

# GALAXY PIRATES



# SENSOR READINGS

## Sensor Readings

*The Science Officer leans over her sensor station deftly manipulating the controls to pinpoint the enemy vessel and...*

Initial Computer DCs are to identify basic ship characteristics, for every 5 points by which the check exceeds the DC the Science Officer uncovers more information. On successive rounds the Science Officer may make additional checks and uncover more information by beating the initial DC again. Better rolls uncover more information in a single check, an unlucky or unskilled Science Officer will eventually learn everything about the opposing ship, it will just take longer.

### UNDEAD FACTION INTERCEPTOR TIER 1/2

#### TINY INTERCEPTOR COMPUTER CHECK DC'S

DC 14	Tiny Interceptor, Speed 12, Perfect Maneuverability, Crew None (Living)
DC 19	AC 16, TL 16, 30 Hull Points, 10 Shields, Power Core 70
DC 24	Forward facing Gyrolaser Forward facing EMP cannon
DC 29	No expansion or cargo bays

### UNDEAD FACTION TRANSPORT TIER 5

#### MEDIUM TRANSPORT COMPUTER CHECK DC'S

DC 21	Medium Transport, Speed 8, Average Maneuverability, Crew None (Living)
DC 26	AC 20, TL 20, 85 Hull Points, 60 Shields, Power Core 140
DC 31	Forward facing Heavy EMP cannon Aft facing Gyrolaser Forward facing Light Laser cannon Turret 2x Light Torpedo launchers
DC 36	5 cargo holds

### UNDEAD FACTION BATTLESHIP TIER 14

#### GARGANTUAN BATTLESHIP COMPUTER CHECK DC'S

DC 32	Gargantuan Battleship, Speed 4, Average Maneuverability, Crew None (Living)
DC 37	AC 27, TL 27, 400 Hull Points, 240 Shields, Power Core 400
DC 42	Forward facing Heavy EMP cannon Port and Starboard facing Heavy Laser Arrays Forward facing Heavy Laser cannon Turret 2x Heavy Torpedo launchers Aft facing Tactical Nuclear Missile launcher
DC 47	No expansion or cargo bays

### FOURARM FACTION RACER TIER 1/3

#### TINY RACER COMPUTER CHECK DC'S

DC 11	Tiny Racer, Speed 12, Perfect Maneuverability, Crew One
DC 16	AC 15, TL 14, 20 Hull Points, 10 Shields, Power Core 70
DC 21	Forward facing Gyrolaser
DC 26	No expansion or cargo bays

### FOURARM FACTION HEAVY FREIGHTER TIER 4

#### LARGE HEAVY FREIGHTER COMPUTER CHECK DC'S

DC 17	Large Heavy Freighter, Speed 6, Average Maneuverability, Crew Ten
DC 22	AC 16, TL 15, 140 Hull Points, 40 Shields, Power Core 150
DC 27	Forward, Port and Starboard facing Heavy Laser cannons
DC 32	8 cargo holds

## FOURARM FACTION CARRIER TIER 12

### GARGANTUAN CARRIER COMPUTER CHECK DC'S

- DC 28 Gargantuan Carrier, Speed 4, Poor Maneuverability, Crew 120
- DC 33 AC 23, TL 23, 330 Hull Points, 160 Shields, Power Core 400
- DC 38 Forward facing Super Plasma cannon  
Port and Starboard facing Heavy Laser cannons  
Turret 2x High Explosive Missile launcher
- DC 43 Hangar bays (2), cargo holds (2)

## HOMEWORLD FACTION SHUTTLE TIER 1/4

### SMALL SHUTTLE COMPUTER CHECK DC'S

- DC 11 Small Shuttle, Speed 6, Perfect Maneuverability, Crew 4
- DC 16 AC 14, TL 13, 35 Hull Points, 10 Shields, Power Core 50
- DC 21 Forward facing Light Laser cannon
- DC 26 cargo holds (2), passenger seating

