

Vessel Name/Type		Creature Rating	
Hull Class/Type	Free Thrust	Aero / Atmo Speed	
Power Level	Max Weapon Spaces	Construction Time	
Deflection	Shield Points	Crew Level	
Turn Cost	Shield Regeneration	Crew Multiplier	
Turn Delay	Initiative	Fighter Launch Rate	
Final Signature	Final Availability	Shuttle Launch Rate	
Hull Points	Final Cost	Other Launch Rate	
Accel/Decel	Engine Max Load	Other Launch Rate	

Area	Item	Spaces Used	Weight Used	Cost	Avail	Power Level	Notes
Hull							Type:
Armor							
Shield							
Drives	Conventional						
	Hyperspace						
	Backup Hyperspace						
	Trans-Dimensional						
Sensors							
Computer							
Comms							
Weapons							
Defenses and Extras							
General							
Additional Components							
Totals							

