

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)

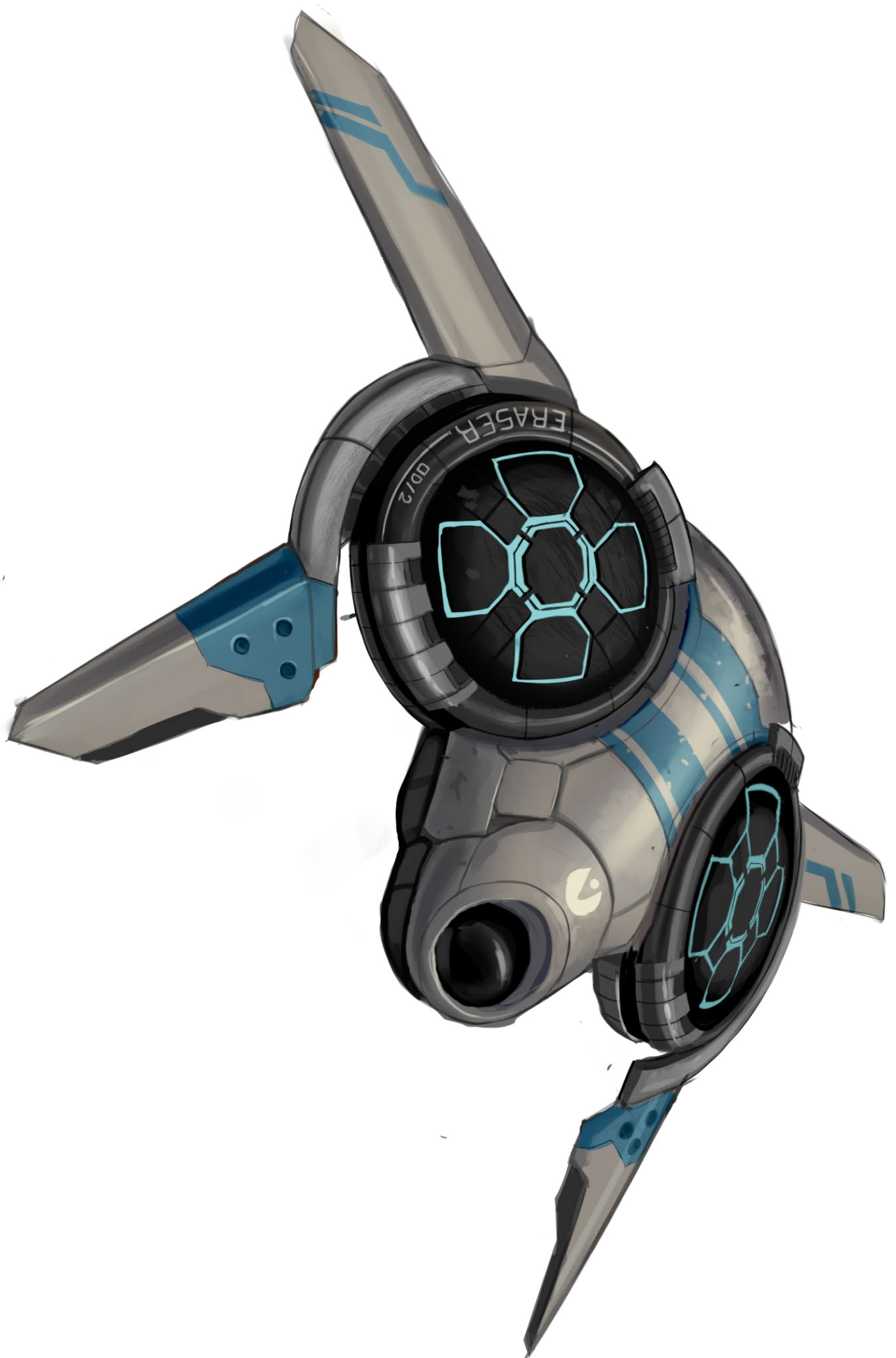
Power Core(s) Micron Light (50 PCU); **Drift Engine** None; **Systems** budget short-range sensors, mk 2 armor, mk 2 defenses, basic computer

Modifiers +0 Computers, +2 Piloting;

Complement 1

CREW

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



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