THE WRAITH
BOUNTY HUNTER SHIP

Getting Started
Follow the instructions in this ship playbook to decide your look, quirks, and modules (mods). Finally, introduce your ship and pick history with each crew member.

Look, pick 2-5 from the list:
Dirty, Rusted, Grimy, Worn, Outdated, Stuttering, Dented, Rattling, Listing, Scorched, Ugly, Functional

Quirks, pick 1-2 from the list:
Haunted, Reliable, Stubborn, Veteran, Wanted

Luck
Mark luck to change a roll to 12 or avoid all harm from an injury, or reduce Stress to 0

Okay ☐ ☐ ☐ ☐ ☐ ☐ ☐ Doomed

Harm
When you reach 4 or more, mark unstable.

Stress ☐ ☐ ☐ ☐ ☐ | Systems Crash: ☐ (–1 Systems)

Systems: Communications ☐ ☐, Life-support ☐ ☐, Computer ☐ ☐, Hull ☐ ☐, Engines ☐ ☐

Modules: Mark each module box if damaged instead.

HUNTER SHIP MODULES

Your ship starts with 6 module points to buy starting Modules with a maximum of 12 modules installed.

If you are at the maximum number of modules and gain a new module, you must remove an existing module and replace it with the new one. You don't get a discount on the new module if you trade in your old junk.

☐ Redundant Systems
Mod Cost: 3. Redundant systems and backups make your ship more hardy and reliable. Your ship may take 3 extra hits of superficial damage. Additionally, you have +1 when making repairs in a fraught situation (Use Tech) or when you roll Listing in Space.

☐ Sensor Array
Mod Cost: 1. Advanced sensors allow your ship to quickly acquire and analyze massive amounts of data. You have +1 Read a Bad Situation using your ship's sensors.

Also, when you scan a ship or station, you may ask one of the following questions instead of the standard Read a Bad Situation questions:
- What mods do they have?
- Where are they weak?
- Where are they strong?

☐ Autodoc Surgery
Mod Cost: 1. An Autodoc can treat simple injuries or wounds and stabilizes. Unsympathetic, rough surgery in an Autodoc heals 2-harm per person. For more unusual maladies, an expert is required.

☐ Attached – Shuttle: The Spectre
Mod Cost: 3. Tags: 2 Hits, Spacious, Armored, Sensors, Stealth, Shields. A shuttle converted into a scout craft that docks with your ship (upper deck aft). The shuttle (max 12) is equipped with light armor, blasters, shields. Its real benefit is that it comes with a modified stealth system (see below).

☐ Stealth Systems
Mod Cost: 3. Tags: Discharge. Emission tanks, heat sinks, and refractive plating make your ship invisible to other ships sensors, allowing your ship to hide or slip by unnoticed. When you engage your Stealth Systems, roll Act Under Pressure.

☐ Tether
Mod Cost: 1. Tags: Crash, Dogfighting, Hold Off, Broadside. The tether is either a harpoon with a physical line, or a tractor beam or field that you can use to lock proximity with an object outside your ship. When you need to connect to or reel in an external object, the tether allows you to do that. It can automatically connect to inert objects. It can be fired at ships, vehicles, and stations within its ranges using Act Under Pressure.

☐ Shielding
Mod Cost: 1. Tags: Discharge. When you activate your Shielding, Discharge Shielding and ignore 1 instance of harm dealt to your Ship. Use Tech to maintain.

☐ Mounted Turret
Mod Cost: 1. Tags: +1 Harm, Crash, Dogfighting, Broadside, Discharge. Whether they fire solid projectiles or short bursts of cohesive light, mounted turrets are designed to fend off smaller vessels like fighters. Use Kick Some Sheb.

☐ Blasters
Mod Cost: 1. Tags: +1 Harm, Broadside, Engaged, Cannonading, Discharge. Their versatility, low cost, and accuracy in vacuum make cohesive beam weapons like blasters the most common and reliable ship-to-ship weapons in production. Use Kick Some Sheb.

☐ Missiles
Mod Cost: 2. Tags: +2 Harm, Broadside, Engaged, Reload. Missiles are self-propelled projectiles with explosive payloads. Their relatively slow speeds only make them effective within 20 km, but their explosive capacity makes them dangerous in close range. Use Kick Some Sheb to attack and Act Under Pressure to dodge.

☐ Escape Pods
Mod Cost: 1. Tags: Distress Beacon, Survival for 1 week. These small container-rooms are programmed to eject and fly towards the nearest inhabited location.

☐ Ion Cannon
Mod Cost: 1. Tags: 3 Harm (to vehicles, droids), Engaged, Broadside. Ion cannons fire ionized particles capable of disrupting electronic systems. Use Kick Some Sheb.

☐ Weapons Locker
Mod Cost: 1. Tags: Locked, Armored Holds a Lot of Firepower. This custom-built storage locker is good for holding your own and bounty weapons. Does not come loaded.

☐ Emergency Overrides
Mod Cost: 1. When you ignore safety protocols to relay power from essential systems to immediately temporarily restore another damaged module while you are in open danger, roll Tech. **On a 10+,** the lights flicker for a moment, restore the targeted module ability to function. **On a 7-9,** safety protocols are implemented for a good reason, restore a module and choose one.

- It's hard on ship systems, mark 1 Stress (clear it with maintenance via Use Tech or Big Tech as needed).
- Something breaks, mark 1 harm.
- A power surge or overload injures you, take 2 Harm.

