

MOTHERSHIP® SHIP MANIFEST

Ship Identifier **TRANSPONDER** **ON OFF**

Captain

Make / Model / Jump / Class / Type

MEGADAMAGE

01 EMERGENCY FUEL LEAK
Every time you spend fuel, you spend 1 more.

02 WEAPONS OFFLINE
Automatically fail Battle Checks.

03 NAVIGATION OFFLINE
Cannot make Thruster Checks. 10% chance all navigation data wiped.

04 FIRE ON DECK
Fire spreads rapidly throughout ship's interior. Toxic and corrosive (10 DMG/round) atmosphere.

05 HULL BREACH
All aboard make a Body Save or take 1 Wound (Explosion). Critical Failure = violently sucked into space.

06 LIFE SUPPORT SYSTEMS OFFLINE
Oxygen limited to 1d10 x Crew Capacity.

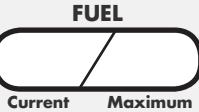
07 RADIATION LEAK
Radiation level increases every 2d10 minutes.

08 DEAD IN THE WATER
All systems offline, emergency power only.

09+ ABANDON SHIP!
Ship is destroyed in 1d10 minutes.

HULL POINTS

STATS & SAVES



WARP CORES

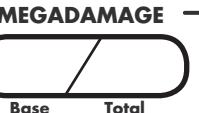


CRYOPODS



ESCAPE PODS

THRUSTERS



BATTLE

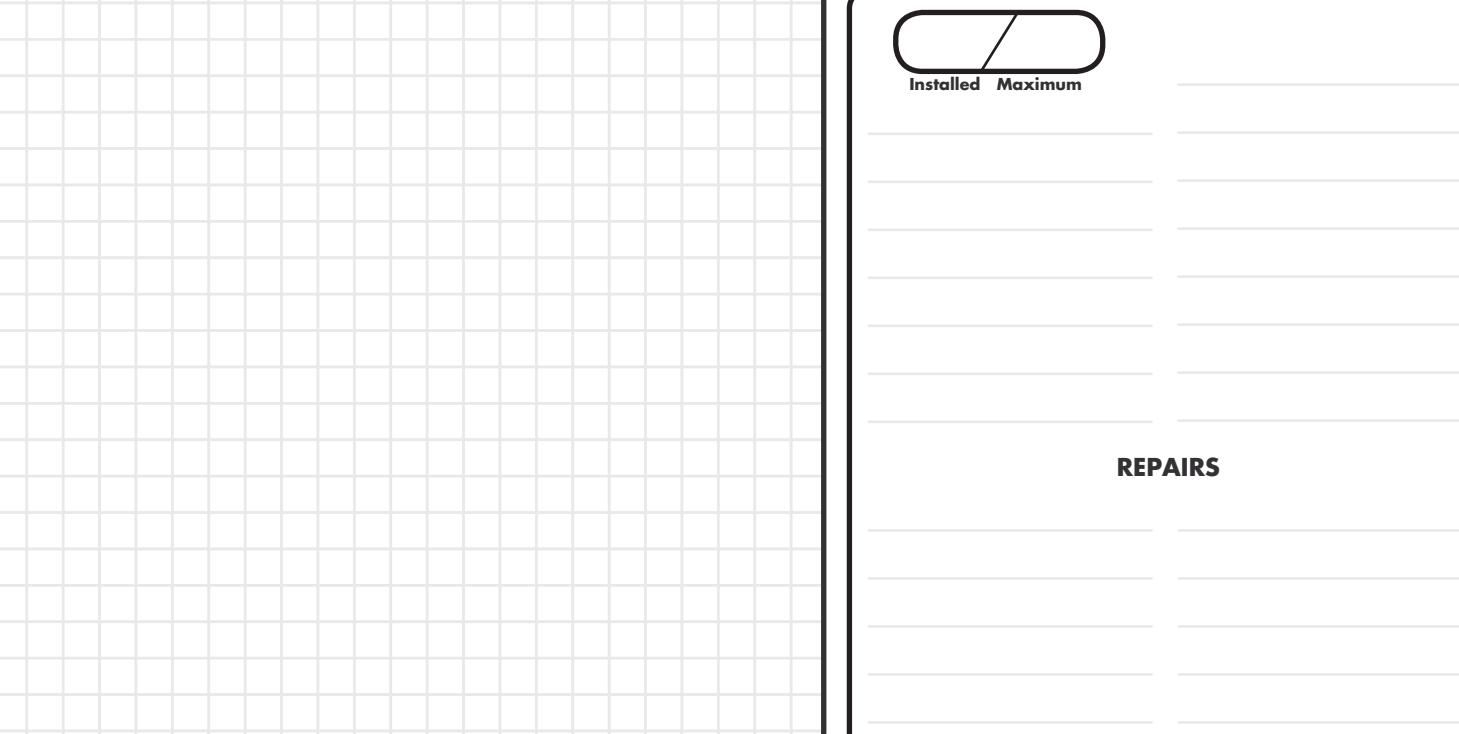


SYSTEMS



O2 REMAINING

DECKPLAN



CREW



UPGRADES



CARGO



REPAIRS

MINOR

MAJOR