

STARSHIP NAME

TIER

STARSHIP SHEET



Jinsul Assault Craft

4

MAKE AND MODEL

SIZE

Medium

FRAME

Transport

SPEED

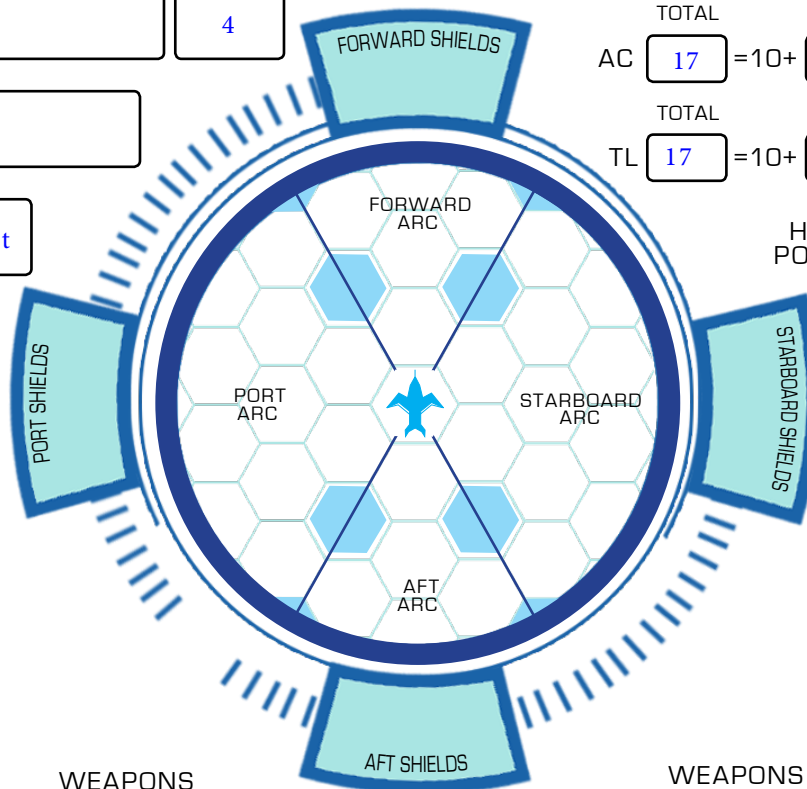
4

MANEUVERABILITY

average (turn 2)

DRIFT RATING

1



TOTAL	AC	17	=10+	PILOT RANKS	4	+	ARMOR BONUS	3	+	SIZE MOD		+	MISC MOD	
TOTAL	TL	17	=10+	PILOT RANKS	4	+	COUNTER-MEASURES	3	+	SIZE MOD		+	MISC MOD	

HULL POINTS	TOTAL	85	CURRENT	
DAMAGE THRESHOLD			CRITICAL THRESHOLD	17

SHIELD TOTAL
70 (20/15/15/20)

MODIFIERS
_2 Sensors
+2 Piloting

WEAPONS (FORWARD)

Railgun (8d4, 20')
Vandal Rocket (4d8+drones)

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

Linked Coilguns (8d4, 20')

CREW

CAPTAIN Diplomacy +10, Intimidate +10
ENGINEERS Engineering +10
GUNNERS 2 gunnery +8 (4th level)
PILOT piloting +15 (4 ranks)
SCIENCE OFFICERS Computers +10

NOTES

POWER CORE

130

SYSTEMS

basic computer, basic med range sensora
mk 3 armor, mk3 defenses, self-destruct

EXPANSION BAYS

5 cargo holds

CARGO/PASSENGERS

DRIFT ENGINE

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30)

GLITCHING MALFUNCTIONING WRECKED

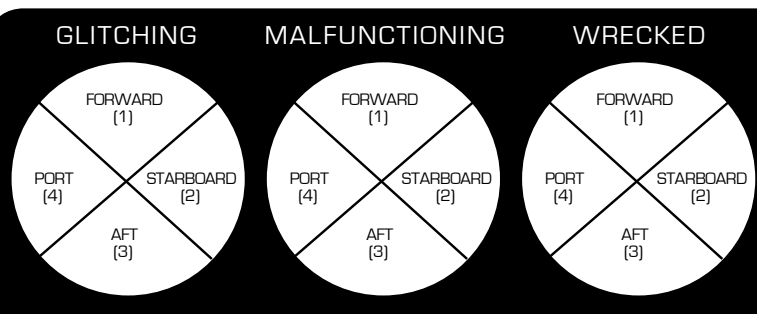
WEAPONS ARRAY (31-60)

