

Name:
 Class:

DAMAGE REPORT

CARGO HOLDS

- Hull Damage
- Structure Damage
- Armor Damage
- J-Drive Damage
 -2 DM to Jump checks Disabled Destroyed
- M-Drive Damage
 -1 Thrust Halve Thrust Disabled
- Power Plant Damage
 Damaged Crew Radiation Hit Destroyed
- Fuel Damage
 Leak 1d6 tons/hour Destroys d6x10% fuel Destroyed
- Bridge Damage
 Crew Hit (pg 151) Bridge Disabled Destroyed
- Sensors Damage
 -2 DM to Sensor checks Disabled Sensors Destroyed
- Cargo Hold Damage
 Destroy d6x10% cargo Destroy d6x10% cargo Destroys hold

	-2 DM to attack	Disabled	Destroyed
Hardpoint #1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hardpoint #8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bay #1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bay #2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Bay #3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

CREW BAYS

Pilot Navigator Officer
 Engineer Gunner Medic

Pilot Navigator Officer
 Engineer Gunner Medic

Pilot Navigator Officer
 Engineer Gunner Medic

Pilot Navigator Officer
 Engineer Gunner Medic

Pilot Navigator Officer
 Engineer Gunner Medic

Bay #3

DMG TL

Optimum Range

Notes

HARDPOINTS

Single Turret Double Turret Fixed Mount Triple Turret
 Pop-up Turret

Weapon

DMG TL

Optimum Range

Notes

COMBAT ACTIONS

- 1. Setup** Determine Range, Positions, and Initiative
- 2. Manuever Phase**
 - Allocate Thrust Thrust split between Move and Manuever
 - Move Move craft; add together opposing Thrusts
- 3. Combat Phase**
 - Maneuvers 1 Maneuver per Thrust: Dock, Dodge, Line up Shot
 - Fire Weapons Each manned gun may make an attack
 - Reaction Dodge, Point Defense, Fire Sand, Trigger Screens
 - Burn Initiative Reduce next rnd Init. To buy more Reactions 1 for 1
- 4. Ship Action Phase**
 - Repair Mechanic check to repair damage (pg 150)
 - Sensor Lock Sensor check to grant +1 DM to one target
 - Electronic Warfare Jam comms, sensors, or smart missiles (pg 150)
 - Increase Initiative Leadership check by Captain adds effect to Init.
 - Change Positions Can change positions in ship

NOTES

Total Ship Cost

Amount Paid

Monthly Mortgage

Monthly Maintenance Costs:

Monthly Life Support Costs: