STARSHIP

TIER Make and model

Frame

Size Modifier +

FORWARD SHIELDS sp sp

STARBOARD SHIELDS sp sp

FORE

PORT

STARBOARD

AFT

sp sp PORT SHIELDS

sp sp AFT SHIELDS

POWER CORE Power budget pcu

SHIELD Power cost pcu Shield total sp

SENSORS ☐ Short 5 ⬡ ☐ Medium 10 ⬡ ☐ Long 20 ⬡ Skill modifier +

COUNTERMEASURES Power cost pcu TL bonus + TL

COMPUTER Nodes Power cost ICM bonus

Mk pcu +

WEAPONS

FORWARD ☐ Linked

STARBOARD ☐ Linked

AFT ☐ Linked

PORT ☐ Linked

TURRET ☐ Linked

WEAPON DETAILS

☐ Light ☐ Heavy ☐ Capital

Direct ☐ Tracking ☐

☐ Short 5 ⬡ ☐ Medium 10 ⬡ ☐ Long 20 ⬡ Speed Power cost Damage

pcu d

☐ Light ☐ Heavy ☐ Capital

Direct ☐ Tracking ☐

☐ Short 5 ⬡ ☐ Medium 10 ⬡ ☐ Long 20 ⬡ Speed Power cost Damage

pcu d

☐ Light ☐ Heavy ☐ Capital

Direct ☐ Tracking ☐

☐ Short 5 ⬡ ☐ Medium 10 ⬡ ☐ Long 20 ⬡ Speed Power cost Damage

pcu d

☐ Light ☐ Heavy ☐ Capital

Direct ☐ Tracking ☐

☐ Short 5 ⬡ ☐ Medium 10 ⬡ ☐ Long 20 ⬡ Speed Power cost Damage

pcu d

ARMOUR & SHIELDS

ARMOUR CLASS AC = 10 + Piloting Ranks + Armour Bonus + Size Modifier + Misc

TRACKING LOCK TL = 10 + Piloting Ranks + Counter-measures + Size Modifier + Misc

ARMOUR Mk

DT DAMAGE THRESHOLD

CT CRITICAL THRESHOLD

STATUS

HULL POINTS hp CURRENT HULL POINTS hp

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

Speed Piloting modifier + Power cost pcu

Manoeuvrability Turning distance

DRIFT

÷ DRIFT RATING

EXPANSION

EXPANSION BAYS