Engines). The cruiser has **Advantage** on Dexterity (Stealth) checks.

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Computer (Divine Sanctum)

Divinity Channel. The corvette casts one of the following spells as if it were inside a target within 300 feet at any space of its choice, using Wisdom as its spellcasting ability and ending its effects early if this Station becomes Impaired:

1/Day: Bane, Darkness

Energy Bay

Null Blaster (Recharge Auto; Success 1). Ranged Attack Roll: +5, range 600/1,200 ft. **Hit:** The target loses 5 (1d10) Shield Points—or takes 5 (1d10) Force Hull damage if it has no Shield Points—and it can't regain Hull Points for 1 minute. Each creature inside the target is pushed 10 feet toward the target's rear.

Shields

Warding Bond. If an ally is within 300 feet of it, the corvette gains a +2 bonus to its AC until the start of this Station's next turn or until this Station is Impaired.

KORVUS ROSTRUM

Gargantuan Vehicle (Starship Corvette, 75 ft. by 330 ft.)

AC 15 (19 with Shield of Faith) **Starship Phase Order** +0
Hull Points 13 **Shield Points** 0
Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	14	13	12	18	0
MOD (SAVE)	+2	+2	+1	+1	+4	0

Vulnerabilities

Fire
Immunities Object; see Vehicle Immunities, page 79

Starship CR 6 (XP 2,300; PB +3)

Stations Airlock, Command Deck, Computer, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields

Crew Size 5 (1 Captain, 1 Gunner, 1 Officer, 1 Pilot, 1 Shielder)

Traits

Divine Order (Command Deck). The cruiser uses Wisdom instead of Intelligence for any Intelligence-based D20 Tests it makes.

Organic Systems. The cruiser has **Advantage** on Intelligence and Wisdom saving throws.

Silent Reactor (Engines). The cruiser has **Advantage** on Dexterity (Stealth) checks.

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Computer (Divine Sanctum)

Divinity Channel. The cruiser casts one of the following spells as if it were inside a target within 300 feet at any space of its choice, using Wisdom as its spellcasting ability (spell save DC 15) and ending its effects early if this Station becomes Impaired:

2/Day: Darkness, Inflict Wounds, Silence

1/Day: Banishment, Vortex Leash (see page XXX)

Energy Bay

Null Scythe (Recharge Auto; Success 1). Ranged Attack Roll: automatic hit, range 500 ft. **Hit:** The target loses 15 Shield Points, and then it's subjected to the following effect if it has no Shield Points remaining. **Wisdom Saving Throw:** DC 15, each creature in a 60-foot-long, 5-foot-wide Line inside the starship in an orientation of the cruiser's choice, ignoring cover. **Failure:** 16 (3d10) Force damage, and the creature is **Incapacitated** and weightless (see page XXX) until the start of this Station's next turn.

Shields

Shield of Faith. The cruiser gains a +4 bonus to its AC until the start of this Station's next turn or until this Station is Impaired.



Mechanifold

The Mechanifold are a swarm of semi-sentient, partially-extradimensional, self-replicating, other-assimilating starships. Like vampires for metal, they prey specifically on large machines and transform them into a member of their kind, absorbing their function and knowledge for the next phase of evolution. If left unchecked, they risk breaking quarantine and can pose a significant danger to the Cosmos. Different splinter groups of the Mechanifold have different appearances.

MECHANIFOLD ASSIMILATOR

Gargantuan Vehicle (Starship Corvette, minimum 25 ft. by 25 ft.)

AC 16 **Starship Phase Order** +4
Hull Points 5 **Shield Points** 0
Speed 500 ft.

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	18	10	16	0	0
MOD (SAVE)	+2	+4	+0	+3	0	0

Vulnerabilities Lightning

Immunities Object; see Vehicle Immunities, page 79

Starship CR 1 (XP 200; PB +2)

Stations Computer, Energy Bay, Engines, Helm

Crew Size None

Traits

Assimilator. When the corvette reduces a target's Hull Points to 0 with its Assimilate action and the target is a Corvette, the target transforms into a Mechanifold Assimilator after **7 days**, regaining all of its Hull Points. Only a total blackout or some other complete deactivation of the target's internals can halt this transformation.

