

SHIP SHEET

SHIP NAME : The Dark Raider

VEHICLE TYPE / CLASS YT-1300      SENSOR RANGE Medium  
 MANUFACTURER CEC      NAVICOMPUTER Yes

4 SILHOUETTE	3 MAX SPEED	2 DEFENSE
-1 HANDLING	 CURRENT	 ZONES

ARMOR  
3

HULL TRAUMA  
22  
THRESHOLD CURRENT

SYSTEM STRAIN  
15  
THRESHOLD CURRENT

CRITICAL HITS

HYPERDRIVE  
2 12  
PRIMARY BACKUP

CREW AND CARGO

WEAPONS

CREW AND PASSENGERS	
One pilot, one co-pilot/engineer	
6 Passenger Capacity	
CARGO	
Encumbrance Capacity: 215 (50 in Smuggling Compartments)	
Consumables: 2 Months	
ITEMS	ENCUMBRANCE
10 crates of ancient research journals (Jek's)	3
1 box of Storm Trooper Action Figures (don't ask)	1
5 remote sensor arrays (for planetary use)	10

WEAPON	SKILL	RANGE	DAMAGE
<b>Medium Laser Cannon</b>	Gunnery	Short	6
- Dorsal Mounted - Fire Arc (All) - Inflict a Critical Hit for ☹☹☹			
<b>Medium Laser Cannon</b>	Gunnery	Short	6
- Ventral Mounted - Fire Arc (All) - Inflict a Critical Hit for ☹☹☹			
<b>Concussion Missile Tubes</b>	Gunnery	Short	6
- Fire Arc (Forward) – Guided 3 - Limited Ammo: 3 - Inflict a Critical Hit for ☹☹☹ - Spend ☹☹☹ to activate Guidance: if attack misses, missile attacks at end of round with ♦♦♦ against target - Must cool down for 1 round after firing before being fired again			

UPGRADES & CUSTOMIZATION

ATTACHMENT	OPTION	HARD POINTS
Smuggling Compart.	50 extra encumbrance	2
Subspace Transceiver	Boosts Comm by 1 range	1
Concussion Missiles (3)	New Weapon	1