

GALAXY PIRATES



INTERCEPTOR

Evil Robot Games

Eldred Interceptor

Built for speed, the Eldred Interceptor sacrifices durability for performance. Two fire-linked Gyrolasers are complimented by high-quality defensive systems.

ELDRED INTERCEPTOR TIER 1/2

Tiny Interceptor

Speed 12; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 17; **TL** 17

HP 30; **DT** —; **CT** 6

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) 2x fire linked Gyrolasers (4d8)

Power Core Micron Heavy (70 PCU); **Drift Engine** none;

Systems basic computer, budget short-range sensors, mk 4 armor, mk 4 defenses; **Expansion Bays** none

CREW

Pilot gunnery +5, Piloting +11 (1 rank)

Interceptor – Tiny Interceptor *Computer* check DCs

DC 14 – Tiny Interceptor, Speed 12, Perfect Maneuverability, Crew One.

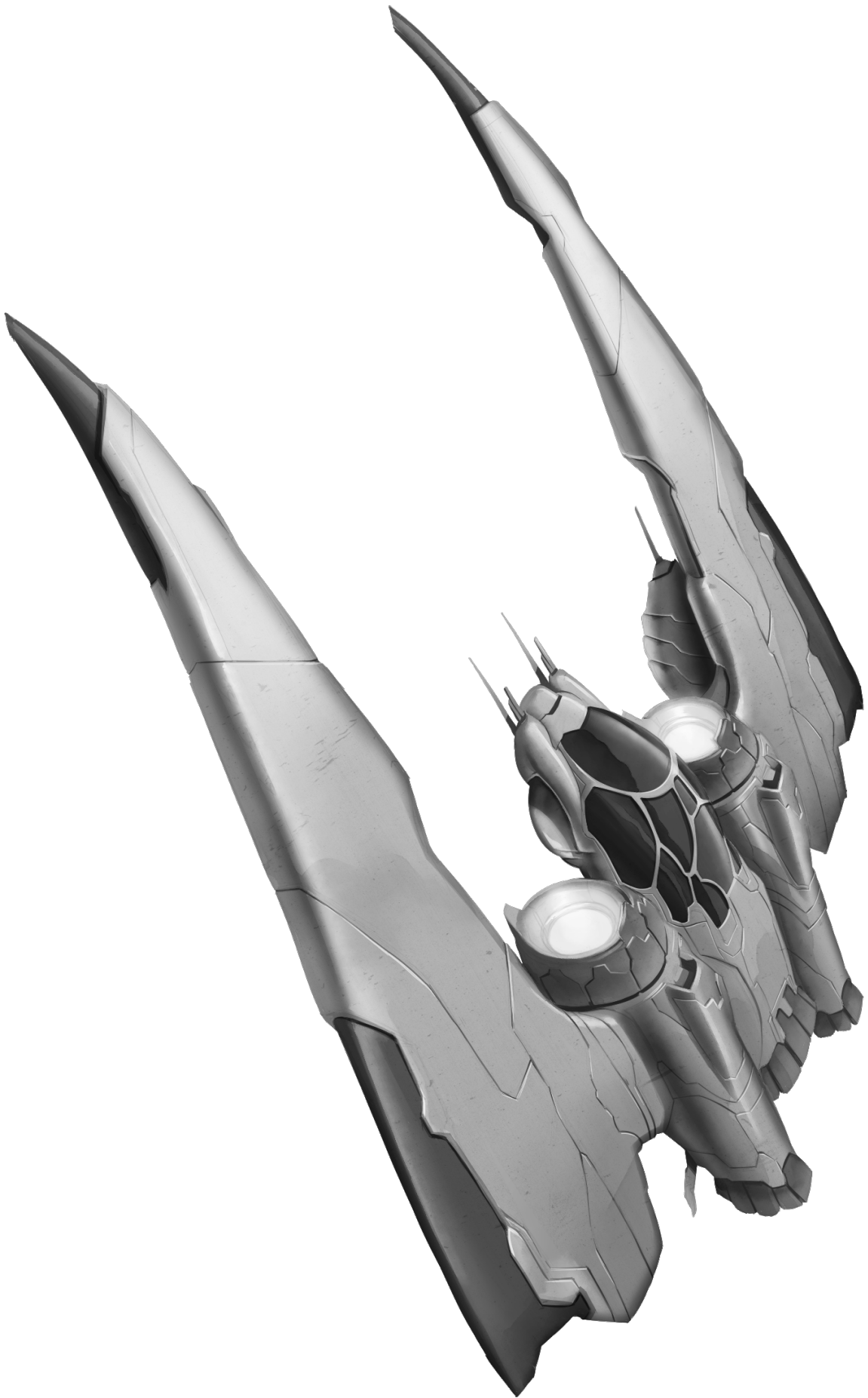
DC 19 – AC 17, TL 17, 30 Hull Points, 10 Shields, Power Core 70

DC 24 – Forward facing fire linked Gyrolasers.

DC 29 – No expansion bays or cargo bays.

Interceptor History

With short range weapons and fast engines, the Eldred Interceptor is made to close with enemy fighters and keep them engaged until heavier fighters and warships can arrive. As a system defense fighter it can often close with an enemy in time to chase them off their objective.



INTERCEPTOR

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