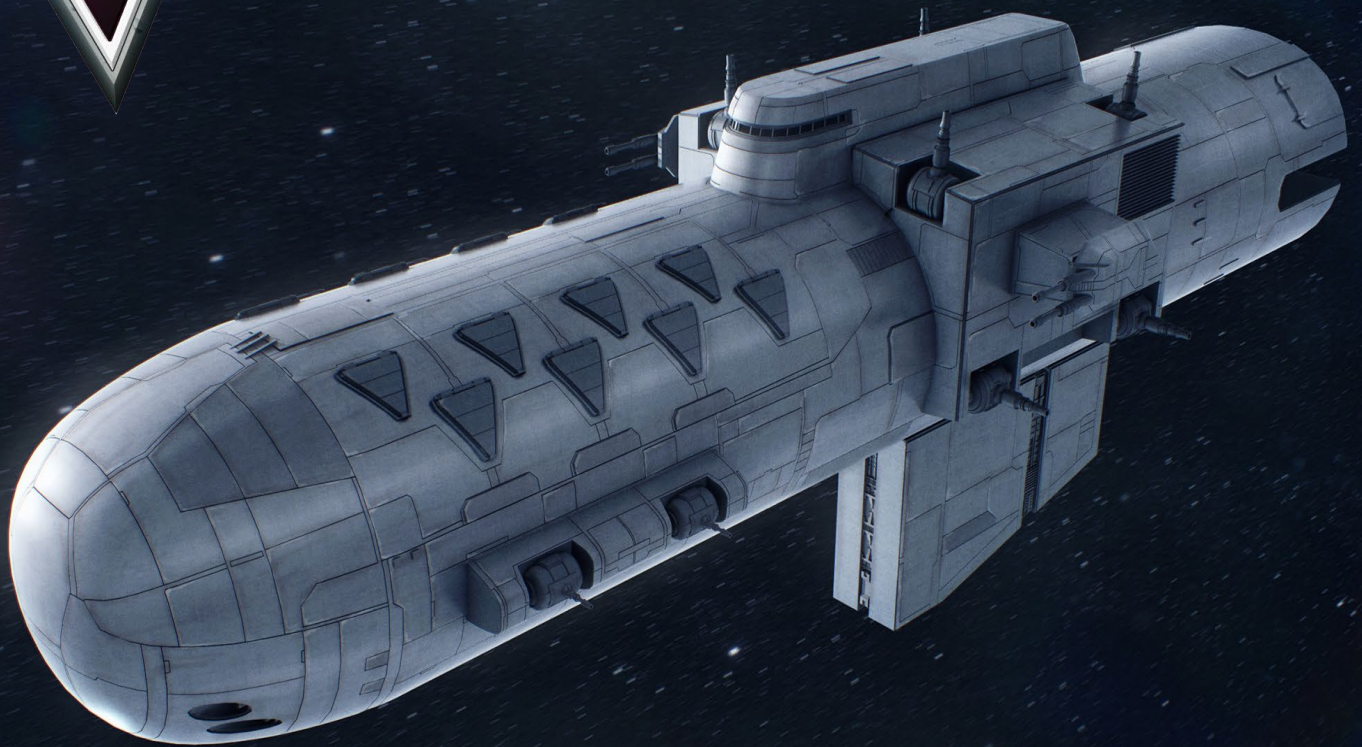


GALAXY PIRATES



HEAVY CRUISER

Katar Heavy Cruiser

The Katar Heavy Cruiser was built for in-system and fleet defense roles. This jump capable ship is common in larger fleets, where it fights alongside numerous Katar Light Cruiser as a Command and Control vessel for attack groups.

KATAR HEAVY CRUISER TIER 7

Large Destroyer

Speed 6; **Maneuverability** average (+0 Piloting, turn 2)

AC 21; **TL** 22

HP 170; **DT** —; **CT** 34

Shields medium 160 (forward 45, port 35, starboard 35, aft 45)

Attack (Forward) Heavy Torpedo Launcher (5d8)

Attack (Forward) Heavy Torpedo Launcher (5d8)

Attack (port) Laser net (2d6)

Attack (starboard) Laser net (2d6)

Attack (aft) Light Torpedo Launcher (2d8)

Attack (turret) Coilgun (4d4)

Power Core Arcus Max (200 PCU); **Drift Engine** basic;

Systems Mk2 Duonode computer, crew quarters (common), basic medium-range sensors, mk 5 armor, mk 6 defenses;

Expansion Bays Cargo holds (3)

Modifiers +2 Computers, +1 Piloting, +2 any two checks per round

Complement 20

CREW

Captain Bluff +19 (7 ranks), Computers +14 (7 ranks), Diplomacy +19 (7 ranks), Engineering +14 (7 ranks), gunnery +14, Piloting +15 (7 ranks)

Engineers (3) Engineering +14 (7 ranks)

Gunners (6) gunnery +14

Pilot gunnery +14, Piloting +20 (7 ranks)

Science Officers (3) Computers +16 (7 ranks)

Heavy Cruiser – Large Destroyer *Computer* check DCs

DC 23 – Large Destroyer, Speed 6, Average Maneuverability, Crew Twenty.

