

## STARSHIP NAME

Better Days

TIER

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

## STARSHIP SHEET

## STARFINDER

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

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

HULL POINTS **45**

DAMAGE THRESHOLD

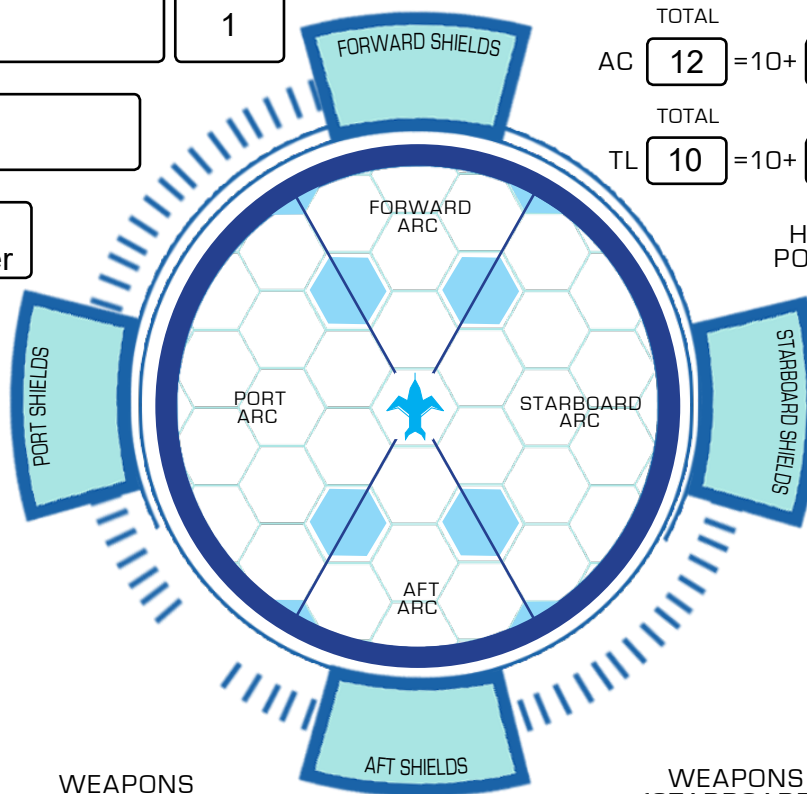
CRITICAL THRESHOLD **9**

SHIELD TOTAL

20

MODIFIERS

+1 to any 3 checks per round.



## 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 tridnode comptuer

## 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

