

## PRANIR COURIER SHIP

The Pranir do not have long-range subspace communication, relying instead of courier ships. Pranir ships also do not have warp drive, but have a special 'hyperdrive' that essentially creates subspace corridor filled with superheated plasma (3000 degrees Kelvin). Travel using their drive is slow (equivalent to Warp 6). Pranir ships are designed to ignore heat, and the courier ship more so. Navigation through the subspace tunnels requires accurate maps of the plasma currents, so the Pranir are able to navigate their region of space easily because of their maps.

**TRAITS:** Pranir courier ship, Hyperdrive

### SYSTEMS

COMMS	06	ENGINES	08	STRUCTURE	10
COMPUTERS	07	SENSORS	07	WEAPONS	08

### DISCIPLINES

COMMAND	01	SECURITY	01	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	02

**POWER:** 8                      **SCALE:** 3  
**SHIELDS:** 11                **RESISTANCE:** 5

**CREW:** Talented (Attribute 10, Discipline 3)

### ATTACKS:

- Tsaran Laser Banks (Energy, Range Medium, 5▲, Versatile 2)
- Plasma Burst (Torpedo, Range Close, 4▲, Piercing 1)
- Tractor Beam (Strength 2)

### SPECIAL RULES:

- Ablative Armor (Talent)
- Improved Impulse Drive (Talent)
- Hyperdrive: When engaged, only another ship with Hyperdrive may follow it into the subspace corridor.

**POWER**                      ○○○○○○○○○○  
**SHIELDS**                 □□□□□ □□□□□ □

## PRANIR TRADER SHIP

Pranir Trader Ships are large merchant vessels, designed to carry cargo, passengers, and host trade negotiations. Some have been adapted to serve Pranir smugglers. Some have hypercannons that open a subspace corridor to the superheated plasma, ejecting it as a weapon. They have extensive cargo bays.

**TRAITS:** Pranir trader ship, Hyperdrive

### SYSTEMS

COMMS	07	ENGINES	07	STRUCTURE	10
COMPUTERS	10	SENSORS	08	WEAPONS	09

### DISCIPLINES

COMMAND	03	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	02

**POWER:** 7                      **SCALE:** 4  
**SHIELDS:** 13                **RESISTANCE:** 5

**CREW:** Proficient (Attribute 9, Discipline 2)

### ATTACKS:

- Tsaran Laser Banks (Energy, Range Medium, 7▲, Versatile 2)
- Plasma Burst (Torpedo, Range Close, 6▲, Piercing 1)
- **Escalation** Hypercannon (Torpedo, Range Medium, 6▲ Persistent, Calibration, Area)
- Tractor Beam (Strength 3)

### SPECIAL RULES:

- Improved Hull Integrity (Talent)
- Diplomatic Suites (Talent; Trader Variant) or Fast Targeting Systems (Talent; Smuggler Variant)
- Hyperdrive: When engaged, only another ship with Hyperdrive may follow it into the subspace corridor.

**POWER**                      ○○○○○○○○○○  
**SHIELDS**                 □□□□□ □□□□□ □□□