ENGINES (61-80)

GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED



Captain:

Skills: Diplomacy +10 (4 ranks), Intimidate +10 (4 ranks)

Demand (any phase): Intimidate DC21 for +4 to check

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

Taunt (any phase, push): Intimidate/Bluff DC 21, -2 (-4 if push) to action in phase for 1d4 rds

Engineer: +10

Divert: Engineering DC16 for +6 shields, speed +2, science +2, weapons treat 1s as 2s

21Hold it Together: Engineering DC21 to treat system as if 2 levels less damaged 1rd

Patch:

- **Glitching** DC16
- **Malfunctioning** DC21
- **Wrecked** DC26

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) +8

Fire at Will: 2 weapons at -4 to hit

Shoot: Shoot 1 weapon

Pilot: +17*

Fly: none

Tight Turn: DC21 to reduce turn by 1

Stunts (push)

- **Back off:** DC16 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC16 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Evade:** DC16 to add +2 AC/TL
- **Flip and Burn:** DC19* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC21 (assumes tier 4 enemy) to fire one arc of weapons at range 1, fail for enemy AOO
- **Slide:** DC16 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** *no roll*

Science: +12*

Balance: DC16 to "balance" shields

Scan: DC 15 (Pegasus), DC15 (Drake) (5+1.5tier+countermeasures) (every 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 15 (Pegasus), DC15 (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	DC21
Pilot	Flyby	DC21
Science	Scan	DC14
Science	Target System	DC14
Science	Lock On	DC14

STARSHIP NAME

TIER

Jinsul Bombard

2

MAKE AND MODEL

SIZE

FRAME

Small

Lt Freighter

SPEED

8

MANEUVERABILITY

Good (turn 1)

DRIFT RATING

1

WEAPONS (FORWARD)

Coilgun (4d4, 20')

Stealth Nuclear Missile (5d8, 20')

WEAPONS (PORT)

light laser cannon (2d4, 5')

WEAPONS (AFT)

WEAPONS (STARBOARD)

light laser cannon (2d4, 5')

WEAPONS (TURRET)

STARSHIP SHEET

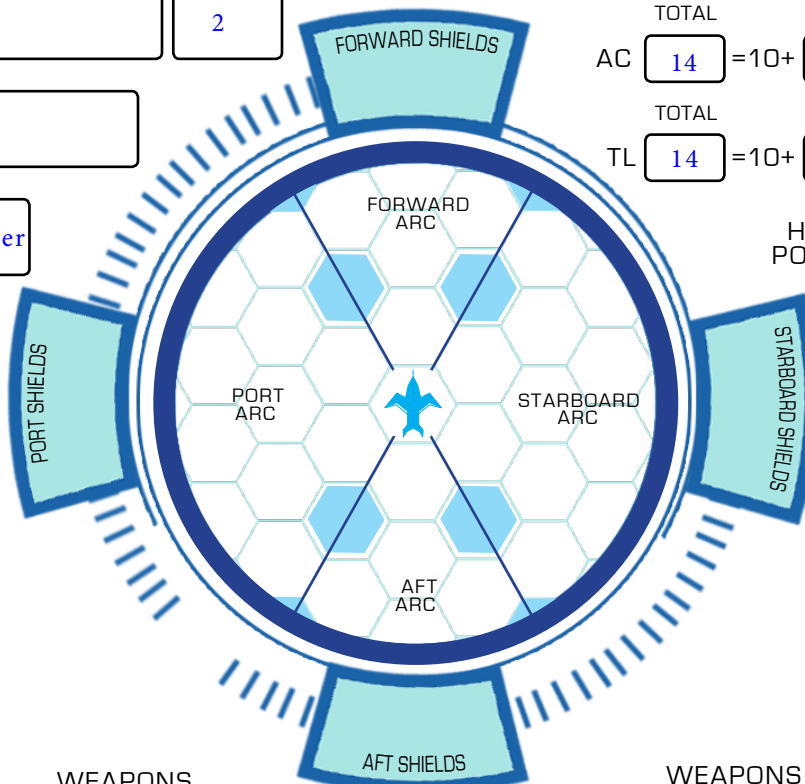


TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 14 = 10+	2	2		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 14 = 10+	2	2		

