

STARSHIP NAME

[Empty Name Field]

TIER

6

MAKE AND MODEL

**Resurgent Prototype
Wraith-Class Destroyer**

SIZE FRAME DRIFT

Large

Destroyer

1

SPEED

6

MANEUVERABILITY

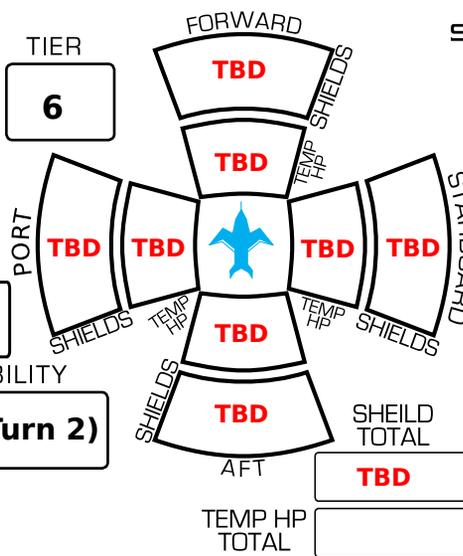
Average (Turn 2)

STARSHIP SHEET



AC [] = 10+ [] + [] + **-1** + []

TL [] = 10+ [] + [] + **0** + **-1** + []



POWER CORE: **250 PCU**
Pulse Orange

HULL POINTS: TOTAL **170**, CURRENT []

DRIFT ENGINE: **Signal Basic**

DAMAGE THRESHOLD: **-**, CRITICAL THRESHOLD: **34**

SYSTEMS

- Inubrix Thrusters (SOM)
- Basic Long-Range Sensors
- Crew Quarters (Good)
- Mk 1 Tetranode computer
- TBD Armor
- TBD

EXPANSION BAYS

TBD

MODIFIERS

+1 to four checks per round

CARGO/PASSENGERS

Complement 20 (min 6)

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

- GLITCHING
- MALFUNCTIONING
- WRECKED

SENSORS (11-30)

- GLITCHING
- MALFUNCTIONING
- WRECKED

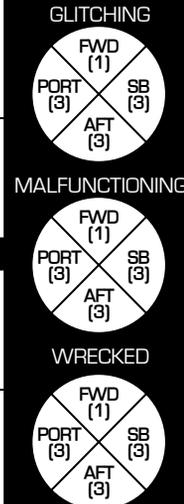
WEAPONS ARRAY (31-60)

ENGINES (61-80)

- GLITCHING
- MALFUNCTIONING
- WRECKED

POWER CORE (81-100)

- GLITCHING
- MALFUNCTIONING
- WRECKED



CREW

- Captain
- Pilot
- Gunners
- Engineers
- Science Officers
- Chief Mates
- Magic Officers

NOTES

Flak Thrower has Point +8

WEAPON (Turret)

Atk	Range	Damage
TBD		

WEAPON (Fwd)

Atk	Range	Damage
Heavy Laser Cannon	Medium	4d8
TBD		

WEAPON (Port)

Atk	Range	Damage
Light Laser Cannon	Short	2d4

WEAPON (Aft)

Atk	Range	Damage
Flak Thrower	Short	3d4

WEAPON (Starboard)

Atk	Range	Damage
Light Laser Cannon	Short	2d4