

SPACE UNJAMMED



SPACE COMBAT RULES SUPPLEMENT FOR D&D 5E BY TREKIROS

INTRODUCTION

Space combat in D&D usually tries to emulate Star Trek: the players incarnate a group of bridge officers all cooperatively piloting a **single, huge, slow ship**.

This has several drawbacks. First, you would need to teach players an entirely different system. Secondly, players who want to play melee characters might feel constrained by the need to stay on the same ship as everyone else. Third, these minigames can often end up being repetitive, drawn-out, and generally un-fun.

This document offers a different approach, which emulates the aesthetic of Star Wars instead, with a focus on **numerous, fast dogfighters**, like a swarm of fighter jets being deployed from a capital ship.

When combat breaks out, most participants will jump onto small personal vehicles and mounts, and spread out like they would in a regular combat encounter - except instead of using a 5-foot-scale, this dogfighting encounter uses a 30-foot-scale.

This big, slow ships are still there, and they can still do some interesting things, but they aren't the only deciding factor anymore - just a very interesting part of the battlemat. And players can use their knowledge of how combat usually works, rather than have to learn an entirely new system.

This supplement is the result of a video on my Youtube channel, [Game Changer](#).

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CREDITS

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VEHICLE RULES GLOSSARY

Here is a short glossary of new mechanics used throughout this document:

Vehicle. The vehicles in this document are presented in the form of stat blocks. They follow the same rules as mounts: they can roll initiative and act independently, or act on the turn of their pilot (see below). Unless it has a pilot, a vehicle automatically fails all saving throws.

Pilot. A creature can use its action to become a vehicle's pilot until the start of its next turn. If they do, they can now make the vehicle's saving throws in its stead: they use their own ability score and proficiency bonus, and can apply various abilities such as the barbarian's *danger sense*, or the ranger's *evasion* to the save.

Stations. Vehicles and mounts can have stations, which are actions that a creature can take if it is currently on the vehicle or mount that provides it. Each station can only be used once per round, unless stated otherwise.

Mishaps. Whenever a vehicle takes enough damage, it might trigger a mishap. The types of mishaps and when they happen depends on the type of vehicle.

Vehicle Attunement Slots. This document includes a number of magic items which require attunement by a vehicle. These magic items are too large for a creature to carry around in their backpacks, but can give a space ship some interesting additional abilities.

However, a given vehicle can only be attuned to a certain number of magic items. Attuning a vehicle to a magic item takes 8 hours.

Wind direction. The wind direction is chosen by the GM at the start of combat, but certain spells and abilities can change it. Some vehicles are affected by the wind.

Note: In D&D, "wild space" has no air, and thus no wind, but the "astral sea" can have both.

COLLECTIVE VEHICLES

Here are a few ships you can easily drop into a space-based campaign. They are large enough to host an entire crew.

SPACE GALLEON

Simple but effective for merchants, pirates, and everything in between, the Space Galleon is the most common type of ship found in space.

SPACE GALLEON

Gargantuan vehicle

Armor Class 15
Hit Points 400 (damage threshold 15)
Speed 30ft fly (hover)
Attunement Slots 6
Challenge 6 (2,300 XP)
Value 30,000 gp

Sails. At the start of its turn, the Space Galleon moves 30ft in the direction of the wind.

Mishaps

Every time the galleon takes 50 or more damage at once, roll 1d4 - the galleon suffers the corresponding mishap until it is repaired. The galleon can suffer from the same mishap multiple times.

- 1) Sail destroyed.** The ship's speed is reduced by 30 feet.
- 2) Cannons destroyed.** The ship's Salvo action deals 1d10 less damage.
- 3) Smoke.** A *stinking cloud* (as per the spell, DC 15) appears on the ship.
- 4) Shake.** Each creature on the deck of the ship must make a DC 15 Dexterity saving throw or be thrown overboard.

Stations

Ballista x2. Large ranged martial weapon, 3d10 piercing damage, ranged (120/480ft), loading.

