SHIP SHEET

SHIP NAME : The Idiot's Array

VEHICLE TYPE / CLASS YT-1300 SENSOR RANGE Medium

MANUFACTURER CEC NAVICOMPUTER Yes

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

ARMOR	HULL TRAUMA	
3	22	
	THRESHOLD	CURRENT

SYSTEM STRAIN	
15	
THRESHOLD	CURRENT

HYPERDRIVE	
2	12
PRIMARY	BACKUP

CRITICAL HITS

CREW AND CARGO

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
7 crates of moldy hoojib cabbages	3
1 box of left-handed hydrospanners	1
6 crates of self-sealing stem bolts	10

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

WEAPONS

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