

STARSHIP NAME

Besmaran Whelp

TIER

1

STARSHIP SHEET

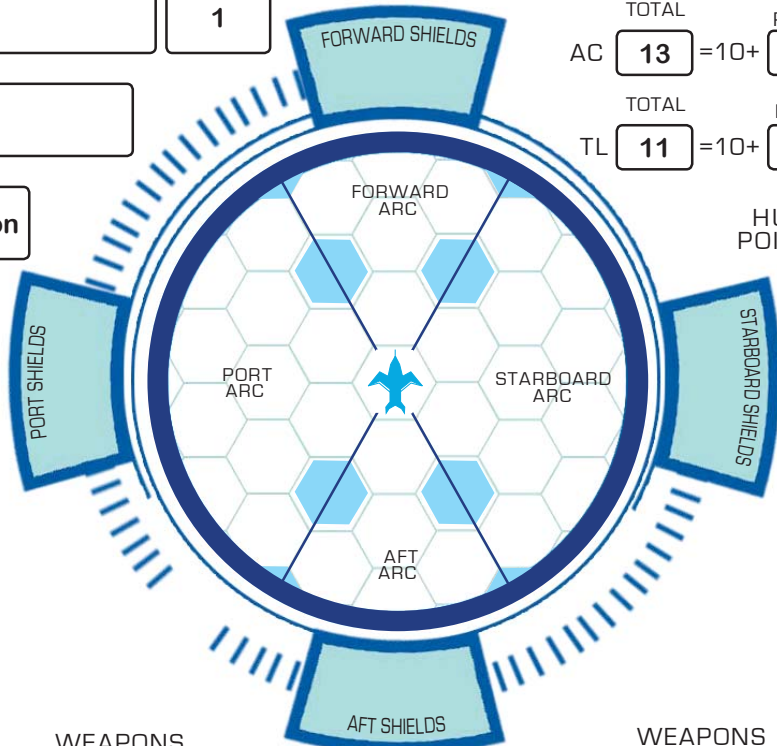


TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 13 = 10 +	1	2		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 11 = 10 +	1			

HULL POINTS	TOTAL	CURRENT
	55	
DAMAGE THRESHOLD		CRITICAL THRESHOLD
-		11

SHIELD TOTAL

MODIFIERS



SIZE: **Medium**
 FRAME: **Aberration**

SPEED: **10**

MANEUVERABILITY: **Good (Turn 2)**

DRIFT RATING: **-**

WEAPONS (FORWARD)

Energy Drain Bite (EMP) - adjacent
 (glitch random system 1d4 rounds,
 completely blocked by shields)

WEAPONS (PORT)

Claws (3d4) - Adjacent

WEAPONS (AFT)

WEAPONS (STARBOARD)

Claws (3d4) - Adjacent

WEAPONS (TURRET)

Tail Slap (2d4) - Adjacent

CREW

CAPTAIN	
ENGINEERS	+5 (1 rank)
GUNNERS	+3
PILOT	+10 (1 rank)
SCIENCE OFFICERS	

NOTES

Claws - If attack deals hull damage, attach to ship. DC18 Pilot check before moving to shake off. On failure, whelp moves with ship and 1d4 damage.
 mk2 armor
 Roll on tables 4 and 5 and 1d6 on table 6. Add to existing stats.

POWER CORE

Besmaran Whelp Heart (150 PCU)

DRIFT ENGINE

-

TABLE 4 (1d4)

1. Fwd weapon (3d4), point (+8)
2. Turret weap (3d6), short, lim fire 5
3. Bite deals (2d4) damage + EMP
4. Fwd weapon (4d4), medium, line

TABLE 5 (1d4)

1. +2 AC
2. Shields 40 (10 each arc)
3. +2 TL
4. 1/2 damage from laser weapons

TABLE 6 (1d6)

1. Roll Again on Table 4
2. +2 Speed
3. Self Destruct (4d4 adj) on death
4. Science Officer (+5)
5. Teleport 3 hex instead of gunnery
6. Roll Again on Table 5

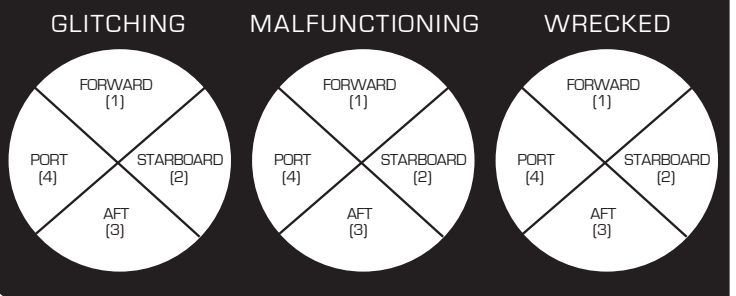
CRITICAL DAMAGE

WEAPONS ARRAY (01-30)

