

STARSHIP

TIER		Make and model	
<div> <div></div> <div></div> </div>			
Frame			
Taille		Modificateur	
<div> <div></div> <div></div> </div>		<div>+</div>	



pa pa

AFT SHIELDS

WEAPONS

- ☐ FORWARD ☐ Lié
- ☐ STARBOARD ☐ Lié
- ☐ AFT ☐ Lié
- ☐ PORT ☐ Lié
- ☒ TURRET ☐ Lié

WEAPON DETAILS

<input type="checkbox"/> Court	5	<input checked="" type="radio"/> Rapidité		Power cost	Dégâts
<input type="checkbox"/> Moyen	10	<input type="radio"/>	<input checked="" type="radio"/>	pcu	d
<input type="checkbox"/> Long	20	<input type="radio"/>	<input type="radio"/>		

[illegible]

						Lumière
					Direct	Lourd
					Tracking	Capital
Court	5	Rapidité		Power cost	Dégâts	
Moyen	10					
Long	20			pcu	d	

<input type="checkbox"/> Court	5	<input type="checkbox"/> Rapidité	Power cost	Dégâts	<input type="checkbox"/> Lumière	<input type="checkbox"/> Direct	<input type="checkbox"/> Tracking	<input type="checkbox"/> Lourd	<input type="checkbox"/> Capital
<input type="checkbox"/> Moyen	10	<input type="checkbox"/>							
<input type="checkbox"/> Long	20	<input type="checkbox"/>	pcu	d					

ARMOUR & SHIELDS

CLASSE D'ARMURE	Piloting Ranks	Bonus d'armure	Mod. de taille	Divers
CA = 10 +	+	+	+	+
TRACKING LOCK	Piloting Ranks	Counter- measures	Mod. de taille	Divers
TL = 10 +	+	+	+	+

STATUS

HULL POINTS **CURRENT HULL POINTS**

CRITICAL SYSTEMS

		Malfunctioning Glitching	Wrecked
1 - 10	LIFE SUPPORT	<input type="checkbox"/>	<input type="checkbox"/>
11 - 30	SENSORS	<input type="checkbox"/>	<input type="checkbox"/>
WEAPONS ARRAY 31 - 60	1 FORWARD	<input type="checkbox"/>	<input type="checkbox"/>
	2 STARBOARD	<input type="checkbox"/>	<input type="checkbox"/>
	3 AFT	<input type="checkbox"/>	<input type="checkbox"/>
	4 PORT	<input type="checkbox"/>	<input type="checkbox"/>

61 - 80 ENGINES □ □ □

81 - 00 POWER CORE ☐ ☐ ☐

MOVEMENT THRUSTERS

Rapidité	Piloting modifier	Power cost
<div> <div></div> <div></div> </div> Manoeuvrability	+	<div></div> pcu Turning distance

DRIFT

DRIFT RATING

STARBOARD SHIELDS

pa pa

POWER CORE

POWER CORE Power budget

pcu

BOUCLIER	Power cost	Shield total
	pcu	pa

SENSORS			Skill modifier
<input type="checkbox"/> Court	5	○	+
<input type="checkbox"/> Moyen	10	○	
<input type="checkbox"/> Long	20	○	

COUNTERMEASURES	Power cost	TL bonus
	pcu	+ TL

COMPUTER	Nodes	Power cost	ICM bonus
Mk		pcu	+

EXPANSION

EXPANSION BAYS
