STAR WARS

3RD EDITION

STARSHIP EXPANSION

WRITTEN BY:
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A
GAMING SUPPLEMENT FOR
STAR WARS 3RD EDITION

OPEN
D6

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VI

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Authors Commentary

I realized a number of things in the process of the creation of the source book, some of my starship rules from the Core Book really need a revision. However I generated Skeleton crews and Troops before was wrong and confusing as hell. I detailed a number of corrections here. My best advice to anyone building ships with my rule systems is to not think about it. Do what feels right at the time. I don't have an entire team of people behind me when I write this stuff. That being said, I did what felt right when I was in the mindset to hammer out the core book and I did what felt right during the Corporate Sector book, when I got to the Tionese Unity I was like... "How did I come to those figures?" Well, hell, I was at a different place in my life for each and thus begins my discrepancy from previously listed "canon". I always wondered how the heck WEG policed the various teams that threw together ship stats and came to the realization that they didn't.

However, this is not the case in earlier works from the company. Ships seemed to drop in line with one another and they had some sort of matrix for creation of stats and crew and such. I marvel at the fact that some of my stats just "drop" in at appropriate WEG canon points. I think I've been able to dial in the stats to make them fit with my creation rules overall. I might have created something that resembles what they once used and in later supplements it was utterly disregarded. So, my best advice regarding starship creation is to go with your gut feeling, in that moment, and not second guess it. Any variances I have made between my books aren't terrible. They may be a couple thousand credits off or have too many troops. *If something doesn't look right to you, go back and calculate it!* Just remember ships like Imperial Star Destroyer's have higher crew than normal because they are *Inefficient.* I've often thought about how to add more detail to ship building and such and yet I do not. *It's complicated enough, no?* The process is about as diluted as I can get it to be. I have made a couple modifications that are listed here in this book (corrections).

Deck plans... The feasible ones I could find I put in the book, the rest I pulled because they looked dated.

The ships aren't all Star Wars? I had access to some amazing Star Wars looking art, I couldn't resist adding some stuff in. Like the Thunder Fighter from Buck Rodgers or the Star Fox & The Last Star Fighter. Use them or don't but more choice is always better. I have written many of them in using less used starship design firms and taken some liberties with them to make them relevant. It never made much sense to me why massive shipwright firms just seemed to disappear and were never revisited again. I get utterly exhausted seeing that anything not built by either Corellian Engineering Corporation or Sienar Fleet Systems is typically Incom Corporation or KDY. *There are several inconsistencies in the story of Incom's Nationalization by the Empire as I would discover.*

The Frei'Tek Problem: The biggest flaw in the story of Incom is how Frei'Tek was founded with engineers that fled from Incom's Nationalization (ones that did not go to the Rebel Alliance). *Now, how in the hell, did a company that didn't exist until 1 BBY design and produce the R-41 Starchaser during Old Republic times?*

I am retconning Frei'Tek as an established ship building firm that existed for decades prior to the Clone Wars. The Incom engineers not remaining with the Rebel Alliance after their liberation (probably most of them) would leave to bolster Frei'Tek's engineering teams after receiving **lucrative** contracts. This would also easily explain why variants of the X-wing, moving forward, advance so little compared to others that take larger leaps of advancement.

The T-Wing Retcon: This snubfighter is not an Incom design. It's, actually, a Hoersch & Kessel ship. *I stumbled across the original source for it while digging through X-Wing Alliance references.*

Its amazing how I keep noticing things I've missed or that require more clarification as I continue to proofread this document for the 90th time... Here's are some of the additional items that I don't have space for in the rest of

the document. I wrote everything in chunks as inspiration struck. *Every time I add just a single page to the book, it destroys the entire flow of the rest of the book.*

Military Ordinance Costs: The core book prices I had listed are way too expensive for expendable ammunition. Furthermore, breaking it down on the point system doesn't work right either. Military Ordinance should cost about 100 Credits per D for Snubfigthter Scale and 1,000 Credits per D for Capital Scale, rockets and bombs should cost ½ that.

Capital Ship Maneuverability in Atmosphere: The new trend after the Disney acquisition of Star Wars has most Capital Ships flying into planetary atmospheres. There are precedents from the Legends material like *Dark Empire* that clearly show Imperial Star Destroyers falling like rocks in a planet's atmosphere. I like the latter rather than the former. *Personally, regardless of stated maneuverability, anything above a Corvette (in Maneuverability) should have the grace of a brick inside a planetary atmosphere. Just barely being able to maintain station keeping.* Please use GM discretion on this. Craft like the Venator and Acclamators should be capable of planetary landings but only just. Victory I Star Destroyers can only enter the atmosphere, not land. I typically describe in either the craft description or next to the Atmospheric Speed if a craft can land.

Engineering Considerations: If a craft maneuvers as something it isn't (like it's more maneuverable) I have applied a 15% price premium to it exactly as if it were re-engineered in the build rules that follow. If the scale of the vessel is greater or reduced from what it was and it retains the best characteristics of either, it's also been re-engineered. I changed the pricing accordingly.

Escape Pod Assumptions

Unless otherwise noted, any *Space Transport* should have an appropriate amount of escape pods for the crew and passengers of the craft. Most *Capital Ships* will have this, however, it's always a good way to build some suspense and horror when players realize there's just not enough escape pods to safely exit a ship that's breaking apart. You can also resolve that in a number of ways, like having them dive into the pod that's at capacity anyway. Then introduce a number of "bad" things that happen. Like a harder than usual landing, loss of air and food supplies or an uncontrolled re-entry.

If it's a snubfighter, the only way out is usually on an ejection couch/seat. Dumping you unceremoniously into space or atmosphere in your Vac Suit. Ejection couches/seats typically have limited repulsorlifts to safely guide them to the ground or in the event of being in a gravity well, toward a planet (albeit slowly). Really ghetto, old units, will not have this. They might just have a parachute or some sort of oddball solar sail. If you're super lucky, your snubfighter has an escape pod. (But that's pretty rare).

Artwork and Other Stuff

Somewhere in the creation of this book I started to figure out how to do some things. Like I realized with the help of Paint.net I could start grabbing space images and adding motion blur to them. Then dropping in 3D Models I found, on top of them as layers. Some look decent, some don't! After getting the first 240 pages of the book together I would *swear* after I had each new Idea or I stumbled across some reference to another ship. The publisher I'm using is *bleeding edge technology* (unlike anything I have ever used before). So, advanced in fact, that it's still in Beta. I couldn't even tell you how many times I've experienced a hard lock, pause, crash and such while using it. I persisted because when it works, it makes my work look like I have a team of people instead of just me. As far as the artwork is concerned. When we do these fan works we typically just grab whatever images we can find. However, I will name some of the ultra talented artists I know that I am using art from:

Adam Kopola (AdamKop of Deviant Art): I commissioned four new pieces of art for the book from him. *The Z-10 Seeker, Nova Drive 3-Z, Barloz Medium Freighter & the Kazellis Light Freighter.* He did an awesome job and you will find a ton of his other stuff that he's commissioned for people as well as what is listed on his Patreon page. For a couple bucks

a month he takes polls on what ships to draw next, then he creates them in **glorious** 3D. *Everyone should take a look at his work. Adam is awesome and he draws the most Star Wars "feeling" ships I have ever encountered.*

https://www.deviantart.com/adamkop/gallery/

https://www.patreon.com/adamkopala/posts

Fractal Sponge... *This individual is out of control.* More detail on their 3D models than I can even describe. The amount of sheer processing power rendering his models takes... I can't even imagine it. Totally worth the look, he does tons of Imperial Starships at incredible levels of detail (I used more of his stuff in the Core Book): http://fractalsponge.net/

Another talented artist I used is Colourbrand. *https://www.deviantart.com/colourbrand/gallery/*

Most of the two page spreads are JetFreak-7's. *https://www.deviantart.com/jetfreak-7/gallery/*

Space Above and Beyond Art I grabbed: *https://www.deviantart.com/tmc-deluxe*

Initially, I only set out to have ships in the book. After putting the framework together I realized I wanted things that would make it an actual source-book instead of just a stat book. I created some new rules, some ways to streamline things (like Auxiliary Power). I ported over standard gear from D6 Holochron and built it back up to work with the game mechanics. *Then, I started writing short stories.* The last time I really wrote one was for the introduction to 3rd Edition in the Core Book. Sure, I have chunks here and there all across the books I put out but I haven't done anything like this in a while. *I also included a number of descriptive events that impacted ship builders that will act at possible plot devices.* Three original short stories and one inspired by the *Angriest Angel* episode from Space Above and Beyond. All the stories have something to do with the respective areas of the book they are present in. The first story (Bad Intel) at the beginning of the book is an actual character I played. I enjoyed writing them and hopefully they're decent enough to either get a laugh out of, or some meaningful game content from. I also added some plot hooks here and there in the starship

descriptions. Just some ideas, *not everywhere*, but here and there in the text. A couple are quite obvious. The rest will jump out at you from reading through everything.

The framework of the book came together at the end of February (2019) and I started hammering away at the book on the third of March (2019) and never stopped until it was done. *The fast play fleet resolution rules are still nasty.* I know. It's pretty hard for me to inject so much detail into combat and then attempt to dilute it down. The rules streamline the *one on one combat mechanics* and make everything pretty lethal. **I don't recommend** people playing fighter pilots to use the fast play rules, *you will die even faster than normal.* Just like with everything in this game it's all math. Using your noggin is good!

You may see some of my *foul humor* injected into certain portions of the book. My personal favorite is effectively a toilet, which I call the "Conventional Shitter" as an add on for your ship, lol. *Every time I see it I chuckle.* I tried to jam humor into the book where I could. Everyone needs a good laugh from time to time, and now you can trap your players in these ships for your own enjoyment!

I will be taking a step away from actively creating more books at this point in time. I will likely get back to it, eventually. However, after the last three books I realized I have to go back to the core book and do some serious cleanup. I'm probably pulling out the Chaos Knight & Pattern Knight as I have them (ported from Roger Zelazny's works) and convert them into what I should have done in the first place. A Control Focused Jedi, and an Alteration based Prepared Spell caster. The Dathomirian witch should have always been the Alter focused one, and the Raw Jedi should have been the Sith Alchemist. I will likely port the Zelazny based "Jedi" into a new system in some form.

It's been my great pleasure writing this stuff for everyone. I couldn't believe how many people were visiting my G+ site (before it got shuttered) monthly. It was roughly three thousand visitors a month. You don't really know if what you write reaches anyone, *until you do.* I am honored! Thank you for reading!

Bad Intel

"Jedi are predictable beings, driven by a sense of justice which has been instilled into them by their training. Hunting this Jedi renegade is no different than any other we've pursued. There was no mention of him in the Jedi archives at the old temple on Coruscant. Clearly, his title of *Jedi Knight* is a self given fabrication of his own hubris. I relish the conversation we will have once our pilots bring him to heel." *High Inquisitor Mox Slosin says to the bridge crew*, as he watches the battle unfold, from the bridge of his Trenchant-class Cruiser, the *Ironhand*.

"TIE groups one and two engage the Jedi" *Ironhand's Captain*

The two squadrons of standard TIE Fighters maintain formation, as they approach. The V-19 banks sharply and begins to retreat.

"After him you idiots! We cannot let this Jedi escape!" *Mox Slosin shouts*

The TIEs ramp up their engines and give pursuit.

"Sith Muncher"
Craft: Slayn & Korpil: V-19 "Torrent"
Affiliation: Marcus Hejaran
Era: Old Republic; (out of production)
Scale: Snubfighter

Length: 6 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (75); 0 Kg available
Consumables: 3 days (30 credit refuel)
Cost: 128,775 (Current Value)

Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 3D+1
Space: 13
Atmosphere: 1,150 Km/H
Hull: 4D + 1 Armor; HP: 16 / AP: 11
Shields: 3D; Shield Points: 24
Sensors:
Passive 20/1D
Scan 35/2D
Search 55/3D
Focus 4/3D+2
Maximum 110/-1D
Weapons:
2 Blaster Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-6/13/23
Atmosphere Range: 100-600m/1.3/2.3 Km
Damage: 6D+2; Nominal Damage: 5 (32)
Concussion Missile Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 30 Space Units
Atmosphere Range: 30 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 6 Missiles

On board the V-19 Torrent, *Sith Muncher;*

Marcus Hejaran's features twist into a deadly grin.

They took the bait.

Marcus had already cycled his concussion missile launcher six times at this point. Releasing all of his missiles and holding them in groups of 3 with *Telekinesis* on either side of his launcher. As the *Sith Muncher* easily begins to outpace the TIE craft he releases them, in a pattern, fanning them out in a line meant to intersect with the incoming TIEs.

This never gets old.

Marcus reaches down and flips a switch on his console and all six of the missiles "go live" arming on proximity detonation mode, the *TIEs are moving so fast that they fly right through the blast radius of the missiles.* Only a Jedi or an ace pilot could have reacted to

that. The TIEs, grouped as they were, disintegrate as the concussions of six missiles rip their cohesive formation apart. Several of the TIEs that don't don't get hit by the concussion blasts are ripped to pieces as they fly right through the detonating wreckage of their comrades. *Five* TIE fighters remain.

Child's play

Marcus banks hard, engaging the fighters head on, opening up at maximum weapons range he cuts apart two of the fighters before they even respond with *Jedi reflexes*, two more he precisely disables swinging around, leaving them for dead, *with the last one running back to the Ironhand;* he cuts its solar panels off, sending it spinning off into space until the pilot cuts the engines and attempts to re-orient the craft with it's maneuvering jets.

Marcus closes in on the Trenchant, in a very straight forward attack pattern. With no missiles remaining to really pose a threat to the *Ironhand* he comes in hard and lights the ship's forward shields up with lasers. The trenchant responds with it's point defense weaponry but Marcus has already swung under the Ventral side of the ship, *right into a tractor beam*. He is drawn into the main hold of the cruiser backward, so as not to fire into the landing bay.

That's the only smart thing they've done thus far. This inquisitor is an idiot.

Dropping his landing gear he allows them to put his craft down properly and no less than sixty storm troopers are there to greet him.

I thought these ships could hold 193 troops, they must really be underestimating me. Then again, I did wipe my records at every Temple I visited… I'm going to catch hell for this with the guys.

In Marcus's lap are 8 thermal detonators.

I love explosives!

After cycling down his power and opening the cockpit hatch he raises his arms.

"I surrender, guys, you got me" *in a dismissive tone.*

Marcus blurs as he launches himself out of the cockpit into the air, with incredible speed, the eight thermal detonators telekinetic-ally following him, then down right into the gathered stormtroopers surrounding his fighter. Shield barriers engage, vaporizing the entire host of the gathered stormtroopers and cutting large divots into the landing deck.

At least, I don't have to explain to the guys how I accidentally blew up another capital ship. That last time when I wasn't paying attention and tossed 24 concussion grenades into the hold of that dreadnought… **the one that bounced right into the main fighter ordinance magazine was really unfortunate...**

Marcus cuts apart the flight deck crew, those that he doesn't drive a Lightsaber through, die with precise blaster shots from his BlasTech DC-17m ICWS. *A modular, clone wars era rifle he's carried with him from the earliest days of the Clone Wars.*

"What's going on down there? Where is our prisoner?" *High Inquisitor Mox Slosin calls out over the intercom systems*

"Sir! The Jedi is killing… everyo…" *deck officer,* the transmission is cut abruptly short as the naval trooper gurgles on the comms and the sickening sound of his trachea crushing comes clearly over the deck communications speaker system.

"High Inquisitor Slosin" *sharp reports of blaster fire overwhelm the communication channel for a moment* "Sorry about that, I've been looking forward to meeting you." *More blaster fire rolls over the comms*

"Again, my apologies, I will be there momentarily, just have to kill about a hundred more of your crew if they don't surrender first." M*arcus responds at bit distracted*, more blaster fire, dozens of screams and the sense of terror in the voices of the *Ironhand's* crew.

"All remaining troopers to the bridge!!!" *The Captain screams into his shipboard military frequency,* and is greeted by only static.

"What the hell is going on! I thought this was supposed to be a routine Jedi extermination. He destroyed two squadrons of fighters, has

easily murdered the entire host of the 501ˢᵗ legion the Emperor assigned us and is now slaughtering our ship's crew!!!!"

The Captain pauses to catch his breath, swearing between each inhalation, then looks at High Inquisitor Mox Slosin with fury

"Apparently, he wanted us to capture him..."

This is bad

"I've served the Empire since it's formation during the Clone Wars."

I've never seen a miscalculation this bad.

"This was supposed to be a cushy retirement job for me and my retinue. Fix this Slosin! This is the worst Intel you've ever had on a Jedi... Not that any of it was ever any good to begin with.. " *The Captain begins barking orders on comms and attempting to call out for reinforcements.*

The High Inquisitor had no value associated with the lives of his crew, however, *he did see that he **may** have underestimated this Jedi.*

"The Imperial Intelligence Bureau will need to be disciplined when we return to brief the Emperor." *Was all Slosin responded with*

Minutes ticked by with confirmation of firefights on multiple decks followed with the bridge controls being locked out.

"He's in engineering, locking us out of the ships controls!" *The Captain screams out in frustration pacing on the bridge,* the lights dimmed, flickered and shut off on the *Ironhand* as power dropped. Emergency lighting kicked in just as the sound of a pair of decompression's happened on both Port and Starboard sides of the ship.

The captain and his bridge crew stared out of the transparisteel windows on the bridge, *in wide eyed horror*, as most of his crew were violently being jettisoned into space. The ship was resealed and more time ticked agonizingly by. Then the sounds of a fight occurred just outside the bridge doors,

"Prepare yourself Captain, he's just outside the doors. Let us give him a warm greeting." *Slosin said* as he acquired a tenuous hold on the presence of the Jedi outside. Who *flared*,

in the Force, and then with the sense of intense pain, vanished from it.

The sounds of bodies slumping outside was a clear indication that their troops had finally killed him. Slosin thought to himself.

"Damn! I had hoped that we could have interrogated him. Captain, gather your crew and bring his body in here." *Slosin said*

"How can you be certain he's dead? He's killed 99% of my crew! Shut us out of helm controls from engineering and..." *The horror on the Imperial Captain's face was evident*

"He is dead, I can sense it" *Slosin responded*

That seemed to visibly ease him and the Captain complied and stormed out into the hallway nearly tripping over the bodies of several eviscerated stormtroopers. The sounds of more decompression followed, air whistling past the Captain's ears... "Frack!" *He screamed,* with the rest of the bridge crew *joining him in those screams*.

A ceiling tile dropped into the bridge and Mox Slosin spun to find himself throat to Lightsaber with the activated, *red blade*, of the Jedi.

"Now, Moxie, we are going to have a little chat about what you did to my friend, Tirranna. She's having nightmares from the interrogation you gave her and that's not sitting well with me." *Marcus said, using his other hand to wipe the sweat from his brow. Caused by the workout he just got slaughtering the Inquisitor's crew.*

Marcus couldn't sense the fear emanating from the Inquisitor. He had closed himself off to the Force. However, a blind man could smell it given the look of utter horror wafting off of him.

"You're, *really,* a Jedi Knight? Why were there no records of you at the temples?" *Slosin managed to croak out*

"That's because I erased all records of myself off the Jedi databases when Order 66 was issued. Also, *all hubris aside*, I think I exceeded the title of Jedi Knight years ago. Though there are no active orders left to confer me the title of Master… *I never really cared*

for titles anyway. Now, getting back to our discussion… have a seat."

Mox Slosin was forced into the Captains chair with a telekinetic wave he simply could not deflect.

The full weight of the Jedi re-emerged. Exiting whatever trance or closed technique he had used to disappear from the Force, he was truly more powerful, *than anyone he had been in the presence of...* other than the Emperor or Vader.

"Who... Are... You…?" *Mox Slosin struggled to speak, in complete shock*

"I'm Marcus Hejaran, former Jedi Knight. I fought in the entirety of the Clone Wars, part of the buildup to that war and the entirety of the rise of your Empire. I am the son of a noble woman of House Mecetti and I'm a Lord of the Expanse of the Tapani sector. Furthermore, I'm fairly certain I'm **your** Emperor's illegitimate son."

Letting that revelation sink in

"I hunt and kill his pawns, *like you*, for sport and because I get bored." *Marcus stated,* right before driving his Lightsaber through Mox Slosin's chest, through the command chair and out the back of it.

Slosin reached up to grab his arm

"Still got a little fight in you I see." *Marcus said,* looking into the Dark Jedi's eyes as their light began to fade.

"I thought you wanted to have a conversation and question me…?"

"Yeah, we already had that, Tirranna will be able to finally get some peace and closure. Now you know who I am, we can't have that now can we?" Marcus, grabbed him by the throat with his other hand, enhancing his strength and snapping Slosin's neck.

Slosin slumped and slid off the chair.

Marcus reached out with the Force, the ship came back to life, walking to the communications console he dialed up a frequency.

"Shadow Team, this is Shadow One, mission accomplished."

"Is there still a ship left this time? Because we're getting really damn tired of picking up fist sized pieces of space debris and selling it for food..." *came the response*

"Yeah, I have the ship. She's intact, might need some paint and a new flight deck, but she's OK. Plus I left a couple TIE fighters intact for salvage. We should be able to get about three running, again, *this time*. Here are the coordinates." *Marcus responded*

About a minute later, a nondescript Corellian Corvette dropped out of hyperspace, closed, docked and disembarked a full crew to replace the one that was freezing in space.

Marcus Hejaran is a Jedi Knight I started playing in 26 BBY. Who was an accomplished Grey Jedi Knight by the end of the Clone Wars. He survived Order 66, manged to save his Clone Trooper Squad from the fates that claimed the other Clones and got some warning out to pockets of Jedi in the galaxy before going on the run. He managed to wipe the archives of his records and has been waging a guerrilla war against the Emperor. Never leaving anyone alive to carry messages home to Palpatine. He would, in time, reach the Tionese Cluster and have a formative hand in the creation of the Grey Jedi Order of the Tionese Unity. Though he would never take credit for it. It was something that would serve him well and keep him alive while other Jedi met more direct and gruesome fates.

