

GALAXY PIRATES



INTERMEDIATE CRUISER

Eldred Intermediate Cruiser

A prototype Light Cruiser for system defense and long range patrols.

ELDRED INTERMEDIATE CRUISER TIER 4 (115 BP)

Large Destroyer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 16; **TL** 17

HP 170; **DT** n/a; **CT** 34

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

Attack (Forward) light particle beam (3d6), light torpedo launcher (2d8)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) light laser cannon (2d4)

Power Core(s) Arcus Heavy (130 PCU); **Drift Engine** Signal Basic

Systems budget medium-range sensors, crew quarters (good), mk 3 armor, mk 4 defenses, basic computer;

Expansion Bays medical bay, escape pods, recreation suite (gym), cargo hold

Modifiers +1 Piloting; **Complement** 6

CREW

Captain Bluff +15 (4 ranks), Computers +10 (4 ranks), Diplomacy +15 (4 ranks), Engineering +10 (4 ranks), gunnery +11, Intimidate +15 (4 ranks), Piloting +11 (4 ranks)

Engineer Engineering +10 (4 ranks)

Gunners (1 officer, 1 crew) gunnery +11

Pilot Computers +10 (4 ranks), gunnery +11, Piloting +16 (4 ranks)

Science Officer Computers +10 (4 ranks)

Light Cruiser – Large Destroyer *Computer* check DCs

DC 18 – Large Destroyer; Speed 6, Average Maneuverability, Crew Six.

DC 23 – AC 16, TL 17, 170 Hull Points, 40 Shields, Power Core 130

DC 28 – Forward facing light particle beam

Port and Starboard light laser cannon

Turreted light laser cannon

Forward facing Light Torpedo Launcher

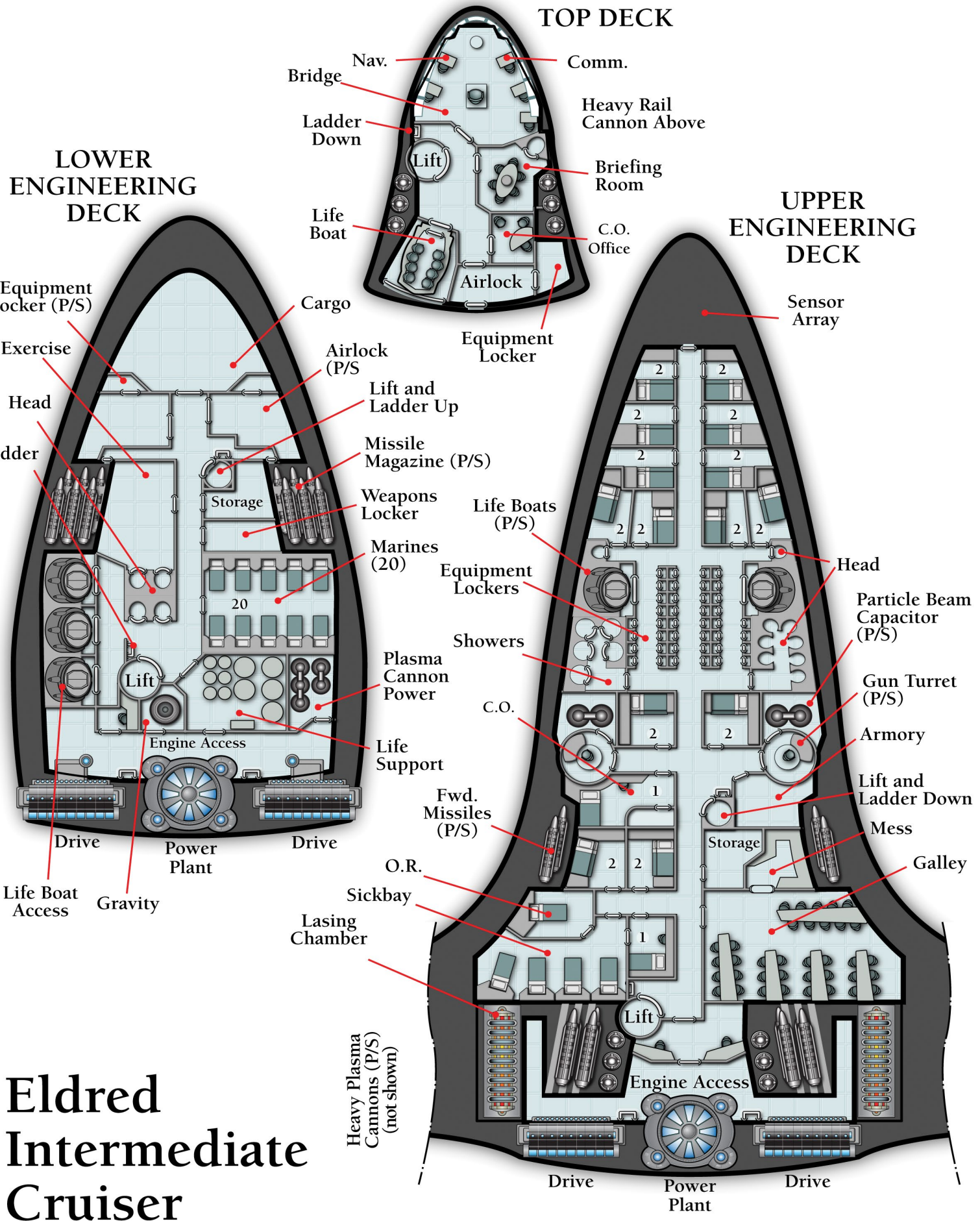
DC 33 – Rec area (gym), Medical Bay, Escape Pods, 1 cargo bays.

Intermediate Model Cruiser

Designed by the Eldred Admiralty as a light, armed craft intended to bridge the gap between the older and newer generations of Light Cruiser. The ship and her small crew complement was intended to test new systems and design techniques. The class needed to be so cheap the admiralty could build all the hulls required to protect their long border with the Slavern, at least enough to make a difference. Thus the design was limited and plagued by power distribution problems. Early trials were cut short when it was determined that the ship couldn't power shields, weapons, and thrusters concurrently. The Admiralty quickly revised their requirements, settling on those found in the New Model Cruiser (*Eldred Light Cruiser Tier 5*).

The first ship in the class was named after Corbin's Hold, a battle from the Slavern and Eldred War that the Eldred did not win, which tells you how the engineer that designed the ship felt about the final prototype. Several ships were built, all named after stars and colonies where famous battles took place, none of them are in military service.





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