

SPACESHIP SHEET

► SECTION NAME:

COST:

CREW:

ACTIONS:

HULL SIZE:

DEFAULT SIZE:

STACKING SIZE:

INDV. LEMON DICE:

ARMOR:

LIGHT/HEAVY/OVERKILL:

MOVEMENT DATA:

DEPLOYMENT RANGE:

SENSORS:

COMMUNICATIONS:

FIRE CONTROL:

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► DRIVE SECTION

COST:

CREW:

ACTIONS:

HULL SIZE:

DEFAULT SIZE:

STACKING SIZE:

INDV. LEMON DICE:

ARMOR:

LIGHT/HEAVY/OVERKILL:

MOVEMENT MODE

COMBAT SPEED

TOP SPEED

MANEUVER

Deployment Range:

Reaction Mass:

SENSORS:

COMMUNICATIONS:

FIRE CONTROL:

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

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STACKING SIZE:

INDV. LEMON DICE:

ARMOR:

LIGHT/HEAVY/OVERKILL:

MOVEMENT DATA:

DEPLOYMENT RANGE:

SENSORS:

COMMUNICATIONS:

FIRE CONTROL:

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT

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Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

