

O'Connor's journal

Strength	Charisma	Dexterity	Oxygen	Radiation	Power
		Wisdom			
Capsules					
Rations	Oxygen	Rad serum	Power		

Weapon

Weapon
score

Damage
score

Power
use

Time

Items & notes

Boa submarine tech specs

Strength score & Damage location (roll 2D6)

1 Finn airlock	2 Atomic reactor	3 Engine room	4 Oxygen ops
5 Hold	6 Medical bay	7 Conn and Comms	8 Galley, heads and bunks
9 Torpedo ops	10 Laser ops	11 Lifeboat	12 Roll again

				1						
2	3	4	5	6	7	8	9	10	11	

Boa submarine arsenal

Torpedoes

Submarine
Oxygen

Sub Power

Python submarine tech specs

Strength score & Damage location (roll 3D6)

1 Finn airlock	2 Medical bay	3 Conn	4 Hold
5 Galley and Heads	6 Comms	7 Upper atomic missiles	8 Laser ops
9 Torpedo ops	10 Bunks	11 Metal shop	12 Oxygen ops
13 Engine room	14 Atomic reactor	15 Lower atomic missiles	16 Armoury
17 Lifeboat	18 Roll again		

		1						
2	3	4	5	6	7	8	9	
10	11	12	13	14	15	16	17	

Python submarine arsenal

Torpedoes

Submarine
Oxygen

Sub Power

Atomic
missiles

Viper submarine tech specs

Strength score & Damage location (roll 4D6)

1 Finn	2 Lifeboat	3 Medical bay	4 Hold
5 Galley	6 Conn	7 Heads	8 Comms
9 Laser ops	10 Upper atomic missiles	11 Torpedo ops	12 Aft airlock
13 Crew bunks	14 Officer bunks	15 Oxygen ops	16 Engine room
17 Engine control	18 Atomic reactor	19 Armoury	20 Lower atomic missiles
21 Metal shop	22 Brig	23 Forward airlock	24 Roll again

	2	3	4	5	6	7	8	9	10	11	22
12	13	14	15	16	17	18	19	20	21	23	

1

Viper submarine arsenal

Torpedoes	Submarine Oxygen	Sub Power
Atomic missiles		

Weapons chart

Weapons	Weapon score	Damage score	Power use
Fists	1	1	0
Blades	2	2	0
Electric Aquamour Claws	3	3	1
Volta Pistol	4	4	2
Nemo Pistol	5	5	3
Turbo Pistol	6	6	4
Volta Blaster	7	7	5
Nemo Blaster	8	8	6
Thermo Acid Cannon	9	9	7
Mekorg Blaster	10	10	8
Octopoid Cannon	11	11	9
Atlantean Rifle	12	12	10