



## SCIENCE FICTION COMPANION

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### PRIVATE LAUNCH

CLASS  
**I**

HANDLING  
**+2**

SPEED  
**17**

SIZE	SPEED	TOUGHNESS	WOUNDS
3	17	14 (4)	2
NORMAL	1200 MPH	class I	COST
CREW	ENERGY	MODS	
1+1	3	9 (3)	\$355k

MODS: 2x Armor, Atmospheric, Crew Seating, Handling.

WEAPONS: —

### ASSAULT SUIT

CLASS  
**II**

HANDLING  
**—**

SPEED  
**1**

SIZE	PACE	ARMOR	STRENGTH
2	6	+16	d12+
NORMAL	4 MPH	CLASS II	
TOUGH	ENERGY	MODS	COST
—	3	6 (0)	\$155k

MODS: 3x Armor, Integrated Gear (grenade Jump Pack, Trauma Pack).

#### WEAPONS:

- ① GRENADE LAUNCHER (Pintle Mount): 24/48/96, 3d6 damage (I), HW, MB (grenade).

### HEAVY FIGHTER

CLASS  
**IV**

HANDLING  
**0**

SPEED  
**17**

SIZE	SPEED	TOUGHNESS	WOUNDS
8	17	40 (20)	4
HUGE	1200 MPH	class IV	
CREW	ENERGY	MODS	COST
2	15	24 (0)	\$4.5m

MODS: AM/ECM, 10x Armor, 2x Boosters, Fragile, Handling, Reduced Crew.

#### WEAPONS:

- ③ DUAL LINKED MEDIUM PARTICLE CANNONS (Fixed Front): Range 100/200/400, Damage 6d6 + 6 (III), AP 10, RoF 3.
- ① GATLING LASER (Turret): Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- ③ MISSILE LAUNCHER (Turret): 24x Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.
- ⑤ MISSILE LAUNCHER (Fixed Front): 8x Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

# SCIENCE FICTION VEHICLE CARDS



## CARGO LOADER

CLASS

I

HANDLING

—

SPEED

1

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE PACE ARMOR STRENGTH

2

4

+10

d12+4

NORMAL

3 MPH

CLASS I

TOUGH ENERGY MODS COST

—

3

6 (2)

\$100.4k

**MODS:** Claws, Exposed Crew, Integrated Gear (matter cutter), Reduced Pace, 3× Strength.

### WEAPONS:

II **MATTER CUTTER (Melee):** 2d4 + 8 damage (II), AP 8, HW, Cauterize, Parry -2.

## DEEP SEA EXPLORATION SUIT

CLASS

II

HANDLING

—

SPEED

1

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE PACE ARMOR STRENGTH

3

4

+12

d12+2

NORMAL

3 MPH

CLASS II

TOUGH ENERGY MODS COST

+2

3

9 (0)

\$226.2k

**MODS:** Claws, 2× Integrated Gear (gyrojet rifle, vibro sword), 2× Pressure Jets, 2× Toughness.

### WEAPONS:

**VIBRO SWORD (Melee):** Str+d8 + d6, AP 2.  
I **GYROJET RIFLE (Pintle Mount):** Explosive rounds, Range 24/48/96, Damage 3d6 (I), HW.

## RESCUE SUIT

CLASS

I

HANDLING

—

SPEED

1

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE PACE ARMOR STRENGTH

2

6

+10

d12+1

NORMAL

4 MPH

CLASS I

TOUGH ENERGY MODS COST

—

3

6 (4)

\$105.4k

**MODS:** Claws, Fragile, Integrated Gear (matter cutter), Scanner, Trauma Pack.

### WEAPONS:

II **MATTER CUTTER (Melee):** 2d4 + 8 damage (II), AP 8, HW, Cauterize, Parry -2.

## ASSAULT SUIT

CLASS

II

HANDLING

—

SPEED

1

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE PACE ARMOR STRENGTH

2

6

+16

d12+1

NORMAL

4 MPH

CLASS II

TOUGH ENERGY MODS COST

—

3

6 (0)

\$155.3k

**MODS:** 3× Armor, Integrated Gear (grenade launcher), Jump Pack, Trauma Pack.

### WEAPONS:

I **GRENADE LAUNCHER (Pintle Mount):** Range 24/48/96, 3d6 damage (I), HW, MBT (or by grenade).

## COMMAND SUIT

CLASS

II

HANDLING

—

SPEED

1

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	PACE	ARMOR	STRENGTH
2	6	+14	d12+1

NORMAL 4 MPH CLASS II

TOUGH	ENERGY	MODS	COST
—	3	6 (0)	\$140k

**MODS:** 2× Armor, Command Suite, Fragile, Jump Pack, Scanner, Stabilizer, Trauma Pack.

### WEAPONS:

**MEDIUM SLUGTHROWER (Pintle Mount):** Range 30/60/120, Damage 2d8 + 1, RoF 3, AP 2, not a Heavy Weapon, Point Defense, Reaction Fire.

## NAVAL DESTROYER

CLASS

VI

HANDLING

-2

SPEED

5

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
12	5	60 (40)	6

GARGANTUAN 40 MPH class VI

CREW	ENERGY	MODS	COST
50	30	48 (0)	\$13.8m

**LOCOMOTION:** Water (Jet).

**MODS:** AM/ECM, 20× Armor, Scanner, Sloped Armor, Targeting System.

### WEAPONS:

**(V) 2 × DUAL LINKED HEAVY LASER (Turret):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.

**(V) MISSILE LAUNCHER (Turret):** 8 × Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, LBT.

**(III) MISSILE LAUNCHER (Turret):** 24 × Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

## ATTACK SUBMARINE

CLASS

IV

HANDLING

-2

SPEED

5

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
16	5	45 (20)	6

GARGANTUAN 40 MPH class IV

CREW	ENERGY	MODS	COST
50	300	64 (0)	\$23.5m

**LOCOMOTION:** Water (Jet).

**MODS:** AM/ECM, 10× Armor, EMP Shielding, Entangled Comms, Reactor, Scanner, Sealed, Stealth System, 4× Toughness.

### WEAPONS:

**(VII) 2 × TORPEDO LAUNCHER (Fixed Front):** 10 × Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.

**(IV) 2 × MISSILE LAUNCHER (Turret):** 20 × Medium missiles (total across both launchers), Range 150/300/600, Damage 7d6 (IV), AP 24, RoF 2, Guided, MBT.

