

STARSHIP NAME

TIER

STARSHIP SHEET



Jinsul Irradiator

6

MAKE AND MODEL

SIZE: Medium  
FRAME: Transport

SPEED: 6

MANEUVERABILITY: Average (turn 2)

DRIFT RATING: 1

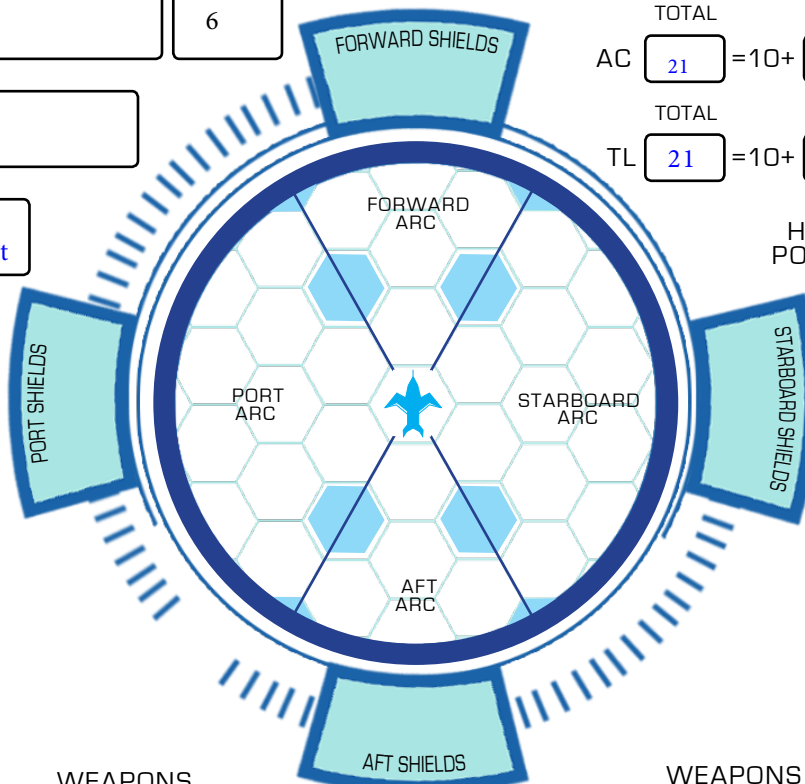
WEAPONS (FORWARD)  
graser (7d10; 5 hexes),  
flak thrower (3d4; 5 hexes) Point (+8)

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)  
Stealth Nuclear missile launcher (5d8; 20 hexes)



AC TOTAL = 10 + PILOT RANKS (6) + ARMOR BONUS (5) = 21

TL TOTAL = 10 + PILOT RANKS (6) + COUNTER-MEASURES (5) = 21

HULL POINTS: TOTAL 85, CURRENT [ ]

DAMAGE THRESHOLD: [ ]

CRITICAL THRESHOLD: 17

SHIELD TOTAL: 120 (30/30/30/30)

MODIFIERS: +2 Computers, +1 Piloting

CREW

CAPTAIN: see back  
ENGINEERS: Engineering +18 (6 ranks)  
GUNNERS: (2) gunnery +11 (6th level)  
PILOT: Piloting +18 (6 ranks)  
SCIENCE OFFICERS: Computers +18 (6 ranks)

NOTES

POWER CORE

150

DRIFT ENGINE

signal basic

SYSTEMS

basic computer, basic medium-range sensors,  
mk 5 armor, mk 6 defenses;

EXPANSION BAYS

cargo holds (5)

CARGO/PASSENGERS

CRITICAL DAMAGE

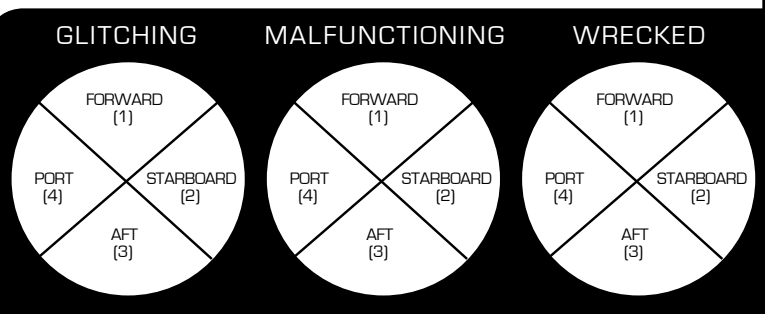
LIFE SUPPORT (1-10)  
 GLITCHING  MALFUNCTIONING  WRECKED

SENSORS (11-30)  
 GLITCHING  MALFUNCTIONING  WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)  
 GLITCHING  MALFUNCTIONING  WRECKED

POWER CORE (81-00)  
 GLITCHING  MALFUNCTIONING  WRECKED



**Captain:**

**Skills:** Computers +13 (6 ranks), Diplomacy +10 (3 ranks), Engineering +13 (6 ranks), gunnery +9 (6th level), Intimidate +13 (6 ranks)

**Demand (any phase):** Intimidate DC24 for +4 to check

**Encourage (any phase):** Diplomacy DC15, Applicable Skill DC10 for +2 to check

**Taunt (any phase, push):** Intimidate/Bluff DC 27, -2 (-4 if push) to action in phase for 1d4 rds

**Engineer: +18**

**Divert:** Engineering DC19 for +7 shields, speed +2, science +2, weapons treat 1s as 2s

**Hold it Together:** Engineering DC24 to treat system as if 2 levels less damaged 1rd

**Patch:**

- **Glitching** DC19
- **Malfunctioning** DC24
- **Wrecked** DC29

**Stealth Nuclear Missile Launcher** This weapon functions as a tactical nuclear missile launcher, but the ammunition is invisible and hard to dodge, allowing it to ignore the point weapon ability and any bonuses granted by a successful evade stunt.

