



# STARSHIP LOG

STARSHIP: \_\_\_\_\_

CRAFT: \_\_\_\_\_

CLASS: \_\_\_\_\_

COST: \_\_\_\_\_ (NEW), \_\_\_\_\_ (USED)

SIZE: \_\_\_\_\_ METERS

CREW: \_\_\_\_\_

PASSENGERS: \_\_\_\_\_

CARGO CAPACITY: \_\_\_\_\_ KG/M.TONS

CONSUMABLES: \_\_\_\_\_

HYPERDRIVE MULTIPLIER: \_\_\_\_\_ X

HYPERDRIVE BACKUP? \_\_\_\_\_ : X

NAV COMPUTER? \_\_\_\_\_

MAXIMUM SPEED \_\_\_\_\_

DEFENSE: 10 +  +  =

SIZE MOD    ARMOR

SHIELD POINTS

MAX	DAMAGE
-----	--------

HULL POINTS

MAX	DAMAGE
-----	--------

DR: \_\_\_\_\_

**CREW COMPLIMENT:**

CAPTAIN: \_\_\_\_\_

1ST MATE: \_\_\_\_\_

NAVIGATOR: \_\_\_\_\_

HELMSMAN: \_\_\_\_\_

ENGINEER: \_\_\_\_\_

SENSOR CHIEF: \_\_\_\_\_

COMM. OFFICER: \_\_\_\_\_

GUNNERY CHIEF: \_\_\_\_\_

CREWMEN: \_\_\_\_\_

FUEL: \_\_\_\_\_

FUEL TYPE: \_\_\_\_\_

NUMBER OF CELLS:

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TOP VIEW

PORT VIEW

Ship's Operating License  
Imperial Space Ministry

Ship Name _____	MANUFACTURER _____
CRAFT _____	Port of Origin _____
TYPE _____	Current Owner _____
Captain's Accredited License Number _____	Starship Registry Number _____

CURRENT TRANSFONDER CODE PROFILE

7  
6  
5  
4  
3  
2  
1

REGISTERED SHIP USE: \_\_\_\_\_

YEARS REGISTERED (UNDER CURRENT NAME): \_\_\_\_\_

PORT OF CALL: \_\_\_\_\_

# STARSHIP LOG



## DEFENSIVE SYSTEMS

WEAPON: \_\_\_\_\_

LOCATION: \_\_\_\_\_

LINKED?: \_\_\_\_\_

FIRE ARC: \_\_\_\_\_

ATTACK BONUS:

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

SIZE MOD      CREW      CONTROL

DAMAGE: \_\_\_\_\_

RANGE MODIFIERS:

PB: \_\_\_\_\_ S: \_\_\_\_\_ M: \_\_\_\_\_ L: \_\_\_\_\_

WEAPON: \_\_\_\_\_

LOCATION: \_\_\_\_\_

LINKED?: \_\_\_\_\_

FIRE ARC: \_\_\_\_\_

ATTACK BONUS:

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

SIZE MOD      CREW      CONTROL

DAMAGE: \_\_\_\_\_

RANGE MODIFIERS:

PB: \_\_\_\_\_ S: \_\_\_\_\_ M: \_\_\_\_\_ L: \_\_\_\_\_

WEAPON: \_\_\_\_\_

LOCATION: \_\_\_\_\_

LINKED?: \_\_\_\_\_

FIRE ARC: \_\_\_\_\_

ATTACK BONUS:

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

SIZE MOD      CREW      CONTROL

DAMAGE: \_\_\_\_\_

RANGE MODIFIERS:

PB: \_\_\_\_\_ S: \_\_\_\_\_ M: \_\_\_\_\_ L: \_\_\_\_\_

WEAPON: \_\_\_\_\_

LOCATION: \_\_\_\_\_

LINKED?: \_\_\_\_\_

FIRE ARC: \_\_\_\_\_

ATTACK BONUS:

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

SIZE MOD      CREW      CONTROL

DAMAGE: \_\_\_\_\_

RANGE MODIFIERS:

PB: \_\_\_\_\_ S: \_\_\_\_\_ M: \_\_\_\_\_ L: \_\_\_\_\_

WEAPON: \_\_\_\_\_

LOCATION: \_\_\_\_\_

LINKED?: \_\_\_\_\_

FIRE ARC: \_\_\_\_\_

ATTACK BONUS:

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

SIZE MOD      CREW      CONTROL

DAMAGE: \_\_\_\_\_

RANGE MODIFIERS:

