

NAUSICAAAN RAIDER

SYSTEMS

COMMS 05

ENGINES 05

STRUCTURE 08

COMPUTERS 04

SENSORS 06

WEAPONS 07

DEPARTMENTS

COMMAND 07

SECURITY 02

SCIENCE 01

CONN 02

ENGINEERING 01

MEDICINE 01

Power: 5

SCALE: 3

RESISTANCE: 3

HULL PLATING: 10 CREW: Basic (Attribute 8, Discipline 1)

ATTACKS:

■ Disruptor Cannons (Energy, Range Close, 7♣, Vicious 1)

■ Spatial Torpedoes (Torpedo, Range Long, 4♣, High-yield)

SPECIAL:

■ Improved Impulse Drive (Talent)

■ Polarized Hull Plating (Talent, see *The Command Division* p.55)

Traits: Nausicaan Raider

Overview: The scourge of shipping lanes in the early decades of the 22nd-Century, Nausicaan pirates assaulted 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 alien technology. On occasion, captured crew would be sold to Orion slavers, but typically these press ganged labourers would just be killed, cast adrift in a pod, or left marooned on a barely habitable planet. 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 2170s, when the Federation Starfleet finally crippled their operations.

