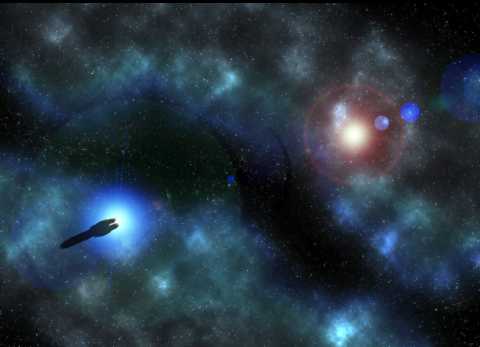


THE EXPANSE ROLEPLAYING GAME FAN COMMUNITY



SPACESHIP COLLECTION

FOR USE WITH THE EXPANSE RPG

VOL 2



FAN MADE



SHIPS IN THIS COLLECTION

LISTEN TO ZATHRAS!

UNN IVANDUA

ZACK ALLAN

JORDAN'S WHEEL

CARLTON'S DAGGER

AYBAR'S AXE

MCRN FRANKLIN

CASSANDRA

TALBOT LEEDS

MCRN SOLOMON

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 *most* ships 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

LISTEN TO ZATHRAS!

FACTION Independent

CATEGORY Medium

DRIVES Epstein, Thrusters

LENGTH 33m

CREW (MINIMUM) 1

HULL 1d6

CREW (STANDARD) 2

SENSORS 4

COMPETENCE Poor

FAVORED RANGE None

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Grapplers (2)

Close

-

Fore

Torpedo Tube

Long

4d6

Aft

FAVORED COMMAND STUNTS

Evasive Actions.

QUALITIES

Advanced Sensor Package, Agile, Drone Bay (1 recon and 1 repair), Emergency Batteries, Improved Network and Database Access, Manueverable II, Reduced Crew Requirements.

FLAWS

Bad Juice, High Maintenance, Poor Amenities, Vulnerable Systems.

Made by Audun G. Leuile

LISTEN TO ZATHRAS!

DESCRIPTION

A modified *Schmitt*-type rockhopper, Listen to Zathras! has been armed and received upgrades to do its job better.

Owned by a martian and earther couple, Listen to Zathras! travels the belt prospecting for minerals, always rushing to help out other rockhoppers in need.

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

UNN IVANOVA

FACTION UNN

CATEGORY Huge

DRIVES Epstein, Thrusters

LENGTH 101m

CREW (MINIMUM) 8

HULL 3d6+3

CREW (STANDARD) 32

SENSORS 4

COMPETENCE Skilled

FAVORED RANGE Long

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Points Defense Network

Close

2d6

Full Coverage

Torpedo Tubes (6)

Long

4d6

3 Fore and 3 Aft

Rail Gun

Medium

3d6

Fore

FAVORED COMMAND STUNTS

Guidance, Multi-Target, On-Target, Perceived Weakness.

QUALITIES

Advanced Targeting Systems III, Good Juice, High-Charged Rail Gun, Hull Plating III, Improved Acceleration III, Improved Stealth, Maneuverable II, Medical Expert System, Plasma Torpedoes, Reduced Crew Requirements, Redundant Hull (Double), Self-Destruct System, Sensor Scramblers.

FLAWS

High Maintenance.

UNN IVANOVA

DESCRIPTION

The UNN Ivanova is a fast-attack stealth destroyer hot off the Bush shipyards' production line shortly after the Ring activated. Using confiscated tech from Mao-Kwikowski Mercantile and Protogen, and the *Andronicus*-class as a template, the existence of this new ship is highly classified, hidden in an orbital production hangar. The UNN is awaiting the conclusion of tests and trials of its prototype stealth tech, before unleashing this beast on the system.

LOSS CONDITIONS

NORMAL LOSS

1

2

3

4

5

6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

ZACK ALLAN

FACTION UNN**CATEGORY** Large**DRIVES** Epstein, Thrusters**LENGTH** 45m**CREW (MINIMUM)** 3**HULL** 2d6+4**CREW (STANDARD)** 12**SENSORS** 5**COMPETENCE** Elite**FAVORED RANGE** Long

ARMAMENTS

WEAPON TYPE**RANGE****DAMAGE****ARC**

Torpedo Tubes (3)

Long

4d6

1 Fore and 2 Aft

Point Defense Network

Long

2d6

Full Coverage

FAVORED COMMAND STUNTS

Calculations, Guidance, Hack the System, On-Target, Quick Fix, Tactics.

QUALITIES

Advanced Medical Expert System II, Advanced Targeting Systems, Advanced Security Systems, Advanced Sensor Package II, Atmosphere Capable, Good Juice, Hull Plating II, Maneuverable II, Plasma Torpedoes, Reduced Crew Requirements, Redundant Hull (Double), Self-Destruct System, Sensor Scrambling, Sturdy.

FLAWS

High Maintenance.