HULL POINTS	TOTAL	CURRENT
	40	
DAMAGE THRESHOLD		CRITICAL THRESHOLD
		8

SHIELD TOTAL
40 (10/10/10/10)

MODIFIERS
+2 any 2 checks
+1 piloting



CREW

CAPTAIN Diplomacy +6, Intimidate +7

ENGINEERS Engineering +7

GUNNERS 2 Gunnery +6

PILOT Piloting +12

SCIENCE OFFICERS Computers +7

NOTES

POWER CORE

120

SYSTEMS

budget medium range sensors

mk2 armor, mk 2 defenses,

mk 2 duonode computer

self destruct

EXPANSION BAYS

3 cargo holds

CARGO/PASSENGERS

6

DRIFT ENGINE

1

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

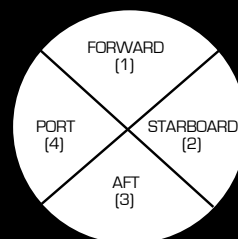
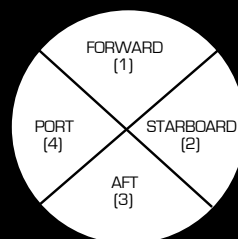
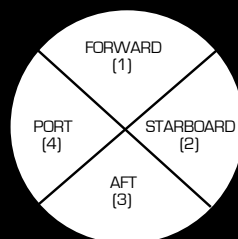
POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED

GLITCHING

MALFUNCTIONING

WRECKED



Captain:**Skills:** Diplomacy +6 (4 ranks), Intimidate +7 (4 ranks)**Demand (any phase):** Intimidate DC18 for +4 to check**Encourage (any phase):** Diplomacy DC15, Applicable Skill DC10 for +2 to check**Taunt (any phase, push):** Intimidate/Bluff DC 21, -2 (-4 if push) to action in phase for 1d4 rds**Engineer: +7****Divert:** Engineering DC13 for +6 shields, speed +2, science +2, weapons treat 1s as 2s**21Hold it Together:** Engineering DC18 to treat system as if 2 levels less damaged 1rd**Patch:**

- **Glitching** DC13
- **Malfunctioning** DC18
- **Wrecked** DC23

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) +8**Fire at Will:** 2 weapons at -4 to hit**Shoot:** Shoot 1 weapon**Pilot: +13*****Fly:** *none***Tight Turn:** DC18 to reduce turn by 1**Stunts (push)**

- **Back off:** DC13 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC13 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Evade:** DC13 to add +2 AC/TL
- **Flip and Burn:** DC16* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC21 (assumes tier 4 enemy) to fire one arc of weapons at range 1, fail for enemy AOO
- **Slide:** DC13 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** *no roll*

Science: +7***Balance:** DC13 to "balance" shields**Scan:** DC 15 (Pegasus), DC15 (Drake) (5+1.5tier+countermeasures) (every 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 15 (Pegasus), DC15 (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	DC18
Pilot	Flyby	DC18
Science	Scan	DC10
Science	Target System	DC10
Science	Lock On	DC10

