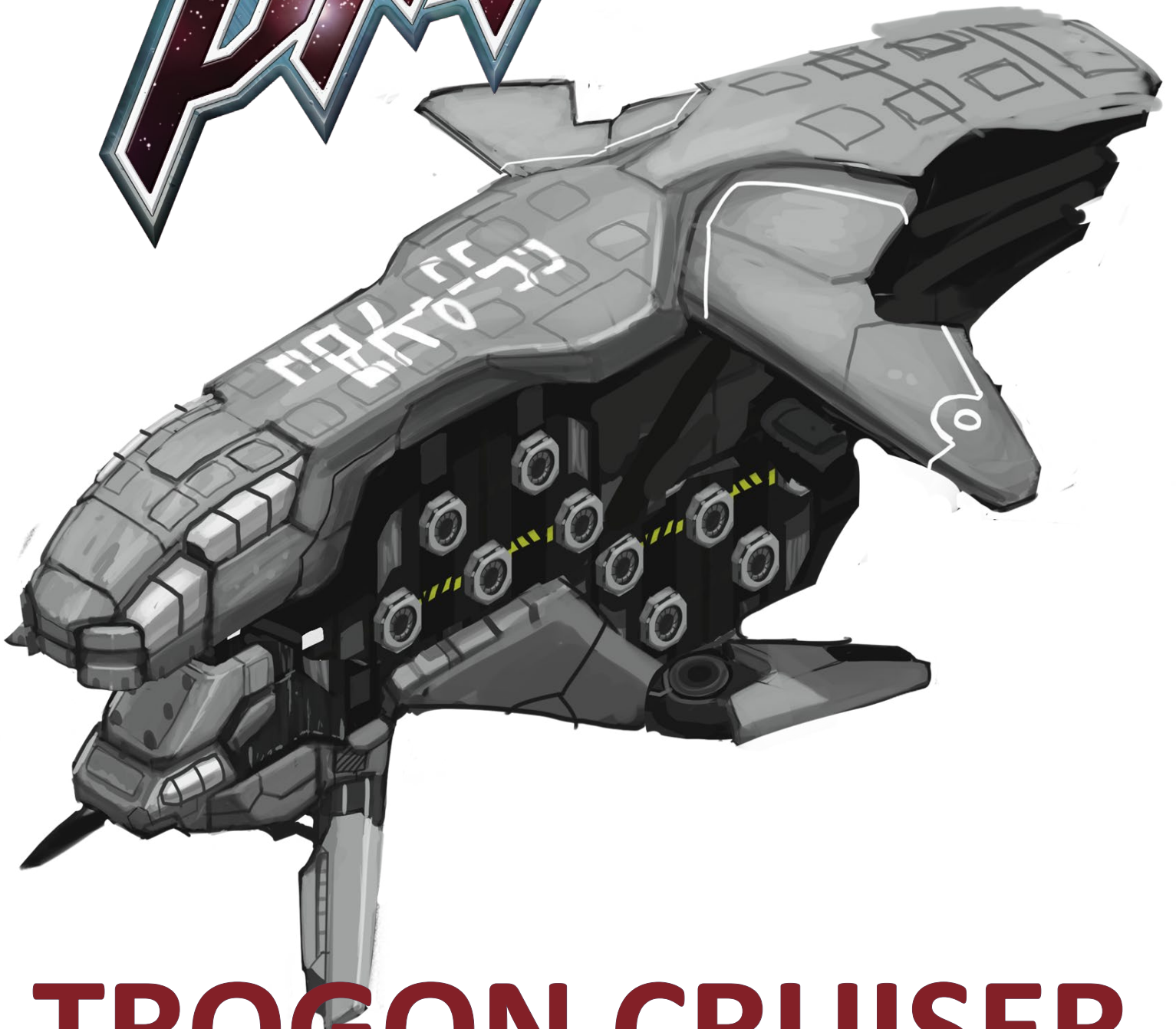# GALAXY PIRATES

TROGON CRUISER

Trogon Cruiser

These light cruisers are all built on a destroyer frame. Most of these models are used by Trogon mercenary companies or, if you're really unlucky, a well armed professional military force calling themselves the Trogon Empire.

Stock Trogon Cruiser

The modern Trogon patrol Cruiser with a Heavy laser array for engaging multiple targets, the gyrolasers can engage opponents in multiple arcs, and the heavy laser in the turret ensures this cruiser can hold its own.

