

Ship Name		Quest Clues	Rumors	Story Points	Credits
Rivals	Patrons	Crew Size	Local Currency Amount	Planet	Debris: Each Turn roll 1D6 per unit of Debris. On a 6 sell Debris for 1 Credit
Weapons / Gear / Gadgets		Upkeep			
			Alien Relics: trade 1 per turn for a Trade roll		
			Spare Parts: add +1 to repair roll per part		
			Basic Supplies: eliminate character upkeep for 1 turn		