

[illegible]

**DAMAGE TRACK**

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# Silent Death

## **Aerex SA4000(mod V) "Shryak Shuttle MS"**

**Crew:** 2

**Maneuvering Thrust:** 0.081 km/s/s

**Mass:** 275 tons

**Translight Capability:** 13 Light Years/day

**Armor:** Crysteel W/Ordium II belt

**Atmospheric Capability:** Full

### **Armaments:**

2 x Mk. 10 Splattergun Blast Cannons

1 x Mk. 45 Mine Sweeper

**Comments:** The Lunchs Utopia has suffered several defeats during attacks on defenses backed by minefields. On one particularly horrific occasion an inexperienced but bloodthirsty commissar tried to drive three squadrons of Delta II through a minefield, with no survivors. After-action analysis concluded that the lighter fighters of a 'lunches swarm' could rarely survive a hit by even a single mine. Desperate for a solution, they

turned to the old smugglers expedient of the Shryak Shuttle MS.

The armor of a Shryak is tough enough to shrug off much of the force of a mine blast, and the craft's slow speed is less of a hindrance in this role – after all, the mines aren't going anywhere. The pilot controls the wide-aperture cannon used to eliminate mines, and is typically one of the utopia's more trusted pilots. A pair of splatterguns replacing the turret lasers provides incentive for enemy craft to keep away.

The engineering on this refit is surprisingly good for Utopia craft. This is mostly because it isn't really a utopia design. Several different "homebrew" examples of how to do the job existed in craft captured smuggling goods to the underground. The Lunches designers chose the most functional of several different attempts at the same result, and just copied it for their own model.

Submitted by Steven Owen.