STOCK TROGON CRUISER TIER 7 (180 Build Points)
Large Destroyer
Speed 8; **Maneuverability** average (+0 Piloting, turn 2)
AC 21; **TL** 20
HP 170; **DT** —; **CT** 34
Shields basic 70 (forward 21, port 14, starboard 14, aft 21)
Attack (Forward) Heavy Laser Array (6d4)
Attack (Forward) Light Plasma Torpedo Launcher (3d8)
Attack (Port) Gyrolaser (1d8)
Attack (Starboard) Gyrolaser (1d8)
Attack (Turret) Heavy Laser Cannon (4d8)
Power Core Arcus Max (200 PCU); **Drift Engine** signal basic;
Systems Good crew quarters, MK2 Trinode computer, basic mid-range sensors, mk 5 armor, mk 5 defenses
Expansion Bays Rec Area Gym (2), Medical Bay, Escape Pods
Modifiers +2 to any three checks; +0 Piloting; +2 Computers
CREW
Captain Bluff +19 (7 ranks), Computers +16 (7 ranks), Diplomacy +19 (7 ranks), Engineering +14 (7 ranks), gunnery +14, Piloting +14(7 ranks)
Engineer Engineering +14 (7 ranks)
Gunners (5) gunnery +14
Pilot Piloting +19 (7 ranks)
Science Officer Computers +16 (7 ranks)

Advanced Trogon Cruiser

Built to command small fleets or given to particularly well respected independent commanders. This cruiser commands a frightening amount of directed energy weapons. The cruiser has more power, better computers and defensive systems than the standard model. Not all commanders prefer Heavy Laser Cannons over the Heavy Laser Array's multiple engagement capability. However, the heavy mount upgrade to the turret for the Twin Laser is universally accepted as better than the Heavy laser cannon it replaced. This model is often assigned to high ranking officers and veteran commanders.

ADVANCED TROGON CRUISER TIER 8 (204 Build Points)
Large Destroyer
Speed 8; **Maneuverability** average (+0 Piloting, turn 2)
AC 22; **TL** 22
HP 190; **DT** —; **CT** 38
Shields basic 70 (forward 21, port 14, starboard 14, aft 21)
Attack (Forward) Heavy Laser Cannon (4d8)
Attack (Forward) Heavy Laser Cannon (4d8)
Attack (Forward) Light Plasma Torpedo Launcher (3d8)
Attack (Port) Gyrolaser (1d8)
Attack (Starboard) Gyrolaser (1d8)
Attack (Turret) Twin Laser Cannon (5d8)

Power Core Pulse Orange (250 PCU); **Drift Engine** signal basic;
Systems Common crew quarters, MK3 Duonode computer, basic-mid-range sensors, mk 5 armor, mk 6 defenses
Expansion Bays Rec Area HAC (2), Medical Bay, Escape Pods
Modifiers +3 to any two checks; +0 Piloting; +2 Computers
CREW
Captain Bluff +21 (8 ranks), Computers +18 (8 ranks), Diplomacy +21 (8 ranks), Engineering +13 (8 ranks), gunnery +16, Piloting +16 (8 ranks)
Engineer Engineering +16 (8 ranks)
Gunners (5) gunnery +16
Pilot Piloting +21 (8 ranks)
Science Officer Computers +18 (8 ranks)

Armored Trogon Cruiser

With heavier armor and shields than the *Stock Trogon Cruiser*, the heavy armor model is harder to hit and more resilient than the stock model. Some would argue the *Advanced Trogon Cruiser* is a better combatant due to its heavier guns. With its laser array and heavy shields, the *Armored Trogon Cruiser* enhances the survivability of any fleet is a part of.

ARMORED TROGON CRUISER TIER 8 (204 Build Points)
Large Destroyer
Speed 8; **Maneuverability** average (+0 Piloting, turn 2)
AC 22; **TL** 22
HP 190; **DT** —; **CT** 38
Shields basic 200 (forward 60, port 40, starboard 40, aft 60)
Attack (Forward) Heavy Laser Array (6d4)
Attack (Forward) Light Plasma Torpedo Launcher (3d8)
Attack (Port) Gyrolaser (1d8)
Attack (Starboard) Gyrolaser (1d8)
Attack (Turret) Heavy Laser Cannon (4d8)
Power Core Pulse Orange (250 PCU); **Drift Engine** signal basic;
Systems Common crew quarters, MK2 Tetranode computer, basic-mid-range sensors, mk 5 armor, mk 6 defenses
Expansion Bays Rec Area Gym (2), Medical Bay, Escape Pods
Modifiers +2 to any four checks; +0 Piloting; +2 Computers
CREW
Captain Bluff +21 (8 ranks), Computers +18 (8 ranks), Diplomacy +21 (8 ranks), Engineering +13 (8 ranks), gunnery +16, Piloting +16 (8 ranks)
Engineer Engineering +16 (8 ranks)
Gunners (5) gunnery +16
Pilot Piloting +21 (8 ranks)
Science Officer Computers +18 (8 ranks)

Degenerate Trogon Gun-Cruiser

Foregoing Trogon Laser weaponry altogether, these cruisers have survived from antiquity by adopting the railguns of other species.