Over the years he's only ever operated in limited fashion. Initially his clone buddies joining him to fight with the Alliance to Restore the Republic. However, after a decisive Imperial victory they all pulled out of that movement, choosing instead, to fight a quiet war of stealth and assassination against key Imperial targets like the Imperial Inquisitors. This change in tactics came after the deaths of his wife and the wives of more than one of his troopers (who all fought and died for the Alliance to Restore the Republic). Realizing that the war would not be won through direct conflict, Marcus and his band of loyal friends sought to destabilize the Empire by executing it's most highly placed individuals. Especially, Jedi hunters.

Marcus Hejaran
Race: Human
Gender: Male
Affiliation: Old Republic/Jedi Order/Killing Inquisitors for Fun & Sport/Tionese Unity
Advanced Path: Grey Jedi - Mastery
Age: 47 (2 ABY)
Known Attributes & Skills: 2 ABY
Dex 3D - Dodge 9D+1, Gunplay 8D+1, Melee Combat 10D, Thrown Weapons 6D, Unarmed Combat 8D, (AP) Martial Arts (+1D), Missile Weapons 6D+1, (AP) Lightsaber
Kno 3D - Bureaucracy 5D+1, Intimidation 4D+2, Scholar 6D, Streetwise 7D, Survival 9D+2, Tactics 9D+2, Willpower 12D
Per 3D - Command 6D+2, Gambling 6D, 7D Hide, Investigation 7D, Persuasion 8D, Search 7D+1, Sneak 7D,
(AS) Mental Sponge 1D
Str 3D - Athletics 6D, Climbing/Jumping 7D, Endurance 6D, Lifting 6D
Mec 2D - Communications 5D, Jet/Rocket Ops 5D, Power Suit Ops 5D, Starship Gunnery 7D, Starship Piloting 8D+1, Walker Ops 4D, (AP) Zero G Operations
Tec 2D - First Aid 6D, Computer Program/Repair 5D+2, Demolition 9D, General Maintenance/Repair 6D+2, Security Systems/Repair 5D+1,
(AP) Lightsaber Repair
Character Points: 30; **Force Points:** 12;
Dark Side Points: 5
Harmony Points: 2
Force Attribute: 5D+2 (4D+2 Maximum Potential); *+1D from Grey Jedi Elite Path*
Control: 10D, **Sense:** 10D, **Alter:** 10D
Balanced Jedi –1DR to Force Power Tests.
Move: 12
Equipment: Jedi Combat Gee, Jedi Utility Belt, Lightsaber 5D (Red Blade); *Variable Blade Length, Activation Lock.* Military Comlink, Highly Modified Versatech Survival Suit with Armor Plates and Camo Dye: 2D+2 Physical, 2D+1 Energy, extra armor plates, 10 replacement dyes, Survival Suit Body Glove, BlasTech DC-17m ICWS, 300 Credits.

Stun threshold: 10, Wound Threshold: 14, Death Rating: 28

Free Actions: 4

Advantages: Fast Reactions, Luck 3, Time Sense, Toughness 2

Disadvantages: Enemy 1: Rival Jedi, Quirk 1: Smoker, Death Mark 4: Gongola the Hutt, Sterile 3, Dependents 2

Force Powers (42 Power Slots: 34 Used)
Inherent Powers:
Concentration Life Detection Danger Sense Sense Force Disturbance Enhance Attribute Reduce Injury Receptive Telepathy Projective Telepathy Accelerate Healing Control Breathing Transfer Force Telekenisis Magnify/Enhanced Senses Lightsaber Combat

Control:
Absorb/Dissipate Energy, Burst of Speed, Contort/Escape, Enhance Attribute, Control Disease, Control Pain, Detoxify Poison, Emptiness, Force of Will, Hibernation Trance, Remain Conscious, Remove Fatigue

Sense:
Combat Sense, Magnify Senses, Postcognition, Instinctive Astrogation, Dim Another's Senses, Force Shield, Sense Path, Translation

Alter:
Injure/Kill, Force Flight

Control & Sense:
Advanced Melee Combat, Farseeing

Control & Alter:
Control Another's Pain, Remove Another's Fatigue, Create Force Talisman, Accelerate Another's Healing, Force Jump

Sense & Alter:
Force Shield, Dim Another's Senses

Control, Sense & Alter:
Affect Mind, Battle Meditation, Projected Fighting

Notes:
Droid schematics from the Clone Wars, which he has used to assemble a large army of droid troops for defense of holdings, base facilities and as shock troops on his capital ships.

Known Lightsaber Combat Forms:
Form 7: Juyo: Mastery Level

Form 7 Variant: Vaapad: Mastery level

Saber Rake at Mastery Level

Known Martial Arts Combat Forms:
Brawling at Mastery Level & Jedi Martial Arts at Mastery Level (tandem)

Tapani House Guard Martial Arts at Base level

Jala'ishi at Novice Level

BlasTech DC-17m ICWS
Model: BlasTech DC-17m Interchangeable Combat System
Type: Assault Blaster Rifle
Scale: Character
Cost: 12,600
Game Notes: As a *free action*, the wielder may swap out one set of attachments on the DC-17M ICWS, changing it to one of its other weapon modes:
- Blaster Attachment
Skill: Blaster: blaster rifle
Ammo: 60
Range: 3-30/100/300
Damage: 5D
- Sniper Rifle Attachment
Skill: Blaster: blaster rifle
Ammo: 20
Fire Control: +1D
Range: 20-50/200/600
Damage: 6D
- Anti-Armor Attachment
Skill: Missile weapons: grenade launcher
Ammo: 4; 1 reload
Range: 3-30/100/300
Blast Radius: 0-2/4/6
Damage: 8D/6D/4D

Other Assets:
The *Ironhand* Trenchant Cruiser

The *Stealth* CR-90 Corellian Corvette

The *Sith Muncher* V-19 Torrent

The *Night Gyr* Rendili Star Drive Bulk Cruiser (refit)

3 Squadrons of V-19 Torrents (non escort models)

Dozens of LAAT Gunships

Outer Rim Base (Relocated to the Tionese Unity eventually)
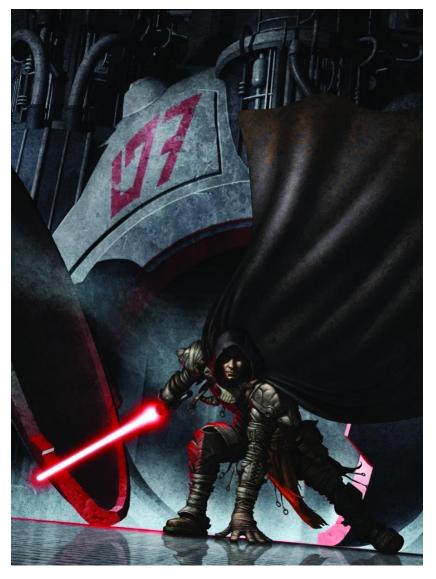
Dependents:

Jedi Counselor Alissa Teneb (Wife, deceased) Hunted down and executed by the Empire, while fighting for the *Alliance to Restore the Republic*.

Tionese Unity:
Lady Jenessa Raxus (Wife, never publicized)

Two Children: Mark & Jenna (adopted)

New Starship Rules

Auxiliary Power

Starships have incredibly efficient Fusion reactors in the Star Wars universe. Even Snubfighters possess small units that efficiently generate energy for the craft. These fusion generators will power the ships, feed all systems and even allow the ships to be modified and enhanced. However, where Auxiliary Power comes into play is a separate reservoir of accumulated power. This reservoir is much smaller in Snubfighters as their systems typically are already pushed to their limits. In Space Transports there is, typically, an abundance of additional energy due to their more robust nature of their fusion reactors as well as their (typically) more limited performance characteristics. Capital ships will usually have a solid reservoir of energy to draw from and can typically also shut down entire sections of their ships to gain even more power. *Now the question is "what can I do with this extra power?"* Auxiliary power can be used for a number of things. Increasing Space Speed or Atmospheric performance, restoring lost speed, re-charging shields, over-charging shields, providing additional power to maneuvering jets and even restoring maneuverability. You could boost sensor ranges, or the bonuses you get with them. You can restore lost sensor codes from damage.

Note: Any lost (damaged) D code or points lost due to damage can only temporarily be restored by transferring Auxiliary power (this cannot repair Hull Codes or Armor).

Lets dive into the kinds of numbers you're looking at per Scale type:

Snubfighters

Per 3 Space Units a Snubfighter will generate 1 Pip (per round) of Auxiliary Power. With a maximum reservoir of 1D+2.

Notes: Repulsorlift engines do not generate their own, discreet, Auxiliary Power (but they can take advantage of it). A *Swoop* has an Ion Engine and can generate Auxiliary Power. Any craft smaller than a Snubfighter should be limited to +/- 1D of Auxiliary Power.

Space Transports

Begin with 1D+2 of Auxiliary Power. Per two Space Units they generate 1 additional Pip (per round) of Auxiliary Power. With a maximum reservoir of 3D.

Capital Ships

Begin with 2D of Auxiliary Power. Per Space Unit they move add 1 Pip (per round). With a maximum reservoir of 4D.
Notes:
- Scales above Capital adhere to the limitations of Capital Ships.
- Any ship traveling for 5 standard rounds in sub-light (non combat) will begin combat with a Maximum Auxiliary Power reservoir.

How do you use this?

Snubfighters: 1 Free Action is required to transfer Auxiliary power to any system.

Space Transports: 1 Action is required to transfer Auxiliary power to any system.

Capital Ships: 2 Actions or two crew members are required to transfer Auxiliary Power to any system + *1 Free Action from the officer issuing the command to do so*.

Limitations:
- Boosting over a listed D code cannot be more than 2 pips (20 units range).
- Restoration of **lost (from damage)** D codes or speed cannot be more than 3 pips (1D per system or generator).
- Space/Atmospheric Performance is = 1/1 or 100Km/H per pip (Max +200 / 2 Units).
- You cannot restore Hull/Armor damage in this fashion (shields are fine).

Author's Notes: You might want to use as a general rule for ease of managing ship combats. You may simply substitute Auxiliary Power for those rules as an overall simplification. Tracking shield regeneration can be ugly in larger engagements. Simply pulling off of Auxiliary power (regenerating up to 1D of Shields per round instantly) might be the answer to that tedious process of tracking shield regeneration times and ratings.

Cloaking Devices

Cloaking devices were fairly common in the years leading up to the Galactic Republic that would, essentially, enforce regulations banning the technology. Effectively, the Galactic Republic ruled largely in peace for almost four thousand years. The technology to create effective cloaking systems would either be lost or buried so deeply as to be forgotten. It wasn't really until the Clone Wars that Chancellor Palpatine would unearth the technology and apply it to select ships like the Sith Infiltrator that Darth Maul piloted. As well as, at least one personal craft that Palpatine & Grand Moff Tarkin would use for clandestine missions.

Cloaking Device Methods

A cloaking device rendered an object completely invisible to nearly all forms of detection, although the object could be tracked via it's magnetic signature. A form of experimental starship technology, cloaking devices allowed ships to bypass enemy vessels and fleets undetected, rendering them essentially invisible to ordinary scanners. However, an interdiction field rendered stealth technology inoperable, and vulnerable to detection. Cloaking devices can be powered by either hibridium or stygium crystals.

Cloaking Device Weaknesses

- Hibridium Cloaking devices are only truly effective for bases and craft that do not enter into Hypersapce. If a ship with a Cloaking Device powered by Hibridium enters into Hyeprspace the Hibridium has a tendency to disrupt the harmonic frequency that the hyperdrive functions at. This issue has been attempted to be bypassed hundreds of time, however, the issue remains. Hibridium Cloaking devices will detonate after 1D6 rounds in Hypersapce. Making them highly unstable for anything other than static emplacements, sub-light craft and things like space mines.
- Stygium Crystal powered Cloaking devices draw massive amounts of energy from the host craft, thus these devices are typically featured on vessels no smaller than a Corvette. However, they can be mounted on smaller craft. The power draw on these vessels, however, requires these ships to drop their cloaking in order to fire, raise shields or enter into Hyperspace. On smaller craft the difficulty of disengaging and reengaging a Cloaking device is as follows: **Snubfighter Scale:** 1 Free Action to activate & 1 Free Action to disable. **Transport Scale:** as above, **Corvette or above:** 1 Action to engage or disable. Corvettes or above must choose to operate Shields or the Cloaking Devices, though they can fire weaponry as normal.
- Any craft operating an active Cloaking device has no sensors & no fire control other than what is provided by burst fire weaponry.
- Cloaking devices are susceptible to homing devices. Thus any sort of military ordinance like *Seeker Missiles* with advanced targeting and guidance (even the 4D skill versions) will instantly defeat the cloaking package by locking onto the craft's Magnetic Signature. In these instances **double the guidance** of the homing weapons and treat the base difficulty for targeting the Cloaked vessel, via the ordinance's integral guidance package, as if it were *Point Blank Range* (5) + the piloting roll. **Note:** this will confuse the guidance package and disable *Friend or Foe routines* and savvy Cloaked pilots can lead the ordinance into other vessels.
- Interdiction Fields like those generated by Interdictor Cruisers will immediately drop any Cloaked vessel out of it's Cloak, rendering the cloaking devices inert while in the presence of that field. **Note:** *This is not widely known. Not even the designers of the devices are aware of this issue.* Detecting the issue requires personal experience of it happening to a crew member and a *Technology Skill roll* that defeats a **Rating of 90** to understand the fundamentals of why it happens. The artificial Gravity Well that an Interdiction field generates; creates micro magnetic surges in the craft effected and this destabilizes the Cloaking Device and renders it inert. This can be temprorarily

shielded against with the same type of shielding that is required to protect against Ion Weaponry (3 rounds per D of Ion shielding on the ship, *not the device*).

- Ultra Rare scientific sensors used to measure and study anomalies can be re-purposed to sweep for the magnetic signatures of Cloaking Devices. These arrays are incredibly costly (100 Million+ each) and rare. *Difficulty:* 60

Cloaking Method Availability

Hibridium is more common, and can be located on a number of worlds throughout the galaxy. Assuming you know where to look, because these natural deposits tend to cloak the areas in which they reside naturally.

Cost: 100 points x scale; to the cost of an object or vessel that is cloaked with Hibridium.

Stygium Crystals are thought to have been harvested from every available source and were commonly believed to be extinct from the galaxy. However, this would prove to be inaccurate as Palpatine had discovered a number of caches of the ultra rare crystals. Even allowing for over a thousand TIE Phantom craft to be constructed with the crystals and there was no end in sight for depletion of said crystals.

Cost: 144 points x scale; to the cost of an object or vessel that is cloaked with Stygium Crystals.

Functions of Cloaking Technology

Typically, Cloaking devices block all forms of sensor detection (save for magnetic, which most sensor packages don't do correctly for *targeting ships,* though they will register anomalies in the presence of a cloaking device occasionally 1 in 6 chance). They also block all forms of visual scanning. Targeting a Cloaked vessel is difficult, but not impossible.

Difficulty to Target & Damage: adds a **+20** to base difficulty to target and damage reduction to any hits of **½ the Nominal Damage** of the weapons system (even Homing Ordinance).

Note: When using the technology on craft that do not have weaponry of their own or on

objects (like Grand Admiral Thrawn did with Asteroids) there are no anomalies detected on sensors. *A null reading will be reported.* Which commonly **means nothing to a sensor operator.** A Focus scan will detect nothing, *including nothing inside a ship* (like no decks, no power, nothing at all) **which will be dismissed by most sensor operators.** *However, this is how you know you're looking at a cloaked interior of a ship* (like Thrawn did on Action IV transports to hide TIE Interceptors).

Stealth Technology

This is the most commonly encountered type of technology available and it has it's limitations. Typically, this type of high tech creation is either some form of resistant material, paint or null sensor masking technology.

Functions of Stealth Technology

These tend to vary widely by the type of system employed. Some block all sensor signatures and this will render everything but the host craft's *Passive* sensors inert (including fire control other than Burst Fire bonuses). Others will add sensor difficulties in the form of adding difficulty dice to detection rolls or subtracting dice from detection rolls. Some shields, like those on the Loronar Skyblind Scout Ship & the Rebel Assault Shuttle will double as holographic masking for visual scanning.

Cost: The rating x the scale of the vessel it is applied to. (1D = 3 points, +1DR = 6 points)

Hull Plating Types

Standard Armor

Standard Armor is generally inherent in starship designs. It will increase in volume with the increase of the scale of a starship. Furthermore, this armor can be added during the engineering design phase of a starship and incorporated into the design so as to not soak up cargo space. Finally, aftermarket armor plating can also be added to starships that will add additional damage soak x scale of the craft but it chews up cargo space.

Game Effect: Every D of Standard Armor will convert directly into AP (Armor Points) x the Scale of the vessel. However, once that AP rating has been depleted (per pip or D) it is considered to have been "blown off" or destroyed in combat. *When all armor and hull is depleted the starship or object **does not add** the D code of the Standard Armor to it's resilience rolls to determine the effects of fate of the craft*. **The armor is gone and must be replaced.**

Ion Shielding

The methods for shielding against Ionization are widely known though not often employed. This is typically due to the ineffective nature of Ion Weapons. These weapons are very useful for disabling specific systems, small craft and if there is enough sheer volume of Ion armament, entire sections of Capital Ships.

Many believe that Ion Weapons are, essentially, worthless for anyone other than pirates. *However, effective targeting can cripple ships in combat or easily disable things like Shield Generators.* Thus the armor has it's uses and can also be effective in shielding a craft with a Cloaking Device against Interdiction Fields. It can aid in the deflection of Ionic particles from spacial anomalies. And acts as another buffer against Ion Weaponry.

Game Effect: Every D of Ion shielding is effectively "Armor" that is ***never depleted*** by Ionic effects. The damage delivered must bypass this armor in order to deliver "damage". Furthermore, each D of Ion shielding will *add to the base Hull Code* of a starship for the purposes of resisting damage that would actually ionize an area or the entire ship.

Cost: Rating of the Ion Shielding x ½ of the Scale Cost of the vessel.

Weight: ¼ what Standard Armor weighs

Installation Difficulty: *The interior of the craft must be pulled apart.* This is best performed during the craft's initial construction (1/4 the time to install). **All Installation Times:** 10 times longer than what it would take to install 1 pip of standard armor.

Not all armor is created equally

Starship hulls are constructed of durable materials able to withstand harsh environments or combat. Duralloy, the most commonly used material, is a composite metal armor used for starship hulls. *Ferro-ceramic armor* plating is used in hulls of ships that need to pass through an atmosphere & used in *shield ships* to deflect solar radiation and heat. The hull of the Nantex-class territorial defense snubfighter was made of woven, reinforced laminasteel (which is just another way of saying it has additional standard armor). *Matrix armor* is a strong material often used in the construction of starship hulls. It is more durable than durasteel and is better able to withstand blaster fire than titanium (Duralloy). Other materials like *Havod*, a rare alloy, were used in the construction of one hundred special Star Destroyers.

Matrix Armor: Increases starship armor resilience (the base rating, nothing else) by 2 pips. **Cost:** 6, no weight penalty.

Havod Alloy: increases starship armor resilience (the base rating, nothing else) by 1D+1. **Cost:** 12, no weight penalty.

Ferro-ceramic Armor: Immune to solar radiation, reentry into atmosphere and increases starship armor resilience by 1 pip. **Cost:** 3, *surface must be clad in it in an unbroken fashion* (no weapons mounts, nothing, the entire surface arc must be clad in it). Typically this is on the Ventral Hull, though on shield ships it is on the Fore Arc.

Notes: Once you pay the base price to integrate it into the hull, the replacement cost is simply the rating of the base scale's armor code (Snubfighter = 1D).

Shipboard Personal Gear

Gunnery Helmet
This wonderful Imperial invention makes your starships's Gunners better at what they do.
Game Effects: +1D to Starship Gunnery, integral military comms, +1D to Physical and Energy resistance.
Note: Only functional with Gun-wells (like you're the gunner) & Capital Weaponry.
Era: Rise of the Empire+; **Cost:** 1,440 Credits

Naval (Military) Ship Suit
Provides full environmental seal and light helmet, 30 minutes of environmental support and air. Has numerous pockets and attachments and is highly popular with ship crews. Comes with utility belt and mag boots.
Game Effects: +1 to Physical & Energy Resistance. It also cuts the time it takes you to pull on a space suit or vac suit in half.
Era: Clone Wars +; **Cost:** 440 Credits

Naval (Military) Vac Suit
The basic EVA suit that provides 4 hours of air and environmental control. Comes with a standard helmet.
Game Effects: +1 to Physical & Energy Resistance. Integral Military Comm & Magnetic Boots included.
Note: The effects of a Ship Suit & Naval Ship Suit Stack.
Era: Clone Wars +; **Cost:** 600 Credits

Naval (Military) EVA Suit
This is a rugged Space Suit designed for prolonged exposure in vacuum. It provides 4 Days of air, nutrition and climate control. It is not bulky, it is advanced tech. The suit has micro thrusters that allow the occupant a move of 10m (not Space Units).
Game Effects: +2 to Physical & Energy Resistance, Flash and Flare Comp, Magnetic Boots, integral Military Comm. Also Provides the Effects of a High G Stress Vac Suit: Waste recycle system, +1D bonus to *Sensors* that works with every sensor suite you use.
Notes: Ship Suits & Naval Ship Suit's effects stack. Double the Physical bonus for High-G Maneuvers for Endurance/Willpower rolls. Considered double (1D+1 *Static Armor* for any crash/craft detonation/ejection situation); *This is the standard for TIE pilots.*
Era: Rise of the Empire+; **Cost:** 4,000 Credits

Naval (Military) Battle Suit
Provides the same 4 hours of air and environment that the Naval Vac Suit does, however, it also provides 1D+1 Physical and Energy Protection to all locations. It is no bulkier than the standard Vac Suit.
Other Game Effects: Mag Boots, Flash/Flare comp, integral Military Comms, limited micro jets to regain footing or maneuver Move: 2m.
Note: Stacks with Ship Suit & Naval Ship Suit.
Era: Clone Wars +; **Cost:** 1,920 Credits

Fast Seal Suit Patches
They repair holes in your Space Suits instantly.
Game Effects: Plugs the Hole perfectly, restoring suit integrity. Kit comes with 12 patches.
Era: All; **Cost:** 184 Credits

Plasma Torch Boarding Device
This device allows you to breach the hull of a ship in order to breach & board another ship..
Game Effects: It's a sure thing, it's just going to take some time. Typically, 5 seconds (one combat round) per D of Hull (Ignore Armor). The assumption is you are placing it on a weak point. Difficulty to properly apply: Typically 20 + GM Discretion.
• The area around the breach is sealed by membrane barrier that the players attach to the device, it is inflated and pressurized to allow boarding without Hull Decompression. Membrane only has a Body Strength of 2D Character Scale.
• The Boarding Membrane can accommodate 12 troops.
• The Plasma Torch will also allow the extension (it has one) of a boarding hallway that will attach to any universal airlock on another ship. Boarding Tunnel is 2D Speeder Scale.
Era: Old Republic+; **Cost:** 4,500 Credits

Cotterdam Universal Airlock
One of the older and more proven universal space-docks is a "cotterdam". This is a flexible tube with an interior ladder/walkway with a multi-lock ring on the extended end. The dock has a 4D Speeder Scale Strength.
Era: Old Republic +; **Cost:** 2,880 Credits

Environmental Converters

With this device installed, the captain is able to provide comfortable environs for many different species throughout the ship, or in one cabin or the cargo hold.
Era: All; **Cost:** 3,200 credits; **Weight:** 400 Kg

Givin Emergency Vacuum Seal

Game Notes: Normal application requires a Moderate Strength total (to fight the pull of the atmosphere rushing out into space) and a Moderate Dexterity total (to reach and hit the controls while the character is fighting not to get pulled out into space). Seals come in different sizes ranging from 10 centimeters to 1 meter in diameter.
Era: Old Republic; **Cost:** 800 (51-100 centimeters in diameter)

Refrigeration Equipment

Certain special cargoes require precise temperature control.
Era: All; **Cost:** 80 credits per ton converted.
Weight: 5 Kg per ton converted.

