

STARSHIP NAME

Brilliant Patrol

TIER

1/2

MAKE AND MODEL

SIZE

Tiny

FRAME

Fighter

SPEED

8

MANEUVERABILITY

Good (Turn 1)

DRIFT RATING

—

WEAPONS (FORWARD)

Light Laser Cannon (2d4) - Short

Micromissile battery (2d6) - Long

speed 10, array, limited fire 5

WEAPONS (PORT)

WEAPONS (AFT)

Light Laser Cannon (2d4) - Short

WEAPONS (STARBOARD)

WEAPONS (TURRET)

STARSHIP SHEET

STARFINDER

TOTAL AC

16

=10+

PILOT RANKS

1

+

ARMOR BONUS

3

+

SIZE MOD

2

+

MISC MOD

TOTAL TL

13

=10+

PILOT RANKS

1

+

COUNTER-MEASURES

+

SIZE MOD

2

+

MISC MOD

HULL POINTS

TOTAL

35

CURRENT

DAMAGE THRESHOLD

—

CRITICAL THRESHOLD

7

SHIELD TOTAL

20

MODIFIERS

Computers +4

+1 Piloting

+1 to any 1 check/rd

CREW

CAPTAIN

ENGINEERS

GUNNERS

Gunnery +9

PILOT

Comp +9, Gunnery +4, Pilot +9 (1)

SCIENCE OFFICERS

NOTES

4-player adjustment: Remove the gunner from each ship. This means the pilot must take Minor Crew Actions (1 per round in addition to normal action).

Glide – Move starship half speed (4), turn distance increases to 3.

Snap Shot – Fire one weapon with a -2 penalty to the gunnery check.

POWER CORE

Micron Heavy (70 PCU)

DRIFT ENGINE

None

SYSTEMS

Advanced medium-range sensors

Mk 1 mononode computer

Mk 3 armor

EXPANSION BAYS

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

GLITCHING

MALFUNCTIONING

WRECKED

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)

STARSHIP NAME

Brilliant Seeker

TIER

2

MAKE AND MODEL

SIZE

Tiny

FRAME

Fighter

SPEED

10

MANEUVERABILITY

Good (Turn 1)

DRIFT RATING

—

WEAPONS (FORWARD)

Coilgun (4d4) - Long

Light Torpedo Launcher (2d8) - Long

speed 16

WEAPONS (PORT)

WEAPONS (AFT)

Light Laser Cannon (2d4) - Short

WEAPONS (STARBOARD)

WEAPONS (TURRET)

STARSHIP SHEET

STARFINDER

TOTAL

AC

18

=10+

PILOT RANKS

2

+

ARMOR BONUS

4

+

SIZE MOD

2

+

MISC MOD

TOTAL

TL

18

=10+

PILOT RANKS

2

+

COUNTER-MEASURES

4

+

SIZE MOD

2

+

MISC MOD

HULL POINTS

TOTAL

35

CURRENT

DAMAGE THRESHOLD

—

CRITICAL THRESHOLD

7

SHIELD TOTAL

60

MODIFIERS

Computers +4

+1 Piloting

+2 to any 2 check/rd

CREW

CAPTAIN

ENGINEERS

GUNNERS

Gunnery +12

PILOT

Comp +12, Gun +4, Pilot +12 (2)

SCIENCE OFFICERS

NOTES

4-player adjustment: Remove the gunner from both vessels. This means the pilot must take Minor Crew Actions (1 per round in addition to normal action).

Glide – Move starship half speed (5), turn distance increases to 3.

Snap Shot – Fire one weapon with a -2 penalty to the gunnery check.

POWER CORE

Pulse Brown (90 PCU)

DRIFT ENGINE

None

SYSTEMS

Advanced medium-range sensors

Mk 2 duonode computer

Mk 3 armor

EXPANSION BAYS

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

SENSORS (11-30)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

WEAPONS ARRAY (31-60)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

ENGINES (61-80)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

POWER CORE (81-00)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

GLITCHING

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)

MALFUNCTIONING

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)

WRECKED

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)