

This document contains worksheets used to create some of the Starfinder conversions of the *Future Armada* and *Codex* ships. Not all ships are included as some were done only on paper. I add to this document as I create new ships so more recent conversions are near the end.

NB: For weapons, "F-H" means the "Forward-Heavy" arc. "T-L" means "Turret-Light", etc..

I have a couple pages of House Rules that I use in order to better represent my design. These are available in a separate document.

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CLYDESDALE

Spent 55 / 55 BP

Using 67 (+ 75 FTL) / 100 PCU

Systems	Item	PCU	BP	Notes
Tier	1	-	+55	
Size	medium	-	-	+ 0 AC and TL
Frame	transport	-	15	Maneuver: ave , turn 2 Pilot +0 , HP 70 , DT - , CT 14
Power Core	pulse gray	+100	10	
Thrusters	M4	40	2	Speed 4 , Pilot +2
Armor	Mk 1	-	3	+1 AC, -0 TL
Computer	basic	0	0	+ 0 to 0 checks
Quarters	good	-	2	Max Crew: 6
Defenses	Mk 3	2	4	+3 TL
FTL Engine	signal basic	(75)	6	Engine Rating: 1
Security	none	-	-	
Sensors	budget medium	-	3	+0
Shields	basic 20	10	3	
	subtotal	52	48	

5 Expansion Bays	PCU	BP	Notes
Life Boats	5	3	
Cargo Hold	0	0	
Cargo Hold	0	0	
empty	-	-	
empty	-	-	
	subtotal		

Arc-Type	Weapon	PCU	BP	Notes
F-H				
F-L				
A-L				
T-L	HE Missile Launcher	10	4	
T-L				
	subtotal			

BRECA-CLASS

Spent 74 / 75 BP

Using 98 (+75 FTL) / 100 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-	+75	Skills are base +7 or +12
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: ave, turn 2 Pilot +0, HP 70, DT 0, CT 14
Power Core	Pulse Grey	+100	10	
Thrusters	M6 Thrusters	50	3	Speed 6, Pilot +1
Armor	Mk 2 Armor	-	6	+2 AC, -0 TL
Computer	Mk 1 Mononode	10	1	+1 to 1 check
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 2 defenses	1	3	+2 TL
FTL Engine	Signal Basic	(75)	6	Engine Rating: 1
Security	none		-	
Sensors	Budget short-range	-	2	+0
Shields	Basic 40	15	5	
	subtotal	76	53	

5 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Cargo	-	-	
Cargo	-	-	
Cargo	-	-	
Cargo	-	-	
	subtotal	2	1

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy Laser Cannon	10	8	
F-H*	Heavy Laser Cannon	10	8	
			4	*upgraded light->heavy,
T-L				
T-L				
A-L				
	subtotal	20	20	

GRENDEL-CLASS

Spent 175 / 180 BP

Using 178 (+100 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	7	-	+180	Skills are base +14 or +19
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: average, turn 2 Pilot +0, HP 70+15, DT 0, CT 14
Power Core	Pulse Blue	+200	20	
Thrusters	M6 Thrusters	50	3	Speed 6, Pilot +1
Armor	Mk 4 Armor	-	15	+4 AC, -0 TL
Computer	Mk 3 Mononode	20	9	+3 to 1 check
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 4 defenses	3	6	+4 TL
FTL Engine	Signal Booster	(100)	15	Engine Rating: 2
Security	Anti-Hacking Systems, Biometric Locks		8	
Sensors	Basic medium-range	-	5	+2
Shields	Medium 200	50	22	
	subtotal	123	120	

5 Expansion Bays		PCU	BP	Notes
Escape Pods		2	1	
Tech Workshop		3	1	
Drone Racks		10	4	Holds 4 diminutive drones
Cargo		-	-	
Cargo		-	-	
subtotal		15	6	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy Laser Cannon	10	8	
F-H*	Heavy Laser Cannon	10	8	
			8	*upgraded light->heavy, linked
T-L	Light Particle Beam	10	10	
T-L	Light Particle Beam	10	10	
			5	linked
A-L				
	subtotal	40	49	

ROVER-CLASS DRONE

Spent 135 / 135 BP

Using 79 / 80 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-	+135	
Size	Diminutive	-	-	+3 AC and TL
Frame	Interceptor	-	3	Maneuver: perfect, turn 0 Pilot +2, HP 15, DT 0, CT 3
Power Core	Micron Ultra	+80	8	
Thrusters	T8 Thrusters	25	4	Speed 8, Pilot +0
Armor	Mk 8 Armor	-	15	+8 AC, -1 TL
Computer	Mk 6 Duo node	35	72	+6 to 2 checks
Quarters	None	-	-	Max Crew: 0
Defenses	Mk 8 defenses	9	18	+8 TL
FTL Engine	none	-	-	
Security	none	-	-	
Sensors	Basic short-range	-	3	+2
Shields	none	-	-	
	subtotal			

0 Expansion Bays	PCU	BP	Notes
subtotal	-	-	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Plasma Cannon	10	12	
	subtotal			

Notes			
A.I. "Crew" of 1 has: Pilot +18, gunnery +16, Computers+13			

TALARION	Spent 306 / 310 BP
	Using 245 (+ 150 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier			+	
Size	Medium	-	-	-0 AC and TL
Frame	Explorer	-	30	Maneuver: good , turn 1 Pilot +1 , HP 75 , DT 0, CT 11
Power Core	Pulse Prismatic	+300	30	
Thrusters	M10	70	5	Speed 10 , Pilot + 0
Armor	Mk 6	-	27	+6 AC, - 1 TL, +0 turn
Computer	Mk 4 Duonode	25	32	+4 to 2 checks
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 5	4	8	+5 TL,
FTL Engine	Signal Major	(150)	30	Engine Rating: 1
Security	Anti-Hacking, comp counter-measures, Biometric Locks	-	12	
Sensors	Adv med-range	-	8	+4
Shields	Heavy 240	55	23	
	subtotal	154	207	

4 Expansion Bays	PCU	BP	Notes
Multi-Bay*	-	10	
Life Science Lab	4	2	
Physical Science Lab	4	2	
Medical Bay	8	16	
Escape Pods	2	1	
Rec Suite with HAC and Gym	3	2	
Cargo Bay	-	-	
subtotal	21	33	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Maser	35	22	
	Upgrade F-L to F-H	-	4	
F-H	Maser	35	22	
	Add F-L and Upgrade to F-H	-	7	3+4 BP
	Link	-	11	
	subtotal	70	66	

MERCURY

Spent 400 / 400 BP

Using 295 (+ 150 FTL + 50 Cloak) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	13		+400	
Size	Medium	-	-	-0 AC and TL
Frame	Explorer	-	30	HP 90 , DT 0, CT 11
Power Core	Pulse Prismatic	+300	30	
Thrusters	M10	70	5	Speed 10 , Pilot + 0
Armor	Mk 4	-	15	+4 AC, - 0 TL, +0 turn
Computer	Mk 8 Mono	45	64	+8 to 1 checks
Quarters	Common	-	-	Max Crew: 6
Defenses	Mk 10	13	27	+10 TL,
FTL Engine	Signal Major	(150)	30	Engine Rating: 1
Security	Anti-Hack, counter-measures, Bio Locks	-	12	
Sensors	Adv long-range	-	14	+4
Shields	Medium 160	45	20	
	Cloaking Field*	50	25	Can run Cloak OR Shields
	subtotal	178	272	

4 Expansion Bays	PCU	BP	Notes
Multi-Bay*	-	10	
Life Science Lab	4	2	
Synthesis Bay	4	2	
Medical Bay	8	16	
Holding Cells	2	1	("Guest Quarters")
Cargo Bay	-	-	
empty	-	-	
subtotal	17	31	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Maser	35	22	
	Upgrade F-L to F-H	-	4	
F-H	Maser	35	22	
	Add F-L and Upgrade to F-H	-	7	3+4 BP
	Link	-	11	
F-H	Heavy EMP Cannon	30	24	One cannon divided between 2 barrels
	Add F-L and Upgrade to F-H	-	7	3+4 BP
	subtotal	100	97	

MORNINGSTAR T-14

Spent 450 / 450 BP

Using 376 (+100 FTL) / 400 PCU

Systems	Item	PCU	BP	Notes
Tier	14	-	+450	
Size	Huge	-	-	-1 AC and TL
Frame	Cruiser	-	60	Maneuver: ave , turn 2 Pilot +0 , HP 180+ , DT 5, CT 36
Power Core	Nova Heavy x2	+400	40	
Thrusters	H10	160	10	Speed 10 , Pilot +0
Armor	Mk 6	-	45	+6 AC, - 1 TL, +0 turn
Computer	Mk 2 Tetranode	15	16	+2 to 4 checks
Quarters	Common	-	0	Crew: 36 (frame Max 100)
Defenses	Mk 7	7	14	+7 TL,
FTL Engine	Signal Booster	(100)	25	Engine Rating: 2
Security	Anti-Personnel Weapon	-	11	T11 Tactical autobeam rifle
Sensors	Basic long-range	-	10	+2 Computers
Shields	Heavy 320	70	27	
	subtotal	252	258	

5/6 Expansion Bays	PCU	BP	Notes
Life Boats	5	3	
Launch Bays	10	4	A split Shuttle Bay
Cargo Bay	-	-	
Medical Bay	4	8	
Power Core Housing	-	10	
	subtotal	19	25

Arc-Type	Weapon	PCU	BP	Notes
F-C	Mass Driver	25	25	Spinal mount
F-C x2	Nuclear Mega-missile launchers	30	40	
	Add F-L, upgrade to F-C x2	-	24	(3+4+5)*2 cannot link
F-C	Superlaser	20	20	Split between 2 guns
	Add F-L, upgrade to F-C	-	12	(3+4+5)
T-H x2	Heavy Laser Net	30	24	Split between 8 small turrets
	Add T-L, upgrade to T-H x2	-	22	(5+6)*2
	subtotal	105	167	

MORNINGSTAR T-10

Spent 270 / 270 BP

Using 287 (+75 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	10	-	+270	
Size	Huge	-	-	-1 AC and TL
Frame	Cruiser	-	60	Maneuver: Ave , turn 2 Pilot +0 , HP 230, DT 5, CT 36
Power Core	Nova Ultra	+300	30	
Thrusters	H8	140	8	Speed 8 , Pilot +0
Armor	Mk 4	-	25	+4 AC, - 0 TL, +0 turn
Computer	Mk 1 tetranode	10	4	+1 to 4 checks
Quarters	Common	-	0	Crew: 36 (frame Max 100)
Defenses	Mk 4	3	6	+4 TL,
FTL Engine	Signal Basic	(75)	10	Engine Rating: 1
Security	Anti-Personnel Weapon	-	6	T6 Corona laser rifle
Sensors	Budget long-range	-	6	+0 Computers
Shields	Heavy 240	55	23	
	subtotal	208	162	

4/6 Expansion Bays	PCU	BP	Notes
Life Boats	5	3	
Launch Bays	10	4	A split Shuttle Bay
Cargo Bay	-	-	
Medical Bay	4	8	
subtotal	19	15	

Morningstar cannot be made by the SF rules so I used a Cruiser hull even though the length is wrong.

Arc-Type	Weapon	PCU	BP	Notes
F-C	Mass Driver	25	25	Spinal mount
F-H	Heavy Nuclear missile launcher	15	10	Split between 2 bays
	Add F-L, upgrade to F-H	-	7	(3+4)
F-H	Heavy laser	10	8	Split between 2 guns
	Add F-L, upgrade to F-H	-	7	(3+4)
T-L	Laser Net	10	9	Split between 8 small turrets
	Add T-L, upgrade to T-H	-	11	(5+6)
	subtotal	60	77	

LAKOTA	Spent 95 / 95 BP
	Using 162 (+75 FTL) / 175 PCU

Systems	Item	PCU	BP	Notes
Tier	3	-	+95	Skills are base +8 or +13
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: ave, turn 1 Pilot +1, HP 55, DT 0, CT 11
Power Core	Pulse Red	+175	17	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +1
Armor	Mk 3 Armor	-	9	+3 AC, -0 TL
Computer	Mk 1 Duonode	10	2	+1 to 2 checks
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 3 defenses	2	4	+3 TL
FTL Engine	Signal Basic	(75)	6	Engine Rating: 1
Security	None		-	
Sensors	Budget medium-range	-	3	+0
Shields	Medium 160	45	20	
	subtotal	127	80	

4 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Launch Bay	5	2	
Cargo Hold	-	-	
Tech Workshop	3	1	
	-	-	
subtotal	10	5	

Arc-Type	Weapon	PCU	BP	Notes
F-L	HE missile launcher	10	4	
P-L	Light Laser Cannon	5	2	
S-L	Light Laser Cannon	5	2	
T-L	Light Laser Cannon	5	2	
	subtotal	25	10	

STORMCROW

Spent 75 / 75 BP

Using 102 / 120 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-	+95	Skills are base +7 or +12
Size	Tiny	-	-	+2 AC and TL
Frame	Racer	-	4	Maneuver: perfect, turn 0 Pilot +2, HP 20, DT 0, CT 4
Power Core	Pulse Black	+120	12	
Thrusters	T14 Thrusters	40	7	Speed 14, Pilot -2
Armor	Mk 3 Armor	-	3	+3 AC, -0 TL
Computer	Mk 2 Mononode	10	2	+2 to 1 check
Quarters	Cockpit	-	0	Max Crew: 1
Defenses	Mk 3 defenses	2	4	+3 TL
FTL Engine	None	-	-	Engine Rating: 0
Security	None	-	-	
Sensors	Budget medium-range	-	3	+0
Shields	Light 80	30	12	
	subtotal	82	47	

0 Expansion Bays	PCU	BP	Notes
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Particle Beam	10	10	Split between 2 barrels
F-L*	Light Particle Beam	10	10	Split between 2 barrels
		-	8	*New mount + Link (3+5)
A-L				
	subtotal	20	28	

KINTARO T-01

Spent 55 / 55 BP

Using 95 (+75 FTL) / 100 PCU

Systems	Item	PCU	BP	Notes
Tier	1	-	+95	Skills are base +5 or +10
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: ave, turn 1 Pilot +1, HP 55, DT 0, CT 11
Power Core	Pulse Grey	+100	10	
Thrusters	M8 Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 0 Armor	-	-	+0 AC, -0 TL
Computer	Basic	0	0	+0 to 0 checks
Quarters	Luxurious	-	5	Max Crew: 6
Defenses	Mk 0 defenses	-	-	+0 TL
FTL Engine	Signal Basic	(75)	6	Engine Rating: 1
Security	None		-	
Sensors	Budget short-range	-	2	+0
Shields	Light 50	20	6	
	subtotal	80	45	

4 Expansion Bays	PCU	BP	Notes
empty	-	-	
empty	-	-	
Cargo Hold	0	0	
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Coilgun	10	6	Divided between 2 barrels
T-L	Light torpedo launcher	5	4	Because they can curve around
	subtotal	15	10	

KINTARO T-09

Spent 229 / 230 BP

Using 254 (+150 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	9	-	+230	Skills are base +17 or +9
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: ave, turn 1 Pilot +1, HP 85, DT 0, CT 11
Power Core	Nova Ultra	+300	30	
Thrusters	M12 Thrusters	80	6	Speed 12, Pilot -1
Armor	Mk 1 Armor	-	3	+1 AC, -0 TL
Computer	Mk 4 Mono	25	16	+4 to 1 check
Quarters	Luxurious	-	5	Max Crew: 6
Defenses	Mk 5 defenses	4	8	+5 TL
FTL Engine	Signal Major	(150)	30	Engine Rating: 5
Security	Anti hacking		3	
	biometric locks		5	
	Computer countermeasures		4	
Sensors	Advanced long-range	-	14	+4
Shields	Heavy 360	80	28	
	subtotal	189	164	

4 Expansion Bays	PCU	BP	Notes
Life Boats	5	3	Detachable sections
Empty x2	-	-	
Cargo Hold	0	0	
subtotal	5	3	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Particle Beam	25	15	
F-H	Particle Beam	25	15	
		-	18	Add F-L, upgradex2, link (3+8+7)
T-H	Heavy torpedo launcher	10	8	Because they can curve around
		-	6	Upgrade to heavy
	subtotal	60	62	

TACHIKAZE X2

Spent 350 / 350 BP

Using 342 (+150 FTL) / 400 PCU

Systems	Item	PCU	BP	Notes
Tier	12	-	+350	Skills are base +22 or +27
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: ave, turn 1 Pilot +1, HP 85, DT 0, CT 11
Power Core	Nova Ultra Pulse Gray	+300 +100	30 10	
Thrusters	M10 Thrusters	70	5	Speed 12, Pilot +0
Armor	Mk 6 Armor	-	27	+6 AC, -1 TL
Computer	Mk 2 tetra	15	16	+2 to 4 checks
Quarters	Common		0	Max Crew: 14
Defenses	Mk 7 defenses	7	14	+7 TL
FTL Engine	Signal Major	(150)	30	Engine Rating: 5
Security	Anti hacking Computer countermeasures		3 4	
Sensors	Advanced long-range	-	14	+4
Shields	Heavy 480	110	32	
	subtotal	202	194	

4 Expansion Bays	PCU	BP	Notes
Power Core Housing	-	10	
Medical Bay	4	8	
Barracks / Detention Area	1	1	"guest quarters"
Launch Bay	5	2	
subtotal	10	21	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Plasma Cannon	30	20	Divided between 2 barrels
		-	4	Upgrade to heavy
T-H	Heavy torpedo launcher	10	8	Because they can curve around
		-	6	Upgrade to heavy
F-C F-C	Super Plasma Cannon	90	70	Spinal Mount*
		-	24	Add F-L, upgrade to capital x2
	subtotal	130	132	

EXETER T-01

Spent 55 / 55 BP

Using 68 (+ 75 FTL) / 100 PCU

Systems	Item	PCU	BP	Notes
Tier	1	-	+55	
Size	medium	-	-	+ 0 AC and TL
Frame	transport	-	15	Maneuver: ave , turn 2 Pilot +0 , HP 70 , DT - , CT 14
Power Core	pulse gray	+100	10	
Thrusters	M4	40	2	Speed 4 , Pilot +2
Armor	Mk 1	-	3	+1 AC, -0 TL
Computer	basic	0	0	+ 0 to 0 checks
Quarters	good	-	2	Max Crew: 6
Defenses	Mk 1	1	2	+1 TL
FTL Engine	signal basic	(75)	6	Engine Rating: 1
Security	none	-	-	
Sensors	budget medium	-	3	+0
Shields	basic 20	10	3	
	subtotal	51	46	

5 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Guest Quarters	1	1	
Vehicle Bays	5	3	skiff & rover
Cargo Hold	0	0	
Cargo Hold	0	0	
subtotal	8	5	

