

GALAXY PIRATES



BLACK SHIPS

Evil Robot Games

Black Ship

The Denizens of Leng have long been feared on many worlds, they used to sail their black ships across a sea of dreams to become the stuff of mortal nightmares. Now that Black Ships ply the space between stars, mortals and their dreams will never be safe again.

BLACK SHIP TIER 18 (800 Build Points)

Colossal dreadnought

Speed 8; **Maneuverability** clumsy (turn 4); **Drift** 1

AC 28; TL 30

HP 600; DT 15; CT 120

Shields Heavy 320 (forward 80, port 80, starboard 80, aft 80)

Attack (Forward) gravity cannon (2d6×10), super emp cannon (Special), heavy laser array (6d4)

Attack (Port) superlaser (2d4×10), heavy laser array (6d4), heavy plasma torpedo launcher (5d10)

Attack (Starboard) superlaser (2d4×10), heavy laser array (6d4), heavy plasma torpedo launcher (5d10)

Attack (Turret) 2x linked coilguns (8d4)

Power Core(s) Gateway Ultra (500 PCU), Gateway Ultra (500 PCU);

Drift Engine Signal Basic

Systems advanced medium-range sensors, crew quarters (good), mk 8 armor, mk 11 defenses, mk 4 trinode computer

Expansion Bays hangar bay (2), shuttle bay (2), medical bay, power core housing, sealed environment chamber, cargo holds (5)

Modifiers +4 any three checks per round, +4 Computers, -2 Piloting

Complement 300

CREW

Captain Bluff +31 (18 ranks), Computers +35 (18 ranks), Diplomacy +36 (18 ranks), Engineering +31 (18 ranks), gunnery +31, Intimidate +36 (18 ranks), Piloting +29 (18 ranks)

Engineer (3 officers, 45 crew each) Engineering +31 (18 ranks)

Gunner (5 officers, 25 crew each) gunnery +31

Pilot (1 officer, 12 crew) Computers +35 (18 ranks), gunnery +31, Piloting +34 (18 ranks)

Science Officer (2 officers, 8 crew each) Computers +35 (18 ranks)

Fighting the Black Ship

The Master (Captain role)

An implacable being not used to failure or compromise has all leadership actions available. The Master may spend a great deal of time motivating the ship's pilot.

Demand, woe betide the crewman that the master asks twice.

Encourage, many gifts await the servants who please their master.

Taunt, the master will taunt enemy ships to make them easier prey.

Order, the master demonstrates how easily you can be replaced, you will redouble your efforts. (1 RP)

Moving Speech, the master has crossed time and space to lead *you* upon a mission of enslavement, have we come this far just to fail at the first sign of resistance? (1 RP)

Engineers

As long as no critical damage has been taken, the Engineers will divert power to weapons and shields. The Engineer should always be using one of the ship's Computer bonuses. Use this order for normal engineering actions;

Patch critically damaged systems

Hold it together on critically damaged systems

Divert power to weapons, this is the single most effective thing an engineer can do with as many weapons as this ship has.

Divert power to engines, if the pilot is can't quite catch a target ship.

Divert power to shields, see the Other Notes section.

Overpower to Engines, Weapons and Shields (1 RP)

Quick Fix on a critically damaged system (1 RP)

Gunners

As there is one gunnery crew per weapon, gunnery will be limited to the Shoot and Precise Targeting actions. Use this order for normal gunnery operations;

Shoot enemy vessels in all arcs,

If no enemy is present in the Aft arc, fire the Turret weapon(s) at the most dangerous enemy vessel in range, OR vessels too small to target with Capital weapons.

If all opponents are equally dangerous, focus fire with the turret weapon(s) on single opponents until they are destroyed and then focus on the next opponent.

Precise Targeting on enemy vessels (1 RP)

Pilot

If the Pilot needs to roll Piloting for an action to succeed, they should always take advantage of the ship's computer bonus. As there is a dedicated Pilot, there is no need for the Pilot to take Minor Actions, Piloting actions may consist of;

Fly, normal flight, nothing fancy.

Maneuver, useful against more agile craft, the Master may *Encourage* or *Demand* great things of you.

Stunt, *Evade* aggressive enemies, *Flip and Burn* to get facing on more maneuverable foes, *Flyby* ships that are hard to pin down, *Slide* or *Turn in Place* as necessary.