## BATTLESHIP

CLASS

VII

HANDLING

-4

SPEED

5

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
16	5	68 (48)	6

GARGANTUAN 40 MPH class VII

CREW	ENERGY	MODS	COST
50+50	30	64 (0)	\$18.8m

**LOCOMOTION:** Water (Jet).

**MODS:** AM/ECM, 24× Armor, Crew Quarters, 2× Reduced Handling, Scanner, Targeting System.

### WEAPONS:

**(VII) 2 × DUAL LINKED SUPER HEAVY CANNONS (Turret):** Range 150/300/600, Damage 8d10 (VII), AP 40.

**(I) 3 × QUAD LINKED GATLING LASER (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

**(V) MISSILE LAUNCHER (Turret):** 6 × Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

## LIGHT CARRIER

CLASS  
**IV**

HANDLING  
**-6**

SPEED  
**5**

VEHICLE 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
20	5	40 (20)	6

GARGANTUAN 40 MPH class IV

CREW	ENERGY	MODS	COST
150+50	300	80 (0)	\$30.5m

VEHICLE 2 TOKENS

**LOCOMOTION:** Water (Jet).

**MODS:** 10× Armor, Command Suite, Crew Quarters, Reactor, 4× Reduced Handling, Scanner, 2× Superstructure (Hangar, Large).

**WEAPONS:**

- ① **4 × QUAD LINKED GATLING LASER (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## VTOL PATROL CRAFT

CLASS  
**II**

HANDLING  
**+1**

SPEED  
**10**

VEHICLE 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
6	10	16 (6)	4

LARGE 160 MPH class II

CREW	ENERGY	MODS	COST
1+2	5	18 (0)	\$1.1m

VEHICLE 2 TOKENS

**LOCOMOTION:** Aircraft (VTOL).

**MODS:** 3× Armor, Handling, 2× Increased Speed, Targeting System.

**WEAPONS:**

- ② **DUAL LINKED LIGHT LASERS (Turret):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.
- ③ **MISSILE LAUNCHER (Fixed Front):** 24 × Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## FIRE SUPPORT SUIT

CLASS  
**II**

HANDLING  
**—**

SPEED  
**1**

VEHICLE 1 TOKENS

SIZE	PACE	ARMOR	STRENGTH
3	4	+18	d12+2

NORMAL 3 MPH class II

TOUGH	ENERGY	MODS	COST
—	3	9 (0)	\$230.3k

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 3× Armor, Scanner, Stabilizer, Trauma Pack.

**WEAPONS:**

- MEDIUM SLUGTHROWER (Pintle Mount):** Range 30/60/120, Damage 2d8 + 1, RoF 3, AP 2, not a Heavy Weapon, Point Defense, Reaction Fire.
- ① **DUAL LINKED LIGHT AUTOCANNON (Fixed Front):** Range 50/100/200, Damage 3d8 (I), AP 4, RoF 4, HW, Point Defense, Reaction Fire.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## FAST ATTACK VTOL

CLASS  
**II**

HANDLING  
**-1**

SPEED  
**10**

VEHICLE 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
8	10	23 (6)	5

HUGE 160 MPH class II

CREW	ENERGY	MODS	COST
5	60	24 (0)	\$1.7m

VEHICLE 2 TOKENS

**LOCOMOTION:** Aircraft (VTOL).

**MODS:** AM/ECM, 3× Armor, 2× Increased Speed, Scanner, Targeting System, 2× Toughness.

**WEAPONS:**

- ② **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- ③ **QUAD LINKED MEDIUM LASER (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- ③ **2 × MISSILE LAUNCHER (Fixed Front):** 24 × Light missiles (total across both launchers), Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## ATMOSPHERIC STEALTH FIGHTER

CLASS

**I**

HANDLING

**0**

SPEED

**15**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

8 15 15 5

HUGE 800 MPH class I

CREW ENERGY MODS COST

3 15 24 (0) \$5m

**LOCOMOTION:** Aircraft (Jet).

**MODS:** AM/ECM, 2× Boosters, Handling, 2× Increased Speed, Reduced Crew, Scanner, Stealth System.

**WEAPONS:**

III **DUAL LINKED MEDIUM LASER (Fixed Front):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.

III **2 × MISSILE LAUNCHER (Fixed Front):** 24 × Light missiles (total across both launchers), Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

## INFANTRY SUPPORT WALKER

CLASS

**II**

HANDLING

**0**

SPEED

**9**

WALKER 1 TOKENS

WALKER 2 TOKENS

WALKER 3 TOKENS

WALKER 4 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

4 9 21 (6) 4

LARGE 120 MPH class II

CREW ENERGY MODS COST

1 5 12 (0) \$1.1m

**HEIGHT/WEIGHT:** 12'3 tons, Strength d12+4 (I).

**MODS:** AM/ECM, 3× Armor, Increased Speed, Stabilizer.

**WEAPONS:**

I **DUAL LINKED LIGHT AUTOCANNONS (Pintle Mount):** Range 50/100/200, Damage 3d8 (I), AP 4, RoF 4.

III **2 × MISSILE LAUNCHER (Fixed Front):** 24 × Light missiles (total across both launchers), Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

## LIGHT SCOUT

CLASS

**II**

HANDLING

**+2**

SPEED

**8**

WALKER 1 TOKENS

WALKER 2 TOKENS

WALKER 3 TOKENS

WALKER 4 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

7 8 20 (4) 4

LARGE 100 MPH class II

CREW ENERGY MODS COST

1 5 21 (0) \$2.1m

**HEIGHT/WEIGHT:** 25'15 tons, Strength d12+7 (I).

**MODS:** 2× Armor, 2× Handling, Sloped Armor, Targeting System, Toughness.

**WEAPONS:**

2 × **MEDIUM SLUGTHROWER (Pintle Mount):** Range 30/60/120, Damage 2d8 + 1, AP 2 RoF 3, not a Heavy Weapon, Point Defense, Reaction Fire.

III **MEDIUM LASER (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.

