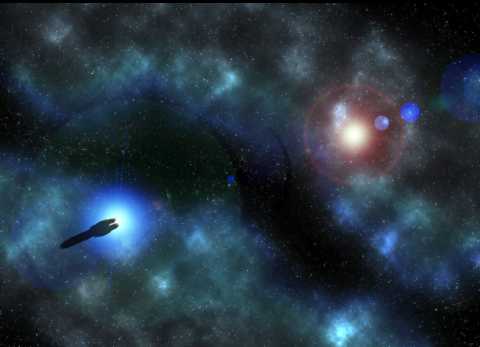


THE EXPANSE ROLEPLAYING GAME FAN COMMUNITY



SPACESHIP COLLECTION

FOR USE WITH THE EXPANSE RPG

VOL 1



SHIPS IN THIS COLLECTION

THE LOKI

THE LOPT

MCRN SHERIDAN

UNN SINCLAIR

DROSERA CAPENSIS

LOCUS LUPUS

JAVELIN-CLASS FAST COURIER

THE GARIBALDI

A FRIENDLY

CARD DESCRIPTION AND RULES

These ships are homebrewed using existing ships, rules, and examples. I have created ships with new strengths and new weaknesses, including some special rules.

The cards have boxes for losses, 6 for each Normal Loss, and variable for *Serious Losses*.

Ships usually only have one reactor, and thus ship can only take 1 *Reactor Offline Serious Loss*.

The number of *Weapon Offline Serious Losses* a ship can take depends on the number of weapon systems. A "weapon system" is 1 per arc for PDCs (there are two (2) arcs: Fore and Aft), and one per firing mechanism for Grappler, Rail gun and Torpedo launcher/tube.

This means that ships can have more than 6 weapons systems. However, I assume that 6 *Weapon Offline Serious Losses* causes the ship's *entire* weapon control system (power lines and such) to disconnect, rendering any remaining weapons inoperable (these weapon systems may not need repair/replacement, just to be reconnected). The table shows my interpretation of counting Weapon Systems.

WEAPON SYSTEM COUNT	
GRAPPLERS	1 SYSTEM PER GRAPPLER
PDCs	1 SYSTEM PER ARC
RAIL GUN	1 SYSTEM PER RAIL GUN
TORPEDO LAUNCHER/TUBE	1 SYSTEM PER LAUNCHER/TUBE

THE LOKI

FACTION Any

CATEGORY Medium

DRIVES Epstein, Thrusters

LENGTH 29m

CREW (MINIMUM) 2

HULL 1d6

CREW (STANDARD) 4

SENSORS 0

COMPETENCE Capable

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Grapplers (2)

Close

-

1 Fore and 1 Aft

Rail Gun

Medium

3d6

Aft

Point Defense Cannon

Close

2d6

Fore

FAVORED COMMAND STUNTS

Blinding Maneuvers, On-Target.

QUALITIES

Improved Acceleration.

FLAWS

Limited Range, Poor Amenities, Vulnerability (Rail Gun), Vulnerable systems.

Made by Audun G. Leulie

THE LOKI

DESCRIPTION

The Loki is a salvaged and heavily modified *Mulan*-class gunship, used for boarding action and piracy.

The stripped-down gunship is rebuilt to serve a specialised purpose; swoop in accelerating hard, disable, grab, and board. The Loki suffers from several vulnerabilities, but is armed with a rail gun, a single point defense cannon, and two grapplers to latch on to its prey.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

Made by Audun G. Leulie

THE LOPT

FACTION Any

CATEGORY Medium

DRIVES Epstein, Thrusters

LENGTH 29m

CREW (MINIMUM) 2

HULL 1d6

CREW (STANDARD) 4

SENSORS 0

COMPETENCE Average

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Grapplers

Close

-

Fore

Rail Gun

Medium

3d6

Aft

Point Defense Cannon

Close

2d6

Fore

FAVORED COMMAND STUNTS

Blinking Maneuvers, On-Target.

QUALITIES

Agile, Improved Acceleration.

FLAWS

Faulty Systems (Rail Gun), Poor Amenities, Vulnerability (Rail Gun), Vulnerable systems.

Made by Rudin G. Levlie

THE LOPT

DESCRIPTION

The Lopt is a salvaged and modified *Mulan*-class gunship, with longer range than its class normally has, and less reliable systems.

The stripped-down gunship is rebuilt to serve a specialised purpose; to rapidly disable, grab, and board target vessels. The Lopt suffers from several vulnerabilities, including a faulty rail gun system, but has a single point defense cannon, and a grappler to latch on to its target, and it is quite maneuverable.