ZACK ALLAN

DESCRIPTION

The Zack Allan is a custom-made frigate made at the Bush shipyards for UNN SIGINT's black operations field-unit: *Achlys*. It is registered as a private security vessel.

Special: Silent Runner

When going dark, the pilot can add +4 to the opposed Dexterity (Pilot) test (see Hiding in Space, Ships of the Expanse, page 30).

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

☐ ☐ ☐ ☐ ☐ ☐

HULL

☐ ☐ ☐ ☐ ☐ ☐

MANEUVERABILITY

☐ ☐ ☐ ☐ ☐ ☐

SENSORS

☐ ☐ ☐ ☐ ☐ ☐

WEAPONS

☐ ☐ ☐ ☐ ☐ ☐

SERIOUS LOSS

REACTOR OFFLINE

☐

WEAPON OFFLINE

☐ ☐ ☐ ☐ ☐

JORDAN'S WHEEL

FACTION	RMP	CATEGORY	Colossal
DRIVES	Epstein, Thrusters	LENGTH	467m
CREW (MINIMUM)	64	HULL	4d6
CREW (STANDARD)	512	SENSORS	2
COMPETENCE	Average	FAVORED RANGE	None

ARMAMENTS

WEAPON TYPE	RANGE	DAMAGE	ARC
Grapplers (4)	Close	-	Where needed
Point Defense Network	Close	2d6	Full Coverage

FAVORED COMMAND STUNTS

Evasive Action, Guidance.

QUALITIES

Advanced Communications Systems, Drone Bays, Hangar Bays, Hidden Compartments, Improved Stores, Improved Network and Database Access, Medical Expert System, Reduced Crew Requirements II, Redundant Hull (Tripple), Repair Facilities, Stealth.

FLAWS

Fragile, High Maintenance.

JORDAN'S WHEEL

DESCRIPTION

Jordan's Wheel research ship is owned by RMP. This colossal ship spends most of its time in the outer reaches of the solar system, beyond Neptune. It has *two reactors for redundancy*, dozens of drones for all kinds of purposes, its hangar bays houses 3 shuttles, a ship's boat, a drop ship, and room for one of two retrofitted frigates accompanying it, Carlton's Dagger and Aybar's Axe. Its grapplers are tracked and can move to where they are needed.

Special: Nucleotechnic Solar Mirrors

This ship carries a set of immense collapsible solar mirrors capable of efficiently harnessing the sun's rays out in the Kuiper belt.

LOSS CONDITIONS

NORMAL LOSS	1	2	3	4	5	6
COLLATERAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HULL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MANEUVERABILITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SENSORS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WEAPONS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SERIOUS LOSS						
REACTOR OFFLINE	<input type="checkbox"/>	<input type="checkbox"/>				
WEAPON OFFLINE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CARLTON'S DAGGER

FACTION RMP

CATEGORY Large

DRIVES Epstein, Thrusters

LENGTH 50m

CREW (MINIMUM) 2

HULL 2d6+4

CREW (STANDARD) 8

SENSORS 3

COMPETENCE Capable

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Torpedo Tubes (2)

Long

4d6

1 Fore and 1 Aft

Point Defense Network

Close

2d6

Full Coverage

FAVORED COMMAND STUNTS

Guidance, Evasive Action, On-Target, Tactics.

QUALITIES

Advanced Sensor Package II, Good Juice, Hidden Compartments, Hull Plating II, Improved Stores, Reduced Crew Requirements, Sturdy, Stealth.

FLAWS

High Maintenance.

CARLTON'S DAGGER

DESCRIPTION

A support vessel for Jordan's Wheel, Carlton's Dagger is a custom built frigate. Identical to its sister ship Aybar's Axe, these escort vessels share duties to protect and fetch supplies for Jordan's Wheel.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

Aybar's Axe

FACTION RMP

CATEGORY Large

DRIVES Epstein, Thrusters

LENGTH 50m

CREW (MINIMUM) 2

HULL 2d6+4

CREW (STANDARD) 8

SENSORS 3

COMPETENCE Capable

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Torpedo Tubes (2)

Long

4d6

1 Fore and 1 Aft

Point Defense Network

Close

2d6

Full Coverage

FAVORED COMMAND STUNTS

Guidance, Evasive Action, On-Target, Tactics.

QUALITIES

Advanced Sensor Package II, Good Juice, Hidden Compartments, Hull Plating II, Improved Stores, Reduced Crew Requirements, Sturdy, Stealth.

FLAWS

High Maintenance.

Aybar's Axe

DESCRIPTION

A support vessel for Jordan's Wheel, Aybar's Axe is a custom built frigate. Identical to its sister ship Carlton's Dagger, these escort vessels share duties to protect and fetch supplies for Jordan's Wheel.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

MCRN FRANKLIN

FACTION MCRN

CATEGORY Large

DRIVES Epstein, Thrusters

LENGTH 46m

CREW (MINIMUM) 2

HULL 2d6+2

CREW (STANDARD) 8

SENSORS 4

COMPETENCE Capable

FAVORED RANGE Long

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Point Defense Network

Close

-

Full Coverage

Rail Gun

Medium

3d6

Aft

FAVORED COMMAND STUNTS

Blinking Maneuvers, Evasive Action, Guidance.

