

Name: *Second Chance*
Hull Type/Class: Freighter/Starwind
Manufacturer: Kuat Drive Yards
Hyperdrive: Class 1; Backup Class 15
Navicomputer: Yes
Sensor Range: Medium
Ship's Complement: 2
Passenger Capacity: 10
Consumables: Four months
Cost/Rarity: 210,000/6



Silhouette: 5 **Speed:** 3 **Handling:** -2
Armor: 3 **Hull TH:** 25 **Strain TH:** 20

Defenses

Fore
 2
 Port Starboard
 1 1
 Aft
 1

Weapons

One Dorsal and One Ventral Turrets Mounted Medium Laser Cannons
 (Fire Arc All; Damage 6; Critical 3; Range [Close])

Concussion Missile Launcher (3 Missiles)

(Fire Arc Forward; Damage: 6; Critical 3; Range [Short]; Blast 4; Breach 4; Guided 3; Slow-Firing 1)

Blast 4: Spend 🎲🎲🎲🎲 to have each ship within close range of the target take 4 damage.

Breach 4: A Concussion Missile ignores up to 4 Armor.

Guided 3: If a missile misses spend 🎲🎲🎲 to attack again at the end of the round.

Subsequent attack is at ♦ vs. ships of Silhouette 2 or larger.

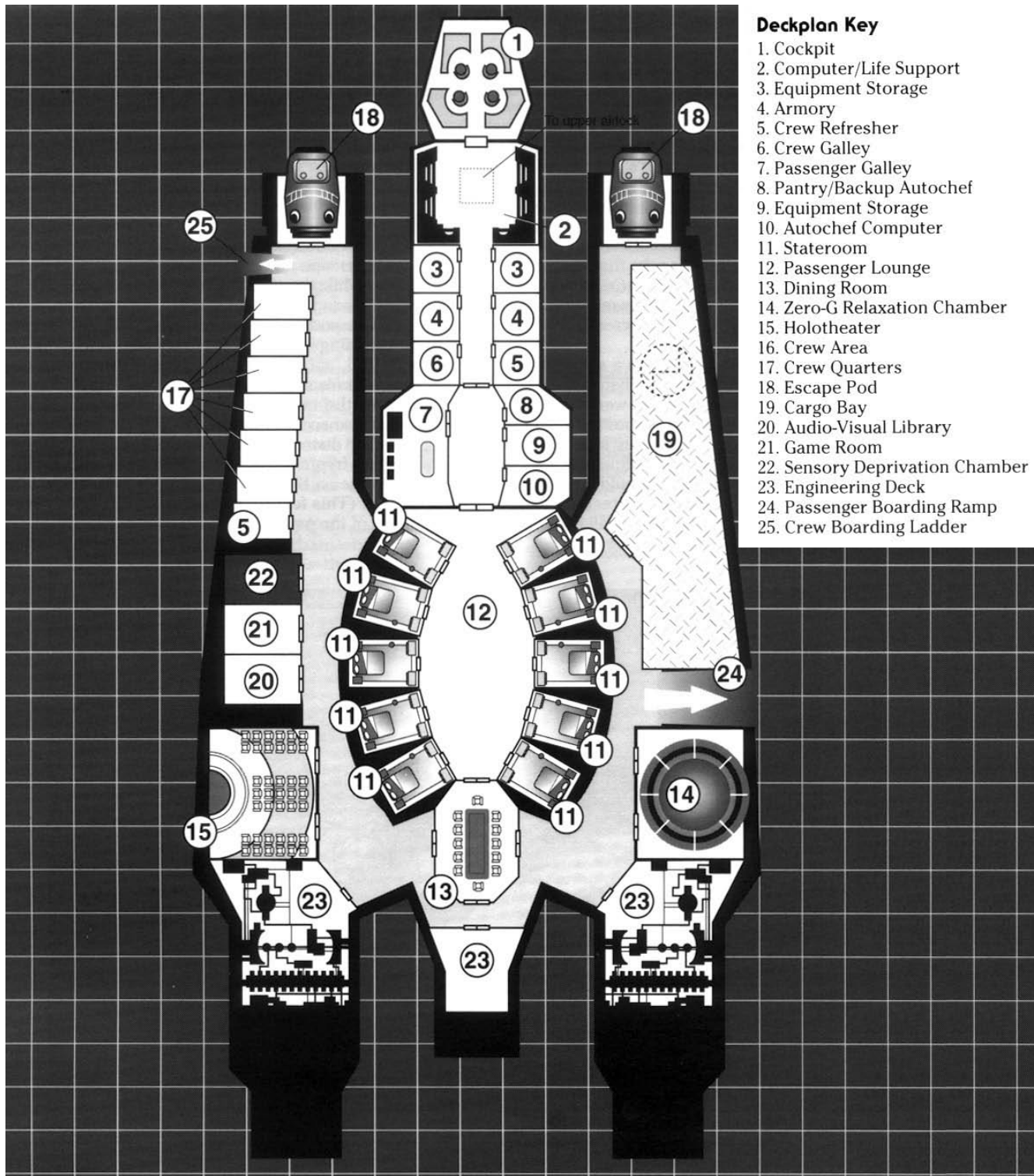
Slow-Firing 1: The missile launcher must wait 1 round in-between firing.

Modifications – Customization Hard Points: 2

Concussion Missile Launcher: 1

Smuggling Compartments (25 Encumbrance worth, +2 Difficulty to locate): 1

Cargo – Encumbrance Capacity: 85



Deckplan Key

- 1. Cockpit
- 2. Computer/Life Support
- 3. Equipment Storage
- 4. Armory
- 5. Crew Refresher
- 6. Crew Galley
- 7. Passenger Galley
- 8. Pantry/Backup Autochef
- 9. Equipment Storage
- 10. Autochef Computer
- 11. Stateroom
- 12. Passenger Lounge
- 13. Dining Room
- 14. Zero-G Relaxation Chamber
- 15. Holotheater
- 16. Crew Area
- 17. Crew Quarters
- 18. Escape Pod
- 19. Cargo Bay
- 20. Audio-Visual Library
- 21. Game Room
- 22. Sensory Deprivation Chamber
- 23. Engineering Deck
- 24. Passenger Boarding Ramp
- 25. Crew Boarding Ladder