

Pirate Band Generator Chart

How Many Ships:

d6	# of Ships	Modifiers
1	d3	DM-1 crew competence roll DM-1 primary turret rolls
2	d3+1	none
3	d4	none
4	d6	For ship generation, reroll first die if <4, second roll stands
5	d6+2	DM+1 crew competence roll For ship generation reroll first die if <4, second roll stands
6	2d6	DM+1 crew competence roll DM+1 primary turret rolls For ship generation, reroll first die if <4, second roll stands

Crew Competence:

d6	
1-	Low competence: One relevant skill at 0 (roll on next table), all others at 1
2	Low competence: All relevant skills at 1
3	Medium competence: One relevant skill at 2 (roll on next table), all others at 1
4	Medium competence: All relevant skills at 2
5	High competence: One relevant skill at 3 (roll on next table), all others at 2
6+	High competence: One relevant skill at 2 (roll on next table), all others at 3

Area of (In)Competence (roll if Crew Competence roll resulted in 1, 3, 5 or 6):

d6	
1	Pilot
2	Engineer
3	Sensors
4-5	Gunner
6	Boarding party

Ship Generation

Roll once for each ship in the pirate band:

d66	dtons	Hull points	Hull Config	Armour	M-drive	J-drive	Weapons	Crew	Cargo space
11	100	40	SL	2 CI	1	1	1 turret	d2	35
12	100	40	STD	4 CI	2	2	1 turret	1+d2	20
13	100	44	STD,RE	6 CI	4	2	1 turret	1+d3	15
14	100	48	CS,RE	8 BS	6	2	1 turret	1+d2	15
15	200	80	SL	0	1	1	d2 turrets	3+d3	110
16	200	80	SL	2 CI	2	2	2 turrets	3+d3	80
21	200	80	SD	4 CI	2	2	2 turrets	3+d3	70
22	200	88	STD, RE	4 CI	2	2	2 turrets	4+d3	70
23	200	88	CS	4 CI	2	2	2 turrets	4+d3	70
24	200	96	CS,RE	6 CI	3	2	2 turrets	4+d3	70
25	200	96	CS,RE	6 CI	6	2	2 turrets	4+d3	60
26	200	96	CS,RE	6 CI	4	3	2 turrets	4+d3	35
31	300	120	SL	0	1	1	d3 turrets	3+d2	280
32	300	120	SL	2 CI	1	1	d3 turrets	3+d2	280
33	300	120	STD	2 CI	2	1	1+d2 turrets	3+d3	260
34	300	120	STD	4 CI	2	2	1+d2 turrets	3+d3	220
35	300	132	STD,RE	6 BS	4	2	1+d2 turrets	4+d3	100
36	300	145	CS,RE	8 CI	4	3	3 turrets	6+d3	30
41	400	160	SL	2 CI	1	2	d4 turrets	6+d3	200
42	400	176	SL,RE	4 CI	2	2	1+d3 turrets	6+d3	180
43	400	176	CS	4 CI	3	3	2+d2 turrets	8+d3	100
44	400	193	CS,RE	8 BS	6	3	4 turrets	10+d6	50
45	500	200	SL	2 CI	2	2	1+d4 turrets	10+d3	230
46	500	200	STD	4 CI	4	2	2+d3 turrets	10+d6	200
51	500	242	CS,RE	6 CI	4	3	3+d2 turrets	10+d6	120
52	500	242	CS,RE	8 BS	6	4	5 turrets	12+d6	30
53	600	240	STD	0	1	1	d6 turrets	10+d6	400
54	600	240	SL	4 CI	2	2	2+d4 turrets	12+d6	250
55	600	264	SL,RE	4 CI	4	2	3+d3 turrets	12+d6	240
56	600	264	CS	6 CI	6	3	3+d3 turrets	12+d6	120
61	800	320	STD	4 CI	2	2	4+d4 turrets	14+d4	300
62	800	387	CS,RE	8 BS	6	4	8 turrets	16+d6	40
63	1000	400	STD	4 CI	2	2	6+d4 turrets	16+d6	500
64	1000	440	STD,RE	8 CI	6	4	7+d3 turrets	18+d6	80
65	1200	480	STD	8 CI	3	3	6+d6 turrets	18+d6	350
66	1200	528	SL,RE	8 BS	6	4	9+d3 turrets	20+d6	100

Hull Config: SL=Streamlined, STD=Standard, CS=Closed Structure, RE=Reinforced
 Armour: CI=Crytaliron, BS=Bonded Superdense

Turrets

Half the turrets (round up) are primary turrets, the rest are secondary turrets. Roll for each turret:

d6	Primary turret
1-	Beam laser x2
2	Pulse laser x1
3	Pulse laser x2
4	Pulse laser x3
5	Fusion barbette
6+	Particle barbette

d6	Secondary turret
1	Beam laser
2	sandcaster
3	Beam laser/sandcaster
4	Beam laser/sandcaster/missile rack
5	Sandcaster/missile rack x2
6	Missile rack x3