

STARSHIP NAME

LAWBLIGHT

TIER

2

MAKE AND MODEL

Besmaran Pirate Fleet

SIZE

Medium

FRAME

Transport

SPEED

6

MANEUVERABILITY

Average (Turn 2)

DRIFT RATING

1

WEAPONS (FORWARD)

Coilgun (4d4) Range: L

H. Torpedo Launcher (5d8) Range: L (Speed 14)

Limited Fire 5 [] [] [] [] []

WEAPONS (PORT)

WEAPONS (AFT)

Gyrolaser (1d8) Range: Short

(Broad Arc -2 Port/Starboard)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

Coilgun (4d4) Range: L

STARSHIP SHEET

STARFINDER

AC

TOTAL

13

=10+

PILOT RANKS

2

+

ARMOR BONUS

1

+

SIZE MOD

0

+

MISC MOD

0

TL

TOTAL

13

=10+

PILOT RANKS

2

+

COUNTER-MEASURES

1

+

SIZE MOD

0

+

MISC MOD

0

HULL POINTS

TOTAL

70

CURRENT

DAMAGE THRESHOLD

CRITICAL THRESHOLD

14

SHIELD TOTAL

Basic 30

MODIFIERS

+1 Piloting

CREW

CAPTAIN B/C/D/E/I +8(2r), G+8, P+9(3r)
ENGINEERS +8 (2 ranks)
GUNNERS (2) +8 each
PILOT +9 (2 ranks)
SCIENCE OFFICERS +8 (2 ranks)

NOTES

Four-Player Adjustment: Drunk Crew = -4 to all checks
CLUES: Assault = Odyssey reposition 4 hexes & change facing
Barrage = First torpedo hit vs Odyssey is a miss
Data = PCs get Basic Info, Defenses, and Weapons
Evasion = Lawblight Coilguns roll twice & take worse

POWER CORE

130 PCU

DRIFT ENGINE

Signal Basic

SYSTEMS

Arcus Heavy Power Core
Crew Quarters (Common)
Budget Long-Range Sensors
Basic Computer

EXPANSION BAYS

Cargo Holds (6)

CARGO/PASSENGERS

Complement 6

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

SENSORS (11-30)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

WEAPONS ARRAY (31-60)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

ENGINES (61-80)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

POWER CORE (81-00)

☐ GLITCHING
☐ MALFUNCTIONING
☐ WRECKED

GLITCHING