Arc-Type	Weapon	PCU	BP	Notes
F-H				
F-L				
A-L	Light Laser Cannon	5	2	
T-L	HE Missile Launcher	10	4	
T-L	Light Laser Cannon	5	2	
	subtotal	10	4	

EXETER T-05

Spent 135 / 135 BP
Using 154 (+ 75 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-	+135	
Size	medium	-	-	+ 0 AC and TL
Frame	transport	-	15	Maneuver: ave , turn 2 Pilot +0 , HP 85 , DT - , CT 14
Power Core	pulse blue	+200	20	
Thrusters	M6	50	3	Speed 6 , Pilot +1
Armor	Mk 3	-	9	+3 AC, -0 TL
Computer	Mk 2 tri	15	12	+ 2 to 3 checks
Quarters	good	-	2	Max Crew: 6
Defenses	Mk 3	2	4	+3 TL
FTL Engine	signal basic	(75)	6	Engine Rating: 1
Security	none	-	-	
Sensors	budget medium	-	3	+0
Shields	medium 160	45	20	
	subtotal	112	94	

5 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Guest Quarters	1	1	
Vehicle Bays	5	3	skiff & rover
Medical Bay	4	8	
Cargo Hold	0	0	
	subtotal	12	13

Arc-Type	Weapon	PCU	BP	Notes
F-H				
F-L				
A-L	Light Plasma Cannon	10	12	
T-L	HE Missile Launcher	10	4	
T-L	Light Plasma Cannon	10	12	
	subtotal	30	28	

ORCA

Spent 267 / 270 BP
Using 249 (+ 175 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	10	-	+270	
Size	medium	-	-	+ 0 AC and TL
Frame	transport	-	15	Maneuver: ave , turn 2 Pilot +0 , HP 100 , DT - , CT 14
Power Core	pulse orange	+250	25	
Thrusters	M6	50	3	Speed 6 , Pilot +1
Armor	Mk 6	-	27	+6 AC, -1 TL
Computer	Mk 1 tetra	10	4	+ 2 to 3 checks
Quarters	good	-	2	8 crew, 30 troops
Defenses	Mk 7	7	14	+7 TL
FTL Engine	signal superior	(175)	45	Engine Rating: 4
Security	none	-	-	
Sensors	basic long	-	6	+2
Shields	heavy 320	70	27	
	subtotal	137	168	

5 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Guest Quarters	1	1	
Vehicle Bays	5	3	skiff & rover
Medical Bay	4	8	
Cargo Hold	0	0	
subtotal	12	13	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Plasma Cannon	30	20	
F-L				
A-H*	Plasma Cannon	30	20	
T-H*	Heavy Plasma Torp Launcher	10	10	
T-H*	Plasma Cannon	30	20	
		-	16	*upgrades to heavy A+T+T
	subtotal	100	86	

Morgan-Class Skiff	Spent 94 / 95 BP
	Using 117 (+ 0 FTL) / 120 PCU

Systems	Item	PCU	BP	Notes
Tier	3	-	+95	
Size	"small" (fudged)			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 35 , DT - , CT 7
Power Core	pulse black	+120	12	
Thrusters	S-8	40	4	Speed 8 , Pilot +0
Armor	Mk 6	-	9	+6 AC, -1 TL (oops, should be 18 BP!)
Computer	Mk 2 mono	15	4	+ 2 to 1 check
Quarters	none	-	-	Max Crew: 4
Defenses	Mk 7	7	14	+7 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	basic medium	-	8	+2
Shields	Med 160	45	20	
	subtotal	107	77	

1/3 Expansion Bays	PCU	BP	Notes
Passenger Seating Not using other bays since length is actually Tiny	0	0	Max 4 people + 4 "crew"
subtotal	-	-	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light plasma cannon	10	12	
		-	5	Add turret
F-L	empty			
	subtotal	10	17	

V'lar "MANTA" T-13

Spent 389 / 400 BP

Using 299 (+ 150 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	13			
Size	large			
Frame	destroyer		30	
Power Core	pulse prismatic	+300	30	
Thrusters	L6	80	6	
Armor	Mk 8		66	
Computer	Mk 2 tetranode	15	16	
Quarters	good		2	
Defenses	Mk 6	5	11	
FTL Engine	signal major	(150)	40	
Security	none			
Sensors	Basic long		10	
Shields	Med 140	40	18	
	subtotal	140	229	

5 Expansion Bays	PCU	BP	Notes
1 cargo	0	0	Bomb bay
Rec suite	3	1	VR sleep pods
Sealed Environ Chamber	2	1	Aquatic option
Med bay	4	8	
subtotal	9	10	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Plasma Cannon	30	20	
F-H				
P-H	Plasma Cannon	30	24	Inc upgrade to heavy
S-H	Plasma Cannon	30	24	Inc upgrade to heavy
A-H	Plasma Cannon	30	24	Inc upgrade to heavy
T-H	Heavy Plasma Torps	10	16	Inc upgrade to heavy
T-H	Heavy Plasma Torps	10	21	+ new T-L + upgrade to heavy
T-H	Heavy Plasma Torps	10	21	+ new T-L + upgrade to heavy
	subtotal	150	150	

V'lar "SKULL" T-6	Spent 152 / 155 BP
	Using 125 (+ 150 FTL) / 175 PCU

Systems	Item	PCU	BP	Notes
Tier	6	-	-	
Size	tiny	-	-	
Frame	fighter	-	8	
Power Core	pulse red	+175	17	
Thrusters	T10	30	5	
Armor	Mk 8	-	15	
Computer	Mk 2 mono	15	4	
Quarters	none	-	-	Crew 2
Defenses	Mk 6	5	11	
FTL Engine	signal major	(150)	10	
Security	none	-	-	
Sensors	Basic long	-	10	
Shields	Med 160	45	20	
	subtotal	95	100	

0 Expansion Bays	PCU	BP	Notes
	subtotal		

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light Plasma Cannon	10	17	+new T-L
T-L	Light Plasma Cannon	10	17	+new T-L
		-	8	link
F-L	Light Plasma Torp	5	5	
F-L	Light Plasma Torp	5	5	
A-L				
	subtotal	30	52	

GRYPHON

Spent 180 / 180 BP

Using 197 (+ 100 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	7			
Size	Med			
Frame	Explorer		12	Good Pilot+1 turn 1 65 hp CT 11
Power Core	Pulse Blue	+200	20	
Thrusters	M12	80	6	Pilot -1
Armor	3		9	
Computer	2 trinode	15	12	
Quarters	good		2	Crew 6
Defenses	5	4	8	
FTL Engine	booster	(100)	15	
Security	-			
Sensors	Adv long		14	+4
Shields	Heavy 240	55	23	
	subtotal	154	121	

4 Expansion Bays	PCU	BP	Notes
Cargo	0	0	
smuggling	4	2	
Launch bay	5	2	
Medical	4	8	
subtotal	13	12	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy Plasma Torps	10	14	upgraded to F-H +4
T-H	Heavy Laser Cannon	10	14	upgrade to T-H +6
T-H	Light particle beam	10	19	Add T-L, upgrade to T-H +11
S-L P-L	empty			
	subtotal	30	47	

PHOENIX

Spent 227 / 230 BP

Using 241 (+ 75 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	9			
Size	Med			
Frame	Transport		15	
Power Core	Pulse Orange	+250	25	
Thrusters	M0	70	5	
Armor			27	
Computer	Basic	0	0	
Quarters	Common			
Defenses	7	7	14	
FTL Engine	Basic	(75)	6	
Security	-			
Sensors	Budget long		6	
Shields	Heavy 280	60	25	
	subtotal	137	123	

5 Expansion Bays	PCU	BP	Notes
Cargox2	0	0	
Life boats	5	3	
Launch bay	5	2	
Medical	4	8	
subtotal	14	13	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Plasma Cannon	30	20	+3 +4 +10
F-H	(double strength)	30	37	Add F-L, upgrade to F-H, linked
F-H	Heavy Plasma Torps	10	14	upgraded to F-H
A-L				
T-L	Light particle beam	10	10	Dorsal turret
T-L	Light particle beam	10	10	Ventral turret
	subtotal	90	91	

SERENA

Spent 167 / 180 BP

Using 200 (+ 0 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	7			
Size	Tiny			
Frame	Interceptor		6	
Power Core	Pulse blue	+200	20	
Thrusters	14	40	7	
Armor	8		15	
Computer	2 mono	15	4	
Quarters	-			
Defenses	6	5	11	
FTL Engine	-			
Security	-			
Sensors	Adv long		14	
Shields	Heavy 320	70	27	
	subtotal	130	104	

0 Expansion Bays	PCU	BP	Notes
subtotal			

Arc-Type	Weapon	PCU	BP	Notes
F-H	Maser	35	22	
F-H	Maser	35	22	
			8	Upgrade both from F-L to F-H
			11	link
	subtotal	70	63	

COMET

Spent 94 / 95 BP

Using 89 (+ 0 FTL) / 90 PCU

Systems	Item	PCU	BP	Notes
Tier	3	-	-	
Size	Tiny	-	-	+2
Frame	Racer	-	4	20hp CT 6 Perfect maneuver, turn 0, pilot+2
Power Core	Pulse Brown	+90	9	
Thrusters	T-10	30	10	+0 pilot
Armor	4	-	5	
Computer	Mk 4 mono	25	16	
Quarters	"luxurious"	-	5	Paid for lux to cover the cost of 4 passenger seats.
Defenses	5	4	8	
FTL Engine	none	(0)	-	
Security	Anti-hack 4 Biometric locks	- -	12 5	
Sensors	Adv. Med		8	+4
Shields	Light 80	30	12	
	subtotal	89	94	

0 Expansion Bays	PCU	BP	Notes
none			
subtotal			

Arc-Type	Weapon	PCU	BP	Notes
F-L	none			
A-L				
	subtotal			

VENTURE	Spent 113 / 115 BP
	Using 140 (+100 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	4 (Volatus should be 8)	-	+115	Skills are base +10 or +15
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: ave, turn 2 Pilot +0, HP 85, DT 0, CT 14
Power Core	Arcus Ultra	+150	13	
Thrusters	M8 Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 2 Armor	-	6	+2 AC, -0 TL
Computer	Mk 2 Duo	15	8	+2 to 2 checks
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 2 defenses	1	3	+2 TL
FTL Engine	Signal Booster	(100)	15	Engine Rating: 2
Security	None		-	
Sensors	Basic Medium-range	-	5	+2
Shields	Medium 100	30	15	
	subtotal	106	86	

5 Expansion Bays	PCU	BP	Notes
Cargo Hold	0	0	
Cargo Hold	0	0	
Escape Pods	2	1	
Med Bay	4	8	
Tech Shop	3	1	
	subtotal	9	10

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light plasma torpedo launcher	5	5	
F-H	Heavy Laser Cannon	10	8	
T-L	Light Laser Cannon	5	2	
T-L	Light Laser Cannon	5	2	
A-L	empty			
	subtotal	25	17	

VEGA	Spent 204 / 205 BP
	Using 197 (+175 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	8	-	+205	Skills are base +16 or +21
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: ave, turn 1 Pilot +1, HP 75, DT 0, CT 11
Power Core	Arcus Maximum	+200	20	
Thrusters	M12 Thrusters	80	6	Speed 12, Pilot -1
Armor	Mk 4 Armor	-	15	+4 AC, -0 TL
Computer	Mk 2 Duo	15	8	+2 to 2 checks
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 4 defenses	3	6	+4 TL
FTL Engine	Signal Superior	(175)	45	Engine Rating: 4
Security	none	-	-	
Sensors	Basic Long-range	-	10	+2
Shields	Medium 140	40	18	
	subtotal	138	142	

4 Expansion Bays	PCU	BP	Notes
empty	-	-	
Escape Pods	2	1	
Med Bay	4	8	
Tech Shop	3	1	
subtotal	9	10	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Plasma torpedo launcher	5	5	
Add F-H	Particle Beam	25	22	(7 BP for mount)
T-L	Light Particle Beam	10	10	
Add T-L	Light Particle Beam	10	15	(5 BP for turret)
S-L, P-L	empty			
	subtotal	50	52	

MOURNING WOLF	Spent 400 / 400 BP
	Using 469 (+100 FTL) / 500 PCU

Systems	Item	PCU	BP	Notes
Tier	13	-	+400	
Size	Huge	-	-	-2 AC and TL
Frame	Cruiser	-	60	Maneuver: Ave , turn 2 Pilot +0 , HP 255, DT 5, CT 36
Power Core	Gateway Ultra	+500	50	
Thrusters	H8	140	8	Speed 8 , Pilot +0
Armor	Mk 4	-	25	+4 AC, - 0 TL, +0 turn
Computer	Mk 2 tetra	15	16	+2 to 4 checks
Quarters	Common	-	0	Crew: 36 (frame Max 100)
Defenses	Mk 4	3	6	+4 TL,
FTL Engine	Signal Booster	(100)	25	Engine Rating: 2
Security	-	-	-	-
Sensors	Basic long-range	-	10	+2 Computers
Shields	Heavy 420	90	30	
	subtotal	248	224	

6 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
2 Launch Bays (Sunfury x2)	10	4	A split "Shuttle Bay"
2 Launch Bays (Sunfury x2)	10	4	
2 Launch Bays (Sunfury + APC)	10	4	
Medical Bay	4	8	
empty	-	-	
	subtotal	36	21

Arc-Type	Weapon	PCU	BP	Notes
T-H x4	Maser (<i>Mass Cannons</i>)	140	121	+33 for 3 more heavy turrets
F-C	Heavy Nuclear missile launcher	15	10	
F-L	Micro missile battery	10	6	Wingtip rocket pods (added F-L)
P-L	Laser net	10	9	Point defense turrets
S-L	Laser net	10	9	Point defense turrets
	subtotal	185	155	

Mourning Wolf cannot be made by the SF rules so I used a Cruiser hull even though the length is wrong.

SUNFURY - Heavy Fighter

Spent 135 / 135 BP
Using 130 / 130 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-	-	
Size	tiny	-	-	
Frame	fighter	-	8	
Power Core	Arcus Heavy	+130	17	
Thrusters	T10	30	5	
Armor	Mk 5	-	7	
Computer	Mk 2 trinode	15	12	
Quarters	none	-	-	Crew 2
Defenses	Mk 6	5	11	
FTL Engine	none	-	-	
Security	Anti-Hacking (1)	-	3	
Sensors	Advanced MEdium	-	8	
Shields	Med 200	50	22	
	subtotal	100	93	

0 Expansion Bays	PCU	BP	Notes
subtotal			

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Plasma Cannon	10	12	
F-L	Light Particle Beam	10	10	
T-L	Light Plasma Torp	5	5	Fire any direction
		-	5	new T-L
T-L	Light Plasma Torp	5	5	Fire any direction
		-	5	new T-L
A-L	empty			
	subtotal	30	42	

NOVEMERE SHUTTLE

Spent 114 / 115 BP

Using 150 (+ 0 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-	+115	
Size	"small" (fudged)			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 35 , DT - , CT 7
Power Core	Arcus Ultra	+150	15	
Thrusters	S-10	50	5	Speed 10 , Pilot +0
Armor	Mk 4	-	5	+4 AC, -0 TL
Computer	Mk 4 mono	25	16	+ 4 to 1 check
Quarters	none	-	-	Max Crew: 4
Defenses	Mk 5	4	8	+4 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	basic long	-	10	+2
Shields	Med 200	50	22	
	subtotal	129	87	

1/3 Expansion Bays	PCU	BP	Notes
Passenger Seating Not using other bays since length is actually Tiny	0	0	Max 4 people + 4 "crew"
subtotal	-	-	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light particle beam	10	10	
F-L	Light particle beam	10	10	
			8	Add F-L and link 3+5
	subtotal	20	28	

CYGNUS T-7

Spent 179 / 180 BP

Using 197 (+100 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	7	-	+180	Skills are base +14 or +19
Size	Large	-	-	-1 AC and TL
Frame	Heavy Freighter	-	40	Maneuver: ave, turn 2 Pilot +0, HP 140, DT 0, CT 24
Power Core	Nova Heavy	+200	20	
Thrusters	L8 Thrusters	100	8	Speed 8, Pilot +0
Armor	Mk 2 Armor	-	8	+2 AC, -0 TL
Computer	Mk 4 Mono	25	16	+4 to 1 checks
Quarters	Good	-	2	Max Crew: 20
Defenses	Mk 4 defenses	3	6	+3 TL
FTL Engine	Signal Booster	(100)	20	Engine Rating: 2
Security	None		-	
Sensors	Adv long-range	-	14	+4
Shields	Medium 160	45	20	
	subtotal	173	154	

7/8 Expansion Bays	PCU	BP	Notes
Launch Bay	5	3	1 shuttle
Medical Bay	4	8	
Cargo Hold x2	0	0	
Tech Workshop	3	1	
Rec Room	0	1	
Escape Pods	2	1	
	subtotal	14	14

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy Plasma torpedo launcher	10	10	
F-L F-L	empty			
P-H S-H	empty			
	subtotal	10	10	

CYGNUS T-8

Spent 203 / 205 BP

Using 212 (+100 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	8	-	+	Skills are base +16 or +21
Size	Large	-	-	-1 AC and TL
Frame	Heavy Freighter	-	40	Maneuver: ave, turn 2 Pilot +0, HP 160, DT 0, CT 24
Power Core	Pulse Orange	+250	25	
Thrusters	L8 Thrusters	100	8	Speed 8, Pilot +0
Armor	Mk 2 Armor	-	8	+2 AC, -0 TL
Computer	Mk 4 Mono	25	16	+4 to 1 checks
Quarters	Good	-	2	Max Crew: 20
Defenses	Mk 4 defenses	3	6	+3 TL
FTL Engine	Signal Booster	(100)	20	Engine Rating: 2
Security	None		-	
Sensors	Adv long-range	-	14	+4
Shields	Medium 200	50	22	
	subtotal	178	161	

7/8 Expansion Bays	PCU	BP	Notes
Launch Bay	5	3	1 shuttle
Medical Bay	4	8	
Cargo Hold x2	0	0	
Life Science Lab	2	1	
Rec Room	0	1	
Escape Pods	2	1	
	subtotal	13	14

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy Plasma torpedo launcher	10	10	
T-H	Heavy Laser Cannon	10	19	+11 Add T-L -> T-H
F-L	empty			
P-H S-H	empty			
	subtotal	20	29	

