

GALAXY PIRATES



HEAVY DROPSHIP

Heavy Dropship

These dropships are all built on a modified shuttle chassis. The different models are used by corporate science firms, research groups, aid programs, private security and military forces.

Stock Heavy Dropship

Equipped with two fire linked coilguns, this shuttle has the armor, defenses, and speed necessary to land 75 tons of cargo nearly anywhere.

STOCK HEAVY DROPSHIP TIER 1 (55 Build Points)

Small Shuttle

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

AC 16; **TL** 16

HP 35; **DT** —; **CT** 7

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

Attack (Forward) 2x fire linked coilguns (8d4)

Power Core Arcus Light (75 PCU); **Drift Engine** none;

Systems basic computer, budget short-range sensors, mk 4 armor, mk 4 defenses; **Expansion Bays** cargo bays (3)

Modifiers +2 Piloting; +0 Computers **Complement** 4

CREW

Captain Bluff +10 (1 rank), Computers +5 (1 rank), Diplomacy +10 (1 rank), Engineering +5 (1 rank), gunnery +5, Piloting +7 (1 rank)

Engineer Engineering +5 (1 rank)

Gunner gunnery +5

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

Science Officer Computers +5 (1 rank)

Heavy Arms Dropship

Built around a pair of light particle cannons, this dropship is meant to soften ground defenses and deliver cargo or troops in hot landing zones.

HEAVY ARMS DROPSHIP TIER 2 (75 Build Points)

Small Shuttle

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

AC 17; **TL** 17

HP 35; **DT** —; **CT** 7

Shields basic 50 (forward 15, port 10, starboard 10, aft 15)

Attack (Forward) 2x fire linked light particle cannon (8d4)

Power Core Pulse Gray (100 PCU); **Drift Engine** none;

Systems MK1 Duonode computer, basic short-range sensors, mk 4 armor, mk 4 defenses; **Expansion Bays** cargo bays (3)

Modifiers +1 to any two checks; +2 Piloting; +2 Computers

Complement 4

CREW

Captain Bluff +12 (2 ranks), Computers +9 (2 ranks), Diplomacy +12 (2 ranks), Engineering +7 (2 ranks), gunnery +7, Piloting +7 (2 ranks)

Engineer Engineering +7 (2 ranks)

Gunners gunnery +7

Pilot gunnery +7, Piloting +14 (2 ranks)

Science Officer Computers +9 (2 ranks)

Heavy Armored Dropship

With heavier armor and shields than the *Stock Heavy Dropship*, the heavy armor model is harder to hit and can take more punishment than the stock dropship.

HEAVY ARMORED DROPSHIP TIER 2 (75 Build Points)

Small Shuttle

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

AC 18; **TL** 17

HP 35; **DT** —; **CT** 7

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

Attack (Forward) 2x fire linked coilguns (8d4)

Power Core Pulse Gray (100 PCU); **Drift Engine** none;

Systems MK1 Duonode computer, budget short-range sensors, mk 5 armor, mk 5 defenses; **Expansion Bays** cargo bays (3)

Modifiers +1 to any two checks; +2 Piloting; +0 Computers

Complement 4

CREW

Captain Bluff +12 (2 ranks), Computers +7 (2 ranks), Diplomacy +12 (2 ranks), Engineering +7 (2 ranks), gunnery +7, Piloting +9 (2 ranks)

Engineer Engineering +7 (2 ranks)

Gunners gunnery +7

Pilot gunnery +7, Piloting +14 (2 ranks)

Science Officer Computers +7 (2 ranks)

Medical Dropship

With heavier shields than the *Stock Heavy Dropship*, the medical model can take the punishment of flying into and out of combat zones and rendering humanitarian aid.

HEAVY ARMS DROPSHIP TIER 3 (95 Build Points)

Small Shuttle

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

AC 18; **TL** 18

HP 35; **DT** —; **CT** 7

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

Attack (Forward) 2x fire linked coilguns (8d4)

Power Core Pulse Black (120 PCU); **Drift Engine** none;

Systems MK1 Duonode computer, basic mid-range sensors, mk 4 armor, mk 4 defenses; **Expansion Bays** medical bays (3)

Modifiers +1 to any two checks; +2 Piloting; +2 Computers

Complement 4

CREW

Captain Bluff +13 (3 ranks), Computers +10 (3 ranks), Diplomacy +13 (3 ranks), Engineering +8 (3 ranks), gunnery +8, Piloting +10 (3 ranks)

Engineer Engineering +8 (3 ranks)

Gunners gunnery +8

Pilot gunnery +8, Piloting +15 (3 ranks)

Science Officer Computers +10 (3 ranks)

Science Exploration Dropship

With a basic drift engine and more comfortable crew accommodations than the *Stock Heavy Dropship*, this model can make long term interstellar journeys. The Science Exploration model comes complete with a MK3 ship's computer, two science labs and a sealed environment chamber for storing and returning exotic samples.

SCIENCE EXPLORATION DROPSHIP TIER 3 (95 Build Points)

Small Shuttle

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

AC 18; **TL** 18

HP 35; **DT** —; **CT** 7

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

Attack (Forward) 2x fire linked coilguns (8d4)

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

Systems good crew quarters, MK3 Duonode computer, basic mid-range sensors, mk 4 armor, mk 4 defenses; **Expansion Bays** life sci-

ences lab, physical sciences lab, sealed environment chamber

Modifiers +1 to any two checks; +2 Piloting; +2 Computers

Complement 4

CREW

Captain Bluff +13 (3 ranks), Computers +10 (3 ranks), Diplomacy +13 (3 ranks), Engineering +8 (3 ranks), gunnery +8, Piloting +10 (3 ranks)

Engineer Engineering +8 (3 ranks)

Gunners gunnery +8

Pilot gunnery +8, Piloting +15 (3 ranks)

Science Officer Computers +10 (3 ranks)

Recon Dropship

With a basic drift engine and more comfortable crew accommodations than the *Stock Heavy Dropship*, this model can make long term interstellar journeys. The Recon model comes complete with a MK3 ship's computer, and the most advanced long range sensors available.

RECON DROPSHIP TIER 3 (95 Build Points)

Small Shuttle

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

AC 18; **TL** 19

HP 35; **DT** —; **CT** 7

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

Attack (Forward) 2x fire linked coilguns (8d4)

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

Systems good crew quarters, MK3 Mononode computer, advanced long-range sensors, mk 4 armor, mk 5 defenses; **Expansion Bays** cargo bays (3)

Modifiers +3 to any one check; +2 Piloting; +4 Computers

CREW

Captain Bluff +13 (3 ranks), Computers +12 (3 ranks), Diplomacy +13 (3 ranks), Engineering +8 (3 ranks), gunnery +8, Piloting +10 (3 ranks)

Engineer Engineering +8 (3 ranks)

Gunners gunnery +8

Pilot gunnery +8, Piloting +15 (3 ranks)

Science Officer Computers +12 (3 ranks)