Scoops

Some ships (scouts, especially) are equipped with scoops, allowing them to dip into a planet's atmosphere or seas to steal natural resources with which to recharge their power cells.
Game Effect: Restores Consumables, 1 Day per Hour
Notes: Things like Food require you to restock it, but this would be only a fraction of the cost unless you're on a large Transport or Capital Ship. Though savvy players can forage and hunt for food assuming they have somewhere to store and preserve it like that Freighter's Galley.
Era: Old Republic +; **Cost:** 50,000 x Scale in Credits (Snubfighter 1, Transport 2, Corvette 6, Frigate 7, Destroyer 8, etc); **Weight:** Snubfighter: 50 Kg, Transport: 5 Mt, Corvette: 10 Mt, Frigate: 15 Mt, Destroyer: 20 Mt, etc.

Solid Fuel Converter

Converts virtually any matter into fuel cell power. A ship can refuel on bulky, low energy materials - oxygen, water, plastics, cellulose (wood), waste-or heavy metals and other high energy materials. The ship will be able to halve its "restocking" fee at star-ports, but the captain will have to personally arrange for fuel supplies elsewhere.
Era: Old Republic +; **Cost:** 25,000 x Scale in Credits; **Weight:** Snubfighter: 25 Kg, Transport: 100 Kg, Corvette: 5 Mt, Frigate: 10 Mt, Destroyer, 15 Mt, etc.

Universal Airlock

Game Notes: This airlock is made of a durable synthetic fabric over a geometrically collapsible frame. Collapsed, it is no longer than a half meter in diameter, but expands to a 5 meter diameter capsule with a hatch and bag-lock. The bag-lock exits to space, and is pressurized by a high power pneumatic pump. The other exit is a simple hatch, with a multi-lock sealing ring. The pressurized interior leaves the airlock somewhat vulnerable to punctures, although the frame resists instant depressurization. 3D Character Scale Strength to resist damage.
Era: Old Republic +; **Cost:** 1,760 Credits

Escape Equipment

Enough escape pods for each crew member and passenger on-board a ship is required by Imperial law (military vessels are, of course, exempt from this rule). A standard freighter sized escape pod seats eight passengers and has food and oxygen for two weeks.
Cost: 1,200 credits; **Weight:** 5 tons

Cargo-Mover Tractor Beam

Scale: Snubfighter
Skill: Starship gunnery
Space Range: 1-3/7/15
Atmosphere Range: 100-300/700/1.5 Km
Fire Control: 2D; Damage: 2D
Era: Old Republic +, **Cost:** 12,000 Credits
Weight: 30 Kg

Backup Battery

Game Notes: This backup battery is marketed as a life support system fail-safe, allowing up to an hour's extra survival in the event of a catastrophic power failure. Ordinarily, life support fails while running silent in only a few minutes, due to lack of power, but the backup battery allows the ship to lurk in space for an extended period.
Era: Old Republic +; Cost: 12,500 x Scale in Credits (Snubfighter: 1, Transport: 2; not effective for Capital Ships). **Weight:** Snubfighters: 5Kg; Transports: 50 Kg

Power Scanner

A high tech gismo that helps you fix stuff
Game Notes: Bonuses for using a power scanner for repair work may range from +1 to +1D as decided by a Sensors roll:
Difficulty 5: +1
Difficulty 10: +2
Difficulty 15: +1D
Era: Old Republic +; **Cost:** 600 Credits

Security Kit

Game Notes: A security kit is a set of special tools for bypassing electronic and mechanical locks. This item gives it user a +1D bonus on security rolls. It also provides a +1D bonus on any repair rolls relating to security systems. A master craft security kit provides a +2D bonus and contains a com-link that monitors frequencies typically used by silent alarms, so the user can know if such an alarm has been triggered at any point during the operation.
Era: All Eras
Cost: (Standard): 1,200 Credits
Cost: (Master Craft): 2,400 credits

Spacer's Chest

Spacer's Chest A spacer's chest is perhaps the only thing a career spacer can rely on. Most spacers are tramp workers, moving from berth to berth dozens of times in a career. They tend to travel light, because lots of personal goods slow you down, and because there's so little space aboard ship for personal gear. Most spacers tote their few belongings in a hardy piece of luggage, called a spacer's chest, which carries their spare clothes, data discs, small tools, data-pad, food concentrates and snacks, spare blaster and blaster packs, and perhaps a few mementos and oddities from their travels.
Game Notes: A rectangular, 1 meter long chest, with handles on each face. It can be locked with an electronic combo-lock (Moderate to pick), sealed against vacuum, and is quite durable: 6D *Speeder Scale* Strength.
Notes: Items like a spacer's chest or a good ship-suit are often overlooked by fringe operators; they're too busy buying the biggest gun or the sharpest melee weapon to bother with "trivialities" like clothing and storage gear. *Its the best damn piece of luggage you will ever buy (can be used as a shield).*
Era: All Eras; **Cost:** 384 Credits

Starship Tool Kit

Essential, high quality tools for repairing starships.
Game Notes: This toolkit adds +1D to any starship-related repair rolls.
Era: All Eras; **Cost:** 600 Credits

Tech Scanner

An advanced scanning tool that doesn't even require sensors to operate and yield a bonus. However, if you possess the sensors skill the device has some advanced features.
Game Notes: A, flat, +1D bonus is delivered to all repair & sensor rolls (yes, the bonus applies to the below listed tests). However, a proficient Sensor operator can use the scanner for a myriad of other functions. Like:

- **Engineering Schematic:** The scanner will deliver a full engineering schematic of the craft. **Difficulty:** 40
- **Isolate Design Flaws:** The scanner will discover and isolate design issues and allow you to isolate and correct them with an appropriate level of engineering skill (GM discretion). **Difficulty:** 60
- **Hull Enhancement:** The scanner will take an Engineering Schematic and automatically generate a suggestion for hull enhancement. The following effects apply to this at certain levels: Reduce hull modification difficulties by 5 across the board; Add up to +2 Amor Pips for no cost to Cargo Space (Difficulty: 40: +1 & 60: +2). *Requires Engineering Schematic*

Era: Clone Wars +; **Cost:** 3,000 Credits

Fusion Cutter

An energy based cutting tool (much like a Lightsaber) that will cut through anything given an appropriate amount of time and power applied. However, it is a short beam, no more than a ½ foot in length.
Game Notes: "Accidental exposure" (using it as a melee weapon) to beam causes 6D *Static* damage. It causes 6D Static Damage all day, every day, with a power cell drain of 6 charges per round (A standard power cell has 100 charges).
Era: Old Republic +; **Cost:** 2,300 Credits

Hydrospanner

A universal (does everything, +1) repair tool.
Era: Old Republic +; **Cost:** 50 Credits

Laser Welder
Game Notes: Allows for welds from 0.2-20 centimeters in diameter. *Necessary for performing repairs to starship hulls and armor.* +1 to repair rolls.
Era: All Eras; **Cost:** 50 Credits

Plasma Punch
Game Notes: The Plasma Punch can be set to cut a circle from 3 centimeters to 3 meters in diameter. Given time, the Punch is able to cut through any material on the market, including quadranium and magnetically sealed hatches. It is very power consumptive, however; the unit can only be activated twice, for up to two rounds each, *before the device is rendered useless*. The tool has a very limited range, 0-2 meters, and is impractical as a ship-to-ship weapon. It's man portable (no larger than a blaster rifle), *and nasty if used as a close range weapon. Delivers 6D **Static** Snubfighter Scale Damage.*
Era: Clone Wars+; **Cost:** 26,000

Portable Plasma Cutter
Game Notes: It takes one round per 1D of body strength to cut a two-meter-by-one-meter hole. (For example: a blast door with 6D body strength would take six rounds.) When used as a weapon, the plasma cutter causes 7D **Static** physical damage; a Moderate melee combat (+ dodge or melee parry or unarmed combat) roll is needed to hit. The blast goggles or blast visor must be used with the cutter; anyone within two meters without proper eye protection must make a Moderate Perception roll to look away or be blinded for three minutes (If someone is blinded, an attacker gets +10 to hit in combat). It has a power cell drain of 15 charges per round (A standard power cell has 100 charges).
Era: Clone Wars+; **Cost:** 3,000 Credits

Power Prybar
Game Notes: When used to pry things up, open or apart, this tool adds +3D to the users Strength.
Era: All Eras; **Cost:** 720 Credits

Crate Hooks
Damage: STR+1D (to kill someone)
Game Notes: Secures stuff and allows you to impale and hang people from stuff too.
Era: All Eras; **Cost:** 5 Credits each

Cargo Netting
The Stuff you typically use with cargo hooks.
Game Notes: Cargo netting straps have 3D *Character Scale Strength* resisting damage.
Era: All Eras; **Cost:** 5 Credits per 10x10 meter section.

Corrosion Preventative
Game Notes: Prevents metals from corroding and rusting. Really good on starship hulls underneath the paint, works well as a base. *Ships treated are immune to rust monsters* (so are melee weapons so treated). *Most people don't even think to apply it.*
Era: All Eras; **Cost:** 1 Credit per Gallon

Loader's Gloves
Damage: STR+2
Game Notes: Gloves take 3 rounds to put on or take off. It's impossible to wield a blaster or perform any fine manipulation while wearing the gloves (adds +2D to Lifting/Carrying & grappling someone/something).
Era: Old Republic+; **Cost:** 500 credits

Nova-Tech Power Suit
This is real, space based, battle armor. *Requires power suit operations to walk, and even use personal weapons.*
Armor: Suit provides +2D **Static** Energy, +3D **Static** Physical; Maneuverability 1D, Space: 1.
Weapon:
Blaster Cannon
Fire Arc: Fore
Skill: Power Suit Ops or Starship Gunnery
Speeder Scale
Fire control: 1D
Space Range: 0-1/2/3
Atmosphere Range: 100/200/300 Meters
Damage: 5D
Ammo: 300
Era: Rise of the Empire+; **Cost:** 13,000

Life Line Space Suit
Game Notes: The Life-Line Model 11 contains a heating unit, waste recycling and on-board food supply. The suit's power supply, atmosphere and food supply will support a character for 15 standard days. Provides +2 to Physical & Energy resistances (stacks with a ship suit). It's bulky and confers a -2D to all fine skills (including walking, running, piloting, Gunplay, etc).
Era: Old Republic+; **Cost:** 400 Credits

Slave Rigging

A slave circuit is a mechanism that allows for remote control of a vehicle's systems while using a communications device. In technical vernacular, a vehicle that has a slave circuit installed is slave-rigged. *For a vehicle that isn't slave-rigged, the owner, with a computer and a little programming skill, can set up a temporary slave circuit.*

The most common use of slave circuitry involves an owner using a beckon call or other handheld communications device to activate his or her ship's systems well before entering the vessel. Doing so will allow the owner to make more efficient use of his or her time.

When attempting a landing at a spaceport, a ship's pilot can allow the control tower to assist him or her with landing by transmitting the vessel's slave circuit code. Slave circuit codes can also be used by multiple space vessels to make synchronized hyperspace jumps. Some businesses install slave circuits on all of the craft that they own, attempting to make theft of company property harder to commit (will lock out manual controls).

The user of a beckon call can also use it to signal the craft to fly to his or her location. The slave circuit will receive the signal and then tell the ship's computer to proceed to the beckon call's location. The computer will then activate the ship's engines and bring the craft to the user. Some ships can also be programmed to fight their way to the user's location with a reasonable degree of skill.

Advanced slave-rigs were used in the Katana fleet fleet project. These full-rig slave circuits were used to highly automate 200 Dreadnought-class heavy cruisers, reducing the need for an organic complement by a factor of seven - the resulting crew requirements being 2,200 instead of upward of 16,000. Due to colossal corporate embarrassment and economic loss following the fleet's disappearance into Hyperspace, this type of heavy automation was largely abandoned for fear of similar incidents happening again.

Despite the convenience that a slave circuit affords, many owners are averse to installing them aboard their ships. Much cited, were fears that criminals could steal a ship, just by stealing a beckon call or discovering its slave circuit code. *However, this is not so different from a criminal simply walking onto your ship because you left it unlocked or you have an inferior locking mechanism (most are typically difficulty 20 locks). The slave circuit typically incorporates a code that is at least difficulty 40.* More vehement detractors cited the infamous Katana fleet incident as an example of what could go wrong with slave-rigged ships. *However the odds of the same virus that swept through all the ships of the Katana fleet, driving it's crew insane, ever happening again are slim (since it was eradicated over a century ago).*

The technological basis for Slave Circuits / Slave Rigging is incredibly old. It's existed for millennia, and has been used somewhat extensively as a sort of luxury for certain ship owners that don't want to park their transports at lots that have dubious security. They could, instead, have their craft cruise in orbit or in atmosphere in monitored flight lanes. Other implementations of the technology will allow for entire systems to be automated like whole groups of gun batteries (the Katana Fleet). This allows for higher levels of precision and grouped battery fire with simplistic ease (rather than relying on a savvy fleet commander).

Lets look at the available applications and their uses.

Auto Pilot Feature

All modern starships, even dating back to Xim's era, have an Auto Pilot feature. This is primitive tech that is incorporated into all starships. Essentially, it's a pilot with 1D of skill & 1 Free Action. The Auto Pilot can maintain heading and speed, maintain hyperspace corridor and even land (you wouldn't want this to be necessary, it's a bad call). The Free Action the Auto Pilot gets is to set off a signal that you are about to reach your destination, you encounter a gravity well in hyperspace suddenly or give you more detailed diagnostic information (essentially the ship's computer).

Temporary Slave Circuit

This allows you to call a vehicle to your location using a Comlink or PTP Link. This type of circuit requires limited computing horsepower and leverages most starships on-board autopilots (computers). With the aid of something akin to a Data Pad you link your communications device to your vehicle.

Cost: It costs you nothing but time, Data Pad & a comlink/PTP-Link + a Computer Programming/Repair *Skill* roll. There is no cost for upgrading it from 6 Hour program to a 12 Hour program (only time and skill roll).

Difficulty: 15: six hour; 25: twelve hour

Game Effects:

- 6 Hour Implementation: Adds 1D to a ship's Autopilot skill (2D), establishes the slave circuit & grants Difficulty: 25 encryption on the signal. *This program cannot raise starship shields.*
- 12 Hour Implementation: Adds 1D+2 to a ship's Autopilot skill (2D+2), establishes the slave circuit & grants Difficulty: 30 encryption to the signal. *This program can raise starship shields.*

Notes: In either of the above implementations the ship fly's to your location. A six hour program is competent enough through standard traffic patterns and pre-guided traffic routes. A twelve hour program is capable of deviating from standard flight patterns (highways) and landing at an "off the books" airfield. The difficulty to target a Temporary Slave Circuit controlled vehicle is Very Easy (5) at any range due to the predictability of it's actions (though it's Piloting skill + Maneuverability will still add to the difficulty to hit).

Formal Slave Circuit

While they have fallen out of favor, they are available as options from every major starship manufacturer in the galaxy. *If player installed reduce the cost below by 2 x scale.*

Cost: 6 x Scale in credits; Difficulty: 40

Game Effects:

- Adds 2D + 2 Free Actions to the Autopilot Feature's skill in piloting (3D). *This circuit can raise shields, jump into hyperspace (consider it as if it has a 15 for skill rolls every time), evade more effectively (base 10 difficulty at all ranges except Point Blank). It can also divert Auxiliary Power to Shields, Speed or other systems (multi action penalty applies as per the scale of the ship under the Auxiliary Power rules on p. 10).*
- **Signal Encryption:** 40 + 10 if Dealer installed.

Emulated Slave Rigging

This is an enhanced design of the shipboard computer systems on a craft. Typically, it is specific to the manufacturer and not all corporations will extend this level of courtesy. It is a courtesy because the engineering team that designed the computer systems on a certain craft didn't really document the fact that it exists. Their computers are over engineered for efficiency and it really boils down to how dedicated the engineering team was that integrated the ships computer systems.

Cost: Nothing, it's a feature of the ship.

Game Effects:

- Reduces crew requirements by 50%
- Does not enhance the Autopilot feature in any way.
- Does not convey other, common benefits of Slave Rigging.

Rendili Star Drive Inc's Slave Rigging

Rendili Star Drive has long been seen as a pioneer in this field. However, after 200 of their "Katana Fleet" Dreadnoughts jumped into hyperspace as an entire synchronized fleet, to parts unknown (never to bee seen again), the technology behind Slave Rigging received a severe black mark. *Even though the error behind the disappearance of that Old Republic fleet was human in origin.* That was almost two centuries ago and Rendili has typically only applied the technology to starships of the same designation as those of the "Katana Fleet" (Dreadnought Cruisers). Rendili Star Drive fields approximately 60 of these craft for home system defense. *Some believe them to be completely automated.*

Cost: Doubles the cost of the final starship

Game Effects:

- Master Control Ship: for every group of starships, a single master control ship is designated. It is the basis for the skill of

all the subordinate vessels in that flotilla. In the instance with the Katana Fleet, there was a single command ship that jumped the entire fleet into parts unknown that controlled all 200 ships in that fleet. *However, Rendili would go on to create a fail safe after that unfortunate incident that allows other vessels to override the master ship if necessary (this feature would come too late).*

The Master Ship: In Rendili's system of Slave Rigging you can designate a master vessel that has your best crew on it. That ship overrides the crew skills (in combat) of all the other ships in the flotilla. Substituting their skill for all the ships in the fleet. **Example:** you have 4 Ships, your Master Ship has a Crew Skill of 6D. Your subordinate ships only have crew skills of 4D. The Master ship overrides that deficiency by automating the difference to the other subordinates in the flotilla. All four ships in your Flotilla now have 6D.

- If the Master Ship is destroyed, the system selects a new Master ship based on the highest overall skill of that ship. That bonus is then applied to all remaining ships.
- The Master Ship coordinates targeting: Meaning all ships in a flotilla and fire entire arcs of batteries, with precision, as if they were one massive gun.

Game Effect: A master ship can direct one type of batteries/weapons on a single arc of fire, from all ships within range at a *single target.* While it can also direct a different type of Battery/weapon at another *single target.* This is incredible useful in ionizing targets and in cutting them apart. This requires no Tactical or Command Skill whatsoever, however, these bonuses do apply for the savvy commander across all the weapons of every ship that target vessels with pinpoint accuracy.

- The Master ship can even take control of starships without gunners, pilots, navigators, etc. The Master ship can fly all other ships at it's crew skill alone. (However, this will not handle routine maintenance and starship failures and breakdowns as there is no crew on the other vessels to handle damage control or repairs).
- The master ship has the capability to fire all local ships weaponry to screen against Snubfighters. Effectively, turning capital ship weapons into anti snubfighter weaponry. The master ship can fire up to 4 arcs form 4 ships at a squadron sized unit of snubfighter/transport scale vessels (Capital Weaponry). The Master ship can also coordinate other vessels (up to 4) in their flotilla to do the same.

Game Effect: Add all the D of the Capital Weaponry on that Arc (say 20, 7D guns). Per 12D of Capital weaponry on that arc, destroy one Snubfighter grade craft (that's 140 / 12 = 11.666666)... *A single Snubfighter will survive. They must still hit the lead craft in that squadron using starship gunnery (as if they were firing point defense guns) with the best D Code of Fire Control on that arc being fired at the Snubfighters. One roll, based off the Gunnery Skill of the Master Ship.*

- **Coordinated Micro Jumps:** Typically, an Interdictor or a Jedi that is using the Micro Jump Tactic can only move one ship at a time (per Jedi / Interdictor beam). However, with Rendili's Slave Rigging this becomes 4 ships that can micro jump together with precision per Jedi / Interdictor beam.
- Rendili Star Drive Inc's Slave Rigging is considered to be both Efficient and Slave Rigged. Meaning that the ships do not only benefit from the 50% reduction in crew, they also benefit from being Efficient and **the overall crew reduction of their system is 75% reduction in Full and Skeleton Crews. With a +5 Difficulty for running a Skeleton Crew.**
- Individuals (as in one person) on a Master Ship can chain fire up to 4 ships guns on the same arc of fire at a singular target. Performing the Anti Snubfighter Screening detailed above or targeting a single warship (This is a reference to what the Heroes did in the Thrawn Trilogy when they discovered the Katana Fleet). *Though this process is not without risk. It tends to cause weapons to Malfunction for 2-6 rounds if at least a skeleton crew is not present.*

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Hoersch & Kessel Drive's Slave Rigging

Hoersch & Kessel is a renowned shipwright firm that has existed in the galaxy for millennia. They are infamous for having built most of the warships of the Trade Federation during the Clone Wars. Slave Rigging is not a new concept to the Engineers at Hoersch and Kessel. They didn't suffer the same black mark, on their reputation, that Rendili Star Drive has for the fate of the Katana Fleet. As such, their Slave Rigging techniques have been widely accepted and are commonly seen on many of their most prominent vessels.

