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| **Fahrzeug** |  | **Handling** |  |
| **Beschleunigung** |  | **Geschwindigkeit** |  |
| **Pilot** |  | **Rumpf** |  |
| **Panzerung** |  | **Sensor** |  |
| **Initiative** |  | **Sitze** |  |
| **Installierte Ausrüstung** |  | | |
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| **Waffe** | **Pool** | **Reichweite** | **Schaden** | **Präzision** | **Präzision**  **(Passive ZE)** | **DK** | **Modus** | **RK** | **Schuss ohne Rückstoß** | **Munition** | **Munition verbraucht** |
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| Zustandsmonitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
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| Matrix-Zustandsmonitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

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| **Fahrzeug** |  | **Handling** |  |
| **Beschleunigung** |  | **Geschwindigkeit** |  |
| **Pilot** |  | **Rumpf** |  |
| **Panzerung** |  | **Sensor** |  |
| **Initiative** |  | **Sitze** |  |
| **Installierte Ausrüstung** |  | | |
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| **Waffe** | **Pool** | **Reichweite** | **Schaden** | **Präzision** | **Präzision**  **(Passive ZE)** | **DK** | **Modus** | **RK** | **Schuss ohne Rückstoß** | **Munition** | **Munition verbraucht** |
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| Zustandsmonitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Matrix-Zustandsmonitor | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

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| **Charakter** |  |
| **Spieler** |  |
| **Anmerkungen** |  |