LOSS CONDITIONS

NORMAL LOSS

1

2

3

4

5

6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

Made by Rudin G. Levlie

MCRN SHERIDAN

FACTION	MCRN	CATEGORY	Medium
DRIVES	Epstein, Thrusters	LENGTH	31m
CREW (MINIMUM)	3	HULL	1d6+3
CREW (STANDARD)	8	SENSORS	2
COMPETENCE	Skilled	FAVORED RANGE	Medium

ARMAMENTS

WEAPON TYPE	RANGE	DAMAGE	ARC
Torpedo Tubes (2)	Long	4d6	Fore
Point Defense Network	Close	2d6	Fore

FAVORED COMMAND STUNTS

On-Target, Precise Hit, Too Close.

QUALITIES

Agile II, Hull Plating, Improved Acceleration II, Maneuverable, Redundant Hull (Double), Reliable, Self-Destruct system, Stealth, Sturdy.

FLAWS

Poor Amenities.

MCRN SHERIDAN

DESCRIPTION

A *Morgaina*-class destroyer, the MCRN Sheridan is modified for stealth operations, spying on UNN and OPA activity in the belt, hunting pirates back to their hideouts, and striking suddenly and without warning at unsuspecting targets.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

UNN SINCLAIR

FACTION UNN

CATEGORY Medium

DRIVES Epstein, Thrusters

LENGTH 27m

CREW (MINIMUM) 2

HULL 1d6+1

CREW (STANDARD) 4

SENSORS 1

COMPETENCE Capable

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Torpedo Tubes (2)

Long

4d6

Fore

Point Defense Network

Close

2d6

Fore

FAVORED COMMAND STUNTS

On-Target, Set-Up, Too Close.

QUALITIES

Advanced Targeting Systems, Agile II, Hull Plating, Maneuverable II, Plasma Torpodoes, Redundant Hull (Double), Sensor Scrambling.

FLAWS

Poor Amenities.

UNN SINCLAIR

DESCRIPTION

A heavily modified *Mulan*-class gunship, the UNN Sinclair is used for black ops, hunting MCR agents, OPA terrorists, and pirates.

The ship's advanced targeting systems provides a +1 bonus to EW tests, while sensor scramblers make all enemy ships within Medium range suffer -1 to sensors. The Sinclair's maneuvering thrusters have been modified and optimised to increase survivability, and the plasma torpedoes allows it to punch above its class. The Sinclair can also go on longer missions than other of its class.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

○ ○ ○ ○ ○ ○

HULL

○ ○ ○ ○ ○ ○

MANEUVERABILITY

○ ○ ○ ○ ○ ○

SENSORS

○ ○ ○ ○ ○ ○

WEAPONS

○ ○ ○ ○ ○ ○

SERIOUS LOSS

REACTOR OFFLINE

○

WEAPON OFFLINE

○ ○ ○

DROSERA CAPENSIS

FACTION OPA

CATEGORY Large

DRIVES Epstein, Thrusters

LENGTH 42m

CREW (MINIMUM) 3

HULL 2d6+1

CREW (STANDARD) 12

SENSORS 2

COMPETENCE Capable

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Grapplers (4)

Close

-

2 Fore and 2 Aft

Rail Gun (2)

Medium

3d6

1 Fore and 1 Aft

Point Defense Network

Close

2d6

Fore

FAVORED COMMAND STUNTS

Burn Them, On-Target, Precise Hit.

QUALITIES

Hull Plating, High-Charged Rail Gun, Reduced Crew Requirements, Sensor Scrambling.

FLAWS

Poor Amenities, Vulnerable systems.

DROSERA CAPENSIS

DESCRIPTION

The Drosera Capensis is a salvaged and modified *Phantom*-class escort ship. The OPA spent a lot of time and money to get this thing up and running, arming it to the teeth.

Replacing the torpedo tubes with two high-charged rail guns, facing opposite directions, the Drosera also sports four grapples to catch target ships for boarding action and close-up burn maneuvers. Its sensor scramblers increase the likelihood of survival for its crew, incurring a -1 to enemy ships' sensors while within Medium range.

LOSS CONDITIONS

NORMAL LOSS

1

2

3

4

5

6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

LOCUS LUPUS

FACTION Any

CATEGORY Medium

DRIVES Epstein, Thrusters

LENGTH 31m

CREW (MINIMUM) 3

HULL 1d3

CREW (STANDARD) 8

SENSORS 0

COMPETENCE Average

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Rail Gun

Medium

3d6

Aft

Point Defense Network

Close

2d6

Full Coverage

FAVORED COMMAND STUNTS

Blinking Maneuvers, Evasive Action.

QUALITIES

Agile II, Good Juice, Maneuverable, Sensor Scramblers.

FLAWS

Faulty Systems (PDC, Sensors), Fragile, High Maintenance, Poor Amenities.