Full Power to catch faster ships, if the Engineer has already tried to *Divert Power to Engines* but it isn't enough. (1 RP)

Audacious Gambit if the situation *Demands* greatness from the pilot. (1 RP)

Science Officers

If no serious shield damage has been taken, the science officers will target enemy systems. Use this order for normal science officer actions;

Scan enemy vessels

Target System on enemy vessels

Balance shield points across arcs to avoid special attacks like EMPs.

Lock On enemy starship (1 RP)

Improve Countermeasures if the enemy is using lots of missiles. (1 RP)

Other Notes

The engineers and Science Officers will attempt to divert power to the shields and rebalance the shield points across arcs if and only if an enemy vessel has an EMP weapon.

The hangar bays of each Black Ship hold 16 Fighters and 2 shuttles.

Small Craft

At first the ship seems alone in the dark, unaccompanied, and then basalt columns furthest from the center start to drift away and move under their own power, a burning red eye at the fore of each craft.

Leng Shuttle

The Denizens of Leng use shuttlecraft to land raiding parties and capture slaves. The shuttle's passenger seating areas are equipped with restraints. Some Leng Shuttles are crewed by Ghouls and Ghosts.

LENG SHUTTLE TIER 5 (135 Build Points)

Small light freighter

Speed 8; **Maneuverability** good (turn 1); **Drift** 1

AC 22; **TL** 22

HP 50; **DT** n/a; **CT** 10

Shields Medium 120 (forward 30, port 30, starboard 30, aft 30)

Attack (Forward) gyrolaser (1d8), light torpedo launcher (2d8)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Turret) light laser cannon (2d4)

Power Core(s) Arcus Heavy (130 PCU); **Drift Engine** Signal Basic

Systems basic medium-range sensors, crew quarters (common), mk 6 armor, mk 7 defenses, mk 3 trinode computer

Security biometric locks

Expansion Bays passenger seating (3)

Modifiers +3 any three checks per round, +2 Computers, +1 Piloting;

Complement 5

CREW

Captain Bluff +16 (5 ranks), Computers +13 (5 ranks), Diplomacy +16 (5 ranks), Engineering +11 (5 ranks), gunnery +11, Intimidate +16 (5 ranks), Piloting +12 (5 ranks)

Engineer Engineering +11 (5 ranks)

Gunner gunnery +11

Pilot Computers +13 (5 ranks), gunnery +11, Piloting +17 (5 ranks)

Science Officer Computers +13 (5 ranks)

The Gunner fires the turreted weapon, the Pilot may fly as a minor action and then fire the forward facing Gyrolaser or Torpedoes. The Gyrolaser can cover targets in one of three arcs; Forward, Port, or Starboard. The Captain may act to fire the Port or Starboard laser as needed. The Leng Shuttle has only enough power to fire 4 of the 5 weapons at a time. One of the Gunners would have to use the *Fire at Will* action in order to get 4 of the ship's weapons firing in a single round.

Leng Fighter

Used to destroy a target's escorts, allowing it to be taken by the Black Ship. Several fighters will also accompany a shuttle on a raiding party. Many Leng Fighters are crewed by Ghouls.

LENG FIGHTER TIER 2 (75 Build Points)

Tiny fighter

Speed 10; **Maneuverability** good (turn 1)

AC 19; **TL** 18

HP 35; **DT** n/a; **CT** 7

Shields Medium 90 (forward 23, port 22, starboard 22, aft 23)

Attack (Forward) coilgun (4d4), light plasma torpedo launcher (3d8)

Attack (Aft) light torpedo launcher (2d8)

Power Core(s) Pulse Gray (100 PCU); **Drift Engine** None

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

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

Complement 2

CREW

Pilot Computers +9 (2 ranks), gunnery +7, Piloting +13 (2 ranks)

Copilot Bluff +7 (2 ranks), Computers +9 (2 ranks), Diplomacy +7 (2 ranks), Engineering +7 (2 ranks), gunnery +7, Intimidate +7 (2 ranks), Piloting +8 (2 ranks)

The Pilot flies (all normal actions) and occasionally shoots the Coilgun or Plasma Torpedoes.