BAYS & PASSENGERS

You start with a standard cargo bay, hidden compartments, and crew quarters for five with 4-standard and 1-large (captain's). You may purchase passenger quarters as a module.

Standard Cargo Bay: These are designed to store a bulk amount of goods. Your cargo will be visible to anyone who scans or searches your ship. You can put passengers in the standard cargo bay, but they will be pretty uncomfortable.

Hidden Compartments: Hidden compartments are perfect for stashing illegal or valuable cargo where it won't be found. You can put passengers in hidden compartments, but they will be extremely uncomfortable. When your ship's scanned or searched, anything in the hidden compartments won't be found.

Passenger Quarters – Mod Cost: 1. Passenger quarters are spaces designed to accommodate the basic needs of a group of passengers during transit. Although these quarters don't offer the height of luxury, they provide adequate places to live during their passengers' stay.

HUNTER SHIP MOVES

Hyperspace-Drive
When you jump into hyperspace to travel to a neighboring or local star system, roll+Sharp. **On a 10+,** you get there with no complications. **On a 7-9,** you must waste precious time dropping out of hyperspace in between the stars to let the drive cool down, OR get there with 1-harm to a system or module—may use ship's luck to avoid. **On a miss,** you're out in the black for longer than anyone should be. Each Crew Member suffers 1 stress from cabin fever and low supplies by journey's end. Also, subject to a hard move from the Keeper. Spend 2 ship's Luck to avoid.

Silent Running
When you engage your ship's Stealth Systems to avoid detection, roll+Slick. **On a 10+,** choose 1. **On a 7-9,** choose 1, but Discharge your Stealth Systems. You can't roll this Move again until you recharge your Stealth Systems.
• You move past hostile scans or searches without detection.
• You get the drop on an unsuspecting enemy.
• You open up an opportunity to escape.

Any aggressive action while using your Stealth Systems reveals your location.

Listing in Space
When you try to limp back to the nearest spaceport while Spot Repairs is checked on Adrift, roll+Maintenance Fuse.

On a 10+, you make it, hungry, cold and tired.
On a 7-9, you make it, but the journey takes its toll, each Crew Member suffers 2 Stress.
On a miss, you're stuck. You either crash on a barely habitable planet or trigger a distress beacon and await rescue or capture.

WE'RE HIT!

• When your ship takes harm, mark of one of the options below for each point of harm your ship suffers.

• When your ship takes harm and there are no options to mark off, your ship is destroyed.

• When you perform repairs on your ship to patch over or remove stress and harm, describe how you do it. If there are no immediate pressures and you have plenty of time, you do it with little complication. Apply repairs to one harmed system or module. If you are in immediate danger or time is limited, roll Act Under Pressure to complete the repairs, unless you have a Move better suited.

Ship's Luck
Get the works done on repairs, modifications or quality time for your ship to restore 1 Luck each.

Superficial Damage
Carbon scoring, melted plating, or scratched paint—Superficial Damage makes your ship look uglier, but it doesn't have any negative effects. Mark as stress damage. Be careful as too much stress can lead to harm to a system or a module.

Direct Hit
Tags: Spot Repairs. Smoke and sparks pour from flickering consoles, alarms bleat, the lights flicker, and the deck shudders under your feet. Any roll using a Ship System is at -1. When you perform Use Tech repairs on a Direct Hit, you restore normal operations. Negate -1 from Direct Hit.

Hull Breach
Tags: Spot Repairs. A hole is blasted in the side of your ship. Atmosphere vents, and sections of the ship are depressurized—the SM will tell you which sections.

• When you perform repairs with Use Tech on a Hull Breach, you restore atmosphere to the vented sections, but you are dangerously low on Life Support (mark it). Any rolls that require physical exertion are at -1.

Adrift
Tags: Spot Repairs. All systems are down. Power to your ship is gone. No sensors, no weapons, no shields, no light, no gravity. You are dead in the void and easy pickings for enemies. If you're currently in a planet's atmosphere or gravity well, prepare for a crash landing. When you perform repairs on Adrift with Use Tech, you manage to restore power—barely. You must roll Listing in Space to get back to a spaceport.

HISTORY

Go around the group again. On your turn, pick one for your starting relationship with the ship:

• You used to fly on one of these light freighters during the Age of the Empire as a legitimate hauler of cargo and it always came through. Tell us about a tight spot.

• You used to fly on one of these during the Age of Rebellion with Twi'lek Resistance Fighters. Tell us about an adventure you had with them.

• You used to do battle with Rebel Sc--ships and this one was a particularly challenging ship to deal with in a dogfight. Tell us about an encounter.

• You enjoy working on ships like this one and admire how easy it is to customize them or use parts with other ships. What's one modification or repair you're most proud of?

• There's something uncanny or eerie about this ship that you felt as soon as you laid eyes on it. Describe this feeling and which other hunters have you shared it with?

• With so much cargo space, where, and what have you created there in the cargo space to make it feel more like home and how do you express that with the other hunters?

• You knew the former owner of this ship. Before dying two days after relinquishing it to the Guild, what did the owner tell you about it that alarmed you? Which other hunter knows?

• The Wraith was there for you when no one else was or could be. How did you cope with a troublesome situation, and which other hunter bonded with you during this time?

BOUNTY
OF
THE WEEK