**Gunners (2) +11**

**Fire at Will:** 2 weapons at -4 to hit

**Shoot:** Shoot 1 weapon

**Pilot: +18**

**Fly:** none

**Tight Turn:** DC24 to reduce turn by 1

**Stunts (push)**

- **Back off:** DC19 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC19 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Flip and Burn:** DC17\* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC27 (assumes tier 8 enemy) to fire one arc of weapons at range 1, fail for enemy AOO
- **Slide:** DC19 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** no roll

- **Science: +18**

**Balance:** DC19 to "balance" shields

**Scan:** DC 24 (Pegasus), DC23 (Drake) (5+1.5tier+countermeasures) (ever 5 gets more)

**1.Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.

**2.Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

**3.Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

**4.Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.

**5.Other:** Any remaining ship statistics.

**Target System (push):** DC 24 (Pegasus), DC23 (Drake) (5+1.5tier+countermeasures) to critical on 19-20 for next attack and pick first critical system.

**Target DCs:**

Role	Action	Target DC
Captain	Taunt	DC24
Pilot	Flyby	DC24
Science	Scan	DC19
Science	Target System	DC19
Science	Lock On	DC19

**EMP**  
A weapon with this special property emits a beam of electromagnetic energy that does not deal damage to ships or shields, but plays havoc with a ship's electronic systems. On a hit, an EMP weapon scrambles one of the target starship's systems, determined randomly. This causes that system to act as if it had the glitching condition for 1d4 rounds. A system glitching in this way can be patched as normal, but if it takes critical damage, its glitching condition becomes constant until the system is patched or repaired (or takes further critical damage). Functioning shields are unaffected by EMP weapons and completely block an EMP weapon's effects.

STARSHIP NAME

TIER

Jinsul Plaguebringer

8

MAKE AND MODEL

SIZE

FRAME

Large

Destroyer

SPEED

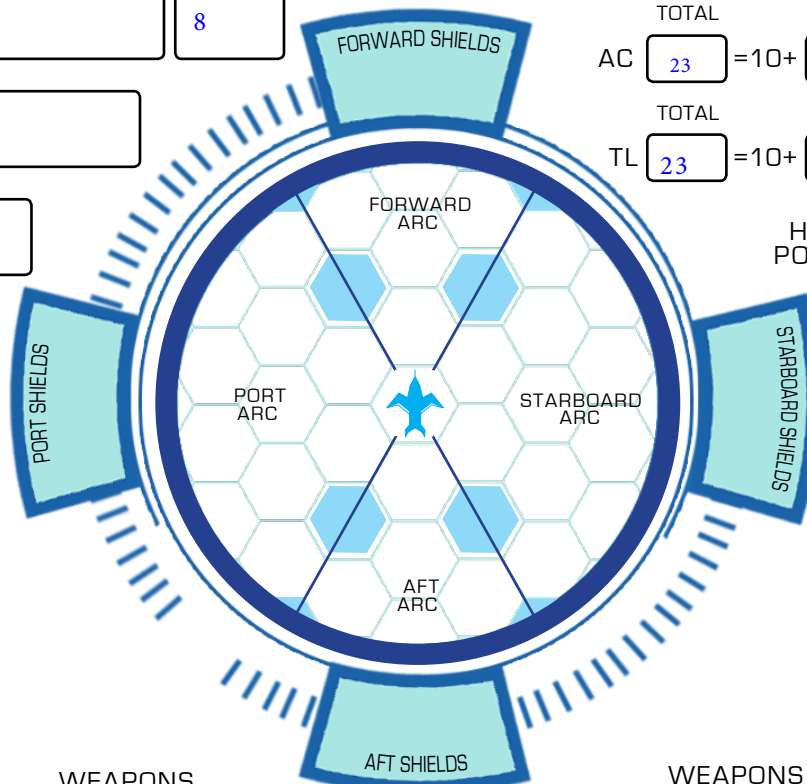
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MANEUVERABILITY

average (turn 2)

DRIFT RATING

1



STARSHIP SHEET



TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 23 = 10+	8	5		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 23 = 10+	8	5		

HULL POINTS	TOTAL	CURRENT
	190	
DAMAGE THRESHOLD		CRITICAL THRESHOLD
		38

SHIELD TOTAL
160 (40/40/40/40)

MODIFIERS
+1 Piloting

WEAPONS (TURRET)
linked coilguns (8d4; 20 hexes)

WEAPONS (FORWARD)
heavy biochem missile launcher (10d8; 20)
railgun (8d4; 20 hexes)

WEAPONS (PORT)
gyrolaser (1d8; 5 hexes)

WEAPONS (AFT)

WEAPONS (STARBOARD)
gyrolaser (1d8; 5 hexes)

CREW

- CAPTAIN [see back](#)
- ENGINEERS (1 officer, 5 crew) [Engineering +21 \(8 ranks\)](#)
- GUNNERS (2 officers, 2 crew each) [gunnery +13 \(8th level\)](#)
- PILOT (1 officer, 2 crew) [Piloting +21 \(8 ranks\)](#)
- SCIENCE OFFICERS (1 officer, 3 crew) [Computers +21 \(8 ranks\)](#)

NOTES

POWER CORE

250

DRIFT ENGINE

signal basic

SYSTEMS

- basic computer, basic medium-range sensors
- mk 5 armor, mk 6 defenses
- self-destruct system

