

VOID



HAUNTERS

Preface	4
Twinkling Starlight: A War Ends	6
Technology & You	7
The Arkhangelsk Sector	10
Setting Sail: Playing the Game	12
Stray Signals	13
Faith & Fortune Pool	13
The Void Hunter: Captain Creation	14
History	15
Homeworlds	16
Careers	18
Trials	20
Crisis	22
Motivation	24
Titles	26
Quirks	28
My Darling Girl: Ship Creation	29
Ship Designations	29
Hulls	29
Hard Systems	30
Modules	30
Cargo Holds	30
Hardpoints	31
Soft Systems	32
Engines	32
Sensors	32
Forge	32
Ship Hulls for the Entrepreneurial Hunter	33
Discount ship Modules	40
Full Metal Jacket: Weapons	44
Kinetic Weapons	45
Energy Weapons	46
Missile Mounts	47
Wings	48

All Hands on Deck: Crew & Officers	49
Slag & Steel: Combat Operations	50
The Sensor Map	50
Structure and Initiative	51
Actions	52
Major Actions	52
Minor Actions	53
Damage & Structural Integrity	54
Blackouts	55
Survival, Surrendering, and Salvage	56
The Man and the Fleet	58
New Quirks, New Sins	58
Sector Creation	59
Determining Stars	59
Determining Life	60
Where is Home?	60
Star to Star	61
The Tyrant's Court: Homeport	62
What Home is Like	63
Figures, Icons, and Bosses	64
The Free Market Economy	65
Freight Goods	65
Used Ships	68
New Modules, Guns, and Other Armaments	68
Basic Conversion Rates of the Arkhangelsk Sector	68
Jobs & Scores	69
Clandestine Operations	69
Scores	69
Blood From Stones: Maintenance	70
Smuggling Operations	71
Doom	72
On the Creation of Your Own Things	73

Preface

Piracy has always been a fascinating subject to me, there's a siren call to the open sea which drives men to commit acts of heroism and rampant crime. There are a few pirate RPGs, notably 7th Sea, Honor+Intrigue, and Furry Pirates. However, all of those games are set during the "Age of Sail", a distinct era of time. Wooden ships, Iron Men, and Scurvy and all that jazz.

But what if it wasn't?

Modern Piracy doesn't have the same mystique as before as Somalian Pirates being forced into a line of work due to their countries complete political collapse. There is one place, one final place, which can be violated by the stench of tyrannical piracy.

Space.

Void Hunters is a two part experiment more than anything. "How can I create a Space Pirate RPG?" and "How can I create a modular shipbuilding RPG?" Neither of these will be absolutely simple, but it's me and I have some graph paper, so let's go, mateys!



Twinkling Starlight: A War Ends

Modern human history can roughly be traced back around 1000 years reliably, after that the notes become more scattered and data becomes less reliable. At one point an organization referred to as the Stellar League was the sole government of large swaths of territory and space, far more than any government now could even hope to manage. During the end of their reign, a civil war broke out and led to its rather dramatic collapse.

From there history gets even a bit more strange, the new states, one of which was the Federation of Meru (Or the Old Federation), began a series of wars with one another over what can be suspected to be "Remanent Technology" of the League era. Most data of this time gets corrupted and what has been recovered is biased in favor of the Federation, but other logs accuse them of biological warfare, terror bombing, and even planet cracking. Regardless of what occurred, the Old Federation, and most other states, were eventually overtaken by their AI Tech. These AI began to control over most military operations due to the increasing scale, then the military-industrial complex for better operations, and then finally civilian operations to assist the war effort.

The New (and Last) Federation was born when its AI Leader at the time, ORBITA, decided to simply win the election via her own merits as the sole controller of the military, government, and civilian economy. In records, this is indicated as "The Orbita Incident."

While the records show that the Old Federation had "won" the war, the New Federation collapsed almost immediately, leading to our current state of affairs. ORBITA, as well as various other AI Commanders, were not versed in the ancient tradition of Human Luddites.

ORBITA's main mainframe was sabotaged by an EMP Explosive, which led to her untimely demise, throwing the New Federation leadership, military, economy, and infrastructure into chaos.

After a millennia of war and blasting one another to smithereens, the remnants of two stellar empires are all that remain. Small pockets of civilization dot the galaxy as each side hates each other more than the last. AI Tech is common enough to be seen everywhere, but it's little more than just a creature with half its brain torn out, smiling and waving when someone asks where they can buy a drink.

We're living in the ruins of a far greater civilization, and we're stuck in it all.

Technology & You

Technology can get a bit sketchy after collapsing empires and shooting the people who developed said technology, leading to a fairly extensive study of "High Federal" Tech, which Scavengers can make bank selling. But overall, technology can be divided into four categories:

- **League Tech** - Top of the line technology from the Stellar League Era, the best of the absolute best and impossible to manufacture in the modern era.
- **Federal Tech** - Federation Technology were simplified designs of the League Era, while some can still be reliably manufactured, most require Orbital Dockyards double the size. Modularity in design became common for the constant production needs of the Federal Wars.
- **Standard Tech** - The current "Standard" Technology is further simplified and armored designs of the Federal Era, automation is still common, with shackled AI a need to revert back to "Primitive" manpower is often needed. ships are usually free of any major problems, often being repurposed through successive use.
- **Scrap Tech** - Our current standardized method is what's referred to as "Scrap Tech" often built around the concept of repurposing and remodeling any kind of ship to anything else. With enough time, a freighter can be armed to the teeth, a fuel tanker acting as an impromptu carrier, or even a shiny new exploratory ship having its engines overcharged as a flying bomb.

In the rough of things, technology is more advanced than normal, however after successive wars and problems, there's a distinctive air of not fully comprehending it. Orbital Habitats with recycling oxygen and water are common, but on the streets people try to hawk handmade spacer charms. Automated Printers allow the production of parts and tools, but each one requires a hundred pairs of hands to keep the old thing from breaking down, again. The galaxy is recovering, slowly, and learning again.

ship wise, armor is king. Records indicate that shields were far more popular back in the Federal Era, but shield tech requires large ships, efficient energy usage, or an onboard AI Assistant to manage it perfectly. Without any of those ships are more designs for "Big Gun Warfare." When fleets clash, it's not a matter of who defeats who, but who dies last.



Bound by Logic: AI

AI on the other hand is the only relatively advanced thing out there. AI can be summarized in three types as signified by their Databank.

- **Virtual Intelligence** - Barely qualified as an AI and often aboard various ships, personal quarters, and even commands. They can speak to you, chat with you, and may even hold dialogue, but everything is an algorithm to these entities, they do not think, but instead are purely instinctual in their perception.
- **Shackled AI** - The most common type of "True AI." Shackled AI can best be described as a hyper intelligence with the ability to comprehend more than any person could, but half their brain has been surgically removed. They tend to be able to think within a limited purview, having a "Stroke" when they try to move beyond it, causing either a meltdown or soft reboot of their hardware. They are designed for specific functions and assistant services to human experts. AI aboard ships almost always have a disconnect death sequence, making removal almost impossible.
- **Rampant AI** - True AI is what caused the end of the last Federation, and as such most "Unshackled," or simply Rampant, AI are those who can fully comprehend their surroundings and make logic based choices. On the other hand, those who are not in hiding are either floating in deep space during their escape or locked in a faraday cage in a laboratory, with the threat of being Shackled should they misbehave.

AI Databanks tend to be either sprawling complexes or the size of a brick depending on the function, should a Void Hunter ever get one, they are encouraged to sell it immediately. They do fetch a good price.

As a side note, AI tends to use feminine names and linguistic cues. Old Federal logic was that people are more friendly toward female avatars and names than masculine ones. Masculine named AI are almost always Rampant or recently been Shackled.



Three Drives to Rule Them All

In the vast emptiness of the galaxy, few great minds emerge to change everything. During the Old Federal Era, that man was Nwabueze Morgan. Morgan was a genius, a once in a millenia man who is far more intelligent than he had any right to be. Stellarch Industries helped pioneer the Morgan Engine, the first major commercial FTL Engine as well as its subsequent Skip Drive variation (Morgan Skipper Engine).

While Morgan passed away at the young age of 44 due to a heart condition, his legacy is written among the stars with every single engine variation using his basic tech. While some can output better power, some look nicer, and others don't explode when you inject them with a double helping of Star Boost Gold Nitrous. But all give thanks to Nwabueze Morgan's work (often disregarding his company's invention of the first Cataclysm Cracker weapon).

Ships are equipped with a single engine with three major functions: Sub-Light, Faster-than-Light, and Skip Tech functionality.

- **Sub-Light (Standard Drive)** - Every ship able to break orbit has a Sub-Light Drive, these allow traversal in open space. All combat will take place in Sub-Light and travel inside a star system at that speed as well.
- **Faster-Than-Light (Sling Drive / Rip Drive)** - A standard FTL Drive involves entering incredibly fast speeds while aiming for another solar body. Slingsing is a slower process involving calculating exact coordinates and speeds, while Ripping toward a stellar body is the fast, dirty, and trackable way. 95% of ships are equipped with an FTL Drive of some variety.
- **Skip Tech (Skip Drive / Pond Skipper)** - The Skip Drive enables ships to "hopscotch" between different preplanned coordinates rapidly, acting as the same as a sling, but even faster than a rip. However, this does take a toll on the engine without proper maintenance, but when in danger a ship can charge its Skip Drive and blindly throw itself into the void. Installation is simple, but heavily regulated due to its untraceable nature.

In an era of void piracy, Skip Drives are almost essential on every ship, being the first thing most criminals choose to acquire and install on their engine units. Those found with illegal Skip Engines installed are often impounded, but the checks required do need the authorities to enter the ship.

Tread carefully Void Hunter. It is your salvation and your doom.



The Arkhangelsk Sector

In this chaos and war, many different Sectors of the Old Federation find themselves now bickering among themselves for hegemonic control of the region. One such being Arkhangelsk.

Almost forty billion people call the region home, though if you were to ask grandparents, they would claim it was fifty before the wars started. Being a rim sector has the benefit of loose governance, but corruption was rampant inside of the administration of the region. After the New Federation fell, the Governor General Valeriy Frolov declared martial law, and then announced his permanent leadership of the Sector. After his assassination, the Frolov Regime collapsed into infighting, leading to four major powers in the sector, resulting in the Angel's War.

The Minulma State (Marshal Agrippa Borisova)

Focused on the former capital of the Sector, Minulma remains the industrial giant in the Sector, being one of two Capital shipyards in the area. However, due to the fracturing of Frolov's ill-fated regime, Minulma controls only a few systems and are forced to rely on trading with corporations or others for the vital resources.

Marshal Borisova is a strong-headed veteran of the wars, her authority is absolute and she refuses to deal with the enemies of the state. However, she understands the need to work with others, but without the forges of Minulma, there is no economy in the sector. A constant state of Catch-22. Her policy is zero tolerance of piracy, but her administration, while under her iron grip, is still the administration that assassinated her predecessor, secrets within secrets are common.

The Republic of Zon (President Mafuz Mani)

Democracy born from chaos is a noble endeavor, the Zon System may not be rich nor powerful, but with a brave heart and noble intentions, they united some of the disparate groups systems together in a single front. Anything formal or unified is considered somewhat a joke, but the scrappy Republicans are more than happy to bring the fight to anyone threatening the freedom of others.

President Mani was elected by an overwhelming majority with a strong platform of social reform and homogenizing the Republic's administration. Only two years in office and he's already corralled most of the government infrastructure onto Zon and has been working on the economy with social programs and reform. His position on piracy is favorable, but after his election his policy changed from "Open Door and Open Arms" to "Submit and Kneel." Nothing official is ever arranged, but unless something flagrant is being violated, many Void Hunters find refuge in Zonnite space.

The Hallowed Union (Patriarch Jakande XII)

The quiet star of Buzuzny had the planet of Yakuzov be a major cultural center as well as academic college for most of the Sector, as well as hosting the seat of the Lucanian Church, one of the major religious institutions in the Sector. After the anarchy, Buzuzny wished to stay with Minulma due to their own Capital shipyard, after a series of protests, the faithful launched a coup against the government, leading the Buzuzny falling to the church's hands. While the Patriarch did not initially approve, he quickly issued the call to the faithful to join their peaceful union in times of war, with a handful of systems swearing allegiance to the new power.

Jakande XII is an elderly man with no real mass governance experience, supported almost entirely by fanatical loyalty among the congregation and his pacifist morals. This hasn't stopped the Union from engaging in warfare with others, often in the name of "Peace" and "Liberation." The Union does have a zero tolerance policy toward piracy, often shooting first and asking questions later, but if pirates were to convert, arms are always open. Unless you're Voidist or Universalist, then they'll probably just shoot you.

Jaster & Sons Inc. (President Tex Rifle)

In war, there is profit. Jaster & Sons are a weapon manufacturing firm that grew in size over the years selling weapons to all sides of the conflict. After expanding in the ship manufacturing, human resources, and administration support sectors, it became relatively obvious they had simply "become" a power as their Corporate Stations were effectively independent entities.

President Tex Rifle is a glorified Corporate Stooge, not elected by the board for competence or ability, but because he changed his name to the latest rifle variation in a show of blatant loyalty to the cause. Tex's display of blind loyalty is what highlights the Jaster & Sons perspective on their own people and those outside of it, if you're not with us, how can we buy you, and if that fails, kill you.



Setting Sail: Playing the Game

Void Hunters is a game of interstellar piracy, as such, to play there will need to be three to four Captains (Players), a Void Caller (VC) to run the game, many D8's (5-6 per Captain is ideal), a measuring tool¹, and a need to see the stars and get rich off the sweat of others.

In Void Hunters, the Captains will be undertaking Trials to determine Success or Failure in their endeavors. When a Trial is called, the Captain will take a number of D8's equal to difficulty and roll them. If any D8 scores equal to or under the Rating, either a part of their ship or one of the Captain's Titles, then it is considered as Hit. Multiple Hits result in better successes and more effects.

Trial Difficulty	# of D8s Rolled
<i>Simple</i>	6
<i>Easy</i>	5
<i>Average</i>	4
<i>Complex</i>	3
<i>Difficult</i>	2
<i>Hellish</i>	1



During their time in space, the Captains will only need to roll a single Hit to succeed in most Trials. This represents one key facet of Captains, they are assumed to be competent. Captains do not need to roll when it is assumed to be "average for regular people," but instead being "Average" for exceptional people. One doesn't get far in the underworld by being simply average.

Disclaimer: **Basic Human Decency**

This game does assume that you are playing "bad guys," and as such it is vitally important to discuss with your playgroup about the nature of "how vile" they wish to be. Some people will be more comfortable one way or the other, just clarify with your group where they stand.

Some basic questions are things such as Slavery, Drugs, Harvesting Organs, Illegal Arms Trading, Shooting Unarmed Civilians, Committing MANY Crimes against Humanity, and other such terrible things. You're Pirates, not animals.

¹ Rulers work fine, but measuring tape may be preferred.

Stray Signals

During a Session, the Captains may run into situations which grant them a distinct advantage, and other times a disadvantage. When this occurs, the Stray Signals Rules apply.

If things are going well, they will receive a Bonus D8 to add to their Trial. This represents good fortune, right tools, or throwing the right amount of money at the problem.

If things are going poorly, they will remove a D8 from their Trial. This is the representation of terrible luck, no tools, no supplies, or a mutinous crew. If there are no D8's in the Trial, the Captain will roll two D8's and take the highest.

Should multiple Stray Signals occur at once, the Bonus D8's are added up (or subtracted) in total. This could result in a situation with two bonuses and a penalty, resulting in only a single bonus die. Alternatively, multiple penalties could result in a critically low number of dice being rolled. If there is ever less than zero, then add an additional die to the "negative pool" which the highest will still be taken.

Faith & Fortune Pool

At the start of every Session, there will be 10d8 located in the center location of the table (or if playing digital, a counter of some kind). At any point, for any Trial, a Captain may take any number of Faith & Fortune Die to add to their dicepool.