STARSHIP NAME

TIER

Jinsul Hullbreaker

4

STARSHIP SHEET



MAKE AND MODEL

SIZE

FRAME

Medium

Explorer

SPEED

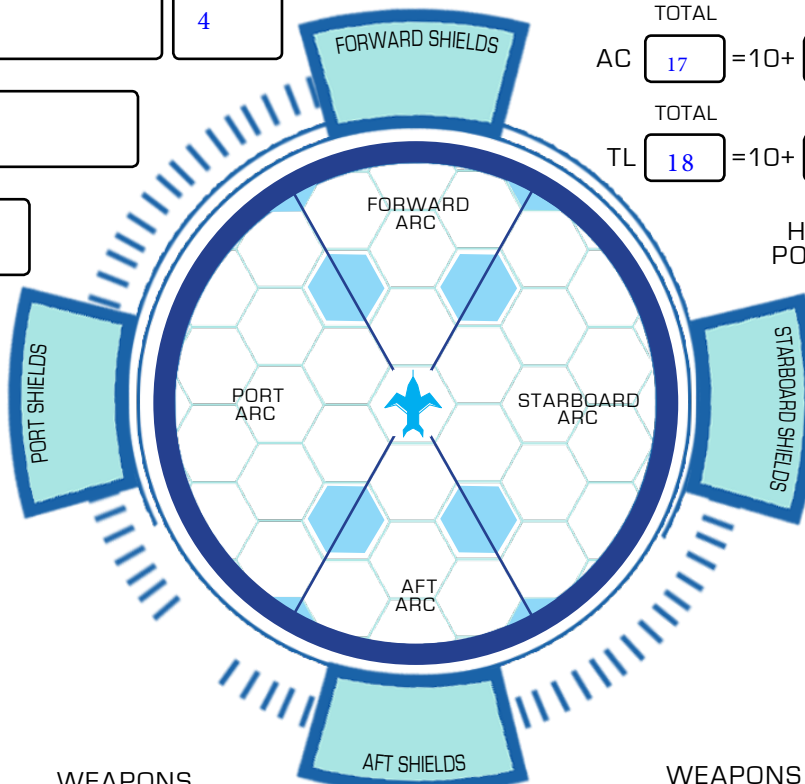
10

MANEUVERABILITY

Good (turn 1)

DRIFT RATING

1



TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 17 = 10+	4	3		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 18 = 10+	4	4		

HULL POINTS	TOTAL	CURRENT
	65	
DAMAGE THRESHOLD	CRITICAL THRESHOLD	
	13	

SHIELD TOTAL
60 (15/15/15/15)

MODIFIERS
+1 Piloting

WEAPONS (TURRET)
coilgun (4d4, 20')

WEAPONS (FORWARD)
chain cannon (6d4, 5')

WEAPONS (PORT)

WEAPONS (AFT)
laser net (2d6, 5')

WEAPONS (STARBOARD)
boarding tube (2d4*, 1')

CREW

- CAPTAIN Diplomacy +6, Intimidate +10
- ENGINEERS Engineering +10
- GUNNERS 2, gunnery +4
- PILOT Piloting +15
- SCIENCE OFFICERS Computers +10

NOTES

SYSTEMS

- basic computer, budge med sensors
- mk3 armor, mk4 defenses
- self-destruct

EXPANSION BAYS

CARGO/PASSENGERS

POWER CORE

130

DRIFT ENGINE

1

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30)

GLITCHING MALFUNCTIONING WRECKED

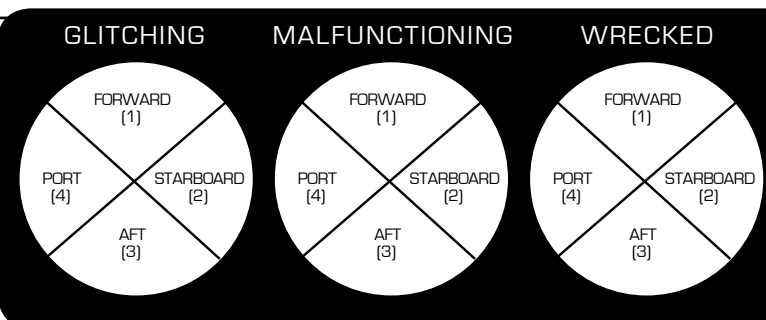
WEAPONS ARRAY (31-60)

ENGINES (61-80)

GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED



Captain:

Skills: Diplomacy +6 (2 ranks), Intimidate +10 (4 ranks)

Demand (any phase): Intimidate DC21 for +4 to check

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

Taunt (any phase, push): Intimidate/Bluff DC 21, -2 (-4 if push) to action in phase for 1d4 rds

Engineer: +10

Divert: Engineering DC16 for +6 shields, speed +2, science +2, weapons treat 1s as 2s

Hold it Together: Engineering DC21 to treat system as if 2 levels less damaged 1rd

Patch:

- **Glitching** DC16
- **Malfunctioning** DC21
- **Wrecked** DC26

Boarding Tube These tubes are loaded with jinsul saboteurs and laced in a polarized sheath that allows them to penetrate shields. This weapon can attack a starship only in an adjacent hex. On a successful hit, half the damage (rounded down) applies directly to the target ship’s Hull Points, and a jinsul saboteur gets injected onto the ship. This saboteur inflicts 1d4 damage to the ship’s Hull Points during each gunnery phase until one or more crew members kill the intruder (HP 17, EAC 11, KAC 12, Fort +1, Ref +1, Will +4), using one starship combat action to make up to one standard action onboard the ship while pursuing the saboteur. One boarding tube can only inject 5 saboteurs per starship combat.

