

Class

Electronics:
Armor:

Maneuver:
Screen:

Size:
Jump:

Main Beam Weapon Penetration Values:

GJ Rating	Number	Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)

Target Values:

Close (0-4)	Medium (5-8)	Long (9-12)	Extreme (13-16)

Point Defense Values (Per Battery):

Weapon:	Close (0-4)	Medium (5-8)	Batteries
Lasers			
Fusion Guns			

Jump time:

Crew:
Troops:
Power:
Mass:
Fuel:
Cost:

Missiles:
XX ton tubes:

Cargo:
Passengers:

Damage Chart:

Maneuver (G)	Jump (J)	Power (P)	Electronics (E)	Main Beam (B)	Point Defense (D)	Missiles (M)

Number of rolls per hit:

Roll for additional damage rolls:

Basic Damage:

Basic damage number:

Roll to increase number by 1:

Missile Values:

Maneuver:
Control Unit:

Defense:
Cost:

Size:

Penetration:

Missile G	6	5	4	3	2	1
Warhead value						