

SHIP NAME

JINDA WOLF

MAKE / MODEL / CLASS

corvette

SIZE & FRAME

Medium Corvette

SPEED

10

MANEUVERABILITY

Average, Turn 2, Pilot +0

RATING

2

HYPERSPACE ENGINE

Signal Booster

PCU

POWER CORE

300

Arcus Maximum

SHIELDS

Heavy Shields 240

SENSORS

Basic long-range

PORT WEAPONS

Laser net

CREW

CAPTAIN

Diplomacy +20

Intimidate +20

ENGINEERS

Engineering +20

GUNNERS

gunnery +25

PILOT

Piloting +20

SCIENCE OFFICERS

Computers +22

NOTES



COMPLEMENT

14

spent 290/310 BP, using 279 (+100 Drift) PCU

MODIFIERS

Pilot +0

+2 on four checks

11

TIER

TURRETS

Light plasma cannon

Light plasma cannon

Light plasma cannon

FORWARD WEAPONS

Maser

Maser

Light plasma torpedo launch



AC

25

= 10 +

PILOT

+ 11

+ ARMOR

+ 4

+ SIZE

+ MISC

TL

25

= 10 +

PILOT

+ 11

+ COUNTER

+ 4

+ SIZE

+ MISC

HULL

TOTAL
140

CURRENT

THRESHOLDS

DT

-

CT

25

STARBOARD WEAPONS

Laser net

SYSTEMS

M10 Thrusters

MK 4 Armor

MK 2 tetranode

Mk 4 Defenses

Good Crew Quarters

EXPANSION BAYS

Escape Pods

Medical Bay

Cargo Hold

(empty)

NB: A "corvette" frame is basically a medium "Destroyer". See the 0-hr House Rules document for details.

CARGO & PASSENGERS

AFT WEAPONS

(empty)

01 - 10 CRITICAL DAMAGE

G M W

LIFE
SUPPORT

11 - 30

G M W

SENSORS

31 - 60

G M W

WEAPONS

61 - 80

G M W

ENGINES

81 - 00

G M W

POWER
CORE

UPPER DECK

1. Bridge
2. Engineering
3. Lift
4. Galley

MIDDLE DECK

5. Crew Quarters
6. Turret Access
7. Escape Capsules
8. Rec Room
9. Medical
10. Captain's Cabin
11. Restroom
12. Central Hall
13. Cargo hold

LOWER DECK

14. Combat Information Center
15. Weapons Bay
16. Air Lock
17. Armory

