

STARSHIP NAME

TIER

STARSHIP SHEET



Jinsul Supplicant-Class

6

MAKE AND MODEL

SIZE

Medium

FRAME

Transport

SPEED

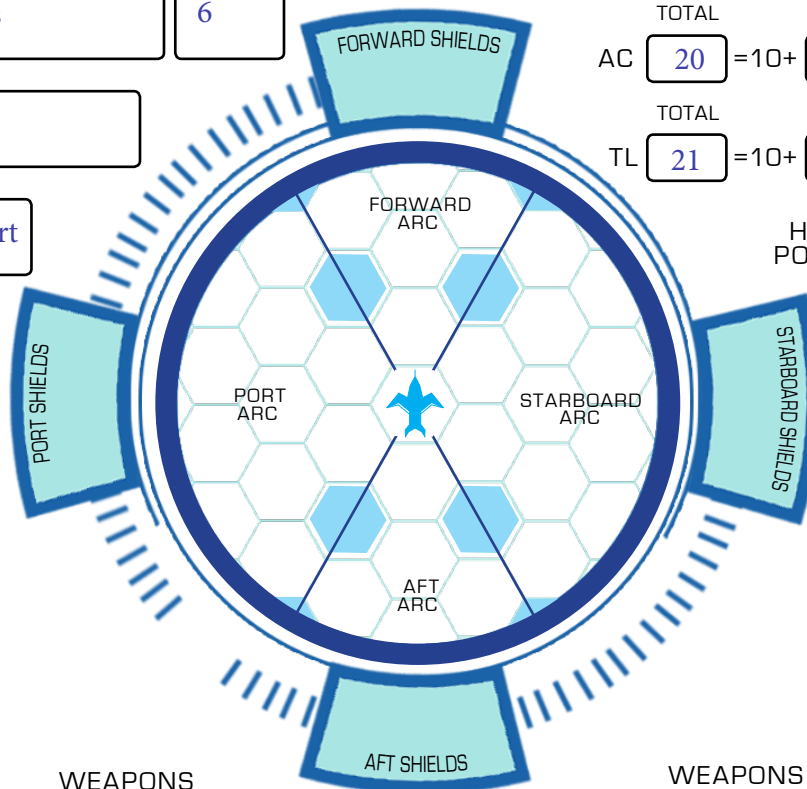
10 Hexes

MANEUVERABILITY

Average (turn 2)

DRIFT RATING

1



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  
70  
[F-25/S-15/P-15/A-15]

MODIFIERS  
+2 to any three checks per round

WEAPONS (FORWARD)

Coilgun (4d4) Long

Maser (6d10) Long

WEAPONS (PORT)

None

WEAPONS (AFT)

Coilgun (4d4) Long

WEAPONS (STARBOARD)

None

WEAPONS (TURRET)

Linked Coilguns (8d4)

Long

CREW

CAPTAIN Dip +13 (6r), Inti +13 (6r) Guns +15 (6r)

ENGINEERS Engineering +13 (6r)

GUNNERS [x2] Gunnery +15 (6r)

PILOT Piloting +18 (6r)

SCIENCE OFFICERS Computers +15 (6r)

NOTES

**Reversible:** The ship's shape and the thrusters' position make it very easy to reverse its heading. The ship grants a +2 bonus to Piloting checks made to perform a flip and burn stunt.

Complement: 6

POWER CORE

Pulse Red: 175 PCU

SYSTEMS

Budget Medium-Range Sensors

Crew Quarters (Common)

Mk 4 Armor Self-Destruct System

Mk 5 Defenses

Mk 2 Trinode Computer

EXPANSION BAYS

CARGO/PASSENGERS

DRIFT ENGINE

Signal Basic

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

