

GALAXY PIRATES



PIRATE FIGHTER

Pirate Fighter

This fighter comes in several different configurations and is used by many pirate groups and private security forces.

Stock Pirate Fighter

Equipped with a gyrolaser, this fighter has the standard defenses, speed and sensors for a cheap front line fighter.

PIRATE FIGHTER STOCK TIER 1/3 (30 Build Points)

Tiny Interceptor

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

AC 16; **TL** 16

HP 30; **DT** —; **CT** 6

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

Attack (Forward) gyrolaser (1d8)

Power Core Micron Light (50 PCU); **Drift Engine** none;

Systems basic computer, budget short-range sensors, mk 3

armor, mk 3 defenses; **Expansion Bays** none

Modifiers +2 Piloting; +0 Computers

CREW

Pilot gunnery +5, Piloting +12 (1 rank)

Ace Custom Fighter

Even better than the Advanced Gun-Fighter. This model is only used by high class criminals, private military or security forces.

ACE CUSTOM FIGHTER TIER 2 (75 Build Points)

Tiny Fighter

Speed 12; **Maneuverability** good (+1 Piloting, turn 1)

AC 17; **TL** 17

HP 35; **DT** —; **CT** 7

Shields light 60 (forward 18, port 12, starboard 12, aft 18)

Attack (Forward) coilgun (4d4)

Attack (Forward) light torpedo launcher (2d8)

Attack (Aft) light laser cannon (2d4)

Power Core Pulse Black (120 PCU); **Drift Engine** signal basic;

Systems MK2 mononode computer, basic mid-range sensors, mk 5

armor, mk 6 defenses; **Expansion Bays** none

Modifiers +2 any one check per round; +0 Piloting; +2 Computers

CREW

Pilot gunnery +7, Piloting +12 (2 ranks)

Advanced Gun-Fighter

Built around a coilgun, this fighter can engage at long range, has better overall defense, speed and computer systems than the cheaper models. This model is often used by a better class of criminal and private security forces.

PIRATE FIGHTER ADVANCED TIER 1/2 (40 Build Points)

Tiny Interceptor

Speed 10; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 17; **TL** 17

HP 30; **DT** —; **CT** 6

Shields basic 20 (forward 6, port 4, starboard 4, aft 6)

Attack (Forward) coilgun (4d4)

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

Systems MK1 mononode computer, budget short-range sensors, mk 4

armor, mk 4 defenses; **Expansion Bays** none

Modifiers +1 any one check per round; +2 Piloting; +0 Computers

CREW

Pilot gunnery +5, Piloting +12 (1 rank)

Degenerate Gun-Fighter

This fighter is the cheapest model flown by many pirate groups. While very short range, the flak throwers allow the fighters some missile defense.

DEGENERATE PIRATE GUNFIGHTER TIER 1/4 (25 Build Points)

Tiny Racer

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

AC 15; **TL** 15

HP 20; **DT** —; **CT** 4

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

Attack (Forward) flak thrower (3d4)

Power Core Micron Light (50 PCU); **Drift Engine** none;

Systems basic computer, cut-rate short-range sensors, mk 2

armor, mk 2 defenses; **Expansion Bays** none

Modifiers +2 Piloting; -2 Computers

CREW

Pilot gunnery +5, Piloting +12 (1 rank)

Degenerate Laser-Fighter

Another cheap fighter used by pirate groups, the lasers have longer engagement range than the Gun-Fighter, and cover all firing arcs.

DEGENERATE PIRATE LASER-FIGHTER TIER 1/4 (25 Build Points)

Tiny Racer

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

AC 15; **TL** 15

HP 20; **DT** —; **CT** 4

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

Attack (Forward) gyrolaser (1d8)

Attack (Aft) light laser (2d4)

Power Core Micron Light (50 PCU); **Drift Engine** none;

Systems basic computer, cut-rate short-range sensors, mk 2

armor, mk 2 defenses; **Expansion Bays** none

Modifiers +2 Piloting; -2 Computers

CREW

Pilot gunnery +5, Piloting +12 (1 rank)

Heavy Armored Fighter

With heavier armor and shields than the stock fighter, the heavy armor model is harder to hit than the stock fighter, though many would argue the *Advanced Fighter* is a better all around combatant.

HEAVY ARMORED FIGHTER TIER 1/2 (40 Build Points)

Tiny Interceptor

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

AC 18; **TL** 18

HP 30; **DT** —; **CT** 6

Shields basic 20 (forward 6, port 4, starboard 4, aft 6)

Attack (Forward) gyrolaser (1d8)

Power Core Micron Light (50 PCU); **Drift Engine** none;

Systems basic computer, budget short-range sensors, mk 5

armor, mk 6 defenses; **Expansion Bays** none

Modifiers +2 Piloting; +0 Computers

CREW

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

Heavy Gun-Fighter

Built around a chain cannon, this fighter and its kindred are meant to take down big ships once their shields are down. It also chews through other fighters and shuttles fairly rapidly.

