

The *Vehicle Smasher* is an anti-vehicle support starship meant to be dropped sub-orbitally onto a battlefield. Enemy tactics relying on vehicle support, especially really big ones, are especially subject to these squadrons of lightly shielded and quick moving heavy hitters.

Vehicle Smasher Tier 1

Diminutive Ground Support

Speed 6; **Maneuverability** perfect (+3 Piloting, turn 0); **Drift** —

AC 18; **TL** 18

HP 10; **DT** —; **CT** 2

Shields basic 10 (forward 4, port 1, starboard 1, aft 4)

Attack (Forward) high explosive missile launcher, light particle beam

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none

Attack (Turret) none

Power Core Pulse brown (90 PCU); **Drift Engine** none (relies on carrier); **Systems** budget shortrange sensors, computer (MK 1 duonode), mk 1 armor, mk 1 defenses, shields (basic 10);

Expansion Bays none

Modifiers +3 Piloting (includes modifier for both maneuverability and computer); **Complement** 1

Cost 34