AQUILA

Spent 349 / 350 BP

Using 355 (+100 FTL) / 400 PCU

Systems	Item	PCU	BP	Notes
Tier	12	-	+180	Skills are base +22 or +27
Size	Large	-	-	-1 AC and TL
Frame	Heavy Freighter	-	40	Maneuver: ave, turn 2 Pilot +0, HP 180, DT 0, CT 24
Power Core	Gateway Heavy	+400	40	
Thrusters	L8 Thrusters	100	8	Speed 8, Pilot +0
Armor	Mk 6 Armor	-	36	+6 AC, -1 TL
Computer	Mk 2 tetra	15	16	+2 to 4 checks
Quarters	Good	-	2	Max Crew: 20
Defenses	Mk 6 defenses	5	11	+6 TL
FTL Engine	Signal Booster	(100)	20	Engine Rating: 2
Security	-	-	-	
Sensors	Adv long-range	-	14	+4
Shields	Heavy 480	110	32	
	subtotal	230	219	

6/8 Expansion Bays	PCU	BP	Notes
Launch Bay	5	3	1 shuttle
Medical Bay	4	8	
Tech Workshop	3	1	
Rec Room	0	1	
Escape Pods	2	1	
Barracks	1	1	"Guest Quarters"
subtotal	15	15	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy Plasma torpedo launcher	10	10	
F-H	Plasma Cannon	30	26	+6 upgrade to F-H
F-H	Plasma Cannon	30	26	+6 upgrade to F-H
			10	linked
T-H	Heavy Laser Cannon	10	19	+11 Add T-L -> T-H
P-H	Heavy Laser Net	15	12	Point defense guns
S-H	Heavy Laser Net	15	12	

	subtotal	110	115	
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DRAKE (T-08 explorer)	Spent 205 / 205 BP
	Using 206 (+100 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	8	-	-	
Size	Large	-	-	-1 AC and TL
Frame	Escort Frigate (AKA "Heavy Freighter")	-	40	Maneuver: Ave , turn 2 Pilot +0 , HP 160, DT -, CT 24
Power Core	Pulse Orange	+250	25	
Thrusters	L6	80	6	Speed 6 , Pilot +1
Armor	Mk 3	-	12	+3 AC, - 0 TL, +0 turn
Computer	Mk 3 mono	20	9	+3 to 1 check
Quarters	Good	-	2	Crew: 18 (frame Max 20)
Defenses	Mk 3	2	4	+3 TL
FTL Engine	Signal Booster	(100)	20	Engine Rating: 2
Security	Anti Hacking Systems (2)	-	6	-
Sensors	Adv long-range	-	14	+4 Computers
Shields	Medium 120	35	17	
	subtotal	137	155	

8 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
8 Launch Bays (6 Sparrowhawk, 1 Brahma) For non-poster version, Brahma bay can be Gym	40	16	Four Bays (see House Rules) Gym is 0 PCU 1 BP
Medical Bay	4	8	
Cargo Hold	-	-	
Tech Workshop	3	1	
subtotal	49	26	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy Laser Cannon	10	8	
F-L	empty			
	empty			F-L P-H S-H not used
+A-Z	Heavy Laser Cannon	10	15	Add A-L, upgrade to A-H (+7)
	subtotal	20	23	

DRAKE (T-11 escort frigate)	Spent 306 / 310 BP
	Using 300 (+100 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	11	-	-	
Size	Large	-	-	-1 AC and TL
Frame	Escort Frigate (AKA "Heavy Freighter")	-	40	Maneuver: Ave , turn 2 Pilot +0 , HP 160, DT -, CT 24
Power Core	Pulse Prismatic	+300	30	
Thrusters	L6	80	6	Speed 6 , Pilot +1
Armor	Mk 6	-	36	+3 AC, - 0 TL, +0 turn
Computer	Mk 2 trinode	15	12	+2 to 3 checks
Quarters	Good	-	2	Crew: 18 (frame Max 20)
Defenses	Mk 5	4	8	+5 TL
FTL Engine	Signal Booster	(100)	20	Engine Rating: 2
Security	.	-	-	-
Sensors	Basic long-range	-	10	+2 Computers
Shields	Heavy 240	55	23	
	subtotal	154	187	

8 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
8 Launch Bays (6 Sparrowhawk, 1 Brahma) For non-poster version, Brahma bay can be Gym	40	16	Four Bays (see House Rules) Gym is 0 PCU 1 BP
Medical Bay	4	8	
Cargo Hold	-	-	
empty	-	-	
	subtotal	46	25

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy Laser Cannon	10	8	
F-H	Persistent particle beam	40	25	
F-H	Persistent particle beam	40	25	
			21	2 upgrades to F-H + link
	empty			P-H S-H not used
+A-Z	Heavy Laser Cannon	10	15	Add A-L, upgrade to A-H (+7)
	subtotal	100	94	

SPARROWHAWK interceptor

Spent 102 / 115 BP

Using 112 / 175 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-		Skills are base +10 or +15
Size	Tiny	-	-	+2 AC and TL
Frame	Racer	-	4	Maneuver: perfect, turn 0 Pilot +2, HP 25, DT 0, CT 4
Power Core	Pulse Red	+175	17	
Thrusters	T14 Thrusters	40	7	Speed 14, Pilot -2
Armor	Mk 3 Armor	-	3	+3 AC, -0 TL
Computer	Mk 2 Mononode	10	2	+2 to 1 check
Quarters	Cockpit	-	0	Max Crew: 1
Defenses	Mk 3 defenses	2	4	+3 TL
FTL Engine	None	-	-	Engine Rating: 0
Security	None	-	-	
Sensors	Basic long-range	-	10	+2
Shields	Medium 120	35	17	(30 per arc)
	subtotal	87	64	

0 Expansion Bays	PCU	BP	Notes
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Particle Beam	10	10	
F-L*	Light Particle Beam	10	10	
			8	New mount + Link (3+5)
T-L	Light Plasma Torp Launcher	5	5	
			5	New mount (+5)
A-L	empty			
	subtotal	25	38	

Brahma/Taurus-class Shuttle	Spent 113 / 115 BP
	Using 139 (+ 0 FTL) / 140 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-		
Size	"small" (fudged)			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 40 , DT - , CT 7
Power Core	pulse white	+140	14	
Thrusters	S-10	50	5	Speed 10 , Pilot +0
Armor	Mk 5	-	14	+5 AC, -1 TL
Computer	Mk 3 mono	20	9	+ 3 to 1 check
Quarters	none	-	-	Max Crew: 2 + 12 passengers
Defenses	Mk 8	9	18	+8 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	basic long	-	10	+2
Shields	Med 200	50	22	
	subtotal	127	98	

1-3 Expansion Bays	PCU	BP	Notes
Passenger Seating for 12	0	0	
subtotal	-	-	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light particle beam	10	10	
		-	5	Add turret
F-L	empty			
	subtotal	10	15	

Brahmabus MetroShuttle	Spent 29 / 30 BP
	Using 66 (+ 0 FTL) / 75 PCU

Systems	Item	PCU	BP	Notes
Tier	1/3 rd	-		
Size	"small" (fudged)			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 40 , DT - , CT 7
Power Core	Arcus Light	75	7	
Thrusters	S6	50	3	Speed 6, Pilot +1
Armor	Mk 2	-	4	+2 AC, -0 TL
Computer	Basic	0	0	+ 0 to 0 checks
Quarters	none	-	-	Max Crew: 2 + 28 passengers
Defenses	Mk 2	1	3	+2 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	Cut Rate	-	1	-2
Shields	Basic 40	15	5	
	subtotal	66	29	

3 Expansion Bays	PCU	BP	Notes
Passenger Seating x2 & empty x1	0	0	(technically +32 passengers)
subtotal	-	-	

Arc-Type	Weapon	PCU	BP	Notes
T-L	empty			
F-L	empty			
	subtotal	-	-	

ZIYAD (T-13 patrol boat)	Spent 368 / 400 BP
	Using 313 (+150 FTL) / 350 PCU

Systems	Item	PCU	BP	Notes
Tier	13	-	-	
Size	Large	-	-	-1 AC and TL
Frame	Destroyer	-	30	Maneuver: Ave , turn 2 Pilot +0 , HP 150, DT -, CT 30
Power Core	Pulse Red Pulse Red	+175 +175	17 17	
Thrusters	L8	100	8	Speed 8 , Pilot +0
Armor	Mk 6	-	36	+3 AC, - 1 TL, +0 turn
Computer	Mk 2 trinode	15	12	+2 to 3 checks
Quarters	Good	-	2	Crew: 18 (frame Max 20)
Defenses	Mk 7	7	14	+7 TL
FTL Engine	Signal Superior	(150)	60	Engine Rating: 4
Security	.	-	-	-
Sensors	Adv long-range	-	14	+4 Computers
Shields	Heavy 240	55	23	
	subtotal	177	209	

4 Expansion Bays	PCU	BP	Notes
Launch Bays (2 Taurus shuttles)	5	3	One exp bay (see House Rules)
Barracks	1	1	"guest quarters"
Cargo Hold	-	-	
Power Core Housing	-	10	
	subtotal	6	14

Arc-Type	Weapon	BP	Notes
F-H	Persistent particle beam	25	
F-H	Persistent particle beam	25	
P-L, S-L	unused	13	link
F-L	Light Plasma Cannon	12	
A-L	Light Plasma Cannon	12	
A-L	Light Plasma Cannon	15	Add A-L (+3)
T-L	Light Plasma Cannon	17	Add T-L (+5)
T-L	Light Plasma Cannon	12	
	subtotal	131	

INHERITANCE – CRUISER (full frame)

Spent 711 / 800 BP
Using 558 (+ 100 FTL) / 600 PCU

CYNTEK

Systems	Item	PCU	BP	Notes
Tier	18	-	+	
Size	"Huge"	-	-	-2 AC and TL
Frame	Cruiser	-	60	Maneuver: Ave, turn 2 Pilot +0, HP 280, DT 5, CT 36
Power Core	Arcus Max x3	+600	60	
Thrusters	H10	160	10	Speed 10, Pilot +0
Armor	Mk 4	-	24	+ 4 AC, - 0 TL
Computer	Mk 8 mono (Tier 9 computer)	45	64	+ 8 to 1 check
Quarters	common	-	0	Crew: 48
Defenses	Mk 10	13	27	+ 10 TL
FTL Engine	Booster	-100	25	Engine Rating: 2
Security	Anti-Hack x 4 Self-Destruct Countermeasures x 6	-	12 25 54	+4 to hack DC 140 damage to adjacent hexes Alarm + Level 5 Shock Grid
Sensors	Adv. Long	-	14	+4
Shields	heavy 480	110	32	
	subtotal	328	407	

6 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	
Medical	4	8	
"Guest Quarters" (Detention Center)	1	1	
Launch Bay	5	2	for ship's boat
Power Core Housing x 2	0	20	
subtotal	10	31	

Arc-Type	Weapon	PCU	BP	Notes
F-C	Super X-Laser	50	60	
F-H	X-Laser*	40	42	add F-L -> F-H = +7
F-H	X-Laser*	40	42	add F-L -> F-H = +7
			18	*linked
T-H ^{x2}	Heavy Laser Array (takes 2 slots)	15	21	Add T-L -> T-H = +11
T-H ^{x2}	Heavy Laser Array (takes 2 slots)	15	32	Add T-L -> T-H = +11 twice
P-H	Heavy Laser Net	15	13	upgrade to P-H = +4
S-H	Heavy Laser Net	15	13	upgrade to S-H = +4
F-H	Heavy Laser Net	15	16	Add F-L -> F-H = +7
A-H	Heavy Laser Net	15	16	Add A-L -> A-H = +7
	subtotal	220	273	

Arrays pick an arc and attack everything (friend & foe) in that arc.

- If the Assault Platform is gone, lose the linked X-Lasers and lose the Detention Center.
- If the Command Ship is gone, reduce the computer from Mk 8 mono to Mk 4 mono.
- If the Medical/Recon Pod is gone, lose the Medical Bay and reduce sensors to Basic Long.

INHERITANCE: ASSAULT PLATFORM	337 / 350 BP
	Using 349 (+ 0 FTL) / 350 PCU

CYNTEK

Systems	Item	PCU	BP	Notes
Tier	12	-	+	
Size	"Large"	-	-	-1 AC and TL
Frame	Destroyer	-	30	Maneuver: Ave, turn 2 Pilot +0, HP 210, DT -, CT 30
Power Core	Arcus Max + Arcus Ultra	+350	35	
Thrusters	L10	120	10	Speed 10, Pilot +0
Armor	Mk 4	-	20	+ 4 AC, - 0 TL
Computer	Mk 4 mono	25	16	+ 4 to 1 check
Quarters	common	-	0	Crew: 6
Defenses	Mk 10	13	27	+ 10 TL
FTL Engine	none	-	-	Engine Rating: 0
Security	Anti-Hack x 4	-	12	
Sensors	Basic. Long	-	10	+2
Shields	heavy 360	80	28	
	subtotal	238	188	

4 Expansion Bays	PCU	BP	Notes
empty x2	-	-	
"Guest Quarters" (Detention Center)	1	1	
Power Core Housing	0	10	
subtotal	2	11	

Arc-Type	Weapon	PCU	BP	Notes
F-H	X-Laser*	40	35	
F-H	X-Laser*	40	35	
			18	*linked
T-H ^{x2}	Heavy Laser Array (takes 2 slots)	15	32	Add T-L -> T-H = +11 twice
T-H	Heavy Laser Net	15	18	upgrade to T-H = +6
	P-L S-L A-L empty			
	subtotal	110	138	

INHERITANCE: COMMAND SHIP	219 / 230 BP
	Using 198 (+0 FTL) / 200 PCU

CYNTEK

Systems	Item	PCU	BP	Notes
Tier	9	-	+	
Size	Medium	-	-	-0 AC and TL
Frame	Transport	-	15	Maneuver: Ave, turn 2 Pilot +0, HP 100, DT -, CT 14
Power Core	Arcus Max	+200	20	
Thrusters	M10	70	5	Speed 10, Pilot +0
Armor	Mk 4	-	10	+4 AC, -0 TL
Computer	Mk 8 mono	45	64	+8 to 1 check
Quarters	common	-	0	Crew: 6
Defenses	Mk 10	13	27	+10 TL
FTL Engine	none	-	0	Engine Rating: 0
Security	Anti-Hack x 4	-	12	
Sensors	Basic. Long	-	10	+2
Shields	medium 160	45	20	
	subtotal	173	183	

5 Expansion Bays	PCU	BP	Notes
empty x 5			
subtotal	-	-	

Arc-Type	Weapon	PCU	BP	Notes
T-H ^{x2}	Heavy Laser Array (takes 2 slots)	15	27	upgrade to T-L and Add T-L -> T-H = +17
T-L	Light Laser Net	10	9	
	subtotal	25	36	

INHERITANCE: MEDICAL/RECON POD	151 / 155 BP
	Using 147 (+0 FTL) / 150 PCU

CYNTEK

Systems	Item	PCU	BP	Notes
Tier	6	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1, HP 50, DT -, CT 8
Power Core	Arcus Ultra	+150	15	
Thrusters	S10	50	5	Speed 10, Pilot +0
Armor	Mk 4	-	10	+4 AC, -0 TL
Computer	Mk 4 mono	25	16	+4 to 1 check
Quarters	common	-	-	Crew: 6
Defenses	Mk 10	13	27	+ 10 TL
FTL Engine	none	-	-	Engine Rating: 0
Security	Anti-Hack x 4	-	12	
Sensors	Adv. Long	-	14	+4
Shields	medium 160	45	20	
	subtotal	133	129	

3 Expansion Bays	PCU	BP	Notes
empty x 2			
Med Bay	4	8	
subtotal	4	8	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light Laser Net	10	14	Add T-L = +5
	subtotal	10	14	

AXION - FREIGHTER

318 / 350 BP

Using 255 (+15 0 FTL) / 260 PCU

CYNTEK

Systems	Item	PCU	BP	Notes
Tier	12	-	+	
Size	"Large"	-	-	-1 AC and TL
Frame	Heavy Freighter	-	40	Maneuver: Ave, turn 2 Pilot +0, HP 210, DT -, CT 30
Power Core	Arcus Heavy x 2	+260	26	
Thrusters	L8	100	8	Speed 8, Pilot +0
Armor	Mk 4	-	20	+ 4 AC, - 0 TL
Computer	Mk 6 mono	35	36	+ 6 to 1 check
Quarters	common	-	0	Crew: 24 +6 passengers
Defenses	Mk 8	9	18	+ 8 TL
FTL Engine	Major	(150)	40	Engine Rating: 3
Security	Anti-Hack x 4	-	12	
Sensors	Basic. Med	-	3	+2
Shields	Heavy 240	55	26	
	subtotal	199	226	

8 Expansion Bays	PCU	BP	Notes
Cargo Bay x4	-	-	
launch Bay	10	4	
Life Boats	5	3	
Power Core Housing	-	10	
Guest Quarters	1	1	6 passengers + 4 extra crew
subtotal	16	18	

Arc-Type	Weapon	PCU	BP	Notes
	add 4 heavy turret slots		44	Add T-L -> T-H = +11 four times
T-H x2	Heavy Laser Array (takes 2 slots)	15	10	
T-H	Heavy Laser Net	15	12	
T-H	Heavy Laser Cannon	10	8	
	F-H, F-L, P-H, S-H empty			
	subtotal	40	74	

AXION: ESCAPE SHUTTLE AXION: SKIFF INHERITANCE: SHIP'S BOAT	106 / 115 BP Using 125 (+ 100 FTL) / 130 PCU
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CYNTEK

Systems	Item	PCU	BP	Notes
Tier	4	-	+	
Size	"small"	-	-	+1 AC and TL
Frame	shuttle	-	6	Maneuver: Ave, turn 0 Pilot +2, HP 40, DT -, CT 7
Power Core	Arcus Heavy	+130	13	
Thrusters	S10	50	5	Speed 10, Pilot +0
Armor	Mk 4	-	10	+ 4 AC, - 0 TL
Computer	Mk 2 mono	15	4	+ 2 to 1 check
Quarters	none	-	-	Crew: 2 + passengers
Defenses	Mk 6	5	11	+ 6 TL
FTL Engine	signal booster	(100)	10	Engine Rating: 2
Security	Anti-Hack x 4	-	12	
Sensors	Basic Medium	-	5	+2
Shields	medium 160	45	20	
	subtotal	115	96	

3 Expansion Bays	PCU	BP	Notes
Passenger Seating*	0	0	
empty	-	-	
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	light particle beam	10	10	
	subtotal	10	10	

Note that the Skiff and Ship's Boat would be Tiny, but then they could not carry more than 1 person (How can a 60 ft long ship have room for 1 person maximum ?!)