Actions

Salvo (recharges after 1 minute). Each creature and vehicle in a 60 foot wide, 900 foot long line starting from the galleon, that is not behind cover, must make a DC 15 Dexterity saving throw, taking 27 (5d10) bludgeoning damage on a failed save, or half as much on a successful save. A huge target takes double damage, and a gargantuan target takes quadruple damage.

ASTRAL SKIFF

Lighter, faster and more affordable than galleons, astral skiffs are the cosmic equivalent of a simple wooden carriage. Many simple commoners own one, which they use either as a nomadic home, or as a simple transportation method between cities in the astral plane.

However, due to how affordable it is, it is not rare to find groups of bandits or space pirates using these lightweight vessels to start their criminal careers.

ASTRAL SKIFF

Huge vehicle

Armor Class 15
Hit Points 200 (damage threshold 10)
Speed 60ft fly (hover)
Attunement Slots 2
Challenge 2 (450 XP)
Value 2,000 gp

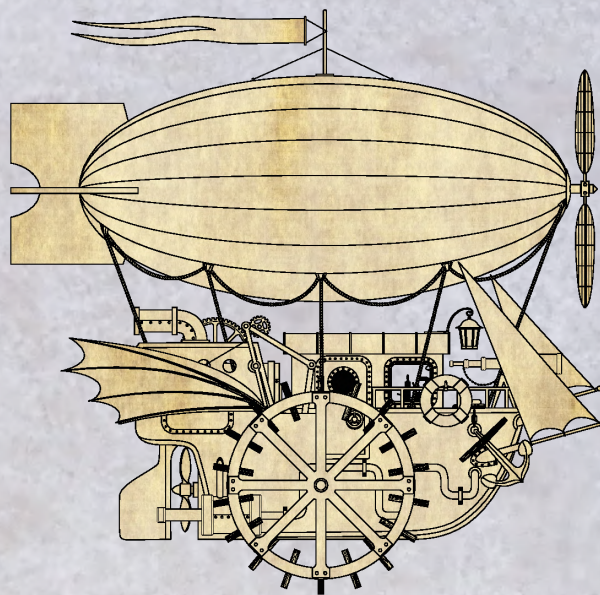
Sails. At the start of its turn, the Astral Skiff moves 30ft in the direction of the wind.

Mishaps

100 hp left. The skiff is greatly damaged. Its speed is halved.

Stations

Ballista. Large ranged martial weapon, 3d10 piercing damage, ranged (120/480ft), loading.



GIANT SPACE HERMIT CRAB

Space Hermit Crabs are gentle giants, who like housing humanoids in their shells if their guests provide some tasty food. Slow and cowardly, they do not exactly make for the most threatening fighting force in the multiverse, but their ability to hide as natural terrain makes them reliable companions for inter-dimensional travelers.

GIANT HERMIT CRAB

Gargantuan Monstrosity (also counts as a Vehicle)

Armor Class 15

Hit Points 300 (damage threshold 20)

Speed 30ft fly (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	1 (-5)	12 (+1)	3 (-4)

Skills stealth +5

Attunement Slots 4

Challenge 4 (1,100 XP)

Value 2,000 gp (+100gp worth of food per week)

Stone Camouflage. While the crab remains motionless, it is indistinguishable from an asteroid or a rock formation.

Organic Vehicle. The giant hermit crab doesn't need a pilot to make saving throws, but can attune to magic items which require attunement from a vehicle.

Stations

Ballista x2. Large ranged martial weapon, 3d10 piercing damage, ranged (120/480ft), loading.

Actions

Multiattack. The giant hermit crab makes two pincer attacks.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 18 (3d8+5) bludgeoning damage, and if the target is a large or smaller creature or vehicle, it is grappled (escape DC 15). The crab has two claws, each of which can grapple only one creature.

Withdraw. The giant hermit crab hides inside of its own shell. It is resistant to all damage threshold until it moves or takes any action.



