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 pcu | ICM bonus +

Mk

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 pcu | Damage d

☐ Light ☐ Heavy ☐ Capital

Direct ☐ Tracking ☐

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

☐ Light ☐ Heavy ☐ Capital

Direct ☐ Tracking ☐

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

☐ Light ☐ Heavy ☐ Capital

Direct ☐ Tracking ☐

☐ Short 5 ⬡ ☐ Medium 10 ⬡ ☐ Long 20 ⬡ | Speed ⬡ | Power cost pcu | Damage 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	☐	☐	☐
31 - 60 WEAPONS ARRAY	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