These same stats can represent any of the three ships with the following difference:

***Passenger Seating Capacity**

- Axion Escape Shuttle: 10
- Axion Skiff: 4
- Inheritance Ship's Boat: 6

QUANTUM - SCOUT	221 / 230 BP
	Using 193 (+ 200 FTL) / 200 PCU

CYNTEK

Systems	Item	PCU	BP	Notes
Tier	9	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1, HP 60, DT -, CT 8
Power Core	Arcus Max	+200	20	
Thrusters	S10	50	5	Speed 10, Pilot +0
Armor	Mk 4	-	10	+ 4 AC, - 0 TL
Computer	Mk 4 mono	25	16	+ 4 to 1 check
Quarters	common	-	-	Crew: 3
Defenses	Mk 8	9	18	+ 8 TL
FTL Engine	superior	(200)	30	Engine Rating: 4
Security	Anti-Hack x 4	-	12	
Sensors	Adv. Long	-	14	+4
Shields	Medium 200	50	22	
	subtotal	133	157	

3 Expansion Bays	PCU	BP	Notes
empty			
empty			
empty			
subtotal			

Arc-Type	Weapon	PCU	BP	Notes
T-L	light particle beam	10	10	Add T-L = +5
T-L	light particle beam	10	10	Add T-L = +5
			5	link
F-L	Light Laser Net	10	9	
P-L	Light Laser Net	10	9	
S-L	Light Laser Net	10	9	
A-L	Light Laser Net	10	12	Add A-L = +3
F-L	empty			
	subtotal	60	64	

NB: Have to shut down EVERYTHING in order to enter FTL.

LAKOTA

Spent 95 / 95 BP

Using 162 (+75 FTL) / 175 PCU

Systems	Item	PCU	BP	Notes
Tier	3	-	+95	Skills are base +8 or +13
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: ave, turn 1 Pilot +1, HP 55, DT 0, CT 11
Power Core	Pulse Red	+175	17	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +1
Armor	Mk 3 Armor	-	9	+3 AC, -0 TL
Computer	Mk 1 Duonode	10	2	+1 to 2 checks
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 3 defenses	2	4	+3 TL
FTL Engine	Signal Basic	(75)	6	Engine Rating: 1
Security	None		-	
Sensors	Budget medium-range	-	3	+0
Shields	Medium 160	45	20	
	subtotal	127	80	

4 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Launch Bay	5	2	
Cargo Hold	-	-	
Tech Workshop	3	1	
	-	-	
subtotal	10	5	

Arc-Type	Weapon	PCU	BP	Notes
F-L	HE missile launcher	10	4	
P-L	Light Laser Cannon	5	2	
S-L	Light Laser Cannon	5	2	
T-L	Light Laser Cannon	5	2	
	subtotal	25	10	

STORMCROW

Spent 75 / 75 BP

Using 102 / 120 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-	+95	Skills are base +7 or +12
Size	Tiny	-	-	+2 AC and TL
Frame	Racer	-	4	Maneuver: perfect, turn 0 Pilot +2, HP 20, DT 0, CT 4
Power Core	Pulse Black	+120	12	
Thrusters	T14 Thrusters	40	7	Speed 14, Pilot -2
Armor	Mk 3 Armor	-	3	+3 AC, -0 TL
Computer	Mk 2 Mononode	10	2	+2 to 1 check
Quarters	Cockpit	-	0	Max Crew: 1
Defenses	Mk 3 defenses	2	4	+3 TL
FTL Engine	None	-	-	Engine Rating: 0
Security	None	-	-	
Sensors	Budget medium-range	-	3	+0
Shields	Light 80	30	12	
	subtotal	82	47	

0 Expansion Bays	PCU	BP	Notes
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Particle Beam	10	10	Split between 2 barrels
F-L*	Light Particle Beam	10	10	Split between 2 barrels
		-	8	*New mount + Link (3+5)
A-L				
	subtotal	20	28	

ARIKARA

Spent 227 / 230 BP

Using 239 (+75 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	9	-		Skills are base +17 or +22
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: ave, turn 1 Pilot +1, HP 75, DT 0, CT 11
Power Core	Pulse Orange	+250	25	
Thrusters	M8Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 4 Armor	-	15	+4 AC, -0 TL
Computer	Mk 1 Duonode	10	2	+1 to 2 checks
Quarters	Common	-	2	Max Crew + Passengers : 24
Defenses	Mk 4 defenses	3	6	+3 TL
FTL Engine	Signal Basic	(75)	6	Engine Rating: 1
Security	None		-	
Sensors	Budget long-range	-	6	+0
Shields	Medium 200	50	22	
	subtotal	123	100	

4 Expansion Bays	PCU	BP	Notes
Escape Pods x2	4	2	
Barracks (Guest Quarters)	1	1	Common quality
Holding Cells (Guest Quarters)	1	1	Common quality
	-	-	
subtotal	6	4	

Arc-Type	Weapon	PCU	BP	Notes
F-H x2	Heavy plasma torpedo launcher x2	20	16	
			19	Add F-L (3), upgrade both to F-H (4x2), & link (8)
P-L, S-L	empty	-	-	
T-H x3	Plasma Cannon x3	90	60	
			28	Add T-L (5x2), upgrade (6x3)
	subtotal	110	123	

AKIRA-class runabout

Spent 99 / 115 BP

Using 128 (+ 0 FTL) / 130 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-		
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 40 , DT - , CT 7
Power Core	Arcus Heavy	+130	13	
Thrusters	S-12	60	6	Speed 8 , Pilot -1
Armor	Mk 4	-	4	+4 AC, -0 TL (oops, should be 18 BP!)
Computer	Mk 2 mono	15	4	+ 2 to 1 check
Quarters	none	-	-	Max Crew: 5
Defenses	Mk 4	3	6	+4 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	budget medium	-	3	+0
Shields	Med 100	30	15	
	subtotal	108	59	

3 Expansion Bays		PCU	BP	Notes
Passenger seating		0	0	5 th crew member + floor space
Empty x2		-	-	
	subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light plasma cannon	10	17	Add turret (+5)
T-L	Light plasma cannon	10	17	Add turret (+5)
			6	Link
F-L	empty			
	subtotal	20	40	

XUAN WU military T-12

Spent 389 / 400 BP

Using 300 (+ 175 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier				
Size	large			-1
Frame	Heavy freighter		40	+0 pilot Turn 2 180hp CT 24
Power Core	Gateway light	+300	30	
Thrusters	L8	100	8	+0
Armor	Mk 10		84	-2 TL +1 turn
Computer	Mk 4 mono	25	16	+4 to one
Quarters	good		2	Max Crew 20
Defenses	Mk 8	9	18	
FTL Engine	signal superior	(175)	60	4
Security	none			
Sensors	Basic medium		5	+2
Shields	Heavy 420	90	30	
	subtotal	224	293	

8 Expansion Bays	PCU	BP	Notes
2x cargo	0	0	
2x Guest quarters (common, 40 cap each)	2	2	
2 x life boats (40 cap)	10	6	
1x Med Bay	4	8	
1x RecCenter (gym)	0	1	
subtotal	16	17	

Arc-Type	Weapon	PCU	BP	Notes
F-H	empty			
F-L	(light) Laser Net	10	9	
F-L	empty			
P-H S-H	2 (light) Laser Nets	20	18	
T-H	Heavy Antimater missile launcher	15	23	Add T-H (+11)
T-H	Heavy Nuclear missile launcher	15	23	Add T-H (+11)
			6	link
	subtotal	60	79	

XUAN WU leisure T-10

Spent 266 / 270 BP

Using 219 (+ 175 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier				
Size	large			-1
Frame	Heavy freighter		40	+0 pilot Turn 2 160hp CT 24
Power Core	Pulse Orange	+250	25	
Thrusters	L8	100	8	+0
Armor	Mk 4		20	-1 TL
Computer	Mk 4 mono	25	16	+4 to one
Quarters	good		2	Max Crew 20
Defenses	Mk 4	3	6	
FTL Engine	signal superior	(175)	60	2
Security	none			
Sensors	Basic medium		5	+2
Shields	Medium 160	45	20	
	subtotal	173	202	

8 Expansion Bays	PCU	BP	Notes
2x cargo	0	0	
2x Guest quarters (good, 20 cap each)	2	2	
2 x life boats (40 cap)	10	6	
1x Med Bay	4	8	
1x RecCenter (gym)	0	1	
subtotal	16	17	

Arc-Type	Weapon	PCU	BP	Notes
F-H	empty			
F-L x2	empty			
P-H S-H	empty			
T-H	Heavy Nuclear missile launcher	15	21	Add T-H (+11)
T-H	Heavy Nuclear missile launcher	15	21	Add T-H (+11)
			5	link
	subtotal	30	47d	

JADE	Spent 262 / 270 BP
	Using 184 (+ 150 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	10	-		
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 45 , DT - , CT 7
Power Core	Pulse Orange	+250	25	
Thrusters	S-10	50	5	Speed 10 , Pilot +0
Armor	Mk 4	-	5	+4 AC, -0 TL
Computer	Mk 6 duonode	35	72	+ 6 to 2 checks
Quarters	good	-	2	Max Crew: 4
Defenses	Mk 8	9	18	+8 TL
FTL Engine	Signal Major	(150)	20	Engine Rating: 3
Security	Biometric Locks	-	5	
Sensors	Advanced long	-	14	+4
Shields	Med 200	50	22	
	subtotal	144	194	

3 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	
Empty	-	-	
Empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light plasma cannon	10	12	
F-L	Light plasma cannon	10	12	
			9	Add F-L and link 3+6
T-L	Light particle beam	10	10	
T-L	Light particle beam	10	10	
			15	Add T-L x2 and link 5+5+5
	subtotal	40	68	

INHERITANCE: REMORA	175 / 180 BP
	Using 173 (+ 100 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	7	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1, HP 50, DT -, CT 8
Power Core	Arcus Maximum	+200	20	
Thrusters	S8	40	4	Speed 8, Pilot +0
Armor	Mk 8	-	30	+ 8 AC, - 1 TL
Computer	Mk 3 mono	20	9	+ 2 to 1 check
Quarters	good	-	2	Crew: 6
Defenses	Mk 4	13	27	+ 4 TL
FTL Engine	Signal Booster	(100)	10	Engine Rating: 2
Security	Anti-P Weap (longarm) level 6 Self-destruct	- -	6 10	???
Sensors	Basic medium	-	5	+2
Shields	Heavy 360	80	28	
	subtotal	153	161	

3 Expansion Bays	PCU	BP	Notes
Cargo Hold	0	0	
Breaching Bore	10	10	???
empty	-	-	
subtotal	10	10	

Arc-Type	Weapon	PCU	BP	Notes
F-L	High Explosive Missile Launcher	10	4	
Empty	F-L P-L S-L			
	subtotal	10	4	

Cavalo CV225

Spent 55 / 55 BP

Using 66 (+ 0 FTL) / 75 PCU

Systems	Item	PCU	BP	Notes
Tier	1	-	(55)	
Size	tiny			+ 2 AC and TL
Frame	fighter	-	8	Maneuver: good pilot +1, turn 1 Pilot +2 , HP 35 , DT - , CT 7
Power Core	Arcus light	+75	7	
Thrusters	T-8	25	4	Speed 8 , Pilot +0
Armor	Mk 2	-	2	+2 AC
Computer	basic	0	0	
Quarters	common	0	0	Max Crew: 2
Defenses	Mk 2	1	3	+2 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	budget short	-	2	+0
Shields	Med 90	30	13	
	subtotal	66	40	

0 Expansion Bays	PCU	BP	Notes
(can carry cargo etc. like half a bay)	-	-	
subtotal	-	-	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light laser cannon	5	2	
T-L	Light laser cannon	5	2	
		-	10	Add 2 light turrets
			1	link
F-L, F-L, A-L	empty			
	subtotal	10	15	

Cavalo CV337D

Spent 55 / 55 BP

Using 81 (+ 0 FTL) / 90 PCU

Systems	Item	PCU	BP	Notes
Tier	1	-	(55)	
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 35 , DT - , CT 7
Power Core	Pulse Brown	+90	9	
Thrusters	S-8	40	4	Speed 8 , Pilot +0
Armor	Mk 2	-	4	+2 AC
Computer	basic	0	0	
Quarters	common	0	0	Max Crew: 4
Defenses	Mk 2	1	3	+2 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	budget short	-	2	+0
Shields	Light 80	30	12	
	subtotal	71	40	

3 Expansion Bays	PCU	BP	Notes
cargo	0	0	
cargo	-	-	"D" variant, otherwise empty
empty	-	-	
	subtotal	-	-

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light laser cannon	5	2	
T-L	Light laser cannon	5	2	
		-	10	Add 2 light turrets
			1	link
F-L, F-L, A-L	empty			
	subtotal	10	15	

Cavalo CV337

Spent 107 / 115 BP

Using 113 (+ 0 FTL) / 120 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-		
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 40 , DT - , CT 7
Power Core	pulse black	+120	12	
Thrusters	S-8	40	4	Speed 8 , Pilot +0
Armor	Mk 4	-	10	+4 A
Computer	Mk 2 mono	15	4	+ 2 to 1 check
Quarters	common	0	0	Max Crew: 4
Defenses	Mk 4	3	6	+4 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	basic medium	-	8	+2
Shields	Med 120	35	17	
	subtotal	93	67	

3 Expansion Bays	PCU	BP	Notes
cargo	0	0	
cargo	-	-	"D" variant, otherwise empty
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light plasma cannon	10	12	
T-L	Light plasma cannon	10	12	
		-	10	Add 2 light turrets
			6	link
F-L	empty			
	subtotal	20	40	

Cavalo CV337 or D	Spent 263 / 270 BP
	Using 174 (+ 175 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	10	-		
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 45 , DT - , CT 7
Power Core	Nova ultra	+300	30	
Thrusters	S-10	50	5	Speed 10 , Pilot +0
Armor	Mk 8	-	30	+8 AC -1 TL
Computer	Mk 5 duo	30	50	+ 5 to 2 checks
Quarters	common	0	0	Max Crew: 4
Defenses	Mk 8	9	18	+8 TL
FTL Engine	superior	(175)	30	Engine Rating: 4
Security	Antihacking x2, bio locks	-	6	
Sensors	Adv long	-	14	+4
Shields	Heavy 280	60	25	
	subtotal	149	219	

3 Expansion Bays	PCU	BP	Notes
cargo	0	0	
cargo	-	-	"D" variant, otherwise empty
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light plasma cannon	10	12	
T-L	Light plasma cannon	10	12	
		-	10	Add 2 light turrets
			6	link
F-L	Light torpedo launcher	5	4	
	subtotal	25	44	

TALON	Spent 458 / 500 BP
	Using 380 (+150 FTL) / 400PCU

Systems	Item	PCU	BP	Notes
Tier	15	-		Skills are base + or +
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: good, turn 1 Pilot +1, HP 85, DT 0, CT 11
Power Core	Nova Heavy x2	+400	40	
Thrusters	M12 Thrusters	80	6	Speed 12, Pilot -1
Armor	Mk 8 Armor	-	45	+8 AC, -0 TL
Computer	Mk 6 Duonode	36	72	+6 to 2 checks
Quarters	lux	-	5	Max Crew: 6
Defenses	Mk 9 defenses	11	22	+9 TL
FTL Engine	Signal Major	(150)	30	Engine Rating: 3
Security	Biometric Locks Anti-Hack(3) Comp. Countermeasures (6)	-	20	
Sensors	Adv Long -range	-	14	+4
Shields	Heavy 360	80	28	
	subtotal	207	294	

4 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Power Core Housing	-	10	
Cargo Hold	-	-	
Detention Center	1	1	
subtotal	3	12	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Plasma Cannon	30	20+4	-> F-H +4
F-H	Plasma Cannon	30	20+17	Add F-L -> F-H link 3+4+10
F-H	Heavy EMP Cannon	30	24	add
P-L S-L	empty			
T-H	Maser	35	22+6	-> T-H +6
T-H	Maser	35	22+11	add T-L -> T-H 5+6
T-H	Plasma torpedo launcher	10	10+11	add T-L -> T-H 5+6
	subtotal	170	167	

OMEGA-ZED

Spent 173 / 180 BP

Using 122 (+75 FTL) / 200PCU

Systems	Item	PCU	BP	Notes
Tier	7	-		Skills are base + or +
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: good, turn 1 Pilot +1, HP 6s5, DT 0, CT 11
Power Core	Nova Heavy	+200	20	
Thrusters	M8 Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 4 Armor	-	15	+4 AC, -0 TL
Computer	basic	0	0	+0 to 0 checks
Quarters	common	-	0	Max Crew: 6
Defenses	Mk 4 defenses	3	6	+4 TL
FTL Engine	Signal Basic	(75)	6	Engine Rating: 1
Security		-	-	
Sensors	Budget medium range	-	3	+0
Shields	Medium 100	30	15	
	subtotal	33	69	

4 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Cargo Hold	-	-	
Detention Center x2	2	2	
subtotal	4	3	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Plasma Cannon	10	12	
F-L	Light Plasma Cannon	10	12+9	Add F-L link 3+6
F-L	Light EMP Cannon	10	8+3	Add F-L
P-L S-L	empty			
T-L	Coilgun	10	6	
T-H	Gravity Gun	40	30+11	add T-L -> T-H 5+6
T-H	Light Plasma torpedo launcher	5	5+5	add T-L
	subtotal	85	101	

SENGDAO

Spent 216 / 230 BP
Using 173 (+ 175 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	9	-		
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 45 , DT - , CT 7
Power Core	Arcus Maximum	+200	20	
Thrusters	S-12	60	6	Speed 12 , Pilot -1
Armor	Mk 6	-	18	+6 AC, -1 TL
Computer	Mk 1 mono	10	1	+ 2 to 1 checks
Quarters	good	-	2	Max Crew: 4
Defenses	Mk 7	7	14	+7 TL
FTL Engine	Signal Superior	(175)	30	Engine Rating: 4
Security	Biometric Locks Self Destruct	--	5 10	
Sensors	Advanced long	-	14	+4
Shields	Heavy 240	55	23	
	subtotal	132	148	

3 Expansion Bays	PCU	BP	Notes
Cargo Bay empty	0 -	0 -	
Guest Quarters	1	1	4 passengers
subtotal	1	1	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light plasma cannon	10	12	
F-L	Light plasma cannon	10	12	
			9	Add F-L and link 3+6
T-L	Light plasma cannon	10	12	
T-L	Light plasma cannon	10	12	
		-	10	Add 2 light turrets
	subtotal	40	67	

SVN PROSPECTOR

132/ 135 BP

Using 147 (+ 100 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1, HP 50, DT -, CT 8
Power Core	Pulse Green	+150	15	
Thrusters	S8	40	4	Speed 8, Pilot +0
Armor	Mk 4	-	10	+4 AC, -0 TL
Computer	Mk 4 mono	25	16	+4 to 1 check
Quarters	common	-	0	Crew: 4
Defenses	Mk 4	3	6	+4 TL
FTL Engine	Signal Booster	(100)	10	Engine Rating: 2
Security				
Sensors	Adv Long	4	14	+4
Shields	Medium 160	45	20	
	subtotal	117	105	