EXPANSION BAYS

4 cargo holds

CARGO/PASSENGERS

complement: 20

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

- GLITCHING  MALFUNCTIONING  WRECKED

SENSORS (11-30)

- GLITCHING  MALFUNCTIONING  WRECKED

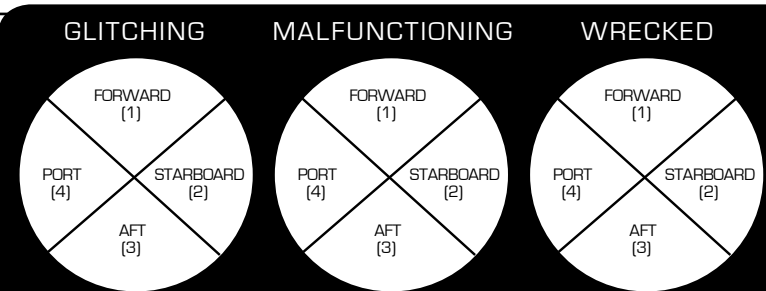
WEAPONS ARRAY (31-60)

ENGINES (61-80)

- GLITCHING  MALFUNCTIONING  WRECKED

POWER CORE (81-00)

- GLITCHING  MALFUNCTIONING  WRECKED



**Captain:**

**Skills:** Computers +16 (8 ranks), Diplomacy +12 (4 ranks), Engineering +16 (8 ranks), gunnery +10 (8th level), Intimidate +21 (8 ranks)

**Demand (any phase):** Intimidate DC27 for +4 to check

**Encourage (any phase):** Diplomacy DC15, Applicable Skill DC10 for +2 to check

**Taunt (any phase, push):** Intimidate/Bluff DC 27, -2 (-4 if push) to action in phase for 1d4 rds

**Engineer: +21**

**Divert:** Engineering DC22 for +12 shields, speed +2, science +2, weapons treat 1s as

2s **Hold it Together:** Engineering DC27 to treat system as if 2 levels less damaged 1rd

**Patch:**

- **Glitching** DC22
- **Malfunctioning** DC27
- **Wrecked** DC32

**Heavy Biochem Missile Launcher** This weapon functions identically to a heavy nuclear missile launcher, except that instead of exposing creatures onboard the target ship to medium radiation, it exposes them to a synthetic plague developed by jinsul scientists. This is an inhaled physical track disease (Fortitude DC 17) that bypasses the protections offered by armor and requiring 2 consecutive successful saves to cure. This weaponized strain is highly potent, advancing to the next stage in between each Part 4 encounter unless treated.

**Gunners (2) +13**

**Fire at Will:** 2 weapons at -4 to hit

**Shoot:** Shoot 1 weapon

**Pilot: +21**

**Fly:** none

**Tight Turn:** DC27 to reduce turn by 1

**Stunts (push)**

- **Back off:** DC22 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC22 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Flip and Burn:** DC20\* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC27 (assumes tier 8 enemy) to fire one arc of weapons at range 1, fail for enemy AOO
- **Slide:** DC22 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** no roll

**Science: +21**

**Balance:** DC22 to "balance" shields

**Scan:** DC 24 (Pegasus), DC23 (Drake) (5+1.5tier+countermeasures) (ever 5 gets more)

**1.Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.

**2.Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

**3.Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

**4.Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.

**5.Other:** Any remaining ship statistics.

**Target System (push):** DC 24 (Pegasus), DC23 (Drake) (5+1.5tier+countermeasures) to critical on 19-20 for next attack and pick first critical system.

**Target DCs:**

Role	Action	Target DC
Captain	Taunt	DC27
Pilot	Flyby	DC27
Science	Scan	DC24
Science	Target System	DC24
Science	Lock On	DC24

STARSHIP NAME

TIER

STARSHIP SHEET



Jinsul Scout Craft

7

MAKE AND MODEL

SIZE

Medium

FRAME

Explorer

SPEED

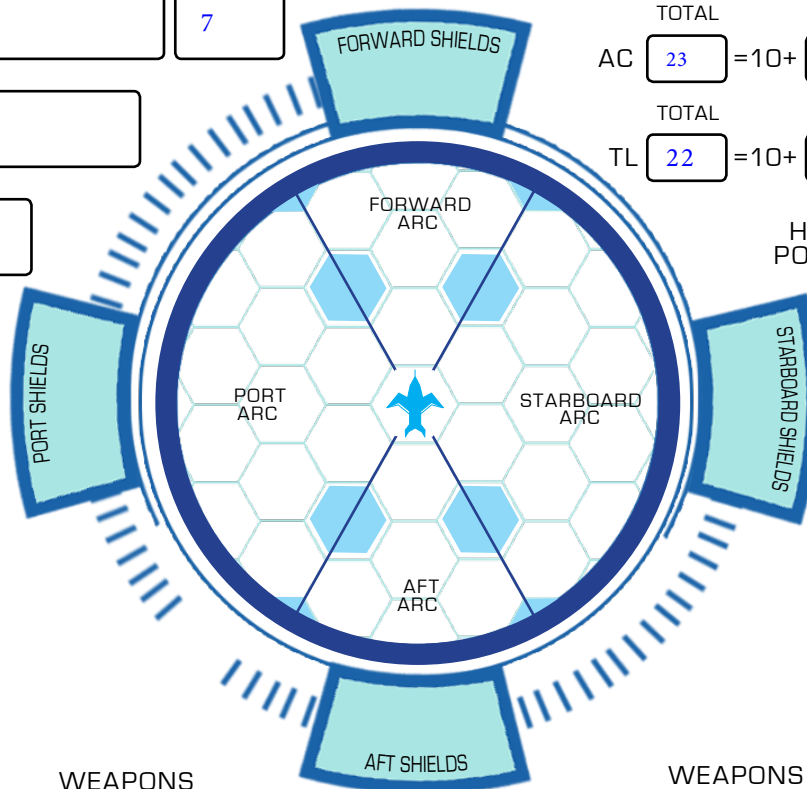
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MANEUVERABILITY

