

THE CROSS TOWN

A New Barloz Medium Freighter

Belongs to Living Force Hero

Gorwookik

Craft: Corellian Engineering Corporation Barloz Medium-size Freighter; Class: Space transport; Size: Small (41m long); Initiative: +1 (+1 size); Crew: 2; Passengers: 4; Cargo Capacity: 120 metric tons; Consumables: 2 months; Hyperdrive: x2 (backup x12); Maximum Speed in Space: Cruising (4 squares/action); Atmospheric Speed: 950 km/h (16 squares/action); Maneuver: **+3** (+1 size, **+2 equipment**); Defense: 21 (+1 size, +10 armor); Shield points: **40** (DR 20); Hull points: 180 (DR 20). Weapon: Laser cannon; Fire Arc: Turret; Attack Bonus: +3 (+1 size, +2 fire control); Damage: 4d10x2; Range Modifiers: See Table 11-8, pg 214.

Condition: New Downpayment: 90,000 credits (Due at the first event)

Sale Price: 120,000 credits Number of Payments: 30 Minimum payment per event: 1,000 credits. Paying more is acceptable but payment must still be made at every event until the balance is recovered in full.

Paid in full (03/12/04, From the Trees).

Details: Painted a proud blue, the Cross Town sports a daring red stripe with the words "Gorwookik's Freight and Fix-it" along both the port and starboard hulls. Despite its role as a freighter and mechanic's haven, the starship has lavishly furnished quarters and common areas as well.

GM Notes: Please record the character's payment (and one-time downpayment), including event name, your signature or initials, and amount paid, on the second page of this certificate, at the start of the round. Note that repairs and basic maintenance can be made per the core rules, but that no modifications are allowed until the balance is paid in full. At that point, the owner should contact shipyard@living-force.net in order to have any improvements done.

Issued to: Curtis Steinhour

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Modifications:

- Favor of Nirama: Ship Upgrade – +2 equipment bonus to all piloting rolls. Each time the ship needs to be repaired the equipment must be recalibrated, adding 10% to the repair cost. (12/30/03, *Belted in 2: Excursion*)
- Two smuggling compartments, each with 1 metric ton capacity. (+4 to Search check to find anything concealed within.) (08/18/04, *Double Cross* article)
- Fighter Docking Cradle. (07/27/05, *Priorities* article)
- Drydock Pass - +10 Shield points (10/23/05, *For Every Action 3: Strike III*)