

**REAR DAMAGE TRACK**

			2			-1	1		-1	✱	-1		-1				W		-1	
→	✕	✕	✕	✕	-1	✕	✕	✕	W	-1	✕	✕	-1	✕	✕	W	-1	-1	✕	✕

- 2 — **Rear bulkhead collapses.** Take 10 more hits on this Damage Track.
- 3 — **Gunner C's Pulse Lasers damaged.** Weapon system suffers -1 To Hit.
- 4 — **Shields damaged.** Reduce Defensive Value by 1.
- 5 — **Missile Launcher hit.** It loses 1D6 missiles.
- 6 — **Maneuver Thrusters hit.** All turns cost 1 extra movement point to perform.
- 7 — **Gunner C killed.** His or her weapons may not be fired.
- 8 — **Reactor detonates.** Star Raven is completely destroyed.

# Silent Death

## Bellicose Design Conglomerate V27c-1 "Star Raven SAR"

**Crew:** 4

**Maneuvering Thrust:** 0.111 km/s/s

**Mass:** 1200 tons

**Translight Capability:** none

**Armour:** Crysteel double hull

**Atmospheric Capability:** none

**Armaments:**

- 3 x Mk. 10 Gauss Field Generators "Mjolnir"
- 16 x Mk. 10 Pulse Lasers
- 1 x missile launcher  
(Magazine: 25 missiles)
- 2 x Mk. 50 Torpedoes
- 4 x Mk. 20 Torpedoes

**Comments:** The Star Raven is popular with more than a few Houses thanks to its effectiveness as an anti-fighter vessel. Both the Star Raven and the Star Raven Alpha are popular with the fanatical Sigurd Archdiocese, both due to the design's combat capabilities (which the Sigurds prize highly) and the fact that the vessel happens to bear the name -raven- of an ancient terrestrial bird sacred to the Norse god Odin (whom the Sigurds worship and in whose name they

fight). Taking advantage of the tried-and-true nature of the design, the engineers at Brawn Industries retrofitted the Star Raven with the proprietary Gauss Field generator technology, further enhancing the design's utility as a killer of small fighters.

The unique and deadly manner in which the Gauss Field Generators destroy enemy vessels, and the fact that they are extremely effective at "sweeping" incoming torpedoes like a broom hitting a clutch of newly hatched chicks, and the fact that three of the Star Raven's existing weapon bays were just large enough to accommodate three of the Mk. 10 Mjolnir Gauss Field Generators, the Brawn design team wasted no time in designing and deploying the prototype "Star Raven SAR" in 11AL. The resultant ship is able to wreak havoc with small fighters thanks to the high degree of accuracy of the Gauss Field Generators. While the weapons have a substantially shorter range than the Meld Lasers and Disintegrator that they've replaced, the relatively high speed of the ship allows Sigurd crews to close to effective range, the Gauss Field Generators allowing the Star Raven SAR gunners to sweep aside most torpedo spreads launched their way while the pilot bores in for the kill.

