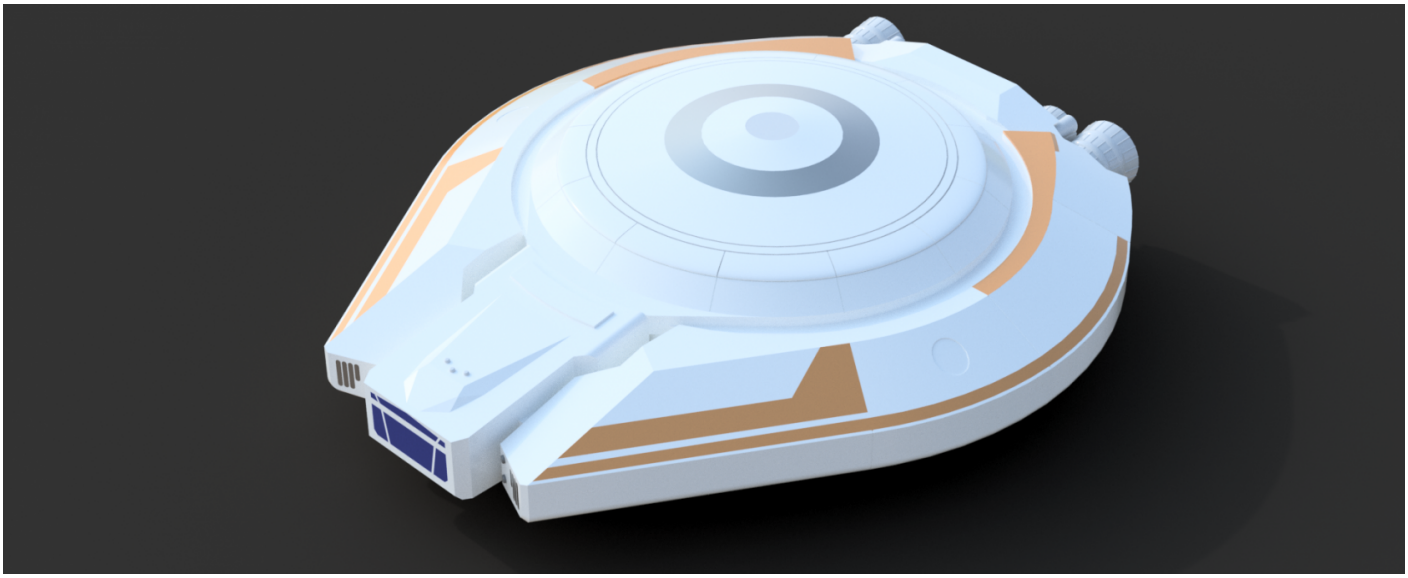
Travco Nova Mk III (Tier 8)



The Travco Nova line of base camp vehicles set the standard for your home away from home. Currently on its third major revision, these rock-solid ships provide a surprising number of amenities in a compact size, allowing you to worry about where you're going, and not how you're going to get there.

Medium explorer
Speed 10; **Maneuverability** good (turn 1); **Drift** 1
AC 14; **TL** 14
HP 75; **DT** n/a; **CT** 15
Shields Light 80 (forward 20, port 20, starboard 20, aft 20)
Attack (Forward) linked mining lasers (4d6)
Attack (Aft) flak thrower (3d4)
Attack (Port) linked mining lasers (4d6)
Attack (Starboard) linked mining lasers (4d6)
Attack (Turret) linked high explosive missile launchers (8d8)
Power Core Pulse Orange (250 PCU); **Drift Engine** Signal Basic; **Systems** advanced long-range sensors, crew quarters (luxurious), mk 4 armor, mk 4 defences, mk 2 tetranode computer (tier 4);
Security anti-hacking systems mk 1 (DC +1); **Expansion Bays** small garage, medical suite, hydroponic garden, cargo hold
Modifiers +2 any four checks per round, +4 Computers, +1 Piloting; **Complement** 6 (minimum 1, maximum 6)
Build Points cost 205, max 205 **Power Core Units** non-essential 219, essential 193, max 250

Created 2019-12-09 19:42:53 UTC by Trevor
Updated 2022-03-03 17:56:41 UTC by Trevor