DC 28 – AC 21, TL 22, 170 Hull Points, 160 Shields, Power Core 200

DC 33 – Two forward facing Heavy Torpedo Launchers

Port and Starboard Laser nets

Turreted Coilgun

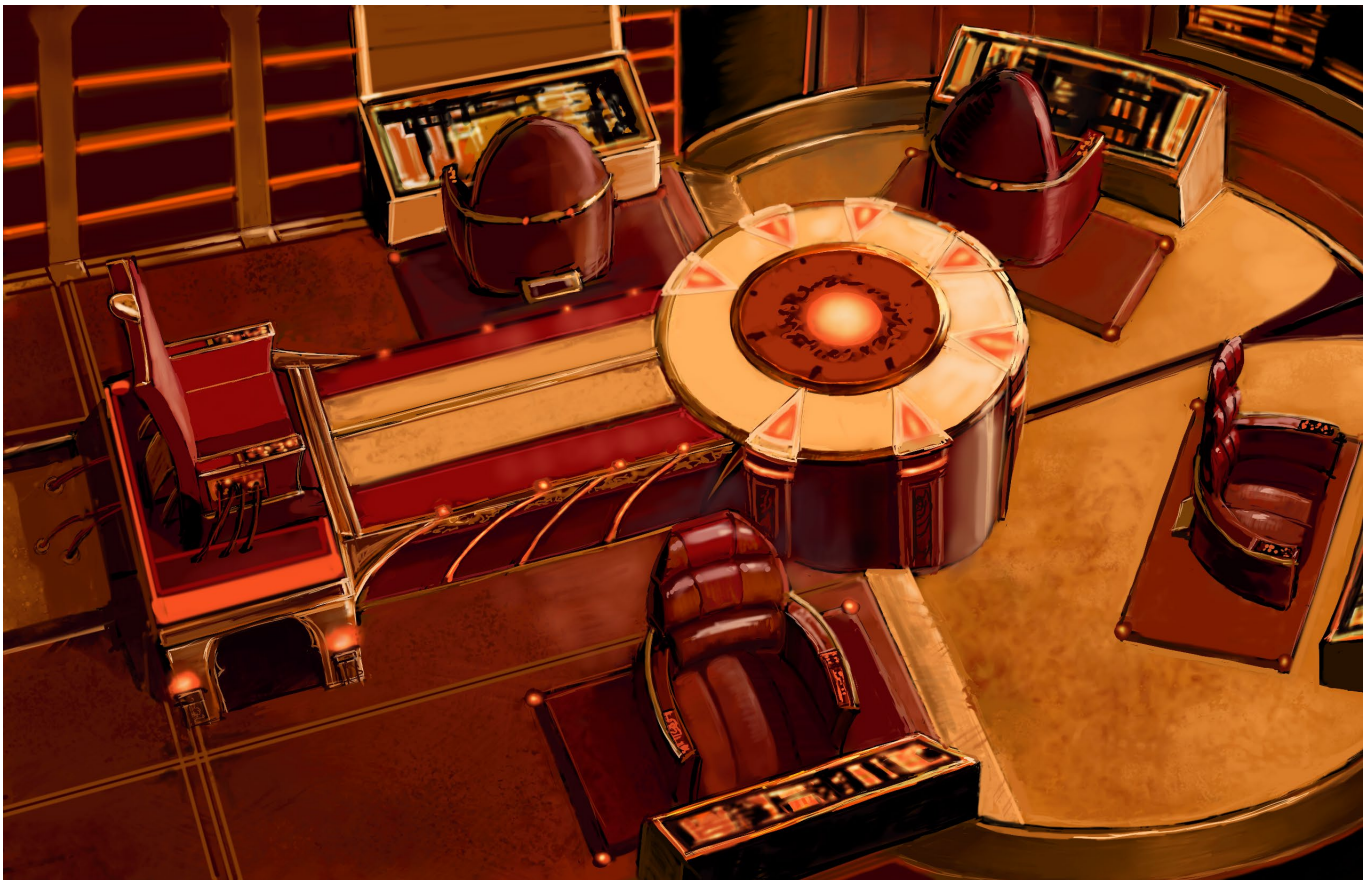
Aft facing Light Torpedo Launcher

DC 38 – 3 cargo bays.