High Automation Droid Rigging

The form of Slave Rigging that Hoersch and Kessel Drive employed during the height of the Clone Wars was an advanced form of Droid Automation, resulting in "nearly intelligent" star ships. What we are talking about here is that the ships themselves had such a high degree of Automation (even without the presence of Droid specific crews) that their starships were almost capable of operating on their own, independently. While not common knowledge, there were more than a few ships that did actually operate independently and many of these prototypes have become system defense vessels for their main yards facilities. The rumors of Rendili Star Drive possessing this level of Automation are just that, rumors. Hoersch and Kessel Drive maintains a sizable flotilla of Clone Wars Era warships that require no crew whatsoever and are capable of rivaling organic crews. They are estimated to have no less than 120 of these vessels guarding their holdings (consider crew skill to be no less than 7D).

> Their grasp of the Slave Rigging technology predates anything that Rendili Star Drive has ever fielded by several millennia. As such, Hoersch and Kessel Slave Rigging techniques are typically built right into the cost of the starships they produce. *Essentially, meaning that it doesn't cost them anything to implement the technology.*

Droid Rigging

This is the standard, Highly Automated, Slave rigging techniques that Hoersch and Kessel

employed on almost all of the Clone Wars Era vessels they directly manufactured as well as being being licensed out to other firms for the construction of vessels like the Providence Heavy Cruiser.

Cost: Add 25% to the cost of the final vessel.

Game Effects:
- Reduction in Skeleton and Full Crew by 75%.
- Autopilot function is substantially enhanced: 4D Base Skill + 3 Free Actions. *Can Raise Shields, Jump Into Hyperspace (consider all Hyperspace Navigation to be at a base 20 on the rolls), Transfer Auxiliary to necessary systems, enhanced evasion algorithms (15 difficulty at any range, standard range tiers apply to Short and Point Blank ranges)*
- Starship Automation to a degree that the ships can maintain themselves without a crew. Essentially, anything other than repairing hull damage can be maintained (hull damage, however, can even be compartmentalized, bypassed and fires vented automatically). Consider Skill to be at least 4D for automated maintenance and bypass.
- Some of their craft are completely autonomous, requiring no crew at all. Possessing higher skill sets, Tactics and even Command Skills.
- Skeleton Penalties on all Hoersch & Kessel Droid Rigged vessels should be considered to be +0 (retcon this if necessary).

Modern Hoersch and Kessel Slave Rigging

This is the evolution of their technology into the Imperial Era. Essentially, the design sheds the Droid Rigging aspects of past ships and integrates the technologies into a more "near-sentient" level of starship design. This level of technology is found on the Champion-class fleet Carrier (p. 173-174). While the overall reduction in crew is only 50% the Champion-class, itself, is an incredibly efficient ship.

Cost: Add 50% to the cost of the final vessel.

Game Effects:
- Reduction in Skeleton and Full Crew by 50%.
- **Autopilot is incredibly bolstered over previous designs:**
1. The ship has 5D of Skill in Piloting & Four

Free Actions; Piloting is as near to an organic pilot as possible and confers no penalty to the craft for "predictability" as the craft combines multiple algorithms from every known evasive pattern in military history to date (add +5 to the difficulty to target the vessel at range to every difficulty band of Terrain Modifiers because of this and lower the craft's difficulty to pass through difficult terrain by -1 DR if the Automated system is engaged).

2. The Craft has an integral Navigation Package, separate from piloting functions that is equivalent to a 5D Professional navigator with a -1DR to navigation rolls.

3. The Craft has a 5D Shields Skill for Capital Ships. Consider it as if it were an real crew member.

4. The Craft has a 5D Skill related to Transferring Auxiliary Power to other systems. Again, consider this as if it were a live crew member.

5. The ship possesses a pleasant male or female "voice" and can operate the communications station as well with 5D Communications & 5D Languages skills.

6. The ship monitors Sensors as if it were a 5D sensor operator, consider this as if it were an individual crew member.

7. Due to regulations and Imperial Laws Hoersch and Kessel cannot, *legally,* include an automated gunnery package. *However, one such package does exist.* It is considered to be a 5D skill gunnery program (per weapon) and is a costly addition to the ship; **Cost:** 4,200 Credits per Replacement Gunner or additional crew operator beyond what is listed above (5D Skill for Capital or Snubfighter Scale Weaponry & 5D skill for other positions). **Note:** Starships like the Champion-class Fleet Carrier require 5 crew to operate the Hyperwave Jammer on the ship, the starship cannot operate that device without at least 4 additional "Automatons" essentially Droids that have limited purpose & are directed by the ship's "AI".

8. Consider the craft to possess 5D of starship repair skill for Capital Ships. The ship can pressurize and de-pressurize entire sections of the ship in combat to support personnel or vent fires into space. It can bypass damaged sections, some of this may require physical bodies to actually perform. *The Ship can deliver detailed Engineering Reports, also consider it to benefit form a 2D specialization in (the appropriate Scale of) Ship Engineering.* Thus, providing standard maintenance reports at a 7D skill level. The ship can offer suggestions on repairs, modifications and limitations of it's own design.

- **Combat Functionality:** all the weapons can be fired from the bridge from **one station** *per arc*, *per weapon type*, at the gunnery of that individual at a single target (multiple actions for multiple targets).

- The Hoersch and Kessel Slave Rigging Design **cannot control other ships** like Rendili Star Drive's system does with it's *Master/Subordinate* system. The system is designed as an individual entity, and there are modifications that are available (from Hoersch & Kessel) that will add a *Heuristic Processor* to the starship. *Effectively, turning the ship into a thinking entity with multiple sub station sub routines that are all somewhat aware.*

- **Ship-wide Heuristic Processor:** T*riple the cost of the vessel.*

Orlean Slave Rigging
Orlean is a vehicle manufacturing corporation that originally created the Star Cab for the Galactic Republic. Their method utilizes a mainframe and a series of droid *shells* slaved to that system.
Cost: 15,000 Credits + the number of Droid Shells (3,600 Credits each) that replace *biological crew*. Typically, 6D Attributes (1D each), skills come from the multiprocessor feature of the Mainframe (it can infinitely push 1 skill into each droid shell available, *though the individual droid shells suffer from multiple actions*). **Mainframe Weight:** 100 Mt
Game Effects:
- Mainframe (Virtual Intelligence) 4D
- Droid Shells have one, alterable on the fly, 4D Skill (5D with attribute bonus)
- 25% reduction in Skeleton & Standard Crew due to the Mainframe.
- Later (Rise of the Empire) Droid Shells *can* have 2D attributes & cost 7,200 cr/ea.

Hardened Superstructure

This engineering breakthrough in production was pioneered by Koensayr while developing the BTL-6Y "Super Y-Wing" (Y-Wing II). Using bleeding edge manufacturing principles Koensayr was able to effectively make the hull strength of their construction materials "Static" without carrying the premium cost of Static materials. However, they would pass the cost of their discovery on to their customer base as if the craft sported an additional amount of armor equivalent to the base hull code of the craft + the standard Armor for that craft.

Game Effect: The Hull Points of the vehicle are not factored at the standard rate for the ship class. A hardened hull adds 2 pips to every D of the Base Hull D code of the ship's Scale. Furthermore, the vessel is considered to have Hull Armor equivalent to it's base D code + it's Armor code (determined by it's Scale) calculated normally. Hull repairs cost 50% more.

Examples: You have a Snubfighter with a 4D Hull Code. Instead of having 4 points of resistance per D in Hull Points, you have 6 points of resistance per D for a total of 24 Hull Points (instead of just 16).

Now, the Snubfighter's Armor is considered equivalent to it's base Hull code of 4D + the 1D of Armor for Scale = 5D of Amror = 5 x 8 = 40 Armor Points.

Note: the Pips do not stack to become full Dice. Ex: 4D Snubfighter hull is effected as if it were 1D+2, 1D+2, 1D+2, 1D+2 (or simply add the two points to the resistance of each D for Hull Points.

Now...If the craft were a Corvette with a 4D Hull it would factor out a bit differently because increasing the scale adds more value to each pip. So, you have 8 pips of additional hull, per location. Pips on a Corvette are worth 17 points each. So, you simply multiply 17 x 8 and come to an additional 136 points per location.

The Armor of the Corvette would be considered as if it were 5D (4D from the Base Hull Code + it's 1D base Armor Code) per location for a total of 375 points per location instead of 75 points per location.

If the craft were a Cruiser, it works the same way:

You have a 5D Base Hull, so you have a hull that consists of 10 additional pips. Pips on a Cruiser are worth 44 points each, so that's 44 x 10 = 440 additional Hull Points per location. Armor is no different than with previous examples. A cruiser has 2D Base Armor + it's Base Hull Code of 5D for a total of 7D of Armor at 150 points per D = 1,050 Points of Armor per location.

What about Stacking Standard Armor with Hardened Superstructure? You were going to ask, I know you were.

Layering (adding more) armor on a Hardened Superstructure design: Increase all engineering difficulties for the design of the craft by +1DR (which can be a death sentence in and of itself). Adding it later is easy, it eats into your cargo capacity. There is no penalty for this.

Wait a second... How do I make a Hardened Superstructure design in the first place? Add +2DR to the base design difficulty and 160% the cost of the initial prototype. The cost excessive cost bleeds off at a rate of 30% per prototype phase, zeroing out during the first production run. So, Prototype one 160%, Prototype two 130%, First production run no additional cost.

I was never clear about Prototype difficulties (even in the core book), that's because the base number is always GM discretion ;).

Hyper Fuel

Coaxium, also known as hyperfuel, is a rare form of hypermatter and type of expensive starship fuel mined on Kessel, the Redhurne system, Savareen and Vandor.

Coaxium in its raw, unrefined state is a very volatile and highly explosive substance and had to be refined in order for it to be stable enough to be stored at room temperature. Unrefined coaxium, once mined, would gradually begin to destabilize and turn red in color before exploding violently if not stored properly in a temperature controlled environment. Coaxium, when used as a fuel, is so potent at energy generation that just a small amount of it is sufficient to power an entire fleet of ships. This makes it extremely valuable and it is therefore highly sought after by many. The Galactic Empire transports large shipments of coaxium under high-security measurements, with the intent of gaining complete control over the production of the substance.

Because of the knowledge about Purrgils and the gas Clouzon-36, scientists discovered that coaxium naturally forms itself in places with strong interstellar energy like Kessel.

Notes: According to the "new" canon this stuff is required for hyperspace travel, which is in direct conflict with the fact that starships in the Star Wars universe have been jumping into hyperspace without it for it's incredibly long lived 50,000+ year history. So, let's look at it as a booster for hyperspace travel. Essentially, a renewable (non-degrading) octane boost. *It's not required to jump into hyperspace.*

Refined Coaxium
Adding Coaxium crystals to a hyperdrive core or Sub-light Engine *reaction mass chamber* will reduce all maintenance rolls concerning the Hyperdrive/sub-light engines by -1DR (regular maintenance, not modification) as it allows the engines to run more efficiently for their entire life cycle. Furthermore, the addition of Coaxium to an "engine" will shave .25 off the hyperspace speed of the craft (x1

becomes x.75), *yes, you go faster.* Adding it to a reaction mass chamber will **increase the base Space Units of the craft by 1 for the life of the engine array.**

Encounter Frequency: Incredibly Rare
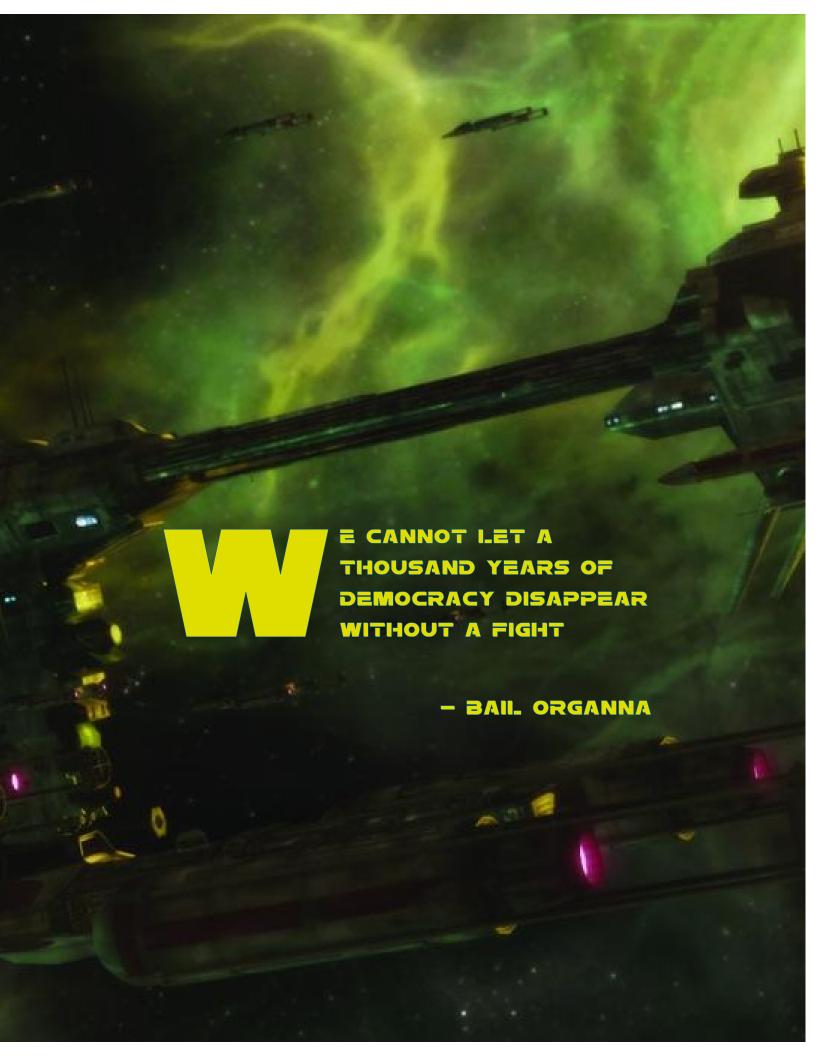
Value: 14,000 per crystal
• Can be purchased on the Black Market at 5-10 times the base cost per crystal.

It is considered highly Illegal & regulated in **all eras**. Due to volatility of the crystals. Each crystal generates a 1D Static Snubfighter Scale *AoE* explosion if destroyed (stacks & scales up infinitely). Blast Radius is 1 Meter per Crystal.

Required Coaxium Crystals	#
Snubfighter-Transport	1
Corvette-Frigate	2
Destroyer-Cruiser	3
Battleship-Dreadnought	4
Super Capital-Mega Capital	5
Battlestation	8
Death Star	10

WE CANNOT LET A THOUSAND YEARS OF DEMOCRACY DISAPPEAR WITHOUT A FIGHT

— BAIL ORGANNA

Starship Construction

Weapon Weights:

For all intents and purposes we are not factoring in the fire control package here. This will simply track the weight of weapons emplacements for mounting on anything you design. Round all weights up to the nearest D. Additional damage granted from Fire-Linking or Battery-Linked weapons does not factor into the weight determination.

Speeder Scale: 1.25 Kg per D / Barrel
Walker Scale: 2.5 Kg per D / Barrel

Starship Grade Weapons:

Snubfighter Scale: 5 Kg per D / Barrel
Rail Gun / Gauss: 5 Kg per 1,000 Shots
Densified Gauss: 7.5 Kg per 1,250 Shots
Auto-cannon Ammo: 5 Kg per 100 Shots
Tibanna Gas Reserve: 2.5 Kg per 1,000 Shots
Torpedo Launchers: 5 Kg
Missile Launchers: 10 Kg
Multi-Ordinance Launcher: 20 Kg
Missile Racks: 2.5 Kg/Rack
Snubfighter Torpedoes   2.5 Kg per Unit
Snubfighter Missiles   2.5 Kg per Unit
(Rockets and Bombs carry the same weight)

Notes: External Hard Points Actually Increase Ordinance carry capability (The E-Wing is an example of this).

When calculating weights for Snubfighter scale weapons on Capital Ships assume every weapon system weighs ¼ of a Metric Ton.

Static weapons double the weight of the weapon.

Capital Scale + Weapons:

Capital Scale: 1.5 MT per D/per Barrel
Capital Rail Ammo: 75 Kg per 1,000 Shots
Densified Ammo: 100 Kg per 1,250 Shots
Auto-cannon Ammo: 100 Kg per 100 Shots
Torpedo Launchers: 1.5 MT per Launcher
Multi Ordinance Launchers:
                      1.5 MT per Launcher
Capital Torpedoes: 75 Kg/Unit
Capital Missiles: 75 Kg/Unit
(Rockets and Bombs carry the same weight)
Static Weapons: Double the weight per D
Ultra Heavies: 66 Metric Tons / Barrel
Ultra Heavy Ordinance Launcher:
                      66 Metric Tons

Ultra Heavy Ordinance:
                      300 Kg/100 damage output
(Missiles, Torpedoes, Rockets, Bombs, etc)
Standard Hyperspace Torpedo:
                      50 Metric Tons
Heavy Hyperspace Torpedo:
                      100 Metric Tons

Notes: External Hard Points Actually Increase Ordinance carry capability. *Mostly only seen on Archaic Designs due to the ability to detonate ordinance on the hull of a Warship.*

These weights are then subtracted from a Design's Cargo Capacity.

Other Scales:

We're examining Snubfighter to Capital Grade Weapons and up, here. However, some Designs have been known to mount lower scale weapons for use in antipersonnel actions.

Speeder Scale: Generate the weapons in Snubfighter Scale and then reduce the final cost by 40%.

Walker Scale: Generate the weapons in Snubfighter Scale and then reduce the final cost by 20%.

Weapon Ranges:

Snubfighter:

Slug Thrower Cannon	1/3/9
Pulse Wave Cannon	1-2/6/12
Blaster Cannon	1-5/10/18
Rail Gun	2-4/16/32
Laser Cannon	1-3/12/25
Turbo Laser Cannon	2-5/15/30
Ion Cannon	3-9/18/36
DEMP Cannon	1-4/8/16

Capital:

Slug Thrower Cannon	1-5/10/20
Pulse Wave Cannon	2-12/24/48
Blaster Cannon	3-18/36/54
Rail Gun (Gauss)	4-24/48/96
Laser Cannon	3-21/42/60
Turbo Laser Cannon	5-25/50/75
Ion Cannon	6-20/40/60
DEMP Cannon	2-12/24/30

Ultra Heavy Guns:

Ultra Heavy Guns can fire a distance of +33% corresponding to the type of gun they are, however, they can also fire at anything within

Sensor Range. Fire Control at these ranges is determined by the rating of the Sensor Package at *each range category beyond the range of the base weapon.* Furthermore, Ultra Heavy Weapons can fire out to Maximum Sensor Range at the penalty of that Sensor Range but no better than 0D.

- For any target that falls under their standard range defined by the base weapon plus 33%, their standard fire control applies.
- For any range that exceeds this, the *Sensors* bonus (or penalty) for that range is the Fire Control.

Static Damage Codes:
Multiply the Cost of the Finalized weapon by 5. Static Damage in this instance means the barrels output 6 points per D instead of 3, then modified by the amount of barrels as usual.

Cannon Ammunition:
The most relevant application of ammunition tracking is encountered on snubfighter scale vessels. You will rarely, if ever, track ammunition on Capital Guns (sometimes with Ultra Heavy Weapons, however). What is listed below is for starships that do not draw weapons power from the reactor of the ship. Thus the weapons require an independent ammunition supply.

Blaster Cannons:
Tibanna Gas Reserve: 1,000 Shots
-divide this by the amount of barrels.
Reload Cost: 100 Credits; **Extended reserve (mod):** 125 Credits adds 25% more ammo. (the Mod costs 250 Credits, Reload: 125);
Example: So, a Z-95 with 6 barrels firing only has about 166 shots.

Slug Thrower Cannons:
Relatively Limited Supply, belt fed: 100 Rounds per belt Typically each gun is individually fed. So, about 100 shots.
Reload Cost: 25 Credits a belt

Rail Guns (Gauss):
Use Solid Metal blocks: 1,000 Shots
-divide this by the amount of barrels.
Reload Cost: 35 Credits; **Densified Ammo:** Increases *Nominal Damage* by 1 & increases ammo by 25%: Reload Cost: 70 Credits

Cost Based Building / Starship / Vehicle Construction Rules:
The rules presented herein yield a *Prototype Design*, which is the initial first production unit of a design. These designs are more expensive, likely to have flaws, etc. If you want to construct a ship/building/etc, the first thing you want to define is it's general size, whether that be 5 meters to something huge like 8,000 meters. Size is important because we will use the size of the craft or facility to ballpark the minimum (skeleton) crew required to operate the it. To fully crew the ship we will be adding roughly 50% to the minimum.

Defining Skeleton Crew:
Per 10 Meters we are going to assume 1 crew is required to operate the craft.

Modifiers to Skeleton Crew (Per 10m):
Character-Speeder Scale: x1.25; Full Crew: +/-50%

Walker Scale:	x1.5;	Full Crew: +/-50%
Snubfighter Scale:	x1;	Full Crew: +/-50%
Transport Scale:	x1.5;	Full Crew: +/-50%
Corvette Scale:	x3;	Full Crew: +50%
Frigate Scale:	x6;	Full Crew: +50%
Destroyer Scale:	x9;	Full Crew: +55%
Cruiser Scale:	x27;	Full Crew: +55%
Battleship Scale:	x30;	Full Crew: +60%
Dreadnought Scale:	x40;	Full Crew: +65%
Battlestation Scale:	x50;	Full Crew: +70%
Super Capital Scale:	x75;	Full Crew: +75%
Mega Capital Scale:	x90;	Full Crew: +80%
Death Star Scale:	x120;	Full Crew: +85%

Note: Speeder & Walker transports can violate this as necessary. However, you should do you best to reign it in.

Skeleton Crew
to operate a ship is always calculated by the above figures + Gunners. The difficulty to operate a ship follows the minimum crew numbers:

Ex: 167/+10 that means that the ship operated

with a minimum/skeleton crew has +10 to all difficulties except the Gunners.