## HOMEWORLD FACTION EXPLORER TIER 1

### MEDIUM EXPLORER COMPUTER CHECK DC'S

- DC 12 Medium Explorer, Speed 6, Good Maneuverability, Crew 6
- DC 17 AC 14, TL 12, 55 Hull Points, 20 Shields, Power Core 100
- DC 22 Forward facing Light Laser cannon  
Turret 1x High Explosive Missile launcher
- DC 27 cargo holds (3), physical science lab

## HOMEWORLD FACTION CRUISER TIER 10

### HUGE CRUISER COMPUTER CHECK DC'S

- DC 24 Huge Cruiser, Speed 8, Average Maneuverability, Crew 60
- DC 29 AC 22, TL 22, 230 Hull Points, 200 Shields, Power Core 300
- DC 34 Forward facing Particle Beam cannon  
Port and Starboard facing Light Plasma cannons  
Turret 1x Heavy Plasma Torpedo launcher
- DC 39 cargo holds (3), life boats, medical bay, shuttle bay

## INSECT FACTION FREIGHTER TIER 1

### SMALL LIGHT FREIGHTER COMPUTER CHECK DC'S

- DC 12 Small Freighter, Speed 8, Good Maneuverability, Crew 6
- DC 17 AC 14, TL 13, 40 Hull Points, 10 Shields, Power Core 90
- DC 22 Forward facing linked Gyrolasers  
Port and Starboard facing Light Torpedo launchers
- DC 27 cargo holds (2), escape pods

## INSECT FACTION DESTROYER TIER 6

### LARGE DESTROYER COMPUTER CHECK DC'S

- DC 20 Large Destroyer, Speed 8, Average Maneuverability, Crew 13
- DC 25 AC 19, TL 19, 170 Hull Points, 60 Shields, Power Core 200
- DC 30 Forward facing Heavy Laser net  
Forward facing Twin Laser  
Port and Starboard facing Flak Throwers  
Turret 1x Light Torpedo launcher
- DC 35 cargo bay, escape pods (3)

## INSECT FACTION BULK FREIGHTER TIER 9

### HUGE BULK FREIGHTER COMPUTER CHECK DC'S

- DC 24 Huge Bulk Freighter, Speed 6, Poor Maneuverability, Crew 35
- DC 29 AC 22, TL 21, 200 Hull Points, 100 Shields, Power Core 300
- DC 34 Forward facing Maser  
Aft facing Particle Beam  
Turret 2x Heavy Plasma Torpedo launcher
- DC 39 cargo holds (5), escape pods (5)

## REPTILIAN FACTION FIGHTER TIER 2

### TINY FIGHTER COMPUTER CHECK DC'S

- DC 17 Tiny Fighter, Speed 10, Good Maneuverability, Crew 2
- DC 22 AC 19, TL 18, 35 Hull Points, 40 Shields, Power Core 90
- DC 27 Forward facing Light Plasma cannon  
Forward facing Tactical Nuclear Missile launcher  
Aft facing Flak Thrower
- DC 32 No expansion or cargo bays

## REPTILIAN FACTION DROPSHIP TIER 8

### MEDIUM TRANSPORT COMPUTER CHECK DC'S

- DC 24 Medium Transport, Speed 12, Average Maneuverability, Crew 5
- DC 29 AC 24, TL 23, 100 Hull Points, 80 Shields, Power Core 250
- DC 34 Forward facing Persistent Particle Beam  
Forward facing Coilgun  
Aft facing Coilgun  
Turret 2x Light Plasma cannon
- DC 39 Guest Quarters (5, common)

## REPTILIAN FACTION DREADNOUGHT TIER 16

### COLOSSAL DREADNOUGHT COMPUTER CHECK DC'S

- DC 36 Colossal Dreadnought, Speed 4, Clumsy Maneuverability, Crew 300
- DC 41 AC 28, TL 26, 600 Hull Points, 200 Shields, Power Core 500
- DC 46 Forward facing Particle Beam cannon  
Port and Starboard facing Superlasers  
Forward facing Heavy Laser cannon  
Port and Starboard facing Heavy Torpedo launchers  
Turret 1x linked Coilguns
- DC 51 cargo holds (12), hangar bays (2)

# SENSOR READINGS

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