MECHALUS UNITY SHIP: *Uni-Mind 1P73*

Description: The Mechalus unity ship is a beautiful vessel some might say. It is streamlines and elegant. There are no obvious weapon mounts, or turrets, the whole thing is like some great bird of prey in it's elegant design.

The Mechalus Unity ships are special vessels, highly compute-rised, designed to allow the Mechalus crew onboard to work in unison. The overall effect being on that increases the response and capability of the vessel as a whole. (**Gm's Note:** This translates into higher bonuses than a ship it's size and technology would normally be capable of as a result, as included below. Regardless of this a Unity ship receives a +4 Initiative bonus).

Further the ships armaments consist of a Main Plasma cannon, that is projected from each wing and the nose of the vessel into a point a short space in front of the vessel, then from where the beams converge a singular continuous plasma beam, that is far more accurate because of it's continuous nature, lasting longer than the standard pulse shots. This means the vessel can cut across space with it's weapon. In addition to this main plasma cannon, the ship has four "smart" missile tubes, these fire and forget missiles have limited A.I, and can chase a target down, even reacquiring a lock of they are shaken off, so as to come back and make additional passes at the target.

The Unity ship has no shields, but does have an Energy absorbing hull, made of a super dense, yet light polymer material that only the mechalus know how to construct, known as "Vanadium". (**GM's Note:** As such the hull has a DR 30/- against any energy attack, but not against bludgeoning, piercing, etc..).

Mechalus Unity Ship: Colossal III Vehicle; **Hp** 460; **Top Spd** 20; **Acc** 5; **Dec** 5; **Hand** +2; **Sensor** +10; **Stealth** 8; **AC** 18 (-32 size, -5 Dex, +25 natural, +30 armor); **SQ** vehicle, **hardness** 60; **Fuel** 100,000/2
Stations: Sensor 10, Gunner 10, Crew 100.
Cargo: 400 tons.
Cost: 500,000,000 cr.
Weapon: Main Plasma Cannon **Fire arc:** front; **Attack bonus:** +8 (+5 targeting computer, +3 continuous fire); **Damage:** 10d10x3; **Range:** 10
Weapon: 4 *"Smart"* Missiles tubes; **Fire arc:** Front; **Damage:** 10d10 each; **Speed:** 50; **Note:** Has a guidance 40, can also make a Use Device +10 check for itself if it is shaken off to reacquire a lock, has enough fuel for 4 rounds.

The Unity vessel may also by means of automated repair drones and facilities throughout the vessel, regenerate damage to itself, though this requires the total concentration and cooperation of the Mechalus crew onboard. As such a Unity ship regenerating, must remain prone and can take no other action, if they do so the Regeneration ends immediately. (**GM's Note:** Vessel effectively has Regeneration 20, but can only use it while immobile, and taking no action, including not firing weapons, making the vessel effectively prone. The vessel also suffers a –5 Speed, -3 Acc/Dec, -2 Hand, -3 Sensors, and –3 Stealth for 1d4 rounds following the regeneration, should they be disturbed halfway through to handles some situation).