PROPULSION (31-60) - Pilot Actions
 GLITCHING MALFUNCTIONING WRECKED

HEART (61-90) - Engineer (except patch heart)
 GLITCHING MALFUNCTIONING WRECKED

BRAIN (91-00) - Next round each attempted action has a 25% chance of failure.
 Brain does not take critical damage conditions



STARSHIP NAME

Besmaran Whelp

TIER

3

STARSHIP SHEET



TOTAL AC **15** = 10 + **2** (PILOT RANKS) + **3** (ARMOR BONUS) + [] (SIZE MOD) + [] (MISC MOD)

TOTAL TL **12** = 10 + **2** (PILOT RANKS) + [] (COUNTER-MEASURES) + [] (SIZE MOD) + [] (MISC MOD)

MAKE AND MODEL

SIZE FRAME

Medium

Aberration

SPEED

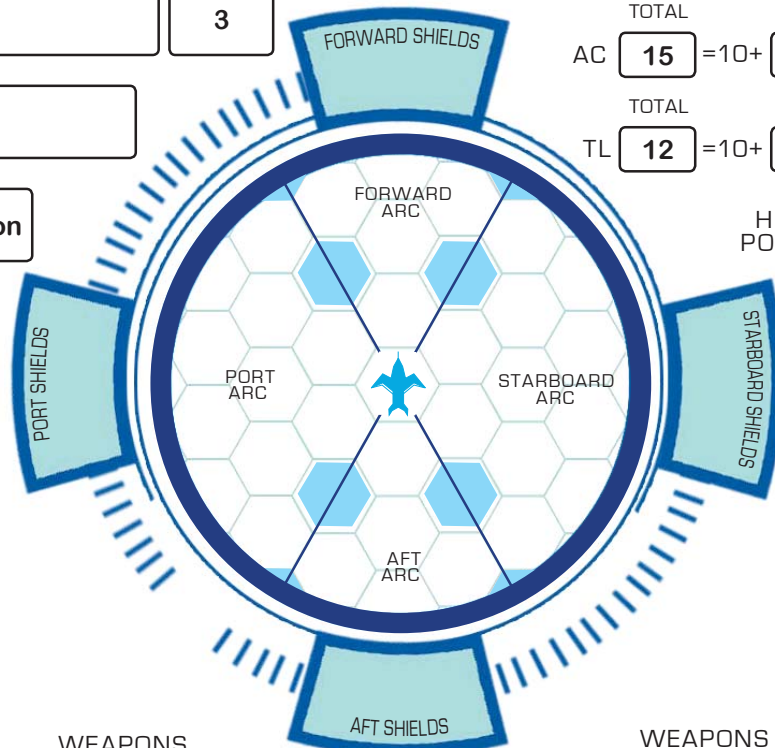
12

MANEUVERABILITY

Good (Turn 2)

DRIFT RATING

—



HULL POINTS TOTAL **65** CURRENT []

DAMAGE THRESHOLD **—** CRITICAL THRESHOLD **13**

SHIELD TOTAL

MODIFIERS

WEAPONS (FORWARD)

Energy Drain Bite (EMP) - adjacent
(glitch random system 1d4 rounds,
completely blocked by shields)

WEAPONS (PORT)

Claws (4d4) - Adjacent

WEAPONS (AFT)

WEAPONS (STARBOARD)

Claws (4d4) - Adjacent

WEAPONS (TURRET)

Tail Slap (3d4) - Adjacent

CREW

CAPTAIN

ENGINEERS +8 (2 ranks)

GUNNERS +5

PILOT +13 (2 ranks)

SCIENCE OFFICERS

NOTES

Claws - If attack deals hull damage, attach to ship. DC20 Pilot check before moving to shake off. On failure, whelp moves with ship and 2d4 damage.
mk3 armor

Roll on tables 4 and 5 and 1d6 on table 6. Add to existing stats.

POWER CORE

Besmaran Whelp Heart (175 PCU)

DRIFT ENGINE

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TABLE 4 (1d4)

1. Fwd weapon (3d4), point (+8)
2. Turret weap (3d6), short, lim fire 5
3. Bite deals (2d4) damage + EMP
4. Fwd weapon (4d4), medium, line

TABLE 5 (1d4)

1. +2 AC
2. Shields 40 (10 each arc)
3. +2 TL
4. 1/2 damage from laser weapons

TABLE 6 (1d6)

1. Roll Again on Table 4
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3. Self Destruct (4d4 adj) on death
4. Science Officer (+8)
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CRITICAL DAMAGE

WEAPONS ARRAY (01-30)

PROPULSION (31-60) - Pilot Actions

GLITCHING MALFUNCTIONING WRECKED

HEART (61-90) - Engineer (except patch heart)

GLITCHING MALFUNCTIONING WRECKED

BRAIN (91-00) - Next round each attempted action has a 25% chance of failure.

Brain does not take critical damage conditions

GLITCHING

MALFUNCTIONING

WRECKED

