

SHIP NAME	HULL	ARMOR	FUEL
	MAX	DAMAGE	MAX

UPGRADES

- **ADDITIONAL ARMOR**..... +1 armor.
- **ADVANCED ELECTRONICS**..... High-end scanners, communicators, sensors, etc.
- **ADVANCED DRIVE**..... For each interstellar trip, you can choose either to take half the time or use half the amount of fuel.
- **AFTERBURNERS**..... You may spend 1 Fuel to get +1 to a single pilot roll to evade, outrun, or maneuver.
- **FUEL TANKS**..... Max drive fuel +2.
- **HIGH MANEUVERABILITY**..... If you don't have the Pilot skill, you count as having it in situations where maneuverability is relevant. If you already have the pilot skill, you may choose to reroll both dice in these situations, instead of just one.
- **LUXURY PASSENGER QUARTERS** For the crew who wants to attract a certain class of clientele.
- **MASSIVE CARGO HOLD**..... Large enough to transport smaller vessels or a huge amount of goods.
- **MEDBAY**..... Advanced, automated medical equipment. Characters resting in a med-bay heal all their HP instead of half their total.
- **MORE POWERFUL WEAPONS**..... +1 damage.
- **SHUTTLE BAY**..... Comes with a small shuttle which can fly independently, but cannot travel between stars on its own.

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