

JYN'RIC SHIPYARDS

STOCK SPACECRAFT

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RACER

TR-0.25-25/46 TIER 1/4

Tiny Racer

Speed 6; **Maneuverability** perfect (turn 0); **Drift** 0

AC 14; **TL** 13

HP 20; **DT** -; **CT** 4

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light laser cannon (2d4)

Attack (Aft) light laser cannon (2d4)

Power Core Micron Light (50 PCU); **Drift Engine** None; **Systems** basic short-range sensors, T6 thrusters, mk 2 armor, mk 1 defenses, mk 1 mononode; **Expansion Bays** None.

Modifiers +1 to any one check per round, +2 Computers, +3 Piloting; **Complement** 1.

INTERCEPTOR

TI-0.33-30/46 TIER 1/3

Tiny Interceptor

Speed 6; **Maneuverability** perfect (turn 0); **Drift** 0

AC 14; **TL** 14

HP 30; **DT** -; **CT** 6

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) linked light laser cannons (4d4)

Power Core Micron Light (50 PCU); **Drift Engine** None; **Systems** advanced short-range sensors, T6 thrusters, mk 2 armor, mk 2 defenses, mk 1 mononode; **Expansion Bays** None.

Modifiers +1 to any one check per round, +4 Computers, +3 Piloting; **Complement** 1.

FIGHTER

TF-0.5-40/66 TIER 1/2

Tiny Fighter

Speed 12; **Maneuverability** good (turn 1); **Drift** 0

AC 14; **TL** 13

HP 35; **DT** -; **CT** 7

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light laser cannon (2d4), light torpedo launcher (2d8)

Attack (Aft) light laser cannon (2d4)

Power Core Micron Heavy (70 PCU); **Drift Engine** None; **Systems** basic medium-range sensors, T12 thrusters, mk 2 armor, mk 1 defenses, mk 1 mononode; **Expansion Bays** None.

Modifiers +1 to any one check per round, +2 Computers;

Complement 1 - 2.

SHUTTLE

SS-1-55/72 TIER 1

Small Shuttle

Speed 8; **Maneuverability** perfect (turn 0); **Drift** 1

AC 14; **TL** 14

HP 35; **DT** -; **CT** 7

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) light plasma cannon (2d12)

Power Core Arcus Light (75 PCU); **Drift Engine** Signal Basic; **Systems** advanced short-range sensors, crew quarters (good), S8 thrusters, mk 3 armor, mk 3 defenses, mk 1 trinode; **Expansion Bays** cargo hold, passenger seating (2).

Modifiers +1 to any three checks per round, +4 Computers, +2 Piloting; **Complement** 1 - 4.

LIGHT FREIGHTER

SLF-1-55/74 TIER 1

Small Light Freighter

Speed 6; **Maneuverability** good (turn 1); **Drift** 1

AC 14; **TL** 13

HP 40; **DT** -; **CT** 8

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) linked light laser cannons (4d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Power Core Arcus Light (75 PCU); **Drift Engine** Signal Basic; **Systems** advanced short-range sensors, crew quarters (good), S6 thrusters, mk 3 armor, mk 2 defenses, mk 1 mononode; **Expansion Bays** cargo hold, smuggler's compartment (DC 25), tech workshop.

Modifiers +1 to any one check per round, +4 Computers, +2 Piloting; **Complement** 1 - 6.

EXPLORER

ME-1-55/86 TIER 1

Medium Explorer

Speed 6; **Maneuverability** good (turn 1); **Drift** 1

AC 12; **TL** 11

HP 55; **DT** -; **CT** 11

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light laser cannon (2d4)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Dorsal Turret) light laser cannon (2d4)

Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Basic; **Systems** basic short-range sensors, crew quarters (good), M6 thrusters, mk 2 armor, mk 1 defenses, mk 1 mononode; **Expansion Bays** cargo holds (4).

Modifiers +1 to any one check per round, +2 Computers, +2 Piloting; **Complement** 1 - 6.

TRANSPORT

MT-2-75/99

TIER 2

Medium Transport

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 12; **TL** 13

HP 70; **DT** -; **CT** 14

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) heavy laser cannon (4d8), light laser cannon (2d4)

Attack (Aft) light laser cannon (2d4)

Attack (Doral Turret) light laser cannon (2d4)

Attack (Ventral Turret) light laser cannon (2d4)

Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (good), M4 thrusters, mk 2 armor, mk 3 defenses, mk 2 mononode; **Expansion Bays** cargo holds (2), science lab, synthesis bay, tech workshop.

Modifiers +2 to any one check per round, +2 Computers, +2 Piloting; **Complement** 1 - 6.

DESTROYER

LD-4-115/146

TIER 4

Large Destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 12; **TL** 11

HP 170; **DT** -; **CT** 34

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Forward) heavy laser cannon (4d8), heavy laser cannon (4d8)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Aft) light laser cannon (2d4)

Attack (Doral Turret) light laser cannon (2d4)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic; **Systems** advanced medium-range sensors, crew quarters (good), L6 thrusters, mk 3 armor, mk 2 defenses, mk 2 mononode; **Expansion Bays** cargo holds (4).

Modifiers +2 to any one check per round, +4 Computers, +1 Piloting; **Complement** 6 - 20.