3 Expansion Bays	PCU	BP	Notes
Cargo Hold x2	0	0	
Mining Apparatus	10	5	
	-	-	
subtotal	10	10	

Arc-Type	Weapon	PCU	BP	Notes
Empty	F-L F-L P-L S-L			
T-L	Coil Gun	10	6	
T-L	Coil Gun	10	6	
			10	Add 2 light turrets
		20	22	

AKELA

Spent 64 / 75 BP

Using 97 (+ 75 FTL) / 100 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-		
Size	"small"			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 35 , DT - , CT 7
Power Core	Pulse Grey	+100	10	
Thrusters	S-8	40	4	Speed 8 , Pilot +0
Armor	Mk 2	-	4	+2 AC
Computer	Mk 2 mono	15	8	+2 one check
Quarters	common	0	0	Max Crew: 4
Defenses	Mk 2	1	3	+2 TL
FTL Engine	Signal Basic	(75)	2	Engine Rating: 1
Security	none	-	-	
Sensors	Basic medium	-	8	+2
Shields	Medium 90	30	13	
	subtotal	86	58	

3 Expansion Bays	PCU	BP	Notes
Guest Quarters	1	1	(4-6 bunks)
empty	-	-	
empty	-	-	
subtotal	1	1	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light laser cannon	5	2	
F-L	Light laser cannon	5	2	
			1	link
A-L	empty			
	subtotal	10	5	

T-11 KEMUSHI

Spent 189 / 205 BP

Using 279 (+100 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	11	-		Skills are base + or +
Size	Huge	-	-	+0 AC and TL
Frame	Bulk Freighter	-	55	Maneuver: poor, turn 3 Pilot -1, HP 200, DT 5, CT 32
Power Core	Gateway Light	300	30	
Thrusters	H6 Thrusters	120	6	Speed 6, Pilot +1
Armor	Mk 5 Armor	-	35	+7 AC, -1 TL
Computer	Mk 4 Duonode	36	32	+4 to 2 checks
Quarters	good	-	2	Crew: 26 (20 to 50)
Defenses	Mk 6 defenses	5	11	+6 TL
FTL Engine	Signal Booster	-100	25	Engine Rating: 2
Security		-	-	
Sensors	Basic Long	-	10	2
Shields	Medium 200	50	22	
	subtotal	211	228	

10 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Gym	-	10	
Cargo Hold x4	-	-	
Tech Workshop	1	1	
False Sensor Image Generator	15	15	
Empty x2	-	-	
subtotal	18	27	

Arc-Type	Weapon	PCU	BP	Notes
T-H	Heavy Laser Cannon	10	8+6	-> T-H +6
T-H	Heavy Laser Cannon	10	8+6	-> T-H +6
F-H	Heavy Nuclear Missile launcher	15	10	
A-H	Heavy Nuclear Missile launcher	15	10	
	subtotal	50	48	

T-8 KEMUSHI

Spent 189 / 205 BP

Using 169 (+100 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	8	-		Skills are base + or +
Size	Huge	-	-	+0 AC and TL
Frame	Bulk Freighter	-	55	Maneuver: poor, turn 3 Pilot -1, HP 200, DT 5, CT 32
Power Core	Nova Heavy	-200	20	
Thrusters	H4 Thrusters	80	4	Speed 6, Pilot +2
Armor	Mk 2 Armor	-	10	+2 AC, -0 TL
Computer	Mk 2 Duonode	15	8	+2 to 2 checks
Quarters	good	-	2	Crew: 26 (20 to 50)
Defenses	Mk 2 defenses	1	3	+2 TL
FTL Engine	Signal Booster	100	25	Engine Rating: 2
Security		-	-	
Sensors	Basic Long	-	10	2
Shields	Light 80	30	12	
	subtotal	126	149	

10 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Gym	-	10	
Cargo Hold x4	-	-	
Tech Workshop	1	1	
Empty x3	-	-	
subtotal	3	12	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Coilgun	10	6	
T-L	Coilgun	10	6	
F-H	Heavy Torpedo launcher	10	8	
A-H	Heavy Torpedo launcher	10	8	
	subtotal	40	28	

T-11 JINDA WOLF

Spent 291 / 310 BP

Using 284 (+100 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	11	-	400	Skills are base +20 or +25
Size	Medium	-	-	-0 AC and TL (size 3)
Frame	Corvette (see House Rules. This is basically a medium Destroyer)	-	25	Maneuver: ave, turn 2 Pilot +0, HP 140+, DT -, CT 25
Power Core	Nova Ultra	-300	30	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +0
Armor	Mk 4 Armor		15	+3 AC, -0 TL
Computer	Mk 2 tetra	15	16	+2 to 4 checks
Quarters	Good	-	2	Crew: 14 (12 max!)
Defenses	Mk 4 defenses	3	6	+3 TL
FTL	Signal Booster	-100	15	Engine Rating: 2
Security	none			
Sensors	Basic Long-range		10	2
Shields	Heavy 240	55	23	(have points to increase this)
	subtotal	143	147	

4 Expansion Bays	PCU	BP	Notes
Cargo Bay	-	-	
Med Bay	4	8	
Escape Pods	2	1	
empty	-	-	
subtotal	6	9	

Arc-Type	Weapon (3/arc max)	PCU	BP	Notes
F-H x2	Maser (2 total)	70	44 +11	linked = +11
			8	F-L → F-H x2
F-L	Light Plasma Torpedo Launcher	5	5 +3	Add F-L = +3
T-L x 3	Light Plasma Cannons (3 total)	30	36	(simulates 6 smaller turrets)
A-L	empty	-	10	Add T-L x2 = +10
P-L, S-L	Laser Net (2 total)	20	18	Point (+10) (turrets)
	subtotal	125	135	

T-13 JINDA WOLF

Spent 367 / 400 BP

Using 344 (+100 FTL) / 400 PCU

Systems	Item	PCU	BP	Notes
Tier	13	-	400	Skills are base ?
Size	Medium	-	-	-0 AC and TL (size 3)
Frame	Corvette (see House Rules. This is basically a medium Destroyer)	-	25	Maneuver: ave, turn 2 Pilot +0, HP 100+, DT -, CT 25
Power Core	Arcus Maximum x 2	-400	40	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +0
Armor	Mk 4 Armor		15	+3 AC, -0 TL
Computer	Mk 2 tetra	15	16	+2 to 4 checks
Quarters	Good	-	2	Crew: 14 (12 max!)
Defenses	Mk 4 defenses	3	6	+3 TL
FTL	Signal Booster	-100	15	Engine Rating: 2
Security	none			
Sensors	Basic Long-range		10	2
Shields	Medium 200	50	22	Should upgrade these
	subtotal	138	156	

4 Expansion Bays	PCU	BP	Notes
Cargo Bay	-	-	
Med Bay	4	8	
Escape Pods	2	1	
Power Core Housing	-	10	
subtotal	6	19	

Arc-Type	Weapon (3/arc max)	PCU	BP	Notes
F-H x2	Maser (2 total)	70	44 +11	linked = +11
			8	F-L → F-H x2
F-H	Heavy Plasma Torpedo Launcher	10	10 +7	Add F-H = +7
T-H x 3	Plasma Cannons (3 total)	90	60	(simulates 6 smaller turrets)
		-	28	T-L→T-H & Add T-H x2 = +28
P,S,A -L	Laser Net (3 total)	30	27	Point (+10) (turrets)
	subtotal	200	195	

HIKARI-CLASS (Tancho Asagi)

Spent 95 / 95 BP

Using 129 (+75 FTL) / 130 PCU

Systems	Item	PCU	BP	Notes
Tier	3	-	95	Skills are base +8 or +13
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: ave, turn 2 Pilot +0, HP 70, DT 0, CT 14
Power Core	Arcus Heavy	130	13	
Thrusters	M8 Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 3 Armor	-	9	+3 AC, -0 TL
Computer	Mk 3 Mononode	20	9	+3 to 1 check
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 3 defenses	2	4	+3 TL
FTL	Signal Basic	(75)	6	Engine Rating: 1
Security	none		-	
Sensors	Budget medum-range	-	3	+0
Shields	Basic 60	20	8	
	subtotal	102	73	

5 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Guest Quarters	1	1	
Cargo	-	-	
Cargo	-	-	
Smuggler compartment	4	2	
subtotal	7	4	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Heavy torpedo launcher	10	8	
F-L				
T-L	Light Particle beam	10	10	
T-L				
A-L				
	subtotal	20	18	

T-09 CERVANTES

Spent 227 / 230 BP

Using 187 (+100 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
9		-	400	Skills are base +17 or +22
Size	Medium	-	-	-0 AC and TL (size 3)
Frame	Corvette (see House Rules. This is basically a medium Destroyer)	-	25	Maneuver: ave, turn 2 Pilot +0, HP 140, DT -, CT 25
Power Core	Arcus Max	-200	20	
Thrusters	M8 Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 8 Armor		45	+8 AC, -1 TL
Computer	Mk 2 duo	10	2	+2 to 2 checks
Quarters	Good	-	2	Crew: 20 (12 max)
Defenses	Mk 5 defenses	4	8	+5 TL
FTL	Signal Booster	-100	15	Engine Rating: 2
Security	none			
Sensors	Basic Long-range		10	2
Shields	Medium 160	45	20	
	subtotal	119	151	

4 Expansion Bays	PCU	BP	Notes
Cargo Bay	-	-	
Med Bay	4	8	
"Good" Guest Quarters	1	-	For up to 12 marines
Tech Workshop	3	1	
	subtotal	8	9

Arc-Type	Weapon (3/arc max)	PCU	BP	Notes
T-H	Heavy Torpedo Launcher	10	8	Torps fire in any direction
			6	T-L → T-H
T-H x 2	Heavy Laser Net (Point +12)	30	12	Simulates 4 Point Defense Guns
			22	Add T-L x2 & T-L → T-H x2
F-H	Railgun	20	15	
			4	F-L → F-H
PL SL AL	Empty empty empty	-	-	
	subtotal	60	67	

T-04 CERVANTES

Spent 115 / 115 BP

Using 106 (+0 FTL) / 130 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-	400	Skills are base ?
Size	Medium	-	-	-0 AC and TL (size 3)
Frame	Corvette (see House Rules. This is basically a medium Destroyer)	-	25	Maneuver: ave, turn 2 Pilot +0, HP 120, DT -, CT 25
Power Core	Arcus Heavy	-130	13	
Thrusters	M8 Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 4 Armor		15	+4 AC, -0 TL
Computer	Basic	0	0	0
Quarters	Good	-	2	Crew: 12 (+12 'guests')
Defenses	Mk 4 defenses	3	6	+4 TL
FTL	none	0	0	Engine Rating: 0
Security	none			
Sensors	Budget Med-range	0	3	0
Shields	none	0	0	
	subtotal	63	68	

4 Expansion Bays	PCU	BP	Notes
Cargo Bay	-	-	
Med Bay	4	8	
"Good" Guest Quarters	1	-	For up to 12 marines
Tech Workshop	3	1	
	subtotal	8	9

Arc-Type	Weapon (3/arc max)	PCU	BP	Notes
T-L	Light Torpedo Launcher	5	4	Torps fire in any direction
T-L x 2	Flak Throwers (Point +8)	10	5	Simulates 4 Point Defense Guns
			10	Add T-L x2
F-H	Railgun	20	15	
			4	F-L → F-H
PL SL AL	Empty empty empty			
	subtotal	35	38	

CHIMAERUS : integrated transport

530 / 600 BP

Using 393 (+ 175 FTL) / 600 PCU

Systems	Item	PCU	BP	Notes
Tier	16	-	+	
Size	"Large"	-	-	-1 AC and TL
Frame	Freighter	-	40	Maneuver: Ave, turn 2 Pilot +0, HP 200, DT -, CT 24
Power Core	Pulse Prismatic x2 equivalent	+600	60	
Thrusters	L8	100	8	Speed 8, Pilot +1
Armor	Mk 8	-	60	+ 8 AC, - 1 TL
Computer	Mk 4 Tri-node	25	48	+ 4 to 3 checks
Quarters	good	-	2	Crew: 6
Defenses	Mk 8	9	18	+ 8 TL
FTL Engine	Signal Superior	-150	60	Engine Rating: 4
Security				
Sensors	Adv Long	-	14	+4
Shields	heavy 320	80	27	
	subtotal	214	337	

8 Expansion Bays	PCU	BP	Notes
Cargo Bay x3	0	0	
Escape Pods	2	1	
Medical Bay	4	8	
Science Lab	2	1	
Guest Quarters	1	1	guest suite + brig
Power Core Housing (integration unit)	-	10	
subtotal	9	21	

Arc-Type	Weapon	PCU	BP	Notes
F-H x2	Heavy Plasma Torpedoes (2)	20	20	(Leaena's)
			8	upgrade F-L to F-H x2
F-H	Particle Beam	25	15	(Leaena's)
T-H x 4	Turreted Plasma Cannons (4)	120	80	2 Leaena, 1 Krios, 1 Drakon
			44	add T-L, upgrade to T-H x4
P-H, S-H	empty	-	-	
A-L	Light plasma torpedo launcher	5	5	(Drakon's)
			3	add A-L
	subtotal	170	172	

LEAENA : primary hull	305 / 310 BP
	Using 258 (+ 150 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	11	-	+	
Size	Medium	-	-	-0 AC and TL
Frame	Transport	-	15	Maneuver: Ave, turn 2 Pilot +0, HP 100, DT -, CT 14
Power Core	Pule Prismatic	300	30	
Thrusters	M8	60	4	Speed 8, Pilot +0
Armor	Mk 8	-	45	+ 8 AC, - 1 TL
Computer	Mk 4 mono	25	16	+ 4 to 1 check
Quarters	good	-	2	Crew: 6
Defenses	Mk 8	9	18	+ 8 TL
FTL Engine	Signal Major	-150	30	Engine Rating: 3
Security				
Sensors	Basic. Long	-	10	2
Shields	medium 200	50	22	
	subtotal	144	192	

5 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	
Escape Pods	2	1	
Medical Bay	4	8	
Science Lab	2	1	
Guest Quarters	1	1	guest suite + brig
subtotal	9	11	

Arc-Type	Weapon	PCU	BP	Notes
F-H x2	Heavy Plasma Torpedoes (2)	20	20	
			4	upgrade F-L to F-H x1
F-H	Particle Beam	25	15	
			7	add F-L, upgrade to F-H
T-H x2	Turreted Plasma Cannons (2)	60	40	
			12	upgrade T-L to T-H x2
A-L	empty			
	subtotal	105	102	

KRIOS : cargo hauler	135 / 135 BP
	Using 130 (+75 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1, HP 50, DT -, CT 8
Power Core	Pulse Green	150	15	
Thrusters	S8	40	4	Speed 8, Pilot +0
Armor	Mk 8	-	30	+ 8 AC, - 1 TL
Computer	Mk 4 mono	25	16	+ 4 to 1 check
Quarters	common	-	-	Crew: 6
Defenses	Mk 6	5	11	+ 6 TL
FTL Engine	signal basic	-75	4	Engine Rating: 1
Security				
Sensors	Basic. Medium	-	5	+2
Shields	medium 100	30	15	
	subtotal	100	110	

3 Expansion Bays	PCU	BP	Notes
Cargo Hold	0	0	
Cargo Hold	0	0	
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	HE Missile launcher	10	4	
F-L	HE Missile launcher	10	4	
P-L, S-L	empty			
T-L	Turreted light plasma cannon	10	12	
			5	Add T-L
	subtotal	30	25	

DRAKON : attack shuttle	148 / 155 BP
	Using 135 (+ 75 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	6	-	+	
Size	"small"	-	-	+1 AC and TL
Frame	shuttle	-	6	Maneuver: Ave, turn 0 Pilot +2 , HP 40, DT - , CT 7
Power Core	Pulse Green	150	15	
Thrusters	S10	50	5	Speed 10 , Pilot +0
Armor	Mk 8	-	30	+ 8 AC, - 1 TL
Computer	Mk 4 mono	25	16	+ 4 to 1 check
Quarters	none	-	-	Crew: 2 + passengers
Defenses	Mk 6	5	11	+ 6 TL
FTL Engine	signal basic	-75	4	Engine Rating: 1
Security				
Sensors	Adv Long	-	14	+4
Shields	medium 100	30	15	
	subtotal	110	113	

3 Expansion Bays	PCU	BP	Notes
Passenger Seating	0	0	
empty	-	-	
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	light particle beam	10	10	
F-L	Light plasma torpedo launcher	5	5	
			3	Add F-L
T-L	Turreted light plasma cannon	10	12	
			5	Add T-L
	subtotal	25	35	

T-12 CHIMAERUS

343 / 350 BP

Using 234 (+ 150 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	12	-	+	
Size	"Large"	-	-	-1 AC and TL
Frame	Freighter	-	40	Maneuver: Ave, turn 2 Pilot +0, HP 180, DT -, CT 24
Power Core	Pulse Orange	250	25	
Thrusters	L6	80	6	Speed 6, Pilot +1
Armor	Mk 8	-	60	+ 8 AC, - 1 TL
Computer	Mk 4 Duo-node	25	32	+ 4 to 3 checks
Quarters	good	-	2	Crew: 6
Defenses	Mk 6	5	11	+ 6 TL
FTL Engine	Signal Major	-150	40	Engine Rating: 3
Security				
Sensors	Adv Long	-	14	+4
Shields	medium 200	50	22	
	subtotal	160	252	

8 Expansion Bays	PCU	BP	Notes
Cargo Bay x3	0	0	
Escape Pods	2	1	
Medical Bay	4	8	
Science Lab	2	1	
Guest Quarters	1	1	guest suite + brig
empty	-	-	
subtotal	9	11	

Arc-Type	Weapon	PCU	BP	Notes
F-L x2	Light Torpedoes (2)	10	8	(Leaena's)
F-H	Heavy Laser Cannon	10	8	(Leaena's)
T-L x 4	Turreted Light Plasma Cannons (4)	40	36	2 Leaena, 1 Krios, 1 Drakon
			20	add T-L x4
P-H, S-H	empty	-	-	
A-L	Light plasma torpedo launcher	5	5	(Drakon's)
			3	add A-L
	subtotal	65	80	

