SENSOR READINGS

Sensor Readings

The Science Officer leans over her sensor station defly manipulating the controls to pinpoint the enemy vessel and...

Initial Computer DCs are to identify basic ship characteristics, for every 5 points by which the check exceeds the DC the Science Officer uncovers more information. On Sucessive rounds the Science Officer may make additional checks and uncover more information by beating the inital DC again. Better rolls uncover more information in a single check, an unlucky or unskilled Science Officer will eventually learn everything about the opposing ship, it will just take longer.

UNDEAD FACTION INTERCEPTOR TIER 1/2

TINY INTERCEPTOR COMPUTER CHECK DC'S

DC 14	Tiny Interceptor, Speed 12, Perfect Maneuverability, Crew None (Living)
DC 19	AC 16, TL 16, 30 Hull Points, 10 Shields, Power Core 70
DC 24	Forward facing Gyrolaser Forward facing EMP cannon
DC 29	No expansion or cargo bays

UNDEAD FACTION TRANSPORT TIER 5

MEDIUM TRANSPORT COMPUTER CHECK DC'S

DC 21	Medium Transport, Speed 8, Average Maneuverability, Crew None (Living)
DC 26	AC 20, TL 20, 85 Hull Points, 60 Shields, Power Core 140
DC 31	Forward facing Heavy EMP cannon Aft facing Gyrolaser Forward facing Light Laser cannon Turret 2x Light Torpedo launchers
DC 36	5 cargo holds

UNDEAD FACTION BATTLESHIP TIER 14

GARGANTUAN BATTLESHIP COMPUTER CHECK DC'S

DC 32	Gargantuan Battleship, Speed 4, Average Maneuverability, Crew None (Living)
DC 37	AC 27, TL 27, 400 Hull Points, 240 Shields, Power Core 400
DC 42	Forward facing Heavy EMP cannon Port and Starboard facing Heavy Laser Arrays Forward facing Heavy Laser cannon Turret 2x Heavy Torpedo launchers Aft facing Tactical Nuclear Missile launcher
DC 47	No expansion or cargo bays

FOURARM FACTION RACER TIER 1/3

TINY RACER COMPUTER CHECK DC'S

DC 11	Tiny Racer, Speed 12, Perfect Maneuverability, Crew One
DC 16	AC 15, TL 14, 20 Hull Points, 10 Shields, Power Core 70
DC 21	Forward facing Gyrolaser
DC 26	No expansion or cargo bays

FOURARM FACTION HEAVY FREIGHTER TIER 4

LARGE HEAVY FREIGHTER COMPUTER CHECK DC'S

DC 17	Large Heavy Freighter, Speed 6, Average Maneuverability, Crew Ten
DC 22	AC 16, TL 15, 140 Hull Points, 40 Shields, Power Core 150
DC 27	Forward, Port and Starboard facing Heavy Laser cannons
DC 32	8 cargo holds

FOURARM FACTION CARRIER TIER 12

GARGANTUAN CARRIER COMPUTER CHECK DC'S

DC 28	Gargantuan Carrier, Speed 4, Poor Maneuverability, Crew 120
DC 33	AC 23, TL 23, 330 Hull Points, 160 Shields, Power Core 400
DC 38	Forward facing Super Plasma cannon Port and Starboard facing Heavy Laser cannons Turret 2x High Explosive Missile launcher
DC 43	Hangar bays (2), cargo holds (2)

HOMEWORLD FACTION SHUTTLE TIER 1/4

SMALL SHUTTLE COMPUTER CHECK DC'S

DC 11	Small Shuttle, Speed 6, Perfect Maneuverability, Crew 4
DC 16	AC 14, TL 13, 35 Hull Points, 10 Shields, Power Core 50
DC 21	Forward facing Light Laser cannon
DC 26	cargo holds (2), passenger seating

