

Space Aces: **Starship Shenanigans**



Ship:

Perk:

Quirk:

Shields:



Current Max

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



Reactor Core:



Current Max

*(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: Battlegrounds!

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