Autonomous. The corvette's Stations don't require crew. If Impaired, the Stations take their actions to automatically repair themselves.

Ion Weakness. If the corvette takes Lightning damage or moves through an ionized atmosphere, its Stations become **Impaired**.

Crew Actions

Operate. Each round, the corvette takes one action at each functional Station.

Computer

Assimilate. *Constitution Saving Throw:* DC 13, one starship within 50 feet. *Failure:* The target loses 2 (1d4) Hull Points, and one Station of the corvette's choice is Impaired (repair DC 13) unless a creature at that Station makes a successful DC 13 Intelligence saving throw.

While the Station is Impaired, a part of it is transformed into an allied Mechanifold drone (use the statistics of a Blaster Drone, page XXX; it has Vulnerability to Lightning damage).

MECHANIFOLD RECOGNIZER

Gargantuan Vehicle (Starship Cruiser, minimum 60 ft. by 25 ft.)

AC 15 **Starship Phase Order** +3
Hull Points 11 **Shield Points** 10
Speed 400 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	16	11	18	0	0
MOD (SAVE)	+2	+3	+0	+4	0	0

Vulnerabilities Lightning

Immunities Object; see Vehicle Immunities, page 79

Starship CR 4 (XP 700; PB +2)

Stations Ballistics Bay, Computer, Engines, Helm, Shields

Crew Size None

Traits

Autonomous. The cruiser's Stations don't require crew. If Impaired, the Stations take their actions to automatically repair themselves.

Ion Weakness. If the cruiser takes Lightning damage or moves through an ionized atmosphere, its Stations become **Impaired**.

Crew Actions

Operate. Each round, the frigate's crew takes one action at each functional Station.

Ballistics Bay

Hunter-Stalkers (Rearm Auto; Success 3). The cruiser launches a swarm of homing drones at one target of its choice within **300 feet**. *Dexterity Saving Throw:* DC 14. *Failure:* 3 (1d6) Bludgeoning Hull damage. *Success:* No damage. *Failure or Success:* The target repeats this save at the start of this Station's next turn. This effect lasts for **1 minute**, and ends early if the target has failed this save three times; if it moves **500+** feet during its next Starship Phase; or if this Station is Impaired.

Manifold Rail (Rearm Auto; Success 2). *Ranged Attack Roll:* +5, range 800/1,600 ft. *Hit:* 6 (1d12) Piercing Hull damage, and the target loses Shield Points equal to the Hull damage taken.

Computer

Disrupt Targeting. *Intelligence Saving Throw:* DC 14, one target within **300 feet**. *Failure:* A Ballistics Bay or Energy Bay in the target (cruiser's choice) has **Disadvantage** on the next attack roll it makes on its next turn.

Shields

Light Shield I, Radiant (5/10). The cruiser regains **5** Shield Points during the next Starship Phase.

Moonwell Armada

The Moonwell Order is a secret organization of mystical gravity-warping Knights first named for the three-body moons on which it was founded. Its species-diverse members keep the peace in their sector of the galaxy and search for new Knights whose powers have yet to awaken. The Moonwell Armada's toroid starships each suspend a tamed dark star at their center that guides them through the void by bending spacetime.

MOONWELL SILVERWAKE

Gargantuan Vehicle (Starship Corvette, 40 ft. by 40 ft.)

