GOBLIN JUNKERS TRACKING SHEET

Tiny Racer
Speed 12
Maneuverability: Perfect (turn 0)

Sensors: Budget Short-ranged
Computer: Mk1 Mononode (+1 on check 1/round)

Complement: 1
Captain: Intimidate +5 (1 rank)
Gunner: Gunnery +5
Pilot: Piloting +10 (1 rank)

Weapons:
> **Forward:** Light Laser Cannon (2d4, short)
> **Aft:** Light Laser Cannon (2d4, short)
> **Turret:** Flak Thrower (3d4, Point)

Hull Points: 20
Critical Threshold: 4

Power Core: Micron Ultra (80 PCU)
Drift Engine: none

Goblin Song At the start of a starship combat, a goblin junker can attempt an Intimidate check for captain's taunt affecting the gunnery phase of an enemy starship as a free action.

Unstable Weapons If the gunner of a junker rolls a natural 1 on his attack roll, the weapon immediately takes a critical damage condition.
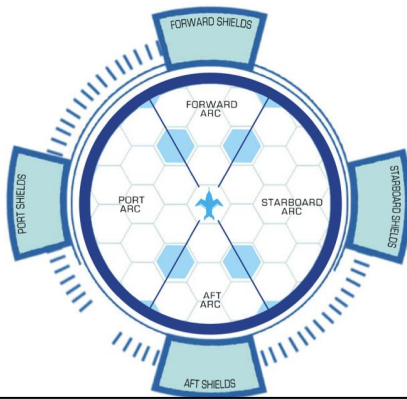
Junker #1

CRITICAL DAMAGE

LIFE SUPPORT (1–10)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED
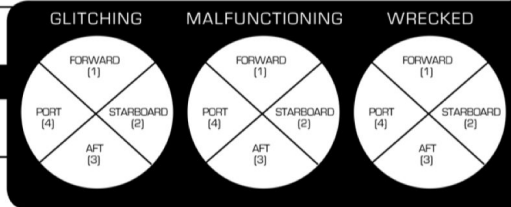
SENSORS (11–30)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED
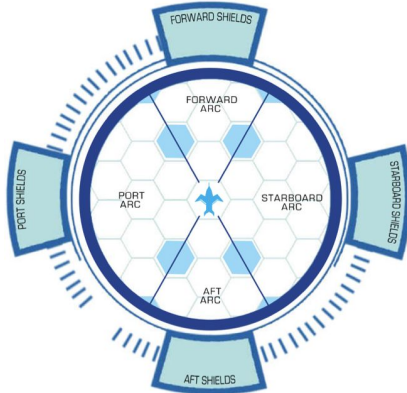
WEAPONS ARRAY (31–60)

ENGINES (61–80)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE (81–00)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

Junker #2

CRITICAL DAMAGE

LIFE SUPPORT (1–10)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED
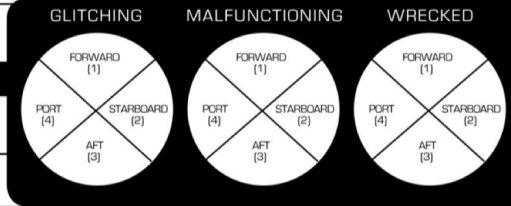
SENSORS (11–30)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED
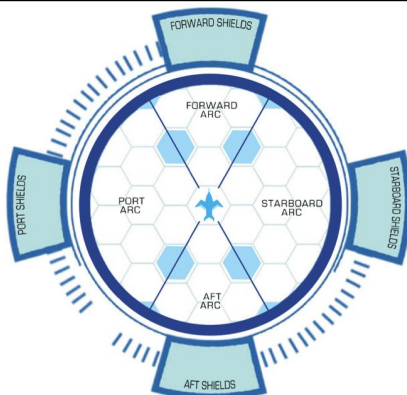
WEAPONS ARRAY (31–60)

ENGINES (61–80)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE (81–00)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

Junker #3

CRITICAL DAMAGE

LIFE SUPPORT (1–10)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED
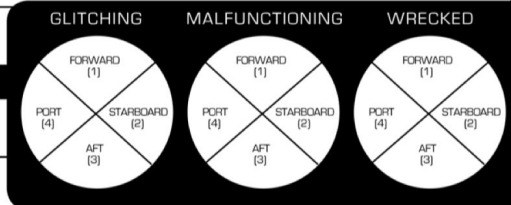
SENSORS (11–30)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY (31–60)

ENGINES (61–80)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE (81–00)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED