



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, each one expansion of the given type has the given capacity: Escape Pods(100%C). Life Boats (75%C). Guest Cabins (common 200%C, good 100%C, luxury 50% C). Passenger Seating (400%C). The goal here is to represent larger ships having larger bays.

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
- 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) A **Cloaking Field** is 50 PCU, 25 BP. It cannot operate while shields are active. It grants a -10 on sensor checks vs the ship.

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

6) A **Rec Center** can have any of the listed types (Gym, HAC, etc.) in the same bay. Total the costs.

7) 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 (half Tiny size). On a Large ship, the Launch Bay can instead hold a single craft up to 60 ft in length (Tiny size). In either case it takes up one expansion slot and costs 5 PCU and 3 BP. The version on a Medium ship is also called "**Vehicle Bays**" since it holds two craft (often ground cars or other diminutive vehicles).

8) 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.  $(3+4+5) \times 2$

9) 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.