Good (turn 1)

DRIFT RATING

1



TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 23 = 10+	7	6		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 22 = 10+	7	5		

HULL POINTS	TOTAL	CURRENT
	65	
DAMAGE THRESHOLD		CRITICAL THRESHOLD
-		13

SHIELD TOTAL

140 (35/35/35/35)

MODIFIERS

+2 to 4 checks per round  
+4 comp, +1 pilot

WEAPONS (FORWARD)

light EMP Cannon (5hx)

WEAPONS (PORT)

gyrolaser (1d8;5hexes)

WEAPONS (AFT)

vandal rocket (4d8 plus drones; 20 hexes)

WEAPONS (STARBOARD)

gyrolaser (1d8;5hexes)

WEAPONS (TURRET)

railgun (8d4; 20 hexes)  
laser net (2d6; 5 hexes)  
Point (+10)

CREW

NOTES

CAPTAIN Diplomacy +11 (4 ranks), Intimidate +14 (7 ranks)

ENGINEERS Engineering +14 (7 ranks)

GUNNERS (2) gunnery +11 (7th level)

PILOT Piloting +19 (7 ranks)

SCIENCE OFFICERS Computers +19 (7 ranks)

POWER CORE

Pulse Blue (200 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

mk2 tetranode computer, advanced medium-range sensors

mk 6 armor, mk 6 defenses

EXPANSION BAYS

Cargo Holds (4)

CARGO/PASSENGERS

Complement 6

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

GLITCHING  MALFUNCTIONING  WRECKED

SENSORS (11-30)

GLITCHING  MALFUNCTIONING  WRECKED

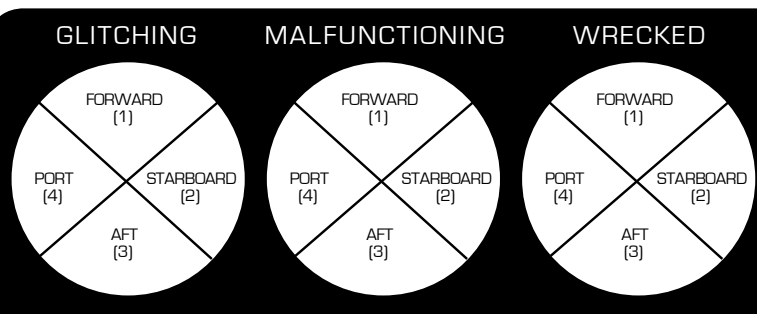
WEAPONS ARRAY (31-60)

ENGINES (61-80)

GLITCHING  MALFUNCTIONING  WRECKED

POWER CORE (81-00)

GLITCHING  MALFUNCTIONING  WRECKED



### Captain:

**Skills:** Diplomacy +11 (4 ranks), Intimidate +14 (7 ranks)

**Demand (any phase):** Intimidate DC25 for +4 to check

**Encourage (any phase):** Diplomacy DC15, Applicable Skill DC10 for +2 to check

**Taunt (any phase, push):** Intimidate/Bluff DC 27, -2 (-4 if push) to action in phase for 1d4 rds

### Engineer: +14

**Divert:** Engineering DC20 for +10 shields, speed +2, science +2, weapons treat 1s as

2s **Hold it Together:** Engineering DC25 to treat system as if 2 levels less damaged 1rd

**Patch:**

- **Glitching** DC20
- **Malfunctioning** DC25
- **Wrecked** DC30

**Vandal Rocket** This weapon functions identically to a high explosive missile launcher, except that pieces of the rocket's shrapnel animate into drones that continue to rend the ship if it successfully deals Hull Point damage. Each successive gunnery phase, the target ship takes 1d4 damage to its Hull Points until the drones are either forcibly removed during the engineering phase with a successful Engineering check (DC = 15 + 2 × the engineer's starship's tier) or shaken off by the pilot during the helm phase with a successful barrel roll, flip and burn, or flyby stunt. Multiple rocket strikes cannot increase this continual damage beyond 1d4 per round.

### Gunners (2) +11

**Fire at Will:** 2 weapons at -4 to hit

**Shoot:** Shoot 1 weapon

### Pilot: +19

**Fly:** none

**Tight Turn:** DC25 to reduce turn by 1

**Stunts (push)**

- **Back off:** DC20 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC20 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Flip and Burn:** DC18\* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC27 (assumes tier 8 enemy) to fire one arc of weapons at range 1, fail for enemy AOO
- **Slide:** DC20 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** no roll

### Science: +19

**Balance:** DC20 to "balance" shields

**Scan:** DC 24 (Pegasus), DC23 (Drake) (5+1.5tier+countermeasures) (ever 5 gets more)

**1.Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.

**2.Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

**3.Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

**4.Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.

**5.Other:** Any remaining ship statistics.

**Target System (push):** DC 24 (Pegasus), DC23 (Drake) (5+1.5tier+countermeasures) to critical on 19-20 for next attack and pick first critical system.

