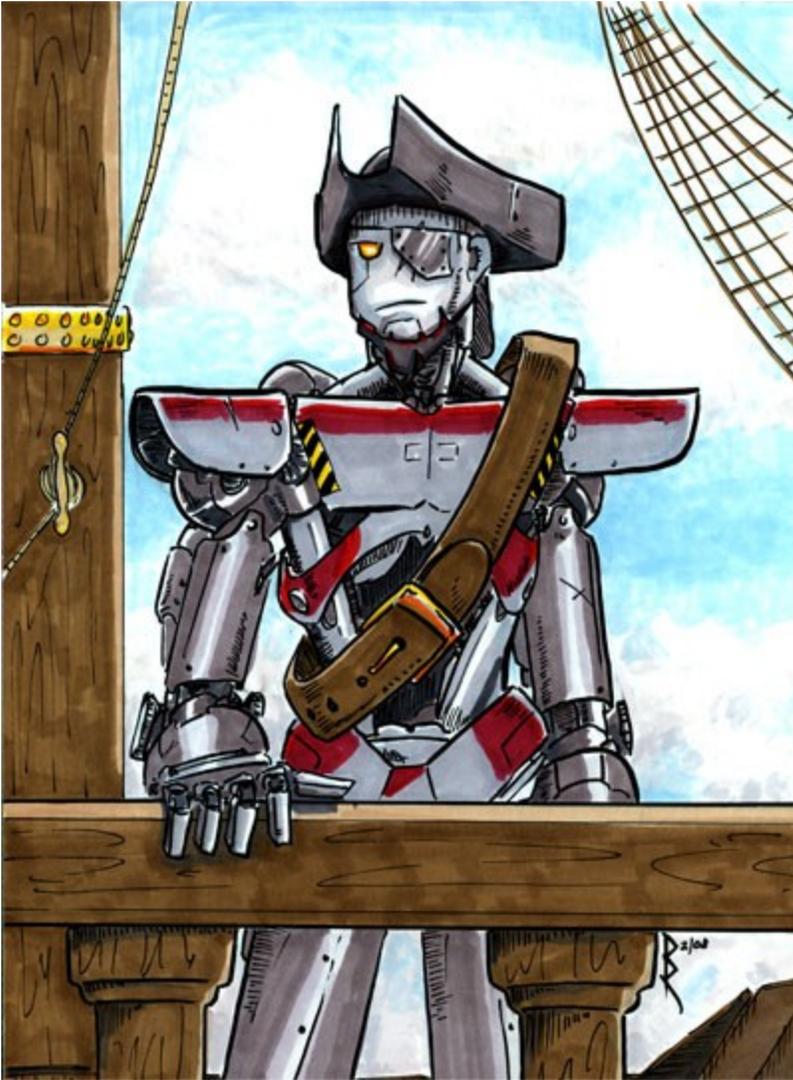


# Sky Pirates of Los Wages

## Mutant Privateers for D&D Gamma World

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Arrrrr mateys! The radioactive sky pirates o' Los Wages be comin' for ye!



## Crew

A typical sky pirate crew consists of approximately 21 people on a sky corvette with 8 skycycles. Here's an example composition of such a crew:

8 sky pirate swabbies	Level 2 Minion Skirmisher
2 bear sky pirates	Level 2 Brute
2 cyborg sky pirates	Level 3 Artillery
2 hawkoid sky pirates	Level 4 Skirmisher
3 tiger sky pirates	Level 4 Soldier
1 cryokinetic sky pirate	Level 5 Controller
1 telepathic sky pirate	Level 6 Controller (Leader)
1 first mate	Level 6 Elite Soldier (Leader)
1 captain	Level 7 Elite Skirmisher (Leader)

The swabbies and the captain will usually remain on board the corvette to help control it and fire the ship's weaponry, while the rest will form landing or boarding parties to attack travelers in the sky or on the ground.

Typically you'd want to break this into three or four encounters unless you have a very powerful set of player characters. All together the crew totals 3198 XP, which is a level 10 encounter for 6 players.

A better breakdown is:

**Encounter A:** (on the ground) 1 telepathic sky pirate, 2 tiger sky pirates, 2 bear sky pirates. 850 XP total, which is a level 5 encounter for 4 players or a level 4 encounter for 5 players.

**Encounter B:** (cargo hold) 1 first mate, 1 cryokinetic sky pirate, 2 cyborg sky pirates, 2 sky pirate swabbies. 1062 XP total, which is a level 6 encounter for 4 players or a level 5 encounter for 5 players.

