Ship Name					Credits			=	erien	ce	
Dewalt 					160			0			
Ship Upgrad	les				Ship's H	Hold					
Cpt. Camina	n Drummer	(Cybor	g)							Le	vel 15
Move	Fight	:	Shoot	Arm	nour	Will		Heal	th	Ge	ear
7	+3		+3	1	3	+3		17	,	6/	/ 6
Powers		Drone (11 (11)), Power	Spike (8),	Quick Ste	p (10), Re	egener	ate (10), T	empor	ary Upgr	ade
Gear		Combat A (3)	rmour (2	2), Deck (1)), Filter Ma	ask (0), H	and Wo	eapon (0),	, Pistol	(0), Rapi	d Fire
Ltn. Klaes A	shford (Tek	ker)								L	evel 0
Move	Fight	:	Shoot	Arn	nour	Will		Heal	th	Ge	ear
Move 7	Fight +2	:	Shoot +2		nour O	Will +4		Heal			
	+2		+2		0	+4		15		Ge	
7	+2	Camoufla	+2 ge (14), [1	0 (12), Data	+4 a Knock (14), Dr	15 one (12)		Ge	
7 Powers	+2	Camoufla	+2 ge (14), [1 Data Jump	0 (12), Data armour (1)	+4 a Knock (14), Dr	15 one (12)		Ge	
<mark>7</mark> Powers Gear	+2	Camoufla Carbine (2	+2 ge (14), [2), Knife (10 Data Jump 0), Light A (40 ¥)	0 (12), Data armour (1)	+4 a Knock (), Medic k chfinde	14), Dro Kit (1), F	15 one (12)		5,	(100 ¥)
7 Powers Gear 2x Hacker	+2	Camoufla Carbine (2 ur Will	+2 ge (14), [2), Knife (10 Data Jump 0), Light A (40 ¥)	0 (12), Data armour (1) 1x Pat	+4 a Knock (), Medic k chfinde	14), Dro Kit (1), F	15 one (12) Picks (1)		5,	(100 ¥)
Powers Gear 2x Hacker Move Fight 6 +1	+2 Shoot Armo	Camoufla Carbine (2 ur Will +1	+2 ge (14), [2), Knife (Health 12	Data Jump 0), Light A (40 ¥) Gear	(12), Data armour (1) 1x Pat Move	+4 a Knock (a, Medic k chfinde Fight +3	14), Dro (it (1), F r Shoot +3	15 one (12) Picks (1) Armour	will +2 tation (Ge 5, Health 14 Grenade,	(100 ¥) Gear 0/1 Smoke
7 Powers Gear 2x Hacker Move Fight 6 +1 Gear P	+2 Shoot Armo +1 10	Camoufla Carbine (2 ur Will +1	+2 ge (14), [2), Knife (Health 12 ur, Knife	Data Jump 0), Light A (40 ¥) Gear	0 (12), Data armour (1) 1x Pat Move 7	+4 a Knock (a, Medic k chfinde Fight +3	14), Dro (it (1), F r Shoot +3	one (12) Picks (1) Armour 10 Fragmen	will +2 tation (Ge 5, Health 14 Grenade,	(100 ¥) Gear 0/1 Smoke
7 Powers Gear 2x Hacker Move Fight 6 +1	+2 Shoot Armo +1 10	Camoufla Carbine (2 ur Will +1 ght Armou	+2 ge (14), [2), Knife (Health 12 ur, Knife	10 Data Jump 0), Light A (40 ¥) Gear 0/1	0 (12), Data armour (1) 1x Pat Move 7	+4 a Knock (a, Medic k chfinde Fight +3	14), Dro (it (1), F r Shoot +3	one (12) Picks (1) Armour 10 Fragmen	will +2 tation (Ge 5, Health 14 Grenade,	(100 ¥) Gear 0/1 Smoke
Powers Gear 2x Hacker Move Fight 6 +1 Gear P	+2 Shoot Armo +1 10 Pistol, Deck, Lig	Camoufla Carbine (2 ur Will +1 ght Armou	+2 ge (14), [2), Knife (Health 12 ur, Knife	10ata Jump 0), Light A (40 ¥) Gear 0/1 (100 ¥)	0 (12), Data armour (1) 1x Pat Move 7	+4 a Knock (a, Medic k chfinde Fight +3	14), Dro (it (1), F r Shoot +3	one (12) Picks (1) Armour 10 Fragmen	will +2 tation (Ge 5, Health 14 Grenade,	(100 ¥) Gear 0/1 Smoke