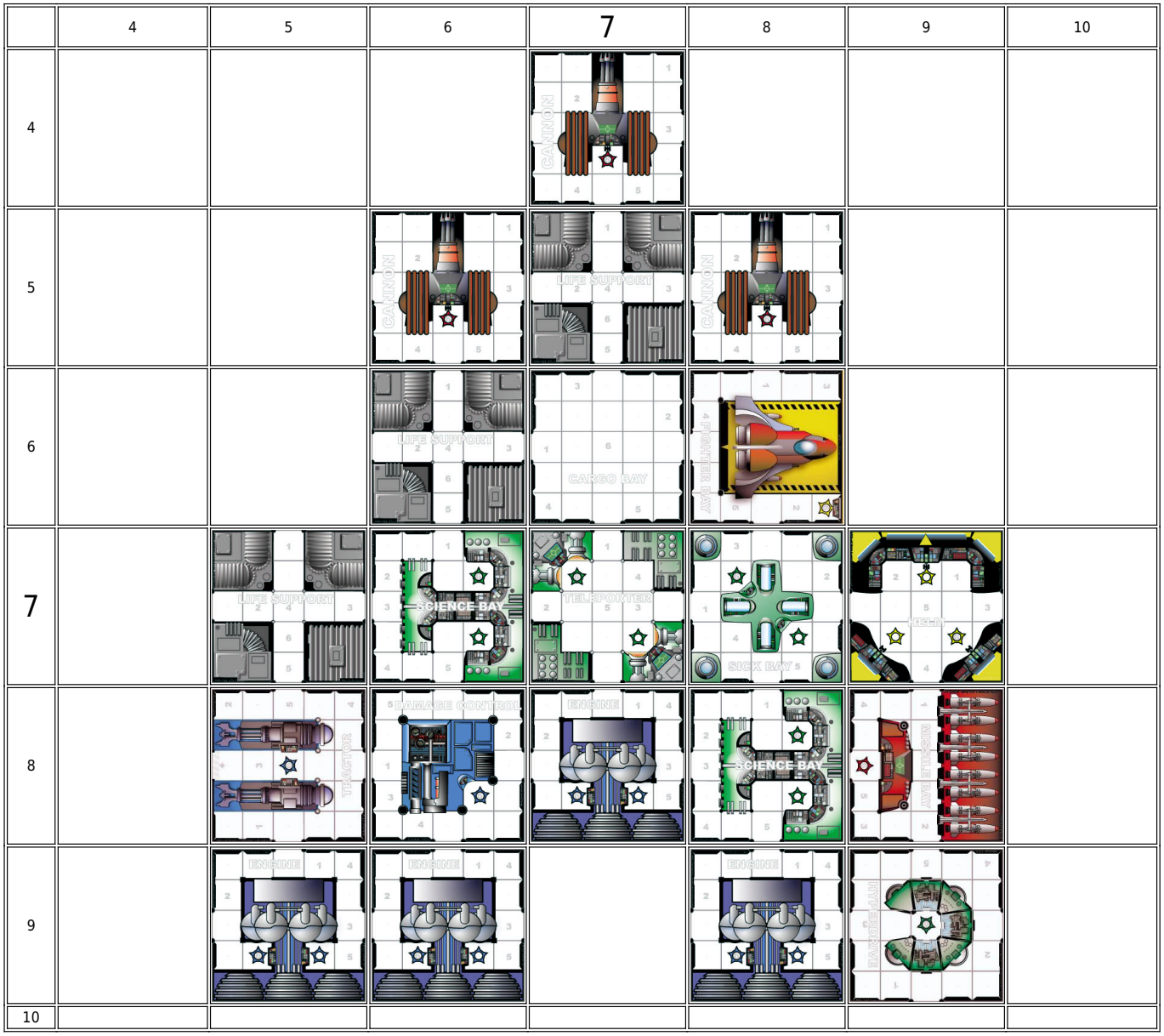
UREF Compensator



Upgrades

All modules except for the Fighter Bay, Damage Control and Hyperspace modules are upgraded. Note - the Hyperspace module cannot be upgraded. Fighter Bay: -Human Fighter (+1 helm): [Upgraded Helm (+2 helm total)], [Upgraded Combat (+1 combat)], [Armoured: -1 damage to occupants], [No engineering upgrade]

Bots

Combat Droids (2): - Armour plating Science Droid (1): - Medkit, +1 Science

Spare Modules

Mine Layer, Cargo Bay, Helm.

Cargo Bay Items

- Targetting computer (Multibarrel): [upgraded] A chosen configuration of cannon has +2.
- Targetting computer (Blast): A chosen configuration of cannon has +1.
- Local Life Support: Adds life support for one more character to the ship. If it is the only life support left on a ship, acts as EVA for all characters.
- Telechute: Place 2 teleport markers anywhere on the ship. Anyone may move from one to the other as though they were adjacent. If the Telechute is damaged, the teleport markers no longer function.
- Spare Fighter: Xallaxian?
- Power Armour

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