

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

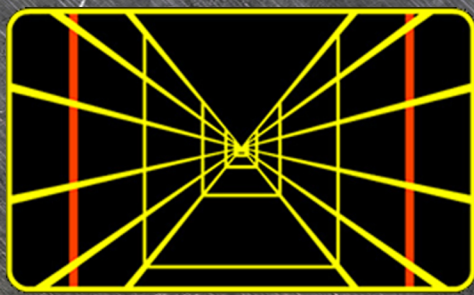
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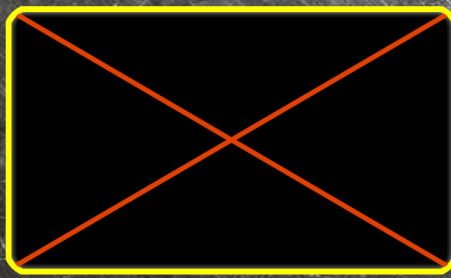




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FORE

CURRENT



AFT

CURRENT

SHIELD FACING

WEAPONS