Name	TV	Size	Crew	Prim. Move	Sec. Move	Man.	Sensors	Comm.	Fire Con.	Armour
				/	/					/

Perks	Flaws	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo
			/		/		/		/

Name	TV	Size	Crew	Prim. Move	Sec. Move	Man.	Sensors	Comm.	Fire Con.	Armour
				/	/					/

Perks	Flaws	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo
			/		/		/		/

Name	TV	Size	Crew	Prim. Move	Sec. Move	Man.	Sensors	Comm.	Fire Con.	Armour
				/	/					/

Perks	Flaws	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo
			/		/		/		/

Name	TV	Size	Crew	Prim. Move	Sec. Move	Man.	Sensors	Comm.	Fire Con.	Armour
				/	/					/

Perks	Flaws	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo
			/		/		/		/

Name	TV	Size	Crew	Prim. Move	Sec. Move	Man.	Sensors	Comm.	Fire Con.	Armour
				/	/					/

Perks	Flaws	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo
			/		/		/		/

Name	TV	Size	Crew	Prim. Move	Sec. Move	Man.	Sensors	Comm.	Fire Con.	Armour
				/	/					/

Perks	Flaws	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo
			/		/		/		/

Name	TV	Size	Crew	Prim. Move	Sec. Move	Man.	Sensors	Comm.	Fire Con.	Armour
				/	/					/

Perks	Flaws	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo	Weapon	Ammo
			/		/		/		/

Attacker

Range	
Point Blank	+1
Short	0
Medium	-1
Long	-2
Extended	-3

Movement	
Stationary	+2
1/2 Combat	+1
Combat	0
Top	-3

Misc	
Per Additional Action	-1

Defender

Movement	
0	-3
1-2	-2
3-4	-1
5-6	0
7-9	+1
10-19	+2

Arc	
Rear Flank	-1
Rear	-2

Misc	
Evasive	+3