

# StarCraft Party Command Ship



## Basic Info

Ship Name \_\_\_\_\_

Ship Pilot/ Commander \_\_\_\_\_

Ship Effective Level with Pilot \_\_\_\_\_

Ship Threat Level \_\_\_\_\_

Ship Cost \_\_\_\_\_

Ship Daily Upkeep Costs \_\_\_\_\_

Structure Points \_\_\_\_\_/\_\_\_\_\_

## Statistics

Size \_\_\_\_\_ Hit Points \_\_\_\_\_ Damage Threshold \_\_\_\_\_

Strength/ Fortitude \_\_\_\_\_ Structure Rating \_\_\_\_\_ Damage Resistance \_\_\_\_\_

Acceleration Rating \_\_\_\_\_ Max Speed \_\_\_\_\_ Starship Scale Speed \_\_\_\_\_

Defense \_\_\_\_\_ Toughness \_\_\_\_\_ Crew Actions \_\_\_\_\_

Pilot Requirements \_\_\_\_\_ Tactical Space \_\_\_\_\_

<b>-Weapon</b>	-Accuracy	-Damage	-Attack Speed/Strikes	-Ammunition	-Range	-Special Traits
_____	_____	_____	_____	_____	_____	_____

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_____	_____	_____	_____	_____	_____	_____

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_____	_____	_____	_____	_____	_____	_____

## -Crippling Wound Points

Mobility (1-4): ○ ○ ○ ○ ○      Action (5-8): ○ ○ ○ ○ ○      Core (9-12): ○ ○ ○ ○ ○

Vital (13-16): ○ ○ ○ ○ ○      Critical (17-20): ○ ○ ○ ○ ○

## -Interior Rooms

Small Rooms \_\_\_\_\_ Medium Rooms \_\_\_\_\_ Large Rooms \_\_\_\_\_ Huge Rooms \_\_\_\_\_

**Weapons/ Armor/ Vehicle Systems/ Vehicle Upgrades/ Hard Points:** \_\_\_\_\_

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**Room Content:** \_\_\_\_\_

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