

STARSHIP NAME

TIER

STARSHIP SHEET



Jinsul Supplicant-Class

6

MAKE AND MODEL

SIZE

Medium

FRAME

Transport

SPEED

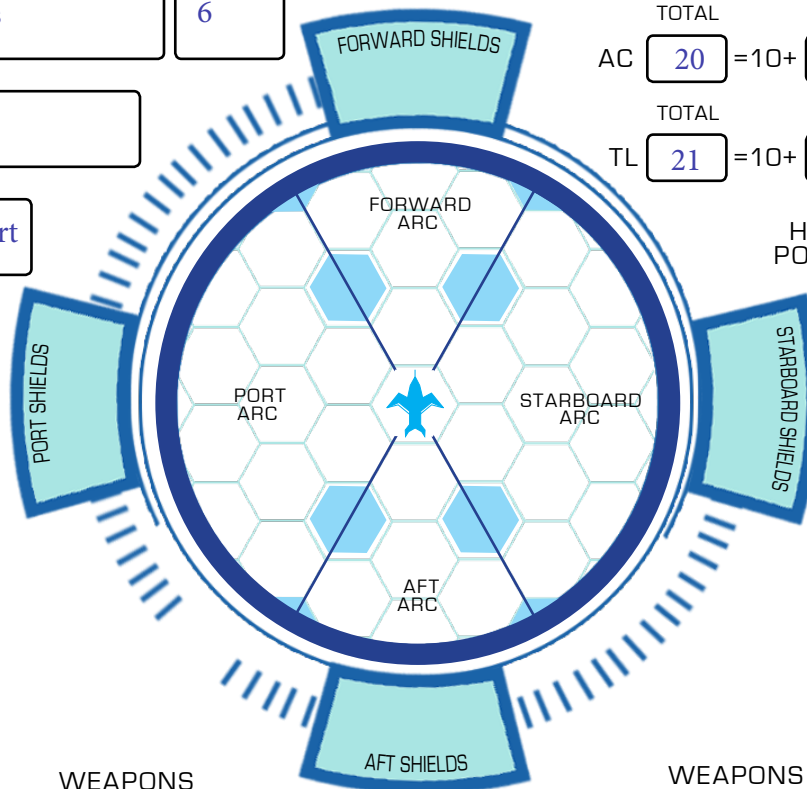
10 Hexes

MANEUVERABILITY

Average (turn 2)

DRIFT RATING

1



| | | | | |
|-------------|-------------|------------------|----------|----------|
| TOTAL | PILOT RANKS | ARMOR BONUS | SIZE MOD | MISC MOD |
| AC 20 = 10+ | 6 | 4 | | |
| TOTAL | PILOT RANKS | COUNTER-MEASURES | SIZE MOD | MISC MOD |
| TL 21 = 10+ | 6 | 5 | | |

| | | |
|------------------|--------------------|---------|
| HULL POINTS | TOTAL | CURRENT |
| | 85 | |
| DAMAGE THRESHOLD | CRITICAL THRESHOLD | |
| -- | 17 | |

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

MODIFIERS
+2 to any three checks per round

WEAPONS (FORWARD)

- Coilgun (4d4) Long
- Maser (6d10) Long
- 4P: x2 Light Particle Beam (3d6) Medium

WEAPONS (PORT)

None

WEAPONS (AFT)

Coilgun (4d4) Long

WEAPONS (STARBOARD)

None

WEAPONS (TURRET)

Linked Coilguns (8d4) Long

CREW

- CAPTAIN Dip +13 (6r), Inti +13 (6r) Guns +15 (6r)
- ENGINEERS Engineering +13 (6r)
- GUNNERS [x2] Gunnery +15 (6r)
- PILOT Piloting +18 (6r)
- SCIENCE OFFICERS Computers +15 (6r)

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.
- 5P: Crews take -1 to all skill checks 4P; Crews take -2 to all skill checks
- Complement: 6

