# GALAXY PIRATES

# BLACK KNIGHT

# Eldred Black Knight Cruiser

*As fast a fighter, this cruiser hits harder than anything in its class.*

ELDRED BLACK KNIGHT TIER 12 (350 Build Points)
CRUISER
Size Huge
**Speed** 10; **Maneuverability** average (+0 Piloting, turn 2)
**AC** 26; **TL** 25
**HP** 255; **DT** 5; **CT** 51
**Shields** basic 240 (forward 72, port 48, starboard 48, aft 72)
**Attack (Forward)** Super Plasma Cannon (3d6x10)
**Attack (Forward)** Super Plasma Cannon (3d6x10)
**Attack (Port)** Heavy Laser Cannon (4d8)
**Attack (Starboard)** Heavy Laser Cannon (4d8)
**Attack (Aft)** none
**Attack (Turret)** Heavy Plasma Torpedo Launcher (5d10)
**Power Core** Gateway Heavy (400 PCU); **Drift Engine** Signal Basic;
**Systems** MK5 Mononode computer, basic long-range sensors, mk 6 armor, mk 6 defenses; **Expansion Bays** None
Minimum Crew 0; Maximum Crew 0
**Modifiers** +5 to any one check per round; +0 Piloting; +2 Computers **Complement** 0
CREW
**Captain** Computers +24 (12 ranks), Engineering +22 (12 ranks), Intimidate +27 (12 ranks), gunnery +22, Piloting +22 (12 ranks)
**Engineer** Engineering +22 (12 ranks)
**Gunners** (5) gunnery +22
**Pilot** Piloting +27 (12 ranks)
**Science Officer** Computers +24 (12 ranks)

# Enhanced Black Knight Cruiser

ELDRED BLACK KNIGHT TIER 16 (599 Build Points)
CRUISER
Size Huge
**Speed** 10; **Maneuverability** average (+0 Piloting, turn 2)
**AC** 32; **TL** 34
**HP** 280; **DT** 5; **CT** 56
**Shields** Heavy 480 (forward 144, port 96, starboard 96, aft 144)
**Attack (Forward)** 2x fire linked Super Plasma Cannon (6d6x10)
**Attack (Port)** superlaser (2d4×10)
**Attack (Starboard)** superlaser (2d4×10)
**Attack (Aft)** none
**Attack (Turret)** 2x fire linked heavy antimatter missile launcher (20d10)
**Power Core** Gateway Ultra (500 PCU); **Drift Engine** Signal Basic;

**Systems** MK8 Duonode computer, advanced long-range sensors, mk 8 armor, mk 11 defenses; **Expansion Bays** None
Minimum Crew 0; Maximum Crew 0
**Modifiers** +8 to any two checks per round; +0 Piloting; +4 Computers **Complement** 0
CREW
**Captain** Computers +32 (16 ranks), Engineering +28 (16 ranks), Intimidate +33 (16 ranks), gunnery +28, Piloting +28 (16 ranks)
**Engineer** Engineering +28 (16 ranks)
**Gunners** (5) gunnery +28
**Pilot** Piloting +33 (16 ranks)
**Science Officer** Computers +32 (16 ranks)

# Black Knight Cruiser

In the wake of the Slavern/Eldred war, the Eldred Fleet's Admiralty sought a permanent solution to their constant lack of manpower. After the war, the Eldred council enacted a period of mandatory conscription for all military age citizens: most served for a period of four standard years, and though some would reenlist and make a career for themselves in the service, many would not. Thus a small group of Admirals began a secret project to design a warship run entirely by AI.

Early on the project was heavily influenced by Academy Cadet Aria Wroth. Most of her enlistment period was spent using her impressive grasp of starship tactics programming tactical simulations for the AI cruiser, and working with human consultants from Terra, where she learned their common language. When she left for her cadet cruise and ultimately left the service, the project was still up against the hard limitation that the necessary Eldred computers were too big to fit in any starship hull in the fleet.

In the later years of the project, supply ships returned from the Terran home world with the truly miniaturized supercomputers they had been promising. A hull was constructed for the prototype and a name given to it from a Terran tradition of an unnamed warrior competing in open tournaments.

