

STARSHIP NAME

Susumu's Sword

TIER

2

STARSHIP SHEET



TOTAL AC **14** = 10 + **2** (PILOT RANKS) + **2** (ARMOR BONUS) + **0** (SIZE MOD) + **0** (MISC MOD)

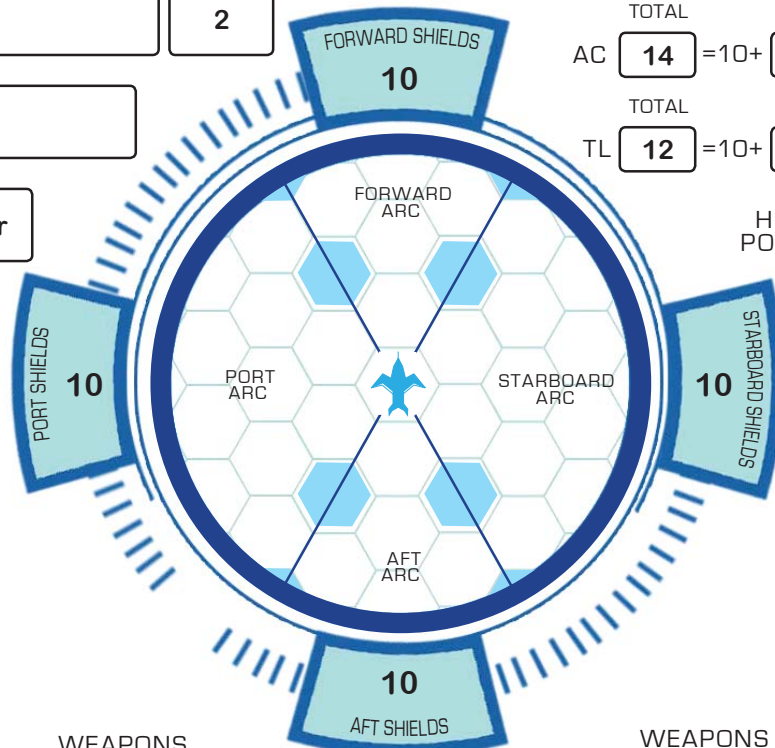
TOTAL TL **12** = 10 + **2** (PILOT RANKS) + **0** (COUNTER-MEASURES) + **0** (SIZE MOD) + **0** (MISC MOD)

HULL POINTS TOTAL **55** CURRENT **55**

DAMAGE THRESHOLD **—** CRITICAL THRESHOLD **11**

SHIELD TOTAL **40**

MODIFIERS
 +1 any one check per round
 +2 computers (sensors only)
 +1 Piloting



MAKE AND MODEL

SIZE **Medium** FRAME **Explorer**

SPEED **8**

MANEUVERABILITY **Good (Turn 1)**

DRIFT RATING **1**

WEAPONS (FORWARD)

Ramming Prow (2d4) - adjacent

WEAPONS (PORT)

Light laser cannon (2d4) - short

WEAPONS (AFT)

WEAPONS (STARBOARD)

Light laser cannon (2d4) - short

WEAPONS (TURRET)

Coilgun (4d4) - long

CREW

CAPTAIN **Comp +5 (1), Dip +8 (2), Eng +5 (1), Gun +6, Int +10 (2), Pilot +5 (1)**

ENGINEERS **+5 (2 ranks)**

GUNNERS **(2) +6**

PILOT **+5 (2 ranks)**

SCIENCE OFFICERS **+5 (2 ranks)**

NOTES

RAMMING PROW: If a ship with a ramming prow ends its movement adjacent to an enemy ship in its forward arc, or if an enemy ship enters its space on the forward side, it can ram that ship. A gunner attempts a gunnery check against the enemy ship's AC. On a hit, the attack deals damage directly to the enemy ship's Hull Points. The attack also pushes the target ship 1 hex in the direction the attacking ship is facing for every 5 by which the gunnery check result exceeds the target's AC. If a ship with a ramming prow attempts to ram a target, it cannot attempt any attacks with its other weapons in that round.

FOUR PLAYER ADJUSTMENT: The Susumu's Sword has only one gunner.

POWER CORE

Arcus Heavy (130 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

Basic mid-range sensors
 Crew Quarters (common)
 mk1 mononode computer
 mk2 armor

EXPANSION BAYS

Cargo holds (2)
 Medical bay
 Recreation suite (gym)

CARGO/PASSENGERS

CRITICAL DAMAGE

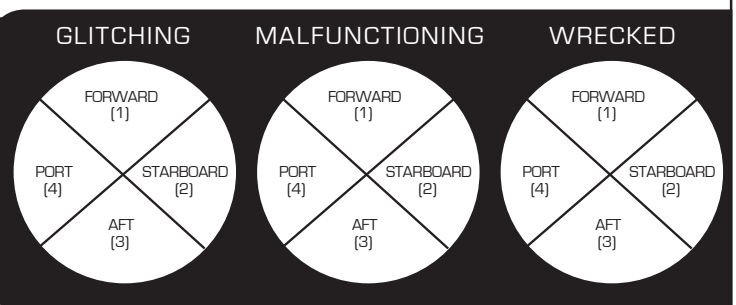
LIFE SUPPORT (1-10) **(CAPTAIN Actions)**
 GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30) **(SCIENCE Actions)**
 GLITCHING MALFUNCTIONING WRECKED

