

SANTARI HYPERDRIVE SHUTTLE

The Santari do not have long-range subspace communication. Their 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). Santari ships are designed to ignore heat. Navigation through the subspace tunnels requires accurate maps of the plasma currents, so the Santari are able to navigate their region of space easily because of their maps. The Santari are experts in miniaturization, and have miniaturized the hyperdrive so that they fit into a shuttle.

TRAITS: Santari shuttle, Small Craft, Hyperdrive

SYSTEMS

COMMS	05	ENGINES	08	STRUCTURE	09
COMPUTERS	06	SENSORS	06	WEAPONS	07

DISCIPLINES

COMMAND	00	SECURITY	02	SCIENCE	00
CONN	02	ENGINEERING	01	MEDICINE	00

POWER: 4 **SCALE:** 2
SHIELDS: 5 **RESISTANCE:** 3

CREW: Proficient (Attribute 9, Discipline 2)

ATTACKS:

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

SPECIAL RULES:

- Improved Hull Integrity (Talent)
- Hyperdrive: When engaged, only another ship with Hyperdrive may follow it into the subspace corridor.

POWER ○○○○○
SHIELDS □□□□□

SANTARI HYPERDRIVE BATTLECRUISER

Santari Hyperdrive Battlecruisers are the largest, most advanced hyperdrive ships extant. They employ both Tsaran lasers as well as hypercannons that open a subspace corridor to the superheated plasma, ejecting it as a weapon. They have extensive shuttlebays.

TRAITS: Santari battlecruiser, Hyperdrive

SYSTEMS

COMMS	08	ENGINES	09	STRUCTURE	12
COMPUTERS	10	SENSORS	09	WEAPONS	10

DISCIPLINES

COMMAND	04	SECURITY	04	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	02

POWER: 14 **SCALE:** 6
SHIELDS: 16 **RESISTANCE:** 7

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Tsaran Laser Banks (Energy, Range Medium, 11▲, Versatile 2)
- Plasma Burst (Torpedo, Range Close, 7▲, Piercing 1)
- Hypercannon (Torpedo, Range Medium, 7▲ Persistent, Calibration, Area)
- Tractor Beam (Strength 5)

SPECIAL RULES:

- Improved Hull Integrity (Talent)
- Extensive Shuttlebays (Talent)
- Secondary Reactors (Talent)
- Hyperdrive: When engaged, only another ship with Hyperdrive may follow it into the subspace corridor.

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