**Encounter C:** (top deck) 1 captain, 1 tiger sky pirate, 2 hawkoid sky pirates, 6 sky pirate swabbies. 1286 XP total, which is a level 7 encounter for 4 players or a level 6 encounter for 5 players.



# Vehicles

These are the types of vehicles used by sky pirates throughout Gamma Terra.

## Skycycle

Large vehicle

**HP** 50 **Space** 1 square by 2 squares

**AC** 18; **Fortitude** 15, **Reflex** 5

**Speed** fly 20 (hover)

### Overland Speed

A skycycle averages 50 miles per hour overland.

### Driver

The driver sits at the front of the skycycle and must use at least one hand to operate the cycle or else it goes out of control. The driver uses the Mechanics skill to control the skycycle.

### Load

2 Medium creatures; 200 pounds of cargo. The passenger rides behind the driver.

### Out of Control

An out-of-control skycycle moves half its velocity and falls to the ground. Riders are knocked prone and take 1d10 damage per 2 squares of velocity plus 1d10 damage per square fallen. If a skycycle collides, the riders take full damage, not half damage.

## Sky Corvette

Gargantuan vehicle

**HP** 400 **Space** 4 squares by 12 squares

**AC** 4; **Fortitude** 20, **Reflex** 2

**Speed** 0, fly 12 (hover)

### Overland Speed

A sky corvette averages 12 miles per hour overland.

### Pilot

The pilot must stand at the control wheel located at the back of the topmost deck of the cabin. The pilot uses the Mechanics skill to control the sky corvette.

### Crew

In addition to the pilot, a sky corvette requires a crew of 5, all of whom use a standard action each round to help control the vessel. Reduce the sky corvette's speed by 4 for each missing crew member. At fly speed 0, the ship is unable to travel and flies out of control.

### Load

45 Medium creatures; 30 tons of cargo.

### Out of Control

An out-of-control sky corvette moves forward at half speed. Each round, it has a 50% chance of descending. It descends 5 squares for the first 10 rounds it is out of control. After 10 rounds, it descends 10 squares per round.

### Decks

The sky corvette has four decks: An exterior observation deck, the topmost crew deck, a middle deck for prisoners and loot, and a lower deck for launching sky cycles. Passengers and crew on the top deck usually have at least partial cover, while passengers and crew on the lower deck can use portholes to attack with ranged weapons with superior cover.

### Fragile Propulsion

For every 50 damage the sky corvette takes, its speed is reduced by 2 squares. At fly speed 0, the sky corvette is unable to travel and floats out of control.

### Weapon Systems

The sky corvette has four pulse cannons on the top deck and two pulse cannons on the lower deck. In addition, the lower deck's cargo hatch also conceals a tractor beam projector. These weapons are usually manned by sky pirate swabbies. The corvette has a blind spot immediately above it; none of the weapons can target creatures or squares directly above the ship.

**Pulse Cannon (electricity, force) • Recharge** when standard action spent to reload the cannon

*Attack (Standard action):* Area burst 2 within 40 squares (all creatures); level + 5 vs. AC

*Hit:* 2d10 + level electricity and force damage, or 5 + 1/2 level when fired by a minion.

**Tractor Beam Projector • At-Will**

*Attack (Standard action):* Ranged 20 (one creature of size Large or smaller located below the ship); +3 vs. Fortitude

*Hit:* Target is pulled 5 squares and restrained (save ends). This movement can end in mid-air.

*Sustain minor:* Target is pulled 5 squares. This movement can end in mid-air. This power can only be sustained if the target remains restrained.

Sky Pirate Swabbie		Level 2 Minion Skirmisher
Medium terrestrial humanoid		XP 31
HP 1; a missed attack never damages a minion		Initiative +6
AC 16; Fortitude 14; Reflex 15; Will 13		Perception +0
Speed 6		
Standard Actions		
⊕ <b>Cutlass</b> (physical, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC		
<i>Hit:</i> 4 physical damage, or 6 physical damage against a target granting combat advantage.		
⊕ <b>Pistol</b> (physical, weapon) • At-Will		
<i>Attack:</i> Ranged 10/20 (one creature); +7 vs. AC		
<i>Hit:</i> 4 physical damage and the sky pirate gains partial concealment until the start of its next turn.		
Skills Acrobatics +9, Athletics +7, Mechanics +5		
Str 13 (+2)	Dex 16 (+4)	Wis 9 (+0)
Con 11 (+1)	Int 8 (+0)	Cha 8 (+0)
Equipment cutlass, pistol, pirate boots		