AC 11 **Starship Phase Order** +3
Hull Points 6 **Shield Points** 10
Speed 400 ft. (500 ft. with Warpspace Reactor)

	STR	DEX	CON	INT	WIS	CHA
SCORE	16	13	12	0	0	0
MOD (SAVE)	+3	+1	+1	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 3 (XP 700; PB +2)
Stations Airlock, Ballistics Bay, Engines (Current Skimmer), Helm, Life Support, Shields
Crew Size 4 (2 Gunners, 1 Pilot, 1 Shielder)

Traits

Warpspace Reactor (Engines). The corvette has a **+100-foot bonus** to its Speed, it has a **+2 bonus** to its Starship Order, and it is unaffected by gravitational effects that would reduce its Speed.

Crew Actions

Operate. Each round, the corvette's crew takes one action at each functional Station.

Energy Bay

Maelstrom Blaster (Recharge Auto; Success 2). Constitution Saving Throw: **DC 13**. Failure: 5 (1d10) Force Hull damage, and gravity heightens inside a **20-foot-radius Sphere** centered on a point of the corvette's choice inside it, ignoring cover. The Sphere lasts until the start of this Station's next turn. Inside it, each foot of movement costs **1 extra foot** and creatures have **Disadvantage** on D20 Tests made using Strength or Dexterity. Success: Half damage only.

Energy Bay

Plasma 1 (Recharge Auto; Success 1). Ranged Attack Roll: +3, range 600/1,200 ft. Hit: 5 (1d10) Radiant Hull damage.

Shields

Light Shield I, Radiant (5/10). The corvette regains 5 Shield Points during the next Starship Phase.

MOONWELL TEMPESTIDE

Gargantuan Vehicle (Starship Cruiser, 80 ft. by 80 ft.)

AC 11 **Starship Phase Order** +4
Hull Points 17 **Shield Points** 15
Speed 300 ft. (400 ft. with Warpspace Reactor; turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	18	13	17	0	0	0
MOD (SAVE)	+4	+1	+3	0	0	0

Immunities Object; see Vehicle Immunities, page 79
Starship CR 7 (XP 2,900; PB +3)
Stations Airlock, Ballistics Bay, Engines (Current Skimmer), Helm, Life Support, Shields
Crew Size 4 (1 Deployer, 1 Gunner, 1 Pilot, 1 Shielder)

Traits

Warpspace Reactor (Engines). The cruiser has a **+100-foot bonus** to its Speed, it has a **+3 bonus** to its Starship Order, and it is unaffected by gravitational effects that would reduce its Speed.

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Deployment Hub

Tidal Vortex (Recharge Auto, Success 2). The cruiser creates a gravitational anomaly inside a **150-foot-radius Sphere** centered on a point within **600 feet** of it. The Sphere lasts for **1 minute** or until the cruiser's Deployment Hub is Impaired, and each foot of movement inside it costs **2 extra feet**. When a starship ends its movement inside the Sphere, it is subjected to the following effect. **Strength Saving Throw: DC 15**. Failure: 7 (2d6) Force Hull damage, and it is pulled to the center of the Sphere, taking damage if it collides with something (see Collisions with Starships, page XXX). Success: Half damage only.

Energy Bay

Plasma 2 (Recharge Auto; Success 1). Ranged Attack Roll: +4, range 600/1,200 ft. Hit: 11 (2d10) Radiant Hull damage.

Shields

Light Shield II, Radiant (5/15). The cruiser regains 5 Shield Points during the next Starship Phase.

Otherworlder

According to voidfarer superstition, Otherworlders are undead vengeful crew aboard a ghost starship who seek rest. In reality, they are members of an ethereal Undead species...that are admittedly also quite ghostly.

OTHERWORLDER BANSHEE

Gargantuan Vehicle (Starship Cruiser, minimum 60 ft. by 25 ft.)