PERSONAL VEHICLES

These vehicles are just large enough for one or two riders, and they don't have any of the amenities that would be required to live on them for extended periods of time. They're deployed from the collective vehicles during battle, because their speed allows them to be more versatile and maneuverable.

WEAVER

Weavers are flying armored personal vehicles, powered by an intricate combination of magic and engineering. Their designs vary from culture to culture: some prefer them to look like bikes or rafts, other attempt to make them look like animals such as horses or snakes.

WEAVER

Large Vehicle

Armor Class 15

Hit Points 100 (damage threshold 15)

Speed 150ft fly (hover)

Attunement Slots 1

Challenge 1 (200 XP)

Value 500 gp

Arcane Drive. The Weaver has 3 arcane drive points, which it regains if it stays stationary for 1 hour. Arcane Drive Points can be used in various ways

Personal Vehicle. The Weaver can be piloted as a bonus action.

Stations

Ballista. *Large ranged martial weapon, 3d10 piercing damage, ranged (120/480ft), loading.* Before making the attack, you can choose to spend 1 Arcane Drive Point. If you do, the attack deals an additional 3d6 lightning damage.

Saddle. Spend 1 Arcane Drive Point. The Weaver's speed is doubled until the start of your next turn.

GOBLIN ROCKET

This small torpedo is the fastest method of transportation in all of space, and it can be crafted from simple scrap metal and magic crystals. However... Its design makes it a single-use vehicle.

GOBLIN ROCKET

Medium Vehicle

Armor Class 10

Hit Points 10

Speed 0

Attunement Slots 0

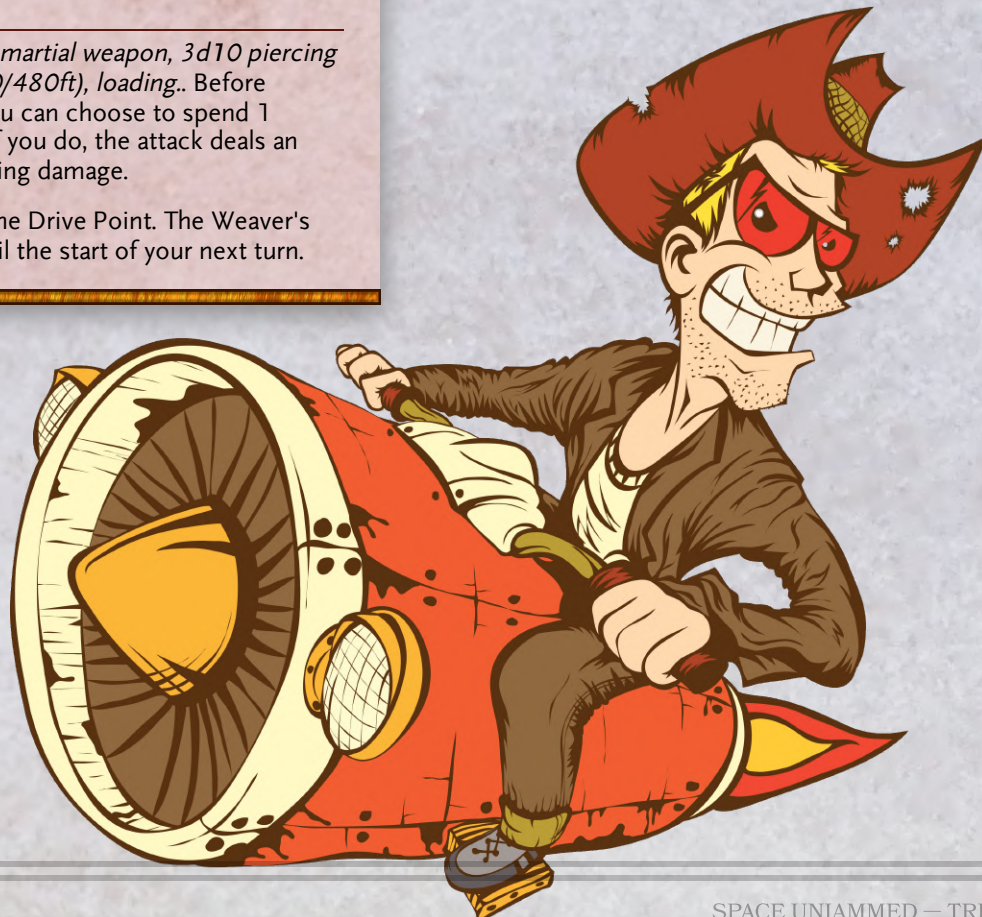
Challenge 1/2 (100 XP)

