

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

**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**