Gunners (2) +8

Fire at Will: 2 weapons at -4 to hit

Shoot: Shoot 1 weapon

Pilot: +16*

Fly: none

Tight Turn: DC18 to reduce turn by 1

Stunts (push)

- **Back off:** DC16 to back up ½ speed, fail move back 1, fail by 5 don’t move, -4 AC/TL
- **Barrel Roll:** DC16 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Evade:** DC16 to add +2 AC/TL
- **Flip and Burn:** DC19* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC21 (assumes tier 4 enemy) to fire one arc of weapons at range 1, fail for enemy AOO
- **Slide:** DC16 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** no roll

Science: +10

Balance: DC16 to “balance” shields

Scan: DC 15 (Pegasus), DC15 (Drake) (5+1.5tier+countermeasures) (every 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 15 (Pegasus), DC15 (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	DC21
Pilot	Flyby	DC21
Science	Scan	DC15
Science	Target System	DC15
Science	Lock On	DC15

STARSHIP NAME

TIER

STARSHIP SHEET



Jinsul Scout Craft

3

MAKE AND MODEL

SIZE

Medium

FRAME

Explorer

SPEED

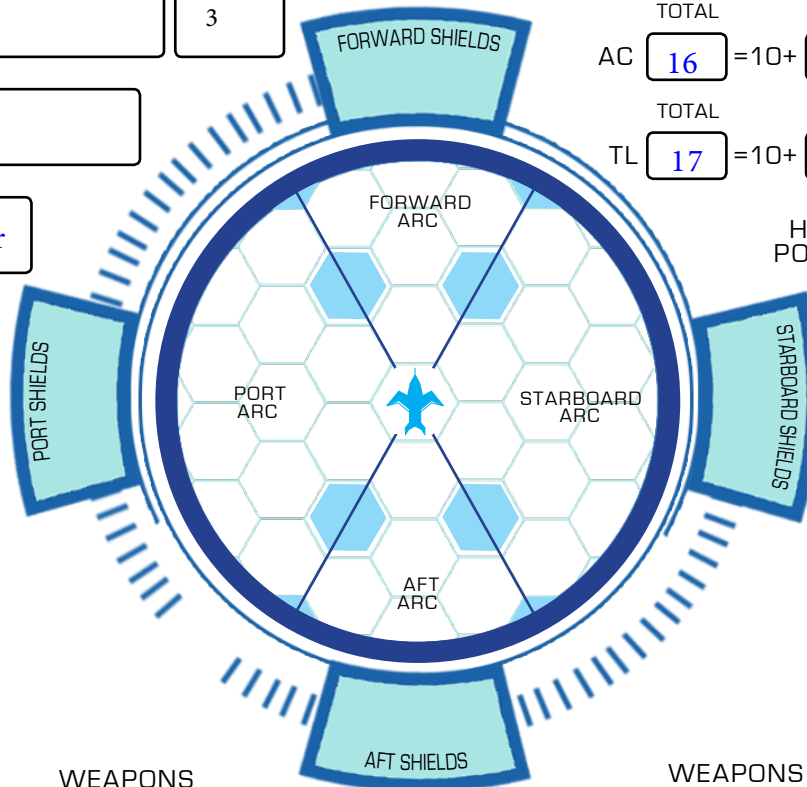
10

MANEUVERABILITY

good (turn 1)

DRIFT RATING

Drift 1



TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 16 = 10 +	3	3		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 17 = 10 +	3	4		

HULL POINTS	TOTAL	CURRENT
	55	
DAMAGE THRESHOLD		CRITICAL THRESHOLD
		11

SHIELD TOTAL
60 (15/15/15/15)

MODIFIERS
+2 on any 2 checks
+2 sensors, +1 pilot

WEAPONS (TURRET)
coilgun (4d4, 20')

WEAPONS (PORT)
gyrolaser (1d8, 5')

WEAPONS (AFT)
Vandal Rocket (5d8, 20')

WEAPONS (STARBOARD)
gyrolaser (1d8, 5')

CREW

CAPTAIN Diplomacy +5, Intimidate +8
 ENGINEERS Engineering +13
 GUNNERS 2 @ gunnery +7
 PILOT Piloting +13
 SCIENCE OFFICERS Computers +13

NOTES

POWER CORE

150

SYSTEMS

EXPANSION BAYS

CARGO/PASSENGERS

DRIFT ENGINE

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30)

GLITCHING MALFUNCTIONING WRECKED

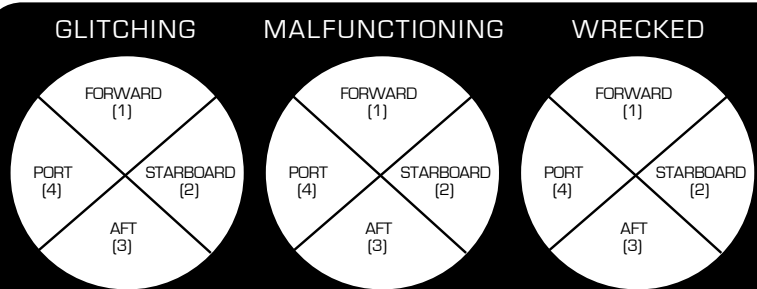
WEAPONS ARRAY (31-60)

ENGINES (61-80)

GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED



Captain:

Skills: Diplomacy +5 (1 ranks), Intimidate +8 (3 ranks)

Demand (any phase): Intimidate DC19 for +4 to check

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

Taunt (any phase, push): Intimidate/Bluff DC 21, -2 (-4 if push) to action in phase for 1d4 rds

Engineer: +13

Divert: Engineering DC14 for +7 shields, speed +2, science +2, weapons treat 1s as 2s

Hold it Together: Engineering DC19 to treat system as if 2 levels less damaged 1rd

Patch:

- **Glitching** DC14
- **Malfunctioning** DC19
- **Wrecked** DC24

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) +7

Fire at Will: 2 weapons at -4 to hit

Shoot: Shoot 1 weapon

Pilot: +14*

Fly: none

Tight Turn: DC14 to reduce turn by 1

Stunts (push)

- **Back off:** DC14 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC14 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Evade:** DC14 to add +2 AC/TL
- **Flip and Burn:** DC17* to move forward ½ and rotate 180. Fail no rotate
- **Flyby:** DC21 (assumes tier 4 enemy) to fire one arc of weapons at range 1, fail for enemy AOO
- **Slide:** DC14 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** *no roll*

Science: +10

Balance: DC14 to "balance" shields

Scan: DC 15 (Pegasus), DC15 (Drake) (5+1.5tier+countermeasures) (every 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 15 (Pegasus), DC15 (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	DC19
Pilot	Flyby	DC19
Science	Scan	DC13
Science	Target System	DC13
Science	Lock On	DC13

STARSHIP SHEET

STARSHIP NAME

SFS Drake

TIER

4

MAKE AND MODEL

Drake

SIZE

Medium

FRAME

Transport

SPEED

8 Hexes

MANEUVERABILITY

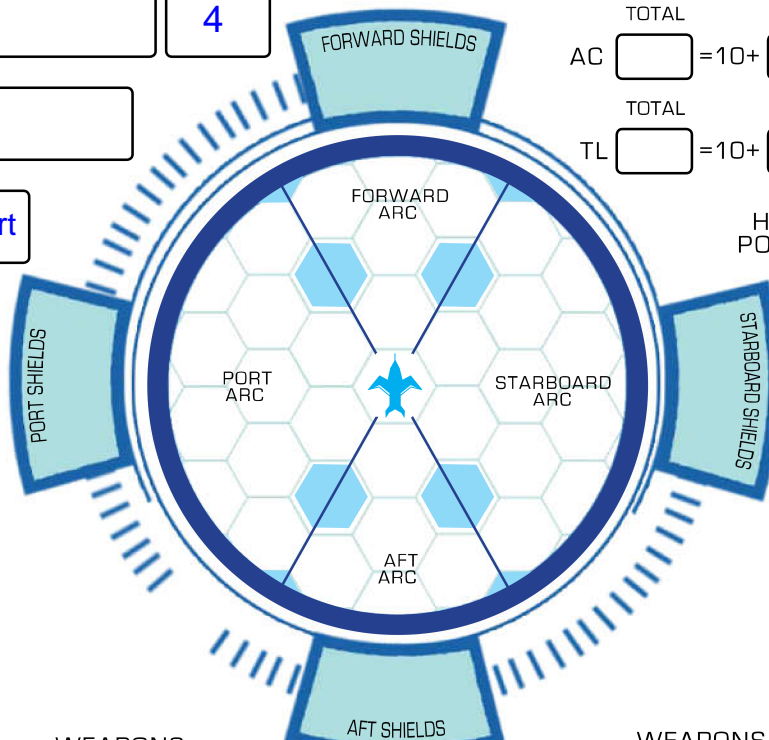
Average (turn 2)