## VARI-MECH FIGHTER

CLASS

**II**

HANDLING

**+2**

SPEED

**8**

WALKER 1 TOKENS

WALKER 2 TOKENS

WALKER 3 TOKENS

WALKER 4 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

7 8 22 (6) 4

LARGE 100 MPH class II

CREW ENERGY MODS COST

1 5 21 (0) \$2.5m

**HEIGHT/WEIGHT:** 25'15 tons, Strength d12+7 (I).

**MODS:** AM/ECM, 3× Armor, 2× Handling, Targeting System, Toughness, Variable Form (spaceship, Top Speed Rating 17).

**WEAPONS:**

I **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, Cauterize, Overcharge, Point Defense, Reaction Fire, usable in spaceship mode.

III **MEDIUM CANNON (Carried Weapon):** Range 75/150/300, Damage 4d10 (III), AP 10, SBT, usable in spaceship mode.

III **MISSILE LAUNCHER (Fixed Front):** 8 × Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT, usable in spaceship mode.

## MEDIUM BRAWLER

CLASS  
**III**

HANDLING  
**0**

SPEED  
**6**

WALKER 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
8	6	30 (10)	5

HUGE 60 MPH class III

CREW	ENERGY	MODS	COST
1	5	24 (0)	\$4.5m

WALKER 2 TOKENS

**HEIGHT/WEIGHT:** 30'/40 tons, Strength d12+8 (I).  
**MODS:** 5× Armor, Handling, Jump Jets, Sloped Armor, Targeting System.

### WEAPONS:

- III **ARM BLADE (Melee):** Damage Str+d12 (III), AP 6, HW.
- II **DUAL LINKED LIGHT LASERS (Pintle Mount):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge.
- III **MEDIUM CANNON (Fixed Front):** Range 75/150/300, Damage 4d10 (III), AP 10.

WALKER 3 TOKENS

WALKER 4 TOKENS

## HEAVY FIRE SUPPORT

CLASS  
**IV**

HANDLING  
**-1**

SPEED  
**6**

WALKER 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
9	6	40 (20)	5

HUGE 60 MPH class IV

CREW	ENERGY	MODS	COST
1	5	27 (0)	\$5.2m

WALKER 2 TOKENS

**HEIGHT/WEIGHT:** 35'/65 tons, Strength d12+9 (I).  
**MODS:** 10× Armor, Targeting System.

### WEAPONS:

- III **QUAD LINKED MEDIUM LASER (Fixed Front):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- V **MISSILE LAUNCHER (Fixed Front):** 6 × Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.
- III **2 × MEDIUM PARTICLE CANNONS (Pintle Mount):** Range 100/200/400, Damage 6d6 + 6 (III), AP 10, RoF 3.

WALKER 3 TOKENS

WALKER 4 TOKENS

## ASSAULT WALKER

CLASS  
**IV**

HANDLING  
**-1**

SPEED  
**6**

WALKER 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
10	6	45 (20)	5

HUGE 60 MPH class IV

CREW	ENERGY	MODS	COST
1	5	30 (0)	\$5.9m

WALKER 2 TOKENS

**HEIGHT/WEIGHT:** 40'/120 tons, Strength d12+10 (I).  
**MODS:** 10× Armor, Targeting System, 5× Toughness.

### WEAPONS:

- III **QUAD LINKED MEDIUM LASER (Fixed Front):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- IV **MISSILE LAUNCHER (Fixed Front):** 24 × Medium missiles, Range 150/300/600, Damage 7d6 (IV), AP 24, RoF 2, Guided, MBT.
- IV **HEAVY CANNON (Fixed Front):** Range 100/200/400, Damage 5d10 (IV), AP 20.

WALKER 3 TOKENS

WALKER 4 TOKENS

## INFANTRY GUN MECHA

CLASS  
**V**

HANDLING  
**0**

SPEED  
**4**

WALKER 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
13	4	50 (24)	6

GARGANTUAN 25 MPH class V

CREW	ENERGY	MODS	COST
1	5	52 (0)	\$15.1m

WALKER 2 TOKENS

**HEIGHT/WEIGHT:** 55'/1K tons, Strength d12+14 (II).  
**MODS:** AM/ECM, Arm Shield, 12× Armor, 2× Handling, Increased Strength, Targeting System, Thrusters, Toughness.

### WEAPONS:

- DUAL LINKED MEDIUM SLUGTHROWER (Turret):** Range 30/60/120, Damage 2d8 + 1, AP 2, RoF 3, not a Heavy Weapon, Point Defense, Reaction Fire.
- III **ENERGY BLADE (Melee):** Damage Str+d12 (III), AP 12, HW.
- V **HEAVY LASER (Carried Weapon):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.

WALKER 3 TOKENS

WALKER 4 TOKENS

## DIPLOMAT BOT

PACE

6

PARRY

2

TOUGHNESS

5

ROBOT 1 TOKENS

ROBOT 2 TOKENS

ROBOT 3 TOKENS

ROBOT 4 TOKENS

**COST:** \$25,750

**ATTRIBUTES:** Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

**SKILLS:** Academics d8, Athletics d4, Common Knowledge d8, Notice d8, Persuasion d6, Research d6, Taunt d4

**HINDRANCES:** Pacifist (Major)

**EDGES:** Aristocrat

### SPECIAL ABILITIES:

**INTEGRATED GEAR:** Language translator, personal data device.

**ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size, can't make natural healing rolls, and must be Repaired rather than Healed.

## FLIGHT SUIT

CLASS

I

HANDLING

—

SPEED

2

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	PACE	ARMOR	STRENGTH
1	12	+10	d12
NORMAL	8 MPH	class I	
TOUGH	ENERGY	MODS	COST
—	3	3 (0)	\$75k

**MODS:** AM/ECM, Armor, 2× Flight (60 MPH/Speed 6), Fragile, Scanner.

**WEAPONS:** —

## ENGINEER BOT

PACE

8

PARRY

5

TOUGHNESS

4

ROBOT 1 TOKENS

ROBOT 2 TOKENS

ROBOT 3 TOKENS

ROBOT 4 TOKENS

**COST:** \$20,600

**ATTRIBUTES:** Agility d6, Smarts d10, Spirit d4, Strength d4, Vigor d6

**SKILLS:** Common Knowledge d4, Electronics d10, Fighting d6, Hacking d6, Notice d6, Repair d10

**HINDRANCES:** Pacifist (Major)

### SPECIAL ABILITIES:

**CLAWS:** Str+d4 damage.

**DATA JACK:** Reroll a failed Electronics or Hacking roll.

**INTEGRATED GEAR:** Tool kit, matter cutter (Damage 2d4 + 8 (II), AP 8, Cauterize).

**ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size, can't make natural healing rolls, and must be Repaired rather than Healed.