T-09 LEAENA

219 /230 BP

Using 169 (+ 150 FTL) / 175 PCU

Systems	Item	PCU	BP	Notes
Tier	9	-	+	
Size	Medium	-	-	-0 AC and TL
Frame	Transport	-	15	Maneuver: Ave, turn 2 Pilot +0, HP 100, DT -, CT 14
Power Core	Pulse Red	+175	17	
Thrusters	M8	60	4	Speed 8, Pilot +0
Armor	Mk 8	-	45	+ 8 AC, - 1 TL
Computer	Mk 4 mono	25	16	+ 4 to 1 check
Quarters	good	-	2	Crew: 6
Defenses	Mk 6	5	11	+ 6 TL
FTL Engine	Signal Major	-150	30	Engine Rating: 3
Security				
Sensors	Basic. Long	-	10	+2
Shields	medium 100	30	15	
	subtotal	120	165	

5 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	
Escape Pods	2	1	
Medical Bay	4	8	
Science Lab	2	1	
Guest Quarters	1	1	guest suite + brig
subtotal	9	11	

Arc-Type	Weapon	PCU	BP	Notes
F-L x2	Light Torpedoes (2)	10	8	
			3	add F-L
F-H	Heavy Laser Cannon	10	8	
T-L x2	Turreted light plasma cannons (2)	20	24	
A-L	empty			
	subtotal	40	43	

ATLAS Europa T-12

Spent 314 / 350 BP
Using 267 (+ 100 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier				
Size	large			-1 (x4)
Frame	Heavy freighter		40	+0 pilot Turn 2 180hp CT 24
Power Core	Nova Ultra	+300	30	
Thrusters	L6	80	6	+1 Pilot
Armor	Mk 4		20	
Computer	Mk 2 mono	15	4	+2 to one
Quarters	good		2	Max Crew 20
Defenses	Mk 4	3	6	
FTL Engine	signal booster	(100)	20	2
Security	none			
Sensors	Budget medium		3	+0
Shields	Medium 120	35	17	
	subtotal	133	148	

8 Expansion Bays	PCU	BP	Notes
Life Boats	10	6	(dome section)
Med Bay	4	8	(dome section)
Rec Center (gym)	0	1	(dome section)
3x cargo	0	0	
2x empty	-	-	
subtotal	14	15	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Particle beam	25	20	
A-H	Particle beam	25	27	Add A-H (+7)
P-H	Particle beam	25	20	
S-H	Particle beam	25	20	
T-Hx2	2 Heavy torpedo launchers	20	32	
			22	Add T-H (+11) x2
F-L x2	empty			
	subtotal	120	151	

ATLAS Pangea T-10	Spent 264 / 270 BP
	Using 181 (+ 175 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier				
Size	large			-1 (x4)
Frame	Heavy freighter		40	+0 pilot Turn 2 120 +40 hp CT 24
Power Core	Nova Heavy	+200	20	
Thrusters	L6	80	6	+1 Pilot
Armor	Mk 4		20	
Computer	Mk 2 mono	15	4	+2 to one
Quarters	good		2	Max Crew 20
Defenses	Mk 4	3	6	
FTL Engine	signal superior	(175)	60	4
Security	none			
Sensors	basic long		10	+2
Shields	Medium 120	35	17	
	subtotal	133	178	

8 Expansion Bays	PCU	BP	Notes
2x Life Boats	20	12	(dome section)
Med Bay	4	8	(dome section)
Rec Center (gym)	0	1	(dome section)
2x Guest quarters	4	4	
2x empty	-	-	
	subtotal	28	25

Arc-Type	Weapon	PCU	BP	Notes
F-H	empty			
P-H	empty			
S-H	empty			
T-Hx2	2 Heavy torpedo launchers	20	32	
			22	Add T-H (+11) x2
F-L x2	empty			
	subtotal	20	54	

ATLAS Meridian T-14	Spent 428 / 450 BP
	Using 338 (+ 100 FTL) / 400 PCU

Systems	Item	PCU	BP	Notes
Tier				
Size	large			-1 (x4)
Frame	Heavy freighter		40	+0 pilot Turn 2 120 +60 hp CT 24
Power Core	Gateway Heavy	+400	40	
Thrusters	L6	80	6	+1 Pilot
Armor	Mk 8		60	-1 TL
Computer	Mk 4 duo	25	32	+4 to two
Quarters	good		2	Max Crew 20
Defenses	Mk 8	9	18	
FTL Engine	signal booster	(100)	20	2
Security	none			
Sensors	Basic medium		5	+2
Shields	Heavy 320	70	27	
	subtotal	184	250	

8 Expansion Bays	PCU	BP	Notes
Life Boats	10	6	(dome section)
Med Bay	4	8	(dome section)
Rec Center (gym)	0	1	(dome section)
4x mech bays	20	12	
1x cargo	0	0	cargo deck
	subtotal	34	27

Arc-Type	Weapon	PCU	BP	Notes
F-H	Particle beam	25	20	
A-H	Particle beam	25	27	Add A-H (+7)
P-H	Particle beam	25	20	
S-H	Particle beam	25	20	
T-Hx2	2 Heavy torpedo launchers	20	32	
			22	Add T-H (+11) x2
F-L x2	empty			
	subtotal	120	151	

Tri-TOAD			Spent 71 / 75 BP	
			Using 118 (+ 75 FTL) / 120 PCU	
Systems	Item	PCU	BP	Notes
Tier	2	-		
Size	small Tri-TOAD = 85 ft long			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 35 , DT - , CT 7
Power Core	Pulse Black	-120	12	
Thrusters	S-12	60	6	Speed 12 , Pilot -1
Armor	Mk 4	-	10	+4 AC
Computer	Mk 2 mono	15	4	+2 on one check
Quarters	common	0	0	Max Crew: 4
Defenses	Mk 4	3	6	+4 TL
FTL Engine	Signal Basic	(75)	2	Engine Rating: 1
Security	none	-	-	
Sensors	Basic medium	-	5	2
Shields	Light 80	30	12	
	subtotal	108	63	

3 Expansion Bays	PCU	BP	Notes
Cargo hold	0	0	
empty	-	-	
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Laser	5	2	
F-L	Light Laser	5	5	Add F-L
	link		1	
	subtotal	10	8	

TRINITY PRIME

Spent 590 / 600 BP
Using 499 (+ 150 FTL) / 500 PCU

Systems	Item	PCU	BP	Notes
Tier	16	-		
Size	Gargantuan (house rule)	-	-	-4 AC and TL
Frame	Battleship	-	150	Maneuver: Ave turn 2 Pilot +0, HP 440, DT 10, CT 56
Power Core	Gateway Ultra	-500	50	
Thrusters	G6	180	12	Speed 6, Pilot +1
Armor	Mk 8	-	75	+8 AC, - 1TL, +1 turn
Computer	Mk 4 duo	25	32	+4 to 2 checks
Quarters	Common	-	0	Crew: 100 (frame Max 300)
Defenses	Mk 8	9	18	+8 TL
FTL	Signal Major (house rule)	-150	60	Engine Rating: 3
Security	-	-	-	-
Sensors	Basic long-range	-	10	+2 Computers
Shields	Heavy 320	70	27	
	subtotal	284	404	

8 Expansion Bays	PCU	BP	Notes
Combo Escape/Breeching/Drop pods	28	24	
Gym	0	1	Should have an iso chamber too: /
3 Launch Bays (Sarkana x6)	15	9	House rule
Science Lab	2	1	
Stasis Capsules ("Cryo Chambers")	10	5	Med bays not big enough to count
Cargo hold	0	0	
subtotal	55	40	

Arc-Type	Weapon	PCU	BP	Notes
T-H x4	Particle Beam	100	82	+22 to add two T-H
F-H x2	Heavy Plasma Torpedo Launcher	20	20	Wing mounted
A-H	Heavy Plasma Torpedo Launcher	10	14	Wing AL->AH +4.
F-C	Particle Beam Cannon	30	30	
empty	PH, PH, PL, SH, SH, SL			
	subtotal	160	146	

TRINITY TINE

Spent 432 / 450 BP

Using 397 (+75 FTL) / 400 PCU

Systems	Item	PCU	BP	Notes
Tier	14	-		
Size	Huge (house rule)	-	-	-2 AC and TL
Frame	Cruiser	-	60	Maneuver: Ave , turn 2 Pilot +0 , HP 255, DT 5, CT 36
Power Core	Gateway Heavy	400	40	
Thrusters	H8	140	8	Speed 8 , Pilot +0
Armor	Mk 8	-	75	+8 AC, - 1TL, +1 turn
Computer	Mk 4 duo	25	32	+4 to 2 checks
Quarters	Common	-	0	Crew: 70 (frame Max 100)
Defenses	Mk 8	9	18	+8 TL,
FTL	Signal Basic	-75	10	Engine Rating: 1
Security	-	-	-	-
Sensors	Basic long-range	-	10	+2 Computers
Shields	Heavy 240	55	23	
	subtotal	229	279	

6 Expansion Bays	PCU	BP	Notes
Combo Escape/Breeching/Drop pods PCU = 2x(4+5+5). BP = 2x(2+5+5)	28	24	Supports up to 100 crew per my rules. Combo is a house rule too.
3 Launch Bays (Sarkana x6)	15	9	House rule
Stasis Capsules ("Cryo Chambers")	10	5	Med bays not big enough to count
Cargo hold	0	0	
subtotal	53	38	

Arc-Type	Weapon	PCU	BP	Notes
T-H x3	Particle Beam	75	67	+22 to add two T-H
T-H	Heavy Plasma Torpedo Launcher	10	21	+11 to add T-H
F-H	Heavy Plasma Torpedo Launcher	10	17	Wing mounted, add F-H for +7
A-H	Heavy Plasma Torpedo Launcher	10	17	Wing mounted, add A-H for +7
F-C	Particle Beam Cannon	30	30	
P-L, S-L	empty			
	subtotal	130	118	

The Trinity ships were difficult to translate into the Starfinder rule set. Use with caution and modify as desired.

Trinity Tines cannot be made by the SF rules so I used a Cruiser hull even though the length is wrong. Likewise a "gargantuan" battleship hull was needed for Trinity Prime. This does fit relative to my other ships. Also required house rules to fit the fighters and multi-purpose drop pods.

Trinity combined should just be treated as three ships that move in unison.

When combined, the Tines:

- lose their bottom turrets.

- gain FTL level 3 (yes it is another house rule to ignore the size limits on "FTL")

- maneuverability becomes poor (-1 piloting, turn 3)

SARKANA - Fighter	Spent 96 / 115 BP
	Using 100 / 100 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-	-	+HP
Size	tiny	-	-	
Frame	fighter	-	8	
Power Core	Pulse Grey	100	10	
Thrusters	T10	30	5	
Armor	Mk 8	-	15	+ 8 AC, - 1 TL
Computer	Mk 2 mono	15	4	+2 to one roll
Quarters	none	-	-	Crew 1
Defenses	Mk 6	5	11	+ 6 TL
FTL Engine	none	-	-	
Security		-	-	
Sensors	Basic Medium	-	3	0
Shields	Med 100	30	15	
	subtotal	80	79	

0 Expansion Bays	PCU	BP	Notes
	subtotal		

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Particle Beam	10	10	
F-L track	Light Plasma Torp	5	5	
T-L	Light Plasma Torp	5	5	Fire any direction
		-	5	new T-L
A-L	empty			
	subtotal	20	25	

PRAETORIAN

Spent 261 / 270 BP

Using 249(+100 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	10	-	400	Skills are base ?
Size	Medium	-	-	-0 AC and TL (size 3)
Frame	Corvette (see House Rules. This is basically a medium Destroyer)	-	25	Maneuver: ave, turn 2 Pilot +0, HP 100+, DT -, CT 25
Power Core	Nova Ultra	-300	30	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +0
Armor	Mk 4 Armor		15	+4 AC, -0 TL
Computer	Mk 2 duo	15	8	+2 to 2 checks
Quarters	Good	-	2	Crew: 7 (+12 'passengers')
Defenses	Mk 4 defenses	3	6	+4 TL
FTL	Signal Booster	-100	15	Engine Rating: 2
Security	none			
Sensors	Adv Long-range	-	14	4
Shields	Medium 200	35	17	
	subtotal	123		

4 Expansion Bays	PCU	BP	Notes
MultiBay: Tech workshop, Synthesis Bay	10	4	
Guest Quarters (+ Brig)	1	1	
Escape Pods	2	1	
MultiBay: Cargo Bay + Launch Bay	10	6	
subtotal	23	12	

Arc-Type	Weapon (3/arc max)	PCU	BP	Notes
F-H	Maser (divided into 2 barrels)	35	22 +4	F-L → F-H
F-H	Heavy EMP Cannon	30	24 +4	F-L → F-H
F-H	Heavy Antimatter 'missile' Launcher	8	15 +7	Add F-H = +7
T-H x 3	Light Plasma Cannons	30	36	
	subtotal	103	112	

PRAETORIAN		BP from Tier = 270
My BP	My percentages	Suggestions:
25	9%	25% Frame
15+6	7%	25% Armor and Defense
30	11%	15% Power Core
112	41%	35% Weapons
36	13%	15% Turrets
17	6%	10% Shields

I think the weapons are ok since one is EMP and the big stuff is all fixed forward.

T-13 NERO I wanted a T-13	Spent 354 / 400 BP
	Using 266 (+150 Drift) / 400 PCU

Size	Huge	-	-	+0 AC and TL
Frame	Bulk Freighter	-	55	Maneuver: poor, turn 3 Pilot -1, HP 160+60, DT 5, CT 32
Power Core	Gateway Heavy	(400)	40	
Thrusters	H6 Thrusters	120	6	Speed 6, Pilot +1
Armor	Mk 6 Armor	-	45	+6 AC, -1 TL
Computer	Mk 6 Mononode	35	36	+6 to 1 check
Quarters	good	-	2	Crew: 26 (20 to 50)
Defenses	Mk 6 defenses	5	11	+6 TL
FTL	Signal major	-150	50	Engine Rating: 3
Security		-	-	
Sensors	Basic Long	-	10	+2
Shields	Medium 200	50	22	
	subtotal	210	277	

10 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Cargo Hold x8	0	0	
Smuggler compartment	4	2	
subtotal	6	3	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light Plasma Cannon	10	12	
T-L	Light Plasma Cannon	10	12	
F-C	Super Laser	20	25	5 BP heavy → capital
A-C	Super Laser	20	25	5 BP heavy → capital
	subtotal	60	74	

MORGANA (horz or vert)	Spent 105 / 115 BP
	Using 133 (+ 100 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-		
Size	small			+1 AC and TL
Frame	Patrol Boat (see House Rules)	-	8	Maneuver: good , turn 1 Pilot +1 , HP 60, DT - , CT 10
Power Core	Arcus Ultra	+150	15	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 4	-	10	+4 AC, -0 TL
Computer	Mk 2 mono	15	4	+2 to 1 check
Quarters	good	-	2	Max Crew: 6
Defenses	Mk 4	3	6	+4 TL
FTL	Signal Booster	(100)	10	Engine Rating: 2
Security		-	-	
Sensors	Basic long range	-	10	+2
Shields	Med 120	35	17	
	subtotal	103	87	

3 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	
Empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light torpedo launcher	5	4	
F-L	Light torpedo launcher	5	4	
T-L	Flak Thrower	10	5	
T-L	Flak Thrower	10	5	
A-L	empty			
	subtotal	30	18	

FERRUM QUAESITOR (rock hopper)	67 / 75 BP
	Using 82 (+ 75 FTL) / 90 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1, HP 40, DT -, CT 8
Power Core	Pulse Brown	90	9	
Thrusters	S6	30	3	Speed 6, Pilot +1
Armor	Mk 2	-	4	+ 2 AC,
Computer	basic	-	-	+0
Quarters	good	-	2	Crew: 6
Defenses	Mk 2	1	3	+ 2 TL
FTL Engine	Signal Basic	(75)	4	Engine Rating: 1
Security				
Sensors	Advanced Short	-	4	+4
Shields	Light 80	30	12	
	subtotal	61	51	

3 Expansion Bays	PCU	BP	Notes
Ore Processor	6	2	See House Rules
Cargo Hold	-	-	External nets
empty	-	-	
subtotal	6	2	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light torpedo launcher	5	4	
T-L	Flak Thrower	10	5	
			5	Add T-L
FPS-L	empty			
	subtotal	15	14	

FERRUM QUAESITOR (cargo version)	38 / 40 BP
	Using 46 (+ 75 FTL) / 75 PCU

Systems	Item	PCU	BP	Notes
Tier	1/2	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1, HP 40, DT -, CT 8
Power Core	Arcus Light	(-75)	7	
Thrusters	S6	30	3	Speed 6, Pilot +1
Armor	Mk 2	-	4	+ 2 AC,
Computer	basic	-	-	+0
Quarters	common	-	-	Crew: 2 (max 6)
Defenses	Mk 2	1	3	+ 2 TL
FTL Engine	Signal Basic	(75)	4	Engine Rating: 1
Security		-	-	
Sensors	Budget Short	-	2	+0
Shields	Basic 40	15	5	
	subtotal	46	38	

3 Expansion Bays	PCU	BP	Notes
empty	-	-	
Cargo Hold	-	-	
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
FFPS-L	empty			
	subtotal	0	0	

IROQUOIS

Spent 72 / 75 BP
Using 112 (+ 0 FTL) / 120 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-	(55)	
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 35 , DT - , CT 7
Power Core	Pulse Black	+120	12	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 3	-	6	+3 AC
Computer	basic	0	0	
Quarters	none	0	0	Max Crew: 2 (max 4)
Defenses	Mk 3	2	4	+3 TL
FTL Engine	none	(-)	-	Engine Rating: -
Security	none	-	-	
Sensors	Basic medium	-	5	+2
Shields	Med 90	30	13	
	subtotal	82	51	

3 Expansion Bays	PCU	BP	Notes
Passenger Seating or cargo hold	0	0	
cargo	-	-	
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light laser cannon	5	2	
T-L	Light laser cannon	5	2	
		-	10	Add 2 light turrets
F-L	HE Missile Launcher	10	4	
F-L	Micro Missile Battery	10	3	array
A-L	empty			
	subtotal	30	21	

ULYSSES - CARRACK

Spent 178 / 180 BP

Using 126 (+150 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	7	-	(180)	Skills are +14 /+19 gun+12
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: ave, turn 2 Pilot +0, HP 85, DT 0, CT 14
Power Core	Arcus Ultra	(150)	15	
Thrusters	M6 Thrusters	50	3	Speed 6, Pilot +1
Armor	Mk 4 Armor	-	15	+4 AC, -1 TL
Computer	Mk 3 Mononode	5	11	+3 to 1 check
Quarters	Good	-	2	Crew: 12 (6 + Extra Quarters)
Defenses	Mk 4 defenses	3	6	+4 TL
FTL	Signal Major	(150)	30	FTL Rating: 3
Security	none		-	
Sensors	Advanced long-range	-	14	+4
Shields	Light 80	30	12	
	subtotal	88	123	

5 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Cargo Hold	-	-	
Tech Workshop	3	1	
Science Lab/Medical Multi-bay	12	28	double cost + 10 BP
Extra Crew (Guest) Quarters	1	1	
subtotal	18	31	

Arc-Type	Weapon	PCU	BP	Notes
F-H	empty	-	-	
F-L	empty	-	-	
T-L	Light Plasma Cannon	10	12	
T-L	Light Plasma Cannon	10	12	
A-L	empty	-	-	
	subtotal	20	24	

The ships, when combined, move at speed 8 with Pilot +0 and turn 2. Average maneuverability. Apply hits to one or the other randomly in a given arc.

