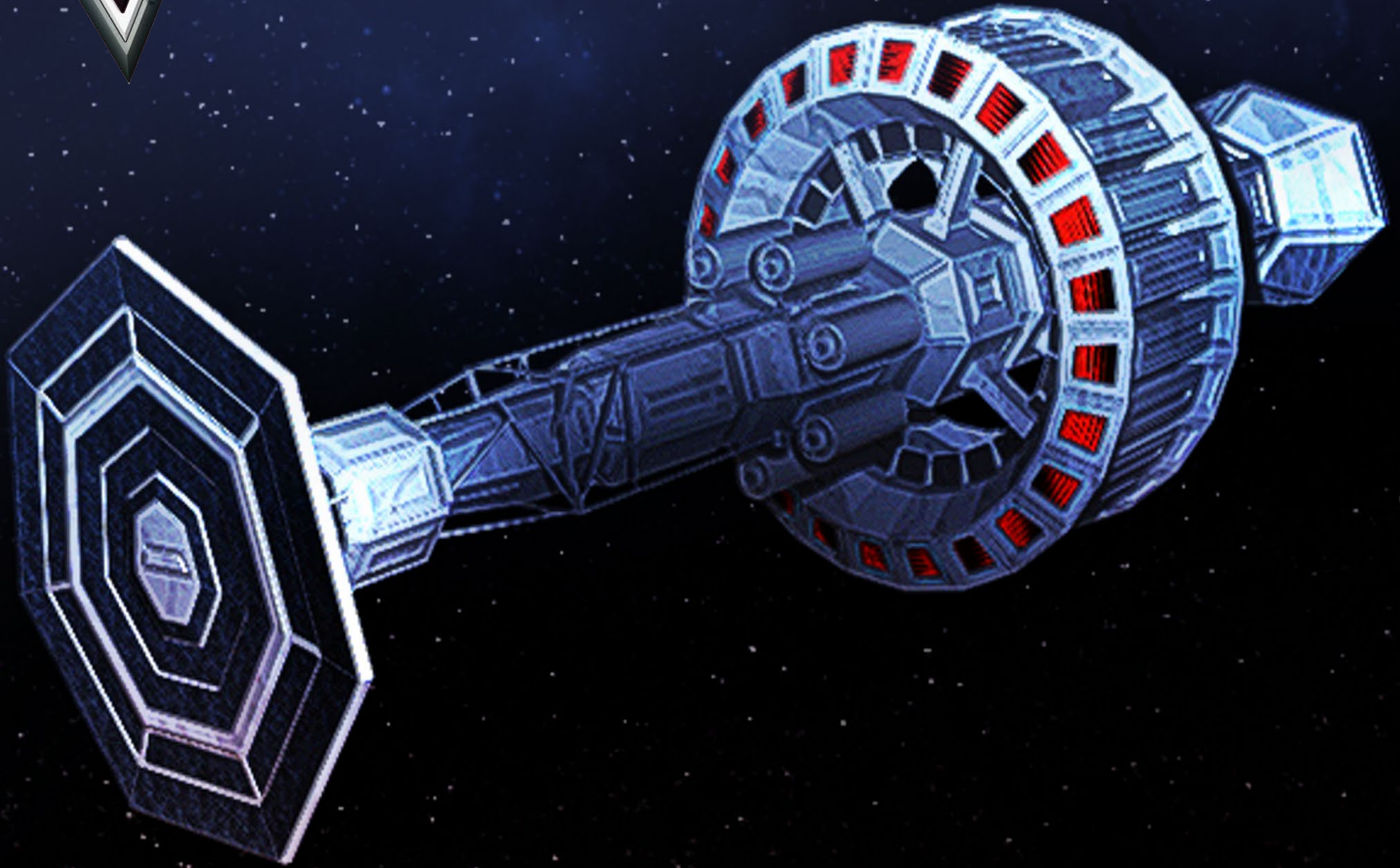


GALAXY PIRATES



COLONY SHIP

Terran Colony Ship

Carrying the hopes and dreams of future generations, the colony ship is a rugged home away from the homeworld.