**SIZE -1:** Repair bots stand 3–4' tall and weigh 125 pounds.

**WHEELED:** The robot has wheels instead of legs.

## LABOR BOT

PACE

6

PARRY

2

TOUGHNESS

5

ROBOT 1 TOKENS

ROBOT 2 TOKENS

ROBOT 3 TOKENS

ROBOT 4 TOKENS

**COST:** \$20,500

**ATTRIBUTES:** Agility d6, Smarts d6, Spirit d4, Strength d12, Vigor d6

**SKILLS:** Athletics d8, Common Knowledge d6, Driving d6, Electronics d6, Notice d6, Persuasion d4, Repair d6

**HINDRANCES:** Pacifist (Major)

### SPECIAL ABILITIES:

**INTEGRATED GEAR:** Personal data device.

**ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size, can't make natural healing rolls, and must be Repaired rather than Healed.

### MEDICAL BOT

PACE

6

PARRY

2

TOUGHNESS

5

ROBOT 1 TOKENS

ROBOT 2 TOKENS

ROBOT 3 TOKENS

ROBOT 4 TOKENS

**COST:** \$25,600

**ATTRIBUTES:** Agility d8, Smarts d10, Spirit d4, Strength d6, Vigor d6

**SKILLS:** Common Knowledge d6, Electronics d8, Healing d8, Notice d8, Persuasion d4, Research d8

**HINDRANCES:** Pacifist (Major)

#### SPECIAL ABILITIES:

**INTEGRATED GEAR:** Medic kit, medi-scanner.

**ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size, can't make natural healing rolls, and must be Repaired rather than Healed.

**WHEELED:** The robot has wheels instead of legs.

### PLEASURE BOT

PACE

6

PARRY

2

TOUGHNESS

5

ROBOT 1 TOKENS

ROBOT 2 TOKENS

ROBOT 3 TOKENS

ROBOT 4 TOKENS

**COST:** \$30,000

**ATTRIBUTES:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

**SKILLS:** Athletics d8, Common Knowledge d6, Electronics d4, Notice d6, Performance d8, Persuasion d8, Taunt d4

**HINDRANCES:** Pacifist (Major)

**EDGES:** Attractive (Very)

#### SPECIAL ABILITIES:

**ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size, can't make natural healing rolls, and must be Repaired rather than Healed.

**SYNTHETIC SKIN:** Pleasure bots resemble humans (or other species), complete with synthetic skin, moist eyes, and soft hair.

### SENTRY BOT

PACE

—

PARRY

2

TOUGHNESS

5(2)

ROBOT 1 TOKENS

ROBOT 2 TOKENS

ROBOT 3 TOKENS

ROBOT 4 TOKENS

**COST:** \$9,300

**ATTRIBUTES:** Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6

**SKILLS:** Athletics d6, Common Knowledge d4, Intimidation d6, Notice d8, Shooting d8, Stealth d6

**HINDRANCES:** Vow (Major—serve owner)

#### SPECIAL ABILITIES:

**ARMOR +2:** Protective plating.

**FLIGHT:** Pace 6.

**INEFFICIENT:** Must be recharged daily.

**INTEGRATED GEAR:** Laser SMG (Range 15/30/60, Damage 2d6, AP 2, RoF 4, Shots 50), stun gun (Range 12/24/48, Shots 12; a hit target must check Vigor at -2 or be Stunned, -4 with a raise; no effect on robots or creatures without nervous systems).

**ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size, can't make natural healing rolls, and must be Repaired rather than Healed.

**SCANNER:** Robot's sensors can detect and identify composition of matter or energy up to 50 yards.

**SIZE -2 (Small):** Sentry robots are the size of a beach ball and weigh 60 pounds.

### WAR BOT

PACE

6

PARRY

6

TOUGHNESS

14(6)

ROBOT 1 TOKENS

ROBOT 2 TOKENS

ROBOT 3 TOKENS

ROBOT 4 TOKENS

**COST:** \$73,000

**ATTRIBUTES:** Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

**SKILLS:** Athletics d6, Battle d4, Fighting d6, Intimidation d6, Notice d6, Shooting d8+2

**HINDRANCES:** Bloodthirsty, Vow (Major—serve owner)

#### SPECIAL ABILITIES:

**ARMOR +6:** Heavy. War bots have sturdy, reinforced frames.

**GATLING LASER:** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Shots 80, Cauterize, Heavy Weapon, No Recoil, Overcharge.

**ROBOT:** Robots don't breathe, are immune to disease and poisons, ignore decompression and background radiation, have a number of Robotic Mod slots based on their Size, can't make natural healing rolls, and must be Repaired rather than Healed.

**SIZE 2:** War bots are 9' tall, heavily built, and weigh 1000 pounds.

**SKILL BONUS (Shooting +2):** War bots have advanced firing algorithms.

## LONGSTRIDER SUIT

CLASS

I

HANDLING

—

SPEED

2

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	PACE	ARMOR	STRENGTH
1	18	+10	d12

NORMAL 12 MPH class I

TOUGH	ENERGY	MODS	COST
—	3	3 (1)	\$60k

**MODS:** Armor, Fragile, 3× Increased Pace.

**WEAPONS:** —

## SCOUT SUIT

CLASS

I

HANDLING

—

SPEED

2

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	PACE	ARMOR	STRENGTH
1	14	+10	d12

NORMAL 10 MPH class I

TOUGH	ENERGY	MODS	COST
—	3	3 (0)	\$110k

**MODS:** Armor, Fragile, Increased Pace, 2× Scanner, Stealth System.

**WEAPONS:** —

## ZERO-G SUIT

CLASS

II

HANDLING

—

SPEED

1

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	PACE	ARMOR	STRENGTH
2	4	+14	d12+1