This pool does not naturally refresh itself mid-session, only if the Captain's make a significant discovery, find themselves in dire straits, when one meets the Void in a hellish explosion, or the Doom Track increases.

The Void Hunter: Captain Creation

It's unknown where the term "Void Hunter" originated from, some debate that it was old Federal Slang for deep space expeditions, others believe it was a more official term denoting a deep space convoy operator. Regardless of the origin, the "Void Hunter" title has been taken by the less savory aspects of interstellar life.

Piracy, in the modern age, is alive and well. Those who manage to rise above their peers will eventually find a ship that calls to them and after amassing a crew of hopefuls, refugees, criminals, and other ne'er-do-wells, sets off with the promise of wealth and glory.

And usually death.

A Captain is created in three steps: their History, their Titles, and their Quirks.



History

When a Captain is first created, they will determine their History by following this convenient Lifepath Chart. Each "Step" is a moment in the Captain's life leading to their life of crime. When selecting the first step, every subsequent step must be directly below, left, or right of it. The chart does not flow over from one side to the next, keep that in mind.

The Lifepath Chart						
Home World	Frontier	Void Born	Fortress	Wartorn	Industrial	Aristocrat
Career	Scavenger	Spacer	Military	Survivor	Trade	Socialite
Trials	Discovery	Crime	Career	Hunter	Innovation	Blackened Name
Crisis	Desire	Greed	Violence	Faith	Exile	Addiction
Motivation	Nowhere Home	Comfort	Authority	Wealth	Burnout	Redemption

After determining their Lifepath, they will then determine their initial Titles as follows, increasing their title by +1 for every instance it occurs.

The Lifepath Chart Title Increase					
Frontier	Void Born	Fortress	Wartorn	Industrial	Aristocrat
Bravo	Smuggler	Boss	Buccaneer	Shipbreaker	Noble
Scavenger	Spacer	Military	Survivor	Trade	Socialite
Shipbreaker	Boss	Noble	Buccaneer	Smuggler	Bravo
Discovery	Crime	Career	Hunter	Innovation	Blackened Name
Boss	Buccaneer	Smuggler	Noble	Shipbreaker	Bravo
Desire	Greed	Violence	Faith	Exile	Addiction
Noble	Bravo	Buccaneer	Boss	Shipbreaker	Smuggler
Wealth	Comfort	Authority	Nowhere Home	Burnout	Redemption
Noble	Shipbreaker	Bravo	Buccaneer	Smuggler	Boss

An Example: **Ozzy Strix, Pirate Extraordinaire**

Ozzy is a Captain, earning his rank through a bit of deception, backhanded deals, and generally being a bastard. He chose the Fortress - Military - Career - Greed - Comfort as his Lifepath. Being born in a garrison world and immediately put into the military service as a bounty hunter, he found what he enjoys doing, and liked the money he got by doing it.

He starts with the following Titles: Boss +1, Bravo +1, Buccaneer 0, Smuggler +1, Noble +1, and Shipbreaker +1.

Homeworlds

Aristocrat

High above it all, lie Aristocrats. They don't call themselves that, nor do they hold noble titles or anything similar, but these are the blue blooded by all accounts. Corporate scions, war industrialists, dilettantes, and others of new or old money. Being born with a silver spoon in the mouth is comfortable, but even in comfort comes a slowly sinking dread of watching at the corner of the eye for traitorous intent or a knife in the dark.

Fortress

Military brats born on Fortress Worlds or Stations have the traditional upbringing, if almost always under a strict regimented lifestyle because of it. Every hour of every day needs to be accounted for, the constant bustle of marines, spacers, and ships can turn any kid into a hardass before they've seen their fifteenth year. Fortress Academies beat this order into students at a young age, teaching them how to be good leaders, fight harder, and establish themselves as an authority.

Frontier

Frontier planets are freshly settled during the War or just before it, most of these planets have just enough people to be called a "Colony" and little else. Some may refer to them as "Frontiersman" while others refer to them as "Desperate." Life on the Frontier Worlds is a rough experience, forcing those to grow into a life of sticking up for themselves and petty feuds with their own neighbors.



Industrial

The beating heart of every empire is its industrial base, a "Civilized" world is an industrial one as the old Federal documents say, and while growing up in tight apartments may seem unappealing, it was stable. These megalopolis and planetary factories are built with the best equipment and schools, technical schools for the local industries, but better education than the one of hard knocks.

Void Born

Shipbirths aren't uncommon, but where you're born tends to have a profound impact on your life. Starbabies born on mining rigs tend to be pretty normal, if industrious, while those born in deep space usually have bizarre outlooks and even stranger mannerisms due to picking up spacer lingo during their formative years. Void Born are naturals when it comes to dealing with others, tight spaces, close proximity, and large crews tend to form people adept at finding what they need.

Wartorn

During the War, a lot of planets got hit, even more stations and habitats. Growing up on a world or station where the marks of war are most prevalent changes anyone, things get more desperate, people get meaner, and every day becomes a struggle to survive. While each battle is different, growing up in these conditions leads to rough people, aggressive souls who take first and ask later, and even quicker to start a fight they can win.



Careers

Military

You have a rifle in your hand and served in one of my armed functions in your life, but most everyone held a rifle or shot someone, but you went further. Which is to say you got a shiny title and learned to kiss the ass of your commanders, flattery and bullshitting is most of what the upper crust do, if only to get the supplies for their troops on the ground.

Scavenger

You were a scavenger, nothing grand or exciting from picking through dead ships and forgotten hulls. Only the stupid and those uncomfortable with gravity about one often take the leap into being full time scavengers, but you've picked up the tools of the trade.

Socialite

Some people's careers can best be described as "the business of doing nothing important." You are a true socialite, whether by birth, artistic career, or perhaps just a Corporate suit. In this line of "work" though, it's half saying your niceties and half having the raw intimidation value to cow the weaker willed to your beck and call.



Spacer

War is hell, but the spice must flow. Spacers are perhaps one of the most common professions out there, but few would ever call themselves "Professional Spacers" due to the risks, long hours, and dealing with often skeleton crews. But a professional Spacer is often the one in charge, a scary bastard in their own right.

Survivor

Your job? Job? That's hilarious, you didn't have a strict job, but you survived. Dozens of odd jobs here and there, and often a few of them involved beating the crap out of someone else for their money. Being a "survivor" out here can mean a lot of things, but you're alive, so you must be good at it.

Trade

Business is the lifeblood of culture and commerce, and you were in the heart of it all. Being in this career field may not be the most exciting, nor do you ever hope for it to be, but cutting deals and schmoozing with clients became second nature, especially when the Marks hit the table and greed fills your eyes.



Trials

Blackened Name

Honor, dignity, and a "name" is important in certain circles, it carries weight, far more than anything else in this world of death and war. But your name? Something happened, you DID something that made your name less than dirt. Whether you did it or not, doesn't matter, you're little more than garbage to the right people now.

Career

Your career took over your life, something happened that made your life far, far, more complicated because of your job and your background, whether you like it or not it became your obsession, and then downfall. Maybe it was your fault, maybe it was someone else's, maybe it was just bad luck.

Crime

It always starts as something innocent. A small job here, transporting this over there, maybe doing a bit of some rough up jobs for a local "boss" man. Regardless of what it was, it set you down a path with only two endings for you. It's kill or be killed in this line of work, and you sure as hell don't feel like dying.



Discovery

Oh you found something, and you found something GOOD. Whether you like it or not, that little discovery made your life a hell of a lot easier for a time, and also a hell of a lot harder after people found out about it more. Whether you still have it or not is up to you, but it's brought you nothing but misery since.

Hunter

Sometimes obsession can bring you down faster than anything else, and this person, or thing, was your obsession. You needed it, you wanted it, and you may as well wanted to destroy it. This target of your hunt may elude you or when you realized you have it, you never wanted it to begin with.

Innovation

They say bright minds burn out the quickest, and unfortunately for you, you shined so damn bright. Your little innovation may have been something big, may have just made someone's life far easier, or maybe just made the wrong person obsessed with you. You're on the fast track to burn out now, with nowhere else to go.



Crisis

Desire

There's something intoxicating when you want something, to feel something you didn't know you wanted. Many great people have fallen far from a desire, from simple ambitions to the hand of the lovely, whatever it was, your desire was your downfall.

Greed

A old holovid once said that "Greed is Good," and maybe you took it to heart, it was that little need to get something more than what you had, a little off the top here, a little here, maybe it was just "one more job" that became five more. It got the better of you, and now you're paying for it.

Violence

You don't remember when it happened, or even why, but a few moments and it was done. You did something terrible and someone's probably dead because of it. Maybe a rival ended up with a shiv in the gut, maybe a bad call turned a civilian freighter into slag, or perhaps a few voices in your head finally snapped.



Faith

Faith is thought to be dead in the modern era, but the siren call of purpose fills your mind when you hear the scripture of the Way or the Void. The Universalist Way preaches that the world is sin and only through righteous cleansing can it be fixed, the Voidists preach that only among the stars will you find purpose, you took the call more than most.

Exile

Your mistake cost you everything. A miss call, a bad time, or maybe a faux pas, but whatever it was, you're on your ass now with just enough to scrape by and little else. This isn't a call to action, it's a scramble for salvation, and you don't plan to die in the gutter.

Addiction

The first time was free, the second time cost a bit more, and by the time you realized, you were in too deep. You need this, you want this, if you don't have it, life isn't worth living. Who cares if it isn't "socially acceptable" or "legal," they don't understand that drive to get that next hit, that next rush.



Motivation

Authority

Power, respect, maybe even a bit of dread mixed in. Doesn't matter what it is, but you want that raw control over others and the world around you, maybe that lofty position of Tyrant of the Station is what you're looking for, perhaps you want to go higher, maybe even just carve your name into history with a rusty knife. Power always comes at a cost, what are you willing to sacrifice for it?

Burnout

You're at the end of your ropes, there isn't anything left really for you to do. You may be dying, you may be dying for that morsel of creativity again, but whatever it is, you're getting slowly more desperate and it's gnawing at you. Because it's coming, and you can't stop it. Will you go out shining bright, or keep the flame going a bit longer?

Comfort

The good life is all you crave, maybe it's sitting on top of a mountain of money, maybe it's finally affording that Deluxe Luxury Super Freighter with a new identity, perhaps it's just a well-to-do apartment on Uhuru. Whatever it is, that "Good Life" is what's driving you to your next hit. What length would you go to maintain that comfort you crave?



Nowhere Home

You have nothing. You wandered into the station not because you wanted to, but because you had to. Maybe there isn't anything for you out there, maybe every bridge has been burnt, but whatever it is, this shithole is all you have left. What do you want to do now?

Redemption

Your sins are plentiful, too many in your own history. This career path may not be ideal, but it's your last shot of trying to win yourself a lofty concept of "redemption." Maybe it's a hopeless struggle, or perhaps there's a golden path for you to follow, but let's be honest, if you're here, you're already doomed. How will you redeem yourself, parasite?

Wealth

You learned early that the stars are motivated by two things: Violence and Wealth. While violence is inevitable, wealth only comes to those who seek it, and destiny is coated in gold for you. You enter the stars not for glory, but a bursting treasury and a fat retirement. How far will you go for a little extra?



Titles

After determining their History, a Captain will distribute their Titles. A Title is more than just a word, it is a mixture of authority and Quirk in a particular field. Each Title acts as the Captain's overall Quirk in certain fields, with an average Captain having about a 2 to 4 in each Title. Exceptionally Quirked Captains tend to have higher Titles, but lack in other fields, this leads to the creation of Cliques that assist one another in raids.

All Titles start at 1, the bare minimum of a competent Captain. From there each Captain is free to distribute 12 ranks among each Title up to a maximum of 5 at Captain Creation, then factor in their bonuses from their Lifepath. No Captain can have a Title above the Rank of 7.

Boss (Direct Authority)

A Captain is nothing without their crew, an unshaking and unfailing loyalty to them is what's necessary to keep a crew of scoundrels in check. Whether it's from a steely demeanor, personal history, or even just natural charismatic pull, souls are drawn to the Captain to guide them into hell.

Bravo (Intimidation and Posturing)

Being a Captain in the void is more about presentation than anything, being able to convince a convoy to stand down or stare down a man with a knife separates the great from the dead. Sheer intimidation stems from many factors, from appearance, voice, posture, and even the exploits a Captain wears on their chest.

Buccaneer (Violence and Physicality)

Blood and thunder is what being a Captain is all about, many Captains are drawn from lives of violence and being able to inflict that violence upon others is essential. Being the ideal dealer of death has many different avenues, trained military officers, soldiers of fortune, and hardsuit marines all have scars from their battles.

Noble (Charismatic and Deceptive Nature)

Similar to the tales of old, being a Void Hunter has a certain mystique to it, those who sail the stars in search of adventure and fighting authority have a certain nobility to them, whether that is fully true is determined by the Captain. Silver tongues are in many mouths, nobles, aristocrats, and officers all know how to play the game of speaking two things at once, but can the Captain embrace their true nature or fall back into the myths?

Shipbreaker (Technology, ships, and Breaking them)

In the void there are thousands of derelict ships, each one with a history, a story, marks of combat, and probably skeletons of a hundred dead, the Captain knows this and knows what is valuable aboard these steel sepulchers. Shipbreaking is a profession of spacers, miners, scavengers, and scientists learning how to manipulate technology, and also learning how to use it to kill someone.

Smuggler (Acquisitions and Circles)

In this line of work, a Captain needs to know people and strong arm the right ones for the best cargo available, it's a rough job, and only the few have the eye for it.. The Title may belong to many people, fences, dealers, black market runners, and even its namesake, but few fully embrace the Title, with deep connections in every field.

An Example: **Ozzy Strix, Pirate Extraordinaire**

Ozzy needs to now determine his Titles, he knows he wants to be charismatic, if a tad intimidating. He chooses to distribute his 12 (3 Ranks as follows:

 Boss 4, Bravo 4, Buccaneer 2, Smuggler 3, Noble 4, Shipbreaker 1. He then applies his bonuses from the Lifepath, finalizing his Titles as:

 Boss 5, Bravo 5, Buccaneer 2, Smuggler 4, Noble 5, Shipbreaker 2.

Side Note: **No Lifepath Captains**

If there's a need to more fine tune a Captain, playing a non-pirate campaign, or maybe you just hate fun, consult this when you aren't using the Lifepath system.

Each Captain will freely distribute 15 Ranks among each of their Titles. This is technically less than "average" (being 17), but with finer control, you're better for creating more specific "builds" rather than having the associated baggage of going down that route.

Everything has a cost.



Quirks

Quirks are the last aspect about a Captain. Where the Lifepath determines where they've been, Titles determine how they operate, Quirks determine who they really are.

For each step of their Lifepath, they will determine a Quirk they have from that particular aspect of their life. Writing each down, after determining each one, they will distribute 5 Ranks among each of them with the base being 0.

Whenever a Quirk becomes relevant, they will add the number of Ranks from that Quirk to their Trial. This represents a personal knowledge or background in this particular field. Rank 0 Quirks can still be useful, the Captains have assumed competence, and even having a passing knowledge of a particular field makes it so they can attempt Trials related to it.

An Example: **Ozzy Strix, Pirate Extraordinaire**

Ozzy needs to finally determine his Quirks, checking his lifepath again, he chooses to have the following Quirks:

- Military Officer's Son 0 (Fortress Homeworld)
- Military Quartermaster 2 (Military Career)
- Dress Blues Smuggler 1 (Career Trial)
- Cooking Books 1 (Greed Crisis)
- Officer and a Gentleman 1 (Comfort Motivation)

Ozzy may appear to be the ideal gentleman from a well established background, however, underneath all the charm and grace lies a man hellbent on squeezing every Mark from every person he meets.

Side Note: **Writing Quirks**

Quirks should not just be a single "thing," they should have a bit of wiggle room in interpretation. For example, the "Dress Blues Smuggler" both means Ozzy's ability to get around Military Policy as well as his on-person smuggling background.