Further Modifiers to Skeleton & Full Crew:
Design is Archaic: x2 (Flaw)
Design is High Maintenance: x1.5 (Flaw)
Design is Efficient: x.25
Design uses Slave Rigging: x.5
Design is a Slave Rigged Droid ship: x.75

Note: Does not affect Passengers (Troops)

Determine Skeleton Penalty:
Assume Modern Designs are +15 penalty to skill rolls when under crewed.
High Maintenance Designs add +5 to the difficulty. Archaic Ships add +5 to the difficulty.   Slave Rigged Ships are -5 to the difficulty.
Droid Slave Rigged ships are -10 to the difficulty.   Efficient Ships are -5 to -10 the difficulty.

Calculating Passengers / Troops:
Here's the old way that I screwed up:
Determine Potential Passengers (Troops): Maximum passengers are determined by doubling the Full Crew percentage and then multiplying that by the skeleton crew.

This is the right way:
Determine Potential Passengers (Troops): Maximum passengers are determined by doubling the Full Crew percentage and then taking that total and subtracting skeleton crew.

Ex: a 600m Cruiser
Cruiser Scale: x27; Full Crew: +55%
600/10 = 60 x 27 = 1,620 Skeleton Crew
Troops:
Well, Twice the Full Crew is 110% so, 1,620 x 2.1 (because 1.1 is only a 10% increase) = 3,402 - 1,620 = 1,782 Troops / Passengers.

Determine Cargo Space:
Multiplied by the scale modifier:

Character: 2.25 Kg / Meter
Speeder: 5 Kg / Meter
Walker: 10 Kg / Meter
Snubfighter: 12.5 Kg / Meter

Transport Scale and Greater determines cargo space at 50 metric tons per 10 meters. You can round up or down if you so choose, but for ease of calculation just base it on every full 10 meters of the ship.

Corvette: x2 (100 Metric Tons)
Frigate: x2
Destroyer: x2
Cruiser: x2
Battleship: x2
Dreadnought: x2
Super Capital: x2
Mega Capital: x2
Battlestation: x2
Death Star: x2

Determine Snubfighter Complement:
This is the length of the ship divided by 20. Thus a Star Destroyer at 1,600 Meters can carry 80 ships, 72 fighters and 8 support craft.

Notes: The first hangar is free (no space penalty) Additional Hangar Space: Additional units = Units x 100 = Cargo Capacity penalty in metric tons. Any Design without Fighters rolls that tonnage back into Cargo Space.

Determine Ground Force Complement:
Take the available cargo space of the ship and divide this by 100 = the total amount of units the ship can carry. Assign the spaces on a 1 for 1 basis no matter what the unit is, but use some discretion here, Pre Fab Garrisons are worth 20 units/each, small prefab garrisons 10/ea, Landing Barges 4/ea. Other units like tanks, walkers, artillery are 1 for 1, *Air Speeders are considered Ground Forces*.

Note: Any Ground Units carried subtract from total cargo space by their unit cost x 100 metric tons.

Trading Crew for More Space (for more guns and snubfighters)
I realized that I never explained this correctly in the core book. I did this because ships with a lot of crew could get almost infinite space to jam in a zillion extra guns.

This is a punishing conversion (but still gives you some more space), take the crew you wish to convert and divide by 5 (not 5 per every

crew member as this is a conversion for more tonnage for fighters or weapons space) on Capital Ships. Ex: 6,000 passengers / 5 = 1,200 metric tons.

However, to add them to a ship not provisioned for it; each new passenger on a capital ship costs 5 additional metric tons of cargo.

Days in a Year:
385 in a Standard Year, 5 Days in a Week

Base Consumable Cost:
10 Credits/day per crew

Determine Maximum Consumables:

Character Scale: Per meter of a design assume 2 hours of consumables.

Speeder Scale: Per meter of a design assume 5 hours of consumables.

Walker Scale: Per meter of a design assume 1 day of consumables.

Snubfighter: Per 2 meters of a design assume 1 day of consumables (rounding up or down, GM Discretion)

Transport: Per meter of a design assume 2 days of operation. Round up to the next month (26 meter ship x 2 = 52 days = 2 Months (70 Days).

Capital Ship or greater: Per meter of a ship assume 1.5 days of consumables (round up or down to the nearest year).

Note: Not all ships will carry maximum consumables, operational costs to refit the ships could be astronomical.

Determine the Cost of a Design:
Whether that design be a character scale object or a battleship we need to figure out how to build things and their relative values for games where you have money or the capability to build things.

- Add up all the D codes and break them into pips (3 pips per D).

- If the design has sensor values, per 10 (round up) units of range in each category (Don't include *Maximum*) = 1

point. Thus sensors of 180 = 18

- Each Space Unit a ship has in speed is 1 point. (Space: 8 = 8 Points)

- Divide the Kilometers Per Hour Atmospheric Speed by 100 (rounding up) and you have that cost in points. (950 KmH = 10 points)

- Factor in the Hyperdrive & Nav Computer Type in points

- Factor in Ultra Heavy weapons: consider each gun barrel/100 rating of Ordinance to be 100 Pips.

- Anything with a Static Value (like a gun) double it's D code before you break it into pips

- Fire-Linked, Burst Fire, *Static* & Battery fire weapons are considered 1 gun (add the Damage D code to the Fire Control as if on barrel + *Fire Control Modifiers*) on snubfighters, *on Capital Ships you calculate the cost of the individual barrels.*

Hyperdrive Point Costs:
Base cost is calculated by the class of the Hyperdrive.

X20:	**1**
X19-15:	**2**
X14-12:	**3**
X11-10:	**4**
X9:	**5**
X8:	**6**
X7:	**8**
X6:	**10**
X5:	**12**
X4:	**14**
X3:	**16**
X2:	**18**
X1.5:	**19**
X1:	**20**
X.75:	**30**
X.50:	**50**
X.30:	**75**
X.25:	**100**

If it's Character Scale: Multiply the total number of pips by 150. That's the base cost of your Prototype.

If it's Speeder Scale: Multiply the total number of pips by 200 = Prototype Cost.

If it's Walker Scale: Multiply the total number of pips by 400 = Prototype Cost.

If it's Snubfighter & Transport Scale: Multiply the total number of pips by 1,000 = Prototype cost.

Corvette Scale	x	7500
Frigate Scale	x	10000
Destroyer Scale	x	12500
Cruiser Scale	x	18000
Battleship Scale	x	25000
Dreadnought Scale	x	35000
Super Capital Scale	x	50000
Mega Capital Scale	x	60000
Battlestation Scale	x	70000
Death Star Scale	x	140000 *GM disc*

This gives you a ballpark figure on the design, if you add massive amounts of consumables to your ship the figure will rise exponentially. An Imperial I Star Destroyer costs 91,200,000 to Prototype using these rules. Assuming we have a 20% total rebate back on the ship for a full production run with some engineering cleanup, it brings the cost of the ship down to 72,960,000 (Ships in this book all assume they are full production runs, thus the 20% rebate on overall cost). *DS & BS Scales need to go up! GM Discretion is advised..*

Now… If you figure you figure out the operating costs for the ship for six years times it's full crew of 11,520 crew + 260 Gunners + 8,952 Troops x the daily operation cost of Consumables (10) = 207,320/Day of Operation in Consumables cost x the Amount of Years the ship possesses in Consumables (6 Years) 385 Days x 6 = 2,310

213,800 x 2,310 = 478,909,200 Credits over 6 years of operation. This is essentially your refit cost after a 6 year tour.

Internal Structural Strength:
(Like walls & doors)

This is likely important if you're having a running firefight in a base or a starship. All values are *Static* here. Gives them a bit more durability. Also account for Armor values for the purposes of Soaking damage.

2D Character Scale = Character Scale to Snubfighter
1D+1 Speeder Scale = Corvette to Destroyer
1D Walker Scale = Cruiser to Dreadnought
1D+2 Walker Scale = Super Capital to Battlestation
2D Walker Scale = Death Star

Structure Creation:
Use the same rules, however, calculate the total length of the structure assuming there are 4 walls. Per 10m of a structure multiply it by 4 = Total Length.

Ex: An Imperial Garrison: 60 Meters long x 4 = 240 Meters.

240 meters divided by 20 = It can hold 12 Fighters; 240 meters divided by 100 = 2.4 = It holds 2 AT-AT walkers & one AT-ST walker (rounding up)

240 meters times 1.5 = 360 Skeleton Crew x (Add 50%) 1.5 = 540 Personnel

Skeleton Crew x 2 = 720 Troops (50% Full Crew Modifier doubled is 100% more which doubles the amount of Skeleton Crew = Troops)

Determining Engineering Flaws:	
Character:	2
Speeder:	2
Walker:	3
Snubfighter:	3
Transport:	3
Corvette:	3
Frigate:	4
Destroyer:	4
Cruiser:	5
Battleship:	5
Dreadnought:	6
Super Capital:	7
Mega Capital:	8
Battlestation:	9
Death Star:	10

Flaw Examples:
Inferior Space Engines, Inferior Atmospheric Repulsors, Inferior Maneuverability, Inferior Hyperdrive, Reduced Armor Value, Reduced Hull Code, Weaker Weapon Output, Reduced Hangar Space, Higher Maintenance, Archaic System Design, etc.

Flaws in the Engineering Design:

Flaws are more for character than anything else, an additional challenge to overcome. These flaws might not all be bad. Some could have unexpected results, similar to the Zebra II's guns firing a double strength blast (though it will destroy the weapon system and the craft… Poor damn test pilots…). GM discretion on what these flaws actually are.

Advancing a Prototype:

You continue to work on the design and improve it. You're investing time, money and possibly even a test audience in addition to producing second generation prototype designs you will begin, later, to hammer out issues with advanced mass production.

- Shave 10% off the cost for the second prototype and remove 1 Flaw.
- And another 5% off for a production model and remove 1 Flaw.
- After the production line has produced "X" amount of models the cost can be further discounted by 5%. Remove 1 Flaw.

Determine the New Price:

The ships/designs in this book reflect a 20% discount on their calculated "Cost". Please note that the cost associated with Consumables is the operational expense of the maximum endurance of the ship.

Determine the Used Price:

This is more applicable to starships and vehicles than anything else. However, I wanted to include a quick way to determine this. You can apply some of these to "New" ships as well, some models are old and still being sold.

- The base "used" price of a design is ¾ it's "new" cost.
- Per Era the design is outside it's creation point (it's an older model) drop the cost by 10%.
- If it's been re-engineered increase the cost by 15%

Other Cost Reductions (Optional):
- Volume Mass Production: You're so many with advanced production lines and all the parts in-house: Reduce cost by 5%
- Cutting Corners: Pulling out integral systems like repulsors, ejection seats, environmental controls, etc (TIE Fighter's are good examples of this): Reduce cost by 10%
- Employer / Reputation discounts: Reduce cost by 5% + 1 per D in Reputation/Employed above 1D.
- Fame: Reduce the cost by 5% + 1 per D in Fame.
- Modular Components: Reduce costs by 10%

A refresher for Port and Starboard: Port and starboard are nautical terms for left and right, respectively.

- Port is the left-hand side of or direction from a vessel, facing forward.
- Starboard is the right-hand side, facing forward.

Multiple Hit Locations:

While never expressly stated before, each ship with multiple locations must add those locations in Hull Rating to the total cost. Most Capital Ships (up to Battleship Scale) have 4 hit locations and 4 shield generators. What you do is add the ship's hull pips x 4 and the same for Shield Generators. The same also applies to additional Armor you add to a ship. *The inherent Armor resistance of a ship is not added into it's cost.* Ships with more than 4 Loc(s) (my abbreviation for hit locations) works the same you just multiply your total hull and shield pips by the amount of locations.

Abbreviations: Hull Points to HP, Shield Points to SP, Barrier Points to BP, Hit Locations to Loc(s); AoE is Area of Effect

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Some designs may have fewer locations. Typically, the description mentions something about it. Also, if a ship only has one shield generator, that generator covers the entire ship unless otherwise noted.

Rugged Space Frames

These are essentially early forms of Hardened Superstructure. Core designs so well built that they confer additional resilience. The process can be replicated with engineering on other designs, however, it is a painstaking process.

Several designs in this book incorporate it, for players to implement it on an individual basis assign massive amounts of down time. The firms that replicated the tech first discovered in the T-65A X-Wing have either purchased the secrets or assigned an entire engineering team to replicating the technology *(The original YT-1300 design has it as well).*

Treat the hull as if it were 50% stronger (repair, maintenance and modification costs are only derived from the base "x"D Hull).

Navigational Systems
The systems associated with plotting a Hyperspace Jump.

Droid Sockets
These are what you commonly see on X-Wings, Y-Wings, etc. This covers external and internal Droid interfaces.
Cost: 3 Points

Partial Nav Computers
These are limited systems that only allow you to make "x" amount of jumps into hyperspace before you have to wipe the Nav package. Per Jump that the computer allows you to make add +1 to the cost of a design. These systems are like attempting to plot a hyperspace jump on a Speak and Spell...
Cost: *1 point per jump*
Additional Game Notes: *Add +5 to the difficulty to plot hyperspace jumps.*
Wiping a Nav Computer: This resets the Nav computer for additional Jumps. Difficulty is 5 + 5 per jump wiped: *Computer Programming*

Full Nav Computers
These are the real deal, unlimited jumps into hyperspace at no penalty to calculate.
Cost: 12 points
Additional Game Notes: If the Computer reduces the difficulty rating for Hyperspace Jumps add 6 pips to the cost of the package. If the Computer adds bonus dice add 2 pips to the cost of the package per additional D.

Maneuvers as Snubfighter?
Or Corvette, or Frigate, etc.
Space Transports are easier to be hit by a Snubfighter, they are technically a scale above Snubfighters, which means your X-Wing gets a 1D bonus to hit them. So, if the ship says the above "Maneuvers as Snubfighter" it simply means it doesn't suffer from that penalty.

Weapons

Fire Control Modifiers
A lot of guns will are described as Double, Dual, Triple or Quad and will not be followed with either (Fire Linked) or (Battery Linked). They may just say Quad Laser Battery. If they only say "Double", "Triple" or "Quad" in their description they are Fire Linkage Packages. If they specify that they are Batteries they follow the Battery Fire Linkage.

Fire Linkage Packages (Fire Linked)
The most common and inexpensive means of linking weaponry together to gain Fire Control, Damage and Nominal Damage bonuses.
Game Effect: Adds +1D of Damage, +1 pip to Fire control & +1 to Nominal Damage per additional linked Weapon.
Cost: +1 point per barrel after the first to the cost of the weapon.

Battery Fire Linkage (Battery Linked)
This is an advanced form of weapons linkage that adds weapons together to produce a higher end result than Fire Linking.
Game Effect: Adds +1D of Damage & +1 pip of Fire Control per additional Barrel; Adds +1 to Nominal Damage per Barrel, including the first.
Cost: 2 points per barrel (including the first) to the cost of the weapon.

Burst Fire
This is an automatic weapon that fires bursts of shots for increased Fire Control, Damage and Nominal Damage.
Game Effects:
- Light Burst: +1D to Fire Control & Damage, +1 to Nominal Damage.
Cost: 3 Points per Barrel
- Medium Burst: +2D to Fire Control & Damage, +2 to Nominal Damage.
Cost: 4 Points per Barrel
- Heavy/Full Burst: +3D to Fire Control & Damage, +3 to Nominal Damage.
Cost: 5 Points per Barrel

Pulse Lasers
The Laser equivalent of Auto-Blasters.

Super Lasers
Death Star Scale Weapons.
Cost: 1 pip per point of damage + fire control times Death Star Scale.
Weight: is 4,800 Metric Tons per 1D of output damage the weapon can generate daily.

Static Weapons
Any weapon that is, specifically, listed as delivering *Static* Damage (not explosive ordinance).
Game Effect: The weapon delivers 6 points of Nominal Damage, base. *Static* Weapons also weigh twice as much.
Cost: Already discussed in the core book, double the cost of the Barrel (each) from it's base D code (a 5D Gun Barrel typically costs 15 points, a *Static* 5D Gun Barrel costs 30 points).

Static Weapons vs Scale
Static weapons deliver 6 points base per D. A typical weapon will deliver only 3. So, for the purposes of determining a static weapon vs scale you double it's D Code.
Thus a 5D Lightsaber is 10D, vs Speeder (-2D) it is 8D normal; 4D *Static*, vs Walker (-4D) it is 6D (3D *Static*); vs Snubfighter (-6D) it is 4D (2D *Static*) vs Transport (-7D) it is 3D (1D+2 *Static*) vs Corvette things get complicated. You can either say Corvettes are standard Capital Scale (-12D) or you can treat them as a scale above Transport (-8D) since they're only 2D easier to hit vs a Snubfighter weapon. In the latter case, that Lightsaber is delivering 1D+1 *Static,* Frigate Scale zeroes out the Lightsaber, so you're delivering skilled Lethality damage or Jedi Force Damage.

Just remember that almost any weapon can target locations and deliver damage, so a person in a space suit with a blaster could shoot open an airlock door with enough shots (we're probably looking at 12 to 25 shots) on the outside of almost any capital ship. A character might just say they empty the magazine (25-100 shots) and that should more than do it.

Furthermore, *Static* weapons on Snubfighters vs Capital are rather lethal, you work them out similar to the above. Vs a Capital ship you double their D Code, subtract the 6D scale difference and you have your code. Thus a 5D *Static* Laser is 10D - 6D = 4D starting at a base 6 points per D vs capital ships.

Targeting Lasers
Primitive Fire Control Enhancers
Game Effect: +1 pip to Fire Control Each
Cost: ½ point each; **Weight:** 1.25 Kg/ea

Targeting Pattern Enhancers
A product of Rendili Star Drive, designed to effectively enhance Fire Control packages by tightening the spread pattern of weapons fire. Allowing for maximum convergence of fire. *It is only effective on Snubfighter Grade weapons that are Fire-Linked.*
Game Effect: Each adds 1 to Nominal damage
Cost: 1.5 points each; **Weight:** 2.5 Kg/each

Military Ordinance Launchers
Missile Launcher, Bomb Bays, Multi Ordinance Launcher, Torpedo Launchers, etc.
Cost: 3 Points per D (including Fire Control), just like any other gun, do not multiply this by the amount of ammo. (Weight calculations track this separately) Just once per launcher. These weapons deliver full (6 points per D) damage but are not considered to be *Static*.

Missile / Bomb Racks
External rack mounts that carry 2 units each. Typically slaved to main cannon Fire Control.
Cost: 2 points per rack; *in this case you don't factor in the cost of the ordinance to the cost.*

External Hard Points
Like Missile / Bomb racks that only carry 1 unit each.
Cost: 1 point per Hard Point; *in this case you don't factor in the cost of the ordinance to the cost.*

Hyperspace Torpedo Launchers weigh the same as Ultra Heavy Ordinance Launchers do (66 Metric Tons each).
Cost: The cost of this type of launcher is it's Fire control package in pips times the base cost of the Hull Type it's associated with.

A base full Load of ammunition is considered to be included in the purchase price of a "New" ship. Randomly determine what the ammunition is like for Launchers on "Used" craft (discount the craft accordingly for less than full ammo).

Luxury Items

Armory
A dedicated work space that grants bonuses to repairing weapons and armor.
Game Effects: +1D to rolls for repair, maintenance or modification.
Cost: 9 Points

Refresher Booth
Your ship has a toilet/shower/bacta infused washing machine/scrapes and burns healing accelerator. Some Transports have one. However, on a snubfighter... it's a luxury.
Game Effects: A refresher booth is all kinds of pure awesomeness. It does everything from mending your torn clothes, to bathes you, to cleans up your waste. It's also infused with Bacta Particles. Anyone using a refresher booth also gains +2 to all natural healing rolls if you're wounded and placed in it. Consider it to be a poor man's Bacta Tank.
Cost: 6 points

Galley
A dedicated place to cook, store real food (not ration bars or Matrix protein paste), refrigerate and preserve it, etc.
Game Effects: add +1 to persuasion of NPCs while entertaining guests.
Cost: 2 Points

Auto Chef
A fully automated food preparation unit that is capable of making starship base food materials (even protein paste) taste good. The chef possesses roughly 500 recipes, and any number of additional recipes can be uploaded to the unit when discovered.
Game Effects: +2 Galley bonus
Cost: 3 Points

Entertainment Equipment
These are holo tables, vid viewers, etc. You need one. It prevents you from going insane on long trips.
Game Effects:
• Basic Devices: Prevents Insanity
• Advanced Devices: Can Train Tactics
Cost: 1 Point per Basic Device, 2 points per Advanced Device

Machine Shop
This is an essential player based utility closet on most ships where you can fabricate damn near anything from replacement starship parts to building a new housing for your Lightsaber.
Cost: 3 Points

Advanced Machine Shop
This is just like the above one, only that it's filled with advanced tools and some level of automation. This slightly bigger closet confers a bonus to your rolls.
Game Effects: Up to +1D to your rolls
Cost: Per Pip of bonus add 1 to the base cost of the Machine Shop Above.

Lounge
It's pretty self explanatory, you have a couch in your starship (and maybe a table and a couple chairs). I am not responsible for players fighting over sitting on it.
Game Effects: +1 to Persuasion rolls while entertaining NPCs.
Cost: 2 Points

Bar
This is where you mix drinks. A great party starter and closer. A total luxury item.
Game Effects: +1 to all Persuasion rolls.
Cost: 2 Points
Note: If you slip something in the drinks it gets a lot more illegal fast. You could be wanted in many system for this kind of behavior.

Fancy Observation Window(s)
This is a luxury item typically found on Yachts.
Game Effects: This area will add +1 to all Persuasion/Seduction rolls.
Cost: 2 Points per Window
Notes: I can see the wheels turning, now you're thinking of stacking that lounge next to it, and putting an Entertainment Table there too. The effects stack when you're schmoozing

it up. **6 Fancy Observation windows are required for a dome, the benefits end at +1D.**

Big Comfy Bed
This is another luxury item, typically found on Yachts.
Game Effects: +2 to all Seduction Rolls and give you an amazing night of rest instead of having your feet hanging off of some metal slab called a bunk.
Cost: 3 Points
Notes: You can put an observation window next to it, but not a Lounge or a Couch, unless you are a Holovid Porn director.

Disco Ball
For some damn reason these always work when entertaining and seducing people.
Game Effects: +2 to Persuasion/Seduction
Cost: 1 Point
Notes: Adding a Disco Ball above your bed and playing something seductive will stack your bonuses.

