

STARSHIP NAME

[Empty Name Field]

TIER

8

MAKE AND MODEL

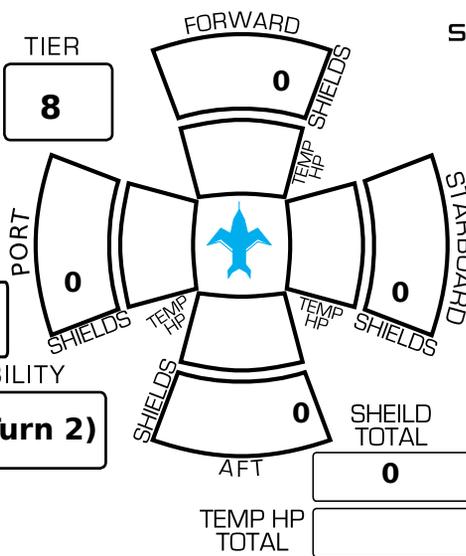
Resurgent Prototype Wraith-Class Destroyer

SIZE FRAME DRIFT

Large Destroyer 1

SPEED MANEUVERABILITY

8 Average (Turn 2)



STARSHIP SHEET



TOTAL AC [] = 10 + PILOT RANKS [] + ARMOR BONUS [] + SIZE MOD **-1** + MISC MOD []

TOTAL TL [] = 10 + PILOT RANKS [] + COUNTER-MEASURES **2** + SIZE MOD **-1** + MISC MOD []

POWER CORE **250 PCU Pulse Orange**

HULL POINTS TOTAL **190** CURRENT []

DRIFT ENGINE **Signal Basic**

DAMAGE THRESHOLD **-** CRITICAL THRESHOLD **38**

SYSTEMS

- Inubrix Thrusters (SOM)
- Basic Long-Range Sensors
- Crew Quarters (Good)
- Mk 2 Trinode computer
- Mk 1 Anti-Hacking Systems
- Mk 2 Defenses
- Mk 3 Armor**
- Light Ablative Armor (SOM)**
- Light Deflector Shields 5**
- Consciousness Uplink Drive (SOM 28)**

EXPANSION BAYS

- Science Lab**
- Surveying Sensors (SOM 26)**
- Sealed Environment Chamber**
- Surveying Sensors (SOM 26)**
- Tech Workshop**

MODIFIERS

+2 to three checks per round

CARGO/PASSENGERS

Complement 20 (min 6)

CRITICAL DAMAGE

LIFE SUPPORT (1-10)	GLITCHING	
<input type="checkbox"/> GLITCHING	MALFUNCTIONING	
<input type="checkbox"/> WRECKED		
SENSORS (11-30)	GLITCHING	
<input type="checkbox"/> GLITCHING	MALFUNCTIONING	
<input type="checkbox"/> WRECKED		
WEAPONS ARRAY (31-60)	GLITCHING	
<input type="checkbox"/> GLITCHING	MALFUNCTIONING	
<input type="checkbox"/> WRECKED		
ENGINES (61-80)	GLITCHING	
<input type="checkbox"/> GLITCHING	MALFUNCTIONING	
<input type="checkbox"/> WRECKED		
POWER CORE (81-100)	GLITCHING	
<input type="checkbox"/> GLITCHING	MALFUNCTIONING	
<input type="checkbox"/> WRECKED		

CREW

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

NOTES

Rail Launcher: Rail 1d8 (SOM; +1d8 dmg per +5 on attack, etc.)
Imposing Ram. Prow^{SOM}: intimidating, ramming
Counter-missile bank^{SOM}: point +12, lim. fire 6
Buster mainly wipes shields, see SOM p. 13
EMP scrambles random system, crig dmg +=1 for 1d4 rnds
Mining laser is burrowing (PW 153), penetrates shields/DT

WEAPON (Fwd)

Weapon	Atk	Range	Damage
Heavy Laser Cannon		Medium	4d8
Imposing Ramming Prow		1	4d4
Counter-missile Bank		Short	8d6

WEAPON (Aft)

Weapon	Atk	Range	Damage
Rail Launcher		Medium	2d8

WEAPON (Turret)

Weapon	Atk	Range	Damage
Light Buster Cannon (SOM)		Short	3d8
Light EMP Cannon		Short	Special
Mining Laser (PW)		Short	2d6

WEAPON (Port)

Weapon	Atk	Range	Damage
Light Plasma Cannon		Short	2d12

WEAPON (Starboard)

Weapon	Atk	Range	Damage
Light Plasma Cannon		Short	2d12