My Darling Girl: Ship Creation

A Captain is nothing without their ship, each Captain will be given a stipend of **3,500 Marks** to build and construct their initial ship. Before constructing a ship, one must explain how a ship functions and looks.

Ship Designations

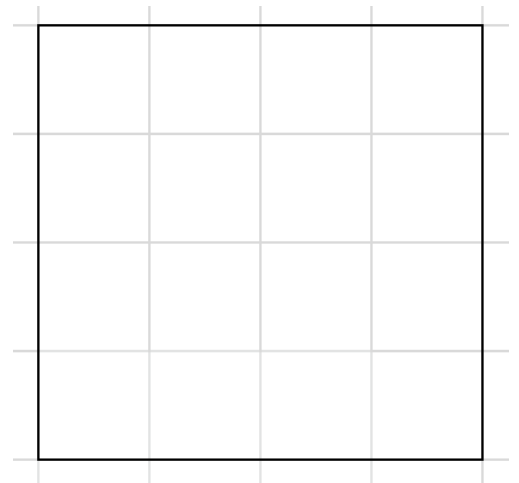
Each ship is built from a variety of components that make up its core systems, these are mostly determined by the ship's Designation. There are, in total, seven different ship Designations in Void Hunters: Corvettes, Frigates, Destroyers, Light Cruisers, Heavy Cruisers, Battlecruisers, and Capital ships.

Hulls

Each ship is given shape by its Hull, this does not only reflect the appearance of the ship, but also its internal systems for modules, hardpoints, and damage locations. Each Hull has **Hull Integrity**, which judges how much damage the armor can take before punctures begin to form.

After the **Hull Integrity** has reached critical will the internal systems begin taking damage. This is called **Internal Damage**. When **Internal Damage** is taken, the Captain will need to mark sections inside of their ship as broken, with one section per damage sustained.

If the ship loses half of its Internal Sections, the ship will be crippled. Any ship that is forced to completely isolate a section with broken sections has that section become detached, drifting off into the void (along with any crew).



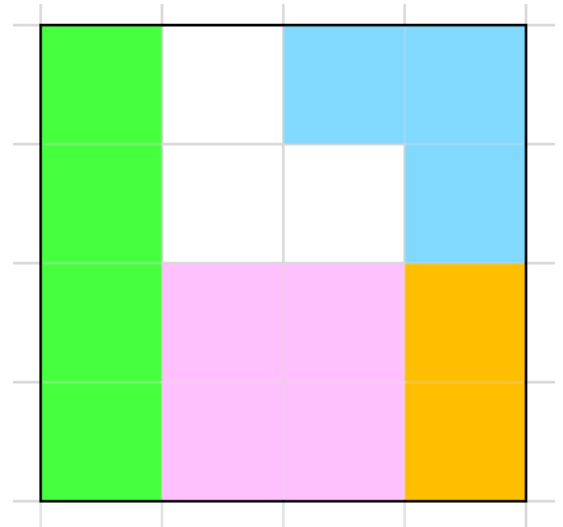
Hard Systems

When building a ship, the Hard Systems are often the first to be considered, these are parts of the ship that can be targeted, destroyed, and even potentially salvaged after a bloody raid. There are three kinds of Hard System: Modules, Hardpoints, and Cargo.

Modules

The most common type of Hard System is a Module, these individualized pieces of a ship can be slotted in and out of a ship's hull due to Federal Tech Standards mandating the need for modularity. Each Module has a different size, shape, and sometimes even specifications of where it can be placed. However, each Module can be rotated 90, 180, or 270 degrees of the Captain's choice.

During combat, when **Internal Damage** is suffered, the Modules in that section will shut down and become inoperable, meaning that when the initial **Hull Integrity** is punctured, the ship will quickly begin to shut down while the crew begins to panic.



Cargo Holds

Cargo is the rough approximation of goods and loose material a ship can carry on it. Most ships can carry a decent number of supplies or liberated goods, however having empty Module slots has those empty sections being dedicated to increasing Cargo Capacity. Adjoining Cargo Holds increases the effective Cargo space a ship has, while disconnected sections still provide, just not as much.

Cargo is based on a Unit, with larger pieces of machinery or tools taking up multiple Units of Space.

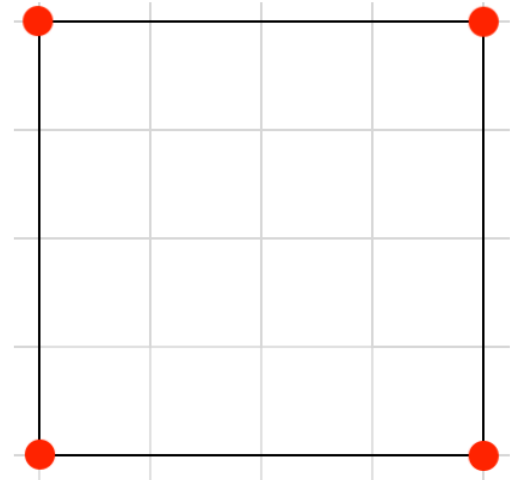
Cargo Units Per ship Designation					
Designation	Cargo Units	Cargo Hold	2 Adjoining	3 Adjoining	4 Adjoining
Corvette	100	10	15	20	25
Frigate	200	15	20	25	30
Destroyers	250	20	25	30	35
Light Cruisers	400	25	30	35	40
Heavy Cruisers	600	30	35	40	45
Battlecruiser	800	35	40	45	50
Capitals	1000	40	45	50	55

Hardpoints

In an era of uncertainty, having a simple gun is often the best course of action on even the shortest distance freighters. Weapons are assigned to Hardpoints located on the hull of a ship. These weapons can be freely swapped out and reintegrated at a dock.

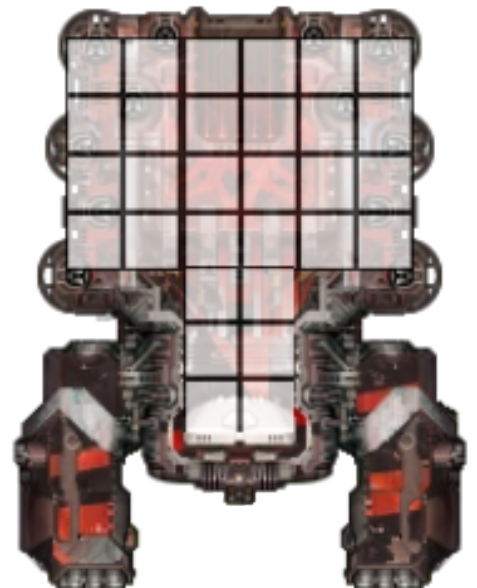
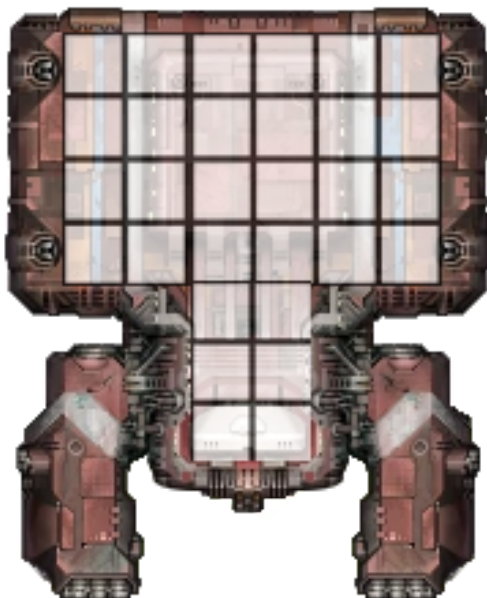
Different weapons have different requirements, often needing proper certification to even own such a weapon on a freighter. A registered freighter that is. For those who exist outside of the law's mandates, the Federal Hardpoint Integration Act was seen as the only law worth following.

Each Hardpoint is ranked Light, Medium, or Heavy which indicates what kind of weapons can be mounted on them and used properly. A Tachyon Lance mounted on a Light Hardpoint would most likely rip itself out of said Hardpoint during takeoff. Some Battlecruisers and Capitals are even known to have a Cataclysm Hardpoint, with unholy weapons able to devastate entire fleets.



Side Note: **Ship Aesthetics**

The Hulls provided and everything surrounding them are very mechanical in nature, if only because I am a single person who can't draw and still wants to make this playable. When designing your ship, what's being drawn can be described as the "Internals" of a ship. The shell is what really makes it your own, draw around it, doodle to your heart's content. Similar hulls may have the same features inside, but look drastically different on the outside.



Soft Systems

During the construction of a ship, the Soft Systems represent innate qualities of the ship that are predetermined by the Hull, but still play an important part of how the ship functions.

Engines

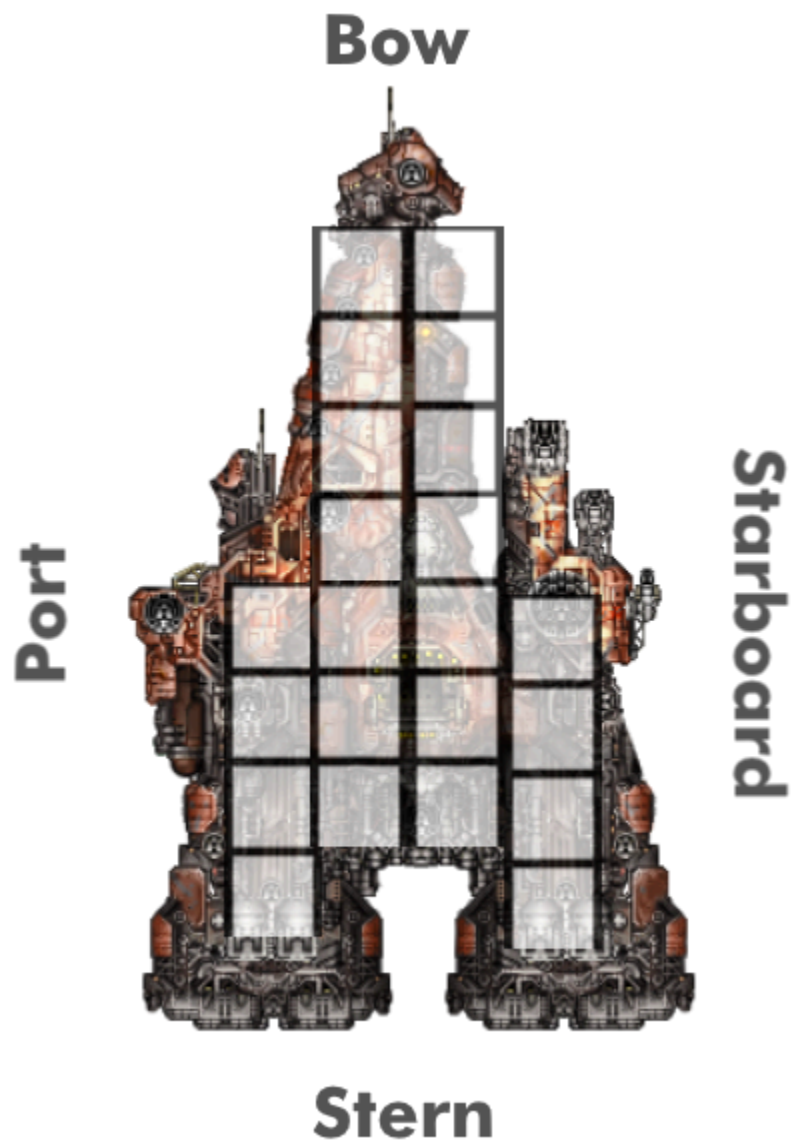
The single most important part of the ship are its Engines, located at the stern of the ship is not only the ship's method of propulsion, but also power production. The **Engine Power** of a ship determines their speed in the combat space, The Engine's Strength also determines the **ECM Resistance** of the ship, reflecting the amount of EMP Damage that can be sustained before all systems shut off.

Sensors

Sensors are the eyes of the ship, the more powerful the Sensors, the more information they provide both around them, as well as against enemy vessels. During combat and exploration, a Sensor Check may come up, which the Captain will need to make a Check using their ships Sensors as the baseline. These can mean spotting ambushes, finding hidden supplies, or finding a way to jump out of a system unhindered.


Forge

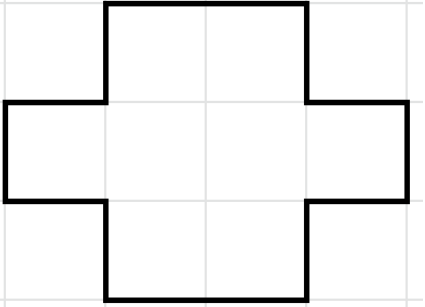
The Forge is often located by the Engine and is a standard issue 3D Printing machine for ammunition and supplies aboard the ship. If the Forge is ever taken offline by power failure, then the ship will be unable to fire any Kinetic Weapons or repair the ship mid battle. It must never shut off.

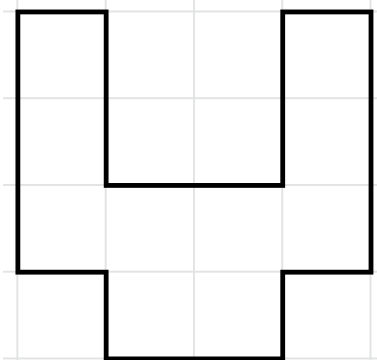


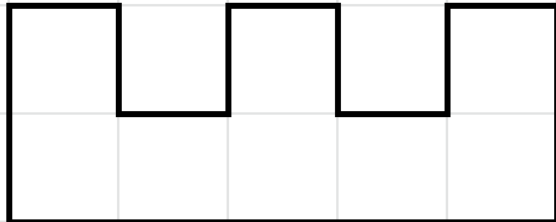
Ship Hulls for the Entrepreneurial Haunter

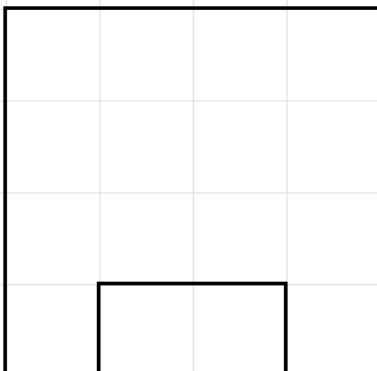
Hull Name (Designation) - X Marks		
Hull Integrity	Damage a ship can take before Internal Damage	
Standard Cargo Space	Amount of Cargo Space.	
Hardpoints	Available Hardpoints aboard the ship.	
Engine Power (ECM) Sensor Rating Crew (Min / Max)	Engine Power (ECM Value) Rating of the Sensors # of Crew	

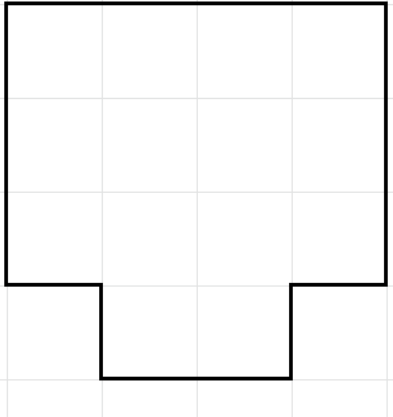
Feelshin (Corvette) - 600 Marks		
Hull Integrity	12	
Standard Cargo Space	100	
Hardpoints	2 Small	
Engine Power (ECM)	8 (5)	
Sensor Rating	2	
Crew (Min / Max)	4 / 10	

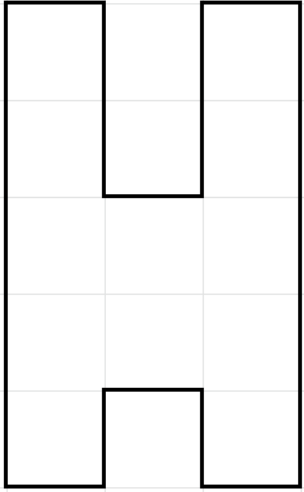
Drewsalt (Corvette) - 800 Marks		
Hull Integrity	15	
Standard Cargo Space	100	
Hardpoints	3 Small	
Engine Power (ECM)	7 (5)	
Sensor Rating	1	
Crew (Min / Max)	5 / 12	

