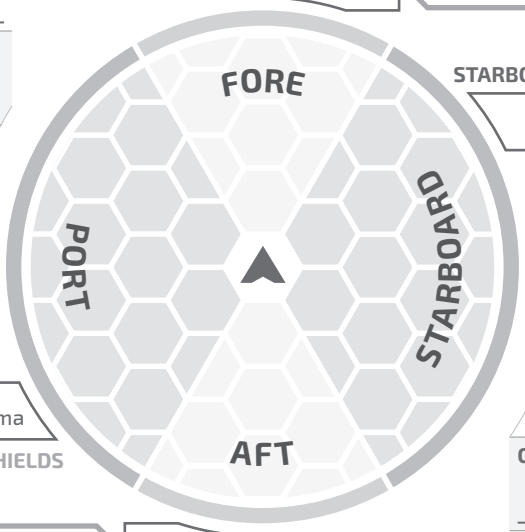
STARSHIP

TIER | Make and model

Frame

Taglia | Modificatore +



FORWARD SHIELDS: ma | ma

STARBOARD SHIELDS: ma | ma

PORT SHIELDS: ma | ma

AFT SHIELDS: ma | ma

POWER CORE — Power budget: pcu

SCUDO — Power cost: pcu — Shield total: ma

SENSORS — ☐ Vicino 5 ⬡ ☐ Medio 10 ⬡ ☐ Lungo 20 ⬡ — Skill modifier +

COUNTERMEASURES — Power cost: pcu — TL bonus + TL

COMPUTER — Nodes — Power cost: pcu — ICM bonus +

Mk

WEAPONS

FORWARD ☐ Linked

STARBOARD ☐ Linked

AFT ☐ Linked

PORT ☐ Linked

TURRET ☐ Linked

WEAPON DETAILS

☐ Luce
Direct ☐ ☐ Pesante
Tracking ☐ ☐ Capital

☐ Vicino 5 ⬡ Velocità | Power cost: pcu | Danno: d
☐ Medio 10 ⬡
☐ Lungo 20 ⬡

☐ Luce
Direct ☐ ☐ Pesante
Tracking ☐ ☐ Capital

☐ Vicino 5 ⬡ Velocità | Power cost: pcu | Danno: d
☐ Medio 10 ⬡
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☐ Medio 10 ⬡
☐ Lungo 20 ⬡

ARMOUR & SHIELDS

CLASSE ARMATURA: CA = 10 + Piloting Ranks + Bonus Armatura + Mod. di Taglia + Varie

TRACKING LOCK: TL = 10 + Piloting Ranks + Counter-measures + Mod. di Taglia + Varie

ARMATURA: Mk

DT — DAMAGE THRESHOLD

CT — CRITICAL THRESHOLD

STATUS

HULL POINTS: pf

CURRENT HULL POINTS: pf

CRITICAL SYSTEMS

		Glitching	Malfunctioning	Wrecked
1 - 10	LIFE SUPPORT	☐	☐	☐
11 - 30	SENSORS	☐	☐	☐
WEAPONS ARRAY 31 - 60	1 FORWARD	☐	☐	☐
	2 STARBOARD	☐	☐	☐
	3 AFT	☐	☐	☐
	4 PORT	☐	☐	☐
61 - 80	ENGINES	☐	☐	☐
81 - 00	POWER CORE	☐	☐	☐

MOVEMENT

THRUSTERS

Velocità | Piloting modifier + | Power cost: pcu

Manoeuvrability

Turning distance

DRIFT

÷ DRIFT RATING

EXPANSION

EXPANSION BAYS