

GALAXY PIRATES



STRIKE FIGHTER

Evil Robot Games

Strike Fighter

These fast strike fighters are all built on an interceptor chassis and the different models are all used by private security and military forces.

Stock Strike Fighter

Equipped with two gyrolasers, this model has all the defenses, speed and sensors expected of a front line fighter.

STOCK STRIKE FIGHTER TIER 1/2 (40 Build Points)

Tiny Interceptor

Speed 12; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 16; **TL** 16

HP 30; **DT** —; **CT** 6

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

Attack (Forward) 2x fire linked gyrolasers (2d8)

Power Core Micron Heavy (70 PCU); **Drift Engine** none;

Systems basic computer, basic mid-range sensors, mk 3 armor, mk 3 defenses; **Expansion Bays** none

Modifiers +1 Piloting; +2 Computers

CREW

Pilot gunnery +5, Piloting +11 (1 rank)

Ace Custom Strike Fighter

Faster, deadlier and more resilient than even the *Advanced Gun-Fighter*. This model is reserved for combat aces, the elite among private military or security forces.

ACE CUSTOM FIGHTER TIER 3 (95 Build Points)

Tiny Interceptor

Speed 14; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 20; **TL** 19

HP 30; **DT** —; **CT** 6

Shields light 70 (forward 21, port 14, starboard 14, aft 21)

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

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

Systems MK3 mononode computer, advanced mid-range sensors, mk 7 armor, mk 7 defenses; **Expansion Bays** none

Modifiers +3 any one check per round; +0 Piloting; +4 Computers

CREW

Pilot gunnery +7, Piloting +12 (3 ranks)

Advanced Strike Gun-Fighter

Built around twin coilguns, this fighter can engage at long range, and has better overall defense, while retaining the speed and computer systems of the base model. This model is often used by officers and veteran fighter pilots.

ADVANCED STRIKE FIGHTER TIER 1 (56 Build Points)

Tiny Interceptor

Speed 12; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 17; **TL** 17

HP 30; **DT** —; **CT** 6

Shields basic 40 (forward 12, port 8, starboard 8, aft 12)

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

Power Core Micron Ultra (80 PCU); **Drift Engine** none;

Systems basic computer, basic mid-range sensors, mk 4 armor, mk 4 defenses; **Expansion Bays** none

Modifiers +1 Piloting; +2 Computers

CREW

Pilot gunnery +5, Piloting +11 (1 rank)

Degenerate Strike Gun-Fighter

This fighter is the cheapest model flown by private security and military forces. While very short range, the flak thrower allows the fighter some missile defense.

DEGENERATE STRIKE GUN-FIGHTER TIER 1/3 (30 Build Points)

Tiny Interceptor

Speed 10; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 15; **TL** 15

HP 30; **DT** —; **CT** 6

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

Attack (Forward) flak thrower (3d4)

Power Core Micron Light (50 PCU); **Drift Engine** none;

Systems basic computer, basic short-range sensors, mk 2 armor, mk 2 defenses; **Expansion Bays** none

Modifiers +2 Piloting; +2 Computers

CREW

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

Degenerate Strike Laser-Fighter

A cheap fighter used by private security and military forces, the lasers have longer engagement range than the *Gun-Fighter* above.

DEGENERATE STRIKE LASER-FIGHTER TIER 1/3 (30 Build Points)

Tiny Interceptor

Speed 10; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 15; **TL** 15

HP 30; **DT** —; **CT** 6

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

Attack (Forward) 2x fire linked light laser cannons (4d4)

Power Core Micron Light (50 PCU); **Drift Engine** none;

Systems basic computer, basic short-range sensors, mk 2 armor, mk 2 defenses; **Expansion Bays** none

Modifiers +2 Piloting; +2 Computers

CREW

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

Armored Strike Fighter

With heavier armor and shields than the *Stock Strike Fighter*, the heavy armor model is harder to hit than the stock fighter, though many argue the *Advanced Strike Fighter* is a better all around combatant despite the *Armored Strike Fighter's* heavier shields.

HEAVY ARMORED FIGHTER TIER 1 (56 Build Points)

Tiny Interceptor

Speed 12; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 18; **TL** 18

HP 30; **DT** —; **CT** 6

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

Attack (Forward) 2x fire linked gyrolasers (2d8)

Power Core Micron Ultra (80 PCU); **Drift Engine** none;

Systems basic computer, basic mid-range sensors, mk 5 armor, mk 6 defenses; **Expansion Bays** none

Modifiers +1 Piloting; +2 Computers

CREW

Pilot gunnery +5, Piloting +11 (1 rank)

Big-Gun Strike Fighter

Built around a light plasma cannon and torpedo launcher, this fighter is meant to bring down ship's shields and deliver punishing blows up close.