DEGENERATE TROGON GUN-CRUISER TIER 7 (180 Build Points)
Large Destroyer
Speed 8; **Maneuverability** average (+0 Piloting, turn 2)
AC 20; **TL** 20
HP 170; **DT** —; **CT** 34
Shields basic 60 (forward 18, port 12, starboard 12, aft 18)
Attack (Forward) Railgun (8d4)
Attack (Forward) Railgun (8d4)
Attack (Forward) Light Torpedo Launcher (2d8)
Attack (Port) Coilgun (4d4)
Attack (Starboard) Coilgun (4d4)
Attack (Turret) Coilgun (4d4)
Power Core Pulse Orange (250 PCU); **Drift Engine** signal basic;

Systems Common crew quarters, basic computer, budget mid-range sensors, mk 4 armor, mk 4 defenses
Expansion Bays Rec Area Gym (2), Medical Bay, Escape Pods
Modifiers +0 Piloting; +0 Computers
CREW
Captain Bluff +19 (7 ranks), Computers +14 (7 ranks), Diplomacy +19 (7 ranks), Engineering +14 (7 ranks), gunnery +14, Piloting +14(7 ranks)
Engineer Engineering +14 (7 ranks)
Gunners (5) gunnery +14
Pilot Piloting +19 (7 ranks)
Science Officer Computers +14 (7 ranks)

Degenerate Trogon Laser-Cruiser

   Many Trogon cruisers have survived from the age of antiquity. However, due to a lack of parts coming from the empire, all of the older cruisers encountered today would be the outcome or hundreds of field repairs. No two would be exactly alike.

DEGENERATE TROGON CRUISER TIER 6 (154 Build Points)
Large Destroyer
Speed 8; **Maneuverability** average (+0 Piloting, turn 2)
AC 19; **TL** 19
HP 170; **DT** —; **CT** 34
Shields basic 60 (forward 18, port 12, starboard 12, aft 18)
Attack (Forward) Heavy Laser Array (6d4)
Attack (Forward) Light Torpedo Launcher (2d8)
Attack (Port) Gyrolaser (1d8)
Attack (Starboard) Gyrolaser (1d8)
Attack (Turret) Heavy Laser Cannon (4d8)
Power Core Arcus Max (200 PCU); **Drift Engine** signal basic;
Systems Common crew quarters, MK1 Trinode computer, budget mid-range sensors, mk 4 armor, mk 4 defenses
Expansion Bays Rec Area Gym (2), Medical Bay, Escape Pods
Modifiers +1 to any three checks; +0 Piloting; +0 Computers
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)

Enhanced Trogon Cruiser

   Deadlier and more resilient than even the *Advanced Trogon Cruiser*. This model is meant to make a statement wherever it goes. Though mainly given to patrol missions in independent commands, small flotilla of enahnced cruisers have appeared in systems when the empire is displeased.

ENHANCED TROGON CRUISER TIER 10 (270 Build Points)
Large Destroyer
Speed 8; **Maneuverability** average (+0 Piloting, turn 2)
AC 24; **TL** 24
HP 190; **DT** —; **CT** 38
Shields basic 200 (forward 60, port 40, starboard 40, aft 60)
Attack (Forward) 2x fire linked Twin Laser Cannons (10d8)
Attack (Forward) Light Plasma Torpedo Launcher (3d8)
Attack (Port) Twin Laser Cannon (5d8)
Attack (Starboard) Twin Laser Cannon (5d8)
Attack (Turret) Twin Laser Cannon (5d8)
Power Core Pulse Prismatic (300 PCU); **Drift Engine** signal basic;
Systems Common crew quarters, MK3 Trinode computer, basic-

mid-range sensors, mk 5 armor, mk 6 defenses
Expansion Bays Rec Area HAC (2), Medical Bay, Escape Pods
Modifiers +3 to any three checks; +0 Piloting; +2 Computers
CREW
Captain Bluff +24 (10 ranks), Computers +19 (10 ranks), Diplomacy +24 (10 ranks), Engineering +21 (10 ranks), gunnery +19, Piloting +19 (10 ranks)
Engineer Engineering +19 (10 ranks)
Gunners (5) gunnery +19
Pilot Piloting +24 (10 ranks)
Science Officer Computers +21 (10 ranks)

TROGON CRUISER

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