



**Morgan**

**Medium Expedition Shuttle**

|                   |   |
|-------------------|---|
| Medium Spacecraft |   |
| Defense Value     | 14 (base 10, +2 size, +2 Handling)  |
| Armor             | 21 (base 15, +4 Standard, Military-Grade, +2 Extra Armor)   |
| Handling          | +2  |
| Sensors           | +4  |
| Stealth           | 2 (5 with ECMs)   |
| Stress            | 14  |
| Features          | Ion Engine, ECM (+3 to Stealth), Atmosphere Capable, Grapple, Hidden Cargo Compartment (2), Targeting Computer +4 |
| Crew              | 1 Pilot, 1 Sensors/Technician/Gunnery (optional), 10 Passengers   |
| Structural Spaces | 24 (Cargo 12 (3 hidden cargo, 10 regular cargo), Passenger 2, Control 2, Crew 1, Engine 4, Weapons 3,)            |
| Weapons           | All Arcs Chin Turret (+1 space): Hvy Laser Cannon (Close, Offense 30, Beam 1d6, 2 weapons spaces)                 |

**Hidden Cargo Compartment:** The DC to detect this cargo space or the cargo within it, whether through using sensors or simply searching for it, is increased by +10 (-1 per hidden compartment after the first)

**Beam XdX:** Whether they are based on relatively basic laser technologies or more advanced neutron or bioelectric principles, beam weapons rank as the most devastating form of weaponry. Every hit from a beam weapon that causes damage deals the listed Armor damage, in addition to any other effects, but calculated after the damage of a barrage has been determined. Beam weapons also ignore interceptors.