

CLASSIC CRUISER

Evil Robot Games

Eldred Classic Cruiser

The workhorse of the Eldred fleet during the war and the many years since. ELDRED CLASSIC CRUISER TIER 5 (135 Build Points) DESTROYER Size Large **Speed** 6; **Maneuverability** average (+0 Piloting, turn 2) AC 17; TL 18 HP 170; DT ---; CT 34 Shields basic 40 (forward 12, port 8, starboard 8, aft 12) Attack (Forward) Railgun (8d4) Attack (Forward) light torpedo launcher (2d8) Attack (Port) gyrolaser (1d8) Attack (Starboard) gyrolaser (1d8) Attack (Aft) none Attack (Turret) coilgun (4d4) Power Core Arcus Max (200 PCU); Drift Engine Signal Basic; Systems basic computer, budget mid-range sensors, crew quarters (good), mk 3 armor, mk 4 defenses; Expansion **Bays** medical bay, escape pods, cargo bays (2) Minimum Crew 6; Maximum Crew 20 Modifiers +0 Piloting; +0 Computers Complement 12 CREW Captain Bluff +16 (5 ranks), Computers +11 (5 ranks), Diplomacy +16 (5 ranks), Engineering +11 (5 ranks), gunnery +11, Piloting +11(5 ranks) Engineer Engineering +11 (5 ranks) Gunners (5) gunnery +11

Pilot Piloting +16 (5 ranks)

Science Officer Computers +11 (5 ranks)

Light Cruiser - Large Destroyer Computer check DCs

DC 19 – Large Destroyer, Speed 6, Average Maneuverability, Crew Twelve.

DC 24 - AC 17, TL 18, 170 Hull Points, 40 Shields, Power Core 200

DC 29 – Forward facing Railgun Port and Starboard Gyrolasers

Turreted Coilgun Forward facing Light Torpedo Launcher

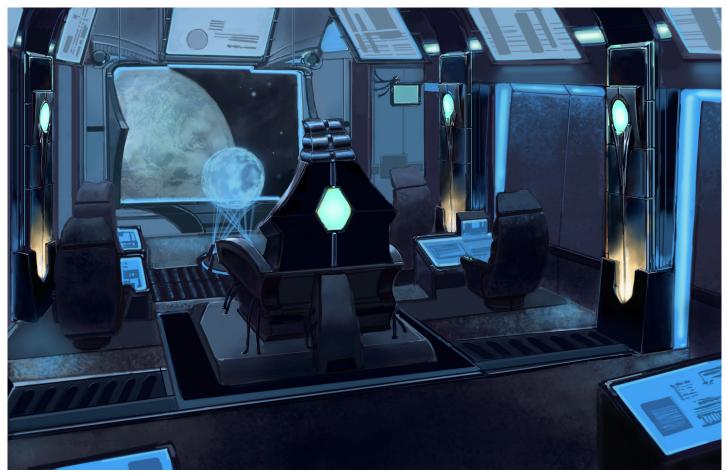
DC 34 – Medical Bay, Escape Pods, 2 cargo bays.

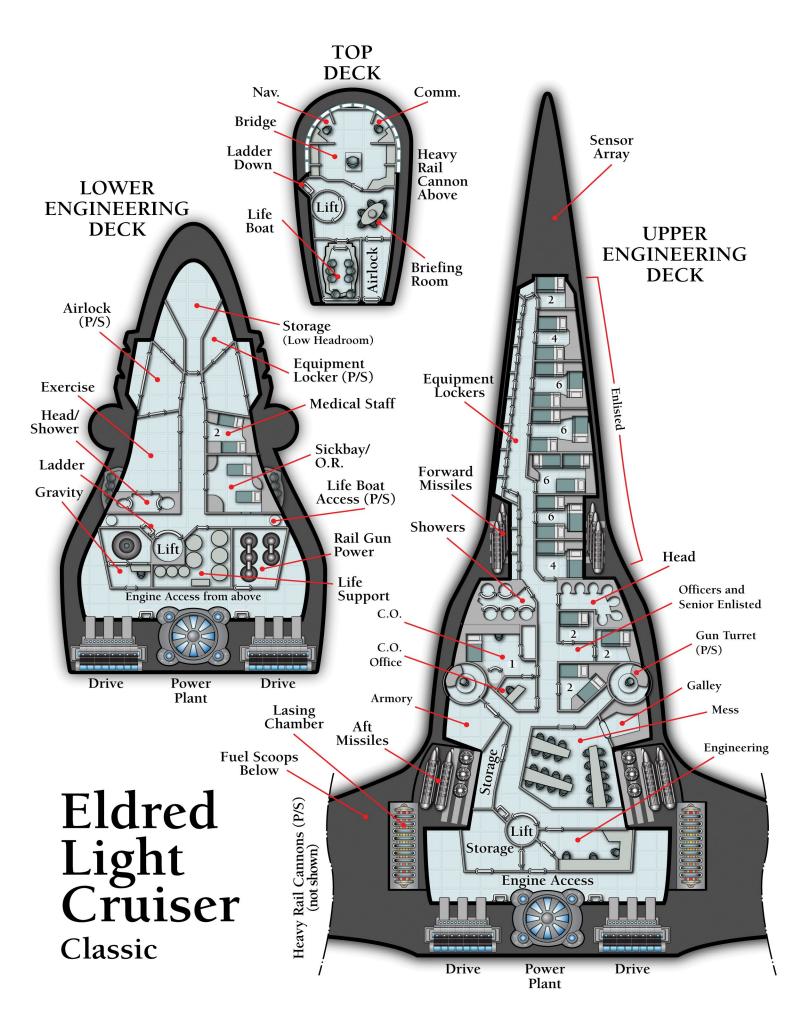
Classic Model Cruiser

Designed by the Admiralty as a lightly armored, wellarmed craft to fight the war against the Slavern, this cruiser went on to serve as the standard anti-piracy and patrol vessel of the Fleet until the new *Eldred Light Cruiser* (Tier 5) finally entered service.

The Admiralty, unswayed by cost concerns during the war, fit a compact reactor with enough output to power everything on the vessel without compromising the hull. Unlike later cruiser designs, the wartime Marine complement wasn't given separate barracks from the crew. Ample munitions caches around the ship augment the Torpedo launchers in the nose.

Of the hundreds of these ships built during the war, dozens have ended up in private hands either as free merchants or pirates.





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