

Gwirekon Pirates Metroid Assault Shuttle

The Metroid Assault Shuttle is the Gwirekon Pirate Gang's main baording craft. They will land in a disabled ships' hangar or burn their way through a hatch to minimize damage when they can but if they only care about the cargo they will force their entry through anywhere they can onto the ship. The shuttle carries one full platoon of Gwirekon boarding marines which will enter the ship through the laser torched entryway and spread out through the ship quickly and efficently. The Metroid is ahrdly the most manuverable ship about but it packs a good punch to compensate for this and is a very rugged ship.

Model: Metroid Assault Shuttle Type: Boarding/Assault Shuttle Scale: Starfighter Length: 30 meters skill: Space transports: metroid Crew: 3: skeleton: 1/+10 Crew Skill: Space transports: metroid 5D, Starship Gunnery 6D+1, Missile Weapons 6D Passengers: 32 troops Cargo Capacity: 250 kilograms Consumables: 1 day Cost: Not available for sale Manueverability: 2D Space: 6 Hull: 5D Shields: 3D Sensors: Passive: 10/0D Scan: 20/1D Search: 40/2D Focus: 2/2D Weapons: 4 Laser Cannons Fire Arc: Front Crew: 1 (gunner) Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km Damage: 4D+2 2 Heavy Rocket Launchers Fire Arc: Front Crew: 1 (co-pilot) Skill: Missile weapons Ammo: 6 each Fire Control: 2D Space Range: 1-3/9/13 Atmosphere Range: 100-300/900/1.3 km Damage: 8D Plasma Torch Bording Device Fire Arc: Ventral Skill: Starship gunnery Crew: 1 Fire Control: 0D Range: 4 meters Damage: 8D Note: The plasma torch boarding device is mounted on the ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torch scores a lightly damaged result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide by one-meterhigh hole. The extendable boarding tube attaches to the hull and forms an air-tight seal in 30 seconds.

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