

GALAXY PIRATES



SENSOR READINGS

Sensor Readings

The Science Officer leans over her sensor station deftly manipulating the controls to pinpoint the enemy vessel and...

Initial Computer DCs are to identify basic ship characteristics, for every 5 points by which the check exceeds the DC the Science Officer uncovers more information. On successive rounds the Science Officer may make additional checks and uncover more information by beating the initial DC again. Better rolls uncover more information in a single check, an unlucky or unskilled Science Officer will eventually learn everything about the opposing ship, it will just take longer.

UNDEAD FACTION INTERCEPTOR TIER 1/2

TINY INTERCEPTOR COMPUTER CHECK DC'S

DC 14	Tiny Interceptor, Speed 12, Perfect Maneuverability, Crew None (Living)
DC 19	AC 16, TL 16, 30 Hull Points, 10 Shields, Power Core 70
DC 24	Forward facing Gyrolaser Forward facing EMP cannon
DC 29	No expansion or cargo bays

UNDEAD FACTION TRANSPORT TIER 5

MEDIUM TRANSPORT COMPUTER CHECK DC'S

DC 21	Medium Transport, Speed 8, Average Maneuverability, Crew None (Living)
DC 26	AC 20, TL 20, 85 Hull Points, 60 Shields, Power Core 140
DC 31	Forward facing Heavy EMP cannon Aft facing Gyrolaser Forward facing Light Laser cannon Turret 2x Light Torpedo launchers
DC 36	5 cargo holds

UNDEAD FACTION BATTLESHIP TIER 14

GARGANTUAN BATTLESHIP COMPUTER CHECK DC'S

DC 32	Gargantuan Battleship, Speed 4, Average Maneuverability, Crew None (Living)
DC 37	AC 27, TL 27, 400 Hull Points, 240 Shields, Power Core 400
DC 42	Forward facing Heavy EMP cannon Port and Starboard facing Heavy Laser Arrays Forward facing Heavy Laser cannon Turret 2x Heavy Torpedo launchers Aft facing Tactical Nuclear Missile launcher
DC 47	No expansion or cargo bays

FOURARM FACTION RACER TIER 1/3

TINY RACER COMPUTER CHECK DC'S

DC 11	Tiny Racer, Speed 12, Perfect Maneuverability, Crew One
DC 16	AC 15, TL 14, 20 Hull Points, 10 Shields, Power Core 70
DC 21	Forward facing Gyrolaser
DC 26	No expansion or cargo bays

FOURARM FACTION HEAVY FREIGHTER TIER 4

LARGE HEAVY FREIGHTER COMPUTER CHECK DC'S

DC 17	Large Heavy Freighter, Speed 6, Average Maneuverability, Crew Ten
DC 22	AC 16, TL 15, 140 Hull Points, 40 Shields, Power Core 150
DC 27	Forward, Port and Starboard facing Heavy Laser cannons
DC 32	8 cargo holds

FOURARM FACTION CARRIER TIER 12

GARGANTUAN CARRIER COMPUTER CHECK DC'S

- DC 28 Gargantuan Carrier, Speed 4, Poor Maneuverability, Crew 120
- DC 33 AC 23, TL 23, 330 Hull Points, 160 Shields, Power Core 400
- DC 38 Forward facing Super Plasma cannon
Port and Starboard facing Heavy Laser cannons
Turret 2x High Explosive Missile launcher
- DC 43 Hangar bays (2), cargo holds (2)

HOMEWORLD FACTION SHUTTLE TIER 1/4

SMALL SHUTTLE COMPUTER CHECK DC'S

- DC 11 Small Shuttle, Speed 6, Perfect Maneuverability, Crew 4
- DC 16 AC 14, TL 13, 35 Hull Points, 10 Shields, Power Core 50
- DC 21 Forward facing Light Laser cannon
- DC 26 cargo holds (2), passenger seating

HOMEWORLD FACTION EXPLORER TIER 1

MEDIUM EXPLORER COMPUTER CHECK DC'S

- DC 12 Medium Explorer, Speed 6, Good Maneuverability, Crew 6
- DC 17 AC 14, TL 12, 55 Hull Points, 20 Shields, Power Core 100
- DC 22 Forward facing Light Laser cannon
Turret 1x High Explosive Missile launcher
- DC 27 cargo holds (3), physical science lab

