

STARSHIP NAME

Unknown Starship

TIER

4

STARSHIP SHEET



MAKE AND MODEL

SIZE FRAME

Medium

Transport

SPEED

4

MANEUVERABILITY

Average (Turn 2)

DRIFT RATING

1

WEAPONS (FORWARD)

- Twin Laser (5d8) - Long
- Vandal Rocket (4d8) - speed 12, tracking, limited fire (5), see notes

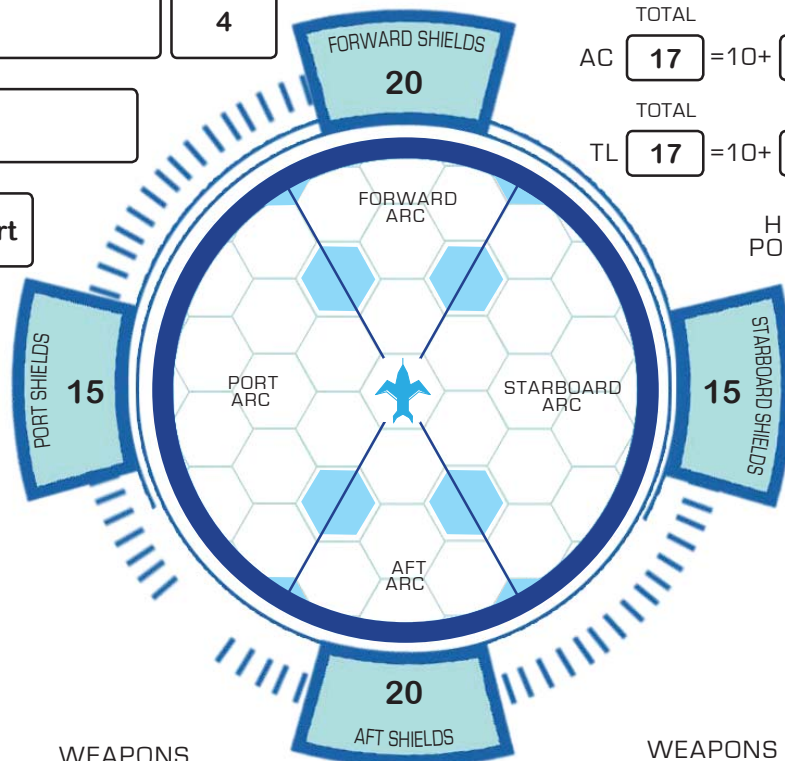
WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

- linked coilguns (8d4) - long



TOTAL AC **17** = 10+ **4** (Pilot Ranks) + **3** (Armor Bonus) + [] (Size Mod) + [] (Misc Mod)

TOTAL TL **17** = 10+ **4** (Pilot Ranks) + **3** (Counter-Measures) + [] (Size Mod) + [] (Misc Mod)

HULL POINTS TOTAL **85** CURRENT []

DAMAGE THRESHOLD **-** CRITICAL THRESHOLD **17**

SHIELD TOTAL **70**

MODIFIERS
+2 Computers
+2 Piloting

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

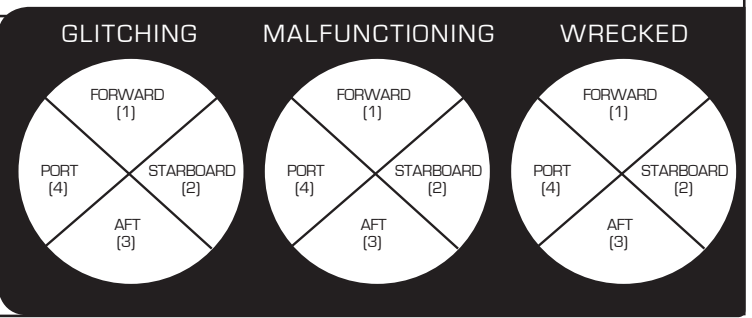
Cargo Hold (5)

CARGO/PASSENGERS

6

CRITICAL DAMAGE

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



STARSHIP NAME

Unknown Starship

TIER

6

MAKE AND MODEL

SIZE FRAME

Medium

Transport

SPEED

6

MANEUVERABILITY

Average (Turn 2)

DRIFT RATING

1

WEAPONS (FORWARD)

- Maser (5d10) - Long
- Vandal Rocket (4d8) - speed 12, tracking, limited fire (5), see notes

WEAPONS (PORT)

WEAPONS (AFT)

- Gyrolaser (1d8) - short, broad arc

WEAPONS (STARBOARD)

WEAPONS (TURRET)

- Linked coilguns (8d4) - long

STARSHIP SHEET



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

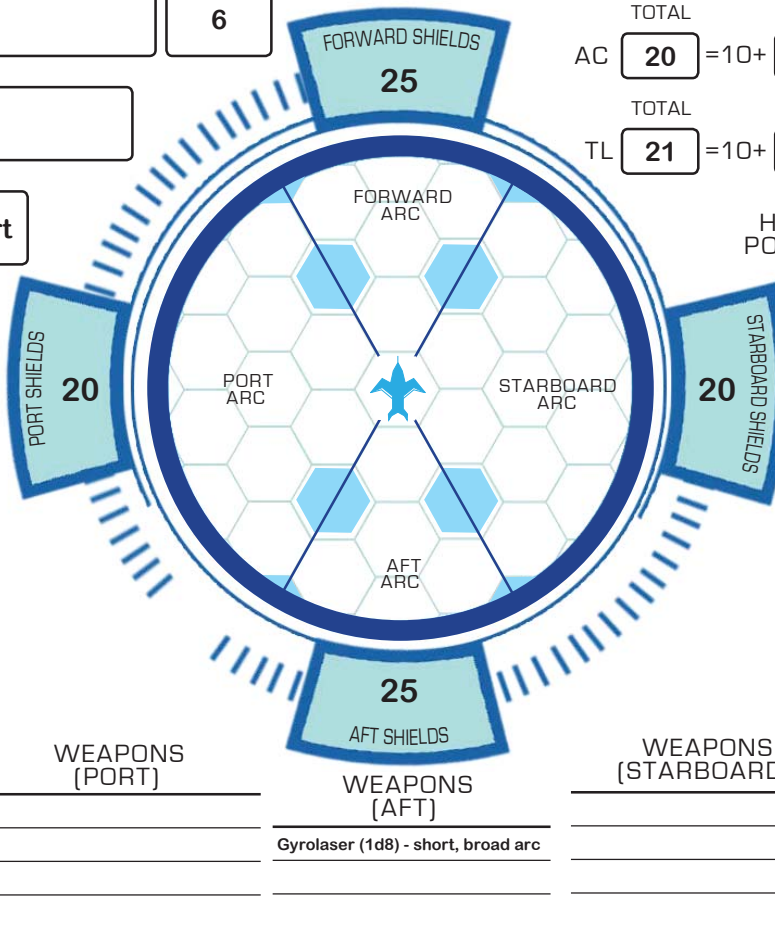
HULL POINTS	TOTAL	85	CURRENT	
DAMAGE THRESHOLD		-	CRITICAL THRESHOLD	17

SHIELD TOTAL

90

MODIFIERS

- +2 Computers
- +1 Piloting
- +2 to any 3 checks per round



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)
 - 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

