

The Warship

Prefix

USS, CFS, TSN, ASA

Names

Patton, Ares, Excalibur, Hastings, Kingfisher, Omaha, Tannhauser, Memphis, Jackal, Gahra

Origins

First of a new line, last of an old breed, built to invade, built to protect, an ancient ship

By default, your ship has:

- 100-150 crewmembers.
- minimal comforts and spare parts (+0supplies, need: hungry).
- a heavy array of armor or shields (+3hull, add -bulky)
- a set of high-powered energy weapons and missiles (+3weapons)
- a functional, slightly underpowered ship core (+1speed)
- a small set of basic sensors (+1sensors, add -fragile)

Choose 4:

- your crew is large, 200+ crewmembers. (+1weapons, need: +crowded)
- your crew is small, 50-75 crewmembers. (need: exhausted instead of need: hungry)
- for missions, add lucrative raiding. (+1supplies, need: +reprisals)
- for missions, add supporting allied forces. (+1supplies, need: +combat)
- for missions, add defending colonies. (+1supplies, need: +obligation)
- your armor/shields are state-of-the-art, lightweight materials. Drop bulky.
- your armor/shields are reinforced by advanced, possibly alien, technology. (+2hull)
- your ship's weapons have advanced computer targeting systems. (+1weapons)
- your core is steady and reliable, capable of moving at quick speeds. (+1speed)
- your sensor array is constructed from durable, materials. Drop fragile.

Choose 2:

- your crew is bloodthirsty and difficult to control. (need: +savagery)
- your command is at war with an advanced alien race. (need: +hunted)
- your ship has a reputation for genocide and murder. (need: +reprisals)
- your ship is a privateer with debts owed to high command (-1supplies, need: +debt)
- your hull hasn't been repaired in years. (-1hull)
- your weapons are blunt hammers, incapable of precise strikes. (add -imprecise)
- your engine core is overdue for a refit. (add -unreliable)
- your sensors are damaged and can't be trusted. (-1sensors)

Advanced Ship Technology (Choose one from each row):

To activate an advanced ship technology, roll+Engineering. On a 10+, hold two. On a 7-9, hold one. Spend that hold, one for one, on the tech features listed. You may repeat picks.

Ion Cannons <ul style="list-style-type: none">■ Disable one systems on target ship regardless of shields/hull	or	Flak Cannons <ul style="list-style-type: none">■ Add +1 to an evasive maneuver■ Destroy an enemy fighter
Fighters <ul style="list-style-type: none">■ Launch a squadron of fighters■ Safely land a squadron back on board the Warship	or	Dropships <ul style="list-style-type: none">■ Safely land a dropship with cargo and troops in a landing zone■ Recover a landed dropship

Supplies:

Reserves (starts equal to Supplies):

Needs:

Hull: _____

Weapons: _____

Speed: _____

Sensors: _____

Additional Tech (List Ship Expansions):