

Vehicle Name:			Defense		Critical Hits	
Silhouette	Max Speed	Handling	Armor	Current Defense		
5 4 Range Bands	Actions/Maneuvers		Hull Trauma Threshold	Current Hull Trauma		
4 3 Range Bands	Actions:		System Strain Threshold	Current System Strain		
3 3 Range Bands	Maneuvers:		Weapons			Vehicle Statistics
2 2 Range Bands	<ul style="list-style-type: none"> 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] 					
1 1 Range Bands	<ul style="list-style-type: none"> 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+] 					
0 0 Range Bands	<p><small>Denotes Pilot Only</small></p> <h3>Combat Check Difficulties</h3> <ul style="list-style-type: none"> Engaged* [CANNOT FIRE UNLESS PERSONAL SCALE] Short [◆] Medium [◆◆] Long [◆◆◆] Extreme [◆◆◆◆] Strategic [◆◆◆◆◆] 					
<p><small>* Includes a heavy ranged weapon (i.e. cannon or ballista)</small></p>						

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