

Rite of Supremacy: Escalation
The Machines of War
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Retributionist

Item Prototype Name: Revenant “Pipe Bomber” (Modified *Strike*-class Medium Cruiser)

Item Prototype Rarity: **Rare** or **Epic**

Item Prototype Cost: 45,675,000 for Rare rarity or 137,025,000 for Epic rarity

Item Prototype Description:

Adapted from the remnants of both Principate Strike Cruisers and hulks left over from the Galactic Civil War, the Revenant “Pipe Bomber” is designed with the sole purpose of catching vulnerable trading vessels unaware. Recognising the difficulty in setting ambushes in areas that are obviously under pirate control, the Revenants have instead looked for ways to disrupt merchant traffic moving along major trade routes (sometimes known as “pipes” in Revenant slang). The “Pipe Bomber” is the latest incarnation of these efforts.

Compared to standard *Strike*-class cruisers, the Pipe Bomber contains two critical systems: an advanced navigation computer that allows them to plot coordinates to destinations in the middle of a hyperspace route (rather than populated systems), and a pair of gravity-well generators like those found on Imperial *Interdictor*-class heavy cruisers. Once the Pipe Bomber has dropped out of hyperspace at a midpoint in the trade route, it activates the gravity well generators, setting off the collision alarms of any ships travelling through the artificial gravity well and forcing them to drop out of hyperspace. This gives the Pipe Bomber the opportunity to disable its target with relatively little interference.

Like its parent hull, this vessel is hyperdrive-capable and has great maneuverability and speed, along with heavy armoring and shields. The weaknesses of the modular design were corrected when the Tenixir Revenants retrofitted the craft with grav-well generators, as well as installing crude versions of the slave circuits used by the Collective. The Revenants have also replaced nearly all of the Pipe Bomber’s turbolasers with ion cannons, as they prefer capturing targets to destroying them. Unfortunately, these modifications have come at the cost of the cruiser’s fighter-carrying capability.

Armament

10 dual turbolaser turrets

30 ion turrets

10 tractor beams

Complement

693 crew for full effectiveness

9000 metric tons of cargo

1020 passengers/troops

Image: (This would use the same image as the Strike Cruiser currently does in Possessions.)