STARSHIP NAME
EMERALD EMPYREAN

TIER
4

MAKE AND MODEL
Trendsetter Excursions Vessel

SIZE
Large

FRAME
H. Freighter

SPEED
6

MANEUVERABILITY
Average (Turn 2)

DRIFT RATING
1
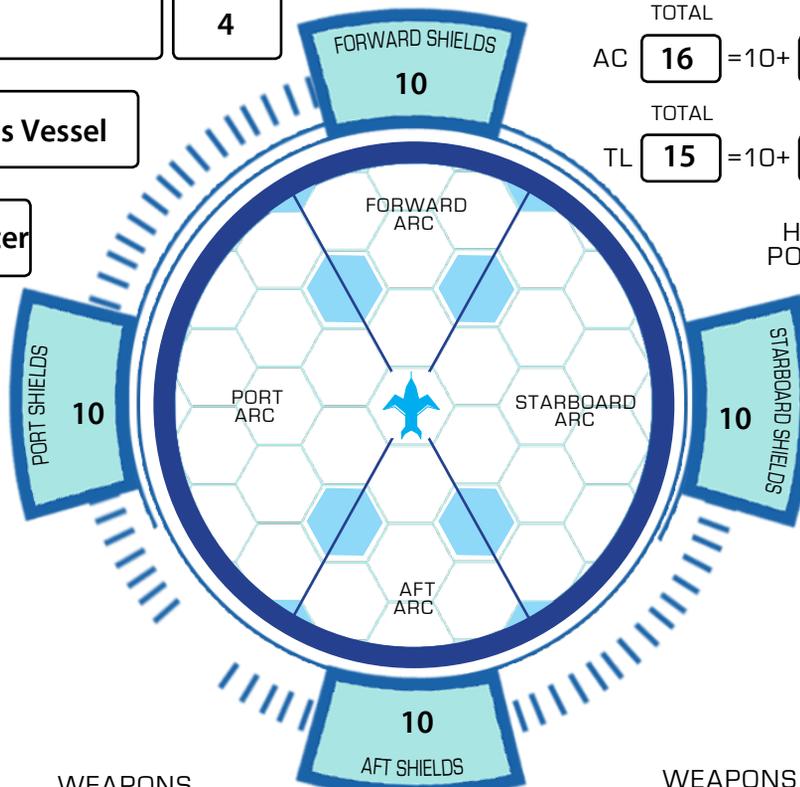
FORWARD SHIELDS
10

FORWARD ARC

PORT SHIELDS
10

PORT ARC

STARBOARD ARC

STARBOARD SHIELDS
10

AFT ARC

10
AFT SHIELDS

	TOTAL		PILOT RANKS	ARMOR BONUS	SIZE MOD	MISC MOD
AC	16	=10+	4	+ 3	+ -1	+

	TOTAL		PILOT RANKS	COUNTER-MEASURES	SIZE MOD	MISC MOD
TL	15	=10+	4	+ 2	+ -1	+

HULL POINTS

TOTAL	CURRENT
140	

DAMAGE THRESHOLD	CRITICAL THRESHOLD
-	28

SHIELD TOTAL
Basic 40

MODIFIERS
+1 Piloting

WEAPONS (FORWARD)
Heavy Laser Cannon
Medium (10) 4d8

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)
Coilgun
Long (20) 4d4

CREW
CAPTAIN
ENGINEERS
GUNNERS
PILOT
SCIENCE OFFICERS

NOTES
Partially Automated: The Emerald Empyrean can be operated by a minimum crew of 2. The ship's AC/TL are calculated as if the Pilot had 4 ranks in Piloting. When any crew member attempts a check based on tier, the Emerald Empyrean counts as a Tier 2 starship.

POWER CORE
Arcus Ultra (150)

DRIFT ENGINE
Signal Basic

SYSTEMS
Basic Computer
Budget Short-Range Sensors
Crew Quaters (Common)
Mk 2 Defenses
Mk 3 Armor

EXPANSION BAYS
Cargo Hold
Guest Quarters (Luxurious, 2)
Guest Quarters (Good, 2)
Recreation Suites (3)

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

GLITCHING	MALFUNCTIONING	WRECKED
FORWARD [1]	FORWARD [1]	FORWARD [1]
PORT [4] — STARBOARD [2]	PORT [4] — STARBOARD [2]	PORT [4] — STARBOARD [2]
AFT [3]	AFT [3]	AFT [3]