SHIP SHEET

SHIP NAME : Black Sun Prowler

VEHICLE TYPE / CLASS	Custom Model	SENSOR RANGE	Short
MANUFACTURER	Unknown	NAVICOMPUTER	None

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

ARMOR	HULL TRAUMA	
3	15	
	THRESHOLD	CURRENT

SYSTEM STRAIN	
10	
THRESHOLD	CURRENT

HYPERDRIVE	
-	-
PRIMARY	BACKUP

CRITICAL HITS

CREW AND CARGO

CREW AND PASSENGERS
One pilot, one gunner
0 Passenger Capacity

CARGO
Encumbrance Capacity: 7
Consumables: 3 Days

ITEMS	ENCUMBRANCE

UPGRADES & CUSTOMIZATION

ATTACHMENT	OPTION	HARD POINTS
Concussion Missiles (3)	New Weapon	1

WEAPONS

WEAPON	SKILL	RANGE	DAMAGE
Twin Light Laser Cannon	Gunnery	Close	**5**
- Fire Arc (Forward) - Inflict a Critical Hit for ⚙⚙⚙ - Linked 1: Spend ⚙⚙ to gain a second hit; same damage as the first hit			
Twin Medium Laser Cannons	Gunnery	Close	**6**
- Turret Mounted (GUNNER ONLY) - Fire Arc (All) - Inflict a Critical Hit for ⚙⚙⚙ - Linked 1: Spend ⚙⚙ to gain a second hit; same damage as the first hit			
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: 2 - Spend ⚙⚙⚙ to activate Guidance: if attack misses, missile attacks at end of round with ♦♦♦ against target			