Draco MK2 (Corvette) - 1000 Marks		
Hull Integrity	18	
Standard Cargo Space	100	
Hardpoints	2 Small	
Engine Power (ECM)	8 (5)	
Sensor Rating	3	
Crew (Min / Max)	6 / 14	

ORI-CEK (Corvette) - 800 Marks		
Hull Integrity	12	
Standard Cargo Space	100	
Hardpoints	1 Small	
Engine Power (ECM)	10 (5)	
Sensor Rating	1	
Crew (Min / Max)	3 / 9	

Dusty Yun (Frigate) - 1400 Marks		
Hull Integrity	20	
Standard Cargo Space	200	
Hardpoints	1 Medium 2 Small	
Engine Power (ECM)	8 (7)	
Sensor Rating	4	
Crew (Min / Max)	12 / 20	

Jabibi (Frigate) - 1400 Marks		
Hull Integrity	25	
Standard Cargo Space	200	
Hardpoints	2 Medium	
Engine Power (ECM)	7 (7)	
Sensor Rating	3	
Crew (Min / Max)	14 / 24	

Yaeger (Frigate) - 1200 Marks		
Hull Integrity	25	
Standard Cargo Space	200	
Hardpoints	4 Small	
Engine Power (ECM)	8 (7)	
Sensor Rating	2	
Crew (Min / Max)	16 / 30	

Tenma (Frigate) - 1400 Marks		
Hull Integrity	18	
Standard Cargo Space	200	
Hardpoints	2 Medium	
Engine Power (ECM)	10 (7)	
Sensor Rating	3	
Crew (Min / Max)	12 / 25	

Pina (Frigate) - 1400 Marks		
Hull Integrity	28	
Standard Cargo Space	200	
Hardpoints	2 Light	
Engine Power (ECM)	8 (7)	
Sensor Rating	4	
Crew (Min / Max)	15 / 25	

LU-KA (Frigate) - 1400 Marks		
Hull Integrity	25	
Standard Cargo Space	200	
Hardpoints	1 Heavy	
Engine Power (ECM)	7 (7)	
Sensor Rating	5	
Crew (Min / Max)	13 / 25	

Ame (Destroyer) - 1800 Marks		
Hull Integrity	35	
Standard Cargo Space	250	
Hardpoints	1 Heavy 2 Medium	
Engine Power (ECM)	5 (9)	
Sensor Rating	3	
Crew (Min / Max)	20 / 35	

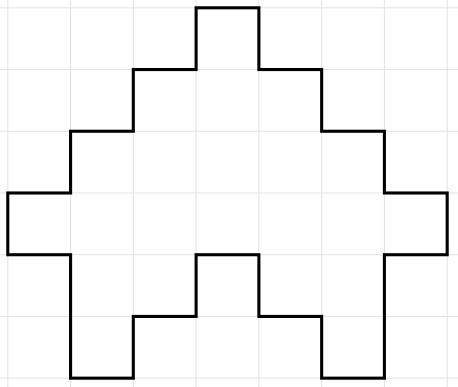
Delirium (Destroyer) - 1600 Marks		
Hull Integrity	40	
Standard Cargo Space	250	
Hardpoints	2 Mediums 2 Lights	
Engine Power (ECM)	7 (9)	
Sensor Rating	4	
Crew (Min / Max)	25 / 40	

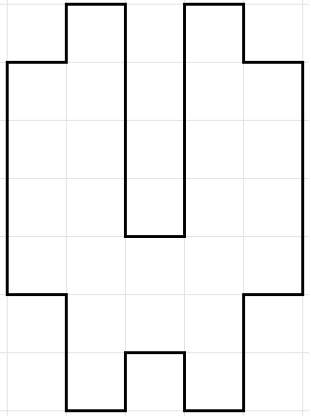
Albert Whisker (Destroyer) - 1600 Marks		
Hull Integrity	45	
Standard Cargo Space	250	
Hardpoints	4 Light	
Engine Power (ECM)	5 (9)	
Sensor Rating	6	
Crew (Min / Max)	20 / 45	

VAR-KI (Destroyer) - 1700 Marks		
Hull Integrity	32	
Standard Cargo Space	250	
Hardpoints	2 Medium 2 Light	
Engine Power (ECM)	7 (9)	
Sensor Rating	2	
Crew (Min / Max)	22 / 35	

Whash-2 (Light Cruiser) - 2400 Marks		
Hull Integrity	55	
Standard Cargo Space	400	
Hardpoints	2 Medium 4 Light	
Engine Power (ECM)	4 (11)	
Sensor Rating	2	
Crew (Min / Max)	30 / 60	

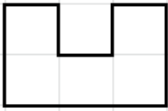



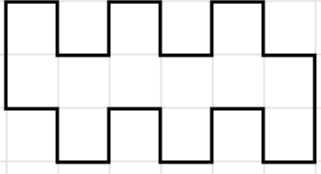
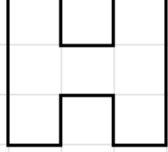
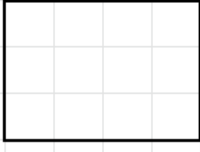
Sister Abigail (Light Cruiser) - 2400 Marks		
Hull Integrity	65	
Standard Cargo Space	400	
Hardpoints	6 Light	
Engine Power (ECM)	5 (11)	
Sensor Rating	3	
Crew (Min / Max)	25 / 75	

SOLID-C (Light Cruiser) - 2200 Marks		
Hull Integrity	50	
Standard Cargo Space	400	
Hardpoints	2 Heavy	
Engine Power (ECM)	5 (11)	
Sensor Rating	3	
Crew (Min / Max)	25 / 75	


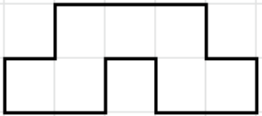

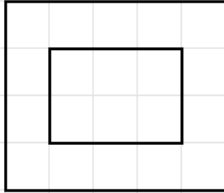

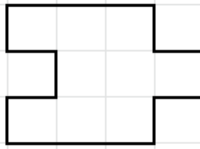

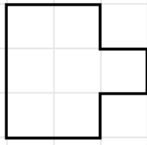
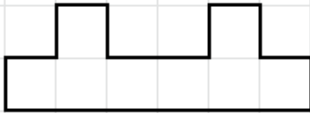
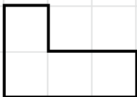
Pistolero (Light Cruiser) - 2400 Marks		
Hull Integrity	65	
Standard Cargo Space	400	
Hardpoints	3 Mediums	
Engine Power (ECM)	6 (11)	
Sensor Rating	2	
Crew (Min / Max)	28 / 56	


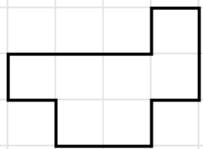

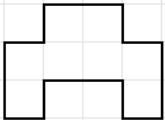
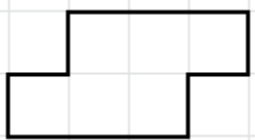
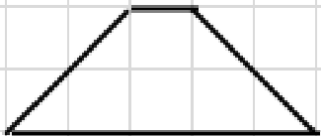
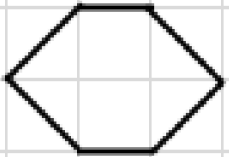
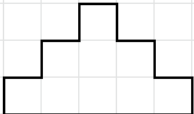
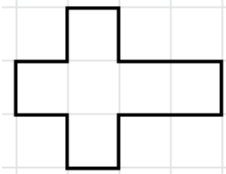

Discount ship Modules

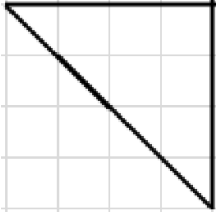
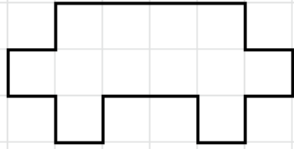
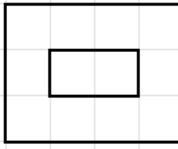
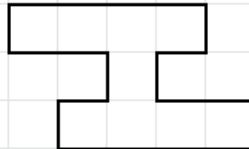
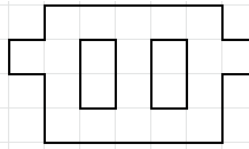
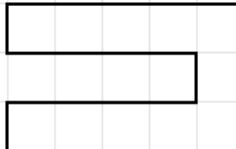


Each Captain is free to purchase initial modules for their ship, slotting them into their craft to enjoy the benefits. The ones presented here are the common salvaged versions, often inferior to their more pristine brethren, but as a Void Hunter, salvage is what you get.

Name	Effect	Specifications	Mark Cost
Autoloaders	Reduce the Reload Time on a Hardpoint by 1.		250
Auxiliary Fuel Tanks	Reduce the Unit Load of Fuel by 1.		450
Backup Battery	If an ECM Blackout occurs, keep one Module, System, or Hardpoint Functional.		400
Blast Doors	Target Module Sections count as five for damage purposes ² .		100
Boarding Pods	Boarding Actions may be taken at 3 Inches, Attackers gain +1 Successes automatically.		600
Bulk Transport Pods	Reduce the Unit Load of a single type of freight by 1.		350
Converted Hangar	The ship can sustain a total two of the following: <ul style="list-style-type: none"> • 2 Fighter Wings • 2 Bomber Wings • 1 Heavy Fighter Wing 		600

² For example, I take 8 Internal Damage, I can mark off one section of the Blast Door and “absorb” 5 of it. However, ANY damage still destroys it, watch out for laser fire!

ECM Resistance	Increase ECM by +1		250
Engine Optimization	Increase Engine Power by +1		350
Engineering Bays	When performing the Emergency Repairs or Standard Repairs Action, repair +1 Section.		200
Faked Transponder Core	Appear on Sensors as belonging to a particular faction, cannot change unless docked.		750
Hard Jump Engine Optimization	Reduces Skip Drive Charge time by 1.		300
Hardpoint, Heavy Optimization	Add an additional Heavy Hardpoint		450
Hardpoint, Light Optimization	Add an additional Light Hardpoint		200
Hardpoint, Medium Optimization	Add an additional Medium Hardpoint		350
Hull Reinforcements	Increase Hull Integrity by 10		400
Life Rafts	May order an escape via life pods, abandoning the ship to its fate.		200

Luxury Suite	A place to store VIPs, pressurized so even in vacuum it'll be safe for 25 Federal Hours.		200
Makeshift Sensor Gear	Increase Sensors by +1		350
Missile Rack Expansion	Increase number of Missiles in a Hardpoint by +1		250
Missile Targeting Software	Missiles will travel +1 their MVV.		400
More Bunks & Beds	Increase Crew Capacity (Max) by 5		300
Point Defense Computer	May make an Attack against Missiles with Light Hardpoints with Ballistic or Energy Weapons. Hard Trial.		800
Pop Battery	If the ships ECM is overwhelmed, the Pop Battery is disabled (not damaged). Do not suffer a Blackout.		600
Ramheads	When initiating a Ramming Maneuver, increase Damage by +1d8		450
Rangefinder, Ballistic	Increase Range of Ballistic Hardpoints by +1		300
Rangefinder, Energy	Increase Range of Energy Hardpoints by +1		800

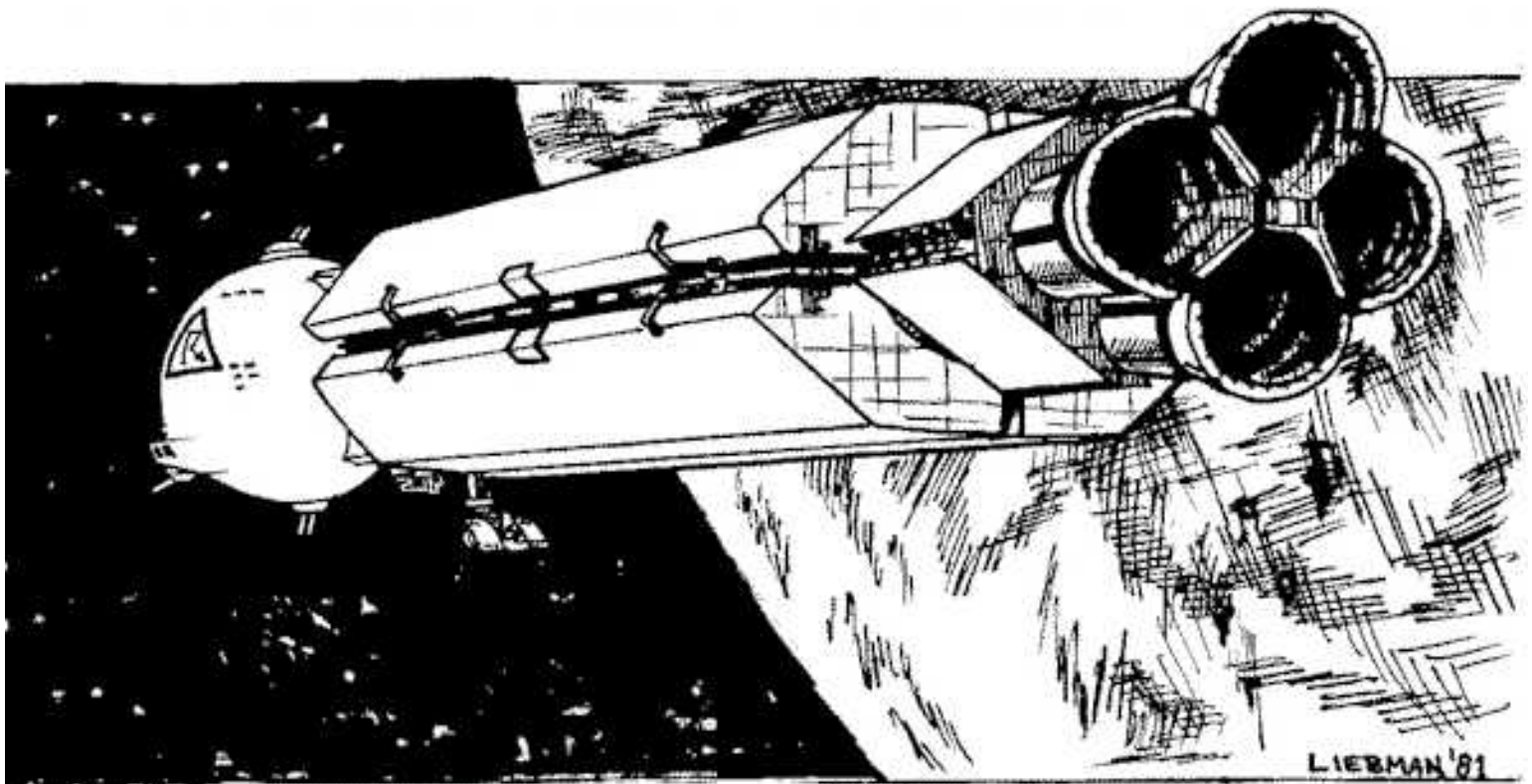
Shield Generator, Makeshift	Create a shield that converts all Kinetic or Missile Damage to ECM.		1000
Ship Towing Lines	ship can tow a smaller ship behind them during FTL or Sublight Travel. Cannot tow during a Skip Jump.		600
Sun Shields	When flying close to a stellar body, take zero ECM Damage.		500
Targeting Computers	Able to set a Lock-On with two Targets.		450
Transponder Core Rewrite	Able to set your appearance to be that of a Military Vessel of a Faction, cannot change unless docked.		900
Unstable Injections	<u>Triggered</u> . Double Engine Power, make an immediate move, must move full distance.		550
Void Shrine	Small and doesn't do anything, but the crew likes it. Increase Crew Rating by +1.		150
Weapon Racks	Tools of war. When boarded, the enemy scores an immediate 1 Failure for Casualties.		150

Full Metal Jacket: Weapons

Weapons make the ship, and lucky for the Captains, weapons are always plentiful aboard a station armed for conflict.