NORMAL 3 MPH class II

TOUGH	ENERGY	MODS	COST
—	3	6 (1)	\$147.3k

**MODS:** 2× Armor, Flight, Integrated Gear (grenade launcher), Magnetic Pads, Reduced Pace, Self-Sealing, Trauma Pack.

**WEAPONS:**

**I GRENADE LAUNCHER (Pintle Mount):** Range 24/48/96, 3d6 damage (I), HW, MBT (or by grenade).

## PRIVATE LAUNCH

CLASS

I

HANDLING

+2

SPEED

17

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
3	17	14 (4)	2

NORMAL 1200 MPH class I

CREW	ENERGY	MODS	COST
1+1	3	9 (3)	\$355k

**MODS:** 2× Armor, Atmospheric, Crew Seating, Fragile, Handling.

**WEAPONS:** —

## RACER

CLASS

**II**

HANDLING

**+1**

SPEED

**19**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
4	19	19 (4)	2
LARGE	2000 MPH	class II	

CREW	ENERGY	MODS	COST
2	5	12 (4)	\$1.3m

**MODS:** 2× Armor, Atmospheric, 2× Fragile, Handling, 2× Increased Speed, Luxury Features.

**WEAPONS:** —

## SECURITY PATROL CRAFT

CLASS

**II**

HANDLING

**0**

SPEED

**17**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
5	17	20 (4)	4
LARGE	1200 MPH	class II	

CREW	ENERGY	MODS	COST
2+2	15	15 (0)	\$1.7m

**MODS:** 2× Armor, Atmospheric, Crew Seating, Energy Pod, Targeting System, Toughness.

**WEAPONS:**

II **DUAL LINKED LIGHT LASERS (Fixed Front):**  
Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.

## SHUTTLE

CLASS

**II**

HANDLING

**+1**

SPEED

**18**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
5	18	20 (4)	4
LARGE	1600 MPH	class II	

CREW	ENERGY	MODS	COST
2+10	5	15 (1)	\$1.8m

**MODS:** 2× Armor, Atmospheric, Handling, Increased Speed, Passenger Pod, Toughness.

**WEAPONS:** —

## PLANETARY TRANSPORT

CLASS

**III**

HANDLING

**-1**

SPEED

**17**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
9	17	28 (6)	5
HUGE	1200 MPH	class III	

CREW	ENERGY	MODS	COST
5+15	15	27 (2)	\$4.8m

**MODS:** 3× Armor, Atmospheric, 3× Crew Quarters, 2× Toughness.

**WEAPONS:** —

## MULTI-PURPOSE TRANSPORT

CLASS	HANDLING	SPEED
III	-4	17

SIZE	SPEED	TOUGHNESS	WOUNDS
10	17	24 (4)	5
HUGE	1200 MPH	class III	
CREW	ENERGY	MODS	COST
5	15	30 (1)	\$10.4m

**MODS:** 2× Armor, Atmospheric, FTL Drive, Manual, 3× Reduced Handling, Shields, Superstructure (Varies).

### WEAPONS:

② 2 × **DUAL LINKED LIGHT LASERS (Turret):**  
Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## SCIENCE VESSEL

CLASS	HANDLING	SPEED
III	-2	16

SIZE	SPEED	TOUGHNESS	WOUNDS
18	16	35 (10)	6
GARGANTUAN	1000 MPH	class III	
CREW	ENERGY	MODS	COST
50	90	72 (8)	\$60.8m

**MODS:** 5× Armor, Artificial Intelligence (AI), Atmospheric, Energy Pod, FTL Drive, Hangar, Professional Bay (Science), Sensor Array, Superstructure (Specialty—research laboratory).

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## YACHT

CLASS	HANDLING	SPEED
III	-2	17

SIZE	SPEED	TOUGHNESS	WOUNDS
14	17	35 (10)	6
GARGANTUAN	1200 MPH	class III	
CREW	ENERGY	MODS	COST
50+100	90	56 (3)	\$43.4m

**MODS:** 5× Armor, Artificial Intelligence (AI), Atmospheric, 2× Crew Quarters, Energy Pod, Hangar, Increased Speed, Luxury Features.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## COMMERCIAL STARLINER

CLASS	HANDLING	SPEED
III	-4	16

SIZE	SPEED	TOUGHNESS	WOUNDS
16	16	35 (10)	6
GARGANTUAN	1000 MPH	class III	
CREW	ENERGY	MODS	COST
100+450	90	64 (1)	\$58.7m

**MODS:** 5× Armor, Atmospheric, Energy Pod, FTL Drive, Superstructure (Bulk Cargo), Superstructure (Passenger, Civilian).

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## PASSENGER LINER

CLASS	HANDLING	SPEED
IV	-4	16

SIZE	SPEED	TOUGHNESS	WOUNDS
24	16	38 (12)	8
GARGANTUAN	1000 MPH	class IV	
CREW	ENERGY	MODS	COST
550+450	60	96 (15)	\$733.3m

**MODS:** 6× Armor, FTL Drive, 4× Hangar, Luxury Features, Superstructure (Mercantile), Superstructure (Passenger, Civilian), Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## BULK TRANSPORT

CLASS	HANDLING	SPEED
IV	-3	16

SIZE	SPEED	TOUGHNESS	WOUNDS
20	16	40 (10)	6
GARGANTUAN	1000 MPH	class IV	
CREW	ENERGY	MODS	COST
50	30	80 (5)	\$76.5m

**MODS:** 5× Armor, FTL Drive, Hangar, Reduced Handling, 3× Superstructure (Bulk Cargo), 5× Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## SPACE STATION

CLASS	HANDLING	SPEED
IV	-5	13

SIZE	SPEED	TOUGHNESS	WOUNDS
31	13	40 (10)	9
GARGANTUAN	400 MPH	class IV	
CREW	ENERGY	MODS	COST
1.5k	90	124 (0)	\$933.3m

**MODS:** 5× Armor, Fragile, Reduced Handling, 3× Reduced Speed, Sensor Array, Superstructure (Biosphere), Superstructure (Bulk Cargo), Superstructure (Factory), Superstructure (Hangar, Large), Superstructure (Mercantile), Superstructure (Passenger, Civilian), 5× Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## SPACE COLONY

CLASS	HANDLING	SPEED
VI	-5	12

SIZE	SPEED	TOUGHNESS	WOUNDS
40	12	60 (30)	12
GARGANTUAN	250 MPH	class VI	
CREW	ENERGY	MODS	COST
5k	120	200 (20)	\$40b

**MODS:** 15× Armor, Professional Bay (Healing), Reduced Handling, 3× Reduced Speed, Sensor Array, 6× Superstructure (Biosphere), Superstructure (Factory), Superstructure (Hangar, Large), 5× Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## LIGHT FIGHTER

CLASS

**II**

HANDLING

**+2**

SPEED

**18**

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

4 18 21 (6) 2

LARGE 1600 MPH class II

CREW ENERGY MODS COST

1 5 12 (1) \$1.4m

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 3× Armor, Atmospheric, 2× Fragile, 2× Handling, Increased Speed, Reduced Crew, Reduced Life Support, Sloped Armor, Targeting System.