ULYSSES - DROMON

Spent 203 / 205 BP

Using 187 (+150 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	8	-	(205)	Skills are +16 /+21 gun+14
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: ave, turn 2 Pilot +0, HP 100, DT 0, CT 14
Power Core	Arcus Maximum	(200)	20	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +0
Armor	Mk 5 Armor	-	21	+5 AC, -1 TL
Computer	Mk 3 Mononode	5	11	+3 to 1 check
Quarters	Good	-	2	Crew: 6 (max 6)
Defenses	Mk 6 defenses	5	11	+6 TL
FTL	Signal Major	(150)	30	FTL Rating: 3
Security	none		-	
Sensors	Basic long-range	-	10	+2
Shields	Medium 120	35	17	
	subtotal	115	142	

5 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Cargo Hold	-	-	
Empty x3	-	-	
subtotal	2	1	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Persistent Particle Beam	40	25	
F-L	Light torpedo launcher	5	4	
F-L	Light torpedo launcher	5	7	Add F-L
T-L	Light Plasma Cannon	10	12	
T-L	Light Plasma Cannon	10	12	
A-L	empty	-	-	
	subtotal	70	60	

PANTHARI

Spent 432 / 450 BP

Using 399 (+100 Drift) / 400 PCU

Using a Cruiser hull even though the length is wrong.

Systems	Item	PCU	BP	Notes
Tier	14	-	(+450)	
Size	"Huge"	-	-	-2 AC and TL
Frame	Cruiser	-	60	Maneuver: Ave , turn 2 Pilot +0 , HP 255, DT 5, CT 36
Power Core	Gateway Heavy	+400	40	
Thrusters	H8	140	8	Speed 8 , Pilot +0
Armor	Mk 6	-	45	+6 AC, - 1 TL, +0 turn
Computer	Mk 3 duo	20	18	+3 to 2 checks
Quarters	Common	-	0	Crew: 26 (frame Max 100)
Defenses	Mk 4	3	6	+4 TL,
FTL Engine	Signal Major	(150)	50	Engine Rating: 3
Security	-	-	-	-
Sensors	Basic long-range	-	10	+2 Computers
Shields	Heavy 320	70	27	
	subtotal	233	264	

6 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Shuttle Bay	10	4	
Cargo Hold	0	0	
Vehicle Bay	5	3	
Medical Bay	4	8	
emptyx1	-	-	
	subtotal	21	16

Arc-Type	Weapon	PCU	BP	Notes
T-L x3	Light Plasma Cannon	30	69	3 heavy turrets +33
T-H	Maser (<i>Mass Cannon</i>)	35	22	
F-C	Maser (<i>Mass Cannon</i>)	35	22	
A-H	Maser (<i>Mass Cannon</i>)	35	29	Add A-H +7
F-H	Heavy Plasma Torpedo Launcher	10	10	Add F-H +7
S-L P-L	empty			
	subtotal	145	152	

LUNA	Spent 120/ 135 BP
	Using 148 (+0 Drift) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-		
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 40 , DT - , CT 7
Power Core	Pulse Green	+150	15	
Thrusters	S-10	50	5	Speed 10 , Pilot +0
Armor	Mk 4	-	5	+4 AC, -0 TL
Computer	Mk 2 duo	15	8	+ 2 to 2 checks
Quarters	common	-	0	Max Crew: 4+ 8 passengers
Defenses	Mk 4	3	6	+4 TL
Drift Engine	none	(0)	0	Engine Rating: 0
Security	-			
Sensors	Basic Med	-	5	+2
Shields	Med 140	40	18	
	subtotal	108	68	

3 Expansion Bays	PCU	BP	Notes
Passenger Seating x2	0	0	
Empty x1	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light particle beam	10	10	
F-L	Light particle beam	10	10	
			9	Add F-L and link 3+6
T-L	Light plasma cannon	10	12	
			5	Add T-L
A-L	Micro missile Battery	10	3	
			3	Add A-L
	subtotal	40	52	

ROCKETSHIP X-89

Spent 114/ 115 BP

Using 122 (+ 75FTL) / 140 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-		
Size	small			+ 1 AC and TL
Frame	Patrol Boat (see House Rules)	-	8	Maneuver: good , turn 1 Pilot +1 , HP 60, DT - , CT 10
Power Core	Arcus Heavy	+140	14	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 3	-	6	+3 AC, -0 TL
Computer	Mk 3 duo	20	18	+3 to 2 checks
Quarters	good	-	2	Crew: 4 (max 6)
Defenses	Mk 3	2	4	+3 TL
FTL	Signal Basic	(75)	4	Engine Rating: 1
Security		-	-	
Sensors	Basic medium range	-	10	+2
Shields	Med 90	30	13	
	subtotal	102	84	

3 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	
Empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L x2	empty	-	-	
T-L	Light Plasma Cannon	10	12	
T-L	Light Plasma Cannon	10	12	
A-L	empty		6	link
	subtotal	20	30	

CLASS 5 FLYING SAUCER	221 / 230 BP
	Using 165 (+ 175 FTL) / 175 PCU

Systems	Item	PCU	BP	Notes
Tier	9	-	+230	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1 , HP 40 , DT - , CT 8
Power Core	Pulse Red	(-175)	17	
Thrusters	S10	50	5	Speed 10 , Pilot +0
Armor	Mk 4	-	10	+4 AC,
Computer	Mk 5 duonode	30	50	+5 to two things
Quarters	good	-	2	Crew: 5 (max 6)
Defenses	Mk 8	9	18	+8 TL
FTL Engine	Signal Superior	(175)	30	Engine Rating: 4
Security	Anti-hacking computer countermeasures	-	3 5	
Sensors	basic medium	-	5	+2
Shields	Medium 200	50	22	
	subtotal	139	177	

3 Expansion Bays	PCU	BP	Notes
Science Lab	2	1	
Cargo Hold	-	-	
Medical Bay	4	8	
subtotal	6	9	

Arc-Type	Weapon	PCU	BP	Notes
T	Light Particle beam	10	15	Add turret 5
T	Light Particle beam	10	15	Add turret 5
			5	link
FFPS-L	empty			
	subtotal	20	35	

V7-A Rocket

Spent 70 / 75 BP

Using 116 (+ 0 FTL) / 140 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-	-	
Size	small			+1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 35 , DT - , CT 7
Power Core	Pulse White	+140	14	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 2	-	4	+2AC
Computer	Mk 2 duo	15	8	+2 to two
Quarters	good	0	2	Crew: 4 (max 4)
Defenses	Mk 2	1	3	+2 TL
FTL Engine	none	(-)	-	Engine Rating: -
Security	none	-	-	
Sensors	Basic medium	-	5	+2
Shields	Light 80	30	12	
	subtotal	96	54	

3 Expansion Bays	PCU	BP	Notes
Cargo hold	0	0	
Life Boat	5	3	
empty	-	-	
subtotal	5	3	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light laser cannon	5	2	
F-L	Light laser cannon	5	2	
F-L	Light laser cannon	5	2	(house ruled 3 rd laser)
		-	1	Link x2
			6	Add 2 F-L
	subtotal	15	13	

TYPE 2 U.F.O.

Spent 134 / 135 BP
Using 134 / 140 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-	-	
Size	tiny	-	-	
Frame	interceptor	-	8	35 hp +2 Pilot, turn 0
Power Core	Pulse White	(140)	14	
Thrusters	T14	40	7	-2 Pilot
Armor	Mk 4	-	5	+ 8 AC, - 1 TL +2 for size
Computer	Mk 5 mono	30	25	+5 to one roll
Quarters	-	-	-	Crew 1
Defenses	Mk 8	9	18	+ 6 TL +2 for size
FTL Engine	-	-	-	
Security		-	-	
Sensors	Basic Medium	-	5	+2
Shields	Med 120	35	17	
	subtotal	114	99	

0 Expansion Bays	PCU	BP	Notes
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L x2	empty			
T-L x2	Light Particle Beam x2	20	20	Fire any direction
		-	10	new T-L x2
			5	link
	subtotal	20	35	

VALHALLA

Spent 63 / 75 BP

Using 114 / 120 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-		
Size	small			+ 1 AC and TL
Frame	Patrol Boat (see House Rules)	-	8	Maneuver: good , turn 1 Pilot +1 , HP 50, DT - , CT 10
Power Core	Pulse Black	+120	12	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 3	-	6	+3 AC, -0 TL
Computer	Mk 2 mono	15	4	+2 to 1 check
Quarters	none	-	-	Max Crew: 6
Defenses	Mk 3	4	4	+3 TL
FTL	none	-	-	Engine Rating: 2
Security		-	-	
Sensors	Basic medium	-	5	+2
Shields	Med 90	30	13	
	subtotal	99	57	

3 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	
Passenger Seating x2	0	0-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-Lx2	empty			
T-L	Light laser cannon	5	2	
T-L	Light laser cannon	5	2	
A-L	Light laser cannon	5	2	
	subtotal	15	6	

PILGRIM	75 / 75 BP
	Using 94 (+ 100 FTL) / 100 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	Maneuver: Ave, turn 1 Pilot +1, HP 40, DT -, CT 8
Power Core	Pulse Grey	+100	10	
Thrusters	S8	40	4	Speed 8, Pilot +0
Armor	Mk 2	10	1	+ 2 AC,
Computer	Mk 2 mono	-	-	+2
Quarters	common	-	-	Crew: 2 (max 6)
Defenses	Mk 2	1	3	+ 2 TL
FTL Engine	Signal Booster	(100)	10	Engine Rating: 2
Security		-	-	
Sensors	Budget Medium	-	3	+0
Shields	Light 70	25	10	
	subtotal	76	51	

3 Expansion Bays	PCU	BP	Notes
Guest Quarters (so carries 8 people total)	1	1	
Cargo Hold	-	-	
Tech workshop	3	1	
subtotal	4	2	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light Plasma Cannon	10	12	
			5	Add light turret
F-L	Light Plasma Torpedo Launcher	5	5	
FPS-L	empty			
	subtotal	15	22	

FAIRLANE-S (security shuttle)	Spent 133 / 135 BP
	Using 144 (+ 75 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-		
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 40 , DT - , CT 7
Power Core	Pulse Green	+150	15	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 5	-	7	+5AC -1 TL
Computer	Mark 2 duo	15	8	+2 +2
Quarters	good	0	2	Crew: 4
Defenses	Mk 5	4	8	+5 TL
FTL Engine	Signal Basic	(-75)	2	Engine Rating: -
Security	Bio locks	-	5	
Sensors	Basic long	-	10	+2
Shields	Med 160	45	20	
	subtotal	114	88	

3 Expansion Bays	PCU	BP	Notes
empty	-	-	
empty	-	-	
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light plasma cannon	10	12	
		-	5	Add 1 light turrets
F-L	Light particle beam	10	10	
F-L	Light particle beam	10	10	
			8	Add F-L and link 3+5
	subtotal	30	45	

FAIRLANE 4000 (luxury shuttle)	Spent 115 / 115 BP
	Using 128 (+ 150 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	4	-		
Size	small			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good +2 pilot, turn 0 Pilot +2 , HP 40 , DT - , CT 7
Power Core	Pulse Green	+150	15	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 3	-	6	+3 AC
Computer	Mk 4 mono	25	16	
Quarters	luxurious	0	5	Crew: 5 (max 4 + quarters)
Defenses	Mk 3	2	4	+3 TL
FTL Engine	Signal Major	(-150)	10	Engine Rating: 3
Security	Bio locks, anti-hack	-	8	
Sensors	Advanced medium	-	8	+4
Shields	Med 100	30	15	
	subtotal	107	98	

3 Expansion Bays	PCU	BP	Notes
Guest Quarters	1	1	cabin
empty	-	-	
empty	-	-	
	subtotal	1	1

Arc-Type	Weapon	PCU	BP	Notes
A-L	HE Missile Launcher	10	4	
			3	Add A-L
F-L	Light laser cannon	5	2	
F-L	Light laser cannon	5	2	
			4	Add F-L and link 3+1
	subtotal	20	15	

QUIXOTE

Spent 325 / 350 BP

Using 273 (+150 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	12	-		Skills are base ?
Size	Medium	-	-	-0 AC and TL (size 3)
Frame	Corvette (see House Rules. This is basically a medium Destroyer)	-	25	Maneuver: ave, turn 2 Pilot +0, HP 100+60, DT -, CT 25
Power Core	Pulse Prismatic	-300	30	
Thrusters	M8 Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 8 Armor		45	+8 AC, -1 TL
Computer	Mk 2 duo	15	8	+2 to 2 checks
Quarters	Good	-	2	Crew: 29 (12 max!)
Defenses	Mk 6 defenses	5	11	+6 TL
FTL	Signal Booster	-150	30	Engine Rating:3
Security	none			
Sensors	Basic Long-range		10	2
Shields	Medium 160	45	20	
	subtotal	125	185	

4 Expansion Bays	PCU	BP	Notes
Cargo Bay	-	-	Air car + a little cargo
Launch Bay	5	3	2 Sarkana
Escape Pods	2	1	
Guest Quarters (common)	1	1	Barracks for 24 crew
subtotal	8	5	

Arc-Type	Weapon (3/arc max)	PCU	BP	Notes
F-H x2	Maser (2 total)	70	44 +11	linked = +11
			8	F-L → F-H x2
F-H	Heavy Torpedo Torpedo Launcher	10	8 +7	Add F-H = +7
T-H x 2	Plasma Cannons (2 total)	60	40	
		-	17	T-L→T-H & Add T-H x1 = +17
P,S,A -L	empty			
	subtotal	140	135	

COYOTE

Spent 269 / 270 BP

Using 293 (+100 FTL) / 300 PCU

Systems	Item	PCU	BP	Notes
Tier	10	-		Skills are base +8 or +13
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: ave, turn 2 Pilot +0, HP 70, DT 0, CT 14
Power Core	Pulse Prismatic	+300	30	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +0
Armor	Mk 3 Armor	-	9	+3 AC, -0 TL
Computer	Basic	0	0	+0 to 0 checks
Quarters	Common	-	1	Max Crew: 6!
Defenses	Mk 4 defenses	3	6	+4 TL
FTL	Signal Booster	(100)	15	Engine Rating: 2
Security	none		-	
Sensors	Budget medum-range	-	3	+0
Shields	Medium 140	40	18	
	subtotal	113	102	

5 Expansion Bays	PCU	BP	Notes
Combo Escape/Breeching/Drop pods	28	24	
Guest Quarters (common)	1	1	Barracks for additional crew
Drone Bays	5	3	4 Drones
Launch Bay	5	3	Lokai + Truck
Cargo Bay	1	1	
subtotal	40	32	

Arc-Type	Weapon	PCU	BP	Notes
F-Hx2	Persistent Particle Beam	80	50	(one big gun)
			29	Upgrade F-H + Link = 4 + 25
T-H x2	Heavy Nuclear Missile Launcher x2	30	20	Guided missiles = any arc
			12	Upgrade to T-H x2
A-H	Plasma Cannon	30	20	
			4	Upgrade to A-H
	subtotal	140	135	

Lochlyn IX	Spent 597 / 600 BP
	Using 413 (+0 FTL) / 500 PCU

	Tier 16			
Size	Huge	-	-	+0 AC and TL
Frame	Space Station built on Bulk Freighter frame	-	11 55	Maneuver: poor, turn 3 Pilot -1, HP 160+80, DT 5, CT 32
Power Core	Gateway Ultra	(500)	50	
Thrusters	H4 Thrusters	80	4	Speed 1, Pilot +2
Armor	Mk 12 Armor		150	+12 AC, -3 TL +2 turn
Computer	Mk 6 Duonode	35	72	+6 to 2 checks
Quarters	good	-	2	Max Crew: 50 max occupants: 250
Defenses	Mk 6 defenses	5	11	+6 TL
FTL	none	-	-	Engine Rating: 0
Security		-	-	
Sensors	Advanced Long Range	-	14	+4
Shields	Heavy 320	70	27	
	subtotal	190	396	

10 Expansion Bays (+20 w/ imited options)	PCU	BP	Notes
Life Boats	5	3	
Guest Quarters	1	1	
Hangar Bay	30	10	
Medical Bay	4	8	
Gym	0	1	
Science Lab x3	6	3	
Sealed environment chamber	2	1	
Synthesis Bay	2	1	
Tech Workshop	3	1	
Cargo Hold x6	0	0	
Empty x13	-	-	
subtotal	53	29	

Arc-Type	Weapon	PCU	BP	Notes
			34	Add 2 T-L, then 4 T-L → T-H
T-H	Maser x4	140	88	
F-C	Nuclear mega-missile launcher	15	25	5 BP heavy → capital
A-C	Nuclear mega-missile launcher	15	25	5 BP heavy → capital
	subtotal	170	172	

Space station:

- Add 1/5th to base frame cost
- Occupants = base crew size x 5 (though crew size does not change)
- Expansion Bays x 3
- One orbital weapon allowed
- Maneuverability is poor (-1 Pilot, turn 3) and speed is 1 (2 if level 8 thrusters)

KAERU - scout	Spent 173 / 180 BP
	Using 153 (+175 FTL) / 175 PCU

Systems	Item	PCU	BP	Notes
Tier	7	-		
Size	small			+ 1 AC and TL
Frame	Patrol Boat (see House Rules)	-	8	Good. Turn 1, Pilot +1, HP 50+10, DT -, CT 10
Power Core	Pulse Red	(+175)	17	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 4	-	10	+4 AC, -0 TL
Computer	Mk 4 duo	25	32	+4 to 2 checks
Quarters	Good	-	2	Max Crew: 6
Defenses	Mk 4	3	6	+4 TL
FTL	Signal Superior	(175)	30	Engine Rating: 4
Security		-	-	
Sensors	Advanced Long	-	14	+4
Shields	Med 140	40	18	
	subtotal	118	142	

3 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	
External Docking Cradle	0	0	Lets Sasori dock and join
empty	-	-	
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-Lx2	Light Particle Beam x2	20	20	Light Particle Beam
			5	Linked
T-L	Light Laser Cannon	5	2	
T-L	Light Laser Cannon	5	2	
A-L	Light Laser Cannon	5	2	
	subtotal	35	31	

