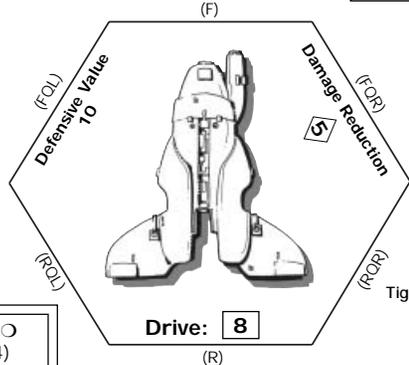


BPV: 36 I.D. ■ SHRYAK SHUTTLE MS

TPV

Pilot
1 Mine Sweeper (F)
 To Hit: 2D8+ADB
 Damage: High+2
 Range: 0/1/2

Crew
PILOT
 Pit: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Decoys: ○ ○
 P-D: 1-4 (4)
 Dmg Con: 1-7
 Tons: 275

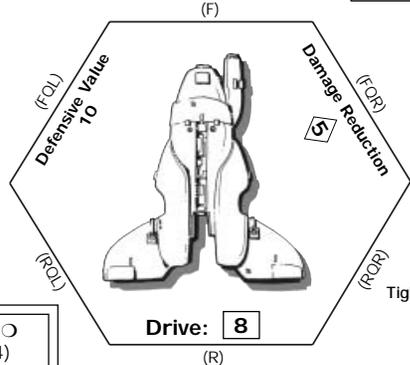
Gunner
2 Splatterguns (360°)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10



TPV

Pilot
1 Mine Sweeper (F)
 To Hit: 2D8+ADB
 Damage: High+2
 Range: 0/1/2

Crew
PILOT
 Pit: _____
 Gnr: _____
 Luck: _____
GUNNER
 Gnr: _____



Decoys: ○ ○
 P-D: 1-4 (4)
 Dmg Con: 1-7
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Gunner
2 Splatterguns (360°)
 To Hit: 2D6+ADB+1
 Damage: Medium+2
 Range: 2/6/10



BPV: 36 I.D. ■ SHRYAK SHUTTLE MS

- CRITICAL HITS**
- 2 — Pilot dazed. Craft may not move and Minesweeper may not be used until after the next game turn.
 - 3 — Engines sputter. Shryak Shuttle may only use 2 movement points next game turn. Reduce Defensive Value by 4 due to additional damage.
 - 4 — Electronic Warfare knocked out. Shryak Shuttle may no longer jam torps. Reduce Defensive Value by 3.
 - 5 — Maneuver Thrusters damaged. All turns, including tight turns, cost one extra movement point to perform.
 - 6 — Shields damaged. Reduce Defensive Value by 1.
 - 7 — Armor is too tough! No extra damage.
 - 8 — Splattergun Targeters damaged. Splatterguns may not be fired until after the next game turn.
 - 9 — Minesweeper malfunction.
 - 10 — Gunner killed. Shryak Shuttle may no longer fire its Splatterguns.
 - 11 — Armor Plate compromised. Damage Reduction equals 0.
 - 12 — Reactor hit. Shryak Shuttle suffers cataclysmic destruction.

MINE SWEEPER
 Short Range: 0 hex (+1 To Hit).
 Medium Range: 1 hex.
 Long Range: 2 hexes (-1 To Hit).

SPLATTERGUN SPECS
 Short Range: 1-2 hexes (+1 To Hit).
 Medium Range: 3-6 hexes.
 Long Range: 7-10 hexes (-1 To Hit).

GAME TURN RECORD TRACK

| | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|

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.

