

STARSHIP NAME

TIER

STARSHIP SHEET



MAKE AND MODEL

4

STARFINDER SOCIETY MANTICORE

SIZE
Medium

FRAME
Explorer

SPEED
6

MANEUVERABILITY
good (Turn 1)

DRIFT RATING
1

WEAPONS (FORWARD)
railgun (8d4)
Range - Long (20 hex)

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

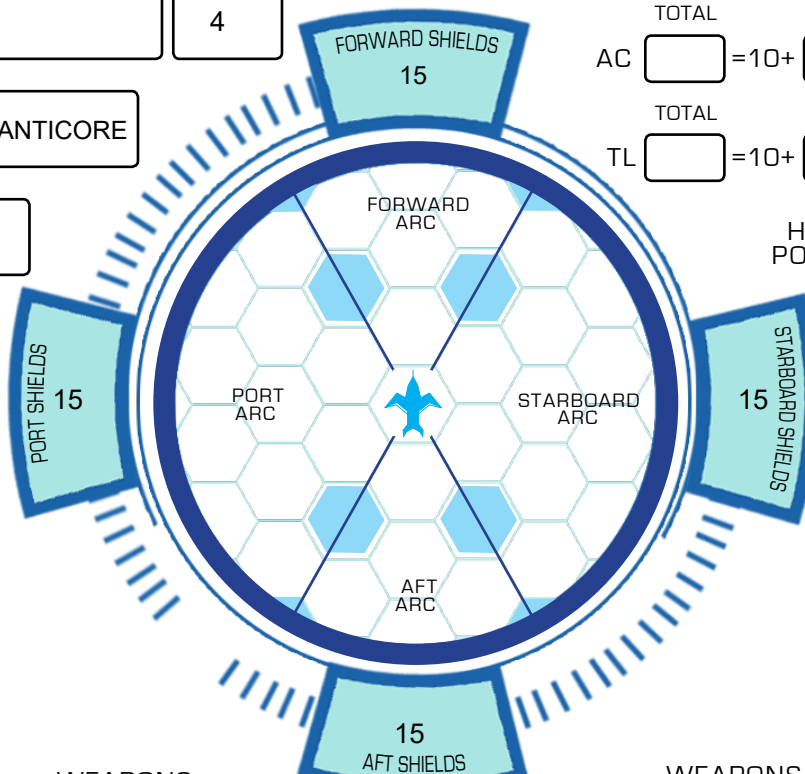
WEAPONS (AFT)
gyrolaser (1d8)
Range - Short (5 hex)

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

WEAPONS (TURRET)
high explosive missile launcher (4d8)
Speed - 12, Limited Fire 5
Range - Long (20 hex)

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

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AC TOTAL = 10 + PILOT RANKS + ARMOR BONUS 4 + SIZE MOD + MISC MOD

TL TOTAL = 10 + PILOT RANKS + COUNTER-MEASURES 5 + SIZE MOD + MISC MOD

HULL POINTS TOTAL 65 CURRENT

DAMAGE THRESHOLD None CRITICAL THRESHOLD 13

SHIELD TOTAL 70

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

CREW

CAPTAIN
ENGINEERS
GUNNERS
PILOT
SCIENCE OFFICERS

NOTES

Captain-Demand: DC 21; Encourage: DC 10; Diplomacy DC 15; Taunt: DC 15+1/2 enemy's tier

Engineer-Divert: DC 16; Hold It Together: DC 21;
Patch: Glitching (1 action) DC 16; Malfunctioning (2 actions) DC 21; Wrecked (3 actions) DC 26

Pilot-Manuver: DC 23; Back Off: DC 16; Barrel Roll: DC 16; Evade: DC 16; Flip and Burn: DC 21;
Flyby: DC 15+1/2 enemy's tier; Slide: DC 21;

Science Officer-Balance: DC 16;
Scan or Target Systems: DC 5+1.5 X target's tier + its bonus from defensive countermeasures

POWER CORE

Pulse Red (175 PCU)
Divert restores 8 sp

DRIFT ENGINE

Signal Basic

SYSTEMS

basic short-range sensors (5 hex)
crew quarters (common)
mk 2 duonode computer
mk 4 armor
mk 5 defenses

EXPANSION BAYS

cargo hold (2)
escape pods
recreation suite (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

