

STARSHIP NAME

TIER

STARSHIP SHEET



Sunrise Maiden

3

MAKE AND MODEL

Sanjaval Spaceflight Systems Vagabond-class multipurpose light transport/freighter

SIZE

Medium

FRAME

Explorer

SPEED

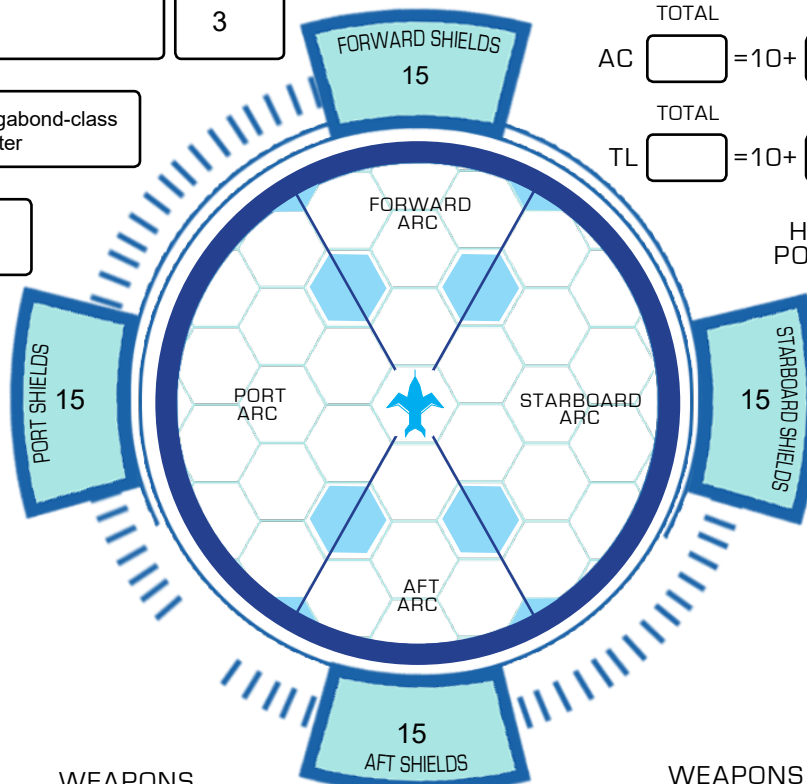
10

MANEUVERABILITY

good (Turn 1)

DRIFT RATING

1



TOTAL AC = 10+ PILOT RANKS + 3 ARMOR BONUS + SIZE MOD + MISC MOD

TOTAL TL = 10+ PILOT RANKS + 3 COUNTER-MEASURES + SIZE MOD + MISC MOD

HULL POINTS TOTAL 55 CURRENT

DAMAGE THRESHOLD None CRITICAL THRESHOLD 11

SHIELD TOTAL 60

MODIFIERS +1 to any two checks per round
+2 Computers; +1 Piloting

WEAPONS (FORWARD)

gyrolaser (1d8)
Range - Short (5 hex)

WEAPONS (PORT)

light laser cannon (2d4)
Range - Short (5 hex)

WEAPONS (AFT)

flak thrower (3d4)
Range - Point (5 hex MAX)

WEAPONS (STARBOARD)

light laser cannon (2d4)
Range - Short (5 hex)

WEAPONS (TURRET)

light particle beam (3d6)
Range - medium (10 hex)

Broad Arc-can fire in the Starboard and Port arcs at a -2 penalty. This weapon can fire at only one target at a time.

Immediate gunnery check once per round vs one incoming tracking weapon targeting Aft arc
DC 2+Speed of tracking weapon
if successful, tracking weapon is destroyed before damage

CREW

- CAPTAIN _____
- ENGINEERS _____
- GUNNERS _____
- PILOT _____
- SCIENCE OFFICERS _____

NOTES

- Captain-Demand: DC 20; Encourage: DC 10; Diplomacy DC 15; Taunt: DC 15+1/2 enemy's tier
- Engineer-Divert: DC 15; Hold It Together: DC 20;
- Patch: Glitching (1 action) DC 15; Malfunctioning (2 actions) DC 20; Wrecked (3 actions) DC 25
- Pilot-Manuver: DC 22; Back Off: DC 15; Barrel Roll: DC 15; Evade: DC 15; Flip and Burn: DC 20; Flyby: DC 15+1/2 enemy's tier; Slide: DC 20;
- Science Officer-Balance: DC 15;
- Scan or Target Systems: DC 5+1.5 X target's tier + its bonus from defensive countermeasures

POWER CORE

Pulse Green (150 PCU)
Divert restores 7 sp

DRIFT ENGINE

Signal Basic

SYSTEMS

- basic mid-range sensors (10 hex)
- crew quarters (good)
- mk 1 duonode computer (Tier 1, Artificial Personality upgrade)
- mk 3 armor, mk 3 defenses
- extra light weapon mount (aft)

EXPANSION BAYS

- cargo hold (2)
- escape pods
- recreation suite (HAC/gym)

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