### Target DCs:

Role	Action	Target DC
Captain	Taunt	DC25
Pilot	Flyby	DC25
Science	Scan	DC20
Science	Target System	DC20
Science	Lock On	DC20

### EMP

A weapon with this special property emits a beam of electromagnetic energy that does not deal damage to ships or shields, but plays havoc with a ship's electronic systems. On a hit, an EMP weapon scrambles one of the target starship's systems, determined randomly. This causes that system to act as if it had the glitching condition for 1d4 rounds. A system glitching in this way can be patched as normal, but if it takes critical damage, its glitching condition becomes constant until the system is patched or repaired (or takes further critical damage). Functioning shields are unaffected by EMP weapons and completely block an EMP weapon's effects.

STARSHIP NAME

Jinsul Assault Craft 8

TIER

8

STARSHIP SHEET



MAKE AND MODEL

Jinsul Assault Craft

SIZE

Medium

FRAME

Transport

SPEED

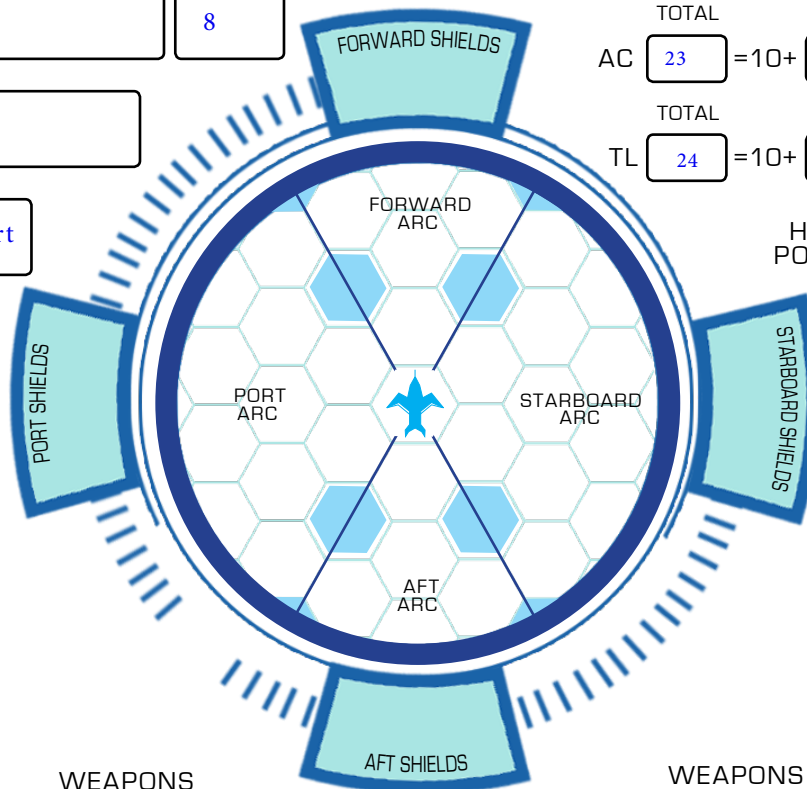
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MANEUVERABILITY

Average (turn 2)

DRIFT RATING

1



TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 23 = 10+	8	5		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 24 = 10+	8	7		

HULL POINTS	TOTAL	CURRENT
	100	
DAMAGE THRESHOLD		CRITICAL THRESHOLD
-		20

SHIELD TOTAL
120 (30/30/30/30)

MODIFIERS
+2 to any three checks per round

WEAPONS (TURRET)
linked twin lasers (10d8; 20 hexes)

WEAPONS (FORWARD)
Maser (6d10; 20 hexes)
vandal rocket (4d8)
plus drones; 20 hexes)

WEAPONS (PORT)
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WEAPONS (AFT)
gyrolaser (1d8; 5 hexes)

WEAPONS (STARBOARD)
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CREW

- CAPTAIN (see back)
- ENGINEERS Engineering +21 (8 ranks)
- GUNNERS (2) gunnery +13 (8th level)
- PILOT Piloting +21 (8 ranks)
- SCIENCE OFFICERS Computers +16 (8 ranks)

NOTES

2 Computers, +1 Piloting, +2 flip and burn

POWER CORE

Pulse Blue (200 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

- mk 2 trinode computer
- basic medium range sensors
- mk 5 armor, mk 7 defenses
- self-destruct system

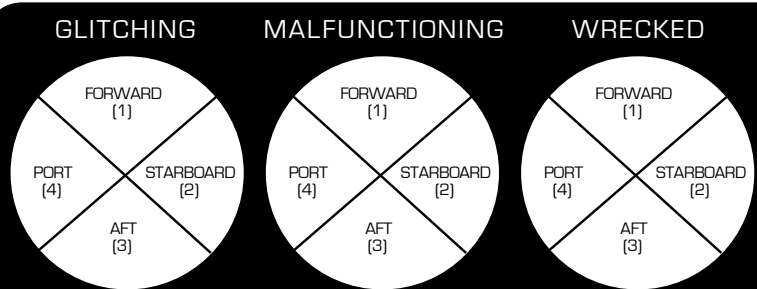
CARGO/PASSENGERS

cargo holds (5)

complement 6

CRITICAL DAMAGE

- LIFE SUPPORT (1-10)
  - GLITCHING  MALFUNCTIONING  WRECKED
- SENSORS (11-30)
  - GLITCHING  MALFUNCTIONING  WRECKED
- WEAPONS ARRAY (31-60)
- ENGINES (61-80)
  - GLITCHING  MALFUNCTIONING  WRECKED
- POWER CORE (81-00)
  - GLITCHING  MALFUNCTIONING  WRECKED



### Captain:

**Skills:** Computers +16 (8 ranks), Diplomacy +12 (4 ranks), Engineering +16 (8 ranks), gunnery +10 (8th level), Intimidate +16 (8 ranks)

