SHIP STATS SHEET

BASE ST	ATS	
Shin Name: Voyager	Top Accel: 10	Handling: _ +1
Shield Effects: 3	Crew: 1+5	Heat Radiation: +4
Jumps: _8		Weeks per Jump: 1
Abilities: NA (It's the hero	es' ship!)	

Toughness 19 (12)Coulborne Shield

NOTES

Heavy Armor, Spacecraft, Improved Stabilizer. 2 Healing Pods, 6 V-World Pods. Ship's Locker contains one Light Combat Vacc Suit and one Vacc Suit Helmet for every member of the crew.

WEAPONS A	ND DEF	ENSES					
# Weapon	Range	Damage	AP	RoF	Heat Points	Notes	
2x Light Laser Cannons	4/8/16	3d6	6	1	+3	HW; Point Defense Laser Battery ROF: 5	
2× Medium Missile Launchers	1/2/4			4	+1	HW; 4 reloads per launcher, maximum 1 nuclear	
Available Ammo: 4 Kind	etic Missiles (Damage: 3d6;	AP: 80, 2	Nuclear	Missiles (Damage:	2d10; AP: 12), 2 NNEMP Missiles (Damage: 3d6+special; AP: 10)	
2 Kinetic Cloud Projec	Hiles (Damage;	2d4; AP: 8, :	special)				
6x Mine Cloud Defenses							

0000000 SEVEN WORLDS

PROJECTILE TRACKING SHEET

Use this sheet to track the number and type of projectiles approaching your ship as well as how many rounds are left until each batch of projectiles hits. For each batch of fired projectiles, note the number of incoming projectiles in the box corresponding to their initial firing range. Cross out the boxes to the left. Each round after the ship performs defensive actions write down remaining projectiles on the next box to the right. If you run out of boxes to the right, the remaining projectiles hit!

Projectile type, if known. (Kinetic, Nuclear, Neutron, NNEMP, Coilgun, cloud, etc)	Number of Inco	oming Projectiles per	range / round	Damage inflicted by any projectiles that hit	Comments
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		

-1 -2

WOUNDS -3

Wrecked

FATIGU

BACKGROUND NOTES

Part of the latest batch of Mark V Patrol Ships, the Voyager packs quite a punch. It has been designed to be simultaneously fast and deadly, and to be effective on long trips. Its 6.4-meter-radius body gives it a smallish side but its engines, Coulborne Shield and technology make up for the size. With 246 square meters of livable space, it is comfortable for its crew but long voyages are still an effort. Fortunately the ship includes "Dr. Phillips", a latest-generation virtual therapist program.

At some point in time a rumor circulated about the Voyager having had a bad time while being built at the shipyard. Details vary, but almost all of them concern two ship engineers, an accident, and something else that was lost. Wherever the rumor came from, nothing has come out of it so far.

SEVEN WORLDS