

SPACESHIPS AND STARWYRMS

SPACESHIP NAME

CHASSIS

SIZE

ORIGIN

WEAPON SLOTS

DEVELOPMENT SLOTS

REQUIRED CREW

AC

BODY

SPEED

HIT POINT MAXIMUM _____

CURRENT HIT POINTS

BARRIER MAXIMUM _____

CURRENT BARRIER POINTS

HANDLING

TURN

CHARGE

WEAPONS SYSTEMS

CLOSE RANGE
0-7 ARC
MEDIUM RANGE
0-15 ARC
LONG RANGE
0-30 ARC*

NAME	ATK BONUS	DAMAGE	RANGE	COST

*WEAPONS WITH LONG RANGE IMPOSE DISADVANTAGE ON ATTACK ROLLS MADE AGAINST TARGETS WITHIN 7 ARCS OF THEM.

NOTES

SPACESHIP APPEARANCE

DEVELOPMENTS