

# GALAXY PIRATES



# ALIEN RACER

Evil Robot Games

## Alien Racer

Typical racers built by many species to compete in open space or close course racing. Many Ace Pilots get their start in racing leagues.

### Stock Alien Racer

A very basic racer custom built in a factory to exacting racing league standards.

STOCK ALIEN RACER (TIER 1/2, 40 Build Points)

Tiny racer

**Speed** 10; **Maneuverability** perfect (turn 0)

**AC** 16; **TL** 17

**HP** 20; **DT** n/a; **CT** 4

**Shields** Basic 20 (forward 5, port 5, starboard 5, aft 5)

**Attack (Forward)** gyrolaser (1d8)

**Attack (Aft)** light torpedo launcher (2d8)

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

**Systems** basic medium-range sensors, mk 3 armor, mk 4 defenses, mk 1 mononode computer

**Modifiers** +1 any one check per round, +2 Computers, +2 Piloting;

**Complement** 1

CREW

**Pilot** Computers +7 (1 rank), gunnery +5, Piloting +12 (1 rank)

### Advanced Alien Racer

There is a difference that even basic sponsorship makes in the quality of Tier 1 racers.

ADVANCED ALIEN RACER (TIER 1, 55 Build Points)

Tiny racer

**Speed** 12; **Maneuverability** perfect (turn 0)

**AC** 18; **TL** 16

**HP** 20; **DT** n/a; **CT** 4

**Shields** Basic 40 (forward 10, port 10, starboard 10, aft 10)

**Attack (Forward)** gyrolaser (1d8)

**Attack (Aft)** micromissile battery (2d6)

**Power Core(s)** Pulse Brown (90 PCU); **Drift Engine** None

**Systems** basic medium-range sensors, mk 5 armor, mk 4 defenses, mk 2 mononode computer

**Modifiers** +2 any one check per round, +2 Computers, +1 Piloting;

**Complement** 1

CREW

**Pilot** Computers +7 (1 rank), gunnery +5, Piloting +11 (1 rank)

### Amateur Alien Racer

Faster than Scrapyard league heaps, with slightly better sensors and shielding. An amateur racer is often the only thing the team really owns.

AMATEUR LEAGUE RACER (TIER 1/3, 30 Build Points)

Tiny racer

**Speed** 10; **Maneuverability** perfect (turn 0)

**AC** 15; **TL** 15

**HP** 20; **DT** n/a; **CT** 4

**Shields** Basic 20 (forward 5, port 5, starboard 5, aft 5)

**Attack (Forward)** gyrolaser (1d8)

**Attack (Aft)** light laser cannon (2d4)

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

**Systems** budget short-range sensors, mk 2 armor, mk 2 defenses, basic computer

**Modifiers** +0 Computers, +2 Piloting;

**Complement** 1

CREW

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

## Enhanced Alien Racer

With bigger prize money on the line, these racers are specially tuned and have skilled pilots.

ENHANCED ALIEN RACER (TIER 2, 73 Build Points)

Tiny racer

**Speed** 14; **Maneuverability** perfect (turn 0)

**AC** 20; **TL** 18

**HP** 20; **DT** n/a; **CT** 4

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

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

**Attack (Aft)** micromissile battery (2d6)

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

**Systems** basic medium-range sensors, mk 6 armor, mk 5 defenses, mk 2 mononode computer

**Modifiers** +2 any one check per round, +2 Computers, +0 Piloting;

**Complement** 1

CREW

**Pilot** Computers +9 (2 ranks), gunnery +7, Piloting +12 (2 ranks)

### Scrapyard Alien Racer - Boomer

Observant race fans might notice Boomers racing on the circuit when they aren't raiding as the cheapest *Pirate Gun Fighter* in existence. The link between the scrapyards and pirates has been hard to prove.

SCRAPYARD LEAGUE RACER (TIER 1/4)

Tiny racer

**Speed** 8; **Maneuverability** perfect (turn 0)

**AC** 15; **TL** 15

**HP** 20; **DT** n/a; **CT** 4

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

**Attack (Forward)** flak thrower (3d4)

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

**Systems** cut-rate sensors, mk 2 armor, mk 2 defenses, basic computer

**Modifiers** -2 Computers, +2 Piloting;

**Complement** 1

CREW

**Pilot** Computers +3 (1 rank), gunnery +5, Piloting +12 (1 rank)

### Scrapyard Alien Racer - Burner

Built from parts found in the scrapyard, even when they don't get hit, these racers don't always make it through the course. Not entirely unlike a *Pirate Laser Fighter*, but the difference is more than a coat of paint.

