Starships D20 / Hyte Industries Farlander Tra

Farlander Transport

Mainly bought and used by Doono Craft, one of the crimelords that decided to stick to crime. He let's all his pilots who smuggle things for him use these ships, of course taking some out of their paycheck. Eventually he will let you buy one. Doono uses them for their speed, a means to avoid any Imperial intanglements, seeing as how all his cargo is illegal. If any smuggling runs are made with him, he forces you to use these ships, or something faster if you got it.

Craft: Hyte Industries Farlander Transport
Class: Space Transport
Size: Small (30 m long)
Hyperdrive: x1 (backup x10)
Passangers: 5
Cargo Capacity: 80 tons
Consumables: 2 months
Cost: 125,000 (new) 35,000 (used)
Maximum Speed In Space: Ramming (12 squares/action)
Atmospheric Speed: 1,050 km/h (18 squares/action)
Crew: 1 to 2 (Normal +2)
Initiative: +3 (+1 size, +2 crew)
Maneuver: +3 (+1 size, +2 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 30 (DR 10)
Hull Points: 120 (DR 10)
Weapons:
  Laser Cannon
    Fire Arc: Front
    Attack Bonus: +2 (+1 size, +1 fire control)
    Damage: 3d10x2
    Range Modifiers: PB/S +0, M/L n/a

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