

STAR WARS

ROLEPLAYING GAME

Starship Control Sheet

NAME	PLAYER		
CRAFT	CLASS		
SIZE	MAX SPEED	<input checked="" type="checkbox"/> HYPERDRIVE	<input checked="" type="checkbox"/> BACKUP
SIZE MODIFIER	QUALITY	PASSENGERS	
CREW	CARGO CAPACITY		
CONSUMABLES			

CARGO MANIFEST

(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
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SHIELD POINTS TOTAL POINTS

HULL POINTS TOTAL POINTS

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DAMAGE REDUCTION

WEAPON 01

TYPE	FIRE LINKED <input type="checkbox"/>	NUMBER		ATTACK BONUS <small>BASE ATTACK + RANGE MODIFIER</small>							DAMAGE			
NOTES			<small>FRONT</small> <small>LEFT</small> <small>RIGHT</small> <small>AFT</small> <small>FIRE ARC</small>	BASE ATTACK <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	<small>SIZE MODIFIER</small>	<small>CREW BONUS</small>	<small>FIRE CONTROL</small>	<small>ENGINE QUALITY</small>	<small>OTHER</small>	RANGE MODIFIER <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<small>POINT BLANK</small>	<small>SHORT</small>	<small>MEDIUM</small>	<small>LONG</small>

WEAPON 02

TYPE	FIRE LINKED <input type="checkbox"/>	NUMBER		ATTACK BONUS <small>BASE ATTACK + RANGE MODIFIER</small>							DAMAGE			
NOTES			<small>FRONT</small> <small>LEFT</small> <small>RIGHT</small> <small>AFT</small> <small>FIRE ARC</small>	BASE ATTACK <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	<small>SIZE MODIFIER</small>	<small>CREW BONUS</small>	<small>FIRE CONTROL</small>	<small>ENGINE QUALITY</small>	<small>OTHER</small>	RANGE MODIFIER <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<small>POINT BLANK</small>	<small>SHORT</small>	<small>MEDIUM</small>	<small>LONG</small>

WEAPON 03

TYPE	FIRE LINKED <input type="checkbox"/>	NUMBER		ATTACK BONUS <small>BASE ATTACK + RANGE MODIFIER</small>							DAMAGE			
NOTES			<small>FRONT</small> <small>LEFT</small> <small>RIGHT</small> <small>AFT</small> <small>FIRE ARC</small>	BASE ATTACK <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	<small>SIZE MODIFIER</small>	<small>CREW BONUS</small>	<small>FIRE CONTROL</small>	<small>ENGINE QUALITY</small>	<small>OTHER</small>	RANGE MODIFIER <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<small>POINT BLANK</small>	<small>SHORT</small>	<small>MEDIUM</small>	<small>LONG</small>

WEAPON 04

TYPE	FIRE LINKED <input type="checkbox"/>	NUMBER		ATTACK BONUS <small>BASE ATTACK + RANGE MODIFIER</small>							DAMAGE			
NOTES			<small>FRONT</small> <small>LEFT</small> <small>RIGHT</small> <small>AFT</small> <small>FIRE ARC</small>	BASE ATTACK <input type="text"/> = <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	<small>SIZE MODIFIER</small>	<small>CREW BONUS</small>	<small>FIRE CONTROL</small>	<small>ENGINE QUALITY</small>	<small>OTHER</small>	RANGE MODIFIER <input type="text"/> <input type="text"/> <input type="text"/> <input type="text"/>	<small>POINT BLANK</small>	<small>SHORT</small>	<small>MEDIUM</small>	<small>LONG</small>