WEAPONS ARRAY (31-60) **(GUNNER Actions)**

ENGINES (61-80) **(PILOT Actions)**
 GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00) **(ENGINEER/ALL Actions)**
 GLITCHING MALFUNCTIONING WRECKED



STARSHIP NAME

Susumu's Sword

TIER

4

STARSHIP SHEET



MAKE AND MODEL

SIZE

Medium

FRAME

Explorer

SPEED

8

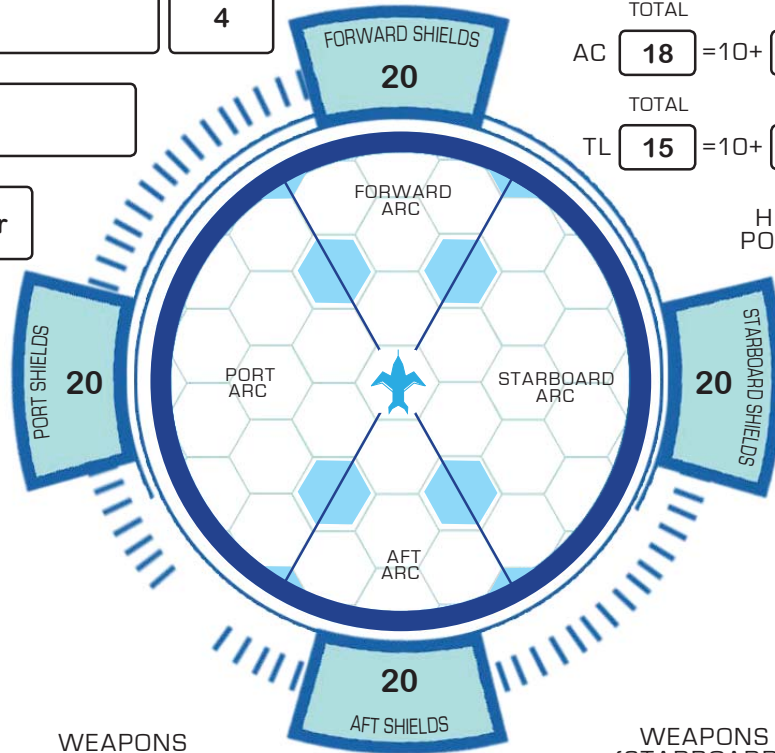
MANEUVERABILITY

Good (Turn 1)

DRIFT RATING

1

TOTAL AC	18	=10+	PILOT RANKS	4	+	ARMOR BONUS	4	+	SIZE MOD		+	MISC MOD	
TOTAL TL	15	=10+	PILOT RANKS	4	+	COUNTER-MEASURES	1	+	SIZE MOD		+	MISC MOD	



HULL POINTS	TOTAL	65	CURRENT	
DAMAGE THRESHOLD		-	CRITICAL THRESHOLD	13

SHIELD TOTAL	80
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MODIFIERS	+1 any one check per round +2 computers (sensors only) +1 Piloting
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WEAPONS (FORWARD)

Ramming Prow (3d4) - adjacent

WEAPONS (PORT)

Light particle beam (3d6) - medium

WEAPONS (AFT)

WEAPONS (STARBOARD)

Light particle beam (3d6) - medium

WEAPONS (TURRET)

Linked coilguns (8d4) - long

CREW

CAPTAIN	Comp +8 (4), Dip +10 (4), Eng +8 (4) Gun +9, Int +15 (4), Pilot +8 (4)
ENGINEERS	+8 (4 ranks)
GUNNERS	(2) +10
PILOT	+8 (4 ranks)
SCIENCE OFFICERS	+8 (4 ranks)

NOTES

RAMMING PROW: If a ship with a ramming prow ends its movement adjacent to an enemy ship in its forward arc, or if an enemy ship enters its space on the forward side, it can ram that ship. A gunner attempts a gunnery check against the enemy ship's AC. On a hit, the attack deals damage directly to the enemy ship's Hull Points. The attack also pushes the target ship 1 hex in the direction the attacking ship is facing for every 5 by which the gunnery check result exceeds the target's AC. If a ship with a ramming prow attempts to ram a target, it cannot attempt any attacks with its other weapons in that round.

FOUR PLAYER ADJUSTMENT: The Susumu's Sword has only one gunner.

POWER CORE

Pulse Green (150 PCU)

DRIFT ENGINE

Signal Basic

SYSTEMS

- Basic mid-range sensors
- Crew Quarters (common)
- mk1 mononode computer
- mk4 armor
- mk1 defenses

EXPANSION BAYS

- Cargo holds (2)
- Medical bay
- Recreation suite (gym)

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1-10)	(CAPTAIN Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	
SENSORS (11-30)	(SCIENCE Actions)
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WEAPONS ARRAY (31-60)	(GUNNER Actions)
ENGINES (61-80)	(PILOT Actions)
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POWER CORE (81-00)	(ENGINEER/ALL Actions)
<input type="checkbox"/> GLITCHING <input type="checkbox"/> MALFUNCTIONING <input type="checkbox"/> WRECKED	

