
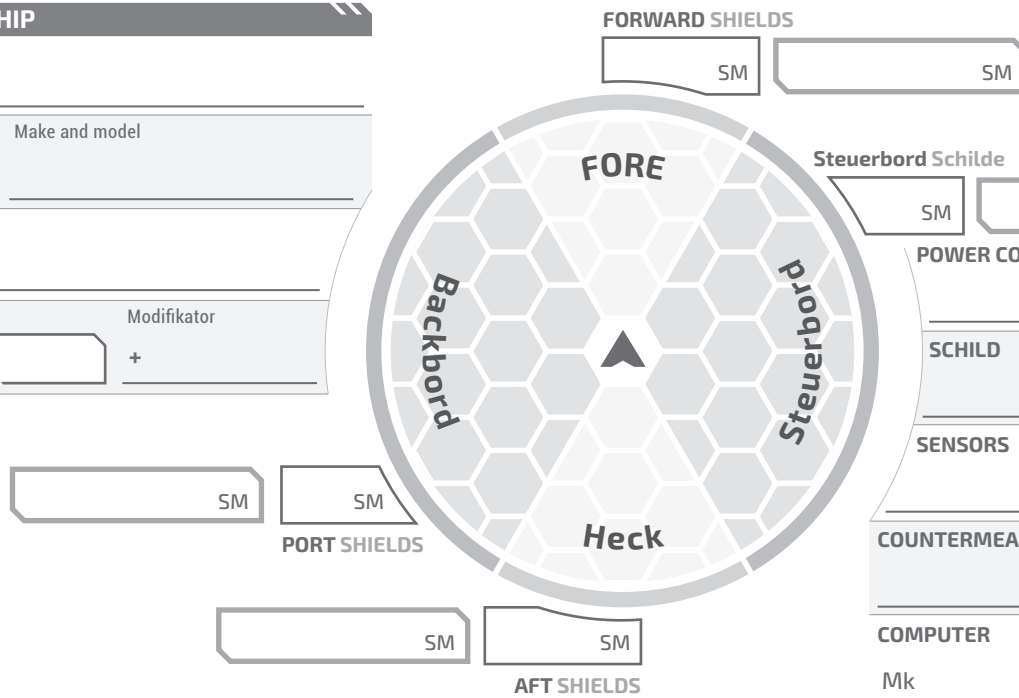





STARSHIP

TIER	
Make and model	

Frame	

Größe	Modifikator
	+
_____	_____



POWER CORE		Power budget
		pcu
SCHILD	Power cost	Gesamtschild
	pcu	SM
SENSORS	<input type="checkbox"/> Nah 5  <input type="checkbox"/> Mittel 10  <input type="checkbox"/> Lang 20 	Skill modifier +
COUNTERMEASURES	Power cost	TL bonus
	pcu	+ TL
COMPUTER	Nodes	ICM bonus
Mk	pcu	+

Waffen

<input type="radio"/>	FORWARD	<input type="checkbox"/> Linked
<input type="radio"/>	Steuerbord	<input type="checkbox"/> Linked
<input type="radio"/>	Heck	<input type="checkbox"/> Linked
<input type="radio"/>	Backbord	<input type="checkbox"/> Linked
<input checked="" type="radio"/>	Turn	<input type="checkbox"/> Linked

Waffendetails

<input type="checkbox"/> Nah	5		Geschwindigkeit	Direkt Tracking	<input type="checkbox"/> Leicht <input type="checkbox"/> Schwer <input type="checkbox"/> Capital
<input type="checkbox"/> Mittel	10				Schaden
<input type="checkbox"/> Lang	20			pcu W%	

				Direkt	<input type="checkbox"/> Leicht
				Tracking	<input type="checkbox"/> Schwer
					<input type="checkbox"/> Capital
<input type="checkbox"/> Nah	5	○	Geschwindigkeit	Rower cost	Schaden
<input type="checkbox"/> Mittel	10	○			
<input type="checkbox"/> Lang	20	○		pcu	W%

<input type="checkbox"/> Nah	5		Geschwindigkeit	Power cost	Schaden
<input type="checkbox"/> Mittel	10				
<input type="checkbox"/> Lang	20			pcu	W%

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

ARMOUR & SHIELDS

RÜSTUNGS- KLASSE	Piloting Ranks	Rüstungs@bonus	Größen- modifikator	Sonstiges
RK = 10 +	+	+	+	+
TRACKING LOCK	Piloting Ranks	Gegen- maßnahmen	Größen- modifikator	Sonstiges
TL = 10 +	+	+	+	+

RÜSTUNG

Mk





DT

CT

STATUS

Hüllen- punkte **CURRENT HULL POINTS**

CRITICAL SYSTEMS

		<div> <div>Malfunctioning</div> <div>Patzen</div> <div>Wrecked</div> </div>		
1 - 10	LIFE SUPPORT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11 - 30	SENSORS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<div>WEAPONS</div> <div>ARRAY</div> <div>31 - 60</div>	1  FORWARD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2  Steuerbord	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3  Heck	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4  Backbord	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

61 - 80 **Antriebe** ☐ ☐ ☐

81 - 00 POWER CORE ☐ ☐ ☐

MOVEMENT THRUSTERS

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

GLEITEN

÷

DRIFT
RATING

EXPANSION

EXPANSION BAYS

[illegible]