

SHIP NAME: \_\_\_\_\_ REGISTRY: \_\_\_\_\_ SIZE: \_\_\_\_\_

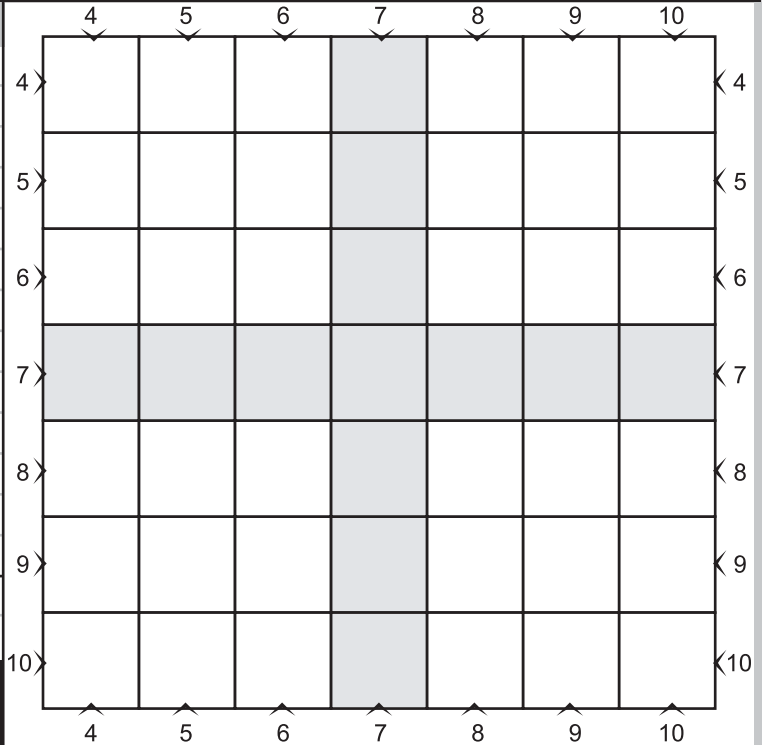
SHIP'S MANIFEST

#	Profession	H.P.	Notes

Spare Modules:

HULL DAMAGE

\_\_\_\_\_



2d6	SHIP SIZE							
Hull Check	3	4	5	6	7	8	9	
<b>3+</b>	12	16	20	24	28	32	36	
<b>4+</b>	18	24	30	36	42	48	54	
<b>5+</b>	24	32	40	48	56	64	72	
<b>6+</b>	30	40	50	60	70	80	90	
<b>7+</b>	36	48	60	72	84	96	108	
<b>8+</b>	42	56	70	84	98	112	126	
<b>9+</b>	48	64	80	96	112	128	144	
<b>10+</b>	54	72	90	108	126	144	162	
<b>11+</b>	60	80	100	120	140	160	180	
<b>12</b>	66	88	110	132	154	176	198	
<b>Destroyed!</b>	72+	96+	120+	144+	168+	192+	214+	

Hull Registries

- Canosian:** +1 Shields
- Human:** +1 Helm action
- Silicoid:** Built-in Hull Stabilizer
- Tentac:** Ignore Facing Restrictions
- Xeloxian:** -2 OOC
- Zoallan:** 1 Free Missile Launch  
(+ Power from any System to Launch Missiles)

HELM ACTIONS

(All Helm actions (except 'Steady') generate OOC. Failed Helm actions generate additional OOC equal to the amount by which you failed)

**Turn 60°** 1 OOC  
Piloting skill check vs. Size + speed

**Accelerate or Decelerate by 1**  
Piloting skill check vs. Size + speed

**Turn 120°** 2 OOC  
Piloting skill check vs. Size + speed +3

**Accelerate or Decelerate by 2**  
Piloting skill check vs. Size + speed +3

**Turn 180°** 3 OOC  
Piloting skill check vs. Size + speed +6

**Accelerate or Decelerate by 3**  
Piloting skill check vs. Size + speed +6

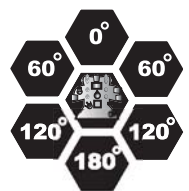
**Dodge Missile:** Piloting skill check vs. Size + speed + amount by which the missile hit

**Ram or Dodge a Ram:** Piloting skill check vs. Size + speed

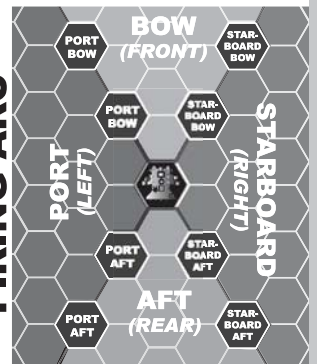
**Steady the Ship:** Piloting skill check vs. Size + speed (ignore OOC on this check)

Reduce OOC by one for each point of success.

FACING



FIRING ARC



SPEED

0 1 2 3 4 5 6 7 8 9 10 11

PHASE: 

1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
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MOVE: 

□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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