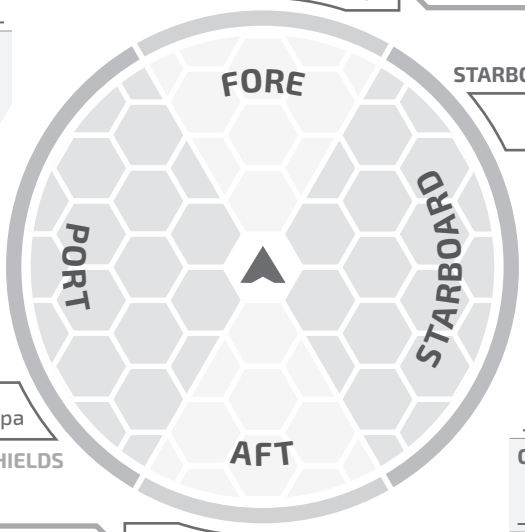
STARSHIP

TIER | Make and model

Frame

Taille | Modificateur +



FORWARD SHIELDS: pa | pa

STARBOARD SHIELDS: pa | pa

PORT SHIELDS: pa | pa

AFT SHIELDS: pa | pa

POWER CORE | Power budget: pcu

BOUCLIER | Power cost: pcu | Shield total: pa

SENSORS | ☐ Court 5 ⬡ ☐ Moyen 10 ⬡ ☐ Long 20 ⬡ | Skill modifier +

COUNTERMEASURES | Power cost: pcu | TL bonus + TL

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

Mk

WEAPONS

FORWARD ☐ Lié

STARBOARD ☐ Lié

AFT ☐ Lié

PORT ☐ Lié

TURRET ☐ Lié

WEAPON DETAILS

☐ Lumière ☐ Direct ☐ Lourd ☐ Tracking ☐ Capital

☐ Court 5 ⬡ ☐ Moyen 10 ⬡ ☐ Long 20 ⬡ | Rapidité | Power cost: pcu | Dégâts: d

☐ Lumière ☐ Direct ☐ Lourd ☐ Tracking ☐ Capital

☐ Court 5 ⬡ ☐ Moyen 10 ⬡ ☐ Long 20 ⬡ | Rapidité | Power cost: pcu | Dégâts: d

☐ Lumière ☐ Direct ☐ Lourd ☐ Tracking ☐ Capital

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☐ Lumière ☐ Direct ☐ Lourd ☐ Tracking ☐ Capital

☐ Court 5 ⬡ ☐ Moyen 10 ⬡ ☐ Long 20 ⬡ | Rapidité | Power cost: pcu | Dégâts: d

ARMOUR & SHIELDS

CLASSE D'ARMURE: CA = 10 + Piloting Ranks + Bonus d'armure + Taille Modificateur + Divers

TRACKING LOCK: TL = 10 + Piloting Ranks + Counter-measures + Taille Modificateur + Divers

ARMURE: Mk

DT — DAMAGE THRESHOLD

CT — CRITICAL THRESHOLD

STATUS

HULL POINTS: pv | CURRENT HULL POINTS: pv

CRITICAL SYSTEMS

		Malfunctioning / Glitching	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

Rapidité | Piloting modifier + | Power cost: pcu

Manoeuvrability | Turning distance

DRIFT

÷ DRIFT RATING

EXPANSION

EXPANSION BAYS