### WEAPONS:

- II **DUAL LINKED LIGHT LASERS (Fixed Front):** Range 150/300/600, Damage 2d10 (II), AP 10, RoF 3, Overcharge, Reaction Fire.
- III **MISSILE LAUNCHER (Fixed Front):** 24 × Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## STARFIGHTER

CLASS

**II**

HANDLING

**+2**

SPEED

**18**

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

6 18 19 (4) 2

LARGE 1600 MPH class II

CREW ENERGY MODS COST

2 5 18 (1) \$2m

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 2× Armor, Atmospheric, 2× Fragile, 2× Handling, Increased Speed, Targeting System.

### WEAPONS:

- II **DUAL LINKED LIGHT PARTICLE CANNONS (Fixed Front):** Range 100/200/400, Damage 4d6 + 4 (II), AP 5, RoF 3.
- III **MISSILE LAUNCHER (Fixed Front):** 24 × Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## DROPSHIP

CLASS

**IV**

HANDLING

**-2**

SPEED

**17**

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

10 17 40 (20) 5

HUGE 1200 MPH class IV

CREW ENERGY MODS COST

5+20 15 30 (0) \$6.2m

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 10× Armor, Atmospheric, Hangar, 2× Passenger Pod, Reduced Handling, Targeting System.

### WEAPONS:

- I **DUAL LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- III **DUAL LINKED MEDIUM LASERS (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## HEAVY FIGHTER

CLASS

**IV**

HANDLING

**0**

SPEED

**17**

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

8 17 40 (20) 4

HUGE 1200 MPH class IV

CREW ENERGY MODS COST

2 15 24 (0) \$4.5m

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 10× Armor, 2× Boosters, Fragile, Handling, Reduced Crew.

### WEAPONS:

- III **DUAL LINKED MEDIUM PARTICLE CANNONS (Fixed Front):** Range 100/200/400, Damage 6d6 + 6 (III), AP 10, RoF 3.
- I **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- III **MISSILE LAUNCHER (Turret):** 24 × Light missiles, Range 100/200/400, Damage 6d6 (III), AP 16, RoF 4, Guided, SBT.
- V **MISSILE LAUNCHER (Fixed Front):** 8 × Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## CORVETTE

CLASS  
**IV**

HANDLING  
**-2**

SPEED  
**17**

VEHICLE 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
15	17	45 (20)	6

GARGANTUAN 1200 MPH class IV

CREW	ENERGY	MODS	COST
50	30	60 (1)	\$47.3m

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 10× Armor, FTL Drive, Hangar, Increased Speed, Sensor Array, Targeting System.

### WEAPONS:

- II **2 × QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- III **DUAL LINKED MEDIUM LASERS (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.
- V **2 × MISSILE LAUNCHER (Fixed Front):** 18 × Heavy missiles (total across both launchers), Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## HEAVY FRIGATE

CLASS  
**IV**

HANDLING  
**-2**

SPEED  
**17**

VEHICLE 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
17	17	42 (12)	6

GARGANTUAN 1200 MPH class IV

CREW	ENERGY	MODS	COST
50	30	68 (0)	\$54.2m

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 6× Armor, FTL Drive, Increased Speed, Sensor Array, Shields, Targeting System, 5× Toughness.

### WEAPONS:

- I **2 × QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- V **DUAL LINKED HEAVY LASERS (Turret):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.
- V **2 × MISSILE LAUNCHER (Turret):** 28 × Heavy missiles (total across both launchers), Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## STEALTH CRUISER

CLASS  
**IV**

HANDLING  
**-2**

SPEED  
**16**

VEHICLE 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
20	16	45 (20)	6

GARGANTUAN 1000 MPH class IV

CREW	ENERGY	MODS	COST
50	30	80 (0)	\$73.5m

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 10× Armor, FTL Drive, Hangar, Sensor Array, Shields, Stealth System, Targeting System.

### WEAPONS:

- I **2 × QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- V **DUAL LINKED SUPER LASER (Fixed Front):** Range 150/300/600, Damage 5d10 (V), AP 30, Overcharge.
- V **MISSILE LAUNCHER (Turret):** 10× Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.
- VII **2 × TORPEDO TUBE (Fixed Front):** 10× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, LBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## CRUISER

CLASS  
**V**

HANDLING  
**-2**

SPEED  
**16**

VEHICLE 1 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
20	16	55 (30)	6

GARGANTUAN 1000 MPH class V

CREW	ENERGY	MODS	COST
100	30	80 (0)	\$75m

VEHICLE 2 TOKENS

**MODS:** AM/ECM, 15× Armor, FTL Drive, Sensor Array, Shields, Superstructure (Hangar, Large), Targeting System.

### WEAPONS:

- I **2 × QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- V **DUAL LINKED HEAVY LASER (Fixed Front):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.
- IV **MISSILE LAUNCHER (Turret):** 12× Medium missiles, Range 150/300/600, Damage 7d6 (IV) AP 24, RoF 2, Guided, MBT.
- V **MISSILE LAUNCHER (Fixed Front):** 6× Heavy missiles, Range 200/400/800, Damage 8d6 (V), AP 32, Guided, LBT.
- VII **2 × TORPEDO TUBE (Fixed Front):** 7× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## PLANETARY ASSAULT SHIP

CLASS

V

HANDLING

-2

SPEED

16

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

20 16 50 (20) 6

GARGANTUAN 1000 MPH class V

CREW ENERGY MODS COST

100+450 30 80 (5) \$67.8m

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

**MODS:** AM/ECM, 10× Armor, Atmospheric, Command Suite, FTL Drive, Hangar, Superstructure (Passengers, Military), Targeting System, 5× Toughness.

