

# Courier:



**Specs :**

Max Acceleration 2G  
Computer Model 1 bis (+1 when firing lasers, -1 when attacked by lasers)  
Lasers 1  
Sandcasters 1  
Missile Launchers 0  
Lifeboat 1

DAMAGE TABLE						
Hit Type	M-Drive	J-Drive	Computer	Weaponry	NE	TOTAL
Turn	If > 0: No course changes	If > 0: No jumping	If > 0: No ordnance, lasers -4	If > 0: No firing	Only counts toward successive damage	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						