

STARSHIP NAME

TIER

STARSHIP SHEET



Better Days

3

MAKE AND MODEL

SIZE

FRAME

Heavy Freighter

SPEED

6

MANEUVERABILITY

Average, Turn 2

DRIFT RATING

1

WEAPONS (FORWARD)

Light Laser Cannon 2d4; 5 hexs
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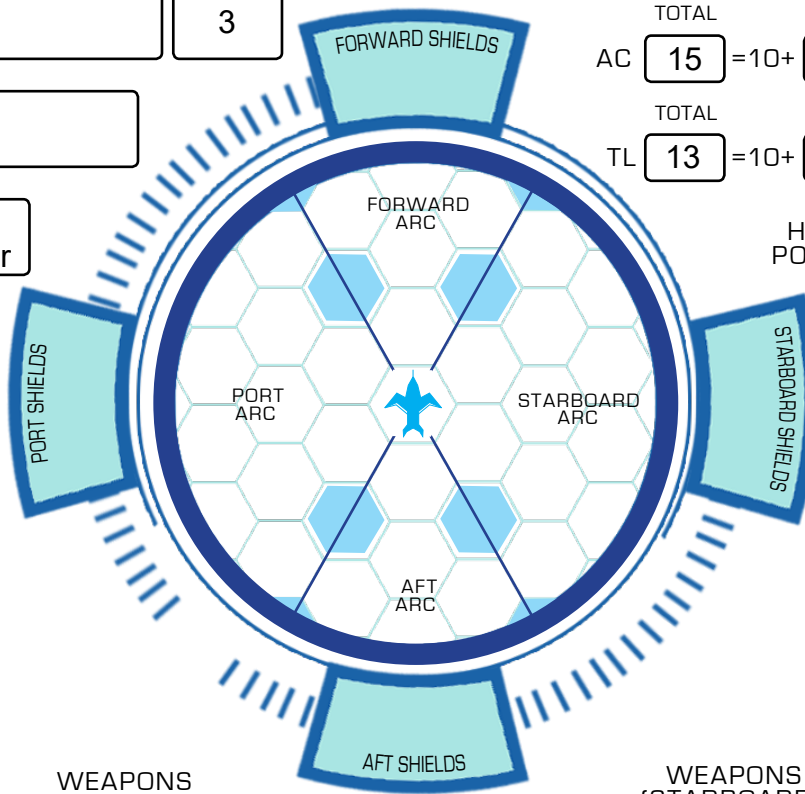
WEAPONS (PORT)

WEAPONS (AFT)

WEAPONS (STARBOARD)

WEAPONS (TURRET)

Light Plasma Torpedo launcher 3d8; 20 hexes



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

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

HULL POINTS TOTAL **85** CURRENT

DAMAGE THRESHOLD CRITICAL THRESHOLD **17**

SHIELD TOTAL **24**

MODIFIERS
+2 to any 3 checks per round.

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 tridnode comptuer

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 |
|-----------|----------------|---------|
| | | |