

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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