DRIFT RATING

1

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

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



HULL POINTS: TOTAL 85, CURRENT

DAMAGE THRESHOLD: N/A, CRITICAL THRESHOLD: 17

SHIELD TOTAL: 70 points [20/15/15/20]

MODIFIERS: +1 any 3 checks per Rd

WEAPONS (FORWARD)

Heavy laser cannon: Medium Range (4d8)

Coilgun: Long Range (4d4)

WEAPONS (PORT)

None

WEAPONS (AFT)

Coilgun: Long Range (4d4)

WEAPONS (STARBOARD)

None

WEAPONS (TURRET)

Coilgun: Long Range (4d4)

High explosive missile launcher: Long Range (4d8) Track, Speed 12, Limited Fire 5

CREW

- CAPTAIN _____
- ENGINEERS _____
- GUNNERS _____
- PILOT _____
- SCIENCE OFFICERS _____

NOTES

Crew Compliment: 4-7
+0 to checks made with sensors (Range 10)

POWER CORE

Pulse Green: 150 PCU

DRIFT ENGINE

Signal Basic

SYSTEMS

- Budget Med Range Sensors
- mk 1 trinode computer
- mk 4 armor
- mk 4 defenses
- Crew Quarters (good)

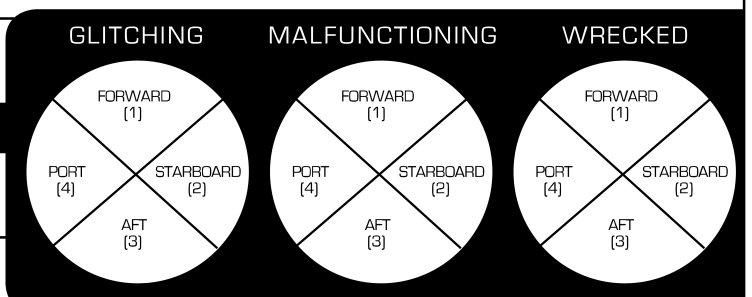
EXPANSION BAYS

- 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



Captain:

Demand (any phase): Intimidate DC21 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

Engineer:

Divert: Engineering DC16 for +9 shields (Pegasus) or +7 shield (Drake), speed +2, science +2, weapons treat 1s as 2s

Hold it Together: Engineering DC16 to treat system as if 2 levels less damaged 1rd

Patch:

- **Glitching** DC16
- **Malfunctioning** DC21
- **Wrecked** DC26

Gunners:

Fire at Will: 2 weapons at -4 to hit

Shoot: Shoot 1 weapon

Pilot:

Fly: *none*

Tight Turn: DC27 to reduce turn by 1

Stunts (push)

- **Back off:** DC16 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC16 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Evade:** DC16 for +2AC/TL
- **Flip and Burn:** DC21 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:** DC16 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** *no roll*

Science:

Balance: DC16 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.

