

GALAXY PIRATES



ARMED SHUTTLE

Armed Shuttle

A reinforced passenger shuttle for corporate executives or well off merchants.

Stock Armed Shuttle

Used by small corporations to transport their executives, this armed shuttlecraft is capable of protecting itself from random attackers.

STOCK ARMED SHUTTLE TIER 3 (95 Build Points)

Small light freighter

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 19; **TL** 17

HP 40; **DT** n/a; **CT** 8

Shields Light 50 (forward 13, port 12, starboard 12, aft 13)

Attack (Forward) flak thrower (3d4), light torpedo launcher (2d8)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Power Core(s) Pulse Black (120 PCU); **Drift Engine** Signal Basic

Systems basic short-range sensors, crew quarters (common), mk 5 armor, mk 4 defenses, mk 3 duonode computer

Expansion Bays passenger seating, escape pods, cargo hold

Modifiers +3 any two checks per round, +2 Computers, +1 Piloting;

Complement 7

CREW

Captain Bluff +12 (3 ranks), Computers +9 (3 ranks), Diplomacy +12 (3 ranks), Engineering +8 (3 ranks), gunnery +8, Intimidate +12 (3 ranks), Piloting +8 (3 ranks)

Engineer Engineering +8 (3 ranks)

Gunner (1 officer, 2 crew) gunnery +7

Pilot Computers +9 (3 ranks), gunnery +8, Piloting +13 (3 ranks)

Science Officer Computers +9 (3 ranks)

Armed and Armored Shuttle

Used by powerful corporations to transport their executives, this armed shuttlecraft relies on escorts deal with determined attackers.

ARMED AND ARMORED SHUTTLE TIER 5 (135 Build Points)

Small light freighter

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 23; **TL** 21

HP 50; **DT** n/a; **CT** 10

Shields Medium 90 (forward 23, port 22, starboard 22, aft 23)

Attack (Forward) coilgun (4d4), light torpedo launcher (2d8)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Attack (Turret) coilgun (4d4)

Power Core(s) Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems basic medium-range sensors, crew quarters (common), mk 7 armor, mk 6 defenses, mk 3 duonode computer;

Expansion Bays passenger seating, escape pods, cargo hold

Modifiers +3 any two checks per round, +2 Computers, +1 Piloting;

Complement 8

CREW

Captain Bluff +14 (5 ranks), Computers +11 (5 ranks),

Diplomacy +14 (5 ranks), Engineering +9 (5 ranks), gunnery +11,

Intimidate +14 (5 ranks), Piloting +10 (5 ranks)

Engineer Engineering +9 (5 ranks)

Gunner (1 officer, 3 crew) gunnery +11

Pilot Computers +11 (5 ranks), gunnery +11, Piloting +15 (5 ranks)

Science Officer Computers +11 (5 ranks)

Degenerate Armed Shuttle

Private companies charter these armed shuttlecraft for aspiring merchants and celebrities. They are sometimes used as courier ships in the off season.

DEGENERATE ARMED SHUTTLE TIER 2 (75 Build Points)

Small light freighter

Speed 6; **Maneuverability** good (turn 1); **Drift** 1

AC 17; **TL** 17

HP 40; **DT** n/a; **CT** 8

Shields Basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) flak thrower (3d4), light torpedo launcher (2d8)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Power Core(s) Pulse Gray (100 PCU); **Drift Engine** Signal Basic

Systems basic short-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses, mk 2 duonode computer;

Expansion Bays passenger seating, escape pods, cargo hold

Modifiers +2 any two checks per round, +2 Computers, +2 Piloting;

Complement 7

CREW

Captain Bluff +12 (2 ranks), Computers +9 (2 ranks),

Diplomacy +12 (2 ranks), Engineering +7 (2 ranks), gunnery +7,

Intimidate +12 (2 ranks), Piloting +9 (2 ranks)

Engineer Engineering +7 (2 ranks)

Gunner (1 officer, 2 crew) gunnery +7

Pilot Computers +9 (2 ranks), gunnery +7, Piloting +14 (2 ranks)

Science Officer Computers +9 (2 ranks)

Enhanced Armed Shuttle

Used by powerful multi-system corporations to transport their executives in comfort, this armed shuttlecraft can defend itself while its escorts deal with more determined attackers.

ENHANCED ARMED SHUTTLE TIER 8 (205 Build Points)

Small light freighter

Speed 10; **Maneuverability** good (turn 2); **Drift** 1

AC 33; **TL** 31

HP 60; **DT** n/a; **CT** 12

Shields Medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) coilgun (4d4), high explosive missile launcher (4d8)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Attack (Turret) coilgun (4d4)

Power Core(s) Pulse Blue (200 PCU); **Drift Engine** Signal Basic

Systems advanced medium-range sensors, crew quarters (good), mk 10 armor, mk 10 defenses, mk 4 duonode computer

Security biometric locks

Expansion Bays passenger seating, escape pods, cargo hold

Modifiers +4 any two checks per round, +4 Computers, +1 Piloting;

Complement 8

CREW

Captain Bluff +21 (8 ranks), Computers +20 (8 ranks),

Diplomacy +21 (8 ranks), Engineering +16 (8 ranks), gunnery +16,

Intimidate +21 (8 ranks), Piloting +17 (8 ranks)

Engineer Engineering +16 (8 ranks)

Gunner (1 officer, 3 crew) gunnery +16

Pilot Computers +20 (8 ranks), gunnery +16, Piloting +22 (8 ranks)

Science Officer Computers +20 (8 ranks)



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