The Heavy Cruiser-sized hull of the Black Knight limits how many the Eldred fleet can produce, so they will never replace common patrol vessels. The ship can replace small fleets used for hunter killer anti-piracy missions. The Enhanced Black Knight is thought of as a pocket dreadnought and is sometimes sent to break other factions fleets or strongholds. As the ship cannot take prisoners or rescue life pods, there are limited support roles it can perform. It can however patrol the border and smash things for years on end without resupply.

| BLACK KNIGHT – HUGE CRUISER COMPUTER CHECK DC'S | | ENHANCED BLACK KNIGHT | |
|---|---|---|---|
| DC 28 | Huge Cruiser, Speed 10, Average Maneuverability, Crew None. | DC 37 | Huge Cruiser, Speed 10, Average Maneuverability, Crew None. |
| DC 33 | AC 26, TL 25, 255 Hull Points, 240 Shields, Power Core 400 | DC 42 | AC 32, TL 34, 280 Hull Points, 480 Shields, Power Core 500 |
| DC 38 | Forward 2x Super Plasma Cannon<br>Port and Starboard Heavy Laser Cannons<br>Turreted Heavy Plasma Torpedo Launcher | DC 47 | Forward 2x fire linked Super Plasma Cannon<br>Port and Starboard Superlasers<br>Turreted 2x fire linked Heavy antimatter missile launchers |
| DC 43 | No expansion bays | DC 52 | No expansion bays |

## Fighting the Black Knight

The AI only possesses the ship specific Resolve Points gained at Tier 8 and Tier 16, therefore it can spend either 1 or 2 RP in a single combat, spend them wisely.

## The AI Leadership Circuit

The AI is not trained in Diplomacy, it possesses subroutines for all other ship's functions. The leadership circuit is limited to mostly Taunts and Orders for normal leadership operations;

**Demand**, circuits refuse to be intimidated.

**Encourage**, circuits do not believe your pretty lies.

**Taunt**, Leaderbot has a surprisingly cutting insult subroutine.

**Order**, Leaderbot doubles your efficiency by showing you how easy your job is. (1 RP)

**Moving Speech**, Leaderbot is *not* motivational.

## Engineering Subroutine

As long as no critical damage has been taken, the Engineering subroutine will normally divert power to weapons and shields. Use this order for normal engineering operations;

**Patch** critically damaged systems

**Hold it together** on critically damaged systems

**Divert** power to weapons

**Divert** power to shields

**Overpower** to Engines, Weapons and Shields (1 RP)

**Quick Fix** on a critically damaged system (1 RP)

## Gunnery Subroutine

As there is one gunnery circuit 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 Aft arc, fire Turret weapon(s) at the most dangerous enemy vessel in range.

If all opponents are equally dangerous, focus fire with 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 Subroutine

As there is a dedicated Pilot, Piloting actions consist of Fly, Maneuver, Stunt, Full Power or Audacious Gambit actions.

## Science Subroutine

As long as no serious shield damage has been taken, the science subroutine will normally target enemy systems. Use this order for normal science operations;

**Scan** enemy vessels

**Target System** on enemy vessels

**Balance** shield points across arcs

**Lock On** enemy starship (1 RP)

**Improve Countermeasures** (1 RP)

## Other Combat Notes

Despite not having a living crew aboard, Critical hits to Life Support affect the ship normally as AI Supercomputers rely on their carefully balanced cooling systems for optimum efficiency.

## Historical Notes

Lieutenant Aria Wroth left the service to become a free trader. After a few unfortunate years as a merchant and smuggler, she is now wanted for piracy. Her ship, *Corbin's Hold*, is named after a battle of the same name. A key conflict in the Slavern/Eldred war, in which the Eldred suffered a crippling defeat. The engineer who designed the vessel is rumored to have felt the same about the Admiralty's gutting of the ship's final prototype.

# BLACK KNIGHT

| | |
|---|---|
| **Authors •** | Paul Fields and Jim Milligan |
| **Cover Artist •** | Adam Kopała |
| **Interior Artists •** | N/A |
| **Layout and Production •** | Jim Milligan for Atomic Rocket Games |

Evil Robot Games

**Evilrobotgames.com**