

SHIP/VEHICLE:

SPEED

SILHOUETTE

HANDLING

HULL TRAUMA
THRESHOLD

SYSTEM STRAIN
THRESHOLD

CURRENT

CURRENT

CRITICAL HITS

	EFFECT		◆◆◆◆
	EFFECT		◆◆◆◆
	EFFECT		◆◆◆◆
	EFFECT		◆◆◆◆
	EFFECT		◆◆◆◆

ONGOING EFFECTS

- Gain the Advantage ☐☐☐☐☐
- Evasive Maneuvers ☐
- Stay on Target ☐
- Target Lock ☐
- Watch Your Back ☐

SHIP/VEHICLE STATISTICS

10

9

8

7

6

5

4

3

2

1

0

034717

FORE

CURRENT

PORT

CURRENT

S/BOARD

CURRENT

AFT

CURRENT

SHIELD FACING

WEAPONS