Bear Sky Pirate		Level 2 Brute
Medium terrestrial humanoid		XP 125
HP 47; Bloodied 24		Initiative +1
AC 14; Fortitude 15; Reflex 13; Will 14		Perception +2
Speed 6		Low-Light Vision
Resist 5 cold		
Standard Actions		
⊕ <b>Cutlass</b> (physical, weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +7 vs. AC		
<i>Hit:</i> 2d8 + 5 physical damage.		
⤴ <b>Pistol</b> (physical, weapon) • At-Will		
<i>Attack:</i> Ranged 10/20 (one creature); +7 vs. AC		
<i>Hit:</i> 2d6 + 2 physical damage.		
Minor Actions		
⊕ <b>Swipe</b> (physical) • Recharge ☼☼☼		
<i>Attack:</i> Melee 1 (one creature); +5 vs. Reflex		
<i>Hit:</i> 1d8 + 5 physical damage, and the target is slowed (save ends).		
Skills Acrobatics +6, Athletics +10, Mechanics +6		
Str 18 (+5)	Dex 11 (+1)	Wis 12 (+2)
Con 17 (+4)	Int 10 (+1)	Cha 10 (+1)
Equipment cutlass, pistol, poofy pirate shirt		

Cyborg Sky Pirate		Level 3 Artillery
Medium terrestrial humanoid (cyborg)		XP 150
HP 38; Bloodied 19		Initiative +5
AC 15; Fortitude 15; Reflex 16; Will 14		Perception +2
Speed 6		
Standard Actions		
⊕ <b>Hook</b> (electricity, physical) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC		
<i>Hit:</i> 2d6 physical damage and 1d6 electricity damage.		
⤴ <b>Laser Eyebeam</b> (laser) • At-Will		
<i>Attack:</i> Ranged 20 (one or two creatures); +8 vs. Reflex		
<i>Hit:</i> 2d8 + 3 laser damage.		
Skills Acrobatics +10, Athletics +7		
Str 13 (+2)	Dex 18 (+5)	Wis 12 (+2)
Con 14 (+3)	Int 9 (+0)	Cha 9 (+0)
Equipment eyepatch, bottle of rum		



<b>Hawkoid Sky Pirate</b>	<b>Level 4 Skirmisher</b>
Medium natural humanoid	XP 175
<b>HP 52; Bloodied 26</b>	<b>Initiative +8</b>
<b>AC 18; Fortitude 15; Reflex 17; Will 16</b>	<b>Perception +10</b>
<b>Speed 6, fly 6 (hover)</b>	
<b>Standard Actions</b>	
⊕ <b>Rapier Feint</b> (physical, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +7 vs. Reflex	
<i>Hit:</i> 1d10 + 3 physical damage, and the sky pirate gains a +4 power bonus to all defenses against opportunity attacks until the start of its next turn.	
↓ <b>Power Dive</b> (physical) • <b>At-Will</b>	
<i>Effect:</i> The sky pirate flies its speed.	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 2d10 + 7 physical damage and the target is knocked prone. The sky pirate flies its speed as a free action; this movement does not provoke opportunity attacks from the target.	
<b>Skills</b> Acrobatics +11, Athletics +6	
<b>Str</b> 9 (+1)	<b>Dex</b> 18 (+6) <b>Wis</b> 16 (+5)
<b>Con</b> 12 (+3)	<b>Int</b> 11 (+2) <b>Cha</b> 11 (+2)
<b>Equipment</b> rapier, flying goggles, equipment harness	

<b>Tiger Sky Pirate</b>	<b>Level 4 Soldier</b>
Medium terrestrial humanoid	XP 175
<b>HP 54; Bloodied 27</b>	<b>Initiative +7</b>
<b>AC 20; Fortitude 16; Reflex 16; Will 15</b>	<b>Perception +8</b>
<b>Speed 7</b>	Low-Light Vision
<b>Standard Actions</b>	
⊕ <b>Claws</b> (physical) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +11 vs. AC	
<i>Hit:</i> 1d6 + 5 physical damage.	
↓ <b>Double Swipe</b> (physical) • <b>At-Will</b>	
<i>Effect:</i> The sky pirate uses <i>claws</i> twice against the same target. If both attacks hit, the target is also knocked prone.	
↘ <b>Pistol</b> (physical, weapon) • <b>At-Will</b>	
<i>Attack:</i> Ranged 10/20 (one creature); +11 vs. AC	
<i>Hit:</i> 1d10 + 3 physical damage, and the target takes a -2 penalty on attack rolls until the end of the sky pirate's next turn.	
<b>Move Actions</b>	
<b>Pounce</b> • <b>Encounter</b>	
<i>Effect:</i> The sky pirate jumps a number of squares equal to its speed. It gains a +2 bonus on attack rolls until the end of its turn.	
<b>Minor Actions</b>	
↵ <b>Startling Roar</b> • <b>Recharge</b> ☒ ☒	
<i>Effect:</i> Close burst 3 (all enemies); Target gets a -5 penalty on attacks against all targets except the sky pirate until the end of the sky pirate's next turn. A target is only affected by the most recent startling roar used against it.	
<b>Triggered Actions</b>	
↓ <b>Reactive Rend</b> (physical) • <b>At-Will</b>	
<i>Trigger:</i> An adjacent enemy shifts or makes an attack that doesn't include the sky pirate as a target.	
<i>Effect (Immediate Interrupt):</i> The sky pirate makes a <i>claws</i> attack against the triggering enemy. If the attack hits, the target is immobilized until the end of the sky pirate's next turn.	
<b>Skills</b> Acrobatics +10, Athletics +10	
<b>Str</b> 16 (+5)	<b>Dex</b> 16 (+5) <b>Wis</b> 13 (+3)
<b>Con</b> 14 (+4)	<b>Int</b> 10 (+2) <b>Cha</b> 11 (+2)
<b>Equipment</b> pistol, attractive pirate sash	

<b>Cryokinetic Sky Pirate</b>	<b>Level 5 Controller</b>
Medium terrestrial humanoid	XP 200
<b>HP</b> 62; <b>Bloodied</b> 31	<b>Initiative</b> +3
<b>AC</b> 19; <b>Fortitude</b> 17; <b>Reflex</b> 16; <b>Will</b> 17	<b>Perception</b> +4
<b>Speed</b> 6	
<b>Resist</b> 10 cold; <b>Vulnerability</b> 5 fire	
<b>Standard Actions</b>	
⊕ <b>Cutlass</b> (physical, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8 + 4 physical damage.	
⊕ <b>Chill Touch</b> (cold) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +9 vs. Fortitude	
<i>Hit:</i> 1d6 + 5 cold damage and the target is weakened until the end of the sky pirate's next turn.	
↶ <b>Arctic Blast</b> (cold) • <b>At-Will</b>	
<i>Attack:</i> Close blast 3 (all creatures); +9 vs. Reflex	
<i>Hit:</i> 1d10 + 3 cold damage and the target is slowed until the end of the sky pirate's next turn.	
❄ <b>Ice Wall</b> (cold, zone) • <b>Recharge</b> [1]	
<i>Attack:</i> Area wall 8 within 10 squares (all creatures); +9 vs. Fortitude	
<i>Hit:</i> 1d8 + 4 cold damage, and the target is immobilized, takes ongoing 5 cold damage, and gains resist 5 physical (save ends all).	
<i>Miss:</i> The sky pirate slides the target up to 2 squares to a square outside of the wall.	
<i>Effect:</i> The power creates a wall 2 squares high that is blocking terrain which lasts until the end of the sky pirate's next turn.	
<b>Move Actions</b>	
❄ <b>Ice Slide</b> • <b>At-Will</b>	
<i>Effect:</i> The sky pirate flies up to its ground speed. It must end this movement on solid ground or else it falls.	
<b>Skills</b> Acrobatics +8, Athletics +7, Mechanics +7	
<b>Str</b> 11 (+2)	<b>Dex</b> 13 (+3) <b>Wis</b> 14 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 11 (+2) <b>Cha</b> 12 (+3)
<b>Equipment</b> cutlass, gaudy plastic earring, striped shirt	

<b>Telepathic Sky Pirate</b>	<b>Level 6 Controller (Leader)</b>
Medium terrestrial humanoid	XP 250
<b>HP</b> 69; <b>Bloodied</b> 35	<b>Initiative</b> +4
<b>AC</b> 20; <b>Fortitude</b> 17; <b>Reflex</b> 18; <b>Will</b> 19	<b>Perception</b> +7
<b>Speed</b> 6	
<b>Resist</b> 10 psychic	
<b>Traits</b>	
○ <b>Group Telepathy</b> • <b>Aura</b> 10 (psychic)	
Allies within the aura can communicate telepathically and gain a +1 power bonus on attack rolls when adjacent to an ally or flanking an enemy.	
<b>Standard Actions</b>	
⊕ <b>Cutlass</b> (physical, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +10 vs. Will	
<i>Hit:</i> 1d10 + 6 physical damage and the target grants combat advantage until the end of the sky pirate's next turn.	
↷ <b>Puppetry</b> (psychic) • <b>Recharge</b>	
<i>Attack:</i> Ranged 10 (one creature); +10 vs. Will	
<i>Hit:</i> Target is dominated by the sky pirate (save ends).	
❄ <b>Vertigo Wave</b> (psychic) • <b>Recharge</b> [1]	
<i>Attack:</i> Area burst 2 within 10 squares (all enemies); +10 vs. Will	
<i>Hit:</i> 3d8 + 6 psychic damage and the target is knocked prone.	
<b>Move Actions</b>	
↶ <b>Get Moving!</b> • <b>At-Will</b>	
<i>Effect:</i> Close burst 5 (one ally in burst); The target can make a move action as a free action.	
<b>Skills</b> Acrobatics +9, Athletics +8, Science +10	
<b>Str</b> 11 (+3)	<b>Dex</b> 12 (+4) <b>Wis</b> 18 (+7)
<b>Con</b> 13 (+4)	<b>Int</b> 14 (+5) <b>Cha</b> 16 (+6)
<b>Equipment</b> cutlass, large bandana, puppet	

# Officers

It's okay to use a relatively generic sky pirate crew, but the first officer and captain should be custom-made and more interesting than just "bear sky pirate" or "cryokinetic sky pirate." Here are two examples of sky pirate officers for the sky corvette "Lady Luck."

## Example First Mate: Mister Klank

Klank is a typical first mate on a sky pirate ship. He is tough, strong, and knows how to repair the ship, but is not necessarily a great leader of people – a combination that makes him reliably unwilling to mutiny most of the time.

## Example Captain: Zanzibar Sirocco

A telekinetic precognitive, Captain Sirocco uses her powers to great effect in battle, both for attack and defense. She is greedy and cunning, but is willing to sacrifice her cargo, her crew, and even her ship if necessary to stay alive. She didn't become an infamous sky pirate captain by forming too many sentimental attachments.

<b>Mister Klank, First Mate</b>	<b>Level 6 Elite Soldier (Leader)</b>
Medium terrestrial animate (robot)	XP 500
<b>HP</b> 144; <b>Bloodied</b> 72	<b>Initiative</b> +5
<b>AC</b> 22; <b>Fortitude</b> 19; <b>Reflex</b> 18; <b>Will</b> 18	<b>Perception</b> +9
<b>Speed</b> 5	Darkvision 10
<b>Immune</b> disease, poison; <b>Resist</b> 10 radiation;	
<b>Vulnerability</b> 5 electricity	
<b>Saving Throws</b> +2	
<b>Standard Actions</b>	
⊕ <b>Robotic Grip</b> (physical) • <b>At-Will</b>	
<i>Attack:</i> Melee 2 (one creature); +13 vs. AC	
<i>Hit:</i> 1d10 + 6 physical damage, and the target is immobilized and takes ongoing 10 physical damage (save ends). If Klank is more than 2 squares away from the target, both effects end immediately. Klank can only use robotic grip if fewer than two creatures are currently immobilized by this attack.	
↻ <b>Radioactive Eyebeams</b> (radiation) • <b>At-Will</b>	
<i>Attack:</i> Ranged 5 (one creature); +11 vs. Reflex; this attack does not provoke opportunity attacks	
<i>Hit:</i> 1d6 + 5 radiation damage and the target is blinded until the end of Klank's next turn.	
↶ <b>Hypersonic Cascade</b> (sonic) • <b>Recharge</b> ☼ ☼ ☼	
<i>Attack:</i> Close blast 3 (all creatures); +11 vs. Fortitude	
<i>Hit:</i> 3d8 + 6 sonic damage and the target is deafened (save ends).	
<i>Miss:</i> Half damage.	
<b>Minor Actions</b>	
<b>Shake It Off, Sailor</b> (healing) • <b>Recharge</b> ☼ ☼ ☼	
<i>Effect:</i> An adjacent ally makes a saving throw and gains 10 temporary hit points.	
<b>Free Actions</b>	
<b>Elite Action</b> • <b>Encounter</b>	
<i>Requirements:</i> It is Klank's turn.	
<i>Effect:</i> Klank takes an extra standard action during that turn.	
<b>Triggered Actions</b>	
<b>Watchful Eye</b> (radiation) • <b>At-Will</b>	
<i>Trigger:</i> An enemy within 5 squares attacks an ally.	
<i>Effect (Immediate Interrupt):</i> Klank uses <i>radioactive eyebeams</i> against the triggering attacker.	
<b>Skills</b> Athletics +10, Conspiracy +10, Mechanics +8	
<b>Str</b> 15 (+5)	<b>Dex</b> 10 (+3) <b>Wis</b> 12 (+4)
<b>Con</b> 16 (+6)	<b>Int</b> 15 (+5) <b>Cha</b> 14 (+5)

<b>Zanzibar Sirocco, Captain</b>	<b>Level 7 Elite Skirmisher (Leader)</b>
Medium terrestrial humanoid	XP 600
<b>HP</b> 154; <b>Bloodied</b> 77	<b>Initiative</b> +9
<b>AC</b> 21; <b>Fortitude</b> 18; <b>Reflex</b> 20; <b>Will</b> 19	<b>Perception</b> +10
<b>Speed</b> 6	
<b>Saving Throws</b> +2	
<b>Traits</b>	
○ <b>Commanding Presence</b> (fear) • <b>Aura</b> 5	
Allies within the aura gain +2 on attack rolls and +2 on damage rolls.	
<b>Telekinetic Reach</b>	
Sirocco can telekinetically manipulate any object within 15 squares as if she were standing there. While on the deck of the "Lady Luck," she primarily uses this power to maintain control of the ship. (See also Instinctive Pilot.)	
<b>Bloody Sneak Attack</b>	
Sirocco does ongoing 10 physical damage (save ends) when she hits a target granting her combat advantage with a weapon attack.	
<b>Standard Actions</b>	
⊕ <b>Captain's Dagger</b> (physical, weapon) • <b>At-Will</b>	
<i>Attack:</i> Melee 1 (one creature); +12 vs. AC	
<i>Hit:</i> 2d6 + 5 physical damage.	
⚔ <b>Ornate Laser Pistol</b> (laser, weapon) • <b>Recharge</b>	
<i>Attack:</i> Ranged 20 (one creature); +10 vs. Reflex	
<i>Hit:</i> 2d10 + 6 laser damage.	
⊕ <b>Cutthroat's Dagger Dance</b> (physical, weapon) • <b>At-Will</b>	
<i>Effect:</i> Sirocco shifts up to her speed. She can use her <i>captain's dagger</i> attack twice during this shift.	
<b>Move Actions</b>	
↔ <b>Chess Pieces</b> • <b>At-Will</b>	
<i>Effect:</i> Close burst 5 (one or two allies); Sirocco moves her speed and slides her allies to any squares within the burst.	
<b>Minor Actions</b>	
<b>Abandon Ship</b> • <b>Encounter</b>	
<i>Effect:</i> Until the end of her next turn, Sirocco takes no damage from falling and always lands on her feet.	
<b>Free Actions</b>	
<b>Elite Action</b> • <b>Encounter</b>	
<i>Requirements:</i> It is Sirocco's turn.	
<i>Effect:</i> Sirocco takes an extra standard action during that turn.	
<b>Instinctive Pilot</b> • <b>At-Will</b> (1/round)	
<i>Requirements:</i> Sirocco must not be dazed or stunned.	
<i>Effect:</i> Sirocco gains a free standard action which she can only use to control the "Lady Luck."	

<b>Triggered Actions</b>
↔ <b>Human Shield</b> • <b>Recharge</b> when first bloodied
<i>Trigger:</i> Sirocco is hit by a ranged or melee attack.
<i>Effect (Immediate Interrupt):</i> Close burst 5 (one ally); Sirocco shifts one square and slides the ally into the square she vacated. The ally is then hit by the attack instead of her.
<b>Saw It Coming</b> • <b>Recharge</b> when first bloodied
<i>Trigger:</i> Sirocco is hit by a close or area attack.
<i>Effect (Immediate Interrupt):</i> Sirocco shifts up to her speed.
<b>Skills</b> Acrobatics +12, Athletics +9, Interaction +11, Mechanics +12
<b>Str</b> 13 (+4) <b>Dex</b> 18 (+7) <b>Wis</b> 14 (+5)
<b>Con</b> 13 (+4) <b>Int</b> 14 (+5) <b>Cha</b> 17 (+6)
<b>Equipment</b> dagger, ornate laser pistol, spyglass, treasure map

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