HEAVY GUN-FIGHTER TIER 1/2 (40 Build Points)

Tiny Interceptor

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

AC 16; **TL** 16

HP 30; **DT** —; **CT** 6

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

Attack (Forward) chain cannon (6d4)

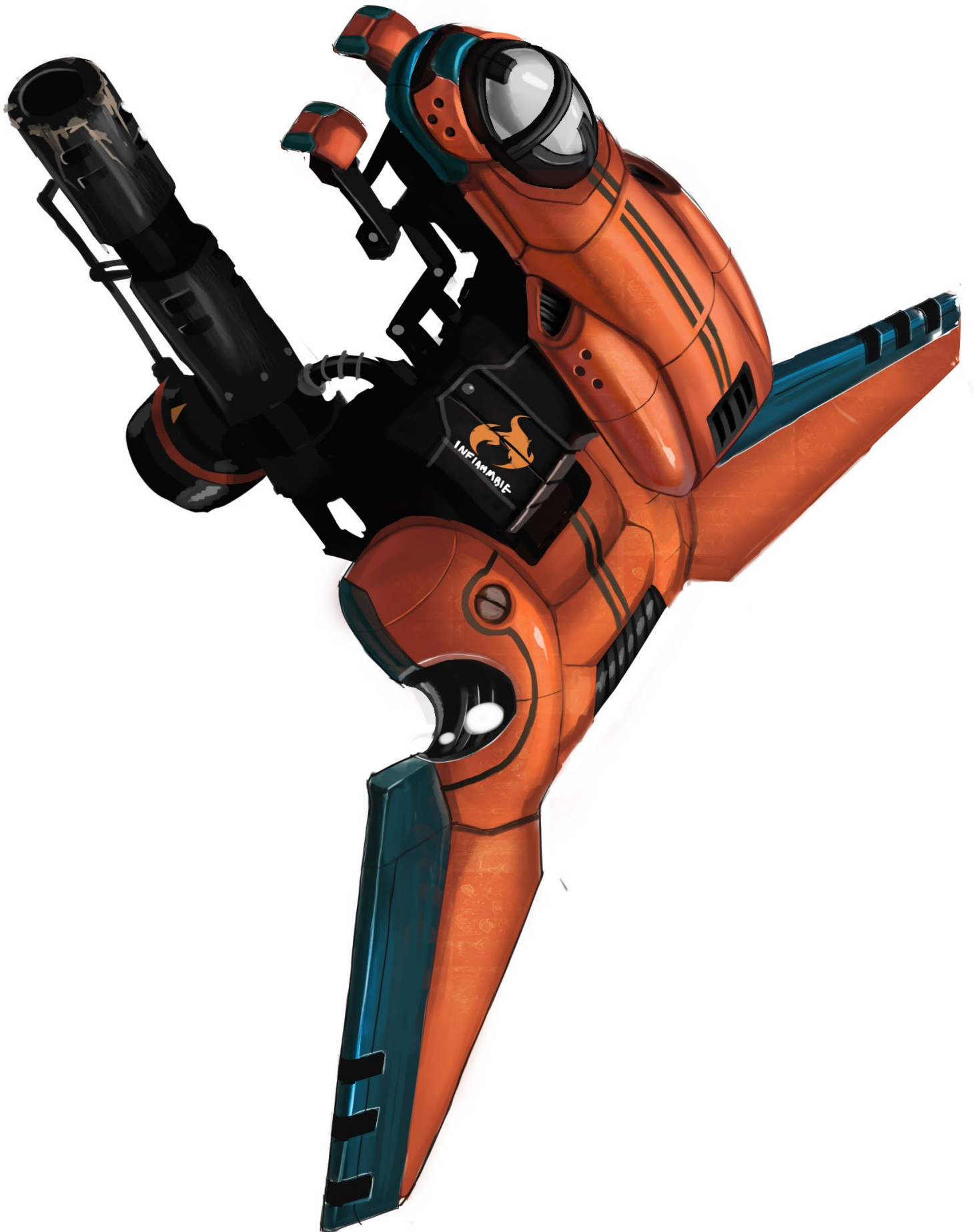
Power Core Micron Light (50 PCU); **Drift Engine** none;

Systems basic computer, budget short-range sensors, mk 3 armor, mk 3 defenses; **Expansion Bays** none

Modifiers +2 Piloting; +0 Computers

CREW

Pilot gunnery +5, Piloting +12 (1 rank)





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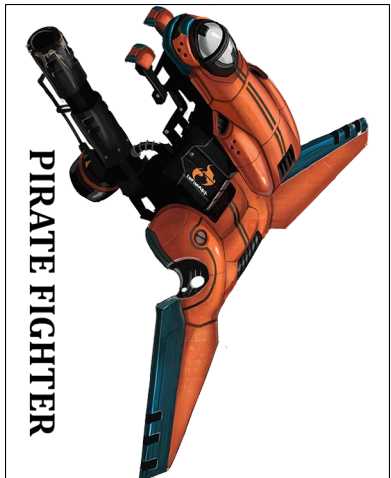
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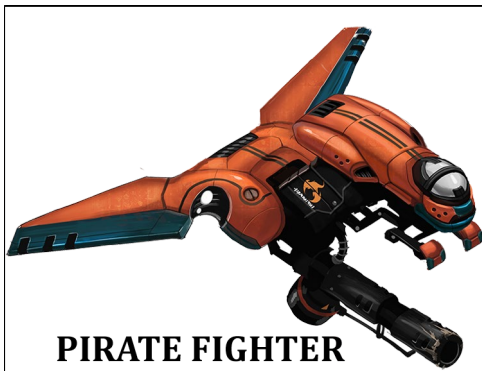
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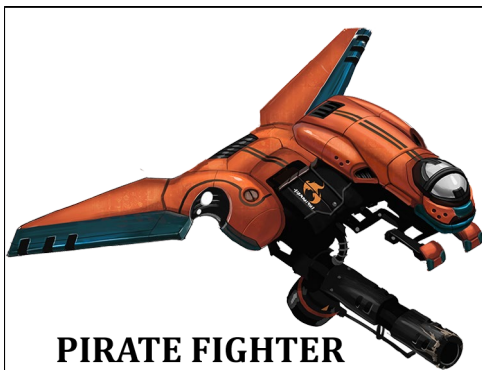
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