POWER CORE

Pulse Red: 175 PCU

SYSTEMS

- Budget Medium-Range Sensors
- Crew Quarters (Common)
- Mk 4 Armor Self-Destruct System
- Mk 5 Defenses
- Mk 2 Trinode Computer

EXPANSION BAYS

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30)

GLITCHING MALFUNCTIONING WRECKED

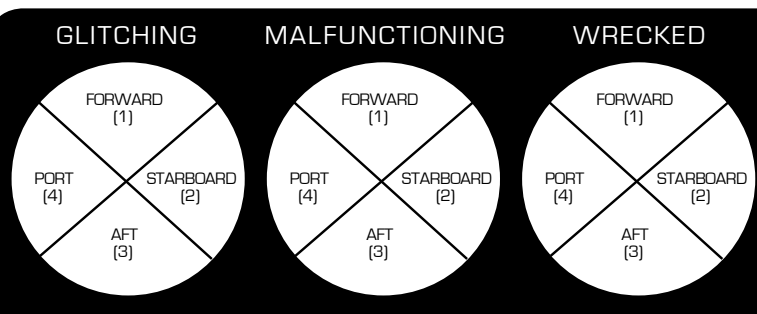
WEAPONS ARRAY (31-60)

ENGINES (61-80)

GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED



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

WEAPONS (FORWARD)
Coilgun (4d4) Long
Maser (6d10) Long
4P: x2 Light Particle Beam (3d6) Medium

WEAPONS (PORT)
None

WEAPONS (AFT)
Coilgun (4d4) Long

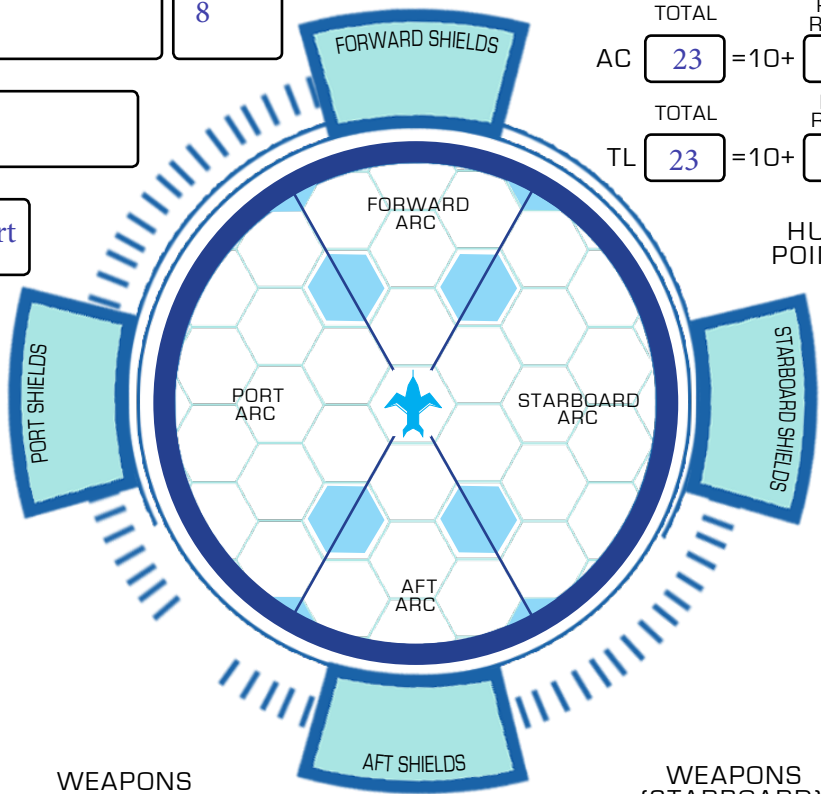
TOTAL AC 23 = 10 + 8 + 5 + [] + []
TOTAL TL 23 = 10 + 8 + 5 + [] + []

HULL POINTS: TOTAL 100, CURRENT []
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 (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.
5P: Crews take -1 to all skill checks 4P; Crews take -2 to all skill checks
Complement: 6

POWER CORE

Pulse Red: 175 PCU

DRIFT ENGINE

Signal Basic

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

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

