

SHIP/VEHICLE:

ARMOR

CRITICAL HITS

HULL TRAUMA
THRESHOLD

SYSTEM STRAIN
THRESHOLD

SPEED

SILHOUETTE

HANDLING

CURRENT

CURRENT

EFFECT

EFFECT

EFFECT

EFFECT

EFFECT

WEAPONS

SHIP/VEHICLE STATISTICS

10

9

8

7

6

5

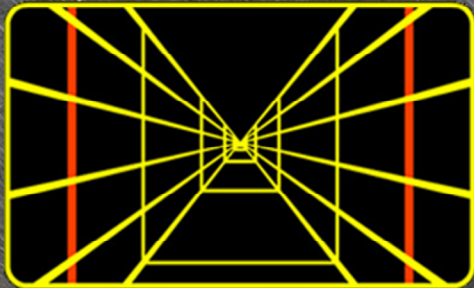
4

3

2

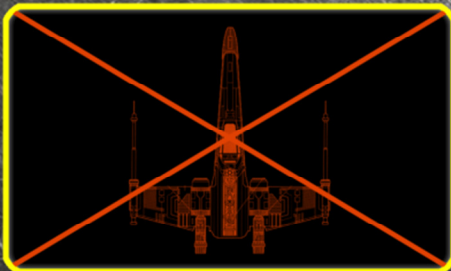
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FORE

CURRENT



AFT

CURRENT

SHIELD FACING