HOMEWORLD FACTION EXPLORER TIER 1

MEDIUM EXPLORER COMPUTER CHECK DC'S

DC 12	Medium Explorer, Speed 6, Good Maneuverability, Crew 6
DC 17	AC 14, TL 12, 55 Hull Points, 20 Shields, Power Core 100
DC 22	Forward facing Light Laser cannon Turret 1x High Explosive Missile launcher
DC 27	cargo holds (3), physical science lab

HOMEWORLD FACTION CRUISER TIER 10

HUGE CRUISER COMPUTER CHECK DC'S

DC 24	Huge Cruiser, Speed 8, Average Maneuverability, Crew 60
DC 29	AC 22, TL 22, 230 Hull Points, 200 Shields, Power Core 300
DC 34	Forward facing Particle Beam cannon Port and Starboard facing Light Plasma cannons Turret 1x Heavy Plasma Torpedo launcher
DC 39	cargo holds (3), life boats, medical bay, shuttle bay

INSECT FACTION FREIGHTER TIER 1

SMALL LIGHT FREIGHTER COMPUTER CHECK DC'S

DC 12	Small Freighter, Speed 8, Good Maneuverability, Crew 6
DC 17	AC 14, TL 13, 40 Hull Points, 10 Shields, Power Core 90
DC 22	Forward facing linked Gyrolasers Port and Starboard facing Light Torpedo launchers
DC 27	cargo holds (2), escape pods

INSECT FACTION DESTROYER TIER 6

LARGE DESTROYER COMPUTER CHECK DC'S

DC 20	Large Destroyer, Speed 8, Average Maneuverability, Crew 13
DC 25	AC 19, TL 19, 170 Hull Points, 60 Shields, Power Core 200
DC 30	Forward facing Heavy Laser net Forward facing Twin Laser Port and Starboard facing Flak Throwers Turret 1x Light Torpedo launcher
DC 35	cargo bay, escape pods (3)

INSECT FACTION BULK FREIGHTER TIER 9

HUGE BULK FREIGHTER COMPUTER CHECK DC'S

DC 24	Huge Bulk Freighter, Speed 6, Poor Maneuverability, Crew 35
DC 29	AC 22, TL 21, 200 Hull Points, 100 Shields, Power Core 300
DC 34	Forward facing Maser Aft facing Particle Beam Turret 2x Heavy Plasma Torpedo launcher
DC 39	cargo holds (5), escape pods (5)

REPTILIAN FACTION FIGHTER TIER 2

TINY FIGHTER COMPUTER CHECK DC'S

DC 17	Tiny Fighter, Speed 10, Good Maneuverability, Crew 2
DC 22	AC 19, TL 18, 35 Hull Points, 40 Shields, Power Core 90
DC 27	Forward facing Light Plasma cannon Forward facing Tactical Nuclear Missile launcher Aft facing Flak Thrower
DC 32	No expansion or cargo bays

REPTILIAN FACTION DROPSHIP TIER 8

MEDIUM TRANSPORT COMPUTER CHECK DC'S

DC 24	Medium Transport, Speed 12, Average Maneuverability, Crew 5
DC 29	AC 24, TL 23, 100 Hull Points, 80 Shields, Power Core 250
DC 34	Forward facing Persistent Particle Beam Forward facing Coilgun Aft facing Coilgun Turret 2x Light Plasma cannon
DC 39	Guest Quarters (5, common)

REPTILIAN FACTION DREADNOUGHT TIER 16

COLOSSAL DREADNOUGHT COMPUTER CHECK DC'S

DC 36	Colossal Dreadnought, Speed 4, Clumsy Maneuverability, Crew 300
DC 41	AC 28, TL 26, 600 Hull Points, 200 Shields, Power Core 500
DC 46	Forward facing Particle Beam cannon Port and Starboard facing Superlasers Forward facing Heavy Laser cannon Port and Starboard facing Heavy Torpedo launchers Turret 1x linked Coilguns
DC 51	cargo holds (12), hangar bays (2)

SENSOR READINGS

Authors • Paul Fields and Jim Milligan
Cover Artist • Anthony Cournoyer
Interior Artist • N/A
Layout and Production • Jim Milligan for Atomic Rocket Games

Evil Robot Games
Evilrobotgames.com