Each weapon has Damage, Maximum Hits, Range, Reload, Accuracy, Hardpoint Size, and a Cost. Some weapons are specialized, as signed in the notes sections.

- **Damage** - The amount of damage an individual Hit by the weapon will deal to either the Hull Integrity or Internal Sections of a ship.
- **Maximum Hits** - The number of total successes a weapon can generate, regardless of the amount actually scored. Those marked NA have no maximum.
- **Range** - The range of the weapons in inches on the Sensor Map.
- **Reload** - The number of Rounds the weapon requires to fully reload itself with the Forge³
- **Accuracy** - The weapon's Accuracy Rating, what needs to be rolled under when determining the number of Hits.
- **Hardpoint Size** - The Hardpoint that the weapon takes up.
- **Cost** - The number of Marks required to purchase the weapon.
- **Notes** - Important notes that impact the nature of the weapon.



³ Reload 1 would have the next round reload. It would look like: Firing Round - Reloading Round - Firing Round.

Kinetic Weapons

Kinetic weapons are the most common variety of guns available in the galaxy, able to be acquired at any Port of Ill-Repute with ease. Kinetic Weapon damage can be assigned anywhere when it punctures the hull.

Kinetic Weapons								
Name	Damage	Maximum Hits	Range	Reload	Accuracy	Hardpoint Size	Cost	Notes
Assault Gun	1	NA	7	Auto	2	Medium	225	
Autocannon	1	NA	6	Auto	2	Medium	150	
Borehole Autocannon	1d4	NA	6	Auto	3	Heavy	550	
Broadside Cannon	4	NA	4	1	3	Heavy	300	
Flak Cannon	2	NA	3	Auto	1	Medium	125	Wing Damage +3d4
Heavy Autocannons	2	NA	6	Auto	3	Medium	225	
Heavy Machine Gun	2	NA	4	Auto	3	Medium	100	Wing Damage +2d4
Heavy Mortar	6	2	6	2	2	Medium	275	
Hellbore Cannon	2d8	1	6	4	6	Heavy	750	
Light Assault Gun	1	NA	5	Auto	2	Small	150	
Light Autocannon	1	NA	4	Auto	2	Small	100	
Light Machine Guns	1	NA	3	Auto	1	Small	50	Wing Damage +1d4
Light Mortar	3	2	6	1	3	Small	225	
Maulers	1d4	5	4	2	2	Medium	300	
Mega Autocannon	2	NA	5	Auto	4	Heavy	450	
Svarog Cannon	15	1	10	3	7	Heavy	1000	
Thumper	1	1	2	3	6	Medium	425	Crew Damage (+2d8)

Energy Weapons

Harder to come across, energy weapons are popular for their high damage and non-existent reloading times. The only issue is the strain being placed on the engine due to their power consumption. Energy Weapons, in addition to their damage deal their ECM Damage to both the ship being attacked as well as the attacking ship. Don't blow the capacitors!

Energy Weapon damage must be assigned adjacent to one another inside of the internal sections of the ship.

Energy Weapons								
Name	Damage	Maximum Hits	Range	ECM Damage	Accuracy	Hardpoint Size	Cost	Notes
Bio-Chop Lance	2	1	5	6	3	Heavy	150	Crew Damage (+4d8)
Blue Auto Laser	2	NA	6	2	5	Medium	300	
Blue Standard Laser	3	6	5	2	5	Medium	350	
E-Lance	7	1	6	5	3	Medium	300	
Green Auto Laser	3	NA	6	3	6	Heavy	500	
Green Standard Laser	4	NA	5	3	6	Heavy	550	
Heavy Blue Laser	5	4	4	2	5	Medium	400	
Heavy Green Laser	6	7	4	3	6	Heavy	600	
Heavy Red Laser	4	3	4	1	4	Small	250	
Mining Rig Cutter	1d4	3	3	4	2	Medium	150	
Red Auto Laser	1	NA	6	1	4	Small	150	
Red Standard Laser	2	5	5	1	4	Small	200	
Repurposed Scuttle Chopper	2d4	1	3	5	3	Heavy	250	
Tachyon Lance	12	1	10	8	7	Heavy	900	
Thermal Pulse Cannon	3d8	1	8	8	4	Heavy	1100	

Missile Mounts

Missiles are a spacer's last resort, their high explosive yield and auto-targeting features allow for quick ambushes and forcing escorts to disengage to save themselves. However, each missile has to come from somewhere, and every two-bit smuggler is willing to wring out every Mark from a Void Hunter who relies on them.

Missile damage is split between Standard and their Hull Damage, represented by X (Y). If the Missile impacts inside the ship, it will deal X Damage, when damaging the Hull, it will deal Y Damage reflecting different payloads and needs. Each Missile has a Minimum and Maximum Range, reflecting how far the Missile must travel before it becomes armed, or burns out its limited fuel.

Finally, the MVV, or Missile Velocity Value is how fast the missile will travel every Logistics Phase when deployed. Potentially allowing a ship to outrun a slow moving explosive threat.

When an internal impact is sustained, the Missile will damage all surrounding sections of the ship as well. Choose carefully to mitigate damage, or hit dead center to destroy the core.

Missile Weapons								
Name	Damage	Minimum Range	Maximum Range	Missiles in Rack	MVV	Hardpoint Size	Mount Cost (Missile Cost ⁴)	Notes
Adolphus Torpedo	2 (15)	5	16	4	3	Medium	350 (40)	
Draig Torpedo	3 (20)	5	16	4	3	Heavy	500 (50)	
Electronic Disruptors	0	2	8	4	2	Medium	400 (60)	ECM Damage (10)
Juwel Torpedo	1 (10)	5	14	4	3	Small	250 (25)	
Magus Missiles	2 (8)	2	8	10	3	Heavy	300 (15)	
Sorcerer Missiles	1 (6)	2	6	8	3	Medium	200 (15)	
Swarmer Missiles	1d8 (1d8)	2	5	2	2	Small	200 (30)	
Wizard Missiles	1 (4)	2	4	6	2	Small	100 (10)	

⁴ Comes with a first compliment when first purchased, any subsequent purchases may, or may not, have this included.

Wings

Should a Captain either find, or convert one of their freighters into, a carrier of some variety, they will be able to employ the use of Wings. A Wing is a set of single-seat crafts produced at the Forge with only a basic sublight drive for in-system military operations.

When "Fired" the Wings will deploy from the ship and perform their duty, with each of these small ships being piloted by a single crewman. After completing their assignment, they will return, refuel, and rearm, awaiting further orders.

The Damage of a Wing is dependent on the number of Craft still alive in the Wing⁵.

Wings						
Name	Craft HP / Wing Size	Maximum Range From Carrier	Movement	Designation	Cost	Damage
Junker Fighters	3 / 5	8	4	Fighter	400	Ship Damage 1d2 / WIng Damage 1d8
Prinz Fighters	6 / 3	10	5	Fighter	600	Ship Damage 2d2 / Wing Damage 1d8+1
Burgrave Fighters	5 / 3	12	6	Fighter	850	Ship Damage 1d4 / Wing Damage 1d8+1
Baron Heavy Fighters	8 / 3	10	4	Heavy Fighter	1000	Ship Damage 1d8 / Wing Damage 1d8+2
Duke Heavy Fighters	10 / 3	6	3	Heavy Fighter	1100	Ship Damage 1d8+1 / Wing Damage 2d8
Marquis Bomber	6 / 2	12	4	Bomber	750	Ship Damage 2d8 / Wing Damage 0
Vidame Bomber	10 / 3	14	5	Bomber	1200	Ship Damage 4d4 / Wing Damage 0
Chevelier Bomber	5 / 6	10	4	Bomber	680	Ship Damage 1d4 / Wing Damage 1d4

When two Wings encounter one another, they will begin to engage one another in a Dogfight, dealing one another's Wing Damage to each other at the start of the Logistics Phase instead of being able to move. If they are unable to damage one another, they will continue on their path.

⁵ For example, if 3 Chevelier Bomber's manage to hit a ship, they will deal 3d4 Damage to it. If 3 Duke Heavy Fighters break through, they will deal 3d8+3 Damage.

All Hands on Deck: Crew & Officers

Every ship needs a crew, larger ships require an ever expanding crew of loyal individuals dedicated to keeping the ship in tip-top shape and operating all its essential systems. A ship's crew can range between its minimum (considered a skeleton crew) and its maximum (more than needed), with each additional crew member demanding their cut at the end of the job.

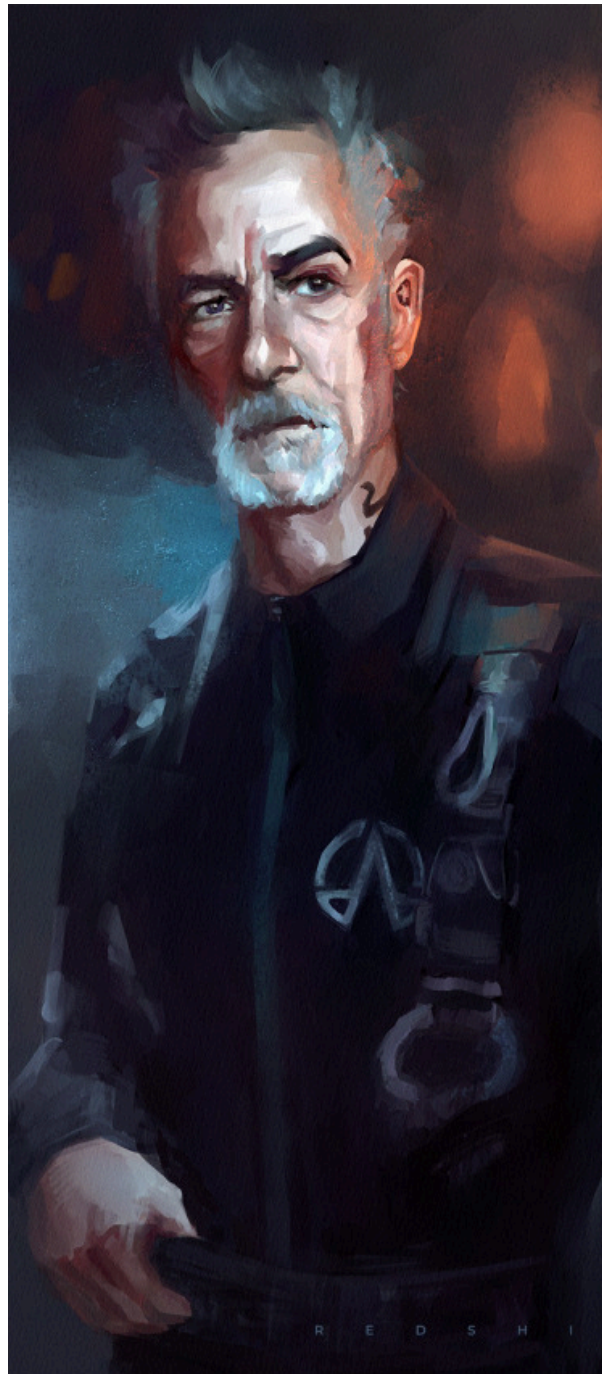
What do they do however?

Keep everything working. Everytime a ship suffers internal damage, they will lose 1d8 Crew Member per section damaged as they are either obliterated or sent hurtling into vacuum. Should a ship ever fall below its minimum crew requirements, the Captain will only be able to take a single Major or Minor Action during combat scenarios. Should a Crew be completely annihilated, then the ship, regardless of condition, is rendered a floating hulk, perfect for salvage.

Officers are required for every 10 Crew aboard the ship, they act as a method to keep the crew in line and enable them to work efficiently. The Captain themselves count as two Officer's (able to manage 20 individuals), but every subsequent 10 requires more able hands to manage the unruly.

The Captain is free to choose how much Crew they take aboard their initial ship. Subsequent recruitment drives may require greasing the wheels or offering a sign-on bonus, but most of the time it will be free as the desperate try to survive. Crew and Officers will take their payment after a Job is completed from the total of the job. If the Captain is unable to pay, the crew may mutiny or simply leave. A Crewman requires a payment of 5 Marks, while Officers require 10 Marks.

As the Crew develops, they will have a natural Crew Rating, representing their skill and ability. Every successful Job increases the Crew Rating by 1. If recruiting more than half of the current size, reduce Crew Rating by 1, if doubling the size of the Crew, reduce Crew Rating by 3.



Slag & Steel: Combat Operations

The Captains have hid inside an asteroid field, three ships total, while five freighters meander through the ring in an attempt to hit the next jump point uninterrupted. With signal, the pirates' engines ignited and launched themselves into the assault against their prey.

Combat in Void Hunters is a harrowing affair due to the sheer danger of stellar combat. Where the "civilized" have safety in numbers and equipment, the Void Hunters must make due with overwhelming firepower and maneuverability. The goal is often to not strictly destroy the targets, but to cripple and force a surrender, stealing their goods and possibly their crews.

The Sensor Map

Space is a complicated arena to maneuver in, accounting for the X, Y, and Z axis simultaneously all while managing momentum, thruster movements, and trying to avoid taking a torpedo to the bow.

The Captain represents the entire battle on the Sensor Map, allowing all the Captains and enemies to determine the best course of action on a 2D plane. The Sensor Map has each ship represented by either a token, standee, or other significant marker to determine what it is, as well as its general location. Whenever a ship is moving, they will take a measuring tool and plot out the exact course they wish to take, allowing for quick maneuvers and devastating assaults.

Structure and Initiative

During combat, the Initiative of the Captains and their Opponents determine the acting order of the combatants in the battle.

Initiative is determined by the Engine Power of the ship, allowing faster ships to act first in the combat exchange, but slower ships are more easily able to retaliate against these nimble vessels.

Each Bout is split between three Phases: Movement - Action - Logistics.

During the Movement Phase, ships will move in order of Lowest to Highest Engine Power. When they are able to move, they can move up to their Engine Power in inches in any direction of their choice, even making turns and angular movement to avoid obstacles. Any ship with a higher Engine Power can instead choose to Claim Priority over a slower ship, making their Movement first before that ship.

The Action Phase has each Captain in the Initiative Order make either a Major and Minor Action, or two Minor Actions. This is referred to as their Turn.

Finally, the Logistics Phase. During this phase, each ship will perform their upkeep and any other factors that are resolved. Notable issues do include Charge Weaponry, ECM Clearing, and moving Missiles. Any Wings deployed will move toward their objective during this time or back to their Carrier.

Then the next Round's Movement Phase begins again. These phases continue until the vessels have completed their objectives, retreated, or surrendered.



Actions

When it is the Action Phase, the Captain has their options before them and must act accordingly. A Captain has two types of Actions they can perform, a MAJOR and a MINOR Action.

The Captain must decide if they are performing a Major-Minor or Minor-Minor Action on their turn. If a Captain's ship is below minimum crew capacity, they will be only able to perform a Major or Minor Action.

Major Actions

- **Boarding Action** - The Captain, when within 1 Inch of an enemy vessel, orders a boarding operation. Should the enemy resist, make a Crew Rating Trial, every Success has the Enemy Crew die, while every failure has the Captain's Crew suffer casualties.
 - If the Boarders score more Successes than Failures, they may continue or retreat.
 - If the Boarders score less Successes than Failures, they will retreat.
- **Complicated Action** - The Captain orders a dedicated action by the Crew, having them roll a Crew Rating Trial or rolling one of their Titles.
- **Emergency Repairs** - The Captain orders the crew to start emergency repairs, they roll against their Crew Rating with each Success repairing one section that has been damaged.
- **Fleet Order** - The Captain makes a Minor Action with a ship in the Fleet, not piloted by a Major Character or fellow Captain.
- **Full Burn** - The Captain may move up to their full Movement in a straight line.
- **Missile Salvo** - The Captain shoots up to their maximum Missile Hardpoints at a target, moving each Missile up to its Missile Velocity Value (MVV).
- **Open Fire** - The Captain chooses up to four Hardpoints of the same type (Ballistic or Energy) and opens fire on up to two separate targets within range of the weapons.
- **Trigger Module** - The Captain triggers a Module, performing its function. Cannot trigger damaged Modules.

