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===================RUNNERS DEVELOPERS NOTES====================

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1) Overview

2) Ship Build

a) Main Body

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OVERVIEW:

The ships are non-military “planet-hoppers” heavily modified to allow the pilot to (a)gather intelligence on conditions behind enemy blockades, (b)make small cargo drops, and/or (c)act as armed escorts for larger transports (cargo or personnel) to and from the blockaded planet.

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SHIP BUILD

Ships a constructed with a modular design--they have (a)a main body, (b)power plant, (c)engine, (d)four [4] thrusters, and (e)external weapon systems.

All parts and components add MASS, affect the ship’s SIGNATURE, use POWER, and add to VALUE.

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A- Main Body

The main body contains the cabin, a small living area, thee engine room, and internal cargo hold. All other components fit in or on the main body. The body gives the ships (i)durability