**Demand (any phase):** Intimidate DC27 for +4 to check

**Encourage (any phase):** Diplomacy DC15, Applicable Skill DC10 for +2 to check

**Taunt (any phase, push):** Intimidate/Bluff DC 27, -2 (-4 if push) to action in phase for 1d4 rds

**Orders (any phase, push):**

### Engineer: +21

**Divert:** Engineering DC22 for +10 shields, speed +2, science +2, weapons treat 1s as 2s **Hold**

**it Together:** Engineering DC27 to treat system as if 2 levels less damaged 1rd

**Patch:**

- **Glitching** DC22
- **Malfunctioning** DC27
- **Wrecked** DC32

### Gunners (2) +13

**Fire at Will:** 2 weapons at -4 to hit

**Shoot:** Shoot 1 weapon

### Pilot: +21

**Fly:** *none*

**Tight Turn:** DC27 to reduce turn by 1

### Stunts (push)

**Back off:** DC22 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL

**Barrel Roll:** DC22 to flip sides. ½ speed, no roll. -5 for -4 AC/TL

**Flip and Burn:** DC20\* to move forward ½ and rotate 180. Fail no rotate

**Flyby:** DC27 (assumes tier 8 enemy) to fire one arc of weapons at range 1, fail for enemy AOO

**Slide:** DC22 to *slide*, fail to move forward up to ½ (no turns)

**Turn in Place:** *no roll*

### Science: +16

**Balance:** DC22 to “balance” shields

**Scan:** DC 24 (Pegasus), DC23 (Drake) (5+1.5tier+countermeasures) (ever 5 gets more)

**1.Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.

**2.Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

**3.Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

**4.Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.

**5.Other:** Any remaining ship statistics.

**Target System (push):** DC 24 (Pegasus), DC23 (Drake) (5+1.5tier+countermeasures) to crit on 19-20 for next attack and pick first crit system.

**STARSHIP SHEET**

**STARSHIP NAME**

SFS Drake

**TIER**

8

**MAKE AND MODEL**

Drake

**SIZE**      **FRAME**

Medium      Transport

**SPEED**

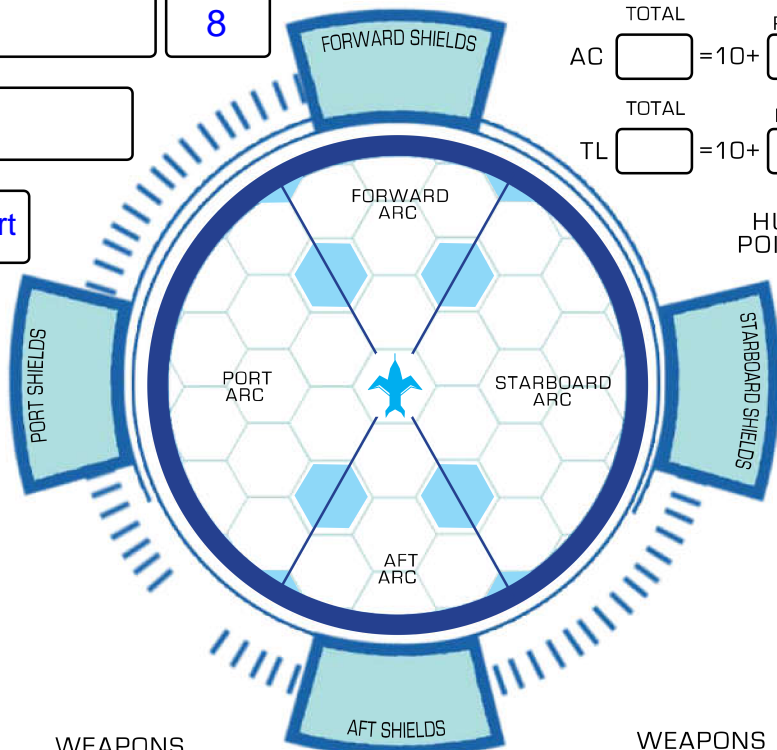
8 Hexes

**MANEUVERABILITY**

Average (turn 2)

**DRIFT RATING**

1



TOTAL AC  = 10 +  PILOT RANKS +  ARMOR BONUS **6** +  SIZE MOD +  MISC MOD

TOTAL TL  = 10 +  PILOT RANKS +  COUNTER-MEASURES **5** +  SIZE MOD +  MISC MOD

HULL POINTS TOTAL  **100** CURRENT

DAMAGE THRESHOLD  **N/A** CRITICAL THRESHOLD  **20**

SHIELD TOTAL  **160 points [40/40/40/40]**

MODIFIERS  **+2 any 3 checks per Rd +2 to Computers**

**WEAPONS (FORWARD)**

Persistent Particle Beam: Long Range (10d6)  
Coilgun: Long Range (4d4)

**WEAPONS (PORT)**

Coilgun: Long Range (4d4)

**WEAPONS (AFT)**

Laser Net: Short range (2d6)[Point +10]

**WEAPONS (STARBOARD)**

None

**WEAPONS (TURRET)**

Light Particle Beam: Medium Range (3d6)  
Heavy Antimatter missile launcher: Long Range (10d10) Track, Speed 8, Limited Fire 5

**CREW**

CAPTAIN \_\_\_\_\_  
ENGINEERS \_\_\_\_\_  
GUNNERS \_\_\_\_\_  
PILOT \_\_\_\_\_  
SCIENCE OFFICERS \_\_\_\_\_

**NOTES**

Crew Compliment: 4-7  
+2 to checks made with sensors (Range 10)

