# Starships D20 / Gwirekon Pirates Metroi

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.

Craft: Metroid Assault Shuttle
Class: Space Transport
Size: Small (30 m long)
Hyperdrive: None
Passangers: 32 troops
Cargo Capacity: 250 kg
Consumables: 1 day
Cost: Not available for sale
Maximum Speed In Space: Attack (8 squares/action)
Atmospheric Speed: Not applicable
Crew: 3 (Skilled +4)
Initiative: +5 (+1 size, +4 crew)
Maneuver: +5 (+1 size, +4 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 90 (DR 10)
Hull Points: 150 (DR 10)
Weapons:
  4 Laser Cannons
    Fire Arc: Front
    Attack Bonus: +5 (+1 size, +2 crew, +2 fire control)
    Damage: 5d10x2
    Range Modifiers: PB/S +0, M/L n/a
  2 Heavy Rocket Launchers
    Fire Arc: Front
    Attack Bonus: +5 (+1 size, +2 crew, +2 fire control)
    Damage: 8d10x2
    Missil Quality: Ordinary (+10)
  Plasma Torch Bording Device

Fire Arc: Ventral
Attack Bonus: +3 (+1 size, +2 crew)
Damage: 8d10x2
Range: 4 m
Note: The plasma torch boarding device is mounted on the ship's airlock system. The controls are just inside the main airlock. Roll damage against DC equal target ship's DRx4; if the torch beats DC, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide by one-meter-high hole. The extendable boarding tube attaches to the hull and forms an air-tight seal in 30 seconds.

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