AC 15 **Starship Phase Order** +3
Hull Points 10 **Shield Points** 15
Speed 300 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	16	10	0	0	0
MOD (SAVE)	+2	+3	+0	0	0	0

Resistances Acid, Cold, Fire, Lightning, Thunder
Immunities Necrotic; Bludgeoning, Piercing, and Slashing while it has Shield Points (see Ethereal Shield) // Object; see Vehicle Immunities, page 79

Starship CR 5 (XP 1,800; **PB** +3)

Stations Command Deck, Energy Bay, Engines (Current Skimmer), Helm, Shields

Crew Size 4 (1 Captain, 1 Gunner, 1 Pilot, 1 Shielder)

Traits

Incorporeal Chassis. The cruiser can't be boarded, and it can move through other creatures and objects as if they were Difficult Terrain.

Spectral Deflector (Shield). While it has no Shield Points, its Immunity to Bludgeoning, Piercing, and Slashing damage becomes **Resistance** instead.

Crew Actions

Operate. Each round, the cruiser's crew takes one action at each functional Station.

Command Deck

Haunting Signal. The cruiser broadcasts to the audio and visual systems of one starship within 300 feet. *Wisdom Saving Throw:* DC 14, one creature inside the starship—or all creatures inside the starship if the cruiser passed through the starship's space immediately before taking this action—that can hear or see the broadcast. *Failure:* 16 (3d10) Necrotic damage, and the creature is Frightened of the cruiser until this Station's next turn. *Success:* Half damage only.

Energy Bay

Spectral Blaster (Recharge Auto; Success 1). *Ranged Attack Roll:* +6, range 600 ft. *Hit:* 11 (2d10) Radiant Hull damage.

Shields

Ethereal Shield, Radiant (5/15). The cruiser regains 5 Shield Points during the next Starship Phase.

Psychonaut

A psychonaut is a starship wired to a typically oversized organic brain, forming a biotech hybrid neither living or dead. Organic circuitry embedded throughout its hull amplifies the psionic power of its crew, allowing them to form concentrated light blasts and raise shimmering telekinetic shields.

PSYCHONAUT MEDUELLIST

Gargantuan Vehicle (Starship Cruiser, minimum 60 ft. by 25 ft.)

AC 15 **Starship Phase Order** +3
Hull Points 8 **Shield Points** 30
Speed 350 ft. (turning radius 135)

	STR	DEX	CON	INT	WIS	CHA
SCORE	14	16	8	19	16	12
MOD (SAVE)	+2	+3 (+6)	-1	+4 (+7)	+3 (+6)	+1

Resistances Poison, Psychic

Immunities Blinded, Deafened, Exhaustion, Incapacitated, Paralyzed, Poisoned, Prone, Stunned, Unconscious

Starship CR 8 (XP 3,900; **PB** +3)

Stations Airlock, Computer, Energy Bay, Engines (Current Skimmer), Helm, Life Support, Shields

Crew Size 4 (1 Gunner, 1 Officer, 1 Pilot, 1 Shielder)

Traits

Psionic Enchantment (Computer). Each time the cruiser hits a target with Psycholuminous Thrust and rolls at least one 6 for its damage dice, it subjects all creatures inside it to the following effect. *Intelligence Saving Throw:* DC 15. *Failure:* 9 (2d8) Psychic damage. *Success:* Half damage. *Failure by 5 or More:* The creature is **Stunned** until the start of this Station's next turn.

Crew Actions

Operate. Each round, the frigate's crew takes one action at each functional Station.

Energy Bay

Psycholuminous Thrust (Recharge Auto; Success 1). *Ranged Attack Roll:* +6, range 600 ft. *Hit:* 10 (3d6) Radiant Hull damage. If any of these damage dice rolls a 6, the target is subjected to the Psionic Enchantment trait.

Energy Bay

Psycholuminous Thrust (Recharge Auto; Success 1). *Ranged Attack Roll:* +6, range 600 ft. *Hit:* 10 (3d6) Radiant Hull damage. If any of these damage dice rolls a 6, the target is subjected to the Psionic Enchantment trait.

Shields

Psionic Ward, All Damage Except Force (10/30). The cruiser regains 10 Shield Points during the next Starship Phase. If this Station is Impaired, it loses all of its Shield Points.