

SKY PIRATES



FREQUENCY: Very Rare
NO. APPEARING: 30-80
ARMOR CLASS: 6
MOVE: 12"
HIT DICE: 1 or more
% IN LAIR: 20%
TREASURE TYPE: Individuals K, W in Lair
NO. OF ATTACKS: 1
DAMAGE/ATTACKS: By weapon type
SPECIAL ATTACKS: Rays
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Nil
INTELLIGENCE: Mean: average to very
ALIGNMENT: Chaotic Evil
SIZE: M
PSIONIC ABILITY: Nil
LEVEL/XP.VALUE: (1 HD): 10 + 1/hp
+105 for defeating a Sky Pirate Vessel
(Stasis ray/Repel ray/Dissect ray)



Sky pirates ply the endless depths of space seeking to wrest booty from those weaker than themselves by use of their

advanced technologies. They often raid planets whose inhabitants are less technologically puissant than themselves in hopes of conducting their rapine more easily, taking plunder, slaves, and prisoners to hold for ransom.

Sky Pirates usual strategy is to launch many smaller attack-units from their main ship and then attack with a variety of rays emitted from these attack units. A group of sky pirates will usually have between 10-20 of these one-seater vessels, each able to reach speeds of 30". Each vessel is equipped to emit the following rays:
Stasis ray--range 30", acts as a hold spell (save negates)
Repel ray--range 20", acts as a repulsion spell
Dissect ray--range 15", does 4-40 pts of damage (save vs. paralyzation negates)

Each attack unit takes 75 hit points of damage to destroy; 40 hit points disables its ray emitting ability. The main ship takes 400 hit points to destroy.

Write-Up by Abacus Ape, PDF by Turgenev

SKY PIRATES

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Y7
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The sky pirates main ship always has apparatus that is able to reflect images, allowing the small attack units to function as if they each have had a mirror image spell cast upon them. In addition the main ship is equipped with an escape missile, allowing the sky pirate leader and his favoured cronies to escape if things go badly.

Sky pirates will be armed individually as terrestrial pirates--see proper source material. They appear as yellowish alien humanoids.

