

STAR WARS

ROLEPLAYING GAME


Starship Control Sheet

| | | | | |
|-------------|----------------|------------------|--|--|
| NAME | PLAYER | | | |
| CRAFT | CLASS | COST | | |
| SIZE | SIZE MODIFIER | MAX SPEED | <input checked="" type="checkbox"/> HYPERDRIVE | <input checked="" type="checkbox"/> BACKUP |
| CREW | QUALITY | PASSENGERS | CARGO MANIFEST | |
| CONSUMABLES | CARGO CAPACITY | (MANIFEST CONT.) | | |
| | | (MANIFEST CONT.) | | |
| | | (MANIFEST CONT.) | | |

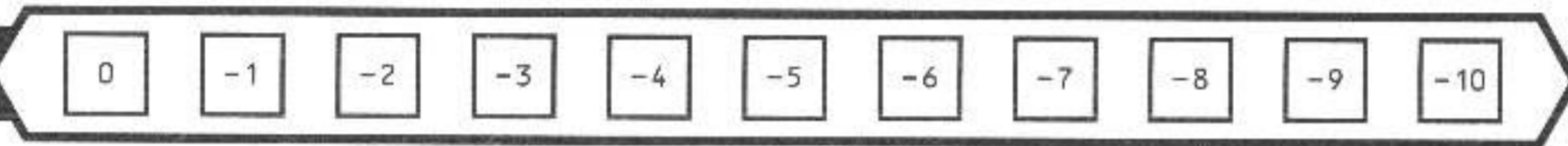
INITIATIVE  = +
SIZE MODIFIER CREW BONUS

BASE DEFENSE  = + +
SIZE MODIFIER ARMOR BONUS MISC BONUS


MANEUVER CHECKS  = + + +
SIZE MODIFIER CREW BONUS ENGINE QUALITY OTHER

SPEED MODIFIER 

| | | | | | |
|--------------------------------------|-------------|----------------|-----------------|---------------|----------------|
| Modifies Pilot Checks & Attack Rolls | Stop | Docking | Cruising | Attack | Ramming |
| | -4 | -2 | +0 | -2 | -4 |

IONIZATION PENALTY 

| | | | | | | | | | | |
|---|----|----|----|----|----|----|----|----|----|-----|
| 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
|---|----|----|----|----|----|----|----|----|----|-----|

SHIELD POINTS 

TOTAL POINTS

HULL POINTS 





TOTAL POINTS


DAMAGE REDUCTION

WEAPON 01

| | | |
|------|--------------------------------------|--------|
| TYPE | FIRE LINKED <input type="checkbox"/> | NUMBER |
|------|--------------------------------------|--------|

FRONT LEFT RIGHT AFT FIRE ARC

ATTACK BONUS BASE ATTACK + RANGE MODIFIER    

DAMAGE 

BASE ATTACK = + + + +
SIZE MODIFIER CREW BONUS FIRE CONTROL ENGINE QUALITY OTHER





RANGE MODIFIER
POINT BLANK SHORT MEDIUM LONG


NOTES

WEAPON 02

| | | |
|------|--------------------------------------|--------|
| TYPE | FIRE LINKED <input type="checkbox"/> | NUMBER |
|------|--------------------------------------|--------|

FRONT LEFT RIGHT AFT FIRE ARC

ATTACK BONUS BASE ATTACK + RANGE MODIFIER    

DAMAGE 

BASE ATTACK = + + + +
SIZE MODIFIER CREW BONUS FIRE CONTROL ENGINE QUALITY OTHER





RANGE MODIFIER
POINT BLANK SHORT MEDIUM LONG


NOTES

WEAPON 03

| | | |
|------|--------------------------------------|--------|
| TYPE | FIRE LINKED <input type="checkbox"/> | NUMBER |
|------|--------------------------------------|--------|

FRONT LEFT RIGHT AFT FIRE ARC

ATTACK BONUS BASE ATTACK + RANGE MODIFIER    

DAMAGE 

BASE ATTACK = + + + +
SIZE MODIFIER CREW BONUS FIRE CONTROL ENGINE QUALITY OTHER





RANGE MODIFIER
POINT BLANK SHORT MEDIUM LONG


NOTES

WEAPON 04

| | | |
|------|--------------------------------------|--------|
| TYPE | FIRE LINKED <input type="checkbox"/> | NUMBER |
|------|--------------------------------------|--------|

FRONT LEFT RIGHT AFT FIRE ARC

ATTACK BONUS BASE ATTACK + RANGE MODIFIER    

DAMAGE 

BASE ATTACK = + + + +
SIZE MODIFIER CREW BONUS FIRE CONTROL ENGINE QUALITY OTHER

RANGE MODIFIER
POINT BLANK SHORT MEDIUM LONG

NOTES