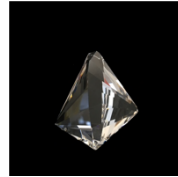


## MALOCULAN PRISM CLASS STARSHIP

The Maloculan *Prism* class starship is a crystalline starship that is able to project photonic simulacra of itself to make it difficult to hit. They often travel in squadrons, making it difficult to guess how many are real and how many are illusions.



**TRAITS:** Maloculan starship

### SYSTEMS

COMMS	07	ENGINES	09	STRUCTURE	07
COMPUTERS	07	SENSORS	09	WEAPONS	07

### DISCIPLINES

COMMAND	01	SECURITY	02	SCIENCE	01
CONN	04	ENGINEERING	02	MEDICINE	01

**POWER:** 9                      **SCALE:** 3  
**SHIELDS:** 9                      **RESISTANCE:** 3

**CREW:** Proficient (Attribute 9, Discipline 2)

### ATTACKS:

- Multiphasic Laser Cannons (Energy, Range Close, 7▲, Piercing 1, Versatile 1)
- Photonic Torpedoes (Torpedo, Range Long, 5▲, High-Yield)
- Tractor Beam (Strength 2)

### SPECIAL RULES:

- **Photonic Decoys:** Maloculan starships may begin each Scene with an Advantage: *Photonic Decoys 2*, which increases the Difficulty to hit it by 2. Opponents may offset the Difficulty with their own Advantages. Each level of *Photonic Decoys* is also susceptible to being removed by a Complication.
- **Sensor-Baffling Design:** It is very difficult to target specific systems on a Maloculan ship, due to sensor-baffling tricks. When trying to target a specific system on the Maloculan ship, increase the Difficulty by 2 instead of the usual 1.

**POWER**                      ○○○○○○○○○○○○  
**SHIELDS**                      □□□□□ □□□□

## MALOCULAN DIAMOND CLASS STARSHIP

The Maloculan *Diamond* class starship is made from advanced crystalline technology. It may produce photonic decoys. It also is able to launch multiple torpedoes rapidly.



**TRAITS:** Maloculan starship

### SYSTEMS

COMMS	08	ENGINES	10	STRUCTURE	10
COMPUTERS	08	SENSORS	10	WEAPONS	10

### DISCIPLINES

COMMAND	01	SECURITY	03	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	01

**POWER:** 10                      **SCALE:** 5  
**SHIELDS:** 13                      **RESISTANCE:** 5

**CREW:** Talented (Attribute 10, Discipline 3)

### ATTACKS:

- Multiphasic Laser Array (Energy, Range Medium, 8▲, Area/Spread, Piercing 1, Versatile 1)
- Photonic Torpedoes (Torpedo, Range Long, 6▲, High-Yield)
- Tractor Beam (Strength 3)

### SPECIAL RULES:

- **Photonic Decoys:** Maloculan starships may begin each Scene with an Advantage: *Photonic Decoys 2*, which increases the Difficulty to hit it by 2. Opponents may offset the Difficulty with their own Advantages. Each level of *Photonic Decoys* is also susceptible to being removed by a Complication.
- **Sensor-Baffling Design:** It is very difficult to target specific systems on a Maloculan ship, due to sensor-baffling tricks. When trying to target a specific system on the Maloculan ship, increase the Difficulty by 2 instead of the usual 1.
- **Rapid-Fire Torpedo Launcher** (Talent, p.257)

**POWER**                      ○○○○○○○○○○○○  
**SHIELDS**                      □□□□□ □□□□□ □□□