SHIP SHEET

SHIP NAME : *Cheeska Choba*

VEHICLE TYPE / CLASS	Firespray	SENSOR RANGE	Short
MANUFACTURER	Kuat Systems	NAVICOMPUTER	Yes

4 SILHOUETTE	4 MAX SPEED	3 DEFENSE
0 HANDLING	CURRENT	ZONES

ARMOR	4	
SYSTEM STRAIN	12 THRESHOLD	CURRENT
HYPERDRIVE	1 PRIMARY	15 BACKUP
HULL TRAUMA	15 THRESHOLD	CURRENT
CRITICAL HITS		

CREW AND CARGO

CREW AND PASSENGERS
One pilot, three gunners
4 Passenger Capacity

CARGO	
Encumbrance Capacity: 40	Total Hard Points: 4
Consumables: 1 Month	

ITEMS	ENCUMBRANCE

UPGRADES & CUSTOMIZATION

ATTACHMENT	OPTION	HARD POINTS
Concussion Missiles (4)	New Weapon	1
Quad Laser Cannon	New Weapon	1
Medium Laser Cannon	Replacement Weapon	0
Medium Laser Cannon	Replacement Weapon	0
Class 1 Hyperdrive Gen.	Base Modifier + 1 Mod	1
Reinforced Shield Gen.	+1 Defense	1

WEAPONS

WEAPON	SKILL	RANGE	DAMAGE
Medium Laser Cannon	Gunnery	Close	**6**
- Fire Arc (All) - Inflict a Critical Hit for 🌑🌑🌑			
Medium Laser Cannon	Gunnery	Close	**6**
- Fire Arc (All) - Inflict a Critical Hit for 🌑🌑🌑			
Quad Laser Cannon	Gunnery	Close	**5**
- Fire Arc (Forward) - All attacks automatically gain ■ on the roll when using this weapon - Inflict a Critical Hit for 🌑🌑🌑 - Linked 3: Spend 🌑🌑 to gain another hit; same damage as the first hit (up to 3 times in the same attack)			
Concussion Missile Launcher	Gunnery	Short	**6**
- Fire Arc (Forward) - Ignores 4 points of Armor - Inflict a Critical Hit for 🌑🌑🌑 - Slow Firing 1 - Limited Ammo: 4 - Spend 🌑🌑🌑 to activate Guidance: if attack misses, missile attacks at end of round with ♦♦♦ against target			