### WEAPONS:

- I 2 × QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- V 2 × DUAL LINKED HEAVY LASER (Turret):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.

## BATTLECRUISER

CLASS

V

HANDLING

-4

SPEED

17

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

21 17 50 (20) 8

GARGANTUAN 1200 MPH class V

CREW ENERGY MODS COST

500 60 84 (1) \$646.3m

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

**MODS:** AM/ECM, 10× Armor, EMP Shielding, FTL Drive, Hangar, Increased Speed, Targeting System, 5× Toughness.

### WEAPONS:

- I 2 × QUAD LINKED GATLING LASERS (Turret):** Range 50/100/200, Damage 3d6+4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.
- V 2 × DUAL LINKED HEAVY LASER (Turret):** Range 150/300/600, Damage 4d10 (V), AP 30, Overcharge.
- VII SUPER HEAVY LASER (Fixed Front):** Range 150/300/600, Damage 6d10 (VII), AP 40, Overcharge.
- VII 2 × TORPEDO TUBE (Fixed Front):** 14× Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.

## GALACTIC EXPLORATION VESSEL

CLASS

V

HANDLING

-4

SPEED

16

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

22 16 50 (20) 8

GARGANTUAN 1000 MPH class V

CREW ENERGY MODS COST

300 60 88 (0) \$684.8m

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

**MODS:** 10× Armor, Artificial Intelligence (AI), FTL Comms, Hangar, FTL Drive, Matter Scoop, 2× Professional Bay (Healing and Science), Sensor Array, Shields, Targeting System, Teleporter, 5× Toughness.

### WEAPONS:

- V 2 × SUPER LASER (Turret):** Range 150/300/600, Damage 5d10 (V), AP 30, Overcharge.
- VII 2 × TORPEDO TUBE (Fixed Front):** 14 × Heavy torpedoes, Range 300/600/1200 (VII), Damage 8d12, AP 40, Guided, LBT.
- MEDIUM TRACTOR BEAM (Fixed Front):** Range 100/200/400, may trap up to Size 28 vehicles.

## DREADNOUGHT

CLASS

VI

HANDLING

-5

SPEED

16

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

25 16 60 (30) 8

GARGANTUAN 1000 MPH class VI

CREW ENERGY MODS COST

550 60 100 (1) \$769m

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

**MODS:** AM/ECM, 15× Armor, Breaching Package, FTL Drive, Hangar, Reduced Handling, Superstructure (Large Hangar), Targeting System, 5× Toughness.

### WEAPONS:

- V 2 × QUAD LINKED HEAVY PARTICLE CANNONS (Turret):** Range 100/200/400, Damage 8d6+8 (V), AP 20, RoF 3.
- VII SUPER HEAVY LASER (Fixed Front):** Range 150/300/600, Damage 6d10 (VII), AP 40, Overcharge.
- VII 2 × TORPEDO TUBE (Fixed Front):** 10 × Heavy torpedoes (total across both launchers), Range 300/600/1200, Damage 8d12 (VII), AP 40, Guided, LBT.
- MEDIUM TRACTOR BEAM (Fixed Front):** Range 100/200/400, may trap up to Size 28 vehicles.

## WORLD KILLER

CLASS **VII** HANDLING **-4** SPEED **15**

SIZE	SPEED	TOUGHNESS	WOUNDS
40	15	70 (40)	12

GARGANTUAN 800 MPH class VII

CREW	ENERGY	MODS	COST
5.6k	120	200 (0)	\$40b

**MODS:** 20× Armor, FTL Drive, Sensor Array, Shields, Superstructure (Hangar, Large), Superstructure (Passengers, Military), Superstructure (Specialty—planet-killer laser array, a plot device weapon that takes an hour to recharge between shots), Superstructure (Specialty—hyper reactor, a plot-device power source that may be targeted by a starship as a Complex Dramatic Task, and if completed the world killer is destroyed), Targeting System, 5× Toughness.

### WEAPONS:

Ⓥ **10 × HEAVY PARTICLE CANNONS (Turret):** Range 100/200/400, Damage 8d6 + 8 (V), AP 20, RoF 3.

**HEAVY TRACTOR BEAM (Turret):** Range 100/200/400, may trap up to Size 44 vehicles.

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## HOVER BIKE

CLASS **I** HANDLING **+3** SPEED **11**

SIZE	SPEED	TOUGHNESS	WOUNDS
1	11	7	2

NORMAL 200 MPH class I

CREW	ENERGY	MODS	COST
1	3	3 (0)	\$70k

**LOCOMOTION:** Hover.

**MODS:** Exposed Crew, Fragile, 2× Handling, 5× Increased Speed, 2× Toughness, Unsafe.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## EXPLORATION ROVER

CLASS **I** HANDLING **+1** SPEED **6**

SIZE	SPEED	TOUGHNESS	WOUNDS
3	6	7	3

NORMAL 60 MPH class I

CREW	ENERGY	MODS	COST
1	3	9 (0)	\$100k

**LOCOMOTION:** Wheeled (4WD).

**MODS:** Amphibious, Four-Wheel Drive, Increased Speed, Rough Ride, Sealed, 2× Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## HOVER LIMOUSINE

CLASS **I** HANDLING **0** SPEED **8**

SIZE	SPEED	TOUGHNESS	WOUNDS
5	8	12 (2)	4

LARGE 100 MPH class I

CREW	ENERGY	MODS	COST
1+4	5	15 (0)	\$385k

**LOCOMOTION:** Hover.

**MODS:** Armor, Crew Seating, 2× Increased Speed, Luxury Features.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## HOVER TRUCK

CLASS	HANDLING	SPEED
I	0	9

SIZE	SPEED	TOUGHNESS	WOUNDS
6	9	14	4
LARGE	120 MPH	class I	
CREW	ENERGY	MODS	COST
1+2	5	18 (5)	\$540k

**LOCOMOTION:** Hover.

**MODS:** 3× Increased Speed, 4× Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## EXPLORATION CRAWLER

CLASS	HANDLING	SPEED
II	-1	5

SIZE	SPEED	TOUGHNESS	WOUNDS
8	5	24 (2)	5
HUGE	40 MPH	class II	
CREW	ENERGY	MODS	COST
5	15	24 (0)	\$1.3m

**LOCOMOTION:** Tracked.

**MODS:** Amphibious, 2× Armor, Hangar, Increased Speed, Professional Bay, Scanner, Sealed, 2× Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## MINI SUB

