

STARSHIP NAME

Unknown Starship

TIER

4

STARSHIP SHEET



MAKE AND MODEL

SIZE

Medium

FRAME

Transport

SPEED

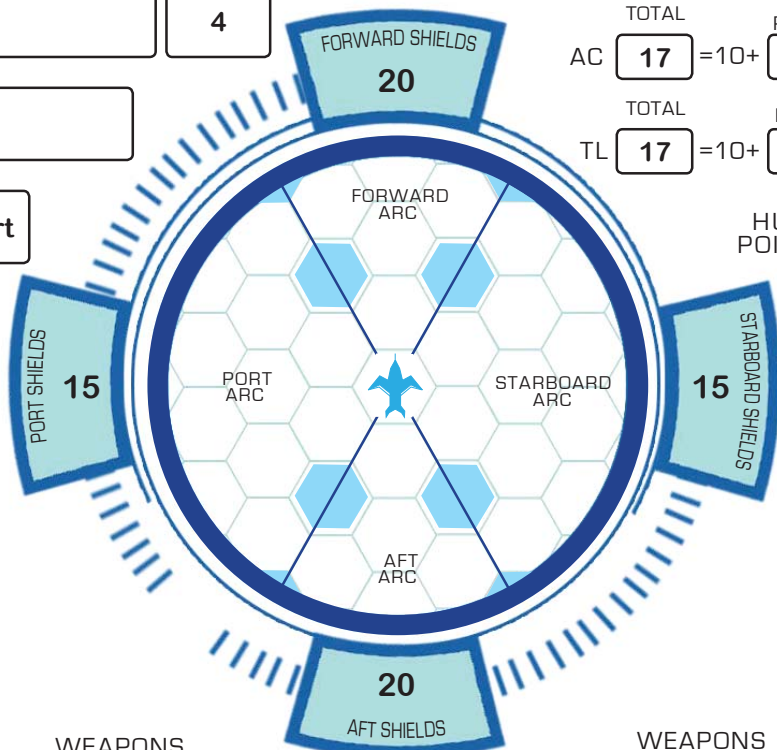
4

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

MODIFIERS
+2 Computers
+2 Piloting

WEAPONS (FORWARD)

- Twin Laser (5d8) - Long
- Vandal Rocket (4d8) - speed 10 tracking, limited fire (5), see notes

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

- linked coilguns (8d4) - long

CREW

CAPTAIN	Dipl +4 (1 rank), Intim +7 (4 ranks)
ENGINEERS	+10 (4 ranks)
GUNNERS	+9 (4 ranks) (2 gunners)
PILOT	+15 (4 ranks)
SCIENCE OFFICERS	+10 (4 ranks)

NOTES

- Reversible - +2 bonus on Pilot checks to flip and burn
- Vandal Rocket - If the rocket does hull damage, shrapnel animates into drones. Each gunnery phase the target takes 1d4 hull damage. Remove with (DC 15 + 2 x struck ship tier) Engineering check or barrel roll, flip and burn, or flyby stunt.

POWER CORE

Arcus Heavy (130 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

- Basic computer
- Basic medium-range sensors
- Mk3 armor
- Mk4 defenses
- Self-Destruct System (42 damage)

EXPANSION BAYS

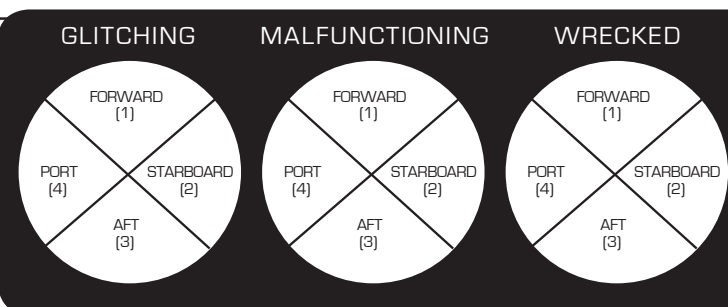
Cargo Hold (5)

CARGO/PASSENGERS

6

CRITICAL DAMAGE

LIFE SUPPORT (1-10)	(CAPTAIN Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	
SENSORS (11-30)	(SCIENCE Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	
WEAPONS ARRAY (31-60)	(GUNNER Actions)
ENGINES (61-80)	(PILOT Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	
POWER CORE (81-00)	(ENGINEER/ALL Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	



