

Space Aces: Starship Shenanigans



Ship:

Perk:

Quirk:

Shields:



Current Max



Reactor Core:



Current Max

*(Start with Max Shield Points.
Spend Shield Points before
taking Damage.
Can be Upgraded.)*

*(Start with 2 Max Reactor Core
Points. Spend Reactor Point to
roll twice & choose best result.
Can be Upgraded.)*

Upgrades: Check 1 Upgrade to start.

- | | |
|----------------------------------------|----------------------------------------|
| <input type="checkbox"/> Farscanner | <input type="checkbox"/> Starbug |
| <input type="checkbox"/> Stealth Drive | <input type="checkbox"/> Repair Bot |
| <input type="checkbox"/> Afterburner | <input type="checkbox"/> Mazer Turret |
| <input type="checkbox"/> Autodoc | <input type="checkbox"/> Graviton Beam |
| <input type="checkbox"/> Escape Pods | <input type="checkbox"/> _____ |



Damage: When hit roll 1D6.

Asploding Consoles (crew takes Harm), System(s) Are Damaged (offline until Repaired).
Ship destroyed if all 6 are checked.

- | | |
|-------------------------------------------------------------------------|---------------------------------------------------------------------------|
| <input type="checkbox"/> <input checked="" type="checkbox"/> Sensors | <input type="checkbox"/> <input checked="" type="checkbox"/> Life Support |
| <input type="checkbox"/> <input checked="" type="checkbox"/> Weapons | <input type="checkbox"/> <input checked="" type="checkbox"/> Hyperdrive |
| <input type="checkbox"/> <input checked="" type="checkbox"/> Propulsion | <input type="checkbox"/> <input checked="" type="checkbox"/> Reactor Core |

Charge Hyperdrive:

(Skip Phase 2 to Charge Hyperdrive by 1)

Small Ship:
Fast but Fragile
Max Shields: 1
Damage When Hit: 3

Medium Ship:
All-Rounder
Max Shields: 2
Damage When Hit: 2

Large Ship:
Slow but Armored
Max Shields: 4
Damage When Hit: 1

Perks:

(- One Perk - Two Perks)



- Bowling Alley
- 5-Star Autochef
- Surround Sound
- Smuggler's Hold
- Extensive Library
- Stylish Uniforms



- Zero-G Gym
- Comfy Chairs
- Holodeck
- Lens Flares
- XL Cargo Bay
- Party Mode



- Separable Saucer
- Carpeted Corridors
- Manipulator Arm
- HD Viewscreen
- Calming Engine Hum
- Aftermarket Spoiler

Quirks:

(- One Quirk - Two Quirks)



- Vintage Model
- Smoke Trail
- Infamous
- Space Fleas
- Poor Plumbing
- Finicky Gravity



- Sticky Floors
- Weird Paint Job
- Faulty Lighting
- Strange Sounds...
- No Seatbelts
- Uniforms Ride Up



- Schizophrenic AI
- Jumpy Self-Destruct
- Smells Of Chowder
- Too Many Buttons
- Check Engine Light
- Surly Sonic Showers

Starship Scuffles:

Phase 1: Full Speed Ahead!

Smaller ships move first. Close Distance (Out Of Range, In Range, Point Blank), Attempt A Maneuver, Take Evasive Actions, or Try to Flee.

Phase 2: Battiestations!

Each crew member attempts an action at their station. Actions may include Firing Weapons, Aiding, Rerouting, Repairing, Scanning, Targeting, Hailing, etc...

Phase 3: Damage Report!

Resolve Damage or Harm Simultaneously.

How You Got It:

- Don't Ask... Eccentric Uncle
- Loan Shark Finders Keepers
- Card Game Fair-n-Square