

# M MOTHERSHIP<sup>®</sup> SHIP MANIFEST

**TRANSPONDER** ON OFF

Ship Identifier

Captain

Make / Model / Jump / Class / Type

**STATS & SAVES**

THRUSTERS

BATTLE

SYSTEMS

**FUEL**

Current Maximum

WARP CORES

CRYOPODS

ESCAPE PODS

**WEAPONS** **MEGADAMAGE** **HARDPOINTS**

Base Total Base Total Installed Maximum

O2 REMAINING

**CREW**

Current Maximum

**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**

**DECKPLAN**

**UPGRADES** **CARGO**

Installed Maximum

**REPAIRS**

MINOR MAJOR