

**FACTION****CATEGORY****DRIVES****LENGTH****CREW (MINIMUM)****HULL****CREW (STANDARD)****SENSORS****COMPETENCE****FAVORED RANGE****ARMAMENTS****WEAPON TYPE****RANGE****DAMAGE****ARC****FAVORED COMMAND STUNTS****QUALITIES****FLAWS****DESCRIPTION****LOSS CONDITIONS****NORMAL LOSS****1****2****3****4****5****6****COLLATERAL****HULL****MANEUVERABILITY****SENSORS****WEAPONS****SERIOUS LOSS****1****2****3****4****5****6****REACTOR OFFLINE****WEAPONS OFFLINE**

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