ARKADAIN – ultralight carrier	151 / 155 BP
	Using 149 (+ 100 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	6	-	+	
Size	small	-	-	-0 AC and TL
Frame	light freighter	-	10	good, turn 1, Pilot +1 , HP 40+10, DT - , CT 8
Power Core	Pulse Green	(+150)	15	
Thrusters	S-8	40	4	Speed 8, Pilot +0
Armor	Mk 4	10	1	+ 2 AC,
Computer	Mk 4 duo	25	32	+4 to 2 checks
Quarters	Common	-	-	Crew: 2 (max 6)
Defenses	Mk 4	3	6	+4 TL
FTL Engine	Signal Booster	(100)	10	Engine Rating: 2
Security		-	-	
Sensors	Basic Long	-	10	+2
Shields	Med 140	40	18	
	subtotal	118	106	

3 Expansion Bays	PCU	BP	Notes
Guest Quarters (carries 8 people total)	1	1	
Cargo Hold	-	-	
External Docking Cradles	0	0	Lets Sasori dock and join
subtotal	1	1	

Arc-Type	Weapon	PCU	BP	Notes
T-L	Light Plasma Cannon	10	12	
			5	Add light turret
A-L	Light Plasma Cannon	10	12	
			3	Add A-L
F-L	Light Plasma Cannon	10	12	
FPS-L	empty			
	subtotal	30	44	

SASORI - Fighter

Spent 117 / 135 BP
Using 115 / 130 PCU

Systems	Item	PCU	BP	Notes
Tier	5	-	-	+HP
Size	tiny	-	-	
Frame	fighter	-	8	35+5hp +1 Pilot, turn 1
Power Core	Arcus Heavy	(130)	13	
Thrusters	T10	30	5	
Armor	Mk 6	-	15	+ 6 AC, - 1 TL
Computer	Mk 4 mono	25	16	+4 to one roll
Quarters	none	-	-	Crew 2
Defenses	Mk 6	5	11	+ 6 TL
FTL Engine	none	-	-	
Security		-	-	
Sensors	Basic Long	-	10	+2
Shields	Med 140	40	18	
	subtotal	100	96	

0 Expansion Bays	PCU	BP	Notes
subtotal			

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Particle Beam	10	10	
F-L track	Light Torpedo Launcher	5	4	
T-L	Light Laser Cannon	5	2	
		-	5	new T-L
A-L	empty			
	subtotal	20	21	

T-20 TRAJAN	Spent 976 / 1000 BP
	Using 833 (+75 Drift) / 900 PCU

		PCU	BP	
Size	Gargantuan	-	-	+6 AC and TL
Frame	Battleship	-	150	Maneuver: ave, turn 2 Pilot 0, HP 280+40, DT 15, CT 80
Power Core	Gateway Ultra	(500)	50	(250 in each wing)
	Gateway Heavy	(400)	40	(100 in each engine)
Thrusters	G6 Thrusters	180	12	Speed 6, Pilot +1
Armor	Mk 10 Armor	-	126	+10 AC, -2 TL
Computer	Mk 4 Trinode	25	48	+4 to 3 checks
Quarters	good	-	2	Crew: 126 (100 to 300)
Defenses	Mk 12 defenses	20	40	+12 TL
FTL	Signal Basic	-75	12	Engine Rating: 1
Security	Self Destruct	-	30	
Sensors	Adv Long	-	14	+4 Computers
Shields	Heavy 480	110	32	
	subtotal	335	556	

8 Expansion Bays (mine has 15. suck it)	PCU	BP	Notes
Escape Pods	2	1	
Cargo Hold x3	0	0	
Hangar x2 (20 fighters)	60	20	RAW: 4 bays for 8 fighters?!
Medical	4	8	
Recreation Suite (Gym)	0	1	
Power Core Housing	0	10	
subtotal	68	40	

Trajan Weapons

Arc-Type	Weapon	PCU	BP	Notes
F-C x2	Supermaser	80	70	
			12	Add F-C
			35	link
FPSA - H x2	Maser (<i>Mass Cannons</i>)	280	176	8 total
			4	Upgrade aft to heavy
			9	Add A-H
PS - L x2	Light Plasma Cannon	40	48	4 total
			6	Add PS - L
T-H x2	Heavy Nuclear Missile Launcher	30	20	
	subtotal	430	380	

BANSHEE – fast attack craft	Spent 203 / 205 BP
	Using 206 (+150 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	8	-		
Size	small			+ 1 AC and TL
Frame	Patrol Boat (see House Rules)	-	8	Good. Turn 1, Pilot +1 , HP 50+10, DT - , CT 10
Power Core	Pulse Orange	(+250)	25	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 6	-	18	+6 AC, -1TL
Computer	Mk 2 duo	15	8	+2 to 2 checks
Quarters	Good	-	2	Max Crew: 6 + 6
Defenses	Mk 6	5	11	+6 TL
FTL	Signal Major	(150)	20	Engine Rating: 3
Security	Biometric Locks. Antihack x 1	-	8	
Sensors	Advanced Long	-	14	+4
Shields	Med 200	50	22	
	subtotal	120	141	

2 Expansion Bays	PCU	BP	Notes
Vehicle Bay	5	3	Diminutive Fighter
Guest Quarters	1	1	brig for 4, + 2 crew bunks
subtotal	6	4	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Particle beam	50	30	(double cost because heavy)
			4	Upgrade to Heavy
F-L	HE explosive missile launcher	10	4	
T-L	Light particle beam	10	10	
T-L	Light particle beam	10	10	
A-L	empty			
	subtotal	80	58	

VALKYRN – long range interceptor	148 / 155 BP
	Using 148 (+ 150 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	6	-	+	
Size	small	-	-	-0 AC and TL
Frame	shuttle	-	6	perfect, turn 0, Pilot +2, HP 35+5per, DT -, CT 7
Power Core	Pulse Green	(+150)	15	
Thrusters	S-10	50	5	Speed 10, Pilot +0
Armor	Mk 5	-	14	+5 AC, -1 TL
Computer	Mk 3 mono	20	9	+3 to 1 check
Quarters	Common	-	-	Crew: 4
Defenses	Mk 6	3	6	+6 TL
FTL Engine	Signal Major	(150)	20	Engine Rating: 3
Security		-	-	
Sensors	Basic Long	-	10	+2
Shields	Med 120	35	17	
	subtotal	118	92	

3 Expansion Bays		PCU	BP	Notes
Cargo Bay		0	0	(bombs)
empty				
empty				
	subtotal			

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Particle Beam	10	10	
F-L	Light Particle Beam	10	10	
			8	Add F-L, link
T-L*	HE missile Launcher	10	4	Bombs/Torpedoes
T-L*	HE missile Launcher	10	4	
			10	Add T-L x2
	subtotal	40	46	

*Using Turret slots since forward guns are full and torpedoes can lock on to targets in any arc.

WYVERN – alien hybrid	167 / 180 BP
	Using 148 (+ 100 FTL) / 150 PCU

Systems	Item	PCU	BP	Notes
Tier	7	-	+	
Size	small	-	-	-0 AC and TL
Frame	shuttle	-	6	perfect, turn 0, Pilot +2 , HP 35+5, DT - , CT 7+3
Power Core	Pulse Green	(+150)	15	
Thrusters	S-8	40	4	Speed 10, Pilot +0
Armor	Mk 5	-	14	+5 AC, -1 TL
	Light ablative armor	-	13	22 per arc. -1 TL pg.20
	Fortified hull (Nanocarbon)			+3 CT pg.21
Computer	Mk 4 mono	25	16	+4 to 1 check
Quarters	Common	-	-	Crew: 4
Defenses	Mk 6	3	6	+6 TL
FTL Engine	Signal Booster	(100)	10	Engine Rating: 2
Security		-	-	
Sensors	Basic Long	-	10	+2
Shields	Med 100	30	15	
	subtotal	98	109	

3 Expansion Bays	PCU	BP	Notes
Cargo Bay	0	0	(bombs)
Ghost Drive	10	5	p.26 (no AoO & slower)
empty			
subtotal	10	5	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Plasma Cannon	10	12	
F-L	Light Plasma Cannon	10	12	
			9	Add F-L, link
T-L*	Tac Nuke Launcher	10	5	Bombs/Torpedoes
T-L*	Tac Nuke Launcher	10	5	
			10	Add T-L x2
	subtotal	40	53	

*Using Turret slots since forward guns are full and torpedoes can lock on to targets in any arc.

SPARROWHAWK (v2) - Fighter	Spent 72 / 75 BP
	Using 122 / 130 PCU

Systems	Item	PCU	BP	Notes
Tier	2	-	-	+HP
Size	tiny	-	-	
Frame	interceptor	-	6	30+5hp, +2 Pilot, turn 0, CT 6
Power Core	Arcus Heavy	(130)	13	
Thrusters	T14	60	6	Speed 14, -2 Pilot
Armor	Mk 3	-	3	+3 AC, -0 TL
Computer	Mk 2 mono	15	4	+2 to one roll
Quarters	none	-	-	Crew 1
Defenses	Mk 3	2	6	+ 6 TL
FTL Engine	none	-	-	
Security		-	-	
Sensors	Basic Medium	-	5	+2
Shields	Med 100	30	15	
	subtotal	112	63	

0 Expansion Bays	PCU	BP	Notes
subtotal	0	0	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Laser Cannon	5	2	
F-L	Light Laser Cannon	5	2	
			1	Link
T-L	Light Torpedo Launcher	5	4	
		-	5	new T-L
	subtotal	15	14	

Note there is a Tier 4 Sparrowhawk with Drake.

ORYX (cargo ship)

Spent 82 / 95 BP

Using 114 (+100 FTL) / 130 PCU

Systems	Item	PCU	BP	Notes
Tier	3	-	(95)	
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: ave, turn 2 Pilot +0, HP 70, DT 0, CT 14
Power Core	Arcus Heavy	+130	13	
Thrusters	M8 Thrusters	60	4	Speed 8, Pilot +0
Armor	Mk 3 Armor	-	9	+3 AC, -0 TL
Computer	Mk 3 Mononode	20	9	+3 to 1 check
Quarters	Good	-	0	Max Crew: 6
Defenses	Mk 3 defenses	2	4	+3 TL
FTL	Signal Booster	(100)	9	Engine Rating: 2
Security	none		-	
Sensors	Basic medium-range	-	5	+2
Shields	Medium 90	30	13	
	subtotal	112	81	

5 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Cargo x4	0	0	
subtotal	2		

Arc-Type	Weapon	PCU	BP	Notes
F-H, F-L, A-L, T-Lx2	empty			Can add 1 of the following without tier increase: - any turreted light cannon or beam - any forward heavy tracking weapon
	subtotal			

T-14 Augustus	Spent 450 / 450 BP
	Using 360 (+75 Drift) / 400 PCU

Size	Gargantuan	-	-	-6 AC and TL
Frame	Carrier	-	120	Mnvr: poor, turn 6* Pilot -1 HP 240+30x3, DT 10, CT 48
	Colony ship		30	Starship Op Manual pg. 28
Power Core	Gateway Heavy	(400)	40	
Thrusters	G4 Thrusters	120	8	Speed 4, Pilot +2
Armor	Mk 4 Armor	-	30	+4 AC, -0 TL
Computer	Mk 3 Tetranode	20	36	+3 to 4 checks
Quarters	luxurious	-	5	Crew: 200 (+1800 passenger)
Defenses	Mk 8 defenses	9	18	+8 TL
FTL	Signal Basic	-75	12	Engine Rating: 1
Security		-	-	
Sensors	Basic Long	-	10	2
Shields	Medium 120	35	17	
	subtotal	184	326	

30 Expansion Bays + 8 external bays*	PCU	BP	Notes
(8 external expansion bays)	0	24	+3 turn radius*
Cargo Hold x2	0	0	25 tons of cargo
Guest Quarters x20	1x20	1x20	4 passengers per bay?!
Cryo Chamber x5	10x5	5x5	8 people per bay?!
Escape Pods	2	1	6 pods per bay?!
Recreation Suite (gym)	0	1	
Medical Bay	4	8	
Hangar Bay x2 (takes up 8 bays total)	30x2	10x2	16 tiny ships
subtotal	136	99	

Arc-Type	Weapon	PCU	BP	Notes
F-H	Persistent Particle Beam	40	25	
	empty	-	-	Px3, Sx3, Tx3
	subtotal	40	25	

Augustabus Brahmbabus Shuttle	Spent 29 / 30 BP
	Using 66 (+ 0 FTL) / 75 PCU

Systems	Item	PCU	BP	Notes
Tier	1/3 rd	-		
Size	"small" (fudged)			+ 1 AC and TL
Frame	shuttle	-	6	Maneuver: good , turn 0 Pilot +2 , HP 40 , DT - , CT 7
Power Core	Arcus Light	75	7	
Thrusters	S6	50	3	Speed 6, Pilot +1
Armor	Mk 2	-	4	+2 AC, -0 TL
Computer	Basic	0	0	+ 0 to 0 checks
Quarters	none	-	-	Max Crew: 2 + 28 passengers
Defenses	Mk 2	1	3	+2 TL
FTL Engine	none	-	-	Engine Rating: -
Security	none	-	-	
Sensors	Cut Rate	-	1	-2
Shields	Basic 40	15	5	
	subtotal	66	29	

3 Expansion Bays	PCU	BP	Notes
Passenger Seating x2 & empty x1	0	0	(technically +32 passengers)
subtotal	-	-	

Arc-Type	Weapon	PCU	BP	Notes
T-L	empty			
F-L	empty			
	subtotal	-	-	

<h1>Daishō</h1>	Spent 312 / 350 BP
	Using 247 (+150 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	12	-		Skills are base ?
Size	Medium	-	-	-0 AC and TL (size 3)
Frame	Corvette (see House Rules. This is basically a medium Destroyer)	-	25	Maneuver: ave, turn 2 Pilot +0, HP 100+60, DT -, CT 25
Power Core	Pulse Orange	-250	25	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +0
Armor	Mk 6 Armor	-	36	+6 AC, -1 TL
Computer	Mk 3 Duonode	20	18	+3 to 2 checks
Quarters	Good	-	2	Crew: 29 (12 max!)
Defenses	Mk 6 defenses	5	11	+6 TL
FTL	Signal Booster	-100	15	Engine Rating:2
Security	none			
Sensors	Adv Long-range		14	+4
Shields	Heavy 240	55	23	
	subtotal	150	174	

4 Expansion Bays	PCU	BP	Notes
Cargo Bay	-	-	Air car + a little cargo
Med Bay	4	8	
Escape Pods	2	1	
Guest Quarters (common)	1	1	Brig
	subtotal	7	10

Arc-Type	Weapon (3/arc max)	PCU	BP	Notes
F-Hx2	Railgun x2	40	53	Upgrade F-H + Link (4+4+15)
F-L	Light Plasma Torpedo launcher	5	5 +3	14 speed! Add F-L (+3)
P-L, S-L	empty			
T-L	Light Plasma Cannon	10	12	ventral turret
T-L	Light Plasma Cannon	10	12	dorsal turret
T-L	Heavy Antimatter Missile Launcher	15	31	8 speed, Upgrade to T-H +6
A-L	Light Plasma Cannon	10	12	Tailgunner "turret"
	subtotal	90	128	

<h1>Daitō</h1>	Spent 283 / 310 BP
	Using 234 (+100 FTL) / 250 PCU

Systems	Item	PCU	BP	Notes
Tier	11	-		Skills are base +8 or +13
Size	Medium	-	-	+0 AC and TL
Frame	Transport	-	15	Maneuver: ave, turn 2 Pilot +0, HP 70, DT 0, CT 14
Power Core	Pulse Orange	-250	25	
Thrusters	M10 Thrusters	70	5	Speed 10, Pilot +0
Armor	Mk 6 Armor	-	27	+6 AC, -1 TL
Computer	Mk 3 Mononode	20	9	+3 to 1 check
Quarters	Common	-	1	Max Crew: 6!
Defenses	Mk 6 defenses	5	11	+6 TL
FTL	Signal Major	(150)	30	Engine Rating:3
Security	none		-	
Sensors	Adv Long-range		14	+4
Shields	Medium 200	50	22	
	subtotal	145	159	

5 Expansion Bays	PCU	BP	Notes
Escape pods	2	1	
Guest Quarters (common) x2	2	2	Bunks & Brig
Medical Bay	4	8	
Cargo Bay	1	1	
	subtotal	9	12

Arc-Type	Weapon	PCU	BP	Notes
F-Hx2	Railgun x2	40	30	
			19	Upgrade F-H + Link (4+4+ 5)
F-L	Light Plasma Torpedo launcher	5	5 +3	14 speed! Add F-L (+3)
T-L	Light Plasma Cannon	10	12	ventral turret
T-L	Heavy Antimatter Missile Launcher	15	25	guided therefor turret, 8 speed
			6	Upgrade to T-H
A-L	Light Plasma Cannon	10	12	Tailgunner "turret"
	subtotal	80	112	

Shōtō

Spent 147 / 155 BP

Using 182 (+75 FTL) / 200 PCU

Systems	Item	PCU	BP	Notes
Tier	6	-		Skills are base +8 or +13
Size	Medium	-	-	+0 AC and TL
Frame	Explorer	-	12	Maneuver: ave, turn 1 Pilot +1, HP 55, DT 0, CT 11
Power Core	Arcus Maximum	200	20	
Thrusters	M12 Thrusters	80	6	Speed 12, Pilot -1
Armor	Mk 4 Armor	-	15	+4 AC, -0 TL
Computer	Mk 3 Mononode	20	9	+3 to 1 check
Quarters	Common	-	0	Max Crew: 6
Defenses	Mk 6 defenses	5	11	+6 TL
FTL Engine	Signal Basic	(75)	6	Engine Rating: 1
Security	None		-	
Sensors	Adv Medium-range		8	+4
Shields	Medium 160	45	20	
	subtotal	150	107	

4 Expansion Bays	PCU	BP	Notes
Escape Pods	2	1	
Empty x3	-	-	
subtotal	2	1	

Arc-Type	Weapon	PCU	BP	Notes
F-L	Light Plasma Torpedo launcher	5	5	(14 speed!)
F-L	Twin Laser	15	12	
			9	Add F-L, upgrade to F-H
P-L S-L	empty	-	-	
T-L	Light Plasma Cannon	10	12	Dorsal turret
	subtotal	30	38	

	Spent --- / --- BP
	Using --- (+ 0 FTL) / --- PCU

Systems	Item	PCU	BP	Notes
Tier				
Size				
Frame				
Power Core		+		
Thrusters				
Armor				
Computer				
Quarters				
Defenses				
FTL Engine		()		
Security				
Sensors				
Shields				
	subtotal			

- Expansion Bays	PCU	BP	Notes
	subtotal		

Arc-Type	Weapon	PCU	BP	Notes
	subtotal			