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