

STARSHIP NAME

TIER

STARSHIP SHEET



Better Days

3

MAKE AND MODEL

SIZE

FRAME

Heavy Freighter

SPEED

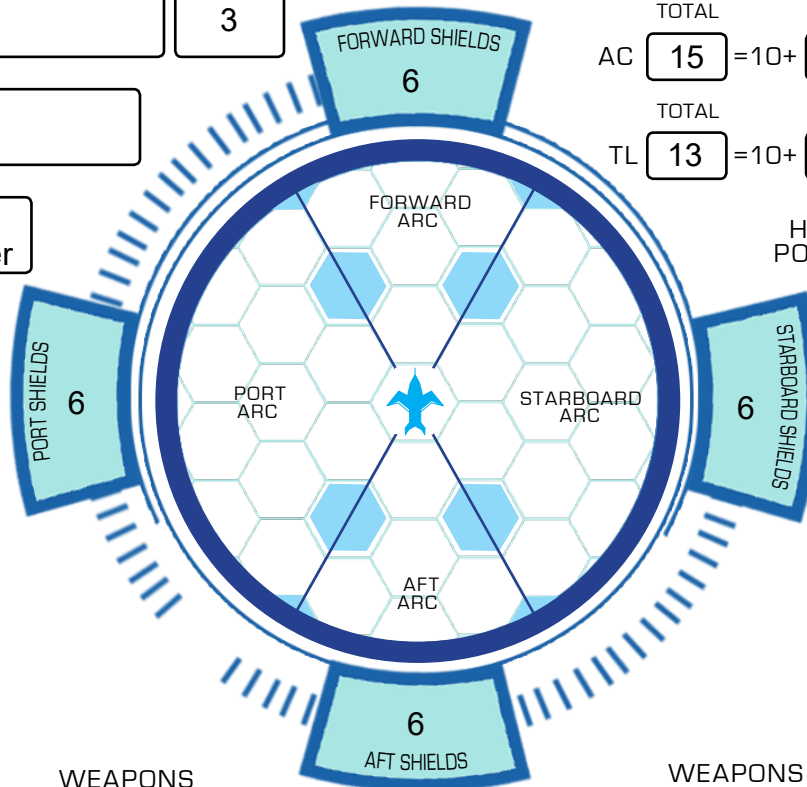
6

MANEUVERABILITY

Average, Turn 2

DRIFT RATING

1



TOTAL AC **15** = 10 + + + +

TOTAL TL **13** = 10 + + + +

HULL POINTS TOTAL **85** CURRENT

DAMAGE THRESHOLD CRITICAL THRESHOLD **17**

SHIELD TOTAL **24**

MODIFIERS

WEAPONS (TURRET) Light Plasma Torpedo launcher 3d8; 20 hexes

WEAPONS (FORWARD)

Light Laser Cannon 2d4; 5 hexes
Light Laser Cannon 2d4; 5 hexes

WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

CREW

CAPTAIN	Piloting +9 (3 ranks)
ENGINEERS	Engineering +7 (3 ranks)
GUNNERS	Gunnery +7 (3rd level)
PILOT	Piloting +12 (3 ranks)
SCIENCE OFFICERS	Computers +15 (3 ranks)

NOTES

POWER CORE

Pulse Green 150 PCU

DRIFT ENGINE

Single Basic

SYSTEMS

Advanced long-range sensors
mk 2 trinode comptuer, +2 to any 3 check/rd.

EXPANSION BAYS

Cargo holds (5)

CARGO/PASSENGERS

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