

GALAXY PIRATES



ALIEN CARRIER

Alien Carrier

A typical carrier built by many races from a design handed down from antiquity. All spacefaring races have some version of this carrier.

Stock Alien Carrier

The modern carrier's heavy laser arrays engage multiple targets, in multiple arcs. The mass driver in the forward mount and torpedo launchers in the turret ensure it can hold its own.

STOCK ALIEN CARRIER TIER 12 (350 Build Points)

Gargantuan Carrier

Speed 4; Maneuverability poor (+1 Piloting, turn 3)

AC 23; TL 23

HP 330; DT 10; CT 66

Shields basic 200 (forward 60, port 40, starboard 40, aft 60)

Attack (Forward) Mass Driver (2d6x10)

Attack (Port) Heavy Laser Array (6d4)

Attack (Starboard) Heavy Laser Array (6d4)

Attack (Turret) Light Plasma Torpedo Launcher (3d8)

Attack (Turret) Light Plasma Torpedo Launcher (3d8)

Power Core Gateway Heavy (400 PCU); **Drift Engine** signal basic;

Systems Common crew quarters, MK2 Trinode computer, advanced mid-range sensors, mk 5 armor, mk 6 defenses

Expansion Bays Hangar Bays (2)

Modifiers +2 to any three checks; +1 Piloting; +4 Computers

CREW

Captain Bluff +27 (12 ranks), Computers +26 (12 ranks), Diplomacy +27 (12 ranks), Engineering +22 (12 ranks), gunnery +22, Piloting +23 (12 ranks)

Engineer Engineering +22 (12 ranks)

Gunners (5) gunnery +22

Pilot Piloting +28 (12 ranks)

Science Officer Computers +26 (12 ranks)

Advanced Alien Carrier

Built to command fleets or given to particularly well respected independent commanders. The carrier has more power, better computers and defensive systems than the standard model.

ADVANCED ALIEN CARRIER TIER 14 (450 Build Points)

Gargantuan Carrier

Speed 6; Maneuverability poor (+0 Piloting, turn 3)

AC 25; TL 26

HP 330; DT 10; CT 66

Shields basic 200 (forward 60, port 40, starboard 40, aft 60)

Attack (Forward) Persistent Particle Beam Cannon (2d10x10)

Attack (Port) Heavy Laser Array (6d4)

Attack (Starboard) Heavy Laser Array (6d4)

Attack (Turret) 2x fire linked Persistent Particle Beams (20d6)

Power Core Gateway Ultra (500 PCU); **Drift Engine** signal basic;

Systems Common crew quarters, MK3 Trinode computer, advanced mid-range sensors, mk 5 armor, mk 7 defenses

Expansion Bays Hangar Bays (2), Escape Pods

Modifiers +3 to any three checks; +0 Piloting; +4 Computers

CREW

Captain Bluff +30 (14 ranks), Computers +29 (14 ranks), Diplomacy +30 (14 ranks), Engineering +25 (14 ranks), gunnery +25, Piloting +25 (14 ranks)

Engineer Engineering +25 (14 ranks)

Gunners (5) gunnery +25

Pilot Piloting +30 (14 ranks)

Science Officer Computers +29 (14 ranks)

Degenerate Alien Carrier

This carrier is held together with field repairs and good intentions. Often fielded by colonial militias or well off pirates, no two are exactly alike.

DEGENERATE ALIEN CARRIER TIER 11 (310 Build Points)

Gargantuan Carrier

Speed 4; Maneuverability poor (+1 Piloting, turn 3)

AC 21; TL 21

HP 330; DT 10; CT 66

Shields basic 160 (forward 48, port 32, starboard 32, aft 48)

Attack (Forward) Mass Driver (2d6x10)

Attack (Port) Heavy Laser Array (6d4)

Attack (Starboard) Heavy Laser Array (6d4)

Attack (Turret) Light Plasma Torpedo Launcher (3d8)

Attack (Turret) Light Plasma Torpedo Launcher (3d8)

Power Core Gateway Light (300 PCU); **Drift Engine** signal basic;

Systems Common crew quarters, basic ship's computer, advanced mid-range sensors, mk 4 armor, mk 4 defenses

Expansion Bays Hangar Bays (2), Escape Pods

Modifiers +1 Piloting; +4 Computers

CREW

Captain Bluff +25 (11 ranks), Computers +24 (11 ranks), Diplomacy +25 (11 ranks), Engineering +20 (11 ranks), gunnery +20, Piloting +21 (11 ranks)

Engineer Engineering +20 (11 ranks)

Gunners (5) gunnery +20

Pilot Piloting +26 (11 ranks)

Science Officer Computers +24 (11 ranks)

Enhanced Alien Carrier

The most powerful carrier ever built, this model makes a statement wherever it goes.

ENHANCED ALIEN CARRIER TIER 16 (600 Build Points)

Gargantuan Carrier

Speed 8; Maneuverability poor (-1 Piloting, turn 3)

AC 28; TL 28

HP 360; DT 10; CT 72

Shields basic 420 (forward 126, port 84, starboard 84, aft 126)

Attack (Forward) Super X-Laser Cannon (3d4x10)

Attack (Port) Heavy Laser Array (6d4)

Attack (Starboard) Heavy Laser Array (6d4)

Attack (Turret) 2x fire linked Persistent Particle Beams (20d6)

Power Core Gateway Ultra/Light (500/300 PCU);

Drift Engine signal basic;

Systems Common crew quarters, MK3 Trinode computer, basic long-range sensors, mk 6 armor, mk 7 defenses, 16 Complex Control Modules for Fighters in the Hangar Bays

Expansion Bays Power Core Housing, Hangar Bays (2), Escape Pods

Modifiers +3 to any three checks; -1 Piloting; +2 Computers

CREW

Captain Bluff +33 (16 ranks), Computers +30 (16 ranks), Diplomacy +33 (16 ranks), Engineering +28 (16 ranks), gunnery +28, Piloting +27 (16 ranks)

Engineer Engineering +28 (16 ranks)

Gunners (5) gunnery +28

Pilot Piloting +32 (16 ranks)

Science Officer Computers +30 (16 ranks)

The Enhanced Carrier can control (16) 1/2 Tier Fighters such as the:
Eldred Heavy Fighter *Eldred Interceptor*
Advanced Pirate Gun-Fighter *Heavy Armor Pirate Fighter*
Heavy Gun Pirate Fighter *Stock Strike Fighter*

ALIEN CARRIER

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