SCRAPYARD LEAGUE RACER (TIER 1/4)

Tiny racer

**Speed** 8; **Maneuverability** perfect (turn 0)

**AC** 15; **TL** 15

**HP** 20; **DT** n/a; **CT** 4

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

**Attack (Forward)** light laser cannon (2d4)

**Attack (Aft)** light laser cannon (2d4)

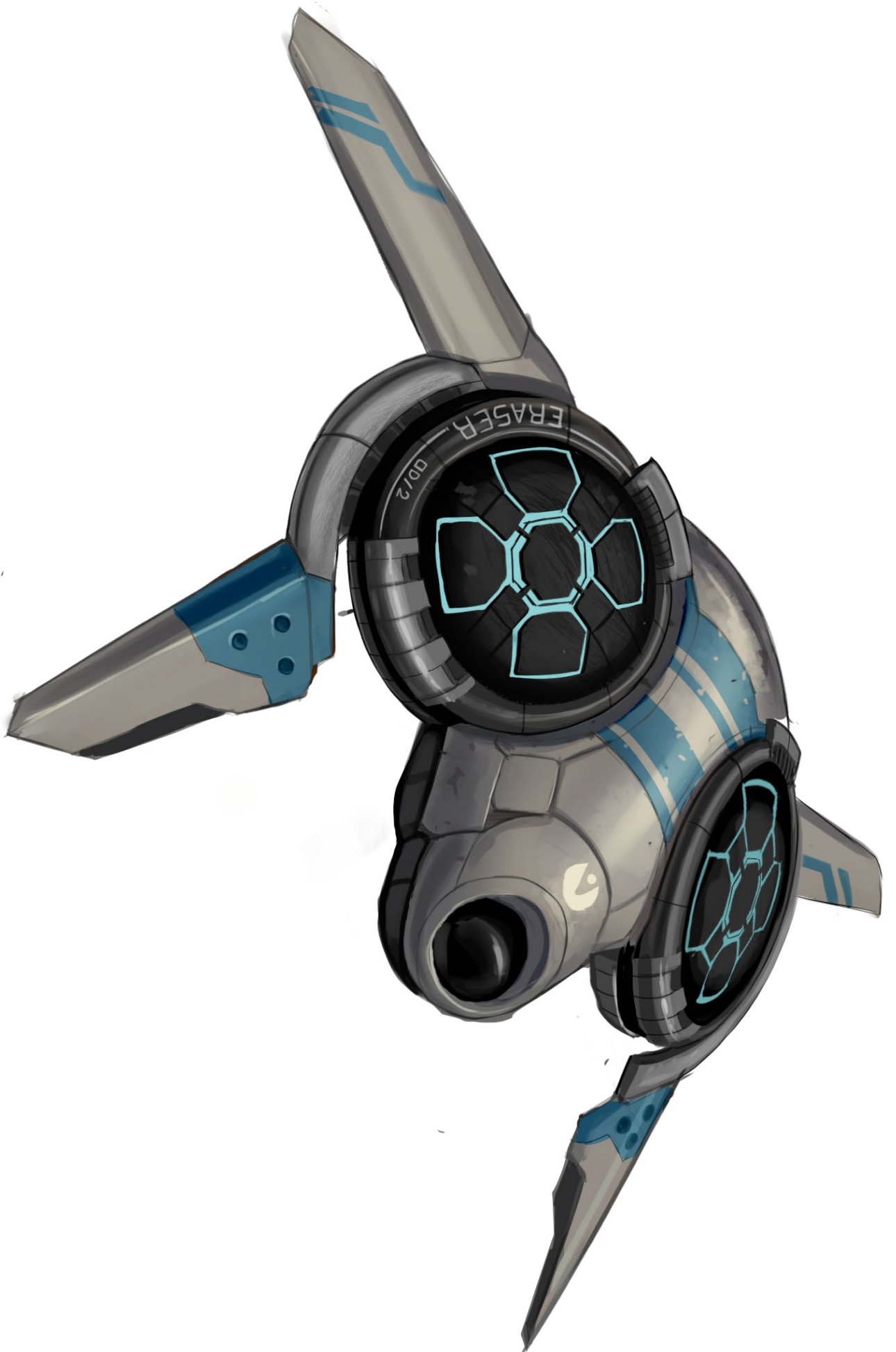
**Power Core(s)** Micron Light (50 PCU); **Drift Engine** None; **Systems** budget short-range sensors, mk 2 armor, mk 2 defenses, basic computer

**Modifiers** +0 Computers, +2 Piloting;

**Complement** 1

CREW

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



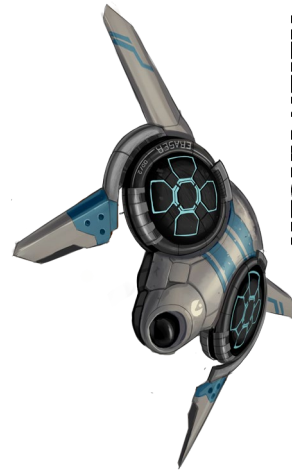
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**Authors •**

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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