

STARSHIP NAME

TIER

STARSHIP SHEET



Better Days

1

MAKE AND MODEL

SIZE

FRAME

Heavy Freighter

SPEED

6

MANEUVERABILITY

Average, Turn 2

DRIFT RATING

1

WEAPONS (FORWARD)

Light Laser Cannon 2d4; 5 hexs

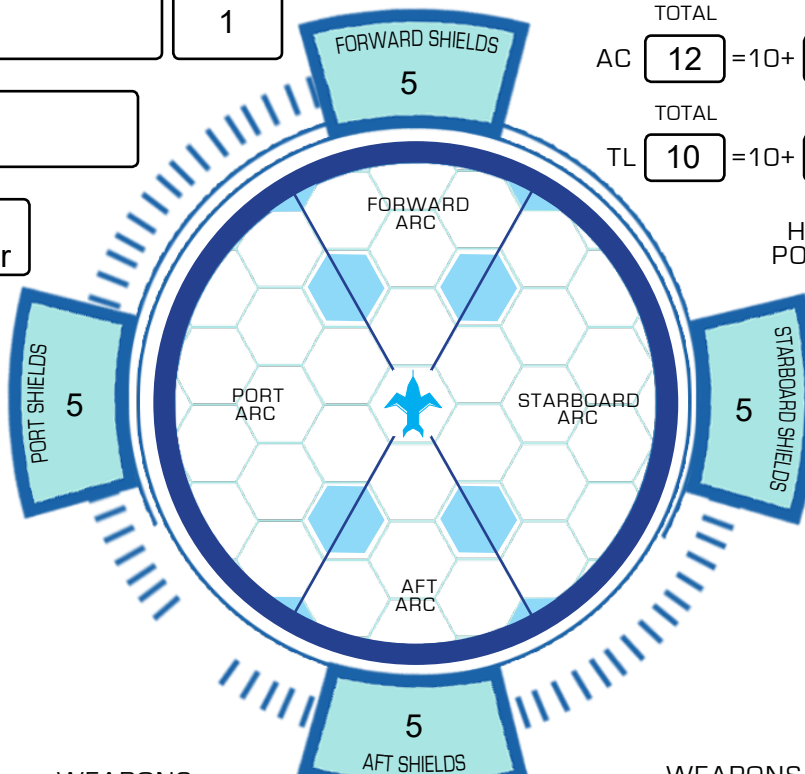
WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

Light Torpedo launcher 2d8; 20 hexes



TOTAL AC **12** = 10 + + + +

TOTAL TL **10** = 10 + + + +

HULL POINTS TOTAL **45** CURRENT

DAMAGE THRESHOLD CRITICAL THRESHOLD **9**

SHIELD TOTAL **20**

MODIFIERS

CREW

CAPTAIN	Piloting +7 (1 rank)
ENGINEERS	Engineering +5 (1 rank)
GUNNERS	Gunnery +5 (1st level)
PILOT	Piloting +10 (1 rank)
SCIENCE OFFICERS	Computers +12 (1 rank)

NOTES

POWER CORE

Pulse Grey 100 PCU

SYSTEMS

Basic long-range sensors
mk 1 trinode comptuer, +1 to any 3 check/rd.

EXPANSION BAYS

Cargo holds (5)

CARGO/PASSENGERS

DRIFT ENGINE

Single Basic

CRITICAL DAMAGE

LIFE SUPPORT (1-10)

GLITCHING MALFUNCTIONING WRECKED

SENSORS (11-30)

GLITCHING MALFUNCTIONING WRECKED

WEAPONS ARRAY (31-60)

ENGINES (61-80)

GLITCHING MALFUNCTIONING WRECKED

POWER CORE (81-00)

GLITCHING MALFUNCTIONING WRECKED

GLITCHING	MALFUNCTIONING	WRECKED