

VEHICLE

NAME

MAKE / MODEL

HARD POINTS

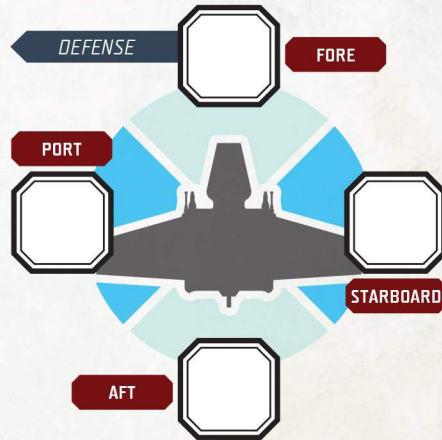
ENCUMBRANCE CAPACITY

PLAYER

CHARACTERISTICS

 SILHOUETTE	 SPEED	 HANDLING
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ARMOR	HULL TRAUMA	SYSTEM STRAIN
	THRESHOLD   CURRENT	THRESHOLD   CURRENT



WEAPONS

WEAPON	FIRING ARC	DAMAGE	RANGE	CRIT	SPECIAL

ATTACHMENTS

NAME	HARD POINTS REQUIRED	BASE MODIFIERS	MODIFICATIONS

CARGO HOLD


CREW
PASSENGERS
CONSUMABLES
HYPERDRIVE
SENSOR RANGE

VEHICLE SHEET