SCARLET RAKE

Modified YT-1930 Light Freighter (used) CL 10
Colossal* space transport
Init +9; **Senses** Perception +10
**This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons and dog fighting*.

Defenses Ref 15 (flat-footed 13), Fort 27; +13 armor; Vehicular Combat
hp 150; **DR** 15; **SR** 25; **Threshold** 78

Speed fly 12 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged 2 double laser cannons +2 (gunners; see below)
Ranged light autoblaster cannon +4 (pilot; see below) and
Ranged concussion missiles +4 (pilot; see below)
Fighting Space 12x12 or 1 square (starship scale); **Cover** total
Base Atk +4; **Grp** +42
Atk Options autofire (double laser cannon, light autoblaster cannons)

Abilities Str 46, Dex 16, Con --, Int 14
Skills: Initiative +9, Mechanics +5 (untrained), Perception +10, Pilot +9, Use Computer +10

Crew 4 (unique); **Passengers** 6
Cargo 180 tons; **Consumables** 4 months **Carried Craft** none
Hyperdrive x1 (backup x12), navicomputer
Availability Unique; **Cost** Not available for sale
Weapons Suite:

- *2 Double Light Laser Cannons* (gunner); **Atk** +2 (-3 autofire); **Damage** 4d10x2
- *Light Autoblaster Cannon* (pilot); **Atk** +8 (-1 autofire); **Damage** 3d10x2
- *Concussion Missiles* (pilot) ; **Atk** +8; **Damage** 7d10x2; **Payload** 6 missiles

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Modifications:

- *Medical Bed*: treat as a medpac with 10 uses, a medical kit, and a surgical kit.
- *Personalized Controls (Pilot)*: provides Lysire Jace with a +1 bonus to her Pilot checks when piloting the ship, or -2 penalty for anyone else in that role.
- *Smuggler's Compartments*: 2 compartments, each holding 1 metric ton, and requires a DC 30 Perception check and detailed inspection to discover.