HOMEWORLD FACTION CRUISER TIER 10

HUGE CRUISER COMPUTER CHECK DC'S

- DC 24 Huge Cruiser, Speed 8, Average Maneuverability, Crew 60
- DC 29 AC 22, TL 22, 230 Hull Points, 200 Shields, Power Core 300
- DC 34 Forward facing Particle Beam cannon
Port and Starboard facing Light Plasma cannons
Turret 1x Heavy Plasma Torpedo launcher
- DC 39 cargo holds (3), life boats, medical bay, shuttle bay

INSECT FACTION FREIGHTER TIER 1

SMALL LIGHT FREIGHTER COMPUTER CHECK DC'S

- DC 12 Small Freighter, Speed 8, Good Maneuverability, Crew 6
- DC 17 AC 14, TL 13, 40 Hull Points, 10 Shields, Power Core 90
- DC 22 Forward facing linked Gyrolasers
Port and Starboard facing Light Torpedo launchers
- DC 27 cargo holds (2), escape pods

INSECT FACTION DESTROYER TIER 6

LARGE DESTROYER COMPUTER CHECK DC'S

- DC 20 Large Destroyer, Speed 8, Average Maneuverability, Crew 13
- DC 25 AC 19, TL 19, 170 Hull Points, 60 Shields, Power Core 200
- DC 30 Forward facing Heavy Laser net
Forward facing Twin Laser
Port and Starboard facing Flak Throwers
Turret 1x Light Torpedo launcher
- DC 35 cargo bay, escape pods (3)

INSECT FACTION BULK FREIGHTER TIER 9

HUGE BULK FREIGHTER COMPUTER CHECK DC'S

DC 24	Huge Bulk Freighter, Speed 6, Poor Maneuverability, Crew 35
DC 29	AC 22, TL 21, 200 Hull Points, 100 Shields, Power Core 300
DC 34	Forward facing Maser Aft facing Particle Beam Turret 2x Heavy Plasma Torpedo launcher
DC 39	cargo holds (5), escape pods (5)

REPTILIAN FACTION FIGHTER TIER 2

TINY FIGHTER COMPUTER CHECK DC'S

DC 17	Tiny Fighter, Speed 10, Good Maneuverability, Crew 2
DC 22	AC 19, TL 18, 35 Hull Points, 40 Shields, Power Core 90
DC 27	Forward facing Light Plasma cannon Forward facing Tactical Nuclear Missile launcher Aft facing Flak Thrower
DC 32	No expansion or cargo bays

REPTILIAN FACTION DROPSHIP TIER 8

MEDIUM TRANSPORT COMPUTER CHECK DC'S

DC 24	Medium Transport, Speed 12, Average Maneuverability, Crew 5
DC 29	AC 24, TL 23, 100 Hull Points, 80 Shields, Power Core 250
DC 34	Forward facing Persistent Particle Beam Forward facing Coilgun Aft facing Coilgun Turret 2x Light Plasma cannon
DC 39	Guest Quarters (5, common)

REPTILIAN FACTION DREADNOUGHT TIER 16

COLOSSAL DREADNOUGHT COMPUTER CHECK DC'S

DC 36	Colossal Dreadnought, Speed 4, Clumsy Maneuverability, Crew 300
DC 41	AC 28, TL 26, 600 Hull Points, 200 Shields, Power Core 500
DC 46	Forward facing Particle Beam cannon Port and Starboard facing Superlasers Forward facing Heavy Laser cannon Port and Starboard facing Heavy Torpedo launchers Turret 1x linked Coilguns
DC 51	cargo holds (12), hangar bays (2)

SENSOR READINGS

Authors •

Cover Artist •

Interior Artist •

Layout and Production •

Paul Fields and Jim Milligan

Anthony Cournoyer

N/A

Jim Milligan for Atomic Rocket Games

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Evil Robot Games product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive

license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0. © 2000, Wizards of the Coast, Inc.

Starfinder Core Rulebook © 2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Evil Robot Games

Evilrobotgames.com