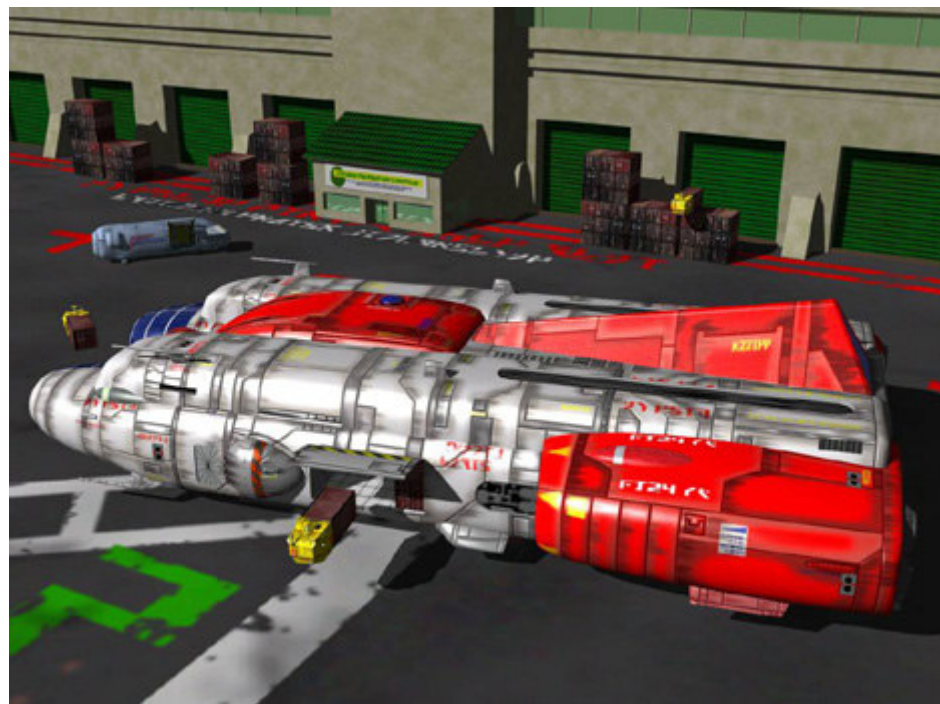


## Ship: Lady's Grace

Post by Gigermann on 14 May, 2006, 13:03



### Lady's Grace

**Craft:** 200dT *Empress Marava* class far trader; **Class:** Space transport; **Size:** Small (49.5m length); **Initiative:** +1 (+1 size); **Crew:** 3 (Astrogator, Engineer, Pilot); **Passengers:** 10 staterooms, 4 low berths; **Vehicle Complement:** 2; **Cargo Capacity:** 50.9 Metric tons; **Consumables:** 2 Months; **Jumpdrive:** x2; **Maximum Speed:** Attack (Average, 6 squares/action); **Atmospheric Speed:** 600 km/h (10 squares/action); **Maneuvers:** +1 (+1 size); **Defense:** 21 (+1 size, +10 armor); **Hull Points:** 135 (DR 10); **Sensors:** Class I. **Weapon:** Laser Cannon [Twin] (1); Fire Arc: Turret; Attack Bonus: +3 or -1/-1 (+1 size, +2 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S -2, M/L N/A.

### Crew:

Guy Plumbley, owner-aboard (KIA?)  
Jaret Vik, captain  
Bardo"Flash"Gordon, pilot, first mate  
Olivia Ecks, copilot-navigator  
R.J. Crichton, chief engineer  
"Dannie"Reade, flight engineer  
"Glitch," gunner/deck-hand  
Millo Killian, chief medical officer  
Banya, engineer's mate  
Gall, drive hand

### Assets:

Hovercar, 1x  
Vacc Suit, Common, 6x  
Vacc Suit, Armored, 1x  
Blaster Rifle, 3x  
- Energy Cells, 10x  
Sensor Pack, Hand-Held, 1x  
"Medical Drug", Per Dose, 10x

### Cargo:

[Misc parts & scrap salvaged from the Lab Ship, including computers, armor plating, some weapons; unknown tonnage]