**POWER CORE**

Pulse Orange: 250 PCU

**DRIFT ENGINE**

Signal Basic

**SYSTEMS**

Basic Med Range Sensors  
mk 2 trinode computer  
mk 6 armor  
mk 6 defenses  
Crew Quarters (good)

**EXPANSION BAYS**

Cargo hold  
Escape pods

**CARGO/PASSENGERS**

**CRITICAL DAMAGE**

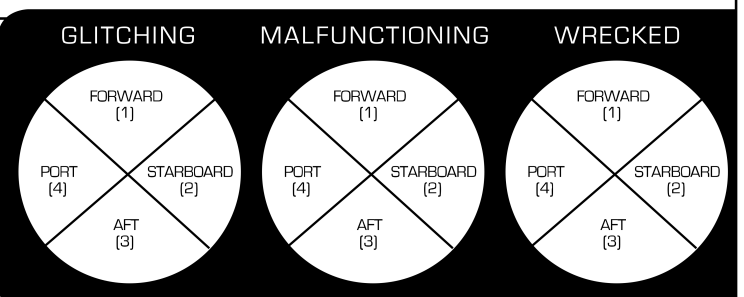
LIFE SUPPORT [1-10]  
 GLITCHING  MALFUNCTIONING  WRECKED

SENSORS [11-30]  
 GLITCHING  MALFUNCTIONING  WRECKED

WEAPONS ARRAY [31-60]

ENGINES [61-80]  
 GLITCHING  MALFUNCTIONING  WRECKED

POWER CORE [81-00]  
 GLITCHING  MALFUNCTIONING  WRECKED



**Note: if an action takes resolve, it requires 6 ranks in skill**

**Captain:**

**Demand (any phase):** Intimidate DC27 for +4 to check

**Encourage (any phase):** Diplomacy DC15, Applicable Skill DC10 for +2 to check

**Taunt (any phase, push):** Intimidate/Bluff DC15+(1.5xTarget Tier), -2 (-4 if push) to action in phase for 1d4 rds

**Orders (any phase, push):** 1 Resolve + DC27 applicable skill to give extra action to another crew

**Engineer:**

**Divert:** Engineering DC22 for +12 shields, speed +2, science +2, weapons treat 1s as 2s

**Hold it Together:** Engineering DC27 to treat system as if 2 levels less damaged 1rd

**Patch:**

- **Glitching** DC220
- **Malfunctioning** DC27
- **Wrecked** DC32

**Overpower(push):** 1 Resolve + DC27 for divert to three systems (not done same rd as divert)

**Gunners:**

**Fire at Will:** 2 weapons at -4 to hit

**Shoot:** Shoot 1 weapon

**Broadside(push):** 1 Resolve + -2 penalty to shoot all weapons in an arc

**Pilot:**

**Fly:** none

**Tight Turn:** DC27 to reduce turn by 1

**Stunts (push)**

- **Back off:** DC22 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC22 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Flip and Burn:** DC20\* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC15+(1.5xTarget Tier) to fire all weapons in one arc at range 1, fail for enemy AOO
- **Slide:** DC22 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** no roll

**Full Power(push):** 1 Resolve to move 1.5 times speed (turn mode +2 hexes)

**Science:**

**Balance:** DC22 to "balance" shields

**Scan:** DC (5+1.5tier+countermeasures) (ever 5 gets more)

**1.Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.

**2.Defenses:** AC, TL, total and current Hull Points, total and current Shield Points in each quadrant, and core PCU value.

**3.Weapon:** Information about one weapon, including its firing arc and the damage it deals, starting with the weapon that uses the most PCU. Repeat this entry until all the starship's weapons are revealed.

**4.Load:** Information about how the starship's expansion bays are allocated and any cargo the starship might be carrying.

**5.Other:** Any remaining ship statistics.

**Target System (push):** DC (5+1.5tier+countermeasures) to crit on 19-20 for next attack and pick first crit system.

**Lock On(push):** 1 Resolve + DC (5+ [1.5x tier] + enemy Countermeasures) to give gunners +2 to hit vs target. Only once per round.