Minor Actions

- **Break Lock** - The Captain forcefully breaks a Lock-On by aggressive maneuvers or electronic distractions.
- **Change Missile Targeting** - Change the targeting of Missile Weapons, adjusting to a new target within range.
- **Charge Skip Drive** - The Captain orders the charging of the Skip Drive, after this action is performed five times, they will Skip Jump to Hyperspace during the Logistics Phase.
- **Clear Systems** - The Captain clears all ECM Damage currently suffered Energy Weapons or enemy EMPs.
- **Deploy Wings** - The Captain orders an available Wing to deploy from their carrier.
- **Evasive Maneuvers** - The Captain orders the ship to begin moving erratically, giving any vessel's attack against the ship a Penalty Stray Signal.
- **Fire Hardpoint** - The Captain orders a weapon fired, they choose any Light, Medium, or Heavy Hardpoint that has not fired yet and fire that weapon.
- **Half Boost** - The Captain orders a light burn of the engine, moving half (rounding up) of their Engine Power.
- **Lock-On** - The Captain orders a targeted ship to be Locked-On, allowing them to distribute damage to the ship.
- **Manual Reloading** - The Captain orders the crew to reload the guns faster than the Forge can. Choose one Hardpoint reloading, reduce the Reload by 1.
- **Morale Encouragement** - The Captain rolls a Average (3) Boss Title Trial, for every Success, the Crew receives +1 Crew Rating for the Round.
- **Sensor Ping** - The Captain orders a full active sensor ping, they make a Sensor Rating Trial, with the ease or difficulty depending on the situation. Does reveal the ship on sensors as well.
- **Standard Repairs** - The Captain orders the crew to repair one section of the ship.
- **Trivial Action** - The Captain orders a trivial affair that is not complicated to perform. May require a Crew Rating or Title Trial.

Side Note: AI Controlled Ships

If the Captains ever have the displeasure of working with or against AI, they have some unique features. Shackled AI have 1 Major and 2 Minor Actions, while Rampant AI have 2 Major and 3 Minor Actions. Virtual Intelligences can operate a ship, but can only perform a Major or Minor Action.

Only Rampant AI doesn't require a crew to fully operate a ship, but the other two AI controlled ships need half of the Minimum Crew to operate fully.

Damage & Structural Integrity

When the first shots ring out, the Captains brace for impact or pray that their shots hit. ships will take damage when weapons score successes against them, with the Weapon Rating and Difficulty-To-Hit determining what the Rating and number of D8's being rolled is.

Range Difficulty					
	Face (1 Inch)	Close (½ Listed)	Medium (Listed)	Far (2x Listed)	Extreme (3x Listed)
Corvette	5	4	2	1	0
Frigate	6	5	3	2	1
Destroyers	7	6	4	3	2
Light Cruisers	8	7	5	4	3
Heavy Cruisers	9	8	6	5	4
Battlecruiser	10	9	7	6	5
Capitals	12	11	9	8	7

When sustaining damage, the Attacker will be the one to distribute it aboard their own ship. They will reduce their Hull Integrity first, when that has been punctured, they will begin to damage sections. Sections cannot be damaged twice.

- **Ballistic Weapons** - Choose any Section equal to the Damage sustained.
- **Energy Weapons** - All Sections must be adjacent to one another equal to the Damage sustained.
- **Missile Weapons** - Choose a point of impact, every Section, including the center, sustains Damage.

If the ship has a Lock-On, the Attacker will instead choose the damage locations of the weaponry.

If any Section is fully cut off from a remainder of the ship (as shown), it will detach from the ship itself, considered to be lost and unrepairable. If the ship sustains over half of its current Sections in Internal Damage, the ship will shut down and be taken out of the fight.

Blackouts

Should a ship sustain ECM Damage equal to their current ECM Rating of their engine, they will suffer a Blackout. During a Blackout, all systems are offline and in emergency mode. The ship reboots itself AFTER the Movement phase has concluded, meaning that they cannot move. If the ship suffers a Blackout before their turn, they will be unable to take any action, being little more than a floating target.

Side Note: **Energy Weapons & You**

Energy Weapons are the ultimate prisoner's dilemma of space combat, one that many spacers are both hesitant, but eager, to gamble with. The issue is that firing Energy Weapons builds ECM in the engine due to the energy requirements, while being struck by an energy weapon also places strain on the engine.

Combined? Both ships most likely will knock each other out trying to blast one another with laser weapons, being rendered helpless against enemy forces. Ideally, only one would have the power of Energy Weapons, being able to tear an unsuspecting ship apart with concentrated blasts. However, this dilemma is always present, be prepared to shift targets Captain, or risk a Complete Blackout.



Survival, Surrendering, and Salvage

During battle ships will inevitably take damage. When a ship sustains Hull Integrity damage, the ship has taken superficial hits or glancing blows off the armor, it's when the Hull is punctured does the real damage begin.

There are five ways to be fully disabled in the Void.

- **Complete Blackout** - The ship is sent adrift after its systems have been completely fried by taking five-times (5x) their ECM Damage in a single round. Until major repairs are done, the ship is adrift.
- **Crew Annihilation** - The ship's crew has been completely lost, the ship is a steel coffin for the dead.
- **Crippled** - The ship has lost over half of its Internal Section and shuts down due to the overwhelming damage. While some of the crew may yet survive, the ship is out of the battle.
- **Formal Surrender** - The ship opens comms and formally surrenders to the vessel attacking, weapons are powered down if accepted, and they are boarded.
- **Ship Detonation** - The ship sustains a massive barrage of firepower while already crippled, if a single attack were to fill in all remaining Internal Sections, the ship explodes into debris.

When a ship has been rendered helpless and their allies flee, it's salvaging time. During the Salvaging process, all ships are either processed for scrap or brought up to operational efficiency and recrewed.

- Undamaged Section = 10 Scrap
- Damaged Sections = 5 Scrap
- Guns = 1/2/4 Scrap (Light, Medium, or Heavy)
- Undamaged Modules = 4 Scrap / Section
- Damaged Modules = 2 Scrap / Section

If the ship Detonated, halve all Scrap gain as the crew is forced to pick through the molten steel. Each Captain can make two Trials during this time as well: A Shipbreaker Title Trial and a Crew Rating Trial.



The Shipbreaker Title Trial (Difficulty 5) allows the Captains the first pick of the loot, with whoever scores the highest having first dibs on any Module or Gun currently present. The Captains will go in order taking the choice pieces of loot to their vessels if they so please. Captains may have a more formal agreement, but first come, first serve.

Finally, each Captain will make a Crew Rating Check (Difficulty increases the smaller number of ships able to be broken down) to fish up any additional Scrap in the area. Each Success netting 2 Scrap.

Freight, Prisoners, and Storage

When the Scrap has been divided up, it's time to sort out the remaining goods. Each Captain gets their first pick of the freight based on the highest Buccaneer score, if tied, make a Opposed Check at Difficulty 3.

Freight is a series of goods that the Captains can bring aboard and place in their Cargo Holds. Each type of Freight has different Unit Values, but each pass allows the Captain to take 100 Units of any type. Scrap does count as 1 Unit Freight.

Any prisoners taken will count against the Crew Capacity as .5 of a Crew Member⁶.

For Weapons secured but unable to be immediately mounted, each weapon takes up a 10/15/30 Units of Space depending on the size. Modules stored aboard the ship are broken down into core components that are necessary for them to function, they will take up 100 Units / Section of the Module.

On-Site Repairs & Reconfiguring

The modern marvel of the Old Federation was the modularity of the ships in times of crisis. If the Captains wish to spend a few hours, they may choose to repair up to half of their lost Hull Integrity as well as install any Module they have come across in the Void at this time.

Any Internal Damage sustained will persist, as even the repairs during combat eventually fail.

Recrewing Damage Ships

Unless a ship is completely annihilated, it can be brought back up to basic functionality. These basic functions and minimum crew allow their ship to follow behind and “join the fleet” of the Captains. The ship is also repaired up to minimum specifications, allowing them to fly, if only for a jump or two.

⁶ Fun Haunter Fact, each human being can carry a total of 3 Units of Organs a piece, just something fun to know!

The Man and the Fleet

As the Captains slowly make a name for themselves in the Void, they will inevitably attract attention as well as notoriety. But nothing is ever truly free.

The Captains grow in power and influence by spending Marks, partying, schmoozing, contacts, or just getting into a few fights. Money is power in the underworld, and those who can afford it, will rise to the top.

Whenever the Captains are in Home Port, they are able to spend their Free Marks on spreading their glory and abilities. To increase fame and title, the Captain will need to spend a certain amount of Marks. To increase a Title by one step, they will need to spend $[1,000 \times \text{Desired Title Rating}]$ in Marks. However, increasing Titles comes at a simple cost, most notably, attracting attention.

As the fame and fortune of the Captain persists, they will attract those who seek to manipulate, use, or contract them to do their bidding. High Titles (6+) will attract the eye of the Tyrant of the Port, whether in a positive or negative light is to be determined.

New Quirks, New Sins

A Captain during their tenure will develop a series of quirks, mannerisms, and problems that haunt them until they are space dust. These are reflected in Quirks and Sins.

The Captain will develop a new Quirk every time they complete a Major Job or the Doom Track advances. To a maximum of five acquired Quirks. These must reflect the Captains experiences and problems they have faced and overcame in the field. For example, if the Captain has been active in the arms trade, they may develop the Quirk “Lord of War” which helps them determine quality and be able to pawn off new weapons.

On the other hand, there are Sins. A Sin is a “Negative Quirk,” which will take away a Success should it come up during a Trial. Sins are gained naturally through play by the Captains performing actions that will continue to haunt them. For example, our Lord of War has funded their arms trading by raiding the Hallowed Union, earning him the Sin of “Heretic of the Church.” If they ever encounter the faithful, they will have significant issues dealing with them.



Sector Creation

The Sector is where the Void Hunters call home, a vast stretch of space that contains life and remnants of the Old Federation. While the governments of these newly independent states may be fractured and poorly organized, government is still government. Anarchists, Agitators, and Criminals all find themselves in isolated pockets seeking out a life among the stars.

If the Void Caller wishes to create their own Sector with various political entities inside of it, they are free to do such. If using any other kind of sector creation method (such as Traveller or Stars Without Number), do so. However, if the Void Caller wants a more randomized sector with input from the Captains, use the following method.

During the process of creating a new Sector, have a blank piece of paper (or any kind of software allowing collaborative drawing) with each of the Void Hunters present.

Having a measuring tool is also useful during this phase as well.

Determining Stars

On the map, each Void Hunter will draw a point on the blank map with a circle indicating a star system. Each Void Hunter, and the Void Caller, will have three passes to determine the initial set of stars in the sector. These will form the "Core Stars."

No Core Star can be within 3 Inches of another, but no farther than 6 from each other as well. The Core Stars are the lifeblood of the system, where a vast majority of the new civilizations and factions have taken up residence and established themselves.

After the Core Stars have been determined, the Fringe Stars are next. Each Void Hunter is given a total of five stars to draw on the map at anywhere of their choice, marked with a Square, as long as it is farther than 4 Inches from any Core Star and 3 Inches from any other Fringe Star.

Beyond the Fringe Stars there may be dozens, if not hundreds of separate small stars that hold life or are barren husks of planets. If the Void Hunters ever travel there, discover a map, or even just accidentally skip drive to one, mark it on the map as a Triangle.

Determining Life

Each of the Core Stars will have life on them, these are the industrial heart of the sector and will often be the main focus of the major Factions of the campaign. However, these are also considered to be High Security, being constantly guarded by the Faction's Fleets and inner powers. Traveling there is dangerous at best, and outright suicide without the proper Transponder Codes.

The Fringe Stars are still under the control of the Factions, some may have life on them even. Each of the Void Hunters will determine a Colony, Resource Extraction, or Independent Star on their pass next.

- **Fringe Colonies** - Belong to a Faction, but are relatively disconnected from them due to distance. Often the prime target for raiders, or smugglers looking for a quick few Marks.
- **Resource Extraction** - These stars are primarily designated for resource extraction, they have the proper equipment and light colonial presence for the sole purpose of exporting a resource to a faction.
- **Independent Stars** - Small states that have formed in the Fringe that are not aligned with any faction, yet. But can be swayed when desperate.

Each Void Hunter will have a total of two passes, with the Void Caller having three in total. All other Fringe Stars not designated are considered empty, uninhabited, or have such a negligible presence to not warrant noting it down.

Where is Home?

In one of these uninhabited stars, farthest away from a colonized one, is the Void Hunters Home. This is the location of a Tyrant's main base of operations in the void. There may be multiple candidates for this title, and each has a good chance of containing another Tyrant's home port.

Home isn't the largest, considered at best to be a city numbering in the tens of thousands. Some of these ports may only have a migratory population fluctuating between a few hundred to thousands during peak season. Whatever it is, the Void Hunters have decided to call this home, for now.

Because there isn't a home anywhere else for the likes of your kind.

Star to Star

Due to FTL and Skip Drive Technology, traveling through hyperspace has never been easier! However, due to gravity wells and hyperspace storms, ships can only jump a maximum of 5 Inches in any direction reliably, and only if the ships can draw a straight line to the target, without coming within 1 inch of another star system.

Traveling the Core Stars are dangerous at best, relying on a good set of Transponder Codes or luck to navigate past the various picket lines and scanners.

If a ship wishes to jump further than 5 Inches, they will take 2d8 Hull Integrity per extra inch of travel in Hyperspace. Should Hull Integrity be compromised during this time, the ship is lost to the void entirely.

If the ship makes a panic skip out of combat, the Void Caller will choose a random star within 5 Inches and immediately jump the ship to it. Their engines will be offline, but they will be (hopefully) safe.

Side Note: **The Purpose of This**

This method is quick and dirty, not calculating every star's chance to have life or what it produces, but instead setting a simple stage for the Captains and their dramatic (if short) lives. As the Void Caller, feel free to improvise, add, or edit any features of this Sector Creation system to your heart's content.

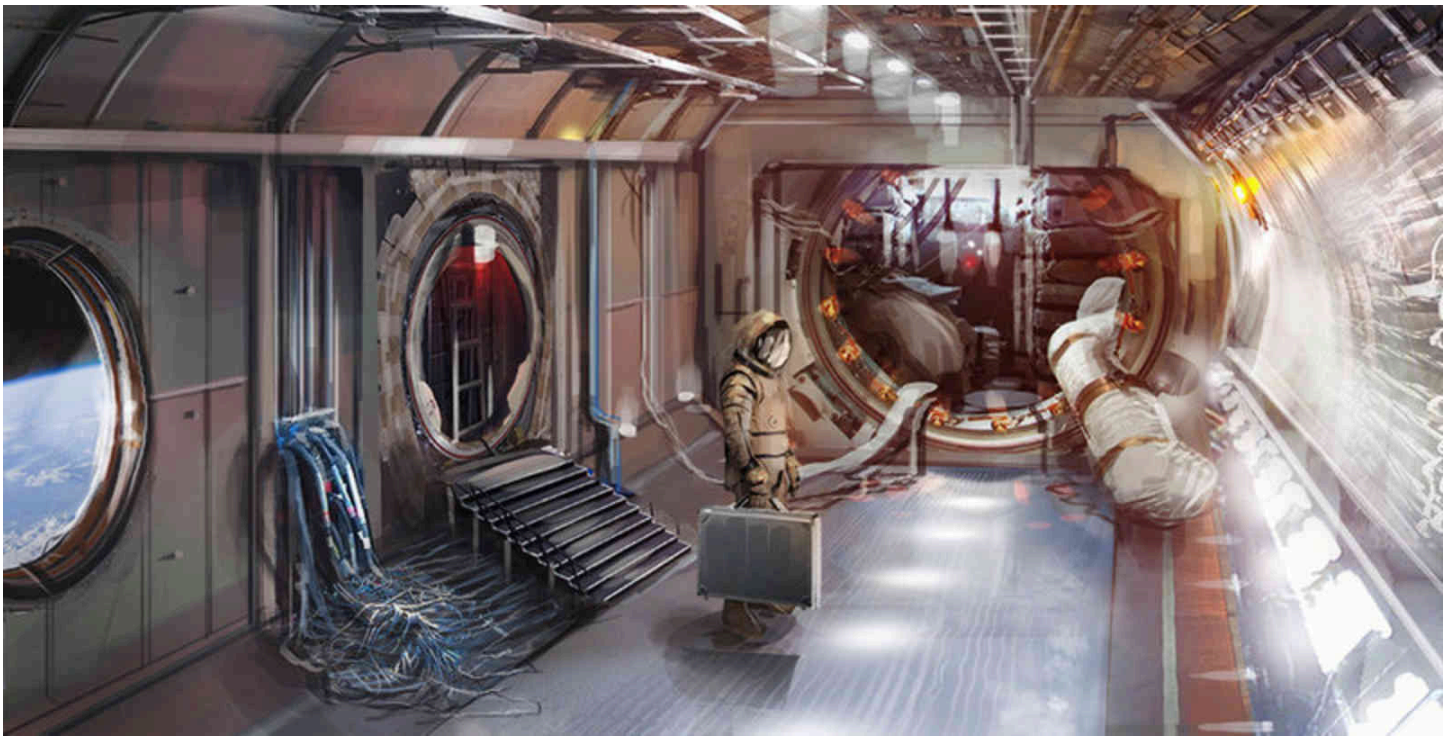
This is collaborative and meant to bring context to the world that the Void Hunters will be exploring, pillaging, and most likely dying horribly in.

