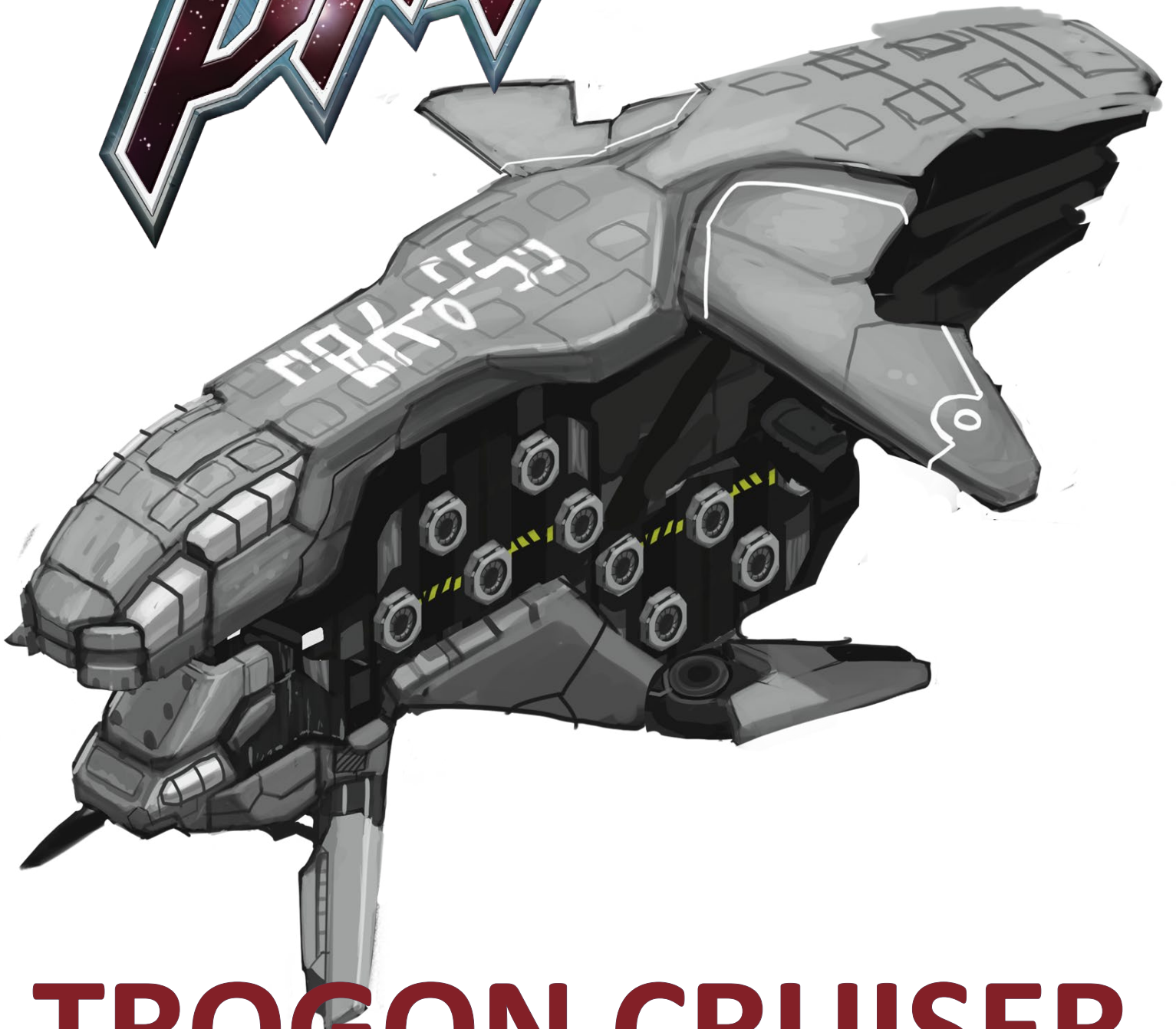


GALAXY PIRATES



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)

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)

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 enhanced 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-

TROGON CRUISER

Authors •

Cover Artist •

Layout and Production •

Paul Fields and Jim Milligan

Shaman Stock Art

Jim Milligan for Atomic Rocket Games

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Evil Robot Games product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0. © 2000, Wizards of the Coast, Inc.

Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Galaxy Pirates - Trogon Cruiser © 2017, Evil Robot Games; Authors: Paul Fields, Jim Milligan.

Evil Robot Games

Evilrobotgames.com