QUALITIES

Advanced Medical Expert System, Advanced Sensor Package, Atmosphere Capable, Emergency Batteries, Good Juice, Improved Stores, Reduced Crew Requirements, Redundant Hull (Double), Self-Destruct System, Sensor Scrambling, Sturdy.

FLAWS

None.

MCRN FRANKLIN

DESCRIPTION

The Franklin is a *corvette*-class frigate. It was part of a test-project starting at the end of the Earth-Mars Coalition. The captain has argued to continue their ambulation of the belt, helping out rockhoppers in distress and need of help, and hunting down Pirates. So far MCRN command has agreed. It has had its torpedo tubes replaced with a rail gun.

Special: Medical Emergency Pods

6 medical breaching pods, equipped with inflatable emergency airlocks, expert medical systems, gear, and personnel, can be launched to ships within Close range, avoiding the need for the Franklin to dock.

LOSS CONDITIONS

NORMAL LOSS

1

2

3

4

5

6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

CASSANDRA

FACTION Independent

CATEGORY Medium

DRIVES Epstein, Thrusters

LENGTH 34m

CREW (MINIMUM) 2

HULL 1d6

CREW (STANDARD) 4

SENSORS 4

COMPETENCE Poor

FAVORED RANGE None

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Grapplers (2)

Close

-

Fore

FAVORED COMMAND STUNTS

Evasive Action, Guidance.

QUALITIES

Agile II, Maneuverable.

FLAWS

Bad Juice, High Maintenance, Poor Amenities.

CASSANDRA

DESCRIPTION

An old and well-used rockhopper, this ship used to belong to a crew of rockhoppers that put it up for sale after reaching Luna all but bankrupt, running out of air and water. The ship has seen a lot of wear from being close to the sun.

Special: Disordered database

The ship's database may provide beneficial entries. Once per session, when asteroid prospecting (Ships of the Expanse, page 34), the crew may subtract 1 from the Drama Dice result per 3 points added to the Churn pool, to determine find quality.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE

TALBOT LEEDS

FACTION OPA

CATEGORY Large

DRIVES Epstein, Thrusters

LENGTH 90m

CREW (MINIMUM) 2

HULL 2d6

CREW (STANDARD) 4

SENSORS 0

COMPETENCE Capable

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Grappler

Close

-

Fore

FAVORED COMMAND STUNTS

Blinking Maneuvers, Guidance.

QUALITIES

Hidden Compartments, Improved Stores.

FLAWS

Old, Poor Amenities.

TALBOT LEEDS

DESCRIPTION

Designed by welding two smaller ships together, the Talbot Leeds is a transport ship used by the OPA to smuggle cargo and operatives, as well as legitimate travel and transportation.

Special: FedEx Pods

External cargo containers can be used to transport cargo and personnel to other ships and stations without having to dock.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

☐ ☐ ☐ ☐ ☐ ☐

HULL

☐ ☐ ☐ ☐ ☐ ☐

MANEUVERABILITY

☐ ☐ ☐ ☐ ☐ ☐

SENSORS

☐ ☐ ☐ ☐ ☐ ☐

WEAPONS

☐ ☐ ☐ ☐ ☐ ☐

SERIOUS LOSS

REACTOR OFFLINE

☐

WEAPON OFFLINE

☐

MCRN SOLOMON

FACTION MCRN

CATEGORY Small

DRIVES Epstein, Thrusters

LENGTH 13m

CREW (MINIMUM) 1

HULL 1d3+3

CREW (STANDARD) 2

SENSORS 3

COMPETENCE Elite

FAVORED RANGE Close

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

Torpedo Tubes (2)

Long

4d6

1 Fore and 1 Aft

FAVORED COMMAND STUNTS

Blinking Maneuvers, Evasive Action.

QUALITIES

Agile II, Atmosphere Capable, Emergency Batteries, Hull Plating I, Improved Acceleration III, Rapid Reload Torpedo Tubes, Stealth, Sturdy.

FLAWS

Limited Range, Poor Amenities.

MCRN SOLOMON

DESCRIPTION

Designed by a small division of the MCRN in honour of Solomon Epstein, this classified starship class sports two torpedo tubes and the latest in Epstein technology. Designed for rapid-response action near Callisto and other MCRN installations, these ships can be readied for action within minutes. The *Solomon*-class is small and the closest thing to a fighter jet in space. It is primarily an attack vessel, with few defensive measures.

Special: Rapid Ignition

The MCRN Solomon-class shuttle can go from cold to ready for action in less than 5 minutes due to recent special modifications to its fusion reactor.

LOSS CONDITIONS

NORMAL LOSS

1 2 3 4 5 6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPON OFFLINE