STARSHIP NAME

Unknown Starship

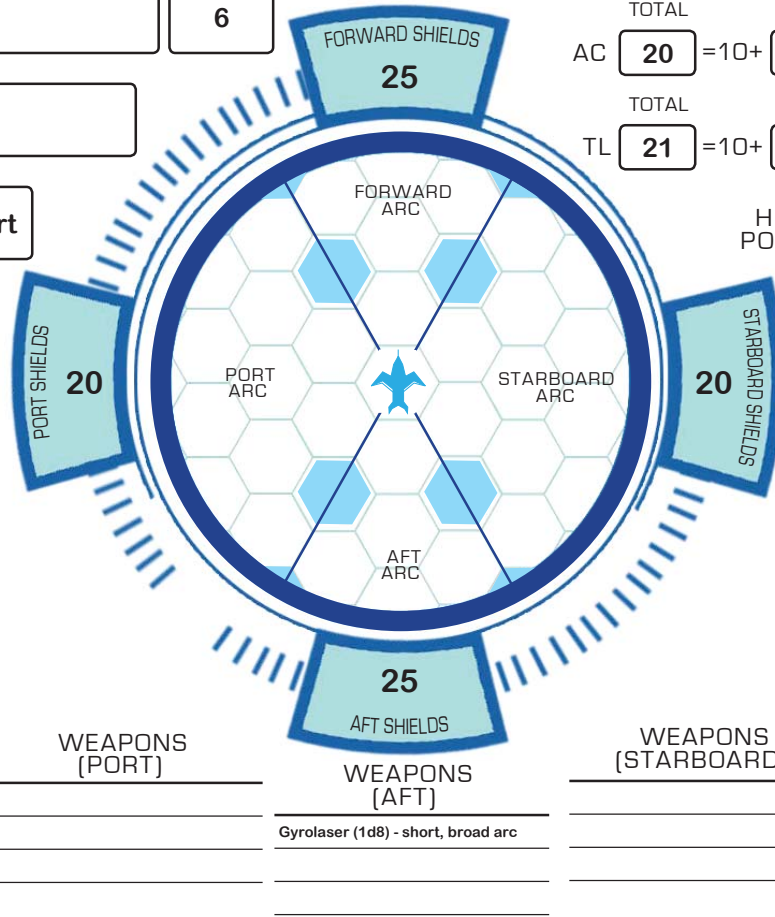
TIER

6

STARSHIP SHEET



TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 20 = 10 +	6	4		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 21 = 10 +	6	5		



HULL POINTS	TOTAL	CURRENT
	85	
DAMAGE THRESHOLD		CRITICAL THRESHOLD
—		17

SHIELD TOTAL
90

MODIFIERS
+2 Computers +2 Piloting +2 to any 3 checks per round

MAKE AND MODEL

SIZE **Medium** FRAME **Transport**

SPEED **6**

MANEUVERABILITY **Average (Turn 2)**

DRIFT RATING **1**

WEAPONS (FORWARD)
Maser (5d10) - Long
Vandal Rocket (4d8) - speed 10 tracking, limited fire (5), see notes

WEAPONS (PORT)

WEAPONS (AFT)
Gyrolaser (1d8) - short, broad arc

WEAPONS (STARBOARD)

WEAPONS (TURRET)
linked coilguns (8d4) - long

CREW

CAPTAIN	Dipl +4 (1 rank), Intim +9 (6 ranks)
ENGINEERS	+13 (6 ranks)
GUNNERS	+11 (6 ranks) (2 gunners)
PILOT	+18 (6 ranks)
SCIENCE OFFICERS	+13 (6 ranks)

NOTES

Reversible - +2 bonus on Pilot checks to flip and burn

Vandal Rocket - If the rocket does hull damage, shrapnel animates into drones. Each gunnery phase the target takes 1d4 hull damage. Remove with (DC 15 + 2 x struck ship tier) Engineering check or barrel roll, flip and burn, or flyby stunt.

POWER CORE

Pulse Red (175 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

Mk2 trinode computer
Basic medium-range sensors
Mk4 armor
Mk5 defenses
Self-Destruct System (42 damage)

EXPANSION BAYS

Cargo Hold (5)

CARGO/PASSENGERS

6

CRITICAL DAMAGE

LIFE SUPPORT (1-10)	(CAPTAIN Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	
SENSORS (11-30)	(SCIENCE Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	
WEAPONS ARRAY (31-60)	(GUNNER Actions)
ENGINES (61-80)	(PILOT Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	
POWER CORE (81-00)	(ENGINEER/ALL Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	

