

GALAXY PIRATES



ESCORT CARRIER

Escort Carrier

A economy carrier built on the smallest frame possible. All spacefaring races have some version of this carrier.

Stock Escort Carrier

The smallest carrier fielded by Colonial Militias and Private Security forces. Typically equipped with up to eight *Strike Fighters* in its bays.

STOCK ESCORT CARRIER TIER 8 (205 Build Points)

Huge bulk freighter

Speed 6; **Maneuverability** poor (turn 3); **Drift** 1

AC 20; **TL** 20

HP 200; **DT** 5; **CT** 40

Shields Medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) heavy laser cannon (4d8)

Attack (Aft) heavy laser cannon (4d8)

Attack (Turret) light plasma torpedo launcher (3d8), light emp cannon (Special)

Power Core(s) Nova Ultra (300 PCU); **Drift Engine** Signal Basic

Systems basic medium-range sensors, crew quarters (common), mk 4 armor, mk 4 defenses, mk 2 duonode computer;

Expansion Bays shuttle bays (4), cargo holds (2)

Modifiers +2 any two checks per round, +2 Computers;

Complement 20

CREW

Captain Bluff +21 (8 ranks), Computers +18 (8 ranks),

Diplomacy +16 (8 ranks), Engineering +16 (8 ranks), gunnery +16,

Intimidate +21 (8 ranks)

Engineer (2 officers, 4 crew each) Engineering +16 (8 ranks)

Gunner (1 officer, 4 crew) gunnery +16

Pilot Computers +18 (8 ranks), gunnery +16, Piloting +21 (8 ranks)

Science Officer (1 officer, 2 crew) Computers +18 (8 ranks)

Advanced Escort Carrier

Built to command small fleets or anti-piracy task forces. Carries eight *Advanced Strike Fighters* or *Heavy Fighters* and *Interceptors*.

ADVANCED ESCORT CARRIER TIER 10 (270 Build Points)

Huge bulk freighter

Speed 6; **Maneuverability** poor (turn 3); **Drift** 1

AC 22; **TL** 24

HP 200; **DT** 5; **CT** 40

Shields Medium 140 (forward 35, port 35, starboard 35, aft 35)

Attack (Forward) heavy laser cannon (4d8)

Attack (Aft) heavy laser cannon (4d8)

Attack (Port) laser net (2d6)

Attack (Starboard) laser net (2d6)

Attack (Turret) heavy plasma torpedo launcher (5d10), heavy emp

cannon (Special)

Power Core(s) Nova Ultra (300 PCU); **Drift Engine** Signal Basic

Systems basic medium-range sensors, crew quarters (common), mk 4 armor, mk 6 defenses, mk 2 duonode computer;

Expansion Bays shuttle bays (4), cargo holds (2)

Modifiers +2 any two checks per round, +2 Computers;

Complement 20

CREW

Captain Bluff +24 (10 ranks), Computers +21 (10 ranks),

Diplomacy +24 (10 ranks), Engineering +19 (10 ranks), gunnery +19,

Intimidate +24 (10 ranks)

Engineer (2 officers, 4 crew each) Engineering +19 (10 ranks)

Gunner (1 officer, 4 crew) gunnery +19

Pilot Computers +21 (10 ranks), gunnery +19, Piloting +24 (10

ranks)

Science Officer (1 officer, 2 crew) Computers +21 (10 ranks)

Degenerate Escort Carrier

A converted freighter used by pirates to bring fighters into the drift or spacelanes to attack rich merchant ships. It can hold eight *Pirate Fighters* in its bays.

DEGENERATE ESCORT CARRIER TIER 7 (180 Build Points)

Huge bulk freighter

Speed 6; **Maneuverability** poor (turn 3); **Drift** 1

AC 18; **TL** 19

HP 180; **DT** 5; **CT** 36

Shields Light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) heavy laser cannon (4d8)

Attack (Aft) heavy laser cannon (4d8)

Attack (Turret) light torpedo launcher (2d8), light emp cannon (Special)

Power Core(s) Pulse Orange (250 PCU); **Drift Engine** Signal Basic

Systems budget medium-range sensors, crew quarters (common), mk 3 armor, mk 4 defenses, mk 2 duonode computer;

Expansion Bays shuttle bays (4), cargo holds (2)

Modifiers +2 any two checks per round; Complement 18

CREW

Captain Bluff +19 (7 ranks), Computers +14 (7 ranks), Diplomacy

+14 (7 ranks), Engineering +14 (7 ranks), gunnery +14, Intimidate

+19 (7 ranks)

Engineer (2 officers, 3 crew each) Engineering +14 (7 ranks)

Gunner (1 officer, 4 crew) gunnery +14

Pilot Computers +14 (7 ranks), gunnery +14, Piloting +19 (7 ranks)

Science Officer (1 officer, 2 crew) Computers +14 (7 ranks)

Enhanced Escort Carrier

The most powerful carrier ever built, this model makes a statement wherever it goes.

ENHANCED ESCORT CARRIER TIER 12 (350 Build Points)

Huge bulk freighter

Speed 6; **Maneuverability** poor (turn 3); **Drift** 1

AC 26; **TL** 26

HP 220; **DT** 5; **CT** 44

Shields Medium 200 (forward 50, port 50, starboard 50, aft 50)

Attack (Forward) mass driver (2d6×10)

Attack (Aft) heavy laser cannon (4d8)

Attack (Port) heavy laser cannon (4d8)

Attack (Starboard) heavy laser cannon (4d8)

Attack (Turret) heavy plasma torpedo launcher (5d10), heavy emp cannon (Special)

Power Core(s) Gateway Heavy (400 PCU); **Drift Engine** Signal Basic

Systems basic long-range sensors, crew quarters (common), mk 6 armor, mk 7 defenses, mk 3 duonode computer;

Expansion Bays shuttle bay (4), cargo hold (2)

Modifiers +3 any two checks per round, +2 Computers;

Complement 20

CREW

Captain Bluff +27 (12 ranks), Computers +24 (12 ranks),

Diplomacy +27 (12 ranks), Engineering +22 (12 ranks), gunnery

+22, Intimidate +27 (12 ranks)

Engineer (2 officers, 4 crew each) Engineering +22 (12 ranks)

Gunner (1 officer, 4 crew) gunnery +22

Pilot Computers +24 (12 ranks), gunnery +22, Piloting +27 (12

ranks)

Science Officer (1 officer, 2 crew) Computers +24 (12 ranks)

The Escort Carriers can each carry (8) *Fighters* such as the:

Eldred Heavy Fighter

Eldred Interceptor

Advanced Pirate Gun-Fighter

Heavy Armor Pirate Fighter

Heavy Gun Pirate Fighter

Stock Strike Fighter

ESCORT CARRIER

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