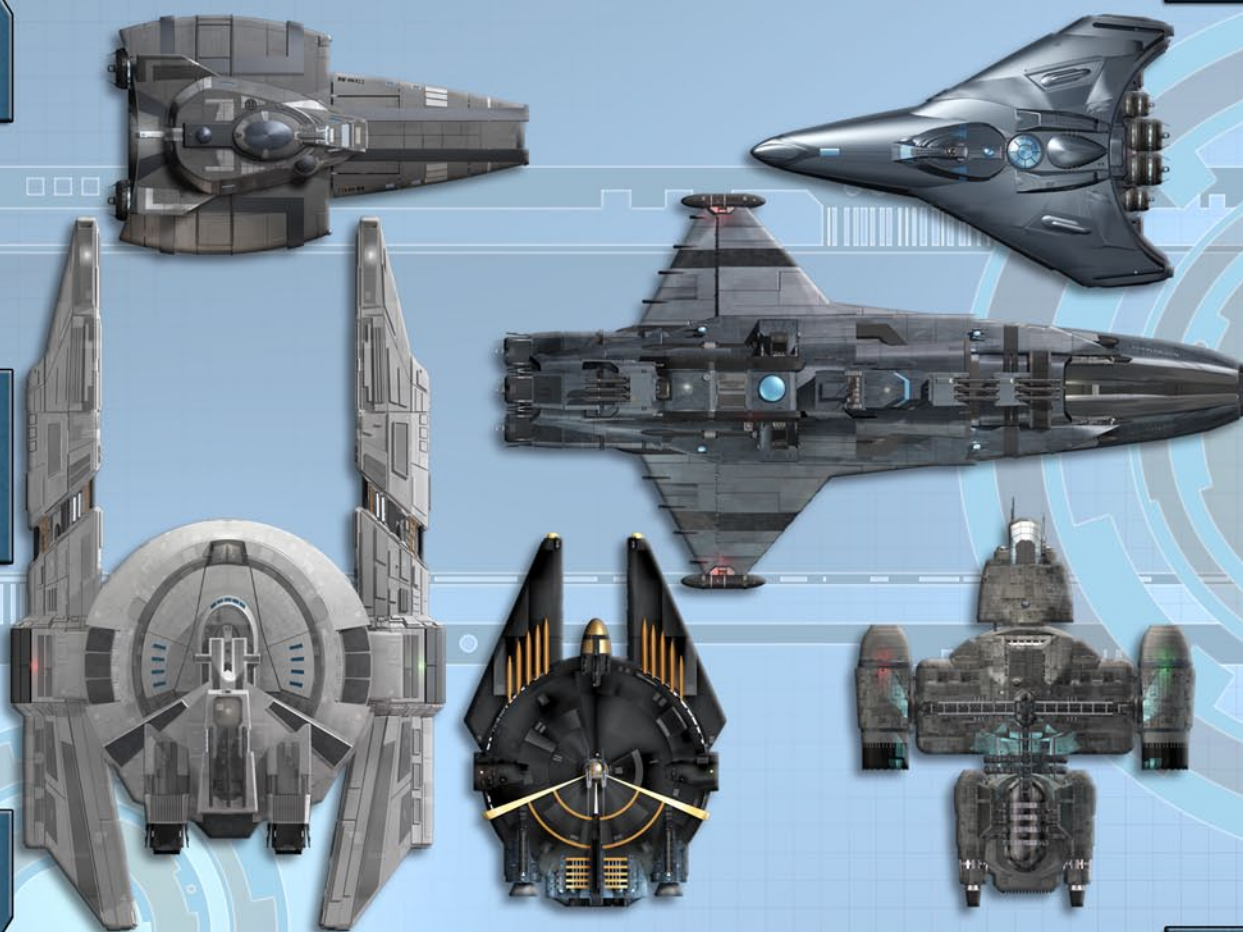




PORT ZERO™

1



STARFINDER
COMPATIBLE

STARSHIP STAT SHEETS

Ryan Wolfe

10:01

0-hr: Port Zero, volume 1

by Ryan Wolfe of “zero hour”: art & technology
0-hr.com

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Port Zero: volume 1 is a collection of starship statistics created for the Starfinder role-playing game. The ships are drawn from the *Future Armada* and *Armada Codex* product lines and were initially created as PDF documents containing deckplans, history, and interior descriptions for each vessel. Later, funded via Kickstarter, many of the deckplans were put on posters and matching miniatures were made. The ships in this first volume of Port Zero are those from the first half dozen Kickstarter campaigns.

