

CONSTRUCTING A STARSHIP

When creating a starship, players should proceed along the following steps:

- The first step is to select a hull. A list of hulls is found on the next few pages, divided by class: transport, raider, frigate, light cruiser, and cruiser.
- Once the players have their hull, they roll on the Complications charts, gaining one Past Histories Complication and one Machine Spirit Quirks Complication. Alternatively, the GM can select these Complications instead.
- Once the Complication has been determined, the players build their ship. Based on their hull and the drive they select, they will have a certain amount of Space and Power. Based on their Warrant of Trade, they will have a certain amount of Ship Points (see page 33).
- Next, players must select what type of crew their vessel has. All ships start with a Competent Crew (see **Table 8-9: NPC Crew Ratings** on page 214), with a Skill Level of 30. The cost of the crew is included with the cost of the ship's hull. If players wish to, they can gain an additional 5 Ship Points to spend on their vessel by downgrading their Crew to Incompetent (20). Likewise, they can upgrade their crew to a Crack Crew (40) by spending 5 of their existing Ship Points. They may even upgrade their crew to a Veteran Crew (50) by spending 15 Ship Points.
- Next, the players must select one Essential Component from each of the Essential Component categories.
- Next, players may select Supplemental Components. Each

Component (Essential or Supplemental) has a Space and Power requirement. The sum total of all the Component's requirements may not exceed the Space provided by the hull, or power generated by the drive.

- Once the starship's Components have been recorded, any benefits and drawbacks should be totalled and, if necessary, combined.

Note that certain Components can increase a ship's Crew Population or Morale level above 100. This is acceptable, and should set the ship's new maximum level of Crew Population and Morale. If damaged, a starship's Crew Population and Morale can be restored back up to these maximums, but not above them.

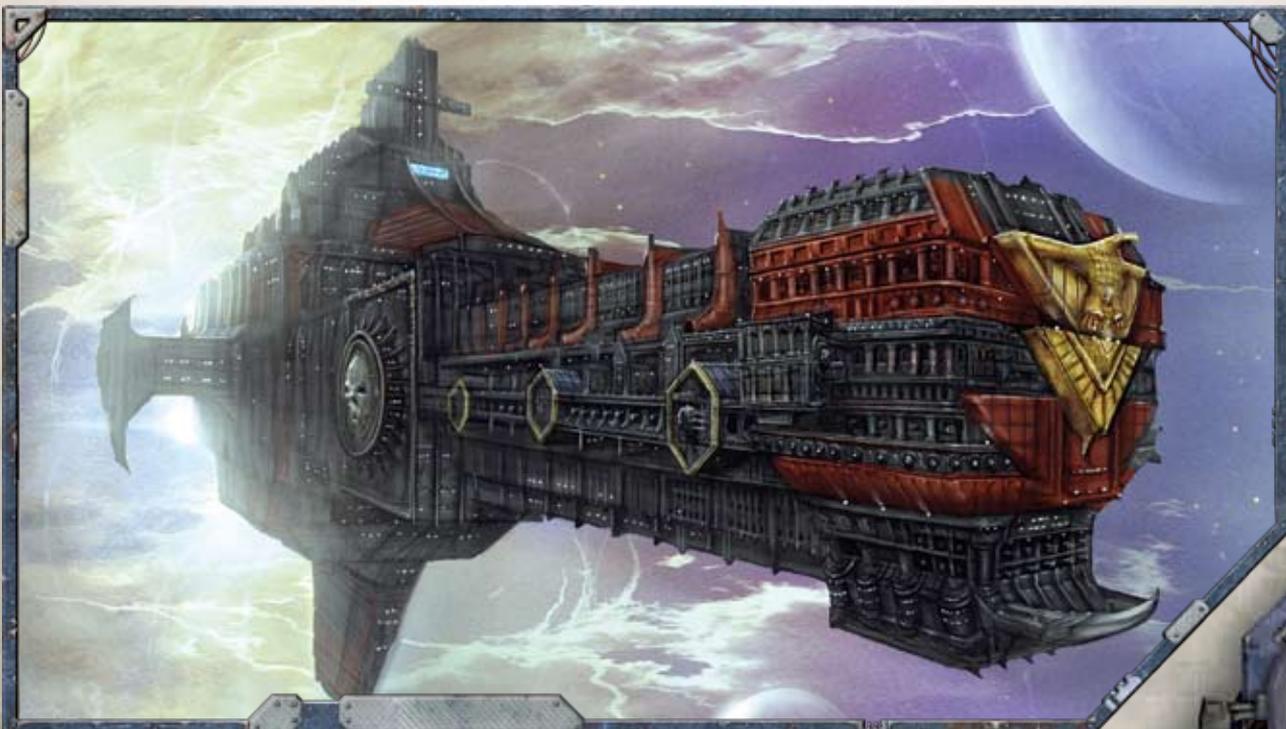
This may seem strange, since both Crew Population and Morale are abstract representations, rather than a concrete measurements of crewmembers or their loyalty. However, just consider these Components to be increasing the loyalty of the crew, or the amount of warm bodies aboard the ship, and subsequently making either value slightly more resilient to losses.

