

SHIP NAME

ASTROJET

MAKE / MODEL / CLASS

spacefighter

SIZE & FRAME

Tiny / Interceptor

SPEED

14

MANEUVERABILITY

Perfect Turn 0

RATING

-

HYPERSPACE ENGINE

PCU

130

POWER CORE

Arcus Heavy

SHIELDS

Light Shields 80

SENSORS

Basic medium-range

PORT WEAPONS

CREW

CAPTAIN

Pilot +13

Gunnery +7

Computers +8

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES

■■■

COMPLEMENT

1

spent 88 / 95 BP

using 112 / 130 PCU

Weapons are linked (one big gun)

MODIFIERS

Pilot +2-2 Sensors make Computers +10

Size makes Gunnery +9

Computer adds +2 on one check

3

TIER

TURRETS

FORWARD WEAPONS

Light plasma cannon

Light plasma cannon



AC

19

= 10 +

PILOT

3

+ ARMOR

4

+ SIZE

2

+ MISC

TL

19

= 10 +

PILOT

3

+ COUNTER

4

+ SIZE

2

+ MISC

HULL

TOTAL

35

CURRENT

THRESHOLDS

DT

-

CT

6

STARBOARD WEAPONS

SYSTEMS

T14 Thrusters

MK 4 Armor

MK 2 mononode

Mk 4 Defenses

EXPANSION BAYS

none

CARGO & PASSENGERS

CRITICAL DAMAGE

01-10

G M W

LIFE
SUPPORT

11-30

G M W

SENSORS

31-60

G M W

WEAPONS

61-80

G M W

ENGINES

81-100

G M W

POWER
CORE