TERRAN COLONY SHIP TIER 14 (450 Build Points)

Huge bulk freighter

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

AC 30; **TL** 28

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

Shields Heavy 420 (forward 105, port 105, starboard 105, aft 105)

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) x-laser cannon (8d6), heavy plasma torpedo launcher (5d10)

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

Systems basic long-range sensors, crew quarters (good), mk 8 armor, mk 7 defenses, mk 6 duonode computer; **Security** biometric locks;

Expansion Bays shuttle bay, passenger seating (3), recreation suite (hac), tech workshop, cargo hold (3)

Modifiers +6 any two checks per round, +2 Computers; **Complement** 16

CREW

Captain Bluff +30 (14 ranks), Computers +27 (14 ranks), Diplomacy +30 (14 ranks), Engineering +25 (14 ranks), gunnery +25,

Intimidate +30 (14 ranks), Piloting +25 (14 ranks)

Engineer (1 officer, 3 crew) Engineering +25 (14 ranks)

Gunner (1 officer, 5 crew) gunnery +25

Pilot (1 officer, 1 crew) Computers +27 (14 ranks), gunnery +25,

Piloting +30 (14 ranks)

Science Officer (1 officer, 2 crew) Computers +27 (14 ranks)

Terran Colony Ship

When humans left Earth for the stars, they built an enormous ship to carry all the equipment the colony would need and its cryogenically frozen colonists. Though the mission was peaceful the builders had no idea what dangers the colonists would face and built some safeguards into their design.

The front of the ship is a heavy slab of armor designed to stop micrometeorites and radiation from harming the colonists. Heavy shields protect the sides and engineering compartments from cosmic radiation. Bulk liquid and recycling tanks surround the active crew quarters. Finally the array of cargo modules encircles bays full of frozen colonists.

Bulk Freighter

Far from ferrying hopes and dreams, this cargo ships it just bulk freight, the mass produced stuff of everyday life in the Sol system.

BULK FREIGHTER TIER 10 (270 Build Points)

Huge bulk freighter

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

AC 23; **TL** 22

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

Shields Medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Forward) heavy laser cannon (4d8)

Attack (Aft) heavy laser cannon (4d8)

Attack (Port) heavy laser cannon (4d8)

Attack (Starboard) heavy laser cannon (4d8)

Attack (Turret) twin laser (5d8), light plasma torpedo launcher (3d8)

Power Core(s) Gateway Light (300 PCU); **Drift Engine** Signal Basic

Systems basic medium-range sensors, crew quarters (good), mk 5 armor, mk 5 defenses, mk 3 trinode computer;

Expansion Bays escape pods, tech workshop, recreation suite (hac), cargo hold (7)

Modifiers +3 any three checks per round, +2 Computers; **Complement** 16

CREW

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

+24 (10 ranks), Engineering +19 (10 ranks), gunnery +19, Intimidate +24 (10 ranks), Piloting +19 (10 ranks)

Engineer (1 officer, 3 crew) Engineering +19 (10 ranks)

Gunner (1 officer, 5 crew) gunnery +19

Pilot (1 officer, 1 crew) Computers +21 (10 ranks), gunnery +19, Pi-

loting +24 (10 ranks)

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

Bulk Freighter

In the years after the first colony ship was built the colony corporation kept building the massive ships, some would be sent to other stars, while most of them became bulk freighters.

The bulk freighters weren't going into uncharted space, they weren't carrying precious living cargo, mostly just mass produced tech for the Mars colony and heavy equipment for the Jovian moons. Sure there are some pirates in system, but the heavy lasers and shields should suffice to hold off the light weapons of their typical fighters and transports.

COLONY SHIP – HUGE BULK FREIGHTER COMPUTER CHECK DC'S		BULK FREIGHTER	
DC 30	Huge Bulk Freighter, Speed 6, Poor Maneuverability, Crew 16.	DC 25	Huge Bulk Freighter, Speed 6, Poor Maneuverability, Crew 16.
DC 35	AC 30, TL 27, 220 Hull Points, 320 Shields, Power Core 400	DC 30	AC 23, TL 22, 200 Hull Points, 160 Shields, Power Core 300
DC 40	Forward Mass Driver Turreted X-Laser Cannon Port, Starboard and Aft Heavy Laser Arrays Turreted Heavy Plasma Torpedo Launcher	DC 35	Turreted Twinlaser Forward, Port, Starboard and Aft Heavy Laser Cannons Turreted light plasma torpedo launcher
DC 45	Shuttle bay, passenger seating (3), recreation suite (hac), tech workshop, cargo hold (3)	DC 40	Escape pods, tech workshop, recreation suite (hac), cargo hold (7)

COLONY SHIP

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