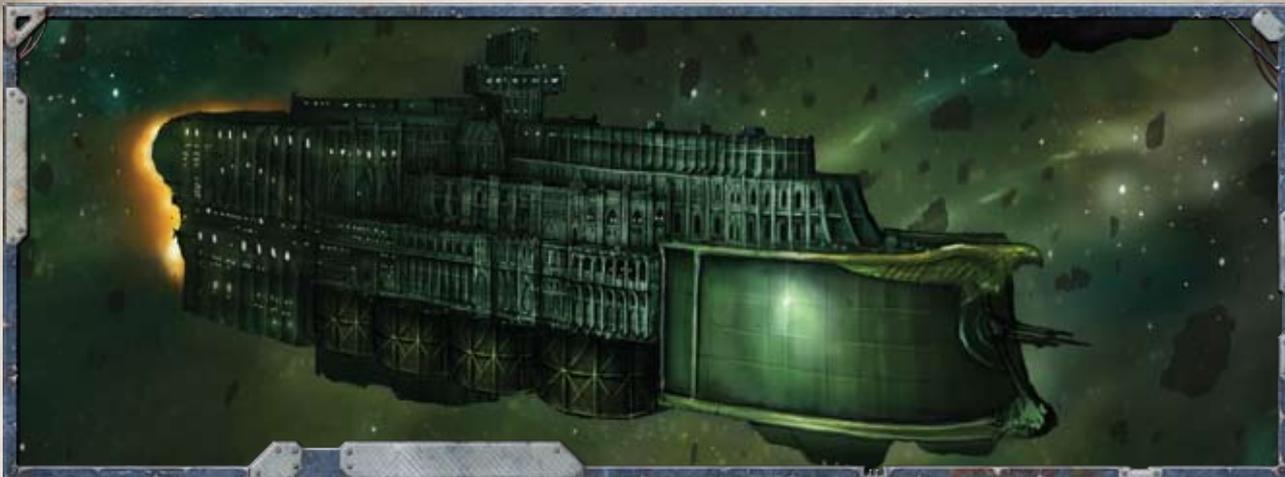
EXAMPLE

A ship has the Haunted Complication, reducing its Morale permanently by 10. However, the players add Extended Supply Vaults, increasing its Morale permanently by 1. In the end, the ship's Morale is permanently decreased by 9.

HULLS

The hull of the vessel defines what type of ship it is, its abilities, and the Components that may be added to it. The hull has all the base Characteristics of the ship (though they may be modified by certain components):





TRANSPORTS

Transports are unexciting but vital to galactic commerce.

Jericho-class pilgrim vessel

Dimensions: 2.25 km long, 0.3 km abeam approx.

Mass: 9 megatonnes approx.

Crew: 20000 crew, approx.

Accel: 1.6 gravities max acceleration

The gigantic Jericho pilgrim ships are converted refinery vessels. Their huge fuel tanks are rebuilt into hundreds of passenger compartments, and a single ship can hold many thousands of the faithful. Accommodations vary; for those with the Thrones, the trip can be relatively pleasant, but most must make do with bilge-berths and corpse rations in the ship's cavernous cargo bays. A Jericho can also be repurposed to carry cargo.

The ships themselves are large, slow, and unwieldy. Most do sport some weapons to discourage pirates, though most buccaneers might look for richer targets.

Speed: 3

Manoeuvrability: -10

Detection: +5

Hull Integrity: 50

Armour: 12

Turret Rating: 1

Space: 45

SP: 20

Weapon Capacity: 1 Prow, 1 Port, 1 Starboard

Cargo Hauler: This vessel was designed for transporting goods, and no amount of retrofitting can fully change this. This hull comes pre-equipped with one Main Cargo Hold Component (see page 203). The hull's Space has already been reduced to account for this, however, when the ship is constructed it must be able to provide 2 Power to this Component.

Vagabond-class merchant trader

Dimensions: 2 km long, 0.4 km abeam approx.

