

GALAXY PIRATES



LIGHT CRUISER

Eldred Light Cruiser

The Light Cruiser is the backbone of the Eldred Fleet. Large enough to handle smugglers and interdict pirates, The Admiralty frequently tasks these ships to work with local defense forces to keep the peace in border systems.

ELDRED LIGHT CRUISER TIER 5

DESTROYER

Size Large

Speed 6; **Maneuverability** average (+0 Piloting, turn 2)

AC 18; **TL** 18

HP 170; **DT** —; **CT** 30

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) light plasma cannon (2d12)

Attack (Forward) light torpedo launcher (2d8)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Attack (Aft) none

Attack (Turret) coilgun (4d4)

Power Core Arcus Ultra (150 PCU); **Drift Engine** Signal Basic;

Systems basic computer, budget mid-range sensors, crew

quarters (good), mk 4 armor, mk 4 defenses; **Expansion**

Bays medical bay, escape pods (2)

Minimum Crew 6; Maximum Crew 20

Modifiers +2 Piloting; Complement 12

CREW

Captain Bluff +16 (5 ranks), Computers +11 (5 ranks),

Diplomacy +16 (5 ranks), Engineering +11 (5 ranks),

gunnery +11, Piloting +11 (5 ranks)

Engineers (3) Engineering +11 (5 ranks)

Gunners (5) gunnery +11

Pilot Piloting +16 (5 ranks)

Science Officers (2) Computers +11 (5 ranks)

New Model Cruiser

This is the Eldred Armada's Light Cruiser, a light, well armed craft with a small crew compliment. Like earlier light cruisers, they are still used for convoy escort duties. The Light Cruiser is the standard Long Range Patrol craft of the Armada. The Light Cruiser sports wide arc capable gyrolasers in each side of the vessel, and fixed forward Light Plasma Cannon on the Wingtips. This Light Cruiser uses the newer Gravitic Induction Engines and has Torpedo Tubes on its Vertical Stabilizer Fin.