**STARSHIP SHEET**

STARSHIP NAME

**SFS Pegasus**

TIER

**8**

MAKE AND MODEL

**Pegasus**

SIZE

**Medium**

FRAME

**Explorer**

SPEED

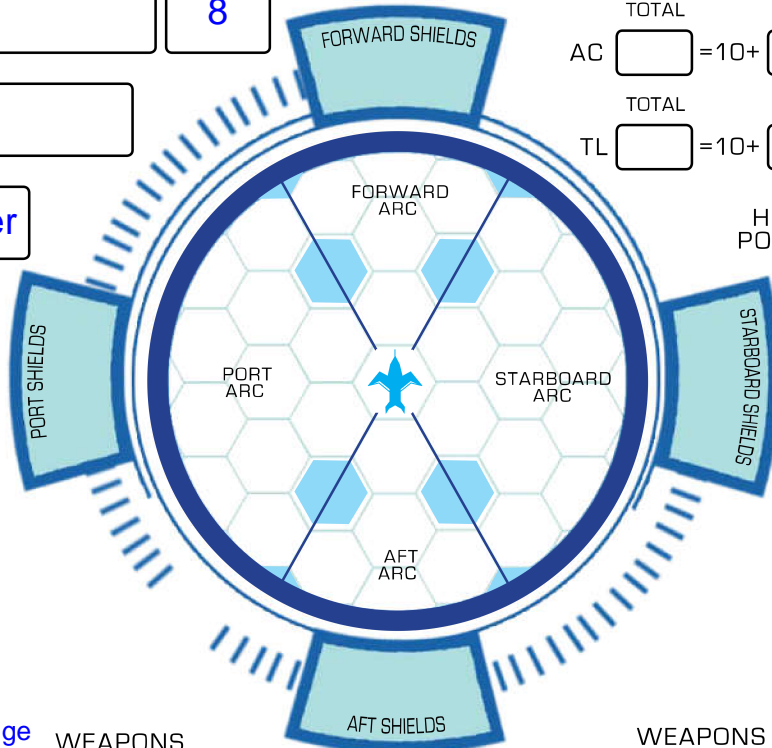
**10 Hexes**

MANEUVERABILITY

**Good (turn 1)**

DRIFT RATING

**1**



TOTAL AC  = 10 +  PILOT RANKS +  ARMOR BONUS **5** +  SIZE MOD +  MISC MOD

TOTAL TL  = 10 +  PILOT RANKS +  COUNTER-MEASURES **7** +  SIZE MOD +  MISC MOD

HULL POINTS TOTAL **75** CURRENT

DAMAGE THRESHOLD **NA** CRITICAL THRESHOLD **15**

SHIELD TOTAL **160 Points [40/40/40/40]**

MODIFIERS **+4 Comp, +1 Piloting +3 any 2 checks per rd**

WEAPONS [TURRET]

**Twin Laser: Long Range (5d8)**

WEAPONS [FORWARD]

**Particle Beam: Long Range (8d6)**

WEAPONS [PORT]

**High Exp Missile Launch: Long Range (4d8) Track Speed 12, Limited Fire 5**

WEAPONS [AFT]

**None**

WEAPONS [STARBOARD]

**Light EMP Cannon: Short Range, EMP**

**CREW**

- CAPTAIN \_\_\_\_\_
- ENGINEERS \_\_\_\_\_
- GUNNERS \_\_\_\_\_
- PILOT \_\_\_\_\_
- SCIENCE OFFICERS \_\_\_\_\_

**NOTES**

**Crew Compliment: 4-7 +4 on checks made with sensors (Range 20)**

POWER CORE

**Pulse Orange: 250 PCU**

DRIFT ENGINE

**Signal Basic**

**SYSTEMS**

- Advanced Long Range sensors**
- Mk 3 Duonode computer**
- Mk 5 Armor**
- Mk 8 Defenses**
- Crew Quarters (Good)**

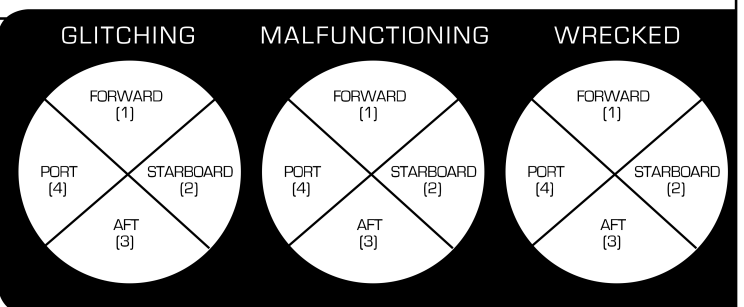
**EXPANSION BAYS**

- Science Lab**
- Escape Pods**
- Tech Workshop**
- Cargo Hold**

**CARGO/PASSENGERS**

**CRITICAL DAMAGE**

- LIFE SUPPORT (1-10)  GLITCHING  MALFUNCTIONING  WRECKED
- SENSORS (11-30)  GLITCHING  MALFUNCTIONING  WRECKED
- WEAPONS ARRAY (31-60)
- ENGINES (61-80)  GLITCHING  MALFUNCTIONING  WRECKED
- POWER CORE (81-00)  GLITCHING  MALFUNCTIONING  WRECKED



**Note: if an action takes resolve, it requires 6 ranks in skill**

**Captain:**

**Demand (any phase):** Intimidate DC27 for +4 to check

**Encourage (any phase):** Diplomacy DC15, Applicable Skill DC10 for +2 to check

**Taunt (any phase, push):** Intimidate/Bluff DC 27, -2 (-4 if push) to action in phase for 1d4 rds

**Orders (any phase, push):** 1 **Resolve** + DC27 applicable skill to give extra action to another crew

**Engineer:**

**Divert:** Engineering DC22 for +12 shields, speed +2, science +2, weapons treat 1s as 2s

**Hold it Together:** Engineering DC27 to treat system as if 2 levels less damaged 1rd

**Patch:**

- **Glitching** DC22
- **Malfunctioning** DC27
- **Wrecked** DC32

**Overpower(push):** 1 **Resolve** + DC27 for divert to three systems (not done same rd as divert)

**Gunners:**

**Fire at Will:** 2 weapons at -4 to hit

**Shoot:** Shoot 1 weapon

**Broadside(push):** 1 **Resolve** + -2 penalty to shoot all weapons in an arc

**Pilot:**

**Fly:** *none*

**Tight Turn:** DC27 to reduce turn by 1

**Stunts (push)**

- **Back off:** DC22 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC22 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Flip and Burn:** DC20\* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC27 (assumes tier 8 enemy) to fire one arc of weapons at range 1, fail for enemy AOO
- **Slide:** DC22 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** *no roll*

**Full Power(push):** 1 **Resolve** to move 1.5 times speed (turn mode +2 hexes)

**Science:**

**Balance:** DC22 to "balance" shields

**Scan:** DC (5+1.5tier+countermeasures) (ever 5 gets more)

**1.Basic Information:** Living crew complement and ship classification, size, speed, and maneuverability.

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**Lock On(push):** 1 **Resolve** + DC (5+ [1.5x tier] + enemy Countermeasures) to give gunners +2 to hit vs target. Only once per round.