Value 30 gp

Personal Vehicle. The Goblin Rocket can be piloted as a bonus action.

Stations

Ignite. The Goblin Rocket gains a flying speed of 600 feet. However, after being ignited, if it moves less than 600 feet on its turn, it explodes. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much on a successful one.



VEHICLE MAGIC ITEMS

Below are a list of example magic items one might find on a ship. Most collective vehicles equipped for battle, such as space pirate ships for example, will usually include at least one uncommon magic item. Rare and very rare magic items are meant more as quest rewards that the players will have to actively look for.

Arboreal Mast

Large Wondrous Item, Uncommon, requires attunement by a gargantuan vehicle.

A *treant* replaces the mast of this vehicle. The vehicle now counts as a plant creature (as such, it can become the target of spells such as *cure wounds*, *haste*, or *invisibility*).

The vehicle uses the *treant's* save bonuses if it needs to make a saving throw, and gains access to the *treant's* actions.

Arcane Lens

Large Wondrous Item, Uncommon, requires attunement by a vehicle.

A creature on the vehicle this lens is installed on, can channel any spell with a range of 30ft or more through this magical telescope. If they do, the spell's range is doubled.

Black Star Generator

Large Wondrous Item, Uncommon, requires attunement by a vehicle

This strange weapon acts as a new Station for the vehicle. A creature can use it to create a black pulsating orb within 30 feet of the vehicle, which stays in place for the next 1 minute. Whenever a creature or object other than the vehicle attuned to this item moves within 30 feet of the orb, the orb detonates in a small supernova.

Each creature and vehicle within 30 feet of the orb, that is not behind cover, must make a DC 15 Dexterity saving throw, taking 5d10 force damage on a failed save, or half as much on a successful save. A huge target takes double damage, and a gargantuan target takes quadruple damage.

Energy Shield

Large Wondrous Item, Uncommon, requires attunement by a vehicle

The vehicle gains 100 Temporary Hit Points. While it has these hit points, creatures on the vehicle have total cover from all harmful effects originating more than 30 feet away from the vehicle. If the vehicle loses all its temporary hit points, it can regain them by attuning to this item again over the course of 8 hours.

Extradimensional Space

Large Wondrous Item, Uncommon, requires attunement by a vehicle

The vehicle contains one or more doors to a permanent demiplane in another plane of existence. The demiplane is a cube-shaped empty space, up to 100 feet on a side.

Grasping Tendrils

Large Wondrous Item, Uncommon, requires attunement by a vehicle

This strange weapon acts as a new Station for the vehicle. A creature can use it to grapple a creature or vehicle within 150 feet that is no more than one size larger than the vehicle this is attuned to. A creature can escape this grapple as normal (escape DC 18), and the grapple also ends if the tendrils are destroyed (AC 10, 50 hit points). If destroyed, the tendrils regrow after 24 hours.

Magma Mortar

Large Wondrous Item, Uncommon, requires attunement by a vehicle.

This mortar acts as a new Station for the vehicle. A creature can use it to shoot a mortar shell at a point within 900 feet of the vehicle. At the start of the creature's next turn, each creature and vehicle within 60 feet of this point must make a DC 15 Dexterity saving throw, taking 5d10 fire damage on a failed save, or half as much on a successful one. A huge target takes double damage, and a gargantuan target takes quadruple damage.

Psionic Nexus

Large Wondrous Item, Very Rare, requires attunement by a vehicle and a spellcaster.