Masked Cargo Hold
This is a hidden storage space like the ones in the floor plating on the Millennium Falcon. They resist scanning and they store things.
Cost & Game Effects: Per rating of 5 (maximum 60) difficulty add 1 to the cost of the Hold/Ship. Anything over a Metric Ton in space adds 2 to the cost per 10 Metric Tons.
Notes: You can add the masking for free if you're good at hiding things. You can exceed the limit of 60 as well.

Luxury Seating
The kind of super comfy chairs you find on an XS-800 or Yachts.
Game Effects: You can sleep in them.
Cost: 1 point if you have only 1, if your entire ship has them add 6 to the cost. *This (6 points) also upgrades everything including your lousy couch and crummy lounge.*

Sonic Shower
This is old tech, it's garbage compared to a Refresher booth. However, it's better than nothing aside from the fact that you still stink when you get out of it.
Game Effects: Removes filth
Cost: 1 Point each

Conventional Shitter
This is self explanatory.
Note: You can inadvertently kill everyone on a starship if you're not careful.
Cost: 1 Point each

Real Shower and / or Bath Tub
These use real water, be careful not to burn through your ships water supply and die of thirst...
Game Effects: If only a shower is possessed add +1 to Seduction while in the shower only, with someone else.
Cost: 2 Points for the shower and 3 for the tub, 4 if you have both (discount for combo setups).
Notes: Only the shower is truly useful in Seduction encounters, the combo models tend to lead to people slipping and injuries.

Pool
You are big time, big money and wasteful. You need one of these and lots of fancy observation windows to make a dome and the effects stack. You might even dangle a Disco Ball from the center of that Dome...
Game Effects: +2 to all entertainment persuasion rolls. +1 to seduction only *due to pools not being the best place to get it on in, especially if someone dropped a duce in it. Knowing players, they will.*
Cost: 12 Points

Holo Communicator
This is the device you see the Clone Troopers & Jedi using to communicate with each other and the Jedi Council on their snubfighters. It's high tech, miniaturized technology.
Game Effects: +1 to tactics and Command Rolls if you are commanding troops / ships.
Cost: 24 Points

Full Holonet Communicator
This is the device that Vader kneels on to communicate with the Emperor. Real damn expensive, full visual fidelity unless you're the emperor and you want to build tension by projecting a fuzzy image.
Game Effects: +2 to Tactics and Command Rolls, if you're commanding troops / ships.
Cost: 36 Points

Full Holonet Suite

This setup will allow you to fill an entire room with holo projected imagery. Much like what Grand Admiral Thrawn does in his War Room to study races and analyze battle tactics of fleets, as well as, command them in real time.

Game Effects:

- +1D to any relevant skill for analysis purposes. *You can summon imagery pertinent to your studies in real time.*

The real time command portion requires access to a holonet up-link capturing the battle in real time.

- If the real-time Holonet link is present that +1D bonus now applies to all Command and Tactics rolls and you receive one additional Free Action per round.

Cost: 72 Points

Notes: Every Imperial & Victory Star Destroyer has one of these.

Med Bay

Bacta Tank or no, this is a battlefield luxury. It's a full triage suite for healing people.

Game Effects: +2 to all natural healing rolls (negates the refresher booth), +1 additional recovery test and +1D to all medical skills.

Cost: 18 Points

Fitness Center

An area on a starship that caters to fitness and exercise; muscle stimulation & exercise tools.

Game Effects: +1 free Skill point toward any physical athletic, acrobatic, Pack Mule, Strength or Dexterity enhancement per week of use, player must specify what they are training.

Cost: 5 points

Notes on adding starship stuff to Capital + Ships: If it's a small ship, by all means include the ship features in the cost. You get to a certain point, however, it is no longer feasible to list all the items on a Capital ship. I would say anything under 100 meters that's Corvette Scale you might still specify. It's meant for more flair to add for players.

Some Necessary Corrections

Snubfighter Missiles and Torpedoes: I noticed that Missiles and Torpedoes didn't work right in Atmosphere on Snubfighters. So, I changed the Space Unit Range to make the Kilometers in Atmosphere they could reach. It simply didn't make sense to penalize missiles and torpedoes the same way standard cannons were (30 units of space to 3 Km... Needed to be 30 Km). *Unguided ordinance like rockets, however, have incredibly limited "accurate" ranges in the atmosphere.*

Values listed in the Core Book: Pay attention, I noticed a number of discrepancies when going back to refer to ships in the Core Book, not only are the Passengers/Troops wrong... But many other statistics as well. This is due to me copying the fields and not going back to adjust the values (there is a lot of stuff in that book... I will fix it eventually).

Rate of fire: Capital weaponry can fire once per combat round, per gun. Snubfighter weapons also follow that same ruling in general for the vast majority of ships. They could fire more often with elite gunners, but I would reserve multiple shots for the Heroes of the story, not NPC crews.

Z-95 Snubfighters: Should all possess 1D of Armor plating if they already do not display this or more. Thus, any Z-95 listed in the Core Book (Page 309) or the Mark I on the Corporate Sector Source book (Page 147) should have 1D of Armor plating.

- The AF5 should have 3D of armor instead of 2D. Listed in the *New Republic Section* of the Core Book (Page 374).

Knights of the Old Republic ships: that I have in this book deviate from the listed canon about the two types of shielding that a craft possesses. In that era they call it Concussion Shielding and Energy Shielding. However, according to some really buried information in the 2nd edition rules all ships are supposed to have concussion shielding equivalent to roughly 2D. If those shields get knocked out the ships are essentially junk. *I never liked this reasoning.* What works better is that ships

after that era integrated that resilience into the hull values. Thus, leave the hull values alone, they were big, heavy ships, no need to weaken them.

> **Barrier Technology:** Weighs ½ as much per pip as standard shielding does. Furthermore, we will abbreviate the protection factor as **BP** or Barrier Points.
>
> -1DR to Repair or Modify due to simplicity.

The Flavor of Starships: Ultimately, when you get down to it there's only so much you can do with ships based off of D codes. Even with the inclusion of resistance points. So, if you pay attention to the details and commentary you will notice some extra information aside from the *Features* I started building into the craft. Some are clearly listed and some are mentioned in the write-ups. I hope that the GMs out there continue to add their own perks and spin to ships.

Victory I & II Star Destroyers: Listed in the core book on pages 347 & 348 have Snubfighter scale guns that are... *Awesome...* No, this is wrong!

Double Turbolaser Batteries
Fire Arc: x/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 3-12/25/50
Atmosphere Range: 300m-1.2/2.5/5 km
Damage: 5D; Nominal Damage: 5 (25)

Should read like this:

Double Turbolaser Batteries
Fire Arc: x/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 4D (5D with Gunnery Helmet)
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 km
Damage: 5D; Nominal Damage: 5 (25)
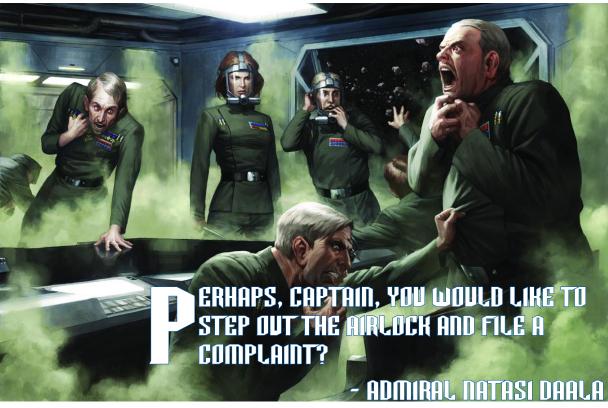
If you notice other Snubfighter Scale guns with Capital Ranges feel free to change this. This was a relatively common issue with a lot of the original WEG source material, expansions and some fan created works (clearly including mine). Please note that some of the snubfighter guns will deviate from

PERHAPS, CAPTAIN, YOU WOULD LIKE TO STEP OUT THE AIRLOCK AND FILE A COMPLAINT?

- ADMIRAL NATASI DAALA

their chart listed ranges in this book. Those weapons have been *designed to operate at enhanced ranges* or they are *modified*.

Gun Ranges & Stuff: Any weapon on a Capital Ship that engages under it's minimum range is at a penalty (loses fire control or weapons don't arm) *any Snubfighter weapon that engages under minimum range has Point Blank difficulty to hit (0 or 5) for terrain / range*.

If you're that close to another ship (Point Blank Range), all AoE (Area of Effect) weapons may deliver damage to you as well.

Aftermarket Modifications

There are a couple of things that weren't covered in the core book. Say you wanted to add a hyperdrive to a fighter that didn't initially have one. What do you do?

Costs of Aftermarket Modifications

Aftermarket modifications are all considered to cost the base price of the Scale type times the amount of pips in value the item is.

Examples: You want to install a Class 1 Hyperdrive in a Snubfighter or Transport. That unit has a book cost of 20 pips, so that's 20 x 1,000 Credits for a total of = 20,000 Credits (plus vendor inflation = bad rolls).

You want to install that same Class 1 hyperdrive in a Corvette. That's the base cost of the unit (20) times the cost of the Scale: Corvette (7,500) = 150,000 Credits.

Adding Consumables

Multiply the number of days you wish to add by the Scale cost of the vessel. It applies to all the passengers on the craft at that price point. *It can be a cheap way to add craft endurance.*

Hyperdrives

These are the rules for adding a hyperdrive to something that doesn't already have one. For ease of installation and replacement of existing units we will assume that all hyperdrives have the same relative weight per scale type for

drive system.

Hyperdrive Weight by Scale:

Speeder	5 Kilograms
Walker	7.5 Kilograms
Snubfighter	10 Kilograms
Transport	150 Kilograms
Corvette	1.5 Metric Tons
Frigate	2 Metric Tons
Destroyer	2.5 Metric Tons
Cruiser	4 Metric Tons
Battleship	6 Metric Tons
Dreadnought	12 Metric Tons
Super Capital	30 Metric Tons
Mega Capital	60 Metric Tons
Battlestation	240 Metric Tons
Death Star	4,800 Metric Tons

Hyperdrive Sled

A hyperdrive sled is an external add-on, that doesn't actually take up space on the craft you're installing it on. It typically includes a Droid brain with a limited amount of jumps. It confers the same benefit as a limited nav computer does (+5 to the difficulty to jump, with limited # of jumps).

Cost: The sled itself costs 1 pip + the amount of Jumps the sled can calculate + the rating of the hyperdrive x the Scale.

Game Notes: Hyperdrive sleds are relatively fragile, they can be individually targeted (target location) and any hit on the scale of the vessel using it, passing shields & armor, on the sled destroys it.

Maneuvering Jets

If your craft doesn't have any, use the following:

Maneuvering Jets Weight by Scale:

Speeder	2.5 Kilograms
Walker	5 Kilograms
Snubfighter	7.5 Kilograms
Transport	75 Kilograms
Corvette	750 Kilograms
Frigate	1.5 Metric Tons
Destroyer	3 Metric Tons
Cruiser	6 Metric Tons
Battleship	12 Metric Tons
Dreadnought	24 Metric Tons
Super Capital	48 Metric Tons
Mega Capital	96 Metric Tons
Battlestation	960 Metric Tons
Death Star	19,200 Metric Tons

Game Notes: *Maneuverability: 0D doesn't mean you don't have any Maneuvering Jets, it just means your craft sucks.* *You can swap out for better jets with no penalty or impact on cargo space, you just pay aftermarket value.*

Maneuvering Fins

These function the same way that Hyperdrive sleds do. They can be targeted and destroyed in the same fashion. They also don't cost your craft any cargo space. Furthermore, they can be combined with some Hyperdrive Sleds (example: Cloakshape snubfighter). *The maneuverability of the craft must be under 2D to add them.*

Cost: Maneuvering fins add 1D to a craft's base maneuverability (3 x Scale).

Additional Auxiliary Power Cells

Another real simple addition to any craft. Additional Auxiliary Power Cells will allow you to store more built up power in rechargeable battery cells for later usage.

Auxiliary Battery Weight by Scale:

Speeder	+1	1.25 Kilograms
Walker	+1	2.5 Kilograms
Snubfighter	+1	5 Kilograms
Transport	+2	500 Kilograms
Capital	+1D	1.5 Metric Tons

Game Effects: Up to three batteries can be added, each granting an additional power reservoir as listed above.

Cost: Rating in pips x Scale

Sensor Package Installation

Do we really need this level of granularity? No, we don't. Modify or replace sensor packages on vessels with those of like scale. If the craft never had one, it doesn't cost your ship any weight, unless otherwise noted.

Boosters

These are expendable items, generally, they're one shot devices good to give your craft that little bit of extra oomph to get going, escape, get somewhere faster etc. Some, as noted, will provide a permanent bonus so long as they don't get shot off.

Sensor Boosters

These are semi-permanent fixtures. Like the sensor dish on the Millennium Falcon. You can add one anywhere on your craft, it has to be visible and obvious and target-able (like the

Hyperdrive Sled).

Game Effects: These will add range to your sensor suites (that's all). Every 10 points of range = 1 pip (anything less is .5 of a pip). They cannot add more than 25% to your range in any sensor category.

Any damage through shields and armor, specifically targeting this device, destroys it.

Cost: Pips x 50% of Scale cost

Sub-light Engine Boosters

This is like dumping nitro into your engine. It doesn't damage your engines, you just burns out the booster when it's expended.

Game Effects: Adds 50% to your Space Units (rounding up), for 5 combat rounds. *Only works on Space Transports (snubfighters, Walker, etc) and all lower Scales.*

Cost: 250 credits

Repulsorlift Boosters

Works just like Sub-light boosters do.

Game Effects: Adds 50% to your Km/H rounding up, for 5 combat rounds. *Only works on Space Transports (snubfighters, Walker, etc) and all lower Scales.*

Cost: 125 Credits

Hyperdrive Booster

If you need to get somewhere really fast, this is the "safe" way to do it. *Good for one use.*

Game Effects: Cuts your hyperdrive class in half (x3 = x1.5; x2 = x1; x1 = x 1/2, etc.)

Cost: 1,000 Credits

> **GM Notes**: Any of the above can be considered cheating in a monitored, legit, race. If they're pirates, anything goes.

Shield Boosters

Just like they sound, save for the fact that the effect lasts for an entire combat.

Game Effects: Increases one shield generator by 1D for an entire combat or 30 rounds, whichever comes first. *Only works on Corvette Scale and Lower Shield Generators.*

Cost: 3 pips x 25% of Scale (Corvette = 3 x 1,875; Snubfighter = 3 x 250).

Energy Amplifiers

Boost the power output of Energy Weapons.

Game Effects: Adds +1 to Nominal Damage & +1D to Base Damage Code. Duration of weapons boost is 3 shots. *Only works on*

Snubfighter Scale and below Weaponry.
Cost: 250 Credits

> **Salvaging Stuff:** This is where things get really interesting. You can typically avoid aftermarket costs (save for Boosters) almost completely if you can pull the better stuff off of other craft. Generally speaking, you have to pull the stuff off of the same Scale of vessel in order to get the benefit of it. Some craft might require more or give a smaller benefit.
>
> **Example:** You have a 35 meter Space Transport and want to pull the Maneuvering Jets off of a 17 meter space transport, you can do it, but it's only gonna give you half the benefit.

Adding Additional Passengers
No matter the scale of design, it costs 5 Metric Tons per additional passenger.
Weight: -5 Metric Tons (See below)
Cost: Increases your Consumables Cost

Notes: Some Snubfighters can add an additional passenger and they will note this in the description or next to the primary crew on the stats list. It's almost impossible to add additional seats to a Snubfighter (as in the combat strike craft). However, with a bit of ingenuity and some good modification rolls you can alter the hull of a vessel and turn it into a shuttle: Like a Y-Wing Pinnace or the heavily modified Toscan 8-Q's in the Core book that have been converted into Shuttles. While it's not a modification, both those ships aren't so different from a TIE Shuttle. This will likely impact the performance characteristics of the craft rather heavily. GM Discretion on any modifications like this.

Adding Additional Weapons
(Modification)
You can add weapons to almost any design. Snubfighters are the most difficult to add new weapons systems to. You must either replace full, existing, weapons or sacrifice Cargo Space and/or Consumables, ship performance. Naturally, Transports have a lot of Cargo space, so they can incorporate many Add-on(s) easily.

Snubfighters:
Weight: -5 Kg per Barrel / per D

Cost: Standard Pricing (pips x Scale)

Transports:
Weight: -50 Kg per Barrel / per D
Cost: Standard Pricing

Notes: Some weapons, Shield generators, sensor refits, etc. won't cost you a single credit, especially if you're salvaging them from another ship, you discovered a cache or any number of other in game factors (it's payment for a job).

Adding Additional Armor
(Enhancement)
You can never add more armor than double the base D Code of a design. However, if the design is "close" to the next "Scale" and reflects an Armor bonus, this is not factored in nor penalized for. Certain capital ships like the Victory I & II have this perk. Notes: Thus, if a Snubfighter inherently comes with 1D of Armor, you cannot add more than 2D of additional Armor. This applies to all Scales (the Base Armor Code: So, if it's an Imperial Star Destroyer with a 3D Base Armor Code, you cannot add more than +3D of additional armor).

The cost for Adding Armor is directly proportional to the cost of the design. For Snubfighters & Transports the cost is 1,000 Credits per pip; Corvettes 7,500, etc.

Transports are an anomaly, they can add up to 2D of Armor as a Snubfighter can (instead of only 1D+1 additional, derived from the fact that they only have +2 pips of Armor in their design).

Notes: Adding Additional Armor is not "Modifying the Exiting Armor Code". That means with standard Modification rules using Starship Repair you can modify the base Armor code up by 1D+2 yourself (at no penalty to core vehicle characteristics or weight loss).

Snubfighters
Additional Armor (layering on top of what you already have or have already modified): -10 Kg/pip of additional Armor plating of Cargo Space or -1 pip of maneuverability per pip of additional Armor plating or -1 Space Unit per Full D of Armor.

Transports
Suffer a the maneuverability & Space Unit penalty regardless, Transports do not lose cargo space for the addition of armor.

Adding Additional Shields
(Enhancement)
This reflects adding one or more additional Shield Generators or the first one if the craft has no shields and is not provisioned for it. Some craft may not come with Shields and may be provisioned for them at a certain rating, *those craft can add Shields up to that rating with no impact on cargo space.*

Snubfighter:
Weight: -5 Kg/pip of Shields

Transport:
Weight: -1 Metric Ton per pip of shields, per generator.

Notes: You can still modify your Base Shield Codes at no penalty to your Cargo Space.

Capital Ship Modification
Things are a bit different here. Capital ships are a bit more resilient by nature and can sport many after market Add-on(s) with little to no penalty.

Adding Armor: Per pip of additional armor you add to a design the weight cost is is listed on the chart.

Adding Snubfighter/Point Defense Guns: per 20 meters of a craft you can add one Barrel of Snubfighter Scale weaponry. Per 30 meters you can add one Static Barrel of Snubfighter Scale weaponry. Each weapons emplacement simply weighs 1 Metric Ton. The cost you money, relatively little cargo space, manpower and your consumables costs will increase as a result

(additional gunners).

Adding Capital Scale Weaponry: Military Ordinance already has a cost in launcher weight and ammunition weight. You're simply paying for the cost of the Launcher, the Ammunition, the additional gunners and the increased cost of consumables.

Costs: These are already defined in the Weapons Creation section preceding these rules.

Limitations: Military Ordinance Launchers are considered 1 Barrel each. They represent a value in the terms of firepower limited by finite ammunition and the ability to be intercepted with countermeasures. Traditional weapons like

Turbolasers also are governed by the per barrel limitation in the following section.

Per 30 Meters of a Capital Ship you can add 1 Barrel worth of additional, After Market, Capital Weaponry. Traditional weapons batteries do not factor against you, you're simply limited on how many guns you can mount (like attempting to arm a Bulk Cruiser that has no guns).

Capital Armor Weight:

Corvette: 100 Metric Tons/Pip

Frigate: 125 Metric Tons/Pip

Destroyer: 150 Metric Tons/Pip

Cruiser: 175 Metric Tons/Pip

Battleship: 200 Metric Tons/Pip

Dreadnought: 225 Metric Tons/Pip

Super Capital: 250 Metric Tons/Pip

Mega Capital: 250 Metric Tons/Pip

Battlestation: 250 Metric Tons/Pip

Death Star: 300 Metric Tons/Pip

Adding Ultra Heavy Guns: The limits for these are already defined under their rules.

Additional Shields (or where there are none): Most capital ships can sustain 4 Shield Generators (you can only add the 4 arcs, period) by default: Fore, Port, Starboard & Aft. If a ship has no shields, you can add these emplacements. The cost for adding these generators is directly proportional to the scale of the ship you are adding them to. This follows the same rules as Armor does.

Tonnage cost: Additional

generators on Capital Ships cost 100 Metric Tons/per Pip of generator Space multiplied by scale. Ex: Corvette x1, Frigate x2, Destroyer x3, Cruiser x4, etc.

Adding Backup Shields: The costs are directly proportional to the scale of the ship you are adding them to, just like adding Armor. However, there is a tonnage cost associated with them. These are massive banks of capacitors that are designed to seamlessly infuse shield generators and regenerate on the fly. Per D of Backup Shields you must sacrifice 75 Metric Tons/per scale (25/per pip). As above on the multipliers. Limitations: Backup Shields can never be more than double your ship's main Shield Code.

Ex: Adding 10D of Backup shields to the MC60D: Corvette x1, Frigate x2, Destroyer x3, Cruiser x4, Battleship x5 = The MC 60D is a Battleship, thus 5x75 = 375 x 10D = 3,750 Metric Tons.

Capital Backup Shield Weight:

Corvette: 75 Metric Tons/Pip

Frigate: 150 Metric Tons/Pip

Destroyer: 225 Metric Tons/Pip

Cruiser: 300 Metric Tons/Pip

Battleship: 375 Metric Tons/Pip

Dreadnought: 450 Metric Tons/Pip

Super Capital: 525 Metric Tons/Pip

Mega Capital: 600 Metric Tons/Pip

Battlestation: 675 Metric Tons/Pip

Death Star: 750 Metric Tons/Pip

Capital Additional Shield Weight:

Corvette: 100 Metric Tons/Pip

Frigate: 200 Metric Tons/Pip

Destroyer: 300 Metric Tons/Pip

Cruiser: 400 Metric Tons/Pip

Battleship: 500 Metric Tons/Pip

Dreadnought: 600 Metric Tons/Pip

Super Capital: 700 Metric Tons/Pip

Mega Capital: 800 Metric Tons/Pip

Battlestation: 900 Metric Tons/Pip

Death Star: 1,000 Metric Tons/Pip

The Imperials think I'm somehow immortal, but I just have a good supply of power cells.

