

STARSHIP NAME

TIER

STARSHIP SHEET



Jinsul Supplicant-Class

8

MAKE AND MODEL

SIZE

Medium

FRAME

Transport

SPEED

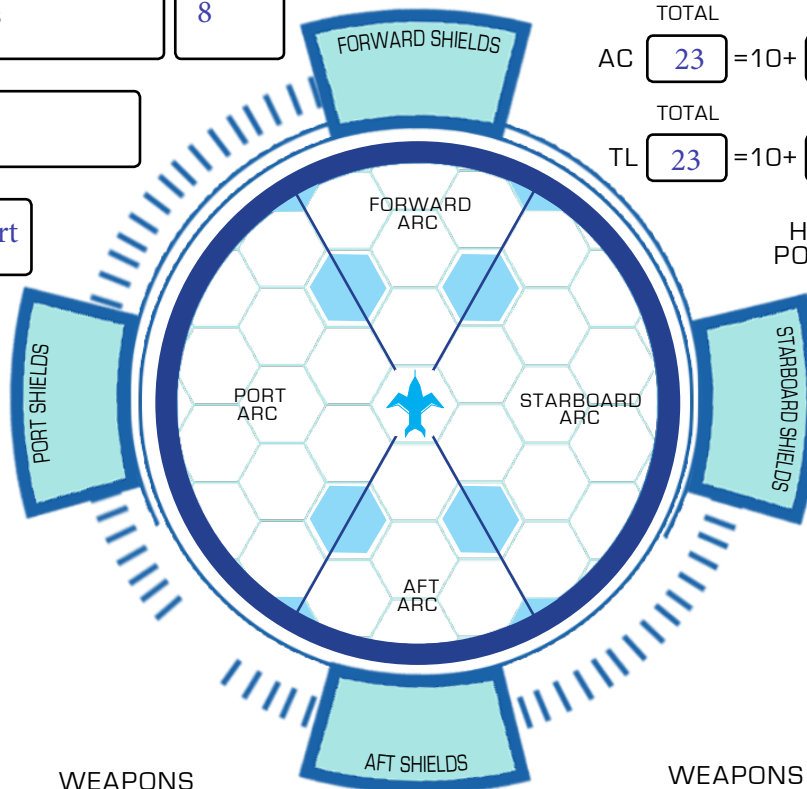
10 Hexes

MANEUVERABILITY

Average (turn 2)

DRIFT RATING

1



TOTAL	PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC 23 = 10+	8	5		
TOTAL	PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL 23 = 10+	8	5		

HULL POINTS	TOTAL	CURRENT
	100	
DAMAGE THRESHOLD	CRITICAL THRESHOLD	
--	20	

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

MODIFIERS
+4 to any three checks per round +4 Comp

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 +15 (8r), Inti +15 (8r), Guns +17 (8r)
 ENGINEERS Engineering +15 (8r)
 GUNNERS [x2] Gunnery +17 (8r)
 PILOT Piloting +20 (8r)
 SCIENCE OFFICERS Computers +17 (8r)

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

Advanced Medium-Range Sensors
 Crew Quarters (Common)
 Mk 5 Armor Self-Destruct System
 Mk 6 Defenses
 Mk 4 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

