

STARSHIP

TIER

Make and model

Frame

Size

Modifier

sp

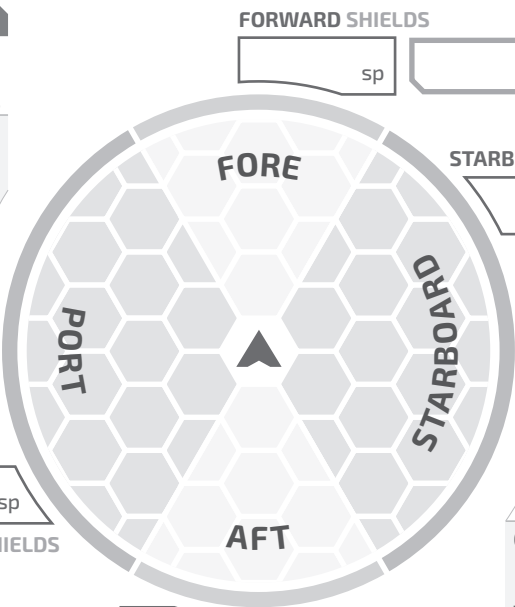
sp

PORT SHIELDS

sp

sp

AFT SHIELDS



STARBOARD SHIELDS

sp

sp

POWER CORE

Power budget

pcu

SHIELD

Power cost

pcu

Shield total

sp

SENSORS

☐ Short

☐ Medium

☐ Long

5

10

20

☐

☐

☐

Skill modifier

+

COUNTERMEASURES

Power cost

pcu

TL bonus

+

TL

COMPUTER

Nodes

Power cost

pcu

ICM bonus

+

WEAPONS

☐ FORWARD

Linked

☐ STARBOARD

Linked

☐ AFT

Linked

☐ PORT

Linked

☒ TURRET

Linked

WEAPON DETAILS

☐ Short

☐ Medium

☐ Long

5

10

20

☐

☐

☐

Speed

Power cost

Damage

Light

Heavy

Capital

Direct

Tracking

pcu

d

☐ Short

☐ Medium

☐ Long

5

10

20

☐

☐

☐

Speed

Power cost

Damage

Light

Heavy

Capital

Direct

Tracking

pcu

d

☐ Short

☐ Medium

☐ Long

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10

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☐

Speed

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Damage

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pcu

d

☐ Short

☐ Medium

☐ Long

5

10

20

☐

☐

☐

Speed

Power cost

Damage

Light

Heavy

Capital

Direct

Tracking

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

1 - 10

LIFE SUPPORT

Malfunctioning

Wrecked

☐

☐

☐

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

Manoeuvrability

Turning distance

DRIFT

÷

DRIFT RATING

EXPANSION

EXPANSION BAYS