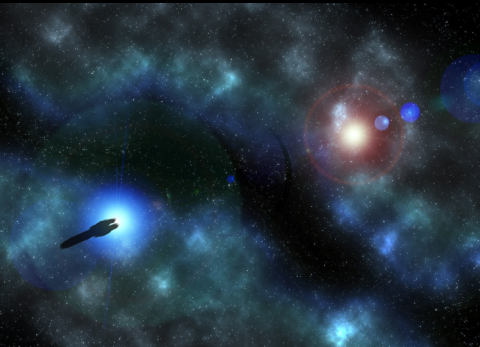


THE EXPANSE ROLEPLAYING GAME FAN COMMUNITY



PDF SPACESHIP SHEETS

FOR USE WITH THE EXPANSE RPG

FILLABLE



CARD DESCRIPTION

These fillable PDFs are made for filling out and handing out to players, as custom ships in home made adventures, and for use by GMs that like to use these kinds of cards in their game, even behind the screen.

The cards have boxes for losses, 6 for each Normal Loss, and variable for *Serious Losses*. Ships usually only have one reactor, and thus ship can only take 1 *Reactor Offline Serious Loss*. However, these cards allow for up to two *Reactor Offline Losses*, because your players *could* come across, refit, or get hold of a ship with a backup reactor.

The number of *Weapon Offline Serious Losses* a ship can take depends on the number of weapon systems. A "weapon system" is 1 per arc for PDCs (there are two (2) arcs: Fore and Aft), and one per firing mechanism for Grappler, Rail gun and Torpedo launcher/tube.

This means that some ship have ships can none, one, two, several, and even more than 6 weapons systems. However, I assume that 6 *Weapon Offline Serious Losses* causes the ship's *entire* weapon control system (power lines and such) to disconnect, rendering any remaining weapons inoperable (these weapon systems may not need repair/replacement, just to be reconnected as part of ship repairs). The overleaft table shows my interpretation of counting Weapon Systems.

RULES INTERPRETATION

WEAPON SYSTEM COUNT	
GRAPPLERS	1 SYSTEM PER GRAPPLER
PDCs	1 SYSTEM PER ARC
RAIL GUN	1 SYSTEM PER RAIL GUN
TORPEDO LAUNCHER/TUBE	1 SYSTEM PER LAUNCHER/TUBE

FACTION

CATEGORY

DRIVES

LENGTH

CREW (MINIMUM)

HULL

CREW (STANDARD)

SENSORS

COMPETENCE

FAVORED RANGE

ARMAMENTS

WEAPON TYPE

RANGE

DAMAGE

ARC

FAVORED COMMAND STUNTS

QUALITIES

FLAWS

DESCRIPTION

LOSS CONDITIONS

NORMAL LOSS

1

2

3

4

5

6

COLLATERAL

HULL

MANEUVERABILITY

SENSORS

WEAPONS

SERIOUS LOSS

REACTOR OFFLINE

WEAPONS OFFLINE

FACTION

CATEGORY

DRIVES

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