

ADVANCED SYSTEMS

Advanced systems typically cost 8 cred, but can be difficult to source. They're an excellent target for a job or series of jobs. Feel empowered to come up with your own, but to start you off, here are some examples...

AUTOFAC (+1 Upkeep, minor)

*Your ship has a small refinery and miniaturized manufacturing equipment that can break down raw materials and construct a variety of goods and equipment. **This system upgrades and replaces your LOCKER.***

Given time, the AUTOFAC can convert any appropriate cargo into 3 Cred.

When you **engage the AUTOFAC to produce useful equipment**, you may spend appropriate cred to produce basic, quality, restricted or expensive gear that you'd conceivably have the blueprints for. This includes weapons and armor, but can also include drones, small vehicles and implants.

LANCE (+1 Upkeep, major)

Your ship is armed with a powerful mining lance, capable of carving through both raw materials and ship hulls with ease.

When you **use your LANCE to mine asteroids or break a ship**, roll+grit. On a 7+, the work succeeds: take an appropriate cargo. On a 7-9, choose 2:

- The resources are low quality or common. Take 1 cred instead.
- The ship is strained or damaged. It takes 1 harm.
- The work takes longer than expected. Take Heat.

The LANCE can be used to **throw down** with other ships. It deals 3 harm.

EXAMPLE STARSHIPS

Crews should try to build a starship that fits their personality, but if you're having trouble deciding, here are a few example ships to build on...

Light Freighter (24 cred)

Light freighters are among the most common and versatile starships in the galaxy, typically being used for bulk hauling, passenger transport, or some combination thereof. Many owners choose to arm the ship with some form of projectile weapon for dealing with pirates or other emergencies.

Systems: DRIVE, PROJECTILE (missile launcher), EXPANDER, 3 HULL
3 Upkeep, 1 Fare, 3 Space

Prospecting Scow (28 cred)

The prospecting scow is used to grab samples of promising astronomical bodies for later analysis, as well as obtain small amounts of particularly valuable minerals. These vessels are typically cramped and low-tech, but sturdy.

Systems: DRIVE, HARDWARE (mining laser), PLATING, REPOSITORY (metal & raw ore), 3 HULL

3 Upkeep, 1 Fare, 2 Space (+1 for metal & raw ore)

Yacht (28 cred)

The premier method of traveling between star systems, yachts boast a large number of luxury staterooms, along with numerous creature comforts for passengers to take advantage of during the lengthy trip through hyperspace. Yachts are usually privately operated, with one large, deluxe suite for their owner, and the passenger and crew berths filled with the owner's entourage.

Systems: DRIVE, LOUNGE, GALLEY, SUITES, 5 HULL
3 Upkeep, 3 Fare, 1 Space