STARSHIP SHEET

STARSHIP NAME

SFS Pegasus

TIER

4

MAKE AND MODEL

Pegasus

SIZE

Medium

FRAME

Explorer

SPEED

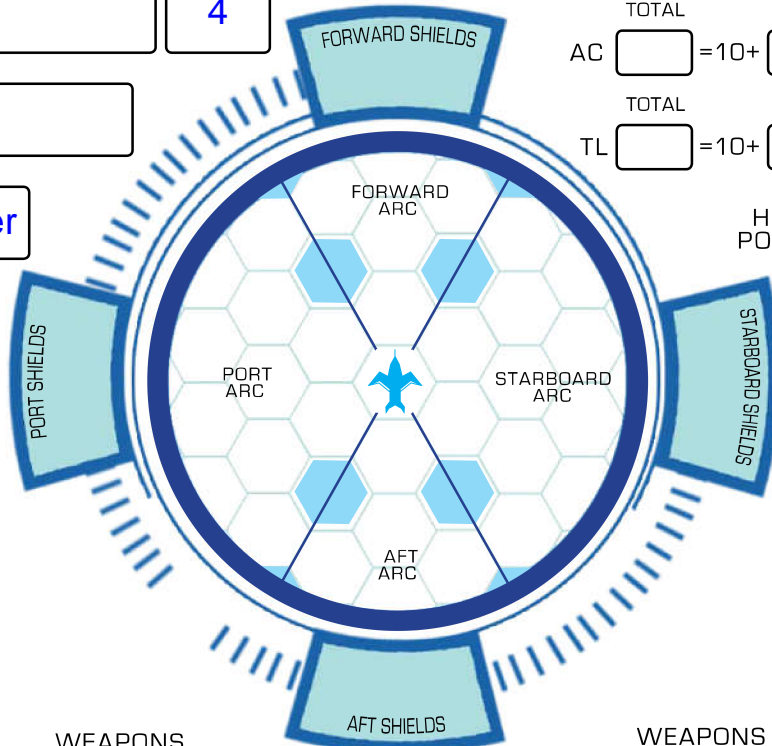
10 Hexes

MANEUVERABILITY

Good (turn 1)

DRIFT RATING

1



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

AC = 10 + + + +
 TL = 10 + + + +

HULL POINTS TOTAL: CURRENT:

DAMAGE THRESHOLD: CRITICAL THRESHOLD:

SHIELD TOTAL:

MODIFIERS:

WEAPONS (FORWARD)

Light Particle Beam: Medium Range (3d6)

WEAPONS (PORT)

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

WEAPONS (AFT)

None

WEAPONS (STARBOARD)

Light Laser Cannon: Short Range (2d4)

WEAPONS (TURRET)

Light Particle Beam: Medium Range(3d6)

CREW

- CAPTAIN _____
- ENGINEERS _____
- GUNNERS _____
- PILOT _____
- SCIENCE OFFICERS _____

NOTES

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

POWER CORE

Pulse Red: 175 PCU

DRIFT ENGINE

Signal Basic

SYSTEMS

- Advanced Med Range sensors
- Mk 2 Duonode computer
- Mk 3 Armor
- Mk 4 Defenses
- Crew Quarters (Good)

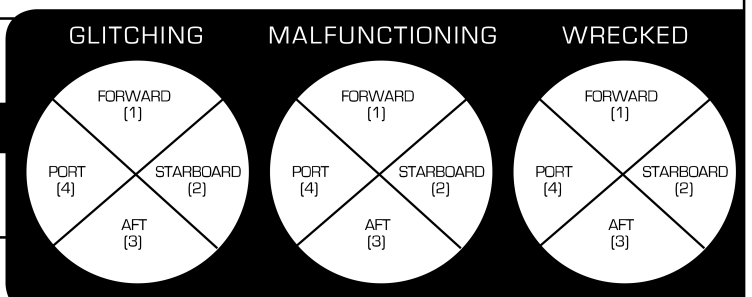
EXPANSION BAYS

- 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



Captain:

Demand (any phase): Intimidate DC21 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

Engineer:

Divert: Engineering DC16 for +9 shields (Pegasus) or +7 shield (Drake), speed +2, science +2, weapons treat 1s as 2s

Hold it Together: Engineering DC16 to treat system as if 2 levels less damaged 1rd

Patch:

- **Glitching** DC16
- **Malfunctioning** DC21
- **Wrecked** DC26

Gunners:

Fire at Will: 2 weapons at -4 to hit

Shoot: Shoot 1 weapon

Pilot:

Fly: *none*

Tight Turn: DC27 to reduce turn by 1

Stunts (push)

- **Back off:** DC16 to back up ½ speed, fail move back 1, fail by 5 don't move, -4 AC/TL
- **Barrel Roll:** DC16 to flip sides. ½ speed, no roll. -5 for -4 AC/TL
- **Evade:** DC16 for +2AC/TL
- **Flip and Burn:** DC21 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:** DC16 to *slide*, fail to move forward up to ½ (no turns)
- **Turn in Place:** *no roll*

Science:

Balance: DC16 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.