

BINAYRE PIRATES

KATH SCARLET [NEMESIS]

Human female; Pirate Leader

Kath Scarlet is the captain of the Binayre Pirates, a small band of pirates operating in the Corellian Sector after the rise of the Empire. She earned her position of power by elevating the Binayre from a small time swoop gang in the slums of Corellia to a full-fledged pirate organization.



Her gang has since grown significantly in size, but are still poorly regarded - even among the galactic underworld. This is largely due to Kath's reputation as an utterly ruthless pirate, double-crossing her employers and allies without a second thought when the credits are right. Her brazen and backstabbing approach to business is the responsible for the Binayre's rapid rise to power but may also lead to its early demise.



Skills: Coercion 2, Deception 2, Gunnery 2, Leadership 2, Piloting (Space) 3, Ranged (Light) 2, Streetwise 3, Vigilance 3.

Talents: Adversary 2 (upgrade all combat checks against Kath Once), Debilitating Shot (Upon successful attack with a starship or vehicle weapon, may spend to reduce the target's maximum Speed by 1 until the end of the next round), Overwhelm Defenses (Upon successful attack with a starship or vehicle weapon, may spend per rank of Overwhelm Defenses to reduce the Defense in the targeted zone by 1 for each spent)

Abilities: Pirate Leader (may spend a maneuver shouting orders to pirate allies in medium range, granting them to their next action)

Equipment: Armored flightsuit (+1 soak/+1 defense), comlink, *Bloodletter* (modified Firespray patrol craft).

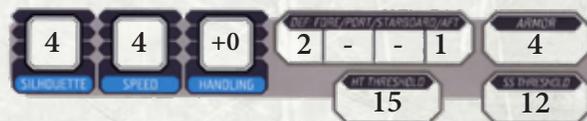
Equipment:

» "Renegade" Heavy Blaster Pistol (Ranged (Light); Damage: 8, Critical 3, Range [Medium]; Inaccurate 1, Stun setting)



BLOODLETTER

The Bloodletter is Kath's personal ship - stolen from a CorSec impound lot. It was this ship that allowed the Binayre to elevate themselves from scraping out an existence as a swoop gang on the streets of Corellia. Kath has upgraded the ship's firepower and shielding, and has removed the prisoner berths in favor of seating for a small boarding crew.



Hull Type/Class: Modified Patrol/Police Ship.

Manufacturer: Kuat Systems Engineering.

Hyperdrive: Primary: Class 3, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Short.

Ships Complement: One pilot, one copilot/gunner.

Encumbrance Capacity: 40.

Passenger Capacity: 8 pirates.

Consumables: One month.

Cost/Rarity: Not available for sale.

Customization Hard Points: 1.

Weapons:

Forward-Mounted Medium Laser Cannons

(Fire Arc: Forward; Damage: 6; Critical: 3; Range [Close]; Linked 1)

Forward-Mounted Light Ion Cannons

(Fire Arc: Forward; Damage: 5; Critical: 4; Range [Close]; Ion, Linked 1)

Forward Mounted Light Tractor Beam Emitter

(Fire Arc: Forward; Damage: -; Critical: -; Range [Close]; Tractor 3)

BINAYRE PIRATE

Even amongst pirates and smugglers, the Binayre are considered scum. The core members of the pirate crew cut their teeth as swoop gangers on the streets of Corellia and are consequently willing to kill, steal, and betray to hold onto the limited wealth and luxury they have acquired.

The crew is a motley collection of species, but all are decent pilots and practiced killers. However, Kath is

certainly the brains and talent behind their success and they all know it. As a result, she commands great loyalty among the gang, making her possibly the only one in the galaxy who these ruffians wouldn't stab in the back.



Group Skills: Gunnery, Coercion, Melee, Piloting (Space), Ranged (Light)

Talents: None.

Equipment: Heavy clothing (+1 soak), comlink.

Weapons:

- » Blaster pistol (Ranged (Light); Damage: 6, Critical 3, Range [Medium]; Stun setting)
- » Stun Baton (Melee; Damage: 5, Critical: 6, Range [Engaged]; Disorient 2, Stun damage)



BINAYRE PIRATE Z-95

The Binyare have a flight of four Z-95s at their disposal, which only their best pilots are allowed to fly. The ships have had their missile tubes replaced with a pair of ion cannons, as they could rarely acquire ammunition for them. Additionally, the pirates have neither the facilities or supplies to properly maintain four military-grade starfighters, and as a result, they are not operating at peak performance.



Hull Type/Class: Multi-Role Starfighter.

Manufacturer: Incom/Subpro.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: None.

Consumables: One day.

Cost/Rarity: Not available for sale.

Customization Hard Points: 2.

Weapons:

Wingtip-Mounted Light Laser Cannons

(Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1)

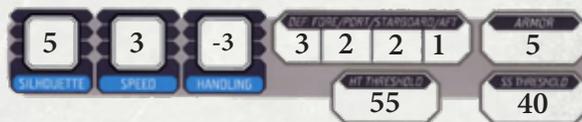
Forward-Mounted Light Ion Cannons

(Fire Arc: Forward; Damage: 5; Critical: 4; Range [Close]; Ion, Linked 1)



KOR'S FOLLY

The Folly is named after the ship's ill-fated former captain who tried to make a stand against the Binyare and was air-locked for his trouble. This modified C-ROC Gozanti freighter has been modified to serve as the pirate crew's mobile base of operations and docking facility for their small fleet of starfighters.



Hull Type/Class: Modified Medium Freighter.

Manufacturer: Ubrikkian Industries and Corellian Engineering Corporation.

Hyperdrive: Primary: Class 3, Backup: 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ships Complement: One pilot, one co-pilot, one engineer, one comms/sensors operator, two gunners.

Starfighter Complement: 4 starfighters.

Encumbrance Capacity: 1,800.

Passenger Capacity: 20.

Consumables: Two months.

Cost/Rarity: Not available for sale.

Customization Hard Points: 2.

Weapons:

Two Retractable Turret-Mounted Medium Laser Cannons

(Fire Arc All; Damage 6; Critical 5, Range [Close])