

SPACESHIPS
AND
STARWYRMS

SPACESHIP NAME

AC

BODY

SPEED

HIT POINT MAXIMUM

CURRENT HIT POINTS

BARRIER MAXIMUM

CURRENT BARRIER POINTS

HANDLING

TURN

CHARGE

NOTES

CHASSIS

SIZE

ORIGIN

WEAPON SLOTS

DEVELOPMENT SLOTS

REQUIRED CREW

WEAPONS SYSTEMS

CLOSE RANGE
0-7 ARC

MEDIUM RANGE
0-15 ARC

LONG RANGE
0-30 ARC*

| NAME | ATK BONUS | DAMAGE | RANGE | COST |
|------|-----------|--------|-------|------|
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*WEAPONS WITH LONG RANGE IMPOSE DISADVANTAGE ON ATTACK ROLLS MADE AGAINST TARGETS WITHIN 7 ARCS OF THEM.

SPACESHIP APPEARANCE

DEVELOPMENTS