# HIGH SPACE

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| STARSHIP NAME | |
| CLASS | |
| SIZE | |
| DESIGN EDGE | |
| POSITRONIC CORE | |
| PACE | |
| TOUGHNESS | |

| | | | | | |
|---|---|---|---|---|---|
| **MANEUVER** | 4 | 6 | 8 | 0 | 12 |
| **COMPUTER** (Auto) | 4 | 6 | 8 | 0 | 12 |
| **FTL** (Movement) | 4 | 6 | 8 | 0 | 12 |
| **DISPLACEMENT** | 4 | 6 | 8 | 0 | 12 |
| **QUALITY** | 4 | 6 | 8 | 0 | 12 |

## STARSHIP HINDRANCES

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## SHIP AUTOMATICS

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|---|---|---|---|---|
| 4 | 6 | 8 | 0 | 12 |
| 4 | 6 | 8 | 0 | 12 |
| 4 | 6 | 8 | 0 | 12 |
| 4 | 6 | 8 | 0 | 12 |
| 4 | 6 | 8 | 0 | 12 |

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|---|---|
| MAX. FREE EDGES | |
| MODIFICATIONS | |
| PAYLOAD AVAILABLE | |
| HARDPOINTS AVAILABLE | |

| STARSHIP EDGES | PI. | H.P. |
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| STARSHIP WEAPON | RNG. | DAM | NOTES |
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BREACHES

RANGES

- Close range: Anything less than 1AU (the distance from Sol (our sun) to Earth)
- Medium range: 1AU to 12AU (E.g. the distance from Sol to Saturn, plus 3 AU)
- Long range: 12AU to 24AU (E.g. the distance from Sol to Uranus, plus 6 AU)

TACTICAL MANEUVERS

- Mask Engine Signature: -2 penalty to target with weapons/sensors
- Align For Impact: +2 AP versus damage used to calculate Breaches
- Slingshot: Half the Pace used to reach a planet/moon is returned to be respent

WEAPONS RELEASE

- Defensive Firing: Direct weapons can destroy Indirect wepaons before impact
- Improved Firing Solutions: Spend round, pass Notice roll, +2 bonus for weapon next round
- Running Silent: Invisible to Active Sensors. Only use Passive sensors. Maintain inertia.
- Passive scanning: Notice to detect at Close/Medium range without LoS.
- Notice to .detect at Long range with LoS.
- Active Scanning: Investigation to detect at Medium range.

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StoryWeaver

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