

Section 1 - Star Mogul: Salvage Company Roster.

Company Boss:	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			
Skill5:	Skill6:			

Shareholder 1:	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

Shareholder 2:	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

FINANCES:

TOTAL COMPANY FUNDS CURRENTLY AVAILABLE:	TOTAL COMPANY DEBTS/ LOANS:	NET COMPANY WORTH: (funds – debts) :
		Total Company Deployment costs:
<u>ASSETS OWNED:</u>	<u>REVENUE PER GAME GENERATED:</u>	<u>ASSET RESALE VALUE/ NOTES:</u>

Section 2 - Star Mogul: Salvage Company Roster.

Squad Number/ name:

Squad Deployment cost:

Squad Leader:	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

2nd in command	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

Grunt 1	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

Grunt 2	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

Grunt 3	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

Grunt 4	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

Section 2(A) - Star Mogul: Salvage Company Roster.

Squad Number/ name:

Squad Deployment cost:

<u>Grunt 5</u>	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

<u>Grunt 6</u>	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

<u>Grunt 7</u>	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

<u>Grunt 8</u>	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

<u>Grunt 9</u>	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

<u>Grunt 10</u>	NAME:	RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	Resilience (RES):	Defense (DEF):	Combat Rating (CR):	
Primary Weapon:	Weapon damage:	EQUIPMENT/ NOTES:		
Skill1:	Skill2:			
Skill3:	Skill4:			

Section 3 - Star Mogul: Salvage Company Roster.

Vehicles/ Heavy Equipment:

Equipment 1)

TYPE:					Speed:	Throttle bonus:			
Armor:					Turning score:				
Front:					Maneuvers:				
Left side:					Cargo capacity:				
Right side:					Deployment cost:				
Rear:					Main Weapon:				
Top:					Damage:				
SUPERSTRUCTURE POINTS:					Gunners skill:				
CREW1:					CREW2:				
NAME:		RACE:	MOVEMENT:	DEPLOYMENT COST:	NAME:		RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	(RES):	(DEF):	(CR):		Armor:	(RES):	(DEF):	(CR):	
Primary Weapon:	Weapon damage:		EQUIPMENT/ NOTES:						
Skill1:									
Skill2:									

Equipment 2)

TYPE:					Speed:	Throttle:			
Armor:					Turning score:				
Front:					Maneuvers:				
Left side:					Cargo capacity:				
Right side:					Deployment cost:				
Rear:					Main Weapon:				
Top:					Damage:				
SUPERSTRUCTURE POINTS:					Gunners skill:				
CREW1:					CREW2:				
NAME:		RACE:	MOVEMENT:	DEPLOYMENT COST:	NAME:		RACE:	MOVEMENT:	DEPLOYMENT COST:
Armor:	(RES):	(DEF):	(CR):		Armor:	(RES):	(DEF):	(CR):	
Primary Weapon:	Weapon damage:		EQUIPMENT/ NOTES:						
Skill1:									
Skill2:									