

abillionsuns

Ship Class	Cost	Mass	Thrust	Silhouette	Shields	Primary Weapon Systems				Auxiliary Weapon Systems			
						Weapon	Range	Dice	Dmg	Weapon	Range	Dice	Dmg
Recon Wing	1	0	10"	2	0	Light Blasters	0" - 3"	D6	1	-	-	-	-
Fighter Wing	2	0	6"	3	0	-	-	-	-	Auto Blasters	0" - 6"	3D6	1
Bomber Wing	3	0	4"	3	0	Torpedoes	6" - 12"	D10	3	-	-	-	-
Light Utility Ship	1	1	4"	4	1	Light Blasters	0" - 3"	D6	1	-	-	-	-
Gunship	3	1	6"	4	1	Blasters	0" - 6"	2D6	1	Blasters	0" - 6"	2D6	1
Corvette	5	2	10"	5	2	Turbo Blasters	0" - 6"	4D6	1	Blasters	0" - 6"	2D6	1
Medium Utility Ship	2	2	4"	5	3	Mining Laser [†]	0" - 2"	2D12	5	-	-	-	-
Monitor	10	2	3"	5	3	Heavy Railguns	9" - 18"	2D12	5	-	-	-	-
Frigate	7	2	4"	6	4	Light Railguns	9" - 18"	2D8	2	Turbo Blasters	0" - 6"	4D6	1
Destroyer	12	3	3"	6	3	Cruise Missiles	18" - 36"	3D10	3	Turbo Blasters	0" - 6"	4D6	1
Carrier	15	3	3"	7	5	-	-	-	-	-	-	-	-
Cruiser	30	3	3"	8	6	Macro Beam	12" - 24"	2D12	5	Defense Grid	0" - 9"	4D8	2
Battleship	40	3	2"	10	5	Planet Smasher	12" - 24"	4D12	5	Defense Grid	0" - 9"	4D8	2

[†] The Mining Laser may only target stationary objects.

Object	Mass	Move	Silhouette	Shields	Primary Weapon Systems				Auxiliary Weapon Systems				
					Weapon	Range	Dice	Dmg	Weapon	Range	Dice	Dmg	
Asteroid	2	-	9	0	-	-	-	-	-	-	-	-	-
Civilian Ship	Ⓢ/3	8"	Ⓢ	0	-	-	-	-	-	-	-	-	-
Criminal Ship	Ⓢ/3	12"	Ⓢ	Ⓢ/2	-	-	-	-	-	Blasters	0" - 6"	2D6	1
Facility	Ⓢ/3	-	Ⓢ	Ⓢ/2	-	-	-	-	-	Laser Turrets	0" - 6"	(Ⓢ/2)D6	1
Lifeboat	1	4"	Ⓢ	0	-	-	-	-	-	-	-	-	-
Jump Point	3	-	5	2	-	-	-	-	-	-	-	-	-
Space Kraken	Ⓢ/3	9"	Ⓢ	Ⓢ/2	Mouth Parts	0" - 3"	(Ⓢ/2)D10	3	-	Tentacles	0" - 3"	ⓈD6	1