The Copilot *Shoots* the aft light torpedoes, makes sensor *Scan* checks, *Diverts Power* to the Weapons, Shields or Engines, *Taunts* enemy fighters, *Encourages* the pilot, *Rebalances* the shields, *Patches* systems and *Holds it together*.



Denizen of Leng

Wearing a hard environment suit, this strange humanoid seems to vibrate in and out of step with the universe.

DENIZEN OF LENG CR 8, XP 4,800 CE Medium outsider (chaotic, evil, extraplanar) Init +10; Senses darkvision 60 ft.; Perception +21	
DEFENSE	HP 115
EAC 20; KAC 21 Fort +7 Ref +7 Will +11 Defensive Abilities Immune poison; Resist cold 30, electricity 30; SR 19 planar fast healing 5 Defensive Abilities no breath, unusual anatomy;	
OFFENSE	
Speed 40 ft., Melee bite +17 (1d8+10 plus 1d6 dexterity drain), 2 claws +13 (1d8+10) Ranged Leng Arc Pistol +15 (Level 8 2d6+8 E, 50 ft., Arc 1d6, 20 charges, usage 2, Bulk L, Stun) or +11/+11/+11 (2d6+8 E) Special Attacks trick attack +4d8 Spell-Like Abilities (CL 10th; concentration +14) Constant—tongues 3/day—detect thoughts (DC 15), flight 2nd, holographic image 2nd (DC 15) 1/day—plane shift (DC 20, self only)	
STATISTICS	
Str +2; Dex +6; Con +4; Int +4; Wis +3; Cha +5 Feats Deceitful, Dodge, Mobility, Persuasive, Weapon Finesse Skills Bluff +21, Disguise +12 (+16 as Humanoid), Engineering +16, Intimidate +16, Perception +21, Sense Motive +16, Sleight of Hand +16, Stealth +16; Racial Modifiers +4 Disguise when disguised as a Medium Humanoid Languages Aklo; tongues SQ evasion, quick movement 10, Debilitating Trick, Cloaking Field, Holographic Clone, Uncanny Mobility, Uncanny Agility, Triple Attack, Bleeding Shot	
SPECIAL ABILITIES	
Dexterity Drain (Su) The otherworldly teeth and tongue of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 19 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.	
Planar Fast Healing (Su) A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if its fast healing is negated.	
Unusual Anatomy (Ex) A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.	
ECOLOGY	
Environment	any land
Organization	solitary, gang (2–5), or crew (6–15)
Treasure	NPC gear (Leng Arc Pistol (15,000cr) occasionally

these have Level 8 Merciful Fusions on them for taking captives alive; Lashunta tempweave (Targeting Computer), advanced; Knife, Tactical; 2,000cr in rubies)

These eerie denizens travel the universe from their strange homeland of Leng, walking uncontested only when they disguise themselves as humanoids by wearing environment suits with tinted visors, and failing that, wrappings about the head and face. Under their disguise, they have horned brows, clawed fingers, mouths full of tentacles, and crooked goatish legs with cloven hooves.

Many scholars have argued over where the otherworldly realm of Leng lies— some believe it can be found among the Outer Planes, while others are convinced it can only be reached via a dimension of dreams. The denizens of Leng can travel to other planes freely, and often do so in strange, black ships, constantly seeking new breeds of slaves or trading rubies for unusual services or magical treasures. At other times, their visits are much more violent, focusing on abducting victims for use as slaves or worse. On Leng, these denizens have long fought a war against that realm's monstrous spiders, a war that sometimes spills over into other worlds.

A denizen of Leng weighs 200 pounds and stands roughly 5-1/2 feet tall.

DENIZEN OF LENG – LIFE SCIENCE CHECK DC'S	
DC 10	Though they try to look like Material Plane humanoids, denizens of Leng are only vaguely so, and disguise themselves accordingly.
DC 15	In their war with the Leng spiders, denizens use powers of misdirection and illusion, but can drain agility with an unexpected bite.
DC 20	Denizens of Leng do not breathe, are immune to poison, and resist cold and electricity. Precision damage does not always affect them.
DC 25	Many scholars argue where the otherworldly realm of Leng lies, whether among the Outer Planes, or somewhere beyond the dimension of dreams.

BLACK SHIPS

Authors •
Cover and Interior Art •
Layout and Production •

Paul Fields and Jim Milligan
Enmanuel Martinez
Jim Milligan for Atomic Rocket Games

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