

STARSHIP NAME

Jagged Maw

MAKE AND MODEL

SIZE

Medium

SPEED

6

MANEUVERABILITY

Average (Turn 2)

DRIFT RATING

1

FRAME

Explorer

WEAPONS (FORWARD)

TIER

1

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

STARSHIP SHEET

AC

TOTAL **12** = 10 +

TL

TOTAL **12** = 10 +

PILOT RANKS

1

COUNTER-MEASURES

1

ARMOR BONUS

1

SIZE MOD

MISC MOD

HULL POINTS

55

DAMAGE THRESHOLD

—

CURRENT

CRITICAL THRESHOLD

11

SHIELD TOTAL

20

MODIFIERS

+1 Piloting (included in pilot stats)

WEAPONS (TURRET)

Coilgun (4d4; 20 hexes)

Exploding Life Pods - (3d4, 10 hexes)

Tracking, Speed 5, Limited Fire (2)

CREW

CAPTAIN C+6, D+6, E+6, G+6, I+10, P+7

ENGINEERS (1) +6 (+4 if Ayoka leaves) (1 rank)

GUNNERS (2) +6 (1 level)

PILOT (1) +7 (1 rank)

SCIENCE OFFICERS (1) +6 (1 rank)

NOTES

Demand (DC 17), then Encourage (DC 15). Does not Taunt.

Divert to shields (DC 12)

Evade (DC 12) (Push)

Target sensors (DC 5 + 1-1/2 Enemy Tier + Enemy countermeasure) (Push)

POWER CORE

Pulse Gray
100 PCU (regen 5)

DRIFT ENGINE

Signal Basic

SYSTEMS

Budget short-range sensors

Mk 1 armor

Mk 1 defenses

Crew quarters (common)

Self-destruct system

EXPANSION BAYS

Cargo holds (2)

Escape pods

Smuggler compartment

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT [1-10] (CAPTAIN Actions)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

SENSORS [11-30] (SCIENCE Actions)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY [31-60] (GUNNER Actions)

ENGINES [61-80] (PILOT Actions)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE [81-00] (ENGINEER/ALL Actions)

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

GLITCH = -2 to check
WRECKED = Automatically fail all checks with that system (except minor actions)

MALFUNCTION = -4 to check and no push actions
POWER CORE Malfunction = -2 to ALL other actions (stacks with other systems)
POWER CORE Wrecked = -4 to ALL other actions (stacks with other systems)

GLITCHING

MALFUNCTIONING

WRECKED

STARSHIP NAME

Jagged Maw

MAKE AND MODEL

SIZE

Medium

SPEED

6

MANEUVERABILITY

Average (Turn 2)

DRIFT RATING

1

FRAME

Explorer

WEAPONS (FORWARD)

Light particle beam (3d6; 10 hexes)

TIER

3

STARSHIP SHEET

TOTAL AC **16** = 10 +

TOTAL TL **16** = 10 +

PILOT RANKS **3**

PILOT RANKS **3**

ARMOR BONUS **3**

COUNTER-MEASURES **3**

SIZE MOD

SIZE MOD

MISC MOD

MISC MOD

HULL POINTS **55**

DAMAGE THRESHOLD **—**

CURRENT

CRITICAL THRESHOLD **11**

SHIELD TOTAL **60**

MODIFIERS

+1 Piloting (included in pilot stats)
 +1 to any one check per round
 +2 computers (included in stats)

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

CREW

CAPTAIN	C+11, D+9, E+9, G+9, I+13, P+10
ENGINEERS	(1) +9 (+7 if Ayoka leaves) (3 ranks)
GUNNERS	(2) +9 (3 levels)
PILOT	(1) +9 (3 ranks)
SCIENCE OFFICERS	(1) +9 (3 ranks)

NOTES/ TACTICS

Demand (DC 19), then Encourage (DC 15). Does not Taunt.

Divert to shields (DC 15)

Evade (DC 15) (Push)

Target sensors (DC 5 + 1-1/2 Enemy Tier + Enemy countermeasure) (Push)

POWER CORE

Arcus Heavy
130 PCU (regen 6)

DRIFT ENGINE

Signal Basic

SYSTEMS

Basic medium-range sensors

Mk 3 armor

Mk 3 defenses

Mk 1 mononode computer

Self-destruct system

EXPANSION BAYS

Cargo holds (2)

Escape pods

Smuggler compartment

Crew quarters (common)

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT [1-10] **(CAPTAIN Actions)**

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

SENSORS [11-30] **(SCIENCE Actions)**

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY [31-60] **(GUNNER Actions)**

ENGINES [61-80] **(PILOT Actions)**

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE [81-00] **(ENGINEER/ALL Actions)**

☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

GLITCH = -2 to check
WRECKED = Automatically fail all checks with that system (except minor actions)

MALFUNCTION = -4 to check and no push actions
POWER CORE : Penalty (incl. Wrecked) does not apply to Patch and Hold it Together
POWER CORE **MALFUNCTION** = -2 to ALL other actions (stacks with other systems)
POWER CORE **WRECKED** = -4 to ALL other actions (stacks with other systems)

GLITCHING

MALFUNCTIONING

WRECKED