



Many of my ships were designed long before Starfinder existed. I feel that they are carefully constructed and well balanced so when I find the Starfinder rules incapable of representing a ship, I am more inclined to change the rules than change the ship. To address this, and some other issues with the system, I am developing a set of Zero Hour House Rules.

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1) Starfinder **ship sizes** (with regards to length, tonnage, and crew size) don't make sense and so I use them as guidelines rather than rules. In other words, the length of my ships may not match the chart.

2) If a frame supports "C" max crew, a single expansion bay of the given type has the given capacity:

Escape Pods/Life Boats(100%C). Guest Quarters (common 200%C, good 100%C, luxury 50% C). Passenger Seating (400%C).

3) An expansion bay can be made reconfigurable as a "**Multi-bay**" for a cost of 10 BP. A mutli-bay can hold different types of similar expansions bays, only one of which can be active at a given time. Each bay included in a multi-bay costs double the normal PCU and BP.

Related bays include:

- a) Science Lab (Life Sci), Science Lab (Physical Sci), Synthesis Bay, Medical Bay
- b) Cargo Bay, Shuttle Bay, Hangar Bay, Launch Bay
- c) Arcane Lab, Tech Workshop, Synthesis Bay
- d) Cargo Bay, Sealed Environment Chamber, Smuggler Compartment, Recreation Suite
- e) Sealed Environment Chamber, Guest Quarters, Holding Cells

4) "**Guest Quarters**" can instead be built as a brig / holding cells / detention center.

5) A **Rec Center** can have any of the listed types (Gym, HAC, etc.) in the same bay. Total the costs. A simple set of weights and an exercise mat does NOT take an expansion bay! Likewise, a single med table does not count as a **Medical Bay** unless it has extensive support facilities. Typically it takes 3+ beds to warrant a bay.

6) A **Launch Bay** is a Shuttle Bay that can be installed on a Medium ship and holds 2 craft, neither of which is more than 30ft in length. On a Large ship, the Launch Bay can instead hold a single craft up to 60 ft in length (Tiny size) if desired. In either case it takes up one expansion slot and costs 5 PCU and 3 BP. Launch Bays are also called Vehicle Bays when used to hold ground craft (though car-sized vehicles don't require a bay unless they have extensive support facilities. A small craft can have a Launch Bay that holds a single craft less than 30 ft in length.

7) A medium or large ship can have a single **Spinal Mount**. It fills two forward slots and can hold one Capital-scale weapon. That weapon costs double PCU and BP. Note that it costs 24 BP to add two F-L slots and upgrade them both to capital. (3+4+5)x2. A small ship can mount a single Heavy weapon at double the PCU and BP cost (but one slot).

8) Most **missiles and torpedoes** can attack in any direction after launch. To reflect this, I often put them in "turret" slots even though they are not technically in turrets.

9) Combination Escape/Breeching/Drop "**Multi-Pods**" can be had for double the combined cost in PCU and BP.

Custom Starship Modifications

The following are items that I created to model functionality on specific ships, but the same items could be incorporated into other vessels as well.

- **Cloaking Field:** 50 PCU, 25 BP. It cannot operate while shields are active. Mirror-like energy field that grants a -10 on sensor checks vs the ship. It does not use an expansion bay.

The following each occupy one expansion bay:

- **False Sensor Image Generator:** 15 PCU, 15 BP. Ship appears as wreckage or a derelict on sensors.
- **Dissassembly Line:** 2 PCU, 1 BP. Allows efficient disconstruction, salvage, and sorting of debris and other wreckage.
- **Drone Bays:** 5 PCU, 3 BP. Like "Life Boats" but stores and maintains small (single-man) craft. Slow to launch & recover.
- **Ore Processor:** 6 PCU, 2 BP. Allows for the collection and sorting of minerals from the surface of a planet or asteroid. Requires a cargo bay for storage and hauling.

Custom Frames

PATROL BOAT (a Patrol Boat is to a Light Freighter as a Destroyer is to a Heavy Freighter)

Size Small

Maneuverability good (+1 Piloting, turn 1)

HP 50 (increment 10); **DT** -; **CT** 10

Mounts forward arc (2 light), aft arc (1 light), turret (2 light)

Expansion Bays 2

Minimum Crew 1; **Maximum Crew** 6

Cost 8

CORVETTE (basically a medium "Destroyer")

Size Medium

Maneuverability average (+0 Piloting, turn 2)

HP 100 (increment 20); **DT** -; **CT** 25

Mounts forward arc (2 light), port arc (1 light), starboard arc (1 light), aft arc (1 light), turret (1 light)

Expansion Bays 4

Minimum Crew 3; **Maximum Crew** 12

Cost 25