- Kyle Katarn

New Starship Tactics

I found that the new longer range weaponry that I introduced in the form of missiles and certain Ultra Heavy Weaponry makes some tactics very difficult and I wanted to add some thoughts about how, not to die, when presented with certain challenges in ship to ship combat. So, I'm pulling some ideas from the Battle of Endor and others from experience with the rules and capital ship combat.

Point Blank Engagement

Capital Ships have large batteries of guns that are incredibly accurate out to very long ranges. One thing they don't do well is targeting and firing accurately up close. During the Battle of Endor; Lando Calrissian tells Admiral Ackbar to engage the Star Destroyers at Point Blank Range. Why? Because, Capital Ship weaponry cannot track well at close ranges.

Requirements:
Ships must be within one half of the Short Range Band of a Capital Ships Guns. Example: A Capital Turbolaser has a Short Range Value of 3-25. So your ships have to be in a 3-12.5 Space Unit proximity to the enemy ships.

If you're under the minimum range of the weaponry you get an added bonus. So, we're talking 1-2 space units for Turbolasers.

This requires high fleet coordination and a Free Action per round issued by each Captain of each vessel in order to make sure the crews actively do not collide with one another. It also requires one free action from a Fleet Commander (if present).

Individual Ships' Commanders:
1 Free Action
Fleet Commander:
1 Free Action
Effects:
1. **Knife Fighting Range:** If within a Capital Weapons Short Range and it is ½ of under, but not below the minimum range, the Capital Weapons emplacement looses all Fire Control no matter what the D code is. Furthermore the weapons lose 1 point of Nominal Damage (or 10 Points per 100 in the case of Ultra Heavy Weapons).
2. **Hugging a ship:** If under the minimum range of a Capital scale or greater weapon not only do the weapons lose all Fire Control, they also lose 3 points of Nominal Damage (or 30 points per 100 in the case of Ultra Heavy Weapons).

Hugging a Ship requires the individual ship's commander to expend 2 Free Actions per round.

Fleet Commander's Bonus (if present):
All ships benefit from a further reduction of Nominal Damage by 1 point (or 10 points from Ultra Heavy Weapons).

Additional Effects:

You suffer the same penalties to your weaponry as the ships you are "Knife Fighting & Hugging" unless:

If your craft is at one (or more) scale(s) below the ship you are in Knife Fighting Range with, your crew does not lose Fire Control & suffer Nominal Damage penalties.

If your craft is at least two (or more) scales below the ship you are Hugging, your crew does not lose Fire Control & suffer Nominal Damage penalties.

Note: Ultra Heavy Weaponry is always penalized at these ranges.

Defeat Missile Arming

Capital Missiles are nasty. They hit really hard, they have incredible range and they don't appear to have any issues whatsoever.

However, Missiles do not arm their warheads until they have cleared the launcher by 16 Space Units to make certain that the craft firing them is not destroyed by premature detonation.

Thus, if you can get your ships in to proximity to the capital Ship firing them, the missiles launching and then slamming into your ship will not arm and will break apart harmlessly on contact.

The rules are the same as placing your vessel into Knife Fighting Range, save for the fact that you can linger just over ½ of short range for most Capital Weapons and still maintain full Fire Control. Of course, you can simply pull into Knife fighting range or Hug a ship.

However, this may not be wise. If there is more than one ship like a Victory I Class Star Destroyer, you may have to position your ship(s) so that they are in proper place to disrupt this sequence on all ships present.

This tends to marginalize one of the tactics that I always want to employ, having an Interdictor Cruiser or Jedi micro Jump a Victory I into a fleet formation and bombard the crap out of 4 ships at point blank range simultaneously. It can still be done, however, you need a bit range to pull it off and one ship is a sitting duck to several arcs of enemy fire, on a single facing instead of disparate arcs of fire striking 4 facings on your ship. I'm ok with it because, some ships carry an overabundance of Missiles and there has to be some way to survive and marginalize the Missiles.

This does not work against Proton Torpedoes. They arm the moment they fire. Hitting one coming out of a launcher is nigh impossible and the blast is shaped to always project away from the firing craft. The Proton Torpedo sheds most of it's housing when fired, like a bullet. Proton Torpedoes also have much shorter ranges and are fired more like Canon's in ship to ship combat.

So, make damn sure you know what the ship you're fighting is armed with. Because if you pull up into point blank range with a Providence Cruiser, *thinking it was a missile cruiser... there's a really good chance you're dead.*

Please note: These defensive maneuvers do not effect Snubfighter Scale weaponry in the slightest. You can and will be sprayed with point defense weaponry from an enemy ship and it will do damage. Snubfighter guns only need to breach a 6D barrier in order to deliver Capital Scale Damage.

Snubfighter Scale weapons at these ranges always hit the same location, thus multiple shots stack.

This is the only instance where NPC crew should be able to fire twice in a combat round and only at a Capital Ship (not you're player's or NPC's snubfighters).

For example: a 4D Damage Quad Gun fired twice and delivers 8D damage to that same area. That's 8D - 6D for the Capital Resistance = 2D Capital Scale Damage. Nominal damage on guns is reduced to base, on scales below another scale unless it's Static or Military Ordinance, or a special weapon like a Battery or Burst Fire Weapon.

Here's how you figure it out:
If it's a Double, Triple, Quad, Fire-Linked, etc kind of weapon the damage is base of 3 Nominal points per D.

If it's a Battery it's 4 points nominal per D.

If it's a Burst Fire Weapon it's +1 points nominal per D, per level of Burst fire (up to +3).

Targeting Pattern Enhancers still function as normal (ignoring what is stated below).

4 Points Nominal (unless it's a burst fire weapon) is the best you get firing Snubfighter scale guns at targets at these ranges. There is a limit because of Scale difference and the fact you can target a location 2 times (automatically hit the same location). If it's a player... Well, that ship is in trouble! Shoot as much as your GM will allow you to!

Typically, we don't minimize Snubfighter "Lethality" in regular combat because it's faster to resolve, but you also don't typically have the luxury of sitting in a ship that can take multiple hits to deliver a ton of damage.

Snubfighters firing multiple shots (too many actions performed) can be hit a lot easier. Snubfighters DIE very easily. Once you breach HP, AP & SP, damage turns directly into target numbers (plus gunner accuracy = Lethality: adding to that difficulty number) you have to beat with a Hull Code roll.

Acceleration to Engage

You're getting shelled from range, how do you survive? You have tactics, Tractor Defense, the usual stuff. However, you really need to close distance with an enemy and you have a bunch of craft that might even be slower than the rest of your ships. So what do you do? Well, you're gonna link your ships together and act as one big ship with a lot of thrust.

Requirements:
Each ship so linked must be locked by a Tractor beam. Each ship must place a Tractor lock on at least one other ship (or if you have one big ship with you might grab all your other ships). Minimum 2 ships

Individual Ship Commanders: 1 Free Action

Fleet Commander: 1 Free Action

Effects:
Your slowest ships match speed with your fastest ships. If the slowest ship is of higher scale this doesn't work unless it's being towed by an additional ship of equivalent speed per scale it (the towed ship) is above them.

Fleet Commander or Individual Commander Bonus
Somehow, maybe by Space Magic, your Fleet Commander allows your entire flotilla to move faster toward it's destination:
- 1 Free Action = +1 Space Unit
- 2 Free Actions = +2 Space Units
- All Free Actions = +3 Space Units

You're moving beyond what you should ever be able to pull off requires sacrifice and simulates your commander literally stressing their crew(s) beyond their maximum.

Defensive Positioning

You can do this while using *Acceleration to Engage*. Essentially, you're using your tractor beams to move ships around in your flotilla. Let's paint a better picture:

> 80 Incoming Concussion Missiles, Starboard. You place the ships with the best defenses in line with the missiles & also allow some of the rest of your flotilla to engage the incoming projectiles manipulating of the fleet as if you were moving game pieces on a board.

More than anything you allow your best ships to take the brunt of the damage and you can then roll them to present fresh shields or pull different ships into the places where the other ones just got the crap beaten out of them.

Requirements:
A willingness to sacrifice ships in your flotilla...
Individual Ship Commanders: Nothing but what they are doing to not die.

Fleet Commander is Required: One additional Free Action (or Action) to issue orders per round.

Effects:
Player must choose the ship(s) that will become the targets of the incoming missiles. The vessel moved into position now becomes the target as the incoming ordinance **reacquires** it as a replacement target. *After the initial salvo players can choose to pull the ships away and roll others into place.*

The target(s) can have up to **two** additional ships lend firepower and defenses: like Tractor Defense & Point Defense (not damage soak) to the ship(s) that become the focus of the incoming ordinance. If more than one ship was targeted, you can have more than one pair of defenders. You can do this continuously until all your ships die... Or you reach engagement range. This is to defend you on approach to weapons range and ends once you can engage normally (at Long Range). *You can always fire weapons at double range at severe penalties.*

The Pants Down Maneuver

This is the preferred method of Rebel engagement. Literally, catching Imperials with their pants around their ankles. Well, it's a little less literal but has the same effect and it's a whole lot more satisfying. Warships do not fly everywhere with their Shields up. No starship does. Why is that? It draws a lot of power, puts this hellish strain on your reactor cores and it's meant for when bad things happen. Not to mention, during normal operations if you have raised shields bad things happen, like snubfighters flying into your shields and exploding instead of landing. Sure, you might be great at Shield Operation

and can open a hole in your shields for your snubfighters to land, but those damn Rebels might just put a torpedo through that opening and right into one of your internal ammunition magazines and blow your ship apart anyway. For the purpose of this tactic, assume that in general operations all starships fly with shields down.

Requirements:
Stealth, a non combat ship with hidden guns, a suicidal pilot that wants to ram a perfectly good A-Wing into a Super Star Destroyer's un-shielded bridge section. I think you get the point, either the shields go down because a lot of people already died taking them down or they were never up to begin with. Pirates are real good at creeping up on transports while running on batteries and, thus, not having a sensor signature. It works a lot for them, and since Rebel's are essentially terrorists it works really well for them too!

Now the real requirements: You need a really good Technology Roll:
* 20 for some juicy locations to fire at
* 30 for some critical locations to fire at that might start doing real damage.
* 40 for critical locations that might cascade a failure on a capital ship's arc of fire.
* 60 means you really know that ship, you can will cripple an entire arc of fire.
* 80 You're likely to know exactly where the Ammo Magazine sits in the Snubfighter docking bay. You light that up and it will rip an Imperial I or II in half.

GM discretion and acceptable application of force is necessary here. Roll low and you need more firepower to accomplish your task, roll high and you might only require a single Concussion Missile.

Effects:
GM discretion, just because it's a super tough ship doesn't mean it doesn't have a weak spot. As for a player that makes that one amazing roll and attempts to apply it to every ship they come across, nope. Player's are guessing unless they designed the ships and those internal locations can and will change to safeguard future ships in the Imperial Navy. They need to roll every time you try this.

Guidelines:
* Roll of 20 = Must deliver at least 8D of Capital Scale Damage to a location. Doesn't have to breach Armor or Hull, just have to hit that ship really damn hard.
* Roll of 30 = 7D of Damage
* Roll of 40 = 5D of Damage
* Roll of 60 = 4D of Damage
* Roll of 80 = Almost anything will do, a Snubfighter scale cannon, Missile or Torpedo will do the trick.

Please note that Missiles and Torpedoes are preferred as proximity to the target could kill all the players as well...

Dropping Shields the Hard Way
This is easier on Imperial ships with geodesic shield generators on their hull. Other ships you might very well have to breach shields, armor and hull or have a lot of Ion Cannons at your disposal.

These are really great targets to apply the Pants Down Maneuver to before the Imperials actually raise their shields in the first place.

Geodesic Domes are always weak points on Imperial Star Destroyers. Reduced the damage required to kill them by 1-2D.

Breaching shields on an Imperial Star Destroyer: You might just need a squadron of fighter's to pour a couple missiles each into that targeted location. If shields are up, Pull 1-2D off the Shield coverage for that location. So you might only be breaching 300-600 points of capital shields to get in there and really tear it up. *How do you do that? With shields up that Imperial I is a sitting duck, you get a 6D bonus to hit it in a Snubfighter.* You're probably also being pursued by 72 TIE fighters & that's a lot of pressure to be under for taking multiple actions.

You get 6D bonus to hit that Shield Dome, however, if you pull that trigger 5 times, you have a 5D penalty to your Piloting Roll (because you have to fly = 1 action, and fire too). So while the Capital ship is really gonna have a hard time hitting you, it's snubfighter's don't. *The maneuver is much easier to pull off in craft with dedicated pilots and gunners.*

Effects: When you take out a Geodesic Dome it causes a Cascade Failure in either the nearest structure or another random system on the ship. It could even cripple the ship in space for a number of rounds (again, GM discretion) dropping it's shields and such.

GM discretion on targeting the Tower and what's required to take it out. Use the Core rules to determine the penalties for most of this + be nice about what I said earlier about reducing resistances to these areas.

Taking that dome out before the Imperials raise Shields and scramble fighter's likely gives you one good pass on that bridge section where you can, literally, unload everything you have without fear of a return volley.

Defensive Withdrawal

Sometimes there really isn't any shame in running. You won't win every battle, some you will lose and what's better than spending the next lifetime in the Mines of Kessel? *Not spending the rest of your life in the Mines of Kessel.*

Requirements: The commander of the ship must possess both Command and Tactics. The skill rating must be no less than 4D in each.

Commander of the Ship: All Free Actions

Fleet Commander: All their Free Actions

Effects: You are fleeing the combat, doesn't matter if you can't jump because of an Interdiction Field. You're doing everything you can to disengage and get out alive with as many people as possible.

Your ship(s) still has/have access to all defensive tricks like Tractor Defense and Flack, etc.

Single Ship Free Action Bonus: Per free action you possess on a single ship grants you either a +1 to Space Units or 10% to Damage reduction.

Fleet Commander: Per free action you posses you gain a +1 to Space Units and a 10% to Damage reduction (all your ships).

You can still make Command and Tactics actions to further reduce damage.

If there is an Interdictor Cruiser you only have to escape a 150 Space Unit haul. Yes, those ships might have four generators, but they're all pretty much constricted to a certain range and they're only there to delay you. An Interdictor would have to jump to another location in order to alter their interdiction pattern. If they Jump, you can immediately jump as well.

Now if you're in a Gravity well and there is an Interdictor, you might have to flee 1-120 units of the Gravity Well + 150 more...

The enemy can choose to pursue you, however, in this instance do not apply any bonuses to their pursuit speed.

Acceleration to Engage (it's a Defensive Action) is only meant as a tactic to help people not die when they're being hammered at range far beyond what they can return fire from. *Not as a means to close for any other reason.*

Making the Hard Call
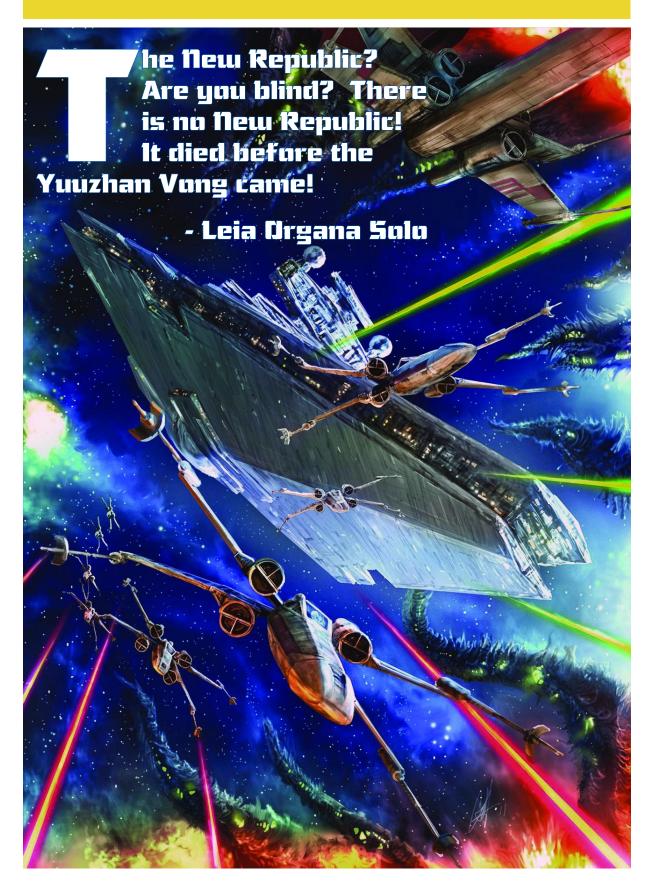
You pick a significant ship in your fleet (GM Discretion) & you sacrifice it so that the rest of your ships can escape. *This means you send an entire Ship to their deaths or capture.*

Requirements: A desire to save your ass by betraying one of your loyal ship Captains.

Fleet Commander or Individual Captain: Orders the officer (or it is done willingly) to position their ship directly in the line of pursuit craft, engaging them with every weapon, snubfighter and trick at their disposal.

Effects: Breaks any possible tractor lock on the rest of the fleet, buys the running fleet 2 combat rounds of unmolested retreat. If the ship is still alive, it fights on, selling itself dearly to allow the fleet to escape. *That, entire sacrificial group (even the snubfighters) gains a +1D to Command & Tactics & a +1 to Free Actions while buying time for the Fleet.*

This is a Heroic Action: Any survivors will automatically gain a bonus Force/Edge point if they survive. *If the fleet successfully jumps to safety the survivors can, only then, attempt to evade and escape (if possible).*

The New Republic? Are you blind? There is no New Republic! It died before the Yuuzhan Vong came!

- Leia Organa Solo

Scales are confusing as Hell?

Sure they can be. However, to accurately convey how you deliver damage to stuff not designed to blow things up you really need scaling to determine what happens. The use of Scale levels is really a GM call and you can make things as complex or as simplistic as you want to.

You shouldn't be able to take out a tank with a blaster pistol. However, a 12D Character Scale Finbat Missile Launcher should have a really damn good chance of doing exactly that. In the old rules Character Scale couldn't effect Starfighter Scale (my Snubfighter Scale) and Snubfighter Scale couldn't effect Capital Scale.

Targeting locations should make this possible in general, within reason. Trying to blow up a Star Destroyer with a Blaster Pistol is stupid. However, coring the external locking mechanism for an airlock on a Star Destroyer, with a Blaster Pistol should be doable. Also, if you're nuts and suicidal, you might be able to take out that Star Destroyer with a Blaster Pistol, like walking right up to the main power regulator in the engineering bay and emptying your 100 shot 4D blaster into it.

1. You're inside the shields, Armor and Hull plating.
2. It's totally exposed to damage and enough of that damage could rip it apart.
3. When it detonates, internally, it's likely to rupture the Fusion Reactor on the Star Destroyer.
4. You die. You can be a Jedi Knight with a 20D Control Skill and you wouldn't be fast enough to get away from the reactor core of an Imperial Star Destroyer exploding.
5. If you Fold Space or something super Space Wizard like, which that powerful Jedi Knight might be able to do, I would say you emerge from your space teleportation with a Mortal Wound. This is because you just killed, like, 20-30 thousand people; some of them likely had Force Sensitivity of some sort and it caused a backlash in the Force. There are

smarter ways to do this kind of thing... Like placing timed Thermite Charges.

So, what I'm saying is: It's always a GM call on exactly how much detail you want to include in your games. Always gonna be a GM call. Yeah, you're the Heroes and the GM is supposed to facilitate you being Heroes... However, doing stupid things all the time will get your ass hunted down in epic fashion. The best way to take out a Star Destroyer is to do it in such a way as not to be detected (if possible) and definitely don't take credit for it until your group is sufficiently powerful to handle the kind of backlash like a Legion of Storm Troopers showing up at your character's hideout. I don't care who you are, 2,000 Storm Troopers supported by Walkers and TIEs is gonna ruin your day and most likely kill you. Combined fire from the troopers, Area of Effect weapons from the Walkers and Fighters and Bombardment from a Star Destroyer in orbit will obliterate any player base I'm aware of.

No matter how good a player is, overwhelming odds can kill them. Overwhelming power can kill them and playing stupid just facilitates this. Be smart, do stupid stuff when necessary, but try to be smart about taking risks.

Me being stupid (I'm always stupid...):
Once I opened up on twelve storm troopers in the street with a starting character that used an Edge point. I killed 5 and wounded 3, the rest cut down (as in killed, smoked, turned into Owen & Beru Lars *motoring bacon*) one of the other players who didn't react and that's just a reckless move on my part. *Plus it may piss off the rest of the players.*

Getting back to the scale commentary, while I was a bit off topic my point was to allow your players to do stuff they can't by the letter of the rules. However, do so within reason and have consequences for things that are super reckless.

Capital Ships and Scaling
You don't have to follow this to the letter of my rules. You can fudge it, you can throw out the Hull, Armor and Shield resilience and just roll based off of D Codes, up to you. The reason I put in Hull, Armor & Shields in the

first place is because ships in the WEG system didn't scale well at all.

A Corvette shouldn't be just as easy to hit as a Star Destroyer. Basically a Corvette is just like a Heavy Transport and it never made much sense to me that a corvette would behave like an Imperial Star Destroyer, or Super Star Destroyer for that matter.

I always include D Codes in the game because some people will want to go back and use them for their classic games and it's easier for me to benchmark how to determine what ships have what resilience. In the future, if I ever manage to convert this to a stand alone product (which I am working on) I will likely pull out all D codes for vehicles and structures. That's a discussion for when I actually get around to re-writing the entire system.

Do what feels right to you, always. It's your game, so run it the way you want to. That's how I roll, and I expect it's not so different for any of you.

Where did all my scales come from?

When you take a look at the old WEG rules, the topic of scale is a bit different on the Player side of the spectrum. There's a certain level of granularity here:

Character Scale

Speeder Scale

Walker Scale

Starfighter Scale

So, you move from those four scales to :

Capital Scale (6D above Starfighter)

Death Star (12D above Capital)

That was it, any Capital Ship, of any size fell into the Capital Scale category and anything really big (not battle-stations, they were still Capital) with a super laser was Death Star Scale. There was a lack of granularity. A Super Star Destroyer shouldn't behave like a Corellian Corvette. You're looking at the Super at 8-16 Km vs that Corellian Corvette at 150 Meters long. It didn't work well.

