

SHIP RECORD SHEET

Name:	Actions:	Thrust:	Type:	Target Size:	CV:
Class:	Troops:	Hangar:		Jump Speed:	
Race:	Cargo:	Burns:			Jump Actions:
Shield Generator:	Shields:			EW:	

Armor	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Damage Results					
Sensors	No Aim	+1	+2	+3	+4
Maneuvering Jets	Damaged	Disabled	Destroyed		
Thrusters	Damaged	Disabled	Destroyed		
Crew Decks	Depressurized		Destroyed		
Fire Control	Damaged	Disabled	Destroyed		
Power Plant	Damaged	Disabled	Destroyed		

Structure	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Weapons	Facings

Frame	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapon	Short Range (0-1)		Medium Range (2-3)		Long Range (4-6)		Very Long Range (7-10)		Extreme Range (11-15)		Notes
	To Hit	Damage	To Hit	Damage	To Hit	Damage	To Hit	Damage	To Hit	Damage	

Notes:

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