HEAVY FREIGHTER

LHF-4-115/116

TIER 4

Large Heavy Freighter

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 10; **TL** 11

HP 140; **DT** -; **CT** 28

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) heavy laser cannon (4d8), linked light laser cannons (4d4)

Attack (Port) heavy laser cannon (4d8)

Attack (Starboard) heavy laser cannon (4d8)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (good), L4 thrusters, mk 1 armor, mk 2 defenses, mk 1 trinode; **Expansion Bays** cargo holds (8).

Modifiers +1 to any three checks per round, +2 Computers, +2 Piloting; **Complement** 6 - 20.

BULK FREIGHTER

HBF-5-135/131

TIER 5

Huge Bulk Freighter

Speed 4; **Maneuverability** poor (turn 3); **Drift** 1

AC 11; **TL** 10

HP 180; **DT** 5; **CT** 36

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) heavy laser cannon (4d8)

Attack (Aft) heavy laser cannon (4d8)

Attack (Doral Turret) light laser cannon (2d4)

Attack (Ventral Turret) light laser cannon (2d4)

Power Core Nova Light (150 PCU); **Drift Engine** Signal Basic; **Systems** basic medium-range sensors, crew quarters (good), H4 thrusters, mk 3 armor, mk 2 defenses, mk 2 mononode; **Expansion Bays** cargo holds (10).

Modifiers +2 to any one check per round, +2 Computers, +1 Piloting; **Complement** 20 - 50.

CRUISER

HC-6-155/148

TIER 6

Huge Cruiser

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 10; **TL** 10

HP 205; **DT** 5; **CT** 41

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) superlaser (2d4x10)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Dorsal Turret) heavy laser cannon (4d8)

Power Core Nova Light (150 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), H4 thrusters, mk 2 armor, mk 2 defenses, mk 2 mononode; **Expansion Bays** cargo holds (3), science lab, synthesis bay, tech workshop.

Modifiers +2 to any one check per round, +2 Computers, +2 Piloting; **Complement** 20 - 100.

CARRIER

GC-11-310/283

TIER 11

Gargantuan Carrier

Speed 4; **Maneuverability** poor (turn 3); **Drift** 1

AC 9; **TL** 9

HP 300; **DT** 10; **CT** 60

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) superlaser (2d4x10)

Attack (Port) heavy laser cannon (4d8), heavy laser cannon (4d8), heavy laser cannon (4d8)

Attack (Starboard) heavy laser cannon (4d8), heavy laser cannon (4d8), heavy laser cannon (4d8)

Attack (Dorsal Turret) light laser cannon (2d4)

Attack (Ventral Turret) light laser cannon (2d4)

Power Core Gateway Light (300 PCU); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, crew quarters (good), G4 thrusters, mk 3 armor, mk 3 defenses, mk 2 mononode; **Expansion Bays** cargo holds (2), hangar bay, medical bay, science lab, synthesis bay, tech workshop.

Modifiers +2 to any one check per round, +4 Computers, +1 Piloting; **Complement** 75 - 200.

laser cannon (4d8), heavy laser cannon (4d8)

Attack (Port) superlaser (2d4x10), heavy laser cannon (4d8), heavy laser cannon (4d8), heavy laser cannon (4d8)

Attack (Starboard) superlaser (2d4 x 10), heavy laser cannon (4d8), heavy laser cannon (4d8), heavy laser cannon (4d8)

Attack (Dorsal Turrets) light laser cannon (2d4), light laser cannon (2d4)

Attack (Ventral Turrets) light laser cannon (2d4), light laser cannon (2d4)

Power Core Gateway Ultra (500 PCU); **Drift Engine** Signal Basic; **Systems** basic long-range sensors, crew quarters (good), C4 thrusters, mk 3 armor, mk 3 defenses, mk 3 mononode; **Expansion Bays** arcane laboratory, cargo holds (9), hangar bay, medical bay, science lab, shuttle bay, synthesis bay, tech workshop.

Modifiers +3 to any one check per round, +2 Computers; **Complement** 125 - 500.

BATTLESHIP

GB-12-350/283

TIER 12

Gargantuan Battleship

Speed 4; **Maneuverability** average (turn 2); **Drift** 1

AC 9; **TL** 9

HP 400; **DT** 10; **CT** 80

Shields light 50 (forward 13, port 12, starboard 12, aft 13)

Attack (Forward) superlaser (2d4x10), heavy laser cannon (4d8), heavy laser cannon (4d8)

Attack (Port) heavy laser cannon (4d8), heavy laser cannon (4d8), light laser cannon (2d4)

Attack (Starboard) heavy laser cannon (4d8), heavy laser cannon (4d8), light laser cannon (2d4)

Attack (Dorsal Turret) heavy laser cannon (4d8)

Attack (Ventral Turret) heavy laser cannon (4d8)

Power Core Gateway Light (300 PCU); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, crew quarters (good), G4 thrusters, mk 3 armor, mk 3 defenses, mk 2 mononode; **Expansion Bays** cargo holds (3), medical bay, recreation suite (gym), science lab, synthesis bay, tech workshop.

Modifiers +2 to any one check per round, +4 Computers, +2 Piloting; **Complement** 100 - 300.

DREADNOUGHT

CD-15-500/469

TIER 15

Colossal Dreadnought

Speed 4; **Maneuverability** clumsy (turn 4); **Drift** 1

AC 5; **TL** 5

HP 550; **DT** 15; **CT** 110

Shields basic 30 (forward 8, port 7, starboard 7, aft 8)

Attack (Forward) superlaser (2d4x10), superlaser (2d4x10), heavy