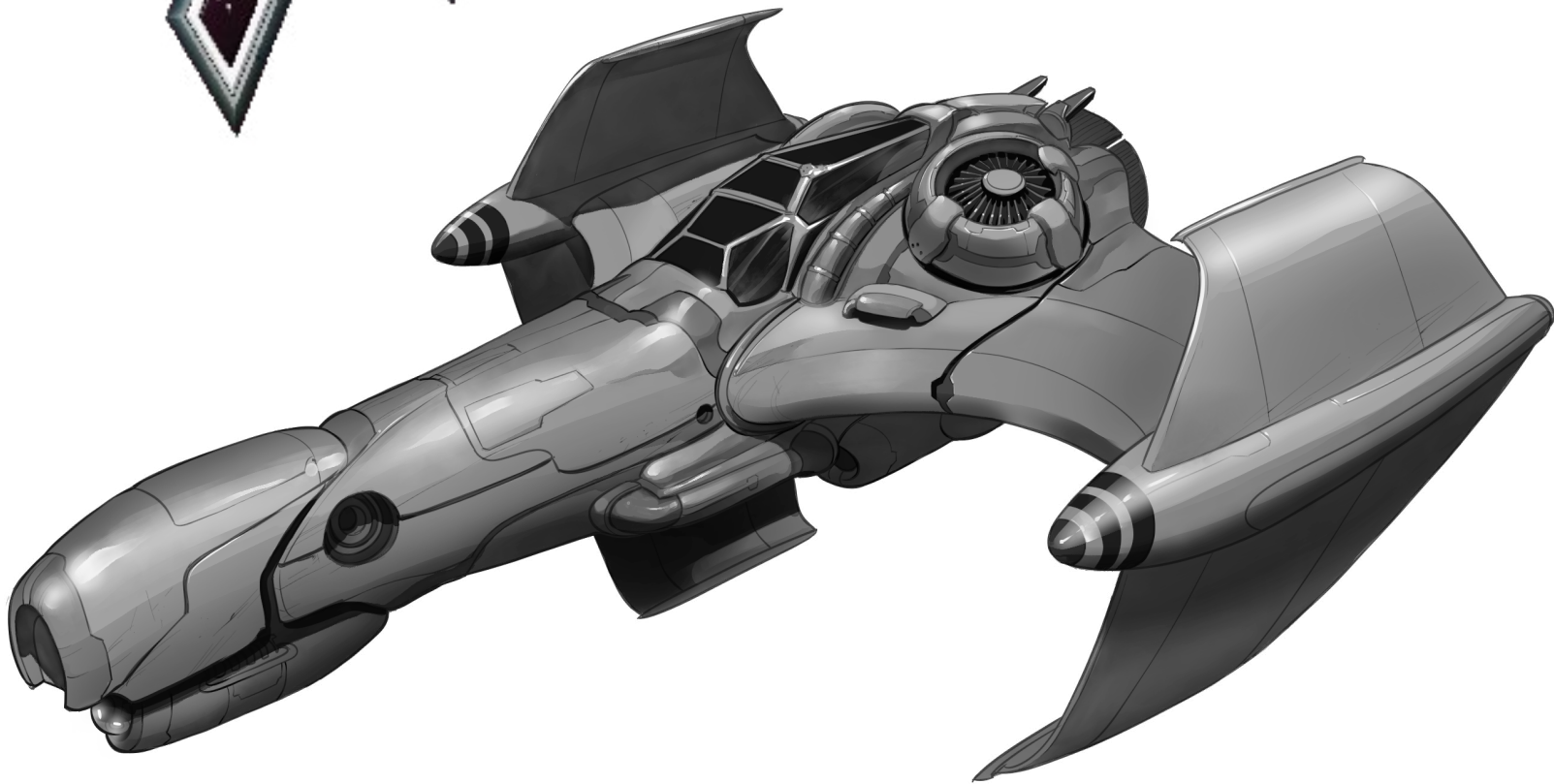


GALAXY PIRATES



HEAVY FIGHTER

Eldred Heavy Fighter

This heavily armored fighter is built around a coilgun, and carries unusually powerful shields and defensive systems for a vessel its size.

ELDRED HEAVY FIGHTER MK3 TIER 1/2

Tiny Interceptor

Speed 10; Maneuverability perfect (+2 Piloting, turn 0)

AC 17; TL 17

HP 30; DT —; CT 6

Shields basic 20 (forward 6, port 4, starboard 4, aft 6)

Attack (Forward) coilgun (4d4)

Power Core Micron Heavy (70 PCU); Drift Engine none;

Systems basic computer, budget mid-range sensors, mk 4

armor, mk 4 defenses; Expansion Bays none

CREW

Pilot gunnery +5, Piloting +11 (1 rank)

Heavy Fighter History

Like many things the Eldred build there were several schools of thought surrounding their space fighters. The heavy fighter was built on the “big engine, big gun” philosophy.

Two models built on heavier fighter frames were explored, based around Coilgun and a Light Particle Beam. While both prototypes sacrificed the heavier shields of the final version, the particle beam prototype also sacrificed the armor and defensive countermeasures to accomodate the heavier frame. The final design uses a lighter interceptor frame, saving enough weight for the extra defensive systems. The Coilgun’s longer engagement range won out over the more expensive particle beam.

ELDRED HEAVY FIGHTER MK1 TIER 1/2

Tiny Fighter

Speed 10; Maneuverability good (+1 Piloting, turn 1)

AC 17; TL 17

HP 35; DT —; CT 7

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) coilgun (4d4)

Power Core Micron Heavy (70 PCU); Drift Engine none;

Systems basic computer, budget short-range sensors, mk 4

armor, mk 4 defenses; Expansion Bays none

CREW

Pilot gunnery +5, Piloting +10 (1 rank)

ELDRED HEAVY FIGHTER MK2 TIER 1/2

Tiny Fighter

Speed 10; Maneuverability good (+1 Piloting, turn 1)

AC 16; TL 16

HP 35; DT —; CT 7

Shields basic 10 (forward 3, port 2, starboard 2, aft 3)

Attack (Forward) light particle beam (3d6)

Power Core Micron Heavy (70 PCU); Drift Engine none;

Systems basic computer, budget short-range sensors, mk 3

armor, mk 3 defenses; Expansion Bays none

CREW

Pilot gunnery +5, Piloting +10 (1 rank)

HEAVY FIGHTER

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