

VEHICLE NAME:

SILHOUETTE

MAX SPEED

HANDLING

ARMOR

DEFENSE

CURRENT DEFENSE

HULL TRAUMA THRESHOLD

CURRENT HULL TRAUMA

SYSTEM STRAIN THRESHOLD

CURRENT SYSTEM STRAIN

CRITICAL HITS

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

ACTIONS/MANEUVERS

ACTIONS:

- Blanket Barrage [SIL 5+; SPD 0-3]
- Boost Defenses [SIL ANY; SPD ANY]
- Combat Check [SIL ANY; SPD ANY]
- Concentrated Barrage [SIL 5+; SPD 0-3]
- Copilot [SIL ANY; SPD ANY]
- Damage Control [SIL ANY; SPD ANY]
- Dangerous Driving [SIL ANY; SPD 1+]
- Fire Discipline [SIL ANY; SPD ANY]
- Gain the Advantage [SIL 1-4; SPD 4+]
- Hack Enemy Systems [SIL ANY; SPD ANY]
- Intercept Projectiles [SIL ANY; SPD ANY]
- Jamming [SIL ANY; SPD ANY]
- Manual Repairs [SIL ANY; SPD ANY]
- Plot Course [SIL ANY; SPD ANY]
- Scan the Enemy [SIL ANY; SPD ANY]

MANEUVERS:

- Accelerate [SIL ANY; SPD ANY]
- Aim [SIL ANY; SPD ANY]
- Assist [SIL ANY; SPD ANY]
- Brace for Impact [SIL ANY; SPD ANY]
- Decelerate [SIL ANY; SPD ANY]
- Evade [SIL 0-4; SPD 3+]
- Reposition [SIL ANY; SPD 1+]

 Denotes Pilot Only

COMBAT CHECK DIFFICULTIES

- Engaged* [CANNOT FIRE UNLESS PERSONAL SCALE]
- Short [◆]
- Medium [◆◆]
- Long [◆◆◆]
- Extreme [◆◆◆◆]
- Strategic [◆◆◆◆◆]

* Includes a heavy ranged weapon (i.e. cannon or ballista)

WEAPONS

VEHICLE STATISTICS

SPEED TRACKER

5

4 RANGE BANDS

4

3 RANGE BANDS

3

3 RANGE BANDS

2

2 RANGE BANDS

1

1 RANGE BANDS

0

0 RANGE BANDS

NOTES