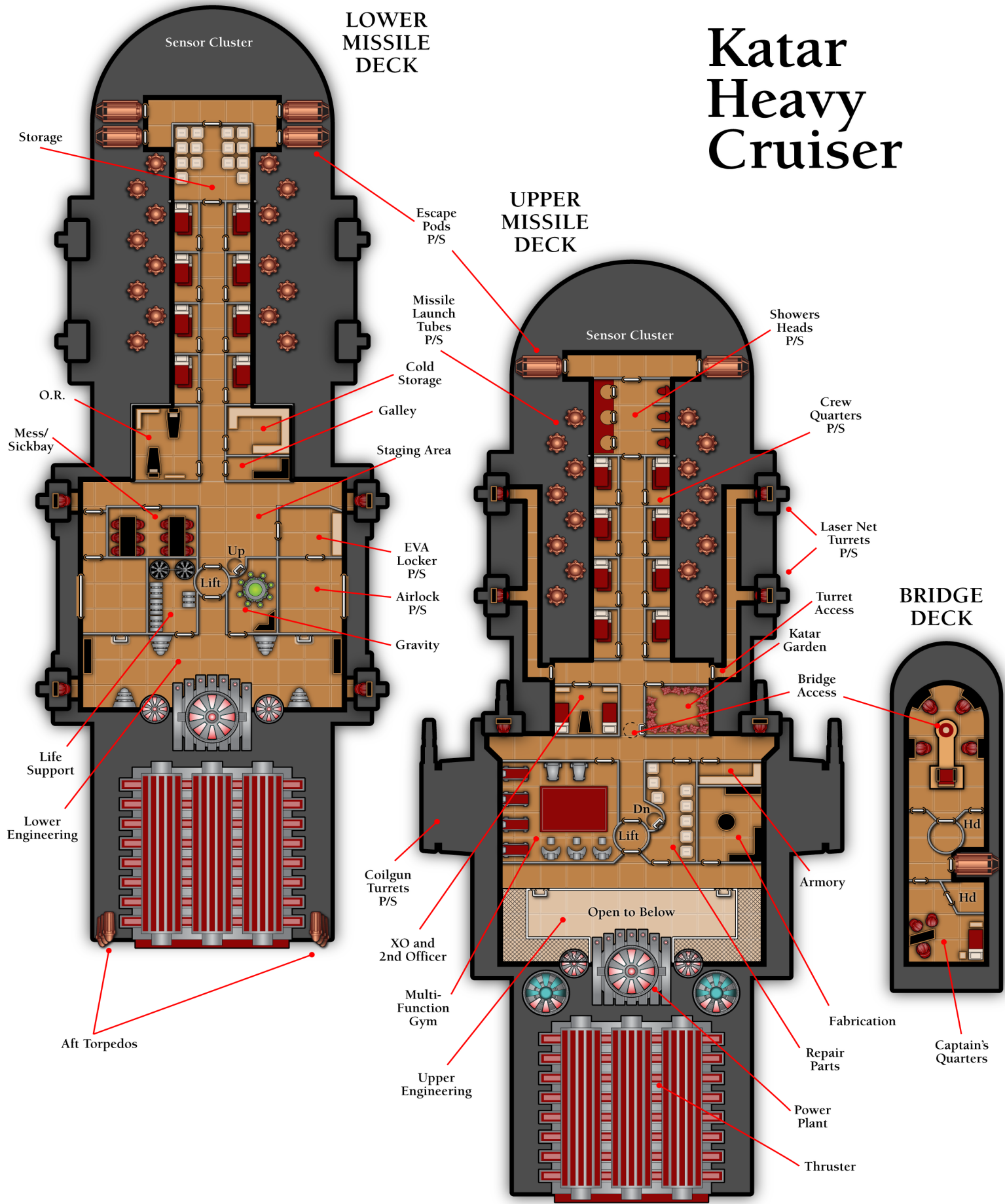
Compared to the crew quarters on Katar Light Cruisers and Fast Attack vessels, those serving aboard the Heavy Cruisers live in a cramped, almost stifling, environment as their housing is mixed in among fire-control systems, torpedo launch tubes, and other weapons systems. Folding cots collapse into bulkheads when not in use, lavatory and dining facilities double as arming stations and cleaning closets, and not even Command Crew live in comfort aboard these dedicated torpedo ships.

The Katar Heavy Cruiser's design maximizes punch at the expense of form, a task at which it excels. The Heavy Cruiser improves the Light Cruiser hull: multiple independent torpedo systems mean the ship can deliver different payloads to multiple targets, but the arrays operate independently of each another in the case of hull breaches or systems failures. However, when its torpedo supply is exhausted, it is forced to fall back on its coilgun for defense. The Light Cruiser's Heavy Laser is a clearly superior armament, and thankfully several of these smaller vessels are always nearby.

As Katar Cruiser hulls are built modularly, it has been theorized that a Fast Attack ship with a large torpedo array could be in the works. Many point out such a ship would be of limited tactical value. Arming just one or two vessels with Heavy Plasma Torpedoes, Nuclear or Antimatter missiles would greatly enhance the destructive potential of the fleet, but a Heavy Cruiser couldn't escape the destruction its own payload would deliver. Surely, these rumors are just that: rumors, pay them no heed.



Katar Heavy Cruiser





HEAVY CRUISER

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