

SHIP NAME

MAKE / MODEL / CLASS

SIZE & FRAME

SPEED

MANEUVERABILITY

DRIFT

DRIFT ENGINE

PCU

POWER CORE

SHIELDS

SENSORS

PORT WEAPONS

CREW

CAPTAIN

ENGINEERS

GUNNERS

PILOT

SCIENCE OFFICERS

NOTES



COMPLEMENT

MODIFIERS

TIER

TURRETS

FORWARD WEAPONS

FORWARD

PORT

STARBOARD

AFT

AFT WEAPONS

01 - 10

CRITICAL DAMAGE

G M W

LIFE
SUPPORT

11 - 30

G M W

SENSORS

31 - 60

G M W

WEAPONS

61 - 80

G M W

ENGINES

81 - 00

G M W

POWER
CORE



AC



= 10 +



+



+



+

PILOT

ARMOR

SIZE

MISC

TL



= 10 +



+



+



+

PILOT

COUNTER

SIZE

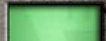
MISC

HULL

TOTAL



CURRENT



THRESHOLDS

DT



CT



STARBOARD WEAPONS

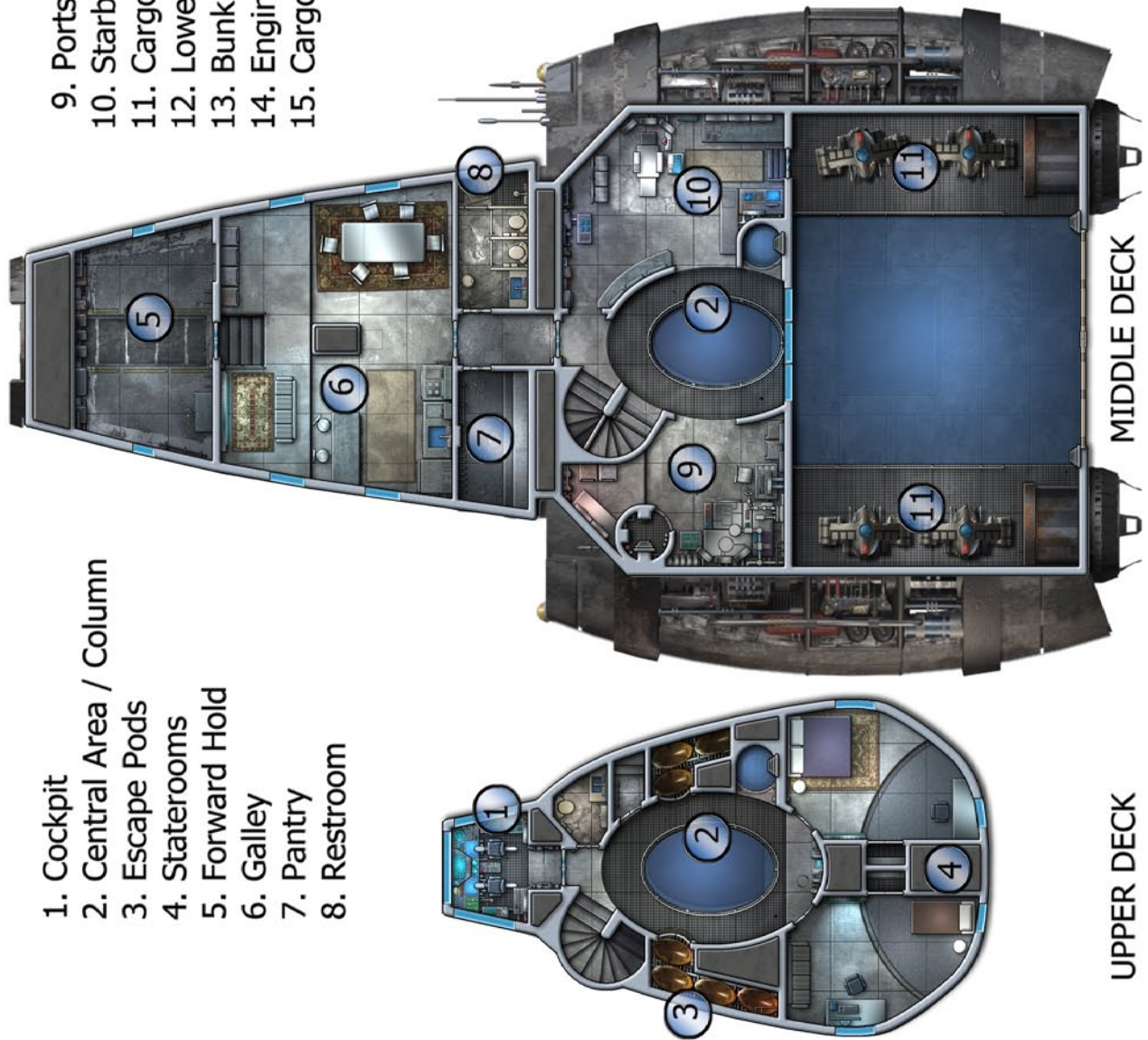
SYSTEMS

EXPANSION BAYS

CARGO & PASSENGERS

Grendel-class Transport

1. Cockpit
2. Central Area / Column
3. Escape Pods
4. Staterooms
5. Forward Hold
6. Galley
7. Pantry
8. Restroom



9. Portside Workroom
10. Starboard Workroom
11. Cargo Bay Balcony
12. Lower Hold
13. Bunk Roms
14. Engineering
15. Cargo Bay

