

# GALAXY PIRATES



## KATAR GUNSHIP

## Katar Gunship

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*This gunship is an armed troop transport for short trips carrying a decent amount of troops or cargo. Though the gunships can engage with fighters in space or an atmosphere and are sometimes pressed to do so, they aren't meant to.*

### KATAR GUNSHIP TIER 1/2

Small Shuttle

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

**AC** 16; **TL** 16

**HP** 35; **DT** —; **CT** 7

**Shields** basic 10 (forward 3, port 2, starboard 2, aft 3)

**Attack (Forward)** Gyrolaser (1d8)

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

**Systems** basic computer, crew quarters (common), budget short-range sensors, mk 4 armor, mk 4 defenses;

**Expansion Bays** Cargo holds (3)

**Modifiers** +2 Piloting; **Complement** 1

CREW

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

**Katar Gunship** – Small Shuttle *Computer* check DCs

DC 14 – Small Shuttle, Speed 8, Perfect Maneuverability, Crew One

DC 19 – AC 16, TL 16, 35 Hull Points, 10 Shields, Power Core 75

DC 24 – Forward facing Gyrolaser

DC 29 – 2 cargo bays, 1 passenger seating

The Katar Gunship is often used to transport up to 16 troops and their supplies. The Katar Gunships are sturdy and reliable troop transports and usually get into and out of hot landing zones with their cargo and passengers intact. The three expansion bays can be converted to all Troop transport or all Cargo transport with no change in cost.

Some Landing zones are hotter than others, and so a slightly upgunned transport with heavier shields and added Torpedo Launchers is sometimes the right tool for the job.

### KATAR GUNSHIP TIER 1

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)** Gyrolaser (1d8)

**Attack (Port)** Light Torpedo Launcher (2d8)

**Attack (Starboard)** Light Torpedo Launcher (2d8)

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

**Systems** basic computer, crew quarters (common), budget short-range sensors, mk 4 armor, mk 4 defenses;

**Expansion Bays** Cargo holds (3), Port/Starboard Light Weapon Mounts

**Modifiers** +2 Piloting; **Complement** 1

CREW

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

**Katar Gunship** – Small Shuttle *Computer* check DCs

DC 14 – Small Shuttle, Speed 8, Perfect Maneuverability, Crew One

DC 19 – AC 16, TL 16, 35 Hull Points, 20 Shields, Power Core 75

DC 24 – Forward facing Gyrolaser

Port and Starboard Light Torpedo Launchers

DC 29 – 2 cargo bays, 1 passenger seating

# KATAR GUNSHIP

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