BIG-GUN STRIKE FIGHTER TIER 1 (55 Build Points)

Tiny Interceptor

Speed 12; **Maneuverability** perfect (+2 Piloting, turn 0)

AC 16; **TL** 16

HP 30; **DT** —; **CT** 6

Shields basic 40 (forward 12, port 8, starboard 8, aft 12)

Attack (Forward) light plasma cannon (2d12)

Attack (Forward) light torpedo launcher (2d8)

Power Core Micron Heavy (70 PCU); **Drift Engine** none;

Systems basic computer, basic mid-range sensors, mk 4 armor, mk 4 defenses; **Expansion Bays** none

Modifiers +1 Piloting; +2 Computers

CREW

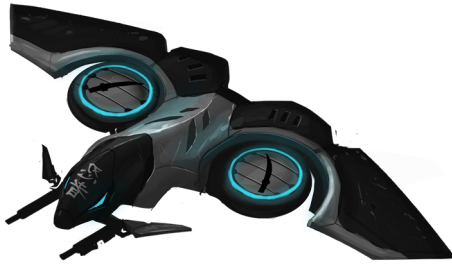
Pilot gunnery +5, Piloting +11 (1 rank)



STRIKE FIGHTER



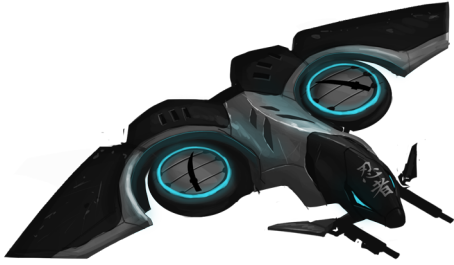
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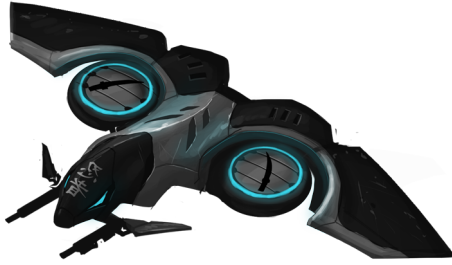
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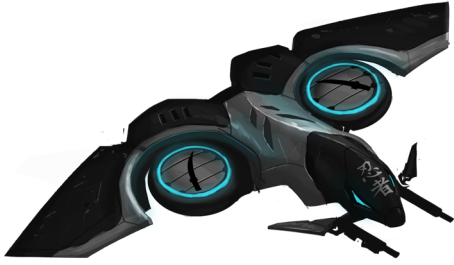
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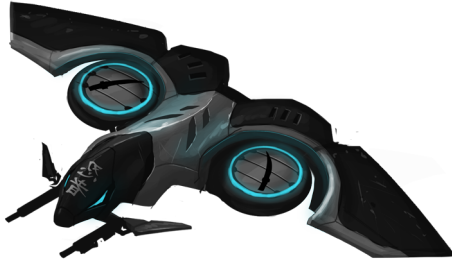
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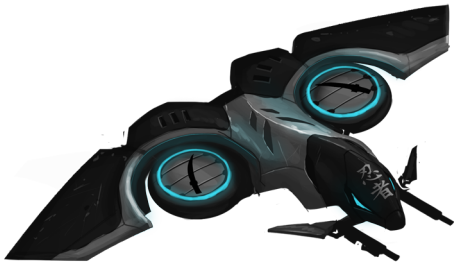
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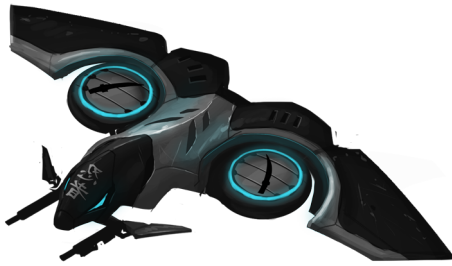
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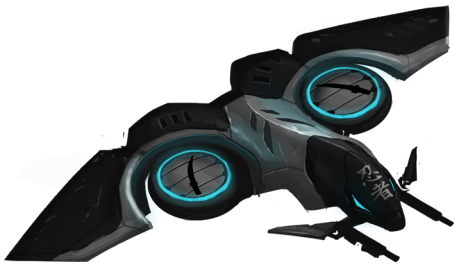
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Authors •

Paul Fields and Jim Milligan

Cover and Interior Artist •

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Layout and Production •

Jim Milligan for Atomic Rocket Games

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