

PIRATE CRUISER

Evil Robot Games

Eldred Pirate Cruiser

A rare Light Cruiser modified by an Eldred Captain turned pirate. This ship has never attacked other Eldred ships.

ELDRED PIRATE CRUISER TIER 6

DESTROYER

Size Large

Speed 8; **Maneuverability** average (+0 Piloting, turn 2)

AC 19; TL 19

HP 170; DT —; CT 34

Shields basic 60 (forward 20, port 10, starboard 10, aft 20)

Attack (Forward) fire linked Heavy Laser Cannons (8d8)

Attack (Forward) light torpedo launcher (2d8)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Attack (Aft) none

Attack (Turret) coilgun (4d4)

Power Core Arcus Max (200 PCU); Drift Engine Signal Basic;

Systems basic computer, budget mid-range sensors, crew quarters (good), mk 4 armor, mk 4 defenses; **Expansion**

Bays rec area (gym), medical bay, escape pods, cargo bay

 $\label{eq:minimum Crew 6; Maximum Crew 20} Minimum Crew 6; Maximum Crew 20$

Modifiers +0 Piloting; Complement 12

CREW

Captain Bluff +18 (6 ranks), Computers +13 (6 ranks), Diplomacy +18 (6 ranks), Engineering +13 (6 ranks), gunnery +13, Piloting +13 (6 ranks)

Engineer Engineering +13 (6 ranks)

Gunners (5) gunnery +13 **Pilot** Piloting +18 (6 ranks)

Science Officer Computers +13 (6 ranks)

Light Cruiser – Large Destroyer *Computer* check DCs

 $\ensuremath{\mathsf{DC}}\xspace\,20$ – Large Destroyer, Speed 8, Average Maneuverability, Crew Twelve.

DC 25 - AC 19, TL 19, 170 Hull Points, 60 Shields, Power Core 200

DC 30 - Two forward facing Heavy Laser Cannons

Port and Starboard Gyrolasers

Turreted Coilgun

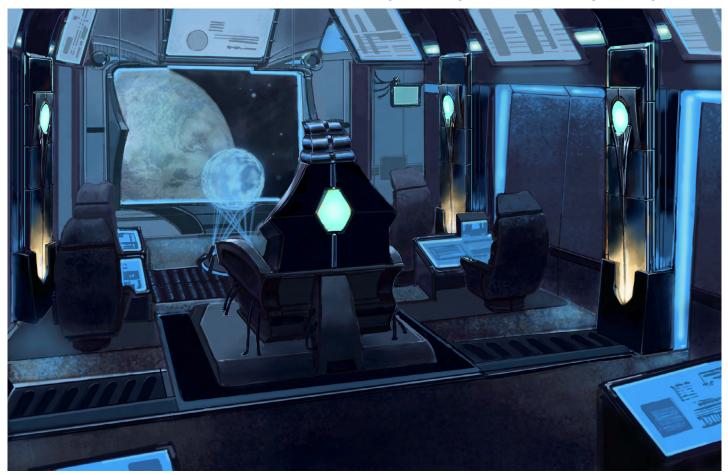
Forward facing Light Torpedo Launcher

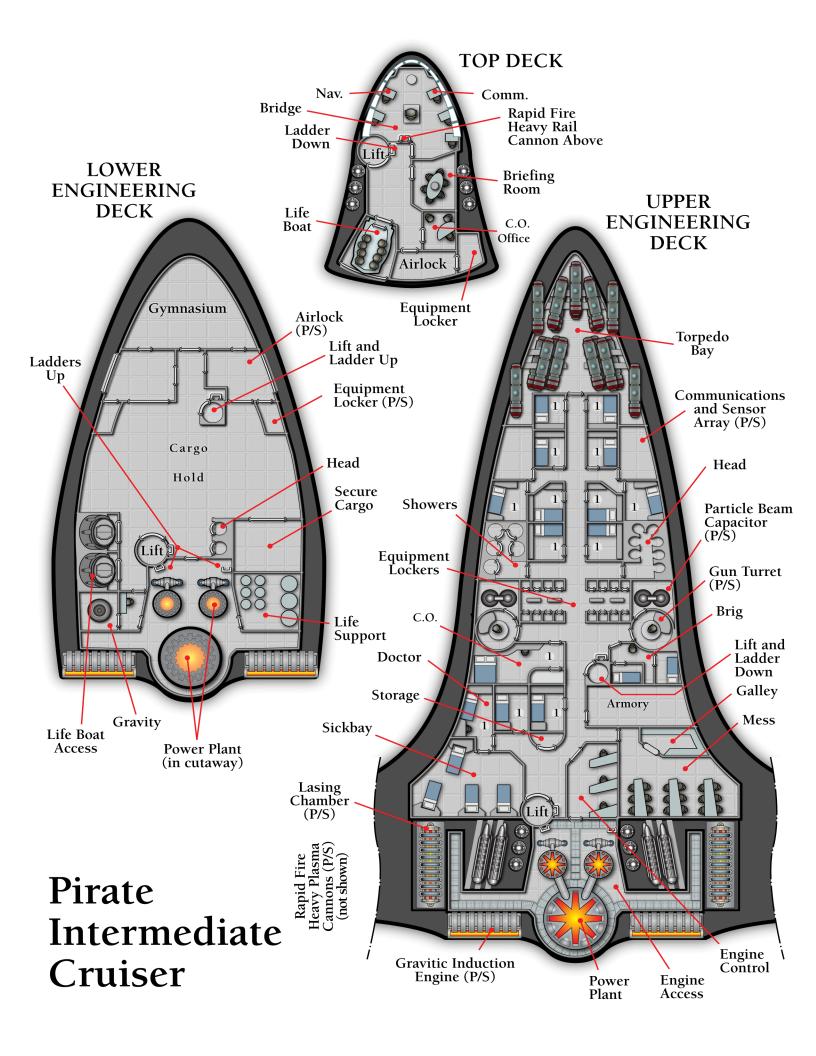
DC 30 - Rec area (gym), Medical Bay, Escape Pods, 1 cargo bays.

Intermediate Model Cruiser

Designed by the Eldred Admiralty as a light, well-armed craft intended to bridge the gap between the older and newer generations of Light Cruiser, this ship and her small crew complement was intended to test new systems and design techniques. Limited and plagued by power distribution problems, the ship's trials were cut short when it was determined that this model couldn't power its 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*).

This ship, liberated by its new owner, sports an array of wide-arc capable gyro lasers on each side of the vessel, and a set of fixed-forward Heavy Laser Cannons on the wings. The new owner also somehow convinced an engineer to cram a reactor powerful enough to power everything on the ship into the vessel without compromising the hull. The design-specified Marine barracks has been replaced with an ample amount of cargo space. This custom configuration also rounds out the changes with newer-model Gravitic Induction Engines, and tops off its offense with a pair of Torpedo tubes.





PIRATE CRUISER

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