The vehicle becomes an extension of the creature attuned to it. Whenever the attuned creature casts a spell with a range of self while it is on the vehicle, it can choose to extend the casting time by 1 round. If it does, the spell now originates from the ship. For example, if the creature casts *dimension door*, the vehicle and every creature on it are teleported 500 feet away.

(Rules reminder: casting a spell with a casting time longer than 1 action requires concentration)

Storm Generator

Large Wondrous Item, Rare, requires attunement by a vehicle

This strange device can be used to cast *control weather*. Once this ability has been used, it can't be used for the next 24 hours.

Twinned Translocators

Large Wondrous Item, Rare, requires attunement by one or two vehicles.

These two runic circles are magically linked, and whenever a creature steps on one, they are instantly teleported to the other, so long as the other circle is in the same plane of existence.

Wing Sails

Large Wondrous Item, Uncommon, requires attunement by a vehicle

The vehicle's speed is increased by 30 feet.

MOUNTS

These creatures can be tamed and are well suited to space combat. Their speed and abilities makes them fierce opponents, and even fiercer companions. Only one or two humanoids can mount these creatures at a time.

PHASE SQUID

Phase Squids are strange creatures from deep space, capable of flickering in and out of reality. Their slippery natures makes them hard to catch, but once one has been tamed, they make a great vehicle for messengers, spies, and assassins whose work requires sneaking one's way into, or out of, dangerous territory.

PHASE SQUID

Large Aberration, unaligned

Armor Class 13

Hit Points 41 (5d12 + 8)

Speed 90ft fly (hover)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	12 (+1)	1 (-5)	12 (+1)	3 (-4)

Saving Throws Dex +7

Skills stealth +5

Attunement Slots 1

Senses truesight 60ft. (blind beyond this range)

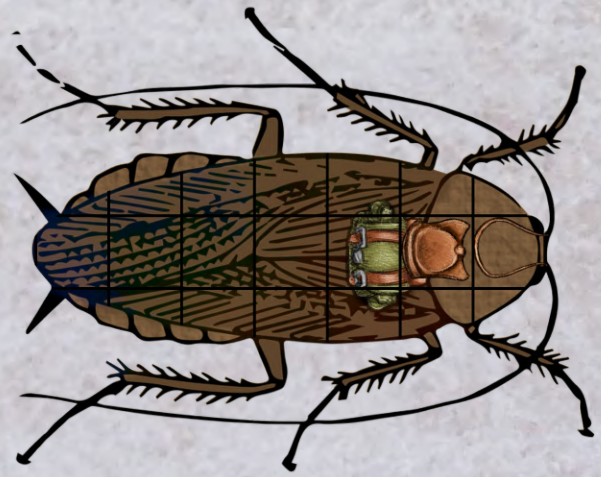
Challenge 4 (1,100 XP)

Value 1,000 gp

Evasion. If the phase squid is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it, and the creatures on it, instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Invisibility (1/short rest). The phase squid, and every creature on it, becomes invisible for the next 1 minute. This effect ends early for a creature which moves more than 30 feet away from the phase squid, or if the phase squid takes any damage.



GIANT SPACE ROACH

At once extremely swift, able to go weeks without any food or water, and a great source of nutrients, roaches make for the perfect space mounts for the more destitute travelers... And for space pirates. These mounts can be unruly, but this brings respect and status to those reckless enough to try to ride one.

GIANT SPACE ROACH

Huge monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 51 (6d12+12)

Speed 90 ft., climb 90 ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	1 (-5)	12 (+1)	3 (-4)

Skills Perception +4

Damage Resistances Fire, Poison

Attunement Slots 1

Senses blindsight 30 ft.

Challenge 1 (200 XP)

Value 100 gp

Glide. In an environment with gravity, the giant space roach cannot fly upwards.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage plus 2 (1d4) poison damage.

Stations

Saddle. Make a DC 15 Wisdom (Animal Handling) check, which you make with disadvantage if the roach wasn't raised by humanoids. On a success, the roach takes an extra action this turn.