CLASS	HANDLING	SPEED
I	+1	3

SIZE	SPEED	TOUGHNESS	WOUNDS
3	3	13 (4)	3
NORMAL	20 MPH	class I	
CREW	ENERGY	MODS	COST
1	3	9 (0)	\$142k

**LOCOMOTION:** Water (Turboprop).

**MODS:** 2× Armor, Scanner, Sealed, 4× Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## VTOL SPORTS CAR

CLASS	HANDLING	SPEED
I	+1	12

SIZE	SPEED	TOUGHNESS	WOUNDS
4	12	12	3
LARGE	250 MPH	class I	
CREW	ENERGY	MODS	COST
1+2	5	12 (2)	\$720k

**LOCOMOTION:** Aircraft (VTOL).

**MODS:** Fragile, Handling, 4× Increased Speed, 2× Toughness.

**WEAPONS:** —

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

### COMBAT HOVER CYCLE

CLASS

**I**

HANDLING

**+2**

SPEED

**11**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
2	11	10 (2)	2
NORMAL	200 MPH	class I	

CREW	ENERGY	MODS	COST
1	3	6 (0)	\$168k

**LOCOMOTION:** Hover.

**MODS:** Armor, Exposed Crew, Fragile, Handling, 5× Increased Speed, Targeting System, 3× Toughness, Unsafe.

**WEAPONS:**

① **GATLING LASER (Pintle Mount):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Reaction Fire.

### HOVER SKIFF

CLASS

**I**

HANDLING

**+1**

SPEED

**9**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
3	9	9 (4)	3
NORMAL	120 MPH	class I	

CREW	ENERGY	MODS	COST
1	3	9 (0)	\$179k

**LOCOMOTION:** Hover.

**MODS:** 2× Armor, Exposed Crew, 3× Increased Speed, Scanner, Targeting System.

**WEAPONS:**

① **GATLING LASER (Pintle Mount):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

### HOVER JEEP

CLASS

**II**

HANDLING

**0**

SPEED

**8**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
4	8	20 (28)	4
LARGE	100 MPH	class II	

CREW	ENERGY	MODS	COST
1+2	5	12 (0)	\$368k

**LOCOMOTION:** Hover.

**MODS:** 4× Armor, EMP Shielding, Exposed Crew, 2× Increased Speed, Targeting System, 2× Toughness.

**WEAPONS:**

① **GATLING LASER (Pintle Mount):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

### WHEELED APC

CLASS

**II**

HANDLING

**0**

SPEED

**6**

VEHICLE 1 TOKENS

VEHICLE 2 TOKENS

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

SIZE	SPEED	TOUGHNESS	WOUNDS
5	6	18 (8)	4
LARGE	60 MPH	class II	

CREW	ENERGY	MODS	COST
3+10	5	15 (0)	\$385k

**LOCOMOTION:** Wheeled (4WD).

**MODS:** 4× Armor, EMP Shielding, Four-Wheel Drive, Increased Speed, Passenger Pod, Rough Ride, Sealed, Stabilizer.

**WEAPONS:**

③ **MEDIUM CANNON (Turret):** Range 75/150/300, Damage 4d10 (III), AP 10, SBT.

## HOVER TANK

CLASS  
**III**

HANDLING  
**-1**

SPEED  
**6**

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

8 6 29 (10) 5

HUGE 60 MPH class III

CREW ENERGY MODS COST

5 15 24 (1) \$1m

VEHICLE 2 TOKENS

**LOCOMOTION:** Hover.

**MODS:** AM/ECM, 5× Armor, EMP Shielding, Sealed, Scanner, Sloped Armor, Targeting System, 4× Toughness.

**WEAPONS:**

Ⓘ **GATLING LASER (Pintle Mount):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

Ⓜ **MEDIUM LASER (Turret):** Range 150/300/600, Damage 3d10 (III), AP 20, Overcharge.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## MAIN BATTLE TANK

CLASS  
**IV**

HANDLING  
**-2**

SPEED  
**4**

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

8 4 42 (22) 5

HUGE 25 MPH class IV

CREW ENERGY MODS COST

5 15 24 (0) \$1.1m

VEHICLE 2 TOKENS

**LOCOMOTION:** Tracked.

**MODS:** AM/ECM, 11× Armor, EMP Shielding, Reduced Handling, Targeting System, 5× Toughness.

**WEAPONS:**

Ⓘ **GATLING LASER (Turret):** Range 50/100/200, Damage 3d6 + 4 (I), AP 4, RoF 4, Cauterize, Overcharge, Point Defense, Reaction Fire.

Ⓜ **HEAVY CANNON (Turret):** Range 100/200/400, Damage 5d10 (IV), AP 20.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

## PATROL BOAT

CLASS  
**II**

HANDLING  
**-1**

SPEED  
**6**

VEHICLE 1 TOKENS

SIZE SPEED TOUGHNESS WOUNDS

8 6 23 (8) 5

HUGE 60 MPH class II

CREW ENERGY MODS COST

5+5 15 24 (3) \$351k

VEHICLE 2 TOKENS

**LOCOMOTION:** Water (Jet).

**MODS:** 4× Armor, Crew Quarters, Increased Speed, Scanner, Sloped Armor.

**WEAPONS:**

Ⓜ **MEDIUM AUTOCANNON (Turret):** Range 50/100/200, Damage 4d8 (II), AP 6, RoF 4.

Ⓘ **2 × MINIGUN (Turret):** Range 50/100/200, Damage 2d8 + 1 (I), AP 2, RoF 4, Point Defense, Reaction Fire.

VEHICLE 3 TOKENS

VEHICLE 4 TOKENS

***SCIENCE FICTION  
COMPANION***



***VEHICLE  
CARDS***

***SCIENCE FICTION  
COMPANION***



***VEHICLE  
CARDS***

***SCIENCE FICTION  
COMPANION***



***VEHICLE  
CARDS***

***SCIENCE FICTION  
COMPANION***



***VEHICLE  
CARDS***