Session No.	Notes	CP Given
1		
2		

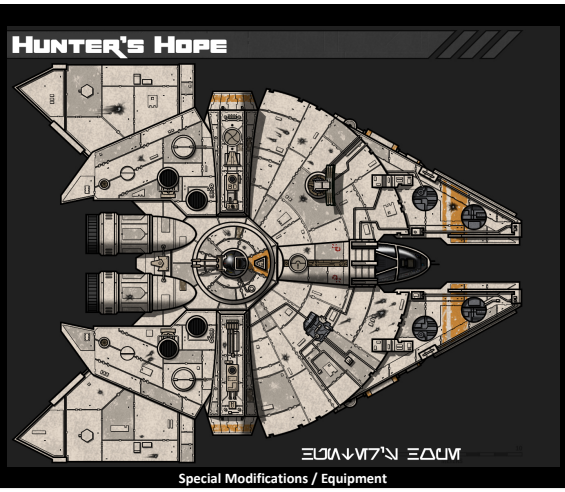
NPCs/Contacts	Description

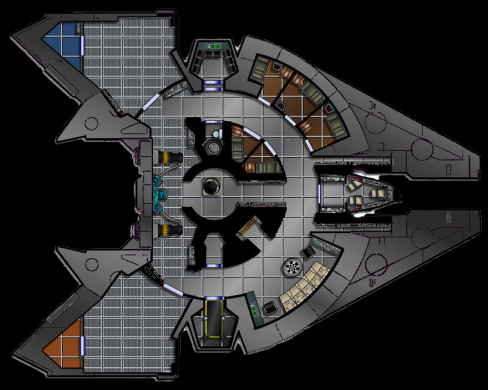
Locations	Description

Side Jobs/Gigs Contact	Description	Type	Pay Rcvd.?	Notes

Bounties	Description	Status	Reward	Notes
		Open		
		Open		
		Open		
		Open		

Credits	Special Equipment / Ship Cargo	Misc. Info/Notes/Pending Items/Etc.
5000		





Special Modifications / Equipment	Known Docking Bays & Spaceports Procedures/Regulations/Notes	Hyperspace Jumps
Comar F-2 Light Ion Cannon (GG:6 Page 40)		1

Astrogation Navcomputer. https://deltafolee.ddns.net/navcomp/

Astrogation Database. https://www.theswden.net/rons-rpg-sites/star-wars-guilded-shadows-d6/star-wars-d6-astrogatiopn/

Maintenance. **After every 20 hyperspace jumps, a ship should have a complete overhaul and certain components of the engines should be replaced. It's up to the gamemaster to decide what happens to ships that don't get the overhaul. A complication on the Wild Die might mean the hyperdrive misjumps, or even blows out. The cost of a maintenance overhaul is around 1,000 credits on the average, but vessels that have been heavily modified or see an inordinately high amount of usage can cost as much as 5,000 credits (pg. 31, GG 6).**