


STARSHIP

TIER		Make and model	
<div>Frame</div>			
Größe	Modifikator		
	<div>+</div>		



SM SM

FORWARD SHIELDS

SM SM

STARBOARD SHIELDS

SM SM

POWER CORE

pcu

SCHILD

SCHILD	Power cost	Shield total
	pcu	SM

SENSORS

SENSORS			Skill modifier
<input type="checkbox"/> Nah	5	◯	+
<input type="checkbox"/> Mittel	10	◯	
<input type="checkbox"/> Lang	20	◯	

COUNTERMEASURES

COUNTERMEASURES	Power cost	TL bonus
	pcu	+ TL

COMPUTER

COMPUTER	Nodes	Power cost	ICM bonus
Mk		pcu	+

WEAPONS

FORWARD ☐ Linked

STARBOARD □ Linked

☐ AFT ☐ Linked

☐ PORT ☐ Linked

☒ **TURRET** ☐ Linked

WEAPON DETAILS

[illegible]

Nah		Mittel		Lang		Speed		Power cost		Direct Tracking		Leicht		Schwer		Capital		Schaden					
<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20
<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20
<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20	<input type="checkbox"/>	5	<input type="checkbox"/>	10	<input type="checkbox"/>	20

		Direct Tracking		Power cost	Schaden
<input type="checkbox"/> Nah	5	<input type="checkbox"/> Leicht	<input type="checkbox"/> Schwer		
<input type="checkbox"/> Mittel	10	<input type="checkbox"/> Leicht	<input type="checkbox"/> Schwer		
<input type="checkbox"/> Lang	20	<input type="checkbox"/> Leicht	<input type="checkbox"/> Schwer		

		Direct Tracking		Schaden	
		Leicht	Schwer	Capital	
<input type="checkbox"/> Nah	5	<input type="checkbox"/> Speed	Power cost		
<input type="checkbox"/> Mittel	10	<input type="checkbox"/>			
<input type="checkbox"/> Lang	20	<input type="checkbox"/>	pcu	W	

ARMOUR & SHIELDS

RÜSTUNGS- KLASSE	Piloting Ranks	Armour Bonus	Größen- modifikator	Sonstiges
RK = 10 +	+	+	+	+

TRACKING LOCK	Piloting Ranks	Countermeasures	Größenmodifikator	Sonstiges
TL = 10 +	+	+	+	+





RÜSTUNG

The diagram shows a vertical axis with three levels. At the top is 'Mk'. Below it is a horizontal line. Below that is a box labeled 'DT' (Damage Threshold). Below that is another box labeled 'CT' (Critical Threshold). To the right of the 'DT' box is the text 'DAMAGE THRESHOLD'. To the right of the 'CT' box is the text 'CRITICAL THRESHOLD'.

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

Speed	Piloting modifier	Power cost
<div style="border: 1px solid black; padding: 5px;">Manoeuvrability</div>	+	pcu
		Turning distance

DRIFT

÷ **DRIFT
RATING**

EXPANSION

[illegible]