



# ROBOSKULL<sup>®</sup>

## *MK II*

**STARFINDER**  
COMPATIBLE



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# ROBOSKULL AEROSPACE ATTACK CRAFT



Kennedy 6

TIER	SIZE	FRAME	SPEED	MANEUVERABILITY	DRIFT	AC	TL
4	TINY	FIGHTER	10	GOOD	1	20	18
				TURN 1			
HP	DT	CT	SHIELDS	FWD	PORT	STBD	AFT
40	--	8	LIGHT 50	20	20	10	10
ATTACK (FORWARD)		ATTACK (TURRET)		POWER CORE			
SUPER X-LASER CANNON		CHAIN CANNON		MICRON ULTRA			
3d4 x 10 LINE		6d4		80 PCU			
DRIFT ENGINE		SYSTEMS					
SIGNAL BASIC		BUDGET SHORT- RANGE SENSORS, CREW QUARTERS (COMMON), MK 8 ARMOR, MK 7 DEFENSES, MK 1 MONONODE COMPUTER					
EXPANSION BAYS	MODIFIERS	COMPLEMENT	CREW: GUNNER		CREW: PILOT		
NONE	+1PILOTING	2	GUNNERY+9		PILOTING+16		
		1, MAX 2	4 RANKS		4 RANKS		

The Red Shadows® owe their aerospace

superiority to their **Roboskull** aerospace attack crafts. Wave after unending wave of spacecrafts

with the face of red death enter a planet's atmosphere and decimate the population's defenses. Those who don't fall victim to

**Roboskull** laser cannon barrages and machine gun attack runs cower in the ships' presence.

Rumors persist that **Roboskulls** emit a paranoia-inducing pulse that ravages survivor's psyche, but scavengers have yet to salvage technology that could generate this from **Roboskull** wrecks.

Perhaps it is the cold, dead eyes and demonic visage bearing down upon them that breaks

**Roboskulls'** already fragile victims.





# ROBOSKULL MOTHERSPINE



TIER	SIZE	FRAME	SPEED	MANEUVERABILITY	DRIFT	AC	TL
16	GRGNT	CARRIER	4	POOR	1	25	17
				TURN 5			
HP	DT	CT	SHIELDS	FWD	PORT	STBD	AFT
360	10	48	MED 90	30	20	20	20
ATTACK (FORWARD)		ATTACK (PORT AND STARBOARD ARCS)			POWER CORE		
VORTEX CANNON		LIGHT PLASMA CANNON			GATEWAY HVY		
2d12 × 10 VORTEX		2d12			400 PCU		
DRIFT ENGINE		SYSTEMS					
SIGNAL BASIC		ADVANCED LONG-RANGE SENSORS, CREW QUARTERS (COMMON), MK 13 ARMOR , MK 8 DEFENSES, MK 3 TETRANODE COMPUTER, SECURITY (SELF-DESTRUCT SYSTEM)					
EXPANSION BAYS		MODIFIERS		COMPLEMENT		CREW	
HANGAR BAY (×2), SMUGGLER COMPARTMENT, SEALED ENVIRONMENT CHAMBER		+3 TO ANY 4 CHECKS PER ROUND		92		CAPTAIN Bluff +28 (16 ranks), Diplomacy +33 (16 ranks), Intimidate +28 (16 ranks), Piloting +28 (16 ranks) ENGINEERS (20 crew) Engineering +28 (16 ranks) GUNNERS (30 crew) gunnery +23 (16th level) PILOTS (10 crew, 16 fighter pilots) Piloting +28 (16 ranks) SCIENCE OFFICERS (15 crew) Computers +33 (16 ranks)	
				MIN 75, MAX 200		4 RANKS	

Space. Massive and cold as death. Home to brave explorers, and ruthless despots. Like the **Red Shadows**: Intergalactic space terrorists. Pirates and raiders of civilized planets. Boldly stalking space for victims they haven't hit before.

Aboard **Roboskull Motherspines**, skull-shaped launch vessels the size of a space station, **Red Shadow** captains hunt for the next civilization to strike. Interested in materials no more specific than "valuables", **Red Shadow** captains know that every inhabitable planet holds some worth. Be it minerals, spices, livestock, or, if nothing else, people. Shortly after a **Roboskull Motherspine** arrives at a planet, it looms over it in orbit long enough to assess defenses. Then, the **Roboskull Motherspine** unleashes its 16 **Roboskull Aerospace Attack Craft** payload. Anything left of the planet after the assault obliterates their defenses gets shoved into the **Roboskull Motherspine's** cargo holds and cataloged. Then the captain sets a course for the nearest buyer.

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