

SHIP NAME:

Owner(s):
Total Cost:
Total Still Owning:
Cyclical Payment Rate:

Class:
Size:
Tech Index:
Shipyards:
Jump Rating:
Total Size:
Cargo Space:

CREW:

Captain:

SHIP SECTIONS

1	Biosystems	A	
2	Bridge	A	H
3	Combat Systems	A	H
4	Engineering	A	H
5	Hull Structure	A	
6	Options	A	

When your ship is damaged, roll 1D twice to see what function has been hit. Record if it is damaged or ruined, and if the ship takes any marks.

MARKS

Minor	Serious	Critical
O 1	O 4	O 7
O 2	O 5	O 8
O 3	O 6	O 9
		O Destroyed

Debtrunner

BIOSYSTEMS 1

1	Atmosphere	D	R	Armoured: N / Y
2	Crew Quarters	D	R	Total Crew:
3	Food Supplies	D	R	
4	Gravities	D	R	
5	Passenger Quarters	D	R	Total Passengers:
6	Temperature Regs	D	R	

- Biosystems Tags:

- Passenger Space:

BRIDGE 2

1	Command Systems	D	R	Armoured: N / Y
2	Communications	D	R	Hardened: N / Y
3	Computers	D	R	
4	External Sensors	D	R	
5	Internal Sensors	D	R	
6	Security Systems	D	R	

- Command System Tags:

- Communications Tags:

- Computers Tags:

- Security System Tags:

- Sensors Tags:

COMBAT SYSTEMS 3

1	Basic Shields	D	R	Damage Dice:
2	_____	D	R	
3	_____	D	R	
4	_____	D	R	
5	_____	D	R	
6	_____	D	R	

Armoured: N / Y Hardened: N / Y

Write any extra shields and weapons in the spaces provided. If you end up with more than 6 systems, either double them up or put them in Options.

ENGINEERING 4

1	Fuel Siphon	D	R	Armoured: N / Y
2	Fuel Storage	D	R	Hardened: N / Y
3	Hypersensors	D	R	
4	Jump Drive	D	R	
5	Maneuver Drive	D	R	
6	Power Systems	D	R	

- Hypersensors Tags:

- Maneuver Drive Tags:

HULL STRUCTURE 5

1	Landing Systems	D	R	Armoured: N / Y
2	_____	D	R	
3	_____	D	R	
4	_____	D	R	
5	_____	D	R	
6	_____	D	R	

Loading systems and cargo space are logged here.

- Hull Tags:

OPTIONS 6

1	_____	D	R	Armoured: N / Y
2	_____	D	R	
3	_____	D	R	
4	_____	D	R	
5	_____	D	R	
6	_____	D	R	

List additional systems and upgrades here.

NOTES: