

SHIP NAME: _____

REGISTRY: _____

SIZE: _____

SHIP'S MANIFEST

#	Profession	H.P.	Notes

Spare Modules:

HULL DAMAGE

Hull Registries

- Canosian:** +1 Shields
- Human:** +1 Helm action
- Silicoid:** Built-in Hull Stabilizer
- Tentac:** Ignore Facing Restrictions
- Xeloxian:** -2 OOC
- Zoallan:** 1 Free Missile Launch
(+ Power from any System to Launch Missiles)

	4	5	6	7	8	9	10	
4								4
5								5
6								6
7								7
8								8
9								9
10								10
	4	5	6	7	8	9	10	

2d6	SHIP SIZE						
Hull Check	3	4	5	6	7	8	9
3+	12	16	20	24	28	32	36
4+	18	24	30	36	42	48	54
5+	24	32	40	48	56	64	72
6+	30	40	50	60	70	80	90
7+	36	48	60	72	84	96	108
8+	42	56	70	84	98	112	126
9+	48	64	80	96	112	128	144
10+	54	72	90	108	126	144	162
11+	60	80	100	120	140	160	180
12	66	88	110	132	154	176	198
Destroyed!	72+	96+	120+	144+	168+	192+	214+

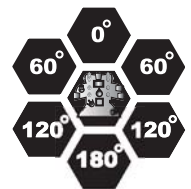
HELM ACTIONS

(All Helm actions (except 'Steady') generate OOC. Failed Helm actions generate *additional* OOC equal to the amount by which you failed)

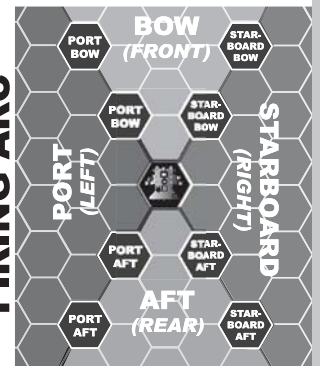
- Turn 60°** 1 OOC
Piloting skill check vs. **Size** + speed **Accelerate or Decelerate by 1**
Piloting skill check vs. **Size** + speed
- Turn 120°** 2 OOC
Piloting skill check vs. **Size** + speed +3 **Accelerate or Decelerate by 2**
Piloting skill check vs. **Size** + speed +3
- Turn 180°** 3 OOC
Piloting skill check vs. **Size** + speed +6 **Accelerate or Decelerate by 3**
Piloting skill check vs. **Size** + speed +6

- Dodge Missile:** Piloting skill check vs. **Size** + speed + amount by which the missile hit
- Ram or Dodge a Ram:** Piloting skill check vs. **Size** + speed
- Steady the Ship:** Piloting skill check vs. **Size** + speed (ignore OOC on this check)
Reduce OOC by one for each point of success.

FACING



FIRING ARC



SPEED

0 1 2 3 4 5 6 7 8 9 10 11

PHASE: 123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456	123456
MOVE: □□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□	□□□□□□