Separate directories contain layered PDF files as well as flat JPEG images of the Port Zero pages in both color and black & white. Just the stats and a labeled map page are included here. Visit **0-hr.com** for more ships, links to the full write ups, additional renderings, demo docs, posters, and miniatures.

Most of these ships were created before the existence of Starfinder and so small adjustments to the rules were needed to facilitate some conversions. The *0-hr House Rules* page enumerates these changes. The most noticeable addition is a “half shuttle bay” that allows medium and large ships to carry small craft (a very common feature of 0-hr ships). Other changes adjust the way expansion bays are interpreted so that the facilities shown on the deckplans can be accurately represented in the rules.

Because these ships were designed to be printed out on paper or as posters, most tend to be Medium by Starfinder standards. There are some issues with the length, tonnage, and crew complements in the rules as written, so Port Zero lengths may not always match up with the Starfinder size categories. Beyond this, if something in the stat sheets looks wrong it probably is. The math was done by hand and though I’ve looked over everything carefully it seems there is always one more error to fix.

Note: The PDF files are best viewed using an Adobe Reader with “field highlighting” turned off

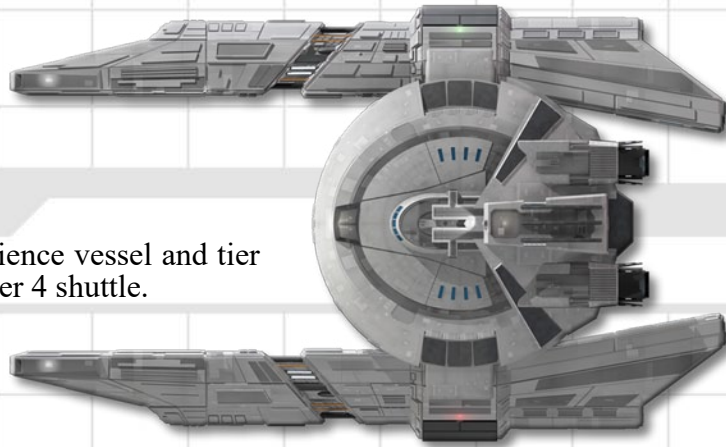
(Edit->Preferences->Forms).

This volume of Port Zero contains the following ships:

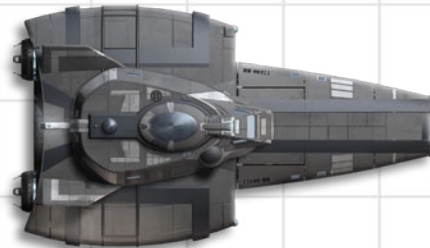
Clydesdale: a tier 1 civilian transport and a tier 6 military gunboat.



Cygnus & Aquila: a tier 8 science vessel and tier 12 gun ship. Also includes a tier 4 shuttle.



Grendel & Breca: a shiny new, tier 2, free trader and the well worn, tier 7, version of a similar model. Also includes the tier 5 drones carried.



Gryphon & Phoenix: a tier 7 mercenary for hire and a tier 9 salvaged version of the same class. A tier 3 shuttle and tier 7 fighter are also included.



Mourning Wolf: a tier 13 light cruiser and the tier 5 heavy fighters carried on board.



Venture & Vega: a tier 4 freighter and tier 8 courier.





0-hr Starfinder House Rules

Many of my ships are older than Starfinder. 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 developed this set of house rules.

~Ryan Wolfe 0-hr.com

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 bay 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) 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).

4) 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

5) A **Cloaking Field** is 50 PCU, 25 BP. Cannot operate while shields are active. Sensors vs the ship are at -10.

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

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

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.

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