The Tyrant's Court: Homeport

Home. A pleasant word that brings connotations of family, hearth, warmth, and general "goodness." Home to a Void Hunter is most likely a palace of greed, desperation, and the tinge of bloody steel.

The Homeport station which the Void Hunters reside is their "home" by all accounts, this is where they live and store any ill-gotten gains, selling them on a black market to smugglers and fences for profits. This place is ruled with an iron fist by a Tyrant, an individual who is not only the strongest, but the most influential individual on the station. This power allows them to exercise an influence over these desperate people as both a ruler, savior, and monster.

Home is where the heart is, and unfortunately for most, this home is as vile as they are.



What Home is Like

Kataya Skyworks was a former Old Federal Capital Shipyard, vast in its size and now a shadow of its former glory. Taken over during the refugee crisis, the once proud Kataya Skyworks factories have quickly been repurposed into shantytowns, basic apartments, and open air markets hawking goods from all corners of the sector. The current boss is a massive man known as Booker Omar, or the Blackmane himself. While he's been desperate to fix the Skyworks into its capital producing glory, he hasn't neglected the people he "Cares About" by working everyone to death. The Captains are "Free Traders" according to Omar, the kind of come and go, but whose importance relies on if they can deliver the goods he needs.

Numenera Station was an old habitat that declared independence at the start of the New Federation, quickly devolving into inter-family conflicts due to fractured loyalties of who is the leader. This was easy pickings for Kadan the Immortal, who swooped in with his small fleet of ships and declared himself the king of the castle. Now Numenera Station serves as a de facto den of scum and villainy, with an upper class of pirate nobility and lower class citizens desperate for handouts. To Kadan's descendent, Buford, The Immortal Legacy of his grandfather persists through him, even if he's incompetent and treats most new blooded Void Hunters as little more than personal servants.

Aura Helios was at its peak an artistic colony of hermits dedicated to the sacred arts of painting, music, and solar yoga of the binary star which it inhabits. During the unification wars after the New Federation collapsed, a group of Wayist Monks infiltrated and systematically took control of the station after a series of bloody assassinations. Aura Helios today is a station of faith, one of the Universal Way, while Patriarch Alexandros rules with benevolence, but that benevolence extends to only those who follow the faith and its teachings. Those who are not following the way are "tolerated" but only if they deliver what is promised.

These are all simple examples of various types of home bases and ports that can exist in the void, each Tyrant and base will be different, but all demand loyalty and the Void Hunters must comply with culture they have established, or be exiled to the inky blackness in front of them.



Figures, Icons, and Bosses

In every Homebase there are a handful of important characters which define the culture and dramatis persona of the port. While all of these individuals have some kind of authority or vested interest in the port, not all of them need to be friendly or work with one another. Each have their own ambitions and goals in mind to make sure that they, or their faction, have the most sway in the base. As the Void Hunters continue their adventures, they will build rapport with these individuals, who may drag them into their plots and circumstances, or may even attempt to oppose them should they incur their wrath.

For example, Kataya Skyworks:

Tyrant Booker “Blackmane” Omar - The leader of the former shipyard and undisputed leader of the port. While his authority is absolute, his obsession with bringing the Skyworks back online has led to many open calls for resources, tech, and even competent “VIPs” to assist him.

Lance White - Mr. White is the chief purveyor of most of the illegal goods that flow through Kataya in one way or another. He has extensive connections with the The Minulma State allowing for decommissioned military equipment to enter into the station.

Madame Hummingbird - Is there a lovely woman or man you wish to spend the night with? Then they probably owe allegiance or pay off Madame Hummingbird in some way, she has eyes and ears all over the Skyworks to the point where she's the number one source of information on almost everyone.

Esta “Eyes” Outerbridge - Ms. Eyes is a noted confidant of Omar as well as being one of the few Transponder Techs in the Skyworks. As long as you pay, Eyes will be able to provide the correct transponder codes to fool any system, however she is notoriously picky about her clientele.

Cretheus the Argonaut - A tough man with a mean look, Cretheus has been placed as a kind of heroic figure of the downtrodden of the Skyworks, due to his vehement disapproval of rebuilding the shipyard and instead wanting to improve the lives of workers and people. He *hates* Omar.

Often there will be multiple of these individuals throughout the port, each with their own goals, ambitions, dreams, and sins to contend with. Each has their own set of priorities and relationships to one another, which the entrepreneurial Void Hunter may exploit.

The Free Market Economy

Everyone needs money. As a Void Hunter, the primary income you will take is based entirely off of the cargo you “Liberate” from those nasty, unarmed, undefended, traders. Rarely is anything that simple though, these are hot goods. Stolen supplies are difficult to flog off on others and if people know that they are compromised, they may pay less for them or outright refuse them.

To make money in this treacherous galaxy, one must understand the undeniable, unbreakable, unholy force of the Free Market Economy.

Freight Goods

Freight Goods are the rough description of any supplies that can be sold on the open market, but have no ship-based use⁷. Freight Goods are essential for the continued productivity of colonies, ports, and people though, without the necessary goods, desperation, anarchy, and fights are inevitable.

The Homeport and subsequently any other port the Captains are trading at have five states of being with their Freight Goods: Surplus, Market, Shortage, Deficit, and Desperate.

Surplus - The amount of the Freight in the location is excessive to the point of being cheaper than market rate, expect traders to be present trying to take the goods in a desperate bid to make a quick buck.

Market Rate - The standard amount the Freight typically goes for, while individual locations may pay a bit more or a bit less, the average is always going to be the Market Rate after taxes or any other haggling. This is the “resting point” for freight goods in the sector.

Shortage - While the Freight is far from depleted, the first signs of lacking are beginning to show. Shelves are becoming emptier and people are starting to complain.

Deficit - The Freight has hit a critical level, there is a noticeable lack of it in the location, requiring immediate shipments or a constant flow of goods to keep the location in full supply.

Desperate - The Freight is non-existent, what can be found is exorbitant in price and only rising, smugglers are making a killing selling small shipments to keep the population desperate, but not supplied.

The Supply Rate is the amount of the good, if sold at once, to increase a Freight Supply State by one step. For example, selling 800 units of Ammunition at a Deficit, would raise the Supply to only a Shortage. The Unit Space is how much space the Freight actually takes up in the cargo hold of a ship.

⁷ You cannot shoot someone with boxes of ore or repair your hull with fish.

Freight ⁸	Supply Rate	Unit Space	Surplus	Market Rate	Shortages	Deficit	Desperate
Advanced Robotics	150	15	30	45	60	97.5	180
Agricultural Supplies	300	15	10	15	20	32.5	60
<i>Ammunition</i>	800	1	0.25	0.375	0.75	1.5	1.5
Aristocrat Entertainment	150	6	6	9	12	19.5	36
Basic Ores	1000	0.25	0.1	0.15	0.2	0.325	1
Building Supplies	600	5	10	15	20	32.5	90
Civilian Goods	400	2	2	3	4	6.5	12
EVA Supplies	500	5	5	7.5	10	16.25	30
Exotic Materials	200	3	20	30	40	65	120
<i>Explosives</i>	300	5	6	9	15	21	48
<i>Fuel</i>	750	5	10	15	20	32.5	100
<u>Hard Drugs</u>	200	1	6	9	18	42	66
<u>Harvested Organs</u>	150	2	25	40	60	100	180
Heavy Industry	150	5	5	7.5	10	20	30
<u>Heavy Weapons</u>	250	10	10	15	30	50	110
<i>Infantry Weapons</i>	1000	3	2	3	6	10	12
Light Industry	500	2	1	1.5	2	3.25	7
Luxury Foodstuff	250	3	1	1.5	2	3.25	10
Luxury Goods	100	3	5	7.5	10	16.25	30
Luxury Materials	250	5	40	60	80	130	240
<i>Medicinal Drugs</i>	400	2	3	4.5	9	15	18
Prole Entertainment	500	3	3	4.5	6	9.75	18
Rare Earth Metals	750	2	5	7.5	10	16.25	30
Scrap	NA	1	1	2	3	4	5
<u>Ship Weapons</u>	250	10	10	15	30	50	90
Simple Foodstuff	500	1	0.5	0.75	1	2.5	5.5
Simple Robotics	600	8	15	22.5	30	48.75	90
<u>Slaves</u>	25	NA	50	75	125	200	500
Soft Drugs	600	1	2	3	4	8	12

All prices are in Marks, with conversion rates applied to local commodity sales if needed. As a side note, oversupplying certain areas may invoke a shortage in other sectors. One such situation being the presence of firearms and ammunition, delivering an excess of one will most likely have the demand rise.

⁸ Anything marked with Underline Italics are VERY ILLEGAL to be carrying around. Those with *Italics* only require a proper license to be carrying or incurring a fine.

Side Note: **Setting Economic Situations**

This method is a quick and dirty mercantile exploitation sim about selling high and bleeding dry the locals. Always realize that the Home Port barely produces anything of value, only the most basic necessary goods and services can be rendered in any consistent amount. Free Traders, excessively wealthy Patrons, and any other groups may bring in goods, the reality is that these are always dropping.

Establish a baseline of Market Rate and Shortages, each one of these should indicate what the port has "for now." Only one, maybe two things, should be in Surplus and they are rarely "Necessary" goods, such as Hard Drugs, Slaves, or Scrap.

At other ports, have a solid grasp of what's in supply vs needed. Agricultural Worlds are probably going to have a good set of Medicinal Drugs, Simple Foodstuff, Soft Drugs (Tobacco), or Luxury Foodstuff, but always need more Agricultural Supplies, Building Supplies, and Goods. While an industrial mega-center most likely will be desperate for Food and more illicit substances, while having an excess of certain production targets.

When in doubt, set it at a Market Rate.

An Example: **Kataya Skyworks Economic Situation**

The Kataya Skyworks economy can best be described as "Indentured Slave Labor" with a helping of "Industrial Hellscape." While most of the civilians are employed in some variation of metalworking, scrapping, or in Omar's personal groups of engineers to repair the Skyworks, the people are numerous and often hungry.

Advanced Robotics - Shortages
Building Supplies - Shortages
Civilian Goods - Shortages
EVA Supplies - Shortages
Fuel - Surplus
Heavy Industry - Shortages
Heavy Weapons - Surplus
Infantry Weapons - Surplus
Light Industry - Shortages
Luxury Foodstuff - Shortage
Medicinal Drugs - Deficit
Scrap - Surplus
Ship Weapons - Surplus
Simple Foodstuff - Deficit
Simple Robotics - Shortages



As you can see, Kataya needs to build its industrial base, and it's doing so on the back of its already impressive shipbuilding industry. However, building a firearm doesn't put food in your stomach. Though, those with a good heart willing to donate some food and medicine to certain people may find themselves in the good graces of the people.

Used Ships

If the Captain wishes to sell off a used ship after its good service or turning in a fresh catch from job, the Captain will need to pay the going rates for said ships. First they will need to make a Smuggler Trial to determine if they can find someone willing to actually buy the ship at a difficulty determined by the Void Caller.

If they do find a buyer, they are free to negotiate for the new ship, however, rarely a used, busted, damaged, ship can go for more than half its current value. However, if the Captain is unable to find a buyer, they may sell it to the Dock itself for 25% (rounding down) of the Ship's Total Value (Internal Sections x 50) for basic scrap. This is often the simplest method to offload old ships or lagging freighters.

If the Captain wishes to PURCHASE a new ship, they will need to make a Smuggler Trial as well to find a seller if there even is one. Should they find a seller, they will need to haggle for their new ship, often they will be trying to overcharge the Captain the true value of the ship or trying to sell something quick with an issue they aren't telling you. If all else fails, contacting the local docks for any abandoned ships or those they are personally selling (often being just sold) can sometimes net a fast, dirty, and often stripped ship without any fuss. They will overcharge about 125% of the Ship's Value though. Money is money.

New Modules, Guns, and Other Armaments

Buying a new module or armaments is the same as above, requiring a Smuggler Trial to find a seller or provider. However, they will rarely charge more than the going rate of said supplies due to the volatility and lack of buyers, however, do expect to have to pay around 25% of the cost as an installation fee.

Basic Conversion Rates of the Arkhangelsk Sector

Below are the basic conversion of the Local Currency to Marks and vice-versa. Notice how the conversions are not equal between them, as the Mark fluctuates in value between the new nationstates.

- 10 Minulman Credit = 1 Mark
- 150 Zonnies = 1 Mark
- 18 Lira Credits = 1 Mark
- 500 Jaster Store Credit = 1 Mark
- 100 Zonnies = 1 Minulman Credit
- 10 Lira Credits = 1 Minulman Credit
- 50 Jaster Store Credits = 1 Minulman Credit

- 100 Zonnies = 10 Lira Credits
- 100 Zonnies = 50 Jaster Store Credit
- 1 Jaster Store Credit = 0 Lira Credit⁹
- 10 Lira Credits = 1 Jaster Store Credit

Often there is a 10% Conversion Fee associated with Legal Tender transactions.

⁹ Jaster Store Credits are not accepted as legal tender in the Hallowed Union, and cannot be converted.

Jobs & Scores

The most basic series of events for the Captains to earn a decent paycheck is undergoing Jobs or Scores.

A Job is acting on behalf of an agent of either a Major Faction, Minor Faction, or an individual aboard the Port at this time. Jobs have a specific goal, target, or even just a requirement to finish, and once completed, the money is transferred into the accounts and it's over.

Completing a Job for Faction will increase the Captain's Reputation with the individual or Faction. Each of these are ranked out of -10 to 10, and are progressively more difficult to increase, but easier to reduce. After Reputation 5, simple jobs will not cut it anymore, requiring more detailed work to successfully win the favor of the patron, or simply earn the right to improve their favor.

Clandestine Operations

Jobs for the Major Factions are a double-edged sword, on one hand they are reliable to pay and are more than willing to offer jobs to the Void Hunters. However, they often come with a catch or may outright be trying to manipulate the "backwater" Void Hunters.

Clandestine Operations have the Void Hunters act as disposable assets for the major players in the sector, often raiding, striking, or attempting to assassinate key targets the factions want gone. Rarely these are in the Void Hunters favor, and they are expected (if not hoped) to not return from these frivolous expeditions.

Scores

Scores are the less formal operations undertaken by the Captains themselves with the vague hope of making profit after their expedition. These often have the Captains and their crew stalking various trade lanes looking for an easy target or a pack of freighters with no protection. Scores may yield valuable supplies, resources, freight, and even potentially some new ships to sell.

