SEVEN WORLDS

SHIP STATS SHEET

	Ship Name: Shield Effects:	ASE STATS ps:	p Accel: Crew:	Weeks	, Handling: Heat Radiation per Jump:		Toughness Coulborne Shield		-1 -2 -3
	Abiildo3,	NOTES			,			TIGUE	Wrecked
		NUTES						FATI	-2 -1
#		S AND DEF Range	ENSES Damage	AP Ro	F Heat Points	Notes			
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SEVEN WORLDS

PROJECTILE TRACKING SHEET

Ship Name:

Use this sheet to track the number and type of projectiles approaching your ship as well as how many rounds are left until each batch of projectiles hits. For each batch of fired projectiles, note the number of incoming projectiles in the box corresponding to their initial firing range. Cross out the boxes to the left. Each round after the ship performs defensive actions write down remaining projectiles on the next box to the right. If you run out of boxes to the right, the remaining projectiles hit!

Projectile type, if known. (Kinetic, Nuclear, Neutron, NNEMP, Coilgun, cloud, etc.)	Number of Inco	oming Projectiles per	r range / round	Damage inflicted by any projectiles that hit	Comments
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		
	Long Range	Medium Range	Short Range		