

STARSHIP NAME

The Stridulator

TIER

6

By Gilfalias
Version 1.01

STARSHIP SHEET



MAKE AND MODEL

UIE Hiveguard

SIZE

Large

FRAME

Destroyer

SPEED

8

MANEUVERABILITY

average (turn 2)

DRIFT RATING

1

SENSORS

WEAPONS (FORWARD)

Heavy laser net

Twin laser

FORWARD MOUNT 3

WEAPONS (PORT)

Flak thrower

PORT MOUNT 2

PORT MOUNT 3

WEAPONS (AFT)

AFT MOUNT 1

AFT MOUNT 2

AFT MOUNT 3

WEAPONS (STARBOARD)

Flak thrower

STARBOARD MOUNT 2

STARBOARD MOUNT 3

WEAPONS (TURRET)

Light torpedo launcher

TURRET WEAPON MOUNT 2

TURRET WEAPON MOUNT 3

SECURITY

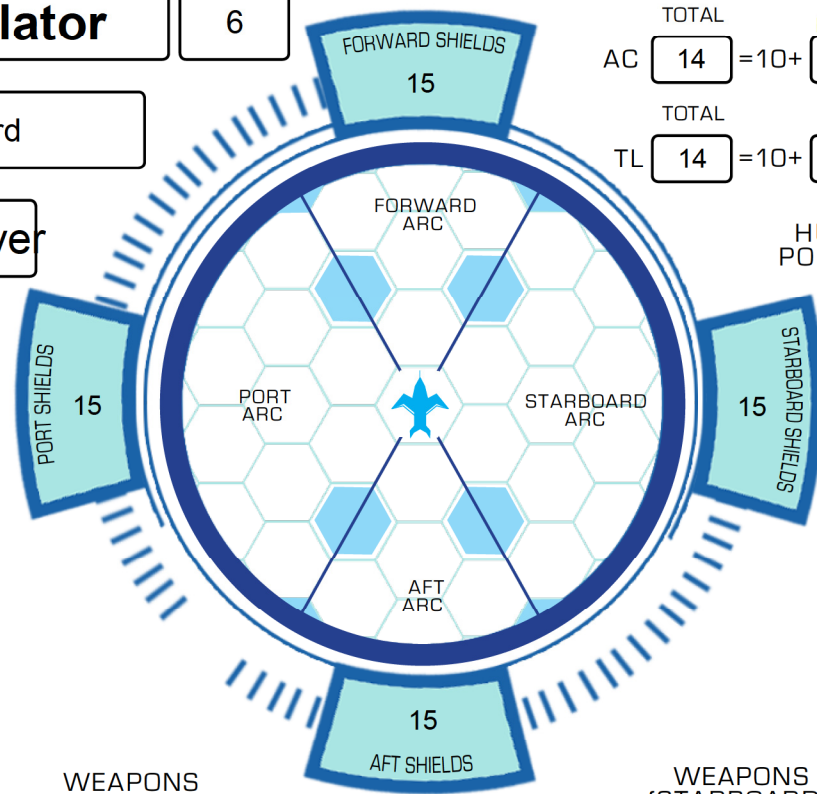
TOTAL	AC	=10+	PILOT RANKS	+	ARMOR BONUS	+	SIZE MOD	+	MISC MOD
	14		1		4		-1		
TOTAL	TL	=10+	PILOT RANKS	+	COUNTER-MEASURES	+	SIZE MOD	+	MISC MOD
	14		1		4		-1		

HULL POINTS	TOTAL	CURRENT
	170	
DAMAGE THRESHOLD	CRITICAL THRESHOLD	
-	34	

SHIELD TOTAL

Light Shields 60

MODIFIERS



CREW

CAPTAIN	Cicada, Shirren Xenoseeker Mystic
ENGINEERS	Skratch, Ysoki Mechanic
GUNNERS	Evdo, Vesk Soldier; Ho'maka Kasatha Solarian
PILOT	Hotmjessnir, Space Goblin Ace Pilot Operative
SCIENCE OFFICERS	Blarmy, Android Icon Technomancer

NOTES

See page 313 or CRB for Image; 300'; 150 tons;
Crew Min 6 Max 20
Basic Long-range Sensors
Modifiers +1 any three checks/rnd & +2 Computers

POWER CORE

Arcus Maximum

DRIFT ENGINE

Signal Basic

SYSTEMS

THRUSTERS	
MK 4 Armor	
MK 1 trinode	
Common Crew Quarters	
MK 4 defenses	

EXPANSION BAYS

Cargo Hold	
Escape Pods	
Cargo Hold	
Cargo Hold	
EMPTY	

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30)

GLITCHING MALFUNCTIONING WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)

GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED

