

MAKE AND MODEL

SIZE

FRAME

SPEED

MANEUVERABILITY

DRIFT RATING

WEAPONS (FORWARD)

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES

POWER CORE

DRIFT ENGINE

SYSTEMS

EXPANSION BAYS

CARGO/PASSENGERS

CRITICAL DAMAGE

LIFE SUPPORT (1-10)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

SENSORS (11-30)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

POWER CORE (81-00)
☐ GLITCHING ☐ MALFUNCTIONING ☐ WRECKED

GLITCHING

MALFUNCTIONING

WRECKED

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)

FORWARD (1)

PORT (4)

STARBOARD (2)

AFT (3)

TOTAL AC = 10+

PILOT RANKS

 +

ARMOR BONUS

 +

SIZE MOD

 +

MISC MOD

TOTAL TL = 10+

PILOT RANKS

 +

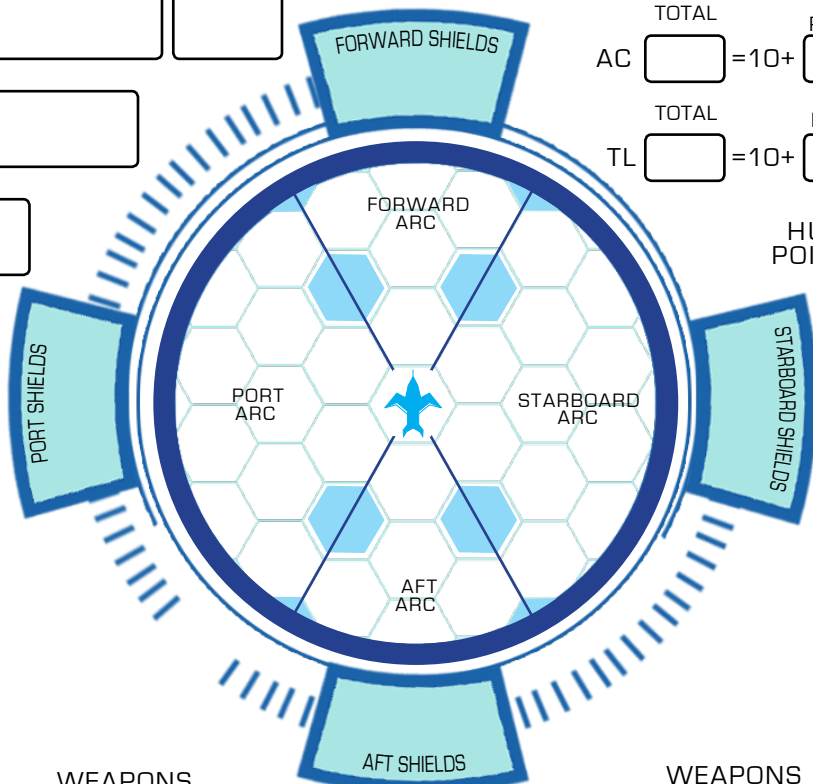
COUNTER-MEASURES

 +

SIZE MOD

 +

MISC MOD



HULL POINTS

TOTAL

CURRENT

DAMAGE THRESHOLD

CRITICAL THRESHOLD

SHIELD TOTAL

MODIFIERS

WEAPONS (TURRET)

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)