
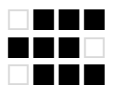
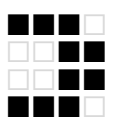
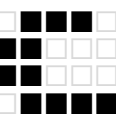
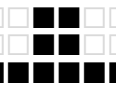



STARTER SHIPS

Configuration: ■ empty □ n/a E: Embers §: Sellsword X: base game

Ship Name	Ability	Cost	Impulse	Energy	Hold	Configuration
Easy Tiger	<p>§: Choose 3 instead of rolling. For borders choose 2 instead of rolling.</p> <p>X: 1 Energy to re-roll. Exhaust.</p>	1	3	8	11	
Ghoststalker	<p>E: roll D20 crossing planetary shields: <11 take blockable damage. No bounty regardless.</p> <p>X: 2 Energy for D20 Action to stealth past planetary shields: <9 nothing, >8 success, >19 success 2x. Exhaust.</p>	1	3	8	9	
Numerator	<p>§: After Exploration Token: 5 Energy to double results. If no Exploration Tokens are in play, as action: 5 Energy to repopulate one 3+ sectors away.</p> <p>X: After Engines: 1 Energy to roll D20: <5 +0, 5-10 +3, 11-19 +5, 20 +8 or x2. Exhaust.</p>	1	4	9	10	
Persistent Memory	<p>§: Use Weapons as Engine Outfits. Each Piercer is -1 instead of -4. GTS outfit is applicable.</p> <p>X: 1 Energy to roll D20 to follow target ship: <3 nothing, 3-13 0-8 spaces, 14-19 0-12 spaces, 20 0-all spaces. Exhaust.</p>	1	3	9	11	
Puddle Jumper	<p>§: 0 Energy in Status Phase to arm markers</p> <p>X: D20 Action to refresh energy: <5 nothing, 5-13 2, 14-19 3, 20 all. Exhaust</p>	1	4	10	10	
Swamp Rat	<p>§: Each damage give +1 instead of -1 to outfit (up to outfit max). As an action deal one unblockable damage to your ship.</p> <p>X: As Action or Defense: 1 Energy for 1 Damage on an outfit to immediately reuse. Exhaust.</p>	1	3	8	12	
Vagabond	<p>E: 1 Energy for Minor Action roll D20 to collect cargo from Asteroid, Ice Asteroid, Debris, or Nebula spaces. <5 nothing, 5-7:Plasma, 8-10:Terra, 11-13:Holo, 14-16:Spice, 17-19:Cyber, 20:Ember. Exhaust.</p> <p>§: Ignore edge symbols requirements for Blind Jump or Scan. +1 Impulse if all sectors have been played.</p>	1	3	8	11	