

NAUSICAAN RAIDER

SYSTEMS

COMMS 05

ENGINES 05

STRUCTURE 08

COMPUTERS 04

SENSORS 06

WEAPONS 07

DEPARTMENTS

COMMAND 01

SECURITY 02

SCIENCE 01

CONN 02

ENGINEERING 01

MEDICINE 01

POWER: 5

SCALE: 3

RESISTANCE: 3

HULL: 9

CREW: Basic (Attribute 8, Discipline 1)

ATTACKS:

- Disruptor Cannons (Energy, Range Close, 7♣, Vicious 1)
- Spatial Torpedoes (Torpedo, Range Long, 4♣)

SPECIAL:

- Polarized Hull Plating
- Improved Impulse Drive

Traits: Nausicaan Raider

The scourge of shipping lanes in the the early decades of the 22nd-Century, Nausicaan pirates assaulted the freighters of Humans, Tellarites, and numerous other species. While primarily focused on raiding ships for valuable cargo and useful technology, Nausicaans often kidnapped crew members to build new ships or show the Nausicaans how to duplicate new technology. On occasion, captured crew would be sold to Orion slavers, but typically these pressganged labourers would just be killed, cast adrift in an pod, or left marooned on a temporary base. Initially, the Coalition of Planets planned to take steps to curb the Nausicaan threat in 2156, but the Earth-Romulan War derailed these plans, allowing *Raiders* to flourish until the 2160s, when the Federation Starfleet finally crippled their operations.