PB: \_\_\_\_\_ S: \_\_\_\_\_ M: \_\_\_\_\_ L: \_\_\_\_\_

WEAPON: \_\_\_\_\_

LOCATION: \_\_\_\_\_

LINKED?: \_\_\_\_\_

FIRE ARC: \_\_\_\_\_

ATTACK BONUS:

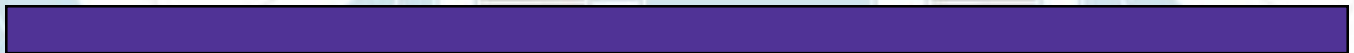
$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

SIZE MOD      CREW      CONTROL

DAMAGE: \_\_\_\_\_

RANGE MODIFIERS:

PB: \_\_\_\_\_ S: \_\_\_\_\_ M: \_\_\_\_\_ L: \_\_\_\_\_





# STARSHIP LOG

## ENGINEERING & SYSTEMS STATUS

### PROPULSION

**SUBLIGHT DRIVES:**

OK  DAMAGED

**TYPE:** \_\_\_\_\_

**MAX SPEED:** \_\_\_\_\_

**HYPERDRIVE:**  OK  DAMAGED

**MULTIPLIER:** \_\_\_\_\_

**BACKUP: ACTIVE**  YES  NO

OK  DAMAGED

**MULTIPLIER:** \_\_\_\_\_

**REPULSOR/LIFT:**  OK  DAMAGED

### PILOTING MANEUVERS

MANEUVER	PILOT DC
TURN.....	5
REVERSE DIRECTION.....	15
INCREASE RANGE.....	OPP, FASTER +5
DECREASE RANGE.....	OPP, FASTER +5
CHANGE SPEED 1 CATAGORY.....	5
2 CATAGORIES.....	15
3 CATAGORIES.....	30
ESTABLISH PURSUIT.....	OPP,PURSUED +5
BREAK PURSUIT.....	OPP, PURSUER+5
REGAIN CONTROL.....	10
AVOID HAZARD.....	10+
JOIN/REJOIN WING.....	12
RESIST/ESCAPE TRACTOR BEAM.....	10/20*
RAM TARGET.....	TARGET'S DEFENSE

TURN.....5

REVERSE DIRECTION.....15

INCREASE RANGE.....OPP, FASTER +5

DECREASE RANGE.....OPP, FASTER +5

CHANGE SPEED 1 CATAGORY.....5

    2 CATAGORIES.....15

    3 CATAGORIES.....30

ESTABLISH PURSUIT.....OPP,PURSUED +5

BREAK PURSUIT.....OPP, PURSUER+5

REGAIN CONTROL.....10

AVOID HAZARD.....10+

JOIN/REJOIN WING.....12

RESIST/ESCAPE TRACTOR BEAM.....10/20\*

RAM TARGET.....TARGET'S DEFENSE

\*SEE PAGE 178

### DROID BRAIN INTEGRATION

**BRAIN TYPE:** \_\_\_\_\_

**INTEGRATION LEVEL:** \_\_\_\_\_

LIGHT  PARTIAL  COMPLETE

**INTEGRATED SYSTEMS:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**PERSONALITY?**  YES  NO

### DEFENSIVE SYSTEMS

\_\_\_\_\_  DAMAGED

\_\_\_\_\_  DESTROYED

\_\_\_\_\_  DAMAGED

\_\_\_\_\_  DESTROYED

\_\_\_\_\_  DAMAGED

\_\_\_\_\_  DESTROYED

\_\_\_\_\_  DAMAGED

\_\_\_\_\_  DESTROYED

\_\_\_\_\_  DAMAGED

\_\_\_\_\_  DESTROYED

\_\_\_\_\_  DAMAGED

\_\_\_\_\_  DESTROYED

### SHIELDS

FULL STRENGTH  DAMAGED

DESTROYED

### HULL PLATING

INTACT  DAMAGED

DESTROYED

### GENERAL SYSTEMS

**LIFE SUPPORT:**  OK  DAMAGED

BACKUP:  OK  DAMAGED

**GRAVITY:**  OK  DAMAGED

**INERT. DAMP.:**  OK  DAMAGED

**GENERATOR:**  OK  DAMAGED

BACKUP:  OK  DAMAGED

**ELECTRICAL:**  OK  DAMAGED

**MAIN COMP.:**  OK  DAMAGED

BACKUP:  OK  DAMAGED

**NAVICOMP:**  OK  DAMAGED

**COMM SYSTEM:**  OK  DAMAGED

**SENSORS:**  OK  DAMAGED

**HULL INTEGRITY**  OK  DAMAGED

\_\_\_\_\_  OK  DAMAGED