Mass: 8 megatonnes approx.

Crew: 18000 crew, approx.

Accel: 2.1 gravities max acceleration

A common sight throughout the Calixis Sector, Vagabonds are small, multi-purpose merchant vessels able to transport a wide variety of cargos and even passengers. Popular amongst poorer Chartist captains, these ships are unassuming but

reliable, and have even been known to mount small broadsides for defence.

Speed: 4

Manoeuvrability: -5

Detection: +10

Hull Integrity: 40

Armour: 13

Turret Rating: 1

Space: 40

SP: 20

Weapon Capacity: 1 Dorsal, 1 Prow

Cargo Hauler: This vessel was designed for transporting goods, and no amount of retrofitting can fully change this. This hull comes pre-equipped with one Main Cargo Hold Component (see page 203). The hull's Space has already been reduced to account for this, however, when the ship is constructed it must be able to provide 2 Power to this Component.



RAIDERS

Corsairs and pirates prize these fast but fragile vessels.

Hazeroth-class privateer

Dimensions: 1.5 km long, 0.25 km abeam approx.

Mass: 5 megatonnes approx.

Crew: 22000 crew, approx.

Accel: 5.6 gravities max acceleration

The Hazeroth class comprises a variety of raider vessels of similar size and firepower. Many have been known to operate



from the infamous Hazeroth Abyss (hence the name), and are popular with privateers. Most sacrifice cargo space and armour for improved engines and reinforced interior bulkheads, allowing them to flee anything they cannot fight.

Speed: 10 **Manoeuvrability:** +23
Detection: +12 **Hull Integrity:** 32
Armour: 14 **Turret Rating:** 1
Space: 35 **SP:** 30
Weapon Capacity: Dorsal 1, Prow 1

Havoc-class merchant raider

Dimensions: 1.6 km long, 0.4 km abeam approx.

Mass: 6 megatonnes approx.

Crew: 24000 crew, approx.

Accel: 5 gravities max sustainable acceleration

The Havoc class is a heavy raider whose origins date back to before the reconquest of the Calixis Sector. A typical Havoc has fast engines, sizeable cargo space, and a battery strength to rival many frigates. However, their armour is relatively weak, meaning that these 'glass cannons' have a hard time going toe-to-toe with a comparable naval vessel.

Speed: 9 **Manoeuvrability:** +25
Detection: +10 **Hull Integrity:** 30
Armour: 16 **Turret Rating:** 1
Space: 40 **SP:** 35
Weapon Capacity: Dorsal 1, Prow 1

FRIGATES

Frigates are fast, small, but powerful craft, used in any number of roles.

Sword-class frigate

Dimensions: 1.6 km long, 0.3 km abeam at fins approx.

Mass: 6 megatonnes approx.

Crew: 26,000 crew, approx.

Accel: 4.5 gravities max sustainable acceleration

The Sword frigates have been a mainstay escort vessel for Battlefleet Calixis ever since its founding. Every system aboard one of these frigates has been tried and tested in innumerable engagements. Its laser-based weapons and turrets are accurate and hard-hitting, its plasma drives are rugged and reliable in

extreme conditions. Few task forces do not include at least a pair of Swords to guard the flanks of larger vessels or pursue smaller, faster raiders. More than a few Rogue Traders have noticed the stellar performance of these vessels and obtained one. With a few minor conversions to increase holds, Swords suit their needs quite well.

Speed: 8 **Manoeuvrability:** +20
Detection: +15 **Hull Integrity:** 35
Armour: 18 **Turret Rating:** 2
Space: 40 **SP:** 40
Weapon Capacity: Dorsal 2

Tempest-class strike frigate

Dimensions: 1.5 km long, 0.4 km abeam at fins approx.

Mass: 6.1 megatonnes approx.

Crew: 30500 crew, approx.

Accel: 4.7 gravities max sustainable acceleration

The Tempest is a specialised frigate produced in the Calixis and surrounding sectors. It trades long ranged firepower for heavy, short-ranged broadsides designed to devastate enemies at 'knife-fight' distances. To get to those distances, Tempests have triple-armoured prows and boosted drives, and often carry assault boats and large complements of ratings for boarding actions. These larger quarters and hanger bays have been found very useful for other, more commercial purposes as well.

Speed: 8 **Manoeuvrability:** +18
Detection: +12 **Hull Integrity:** 36
Armour: 19 **Turret Rating:** 1
Space: 42 **SP:** 40
Weapon Capacity: Dorsal 2