Made by Audun G. Leuile

LOCUS LUPUS

DESCRIPTION

A heavily modified Leafwind L3 racing pinnace, the Locus Lupus is a very fast racing ship that has been armed to conduct hit and run attacks. Not as fast as more modern racing pinnaces, like the Windrose L6, it is not as fragile either. Due to its size and the extensive modifications its systems are over-taxed. The added PDC network provides full coverage, but is, together with the sensor suite, unreliable and prone to system failure.

Special: Fast Mover

The Locus Lupus is faster than other ships its size. During the Maneuvers Step of space combat, it may move up to two range bands.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

Made by Audun G. Leuile

JAVELIN-CLASS FAST COURIER

FACTION Any

CATEGORY Medium

DRIVES Epstein, Thrusters

LENGTH 35m

CREW (MINIMUM) 3

HULL 1d6-1

CREW (STANDARD) 6

SENSORS 1

COMPETENCE Capable

FAVORED RANGE None

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

FAVORED COMMAND STUNTS

Blinking Maneuvers, Evasive Action, Steady as She Goes.

QUALITIES

Agile, Atmosphere Capable, Good Juice, Improved Acceleration II, Maneuverable.

FLAWS

High Maintenance, Vulnerable Systems, Weak Hull.

Made by Audun G. Loulie. Inspired by Brian Childers.

JAVELIN-CLASS FAST COURIER

DESCRIPTION

The *Javelin*-class fast courier, is the express transport vessel of choice when you need small groups of people, light or sensitive cargo, moved somewhere in a hurry. The ship is atmosphere rated and unarmed, but sports four state-of-the-art Epstein Drives, the latest in maneuvering thrusters, relying speed to get away from any trouble.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

Made by Audun G. Loulie. Inspired by Brian Childers.

THE GARIBALDI

FACTION OPA

CATEGORY Huge

DRIVES Epstein, Thrusters

LENGTH 135m

CREW (MINIMUM) 8

HULL 3d6

CREW (STANDARD) 32

SENSORS 1

COMPETENCE Capable

FAVORED RANGE Long

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Torpedo Tubes (4)

Long

4d6

2 Fore and 2 Aft

Rail Gun

Medium

3d6

Aft

Point Defense Network

Close

2d6

Full Coverage

FAVORED COMMAND STUNTS

Blinding Maneuvers, Multi-Targeting, On-Target.

QUALITIES

Altered Transponder Code, Disguise, Gourmet Galley, Hangar Bay, Improved Acceleration, Reduced Crew Requirements.

FLAWS

Faulty Systems (Torpedo Tubes), Old, Vulnerability (Rail Gun), Vulnerable Systems.

Made by Rudin G. Leulie

THE GARIBALDI

DESCRIPTION

An old refitted starship, the Garbialdi cannot be easily classified, except as a slapped together warship. It may have started life as a support vessel for the ancient colony ships, it is now a heavily armed and extensively modified (if not modernised) destroyer, suffering from faulty systems and several structural vulnerabilities, both inherent and resulting from the extensive armaments. The Garibaldi is also known as the "Wayward Son", and is disguised as a heavily loaded freighter. The extra cargo containers can quickly be detached using directional charges.

LOSS CONDITIONS

NORMAL LOSS

1

2

3

4

5

6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

Made by Rudin G. Leulie

A FRIENDLY

FACTION Independent

CATEGORY Medium

DRIVES Epstein, Thrusters

LENGTH 35m

CREW (MINIMUM) 3

HULL 1d6-1

CREW (STANDARD) 6

SENSORS 3

COMPETENCE Elite

FAVORED RANGE None

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Point Defense Cannons

Close

2d6

Fore

Torpedo Tube (1)

Long

4d6

Aft

FAVORED COMMAND STUNTS

Blinking Maneuvers, Evasive Action, Not My Ship!, Steady as She Goes, Turnabout is Fair Play,

QUALITIES

Advanced Sensor Package II, Advanced Targeting Systems, Agile, Atmosphere Capable, Good Juice, Improved Acceleration II, Maneuverable, Stealth.

FLAWS

High Maintenance, Weak Hull.

A FRIENDLY

DESCRIPTION

A heavily modified *Javelin*-class fast courier, A Friendly has a crew of three. They spend their time exploring the outer planets, taking trips out to Eris and the Kuiper Belt.

The crew consists of a former MCRN bio-engineer called "Ariel", a Belter with more cybernetic replacements than organic limbs going by the moniker "10", and a former UN intelligence agent that grew a conscience, known as "Lainen". A Friendly has been upgraded with a state-of-the-art sensor package (included in stats), advanced targeting systems (+1 EW tests), and stealth technology.

LOSS CONDITIONS

NORMAL LOSS

1

2

3

4

5

6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE