



PRIVATEER

BRIGADES

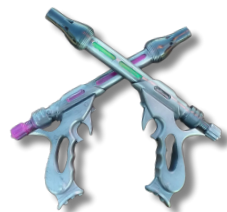
MMCC Brigades represents a distinct set of professions, with specific costume requirements known as Brigade Requirement Lists (BRLs). Members wishing to join a brigade must meet both CRL and BRL requirements to apply for recognition.

CHOOSE YOUR PATH. HONOR YOUR SKILLS. GO ABOVE AND BEYOND.

Privateers are the scourge of the hyperspace lanes, bold Mandalorian raiders who seize enemy ships, plunder cargo, and vanish into deep space. Armed for ship-to-ship combat and zero-gravity boarding, they are just as dangerous in close quarters as they are behind the controls of their vessels. Privateers live by their own code. They are loyal to their crew, but ruthless toward anyone who stands between them and their prize. The stories of ships that vanish in deep space? That is the work of Privateers.



Westar 35 Blaster Carbine



Westar 34



Westar 35

A180



Jetpack

PRIVATEER WEAPONS

Privateers often carry a matched pair of blaster pistols, though some boarding actions call for heavier firepower. Long rifles are avoided because their size gives opponents an advantage within the tight confines of a vessel.

WEAPONS

Privateers keep a powerful backup weapon concealed and ready for whatever the mission demands.



Vibro Blade



Beskad



Custom Blaster



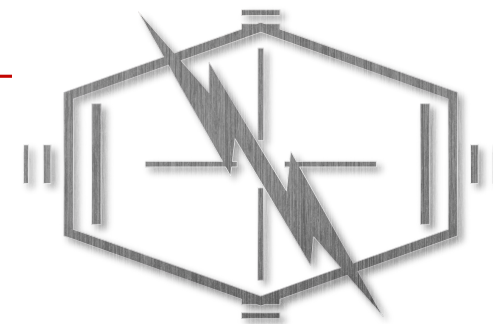
Vibro Sword

Minimum required armor includes collar, chest, abdomen, back, cod/armored loin cloth, shoulders, gauntlets, and knees. Era-specific requirements apply regardless of which BRL is selected.

ARMOR

PRIVATEER FEATURES

- Armor: Must be light or medium to allow for quick movement while providing protection during boarding actions.
- Gear Storage: Must include sufficient storage for equipment. Multiple pouches, weapon slings, and tool loops are required.
- Colors: Must feature a bold, intimidating primary armor color.
- Weathering: Must be consistent with operating in a hostile shipboard environment. Environmental damage associated with wilderness settings is not permitted.



SPECIALIZED EQUIPMENT



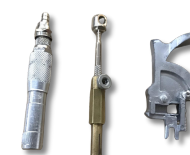
Data Spike



Fusion Cutter



Breaching Charges



Breaching Tools



Additional Scope



Magnetic Charges



Ammo Reloads



Ammo Pouches



Flamethrower



Trophies