

Service Record Expansion

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One of the fun new features of the second edition is the Service Record. These Traits and their accompanying special rules add flavour and narrative to player ships. If I had a complaint it's that there are too few of these in the core rulebook, and I felt the need to homebrew some more.

Chatting with other fans about the Service Record feature I came to realise that we should be careful that they aren't a backdoor route to shoehorn new ship Talents in. Furthermore, Service Records should not duplicate other Talents.

It seemed to me that Service Records should reflect the ship's past performance or history. In putting together my homebrews I considered these factors:

- What has the ship or crew achieved that creates this effect?
- What is the narrative that makes this record attractive to players?
- If the flavour text describes special equipment, or a physical alteration to the ship, it's probably a Talent, not a Service Record.
- If the flavour text describes the ship's unique crew or culture, that would be a good fit for the Service Record.
- If the flavour text focuses on the ship's history and the reputation earned from that, that's probably an ideal Service Record.

Keeping all this in mind, here are a few suggestions for additional Service Records.

GARBAGE SCOW

The ship is carbon-scored, scarred, and in need of a refit. She's the laughing stock of the fleet. However, her crew have a fierce pride about her, and keep the bucket of bolts running against all odds.

Jury-Rigged: If the ship die generates a Complication, ignore it.

LUCKY SHIP

She's regarded as a lucky ship, a talisman of the fleet. Somehow the ship keeps coming up trumps, even in the stickiest of situations. Her crew has an unshakeable belief in her.

Lucky: For any task in which the Lucky Ship assists, a player can treat the ship as their Value for the purposes of spending Determination.

THE SHIP THAT WON'T DIE

In a previous battle the ship kept on fighting and survived, despite damage that would knock a lesser ship out of commission. The crew believe it might one day repeat that feat.

Refuses to Die: If the ship has taken critical damage, it can still function. However, a further breach will still destroy it.

GHOST SHIP

The ship was found adrift, its crew missing and logs wiped. Multiple investigations have yet to solve the mystery and the ship has returned to service, but some members of its new crew swear the ghosts of the missing speak to them.

Premonitions: When a character spends momentum to Obtain Information while aboard ship, they may ask the GM an extra question for free.

HAPPY SHIP

The vessel has long had a reputation as a 'happy ship', with a positive culture that has rubbed off on the crew. Many officers carry that culture with them when they leave for other postings.

Efficiency: Characters add one additional positive influence to their Reputation Rolls.