

STARSHIP NAME

[Empty Box]

TIER

3

MAKE AND MODEL

Resurgent Aphyra

SIZE

Tiny

FRAME

Fighter

DRIFT

1

SPEED

12

MANEUVERABILITY

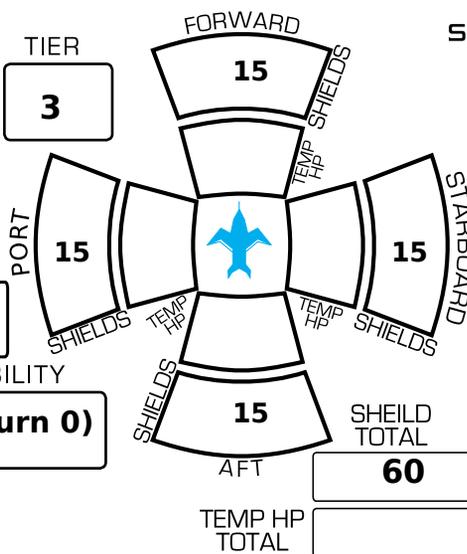
Perfect (Turn 0)

STARSHIP SHEET



TOTAL AC **19** = 10 + **3** (Pilot Ranks) + **+4** (Armor Bonus) + **+2** (Size Mod) + [Empty]

TOTAL TL **20** = 10 + **3** (Pilot Ranks) + **+5** (Counter-Measures) + **+2** (Size Mod) + [Empty]



POWER CORE

120 PCU
Pulse Black

HULL POINTS

TOTAL

35

CURRENT

[Empty Box]

DRIFT ENGINE

Signal Basic

DAMAGE THRESHOLD

-

CRITICAL THRESHOLD

7

SHEILD TOTAL
60

TEMP HP TOTAL
[Empty]

SYSTEMS

Basic Short-Range Sensors

Mk 2 mononode computer

Mk 4 Armor

Mk 5 Defenses

EXPANSION BAYS

MODIFIERS

+2 to one check per round

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

- GLITCHING
- MALFUNCTIONING
- WRECKED

SENSORS (11-30)

- GLITCHING
- MALFUNCTIONING
- WRECKED

WEAPONS ARRAY (31-60)

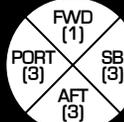
ENGINES (61-80)

- GLITCHING
- MALFUNCTIONING
- WRECKED

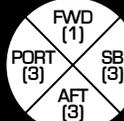
POWER CORE (81-100)

- GLITCHING
- MALFUNCTIONING
- WRECKED

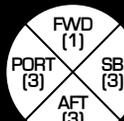
GLITCHING



MALFUNCTIONING



WRECKED



CREW

Captain

Pilot Automated +7 (3 ranks)

Gunners Automated +13 (3rd level)

Engineers Automated +7 (3 ranks)

Science Officers Automated +7 (3 ranks)

Chief Mates

Magic Officers

CARGO/PASSENGERS

0 (automated)

NOTES

HE Missile Launcher has Speed 12, Limited Fire 5
Flak Thrower has Point +8

WEAPON (Turret)

Atk Range Damage

WEAPON (Port)

Atk Range Damage

WEAPON (Fwd)

Atk Range Damage

HE Missile Launcher

+13 Long 4d8

Railgun

+13 Long 8d4

WEAPON (Aft)

Atk Range Damage

Flak Thrower

+13 Short 3d4

WEAPON (Starboard)

Atk Range Damage