ASSAULT DRAKE

The most prestigious of all mounts, assault drakes are fast, smart, and deadly. Bred and trained for war from a young age, they are a force to be reckoned with. And since they imprint on their rider for life, it is almost impossible to steal another rider's drake for yourself.

ASSAULT DRAKE

Huge dragon, any chaotic alignment

Armor Class 18 (natural armor)

Hit Points 105 (10d12+40)

Speed fly 90ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +8

Damage Resistances one of Acid, Cold, Fire, Lightning, Poison

Attunement Slots 2

Senses blindsight 30 ft.

Languages understands Draconic but can't speak

Challenge 5 (1,800 XP)

Value 2,500 gp

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage plus 3 (1d6) damage of the same type the drake is resistant to.

Breath Weapon (recharges 6). The drake uses one of the following breath weapons:

Elemental Breath. The dragon exhales in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 21 (6d6) damage of the same type the dragon is resistant to on a failed save, or half as much damage on a successful one.

Smoke Screen. The dragon exhales a thick cloud of smoke in a 30-foot-radius sphere around itself. It and its rider can then immediately take the Hide action.

Stations

Saddle. Make a DC 20 Wisdom (Animal Handling) check. On a success, you can roll to recharge the drake's breath weapon one additional time this round, or the drake can take an extra action.



BONUS CLASS FEATURES

A player character's class features aren't originally designed for mounted combat or vehicle combat. These bonus class features help bridge the gap between regular combat and space combat, by ensuring player characters get to do the things their characters are great at regardless of whether they're in a 20-foot-wide room, or in the void of space.

ARTIFICER

PATCH-UP WORK 3RD LEVEL

When you finish a long rest, if you are on a vehicle, you can repair it. The vehicle regains a number of hit points up to 10 times your Intelligence modifier.

As an action, you can remove one mishap currently affecting a vehicle. Once you use this ability, you can't use it again until you finish a short or long rest.

BARBARIAN

AIR DROP 3RD LEVEL

When you jump off of a moving vehicle or mount, your speed and your long jump's maximum distance are increased by half of the vehicle or mount's current speed, until the end of your turn. Additionally, if jumping from a vehicle or mount would cause you to take falling damage lower than twice your barbarian level, you are not knocked prone.

FIGHTER

SPACE SENTINEL 1ST LEVEL

While you are the only creature on a mount or a vehicle, the reach of your opportunity attacks increases to 30 feet.

HEAVE HO 5TH LEVEL

When you use your action to use a vehicle's station, you can use that station twice, or use two different stations of that vehicle.

The number of stations you can use increases to three when you reach 11th level as a Fighter, and to four when you reach 20th level as a Fighter.

MONK

ASTRAL STEP 2ND LEVEL

When you use Step of the Wind in an environment without gravity, you gain a flying speed equal to double your speed until the end of your turn.

DEFLECT GREATER MISSILE 3RD LEVEL

You can use your Deflect Missile feature when the vehicle or mount you are on is hit by a ranged weapon attack, protecting it from damage instead of yourself. If you throw the projectile back, it has the same range as the original attack's.

PALADIN

RADIATING AURA 7ND LEVEL

In the emptiness of space, your aura radiates without obstruction. While you are in an environment with no air, your aura's range is increased to 30 feet. At 18th level, it is increased to 180 feet.

RANGER

ROUGH RIDER 3RD LEVEL

If you are mounted on a creature, your mount's speed is increased by 60 feet.

ROGUE

CRACKSHOT 2ND LEVEL

You can use a bonus action to grant advantage to your next attack if it uses a vehicle's weapon, before the start of your next turn.

CUNNING MANEUVER 2ND LEVEL

Your mount can take a bonus action to take the dash, hide, or disengage action.

FEATS

OLD SALT

You have sailed many seas, and crewed many ships - astral or otherwise. Choose one of the following class features: Patch-Up Work, Space Sentinel, Rough Rider, or Crackshot. You gain the chosen class feature.