

**BURNT SKIES VESSEL SHEET**

VESSEL NAME \_\_\_\_\_

CAPTAIN \_\_\_\_\_

CLASS \_\_\_\_\_

LENGTH \_\_\_\_\_

PLAYER \_\_\_\_\_

REACTORS \_\_\_\_\_

INITIATIVE \_\_\_\_\_

SENSORS \_\_\_\_\_

# OF ENGINE ARRAYS \_\_\_\_\_

MAD ATTACK/DAMAGE \_\_\_\_\_

HIT POINTS

MAX

A square box representing Hit Points. A diagonal line starts from the top-left corner and extends to the middle of the left side of the square.

ENERGY REQUIRED FOR MAD ATTACK \_\_\_\_\_

SECONDARY EMPLACEMENTS

POINT DEFENSE \_\_\_\_\_

MISSILE LAUNCHERS \_\_\_\_\_

SYSTEM DAMAGE

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**UPGRADES AND MODIFICATIONS**

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**VESSEL'S SERVICE HISTORY (SUMMARIZED)**

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**APPEARANCE**

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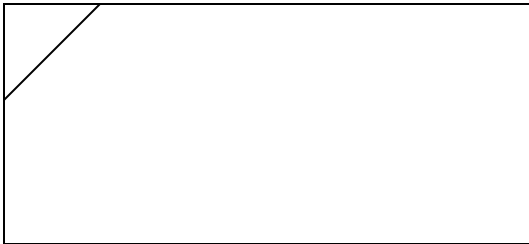
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VELOCITY


ORIENTATION

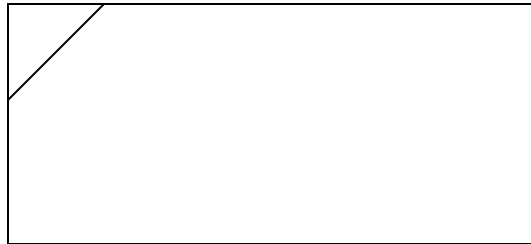

ENERGY OUTPUT

MAX



CURRENT MAD CHARGE

MAX



AMMUNITION RESERVES



FIGHTER SQUADS

