

**“We registered hull breaches, decks four, five, eight, nine. But no loss of atmosphere. The game was up before we knew it, plasma torches cutting through the bridge’s blastdoor, crew collared in the hold...or floating in vac, outside the airlock. Made our choices rather clear.”**

**Item Name:** *Picaroon-Class Boarding Corvette*

**Faction:** Tenixir Revenants

**Item Type:** Starship

**Item Category:** Corvette

**Item Shop:** Arx Fleet Systems

**Item Rarity:** Rare

**Item Cost:** 3,250,000 credits

**Armament:**

- 3 Heavy Dual Ion Turrets (2 bow, 1 aft)
- 44 Droch-class boarding craft launchers

**Complement:**

- 42 crew for full effectiveness
- 222 troops onboard boarding craft
- Droch-class boarding craft (22 port, 22 starboard)

**Description:**

The *Picaroon* Class Boarding Corvette is a hyperdrive capable, 175-meter long vessel designed for the sole purpose of boarding an enemy vessel en-masse in order to commandeer or disable it. *Picaroon*’s possess great speed and good maneuverability, with heavy shielding but very little armor. A mongrel design of stripped hull segments and appropriated parts based loosely off of the ubiquitous design of the CR-90 Corellian Corvette, this ship is the brainchild of engineers within the Tenixir Revenant, designed *by* pirates *for* pirates, in order to address a desperate shortage of proper vessels within the Revenant fleet.

A key flaw of galactic piracy is that, oftentimes, in the course of disabling and boarding a vessel in order to claim it, the desired ship is very often half-destroyed. Moreover, most pirate vessels are simply not equipped for knock-down, dragout firefights with ships of the line. Faced with a head-on fight against better armed and armored Principate vessels, even the most tenacious Revenants recognized that they would likely lose, simply due to the limitations of their trusty-rusty vessels. The design of the *Picaroon* seeks to avoid lengthy engagements of this type, while also swelling the Revenant fleet with more reliable, fully-crewed, military-grade starships.

The central section of the *Picaroon*’s hull has been extended when compared to the standard CR-90, allowing more room for its boarding craft to be loaded and launched. It is built incredibly cheap, with thin hull plating, and almost all unessential crew compartments and ship systems

aside from engines, hyperdrive, the meager gunnery, and navigation stripped in order to cut costs and facilitate boarding. There are no life-support systems. All passengers reside in the pressurized boarding craft while onboard, while essential crew wear breath-masks until entering their boarding craft. The *Picaroon's* lack of armoring or conventional armament mean that it is best used to attack vessels in a short, sharp, headlong assault. They rely on other vessels drawing the fire of their targets, and upon their very heavy shielding in order to close to "knife fight" range with a targeted vessel.

Utilizing its ion cannons to strip shielding and disable anti-fighter lasers, the *Picaroon* will then launch its load of boarding vessels, CIS designed Droch-class boarding craft. These small, well armored boarding ships hold six troops each, and are independently steered by a single pilot. When primed, the boarding craft extend outside of their launching chambers, blade-like anchors jutting out of the *Picaroon's* elongated frame. Revenant crews call this process "bristling." After the pods are primed, the boarding craft are launched en masse, anchoring against the enemy vessel's outer hull and boring through, their pilots normally aiming for existing airlocks or escape-pod bays. For merchant vessels and freighters, only a portion of the boarding craft are launched. For larger targets, especially military vessels, the entire complement is launched. In these cases the entire crew is involved in the boarding action, bridge and engineering personnel included, essentially sacrificing the *Picaroon* to drift. In this way, the vessel is more of a stage for the actual boarding, a temporary, disposable launchpad. The investment is normally worth it. Well over half of the vessel's credit price goes into securing the *Droch*-class boarding ships and providing them with a means to launch. If a ship is successfully captured in this manner, the boarding ships can be reused, outfitted to a new *Picaroon*. Combined with the fact that most military vessels viable for capture are worth well over twice the *Picaroon's* total cost of production, it is an efficient sacrifice.

The troops aboard the *Droch*-class boarding craft, aside from being heavily armored and armed, are trained to act as auxiliary crew for captured vessels. In the event that a vessel is successfully captured, it's original crew subdued or slaughtered, they can serve as back-up gunners, technicians, and general crewmen, in addition to the *Picaroon's* bridge crew now claiming their prize. Multiple *Picaroons* might attack larger vessels, attempting to overwhelm security by force of numbers. But, in the event that the borders are in danger of capture or destruction, each team of six are often equipped with proton-charges or thermal imploders. Most Revenants would rather face death than re-capture, especially by the Principate. Moreover, a series of well placed detonations within a vessel's infrastructure can leave it badly damaged or crippled, vulnerable to the attacks of the Revenants outside.

It is tradition amongst successful Revenant boarders to change the name of a captured prize-vessel to that of their abandoned *Picaroon*, oftentimes announcing their brand-new callsign as they turn the ship's weaponry upon its former allies as a final show of flagrant braggadocio.