

Name:

Scale

Components Damage



Max Speed

Acceleration

Turn Difficulty

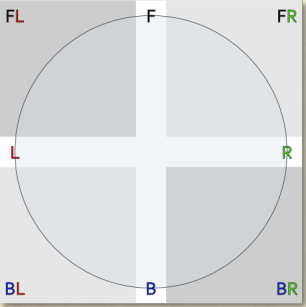
Crew /

Passengers /

bulk weight

Threat Level

Notes



Shields /

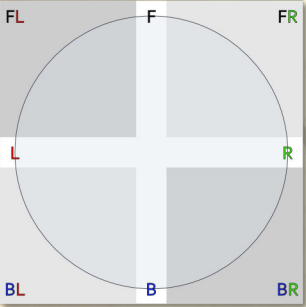
Armour /

Structure /

Damage

Weapons Ranges (Difficulty to Hit)

	M0	M1	M2	R1	R2	R3	R4	R5	M _h	M _r



Skills Req.

Skills Add.

Cargo	Cargo

Interior