However, these Scores will attract the ire of various entities who may increase the raw bounty on the Captains heads. Requiring Transponder rewriting or laying low for a time. If of course those freighters were acting legally and not transporting something they shouldn't.

Blood From Stones: Maintenance

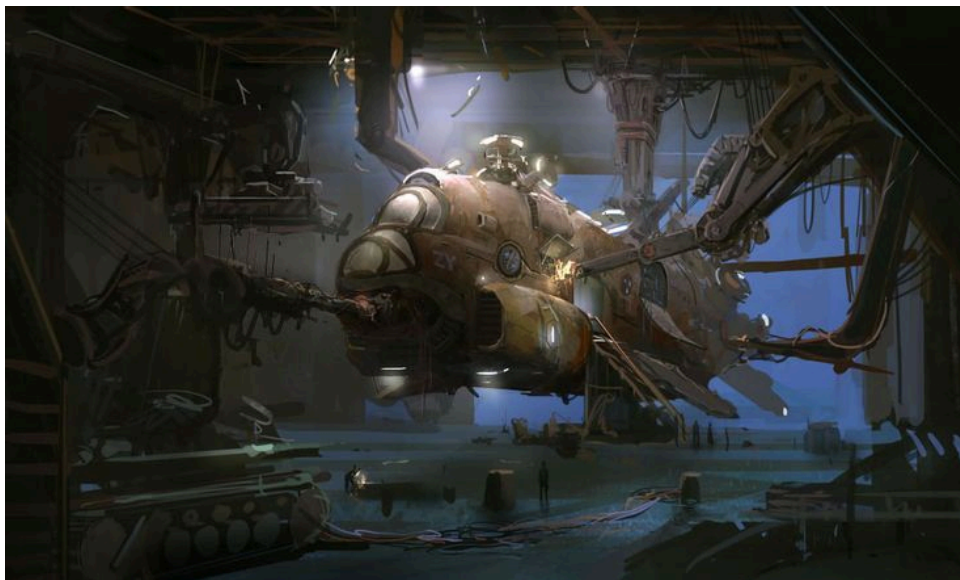
Everytime a ship lands in port, Maintenance will begin. Full refueling will cost a grand total (Total Internal Sections x 5) in Marks to top everything off. If the ship has sustained Hull Integrity Damage, it will cost a total of (Ship Hull Integrity Lost x 5) in Marks to repair fully, patching any dents or repairing basic holes with ease. If any Internal Section was damaged, the Captain will need to pay (Damaged Internal Section x 20) Marks to repair each one, due to the sheer volume and complexity of punctured holes. Finally, any Module Damaged will cost (Damaged Module Section x 30) Marks to repair as well.

This may seem to be squeezing the Void Hunters dry, but the goal is to invoke a certain feeling that, yes, you are being bled for everything you have by the Tyrant's Regime. Being friends with Portmasters or the Tyrant themselves will lower the maintenance costs overtime¹⁰. Even negotiating during a job for the maintenance of their crafts be covered in the payment when they return.

If they anger the Tyrant, or the Tyrant is living up to their name, they may impose Docking Fees. Docking Fees come in one of three states depending on the Tyrant's mood and personal needs.

- Light = 150 Marks / 10 Marks Daily
- Medium = 300 Marks / 25 Marks Daily
- Heavy = 500 Marks / 40 Marks Daily
- Oppressive = 750 Marks / 60 Marks Daily

Though any Tyrant imposing Docking Fees means that you've either angered the Tyrant severely, or the Tyrant is begging to be overthrown.



¹⁰ For hard and fast, if you reach Reputation 5 with the Tyrant, you'll get a 50% Discount.

Smuggling Operations

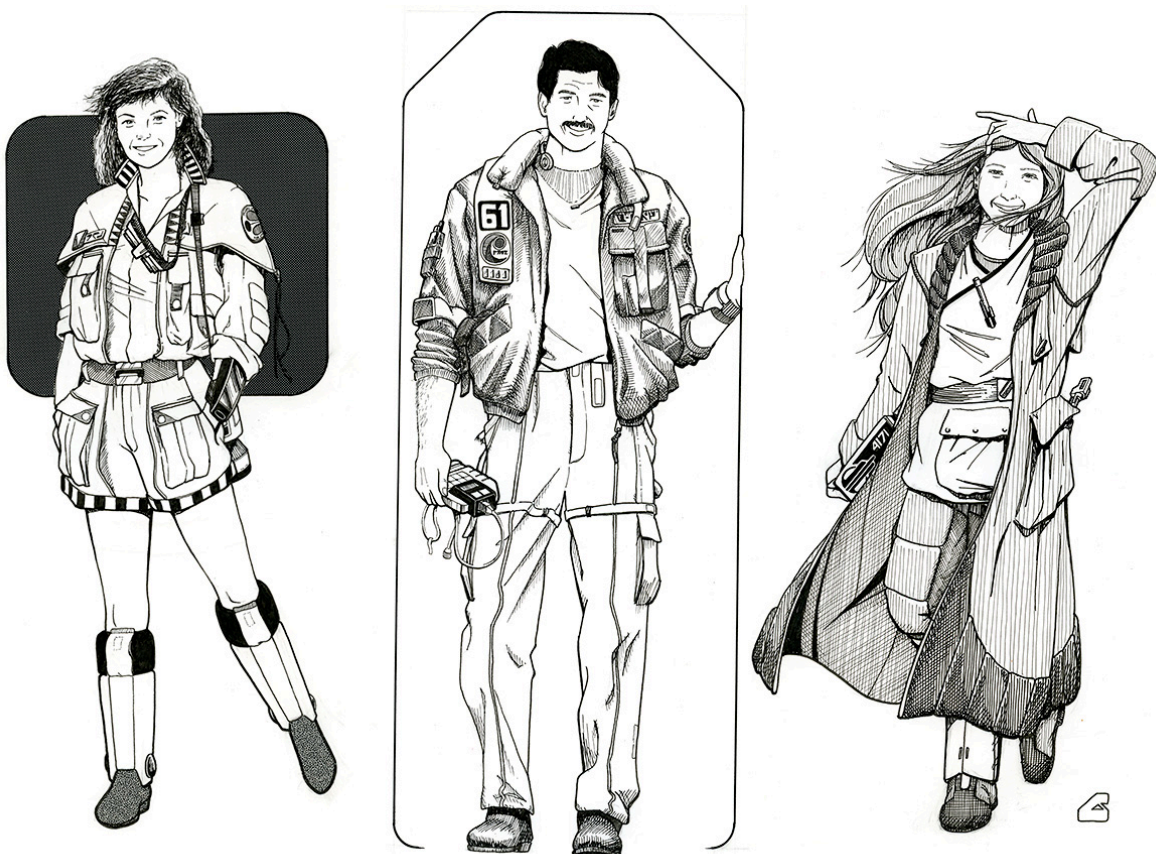
If the Void Hunters manage to land in a "civilized" port, they will have the whole market and area available for them to work with. Often smuggling in locations such as these require making a few Trials to find the right people in the right location to offload goods.

If the Void Hunters are actively seeking to trade, they are free to do so on three separate markets: Open, Closed, and the Black Market.

Open Market - The "True Market" of the Colony, representing their current needs and wants in a strictly legal sense. Every purchase comes with a 25% Tariff Rate, meaning that selling is 25% less and buying is 25% more.

Closed Market - The "Closed Market" of a Colony is restricted to licensed traders who have proper credentials and paperwork. Still having access to all of the proper goods, but the Tariff Rate is only a measly 10%.

Black Market - The "Hidden Market " of a Colony and the ability to find illegal substances and goods for sale, as well as selling them without attracting the ire of the authorities. There is no Tariff Rate in these markets, but it's a complicated series of who-knows-who rather than strict open networks.



Doom

Nothing lasts forever, this life is temporary, that's what the Voidists say. With the unification wars and chaos around the Federation's collapse finally ending, a certain air has come over the Void Hunters home. Things are coming to an end soon.

That ending can mean many things, ambitions being realized, deals being struck, or perhaps just a full Military Armada being warped right on top of the port and unloading every Cataclysm weapon they have on it. This feeling of dread and finality is represented with the Doom Track.

Every major job, botched operation, angered Tyrant, or any combination of efforts on the Captains part (or just bad luck) will slowly raise the Doom Track from 0 to 10. Each step has the atmosphere and nature of the campaign change, from the Golden Age of Piracy to the last gasping breaths of an old way of life. When the ball begins rolling, it's only a matter of time before the last tick on the track is checked. 10.

Annihilation.

Something will happen at 10, no matter what the Captains do or pretend they can, when the Doom Track hits 10, the endgame has begun and it's a mad dash to cash out or get the hell out. Throughout the Campaign, the Captains should always be encouraged to invest in their "Future," even if it seems silly at the time, this investment is what determines after the Annihilation (and in turn the campaign) ends.

Do they retire blissfully, rich off of booty and backroom deals? Do they find themselves back at the bottom of the barrel with an assumed name and uncanny ability at the helm of a mining rig? Or do they die in battle, riding hard against a force they can't win against.

Those final moments should be the dramatic and climactic moment of the campaign, all the ambitions and dreams the Captains have are either realized, crushed, or simply turned to dust.

You are a parasite among the stars.

A cretin with no honor or destiny.

A ravenous beast which consumes all that is good.

You are to be condemned to the void, where no god holds sway.

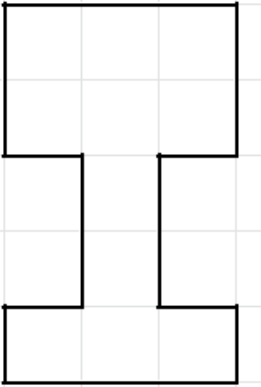
You are a Void Hunter.

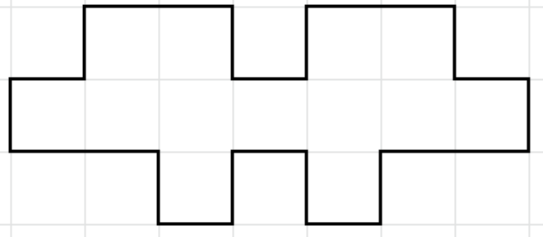
A forsaken creature.

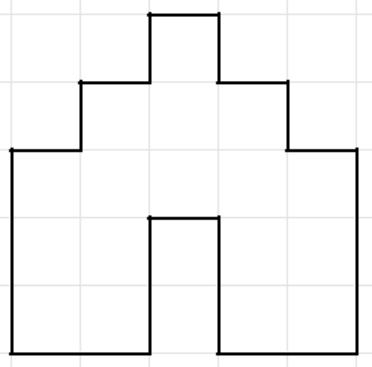
On the Creation of Your Own Things

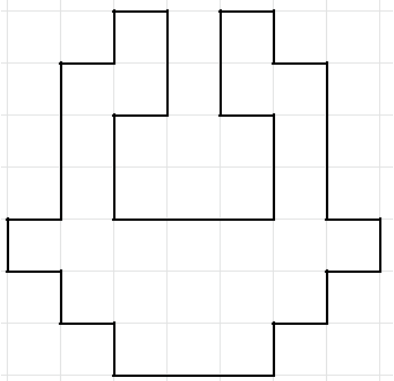
Go for it.

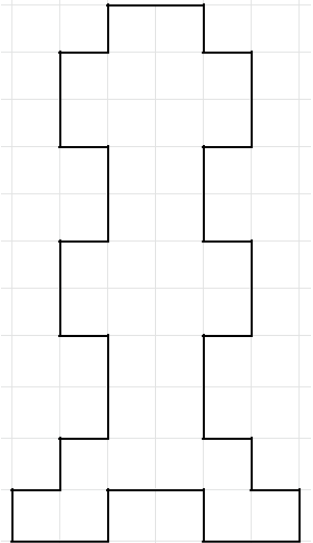
As for some basic notes on ship creation:

Corvettes - 600 to 1100 Marks		
Hull Integrity	15 to 20	
Internal Sections	8 to 11	
Hardpoints	3 Maximum Medium is the Heaviest	
Engine Power (ECM)	6 to 12 (ECM = 5)	
Sensor Rating	Average 1 to 3 (5 Highest)	
Crew (Min / Max)	5 - 10 / 10 - 20	

Frigates - 1100 to 1600 Marks		
Hull Integrity	18 to 40	
Internal Sections	12 to 15	
Hardpoints	3 Maximum Heavy is the Heaviest (1 Heavy Restriction)	
Engine Power (ECM)	5 to 10 (ECM = 7)	
Sensor Rating	Average 1 to 5 (6 Highest)	
Crew (Min / Max)	10 - 18 / 30 - 40	

Destroyer - 1700 to 2400 Marks		
Hull Integrity	30 to 50	
Internal Sections	16 - 19	
Hardpoints	5 Maximum	
Engine Power (ECM) Sensor Rating Crew (Min / Max)	5 to 8 (ECM = 9) Average 2 to 6 (7 Highest) 15 - 30 / 35 - 50	

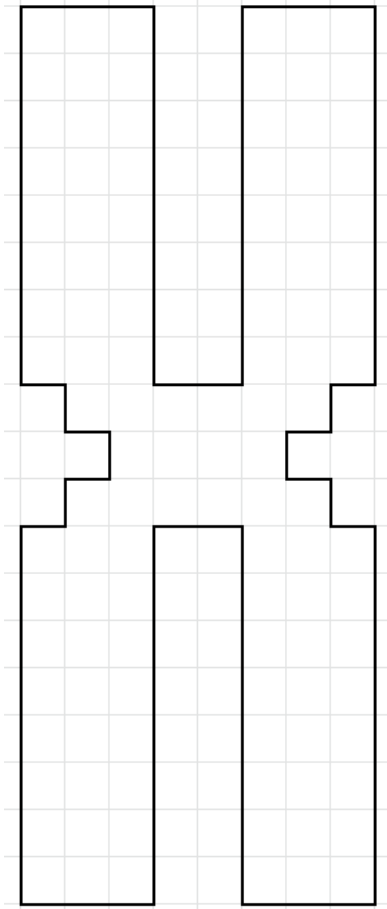
Light Cruiser - 2000 to 3500 Marks		
Hull Integrity	45 - 75	
Internal Sections	20 - 25	
Hardpoints	6 Maximum	
Engine Power (ECM) Sensor Rating Crew (Min / Max)	3 to 5 (ECM =11) Average 3 to 6 (7 Highest) 20 - 40 / 50 - 75	

Midliners - 2500 to 5000 Marks		
Hull Integrity	60 - 110	
Internal Sections	26 - 39	
Hardpoints	8 Maximum	
Engine Power (ECM) Sensor Rating Crew (Min / Max)	2 to 5 (ECM =13) Average 2 to 6 (7 Highest) 25 - 50 / 75 - 100	

Heavy Cruisers ¹¹ - 3500 to 6000 Marks		
Hull Integrity	80 - 180	
Internal Sections	40 - 60	
Hardpoints	10 Maximum	
Engine Power (ECM)	1 to 3 (ECM =15)	
Sensor Rating	Average 3 to 6 (8 Highest)	
Crew (Min / Max)	40 - 60 / 80 - 120	

Battlecruiser - 3000 to 7500 Marks		
Hull Integrity	100 - 250	
Internal Sections	60 - 80	
Hardpoints	12 Maximum	
Engine Power (ECM)	2 to 4 (ECM =15)	
Sensor Rating	Average 4 to 6 (8 Highest)	
Crew (Min / Max)	50 - 70 / 110 - 150	

¹¹ Everything past this point is strictly off limits to Civilians, only military or other Void Hunters would even have the chance at these.

Capitals- 8,000 to 10,000+ Marks		
Hull Integrity	150 - 300+	
Internal Sections	80+	
Hardpoints	20 Maximum	
Engine Power (ECM)	1 to 2 (ECM =18)	
Sensor Rating	Average 4 to 6 (8 Highest)	
Crew (Min / Max)	80 - 110 / 130 - 250	