Furthermore, that same Corvette has a 4D hull with 2D of shields and it can soak 6D of damage, so potentially a single 10D gun battery from an Imperial II Star Destroyer could blow the ship apart (*and it has 50-60 of them*). Technically, one of the 5D guns on an Imperial I Star Destroyer could achieve the same result if you rolled badly. *That's why I built the additional scales and added the resistance by scale of Hull Points, Armor and Shields.*

Difficulty Rating or DR

This one always throws people for a loop. If you don't know how target numbers work, you will never figure out how to make this straight forward mechanic to work.

- -1DR means you drop the base difficulty by one tier. So, a 60 Difficulty becomes 40, it's powerful and pretty easy.
- A +1DR means you increase the base difficulty by one tier. Thus, that 40 above becomes 60.

If a ship says it's +3DR harder to modify then you have to look at the kind of modification you're using.

A +1 pip modification carries with it a base difficulty of 10 to perform. At +3DR that 10 (Easy) Difficulty becomes Very Difficult: 25 because you increase the base target number by three tiers. (Easy: 10 to Moderate: 15 to Difficult: 20 to Very Difficult: 25)

The following has always worked easily in our gaming, but some might not have seen it this way:

Using DR to cause more damage or bolster a skill/effect test:

So, as above, you simply look at your total roll. Some player abilities will give you the option to alter rolls. Like a Jedi with -1DR to performing Force Powers (or someone with a tactics bonus, or piloting/gunnery bonus). You can use this bonus in different ways. You can reduce the target number by 1DR, increase your roll total by 1DR or increase the effect by 1DR. *GM discretion on this, as always.* Some stacked abilities or bonuses will allow you to move that bonus 1,2,3 tiers upward or more (like using an Epic point).

Scale Chart:

Character = 1 Point per D
Armor = 1 Point per pip
(Soak points only applies to objects)
Speeder = 2 Points per D
Armor = 4 Points per D, 1 per pip
Walker = 3 Points per D
Armor = 6 Points per D, 2 per pip
Snubfighter = 4 Points per D, 1 point per pip
Armor = 8 Points per D, 3 points per pip
Transport = 5 Points per D, 2 points per pip
Armor = 12 Points per D, 4 points per pip
Corvette = 50 points per D, 17 per pip
Armor = 75 points per D, 25 per pip
Frigate = 75 points per D, 25 per pip
Armor = 100 points per D, 34 points per pip
Destroyer = 100 per D, 34 per pip
Armor = 125 points per D, 44 points per pip
Cruiser = 125 per D, 44 per pip
Armor = 150 points per D, 50 points per pip
Battleship = 150 points per D, 50 points per pip
Armor = 300 points per D, 100 points per pip
Dreadnought = 300 points per D, 100 points per pip
Armor = 600 points per D, 200 per pip
Super Capital = 600 Points per D, 200 points per pip
Armor = 1200 points per D, 400 points per pip
Mega Capital = 1200 points per D, 400 points per pip
Armor = 2400 points per D, 800 points per pip
Battle Station = 1800 points per D, 600 points per pip
Armor = 3600 points per D, 1200 per pip
Death Star = 2400 points per D, 800 Points per pip
Armor = 4800 points per D, 1600 per pip

Armor Assumptions:

Character = None (Character Armor is +1 plus the Code)
Speeder = +2
Walker = 1D
Snubfighter = 1D
Transport = +2
Corvette = 1D
Frigate = 1D+1
Destroyer = 1D+2
Cruiser = 2D
Battleship = 3D
Dreadnought = 3D
Super Capital = 4D
Mega Capital = 5D
Battle Station = 6D
Death Star = 8D
Shields are always considered armor

Size Assumptions:

Character = Anyone up to 5m tall
Speeder = any speeder class vehicle (anything under 5m are character scale to hit)
Walker = Varies, walkers using legs are walker scale, fast walkers on repulsors can be speeder to hit
Snubfighter = Varies, the least durable of star ship tiers, generally mass produced combat elements varying in complexity and advancement.

Transport =	Typically 10+ Meters
Corvette =	60M to 199M
Frigate =	200M to 399M
Destroyer =	400M to 599M
Cruiser =	600M to 999M
Battleship =	1000M to 2000M
Dreadnought =	2001M to 4999M
Super Capital =	5000M to 10000M
Mega Capital =	10000M to 20000M
Battle Station =	20000M to 30000M radius
Death Star =	30KM radius +; per

10KM add 1D to Base Hull code; per 30KM add 1D to base Armor code (Hull and armor bumps stack only for purposes of soak, not resistance).

Size Approaching the Next Scale Tier:
To add some granularity between starships so that all ships of a certain scale aren't identical in statistics. If the craft is nearly the next tier of starship types simply adding up to +2D to hull and armor will show the craft's additional durability.

General Assumptions:
- Within 100m of the next tier = +1D to Hull and Armor values.
- Within 50m of the next tier = +2D to Hull and Armor Values.
- "Fat" vessels may get a bump based on overall thickness (It might be several decks tall).

Starship Corrections:
While many of the ships contained herein aren't all defined by this, please feel free at add the values where appropriate. These don't impact vehicle costs. However, they may be a way to add some flavor to player or even enemy starships. *Vessels like the Corellian Corvette might be a good example of this.*

Ion Weaponry Revision:

Ion cannons

(New): Must fully deplete the Hull Points & Armor Points (temporary condition) prior to determining level of ionization.

Demp / EMP Guns

(New): Must fully deplete the Hull Points & Armor Points (temporary condition) prior to determining level of destruction.

Notes: Effectively, I realized Ion Weapons were **far too lethal** (only requiring them to deliver ½ of the Hull Points), *especially given the fact they already ignore shields.*

Ion Effectiveness:

- Ion Weaponry **Ignores Shields**
- Do not deliver permanent damage for Hull or Armor. These structures can be salvaged even if the electrical systems on the vessel detonate (see below).
- **Cripple Organic Life Forms:** Ion weaponry disrupts the bio electrical signaling in the brain of any organic life-form. It's akin to being electrocuted. While in a vessel you're effectively grounded from their effects, however, if your craft is overwhelmed, this effect can pass to individuals in contact with anything conductive.
- **Yuuzhan Vong:** Void Generators still effectively shield against the damage, However, when employed against Yuuzan Vong Warriors and their Starships, *since everything they use is living,* disrupting the neural electrical signaling in these craft and individuals would effectively be like electrocuting a living organism as above.
- **Armor** does provide a resistance to these effects, further dispersing the ability of Ion Cannons to deliver any level of noticeable damage.
- **Ion Shielding** (specific Armor) offers it's rated Armor protection vs Ion Weapons.
- **Ion Effects linger:** Once ionized, at any level, the effects will linger until sufficient time has passed that it is discharged. Duration is 3 Combat Rounds per D of the Ion Weaponry utilized (not per gun if multiple are utilized). If the weaponry is **Ultra Heavy** it is 20 rounds per 100 Damage delivered or **Static:** the effect is doubled.
- **Converting Ion Damage into Demp / EMP effects:** Any target that is continuously Ionized to the point at which the target craft's full Hull and Armor values are exceeded by **1.5x** immediately begins to deliver *full value* lethal damage to the craft. ***Utterly shorting out or destroying all electronics in the section/sections targeted.*** A good example of this is described in the short story "I'm not Like Anyone Else" (p.276).

Ion Torpedoes: The Ion Torpedoes featured in Rogue One are highly unlikely to function as they did in that film. They could only function properly assuming the delivery system knew how to scan for shields. I have discussed in some instances how you can scan for shield interleaving, and the difficulty is almost impossible or would require someone with Jedi senses. *Shields have never registered as anything in any canon source.* So, if it's almost impossible for someone like, say, Lando Calrissian to know if they're up or down on the Second Death Star (and he went with a gut feeling) then an Ion Torpedo could not accurately judge at which point it could detonate. If the Ion Torpedoes detonate after impact with Capital Shields *they would do nothing*. The discharge would dissipate harmlessly in space. Furthermore, the payload required to be carried by snubfighters, to cripple a Capital Ship would be insane. *The KDY Orbital Defender which delivers near Death Star Scale Damage would be the kind of power we are talking about here.*

Movement in Star Wars

I recently had a conversation with someone on Reddit about how we handle movement in Star Wars vs. other editions like REUP. I was insistent that it's always a GM call (as usual). Now, REUP uses a format that designates something of a movement phase. So, team 1 moves up and then team 2 can run away then team 1 acts and then team 2 acts... The issue in question was that "How does my player engage in melee if the enemy gets to move away before I get to attack?" Yeah, that's a real problem in REUP. *The problem is that the movement phase system takes an incredibly cinematic game and breaks the cinematic immersion.*

Now, I went into a lengthy description about how to handle it using initiative for winning and losing initiative and while that process will work, it's not Star Wars. I had to go back and think about how I have always run movement in games and that requires you to use math... *Oh, god, not math in a pen and paper game with dice... Lol!*

Movement is always *Fluid*

Yes, this is where that math comes in. The GM's job is to track everything so that the players can actually play the game. Now, you can make the players track some stuff but you have to be capable of doing this on the fly anyway. I'm going to break down the movement system so that you understand it in personal combat as well as in starship combat.

The only reason why an object or individual is not moving is Star Wars 3rd edition is if they choose not to. Otherwise, everything and everyone is constantly in motion. There is no movement phase, it's determined during your sequence and it remains in place the entire combat round.

So, your base movement is 10. You can choose to move that 10 meters in a round, or you can move cautiously (which is half that). If you want to move faster, you have to use Athletics or the piloting skill required to allow you to accelerate to x2 or x4 of your base movement. This works if you're using repulsors or starships. It's all the same. If a

basic human has a base move of 10 and an X-Wing has a base move of 8, it's resolved the same way. It's an arbitrary number that determines distance and/or distance traversed.

So, if an enemy is 10m away and you want to move up to them you can get there in your combat round. If you're sneaking up it takes 2 combat rounds (sneaking at 5m per round). In a starship it works the same.

Now what about enemies moving away, well, if you're chasing an enemy moving 10 a round, he/she's moving 10 a round, in order to catch them you need to move faster. The base move is free, moving faster requires an action and for you to roll the appropriate skill vs a target number to double your speed.

Examples: Stormtrooper is moving and firing at us, they move 10m away, and were already 10m away = 20m, I have a Lightsaber and I Roll Athletics to double my base move to 20m, and I reach them in the same sequence and cut them down.

If you don't kill them & they're still moving 10 m a round and you can drop that action and move your base 10 and keep pace with them.

So, in starship combat if the TIE fighters are at 30 Space Units and moving 10 Units a round and you're chasing them in an X-Wing, then you need to speed up because 8 Units a round is too slow to get into weapons range (Laser Cannons: Short 1-3 Units / Medium 4-12 Units / Long 13-25 Units). So, you use a separate action (your base piloting is your dodge, but to accelerate it's another action) to roll piloting and attempt to accelerate to a base move of 16 (x2) and you do so. Now you want to Pilot (dodge), move faster (16 Units) and Fire = 3 Actions or -2D from your dice pools. The TIEs are still moving, so since they were 30 units away (Moving away from you) they are now 40 Units away. You accelerated to 16: 40-16 = 24 and that puts them in Long Range and you can fire at the difficulty of Long Range + their piloting roll. If you exceed it, you hit.

Now, if the TIEs were coming at you in that combat round it looks a little different. You're probably not going to accelerate to catch them, because the 10 movement TIE Fighters will be

at 20 units and with your base movement of 8 in an X-wing they will be at 12, which is now Medium range. You will likely just roll Piloting and Gunnery = 2 actions; -1D to dice pools and they will be doing the same. Your target is the difficulty for Medium Range + their piloting roll to hit them and for them to hit you.

Kilometers per hour

Converting this is rather simple, every 100 Km/H is 1 Space Unit (effectively). In personal combat every 10 Km/h is 1 meter. That's it, a simple way to track distances and you're using *dreaded math* constantly to maintain the relative positions of units in battle.

Full Dodge/Parry/Evasive

So, is there a benefit to only being defensive? Yes, and it depends heavily on certain factors. Normally, it just means you don't reduce your dice pools. In certain circumstances it also adds the base difficulty of a weapon's usage to your defense (Like a Lightsaber's complexity of 15 adds to your defense when you're full evasive). *A nice GM will likely allow you to add 10 to your defense in addition to everything else as a bonus to not die.*

Tracking it

Sometimes you will want to chart all this stuff out on paper with visual representations, but it's easy just to record things with: Distance: x & Current Move: x

You're going to want to track it on paper for fleet actions and there's no easy way around it other than the fact that most strike groups will move at the same speed so that they stay together allowing them to engage and defend at the same relative ranges.
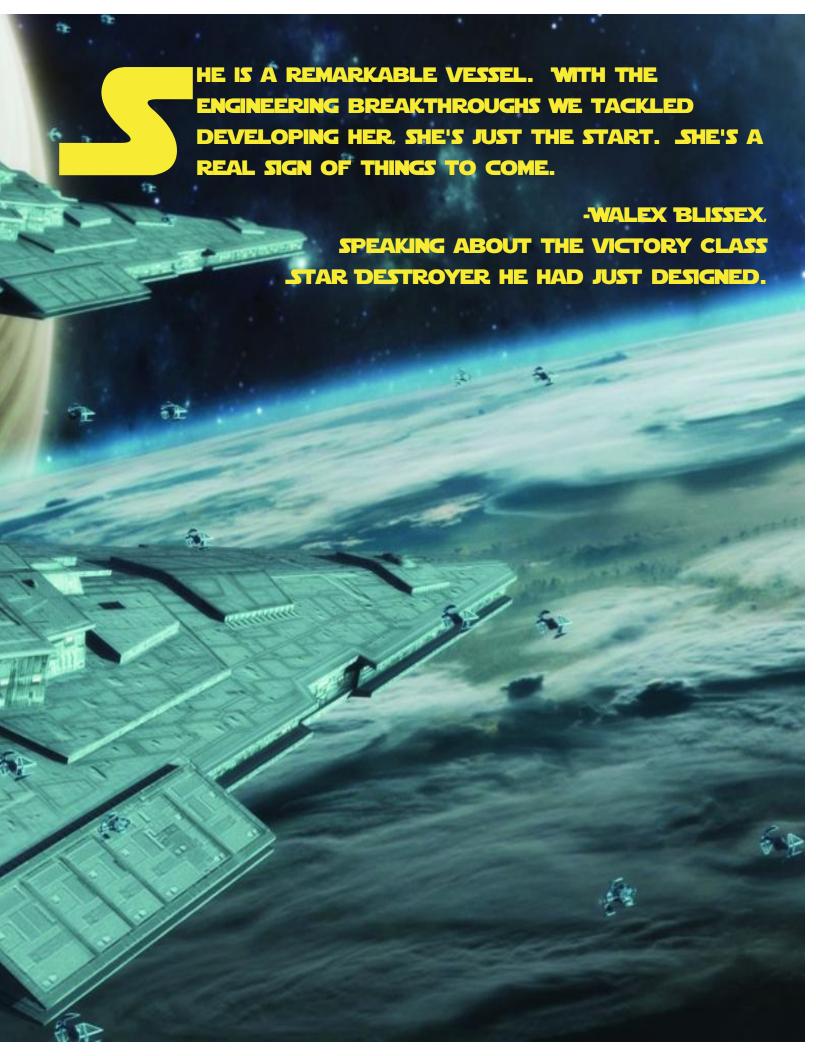
So, with that being said, you can consider task forces (multiple snubfighters and capital ships) to be one unit (within reason, GM discretion is advised). That Pair of Star Destroyers might actually be 6-12 Space Units apart from one another but you can have them act as if they can engage and defend at the same relative ranges (together) as if they were one unit. The same goes for Snubfighters which are all probably one Space Unit or less apart from one another, I would typically group them as squadrons of 12 fighters in this case.

With movement being a fluid thing you never have to worry about some sort of idiotic situation occurring where you can't shoot at an enemy or *aren't ever able to engage in melee.*

Sure, you can be in trouble if your target is faster than you and that's normal. If you are engaging a **Space: 17 TIE Defender**, in that X-Wing, *you're in deep shit.* However, engaging targets on or close to your power level should be rather straight forward.

SHE IS A REMARKABLE VESSEL. WITH THE ENGINEERING BREAKTHROUGHS WE TACKLED DEVELOPING HER, SHE'S JUST THE START. SHE'S A REAL SIGN OF THINGS TO COME.

-WALEX BLISSEX,
SPEAKING ABOUT THE VICTORY CLASS
STAR DESTROYER HE HAD JUST DESIGNED.

Fast Resolution Fleet Actions

Resistance vs Scale below Snubfighter:
Character = Snubfighter or greater weapon hits you... You are a memory.
Speeder = Identical to Character Scale
Walker = As above

We will break down starships into Sections:
Snubfighter-Transport
- **Resistance:** What you can soak before you explode. Per D of Hull, Excess Armor (not assumed) & Shields add 1 point.
- **Defense:** What Damage you can shed per round. Add Maneuverability & any Tractor beams possessed to Defense. *Capital Defense:* Per D add 1 point. Add pilot Perception D as 1 per 1 to Capital Defense. Non hero is 2D Base.
- **Skill Bonus:** Per 2D above attribute your pilot possesses (Piloting / Gunnery) add 1 to Defense & Damage, as applicable.
- **Damage:** You're raw damage output. Per D of weapons systems add 1 point, *Static* Weapons add 2 per D. Burst fire adds 1 per Tier (Light, Medium Heavy). Vs Capital every 6D delivers 1 damage (add to base). Anything over that goes straight through (6D = 1, 8D = 3, 9D = 4)

Capital Damage: As above

Commander Bonuses: (Optional)
Tactics Bonus: Per D above 4D in Tactics add 1 to Damage and Defense. Specializations (as applicable) in Tactics add 2 per D.

Command Bonus: Per D above 4D add 1 to Damage and Defense.
- *Opposed Tactics & Command of equivalent rating will negate this bonus and even reverse it.*

If you have multiple hit locations and shield generators add them together + any armor D beyond the assumed armor for a ship.

Resistance:
- Snubfighter = Convert Hull and Shields to 1 point per D. Ex: An X-Wing has a 4D Hull and 1D of Shields = 5, 1-3 Locs

- Transport = 1.5 Points per D, 1-4 Locs (Round Up)
- Corvette = 10 Points Per D, up to 4 Locs
- Frigate = 15 points per D, 4 Locs
- Destroyer = 20 per D, 4 Locs
- Cruiser = 30 per D, 4 Locs
- Battleship = 50 points per D, 4 Locs
- Dreadnought = 80 points per D, up to 6 Locs
- Super Capital = 120 Points per D, up to 7 locs
- Mega Capital = 180 points per D, up to 8 Locs
- Battle Station = 320 points per D, 8-16 Locs
- Death Star = 640 points per D, 16-48 Locs, calculate Locs individually

Weapons
Snubfighter - Transport: Per weapon type the craft possesses add 1 to your damage.

Example: An X-Wing has 4 Laser Cannons and 2 Torpedo launchers = 6 weapons = 6 Damage.

Capital Guns: Add all your guns together, at one point per D of Damage = your damage output per combat round.

Imperial Star Destroyer Example:
Resistance: 7D Hull & 4 Locs = 7 x 4 = 28 + 3D Shields & 4 Locs = 3 x 4 = 12 + 28 = 40 x 50 (Scale) = 2,000
Defense: 61
10 Tractor Beams at 6D & 1D
Maneuverability = 10 x 6 = 60 +1 = 61
Damage: 600
60 Ion Cannons at 4D = 60 x 4 = 240
60 Turbolasers at 6D = 60 x 6 = 320

Vs another Star Destroyer = you kill each other in 3 salvos. 600 damage a round minus defense = 539 x 4 = 2,156 Boom!

Capital Gun Penalty vs Snubfighters
Unless your ship has point defense guns (Snubfighter Scale) you suck against Snubfighters. You deliver 100th of your damage output per round (6 points in the Star destroyer Example), **round up**.

Ultra Heavy Guns / Missiles: do 33 points per barrel, and vary somewhat based upon Missile Payload (typically 33-99 points each).

They Ignore Tractor Beam Defense Ratings (Thus the Imperial Star Destroyer below would only have a Defense of 1).

Death Star Guns: *kill one ship per round.*

Anti-Snubfighter on a capital ship:
Calculate your point defenses like you were a Snubfighter. Example, 24 Guns at 4D = 24 x 4 = 96 Points of damage output. You target 10 X-Wings this round, Minus their defense of 5 = 10 x 5 = 50 = 96-50 = 46 / 10 = 4.6 Damage, round down = 4 (Snubfighter Capital Defense applies to all damage from capital ships)

Snubfighter vs Snubfighter
X-Wing Example:
Resistance: 5
4D Hull + 1D Shields = 4 + 1 = 5

Defense: 3 / Capital Defense: 5
3D Maneuverability = 3; 2D Perception = 2
Damage: 6 / Capital: 8 + 1 for guns = 9
6D Guns and 2 Torpedo launchers = 6, 8 points for two 9D (18D) Torps vs capital.
X-Wing vs. X-Wing
Damage 6 - 3 Defense = 3, you go boom in 2 rounds.

Snubfighter vs Capital Ship
You must penetrate a Capital Ship's Defense to do damage to it. If you can't then you need more fighters. So... You hit that Imperial Star Destroyer with 12 Fighters:
Damage: 12 x 9 = 108 - 61 resistance = 47 points of damage. Capital Ships resist Snubfighters only once (not per ship).

Vs a Corellian Corvette this would be a different story.

CR90
Resistance: 4D Hull & 4 Locs = 4 x 4 = 16 x 10 = 160
Defense: 2
2D maneuverability
Damage
Capital: 30

Snubfighter: 30

12 X-Wings vs CR90
Damage of X-Wings: 12 x 9 = 108 - 2 = 106
CR90 has 160 - 106 = 54 Remaining.

CR90 fires as X-Wings Strafe it
Capital Guns do .3 damage round up 1
+ 30 Points of Snubfighter Damage

They were firing at 2 ships, so 30 / 2 = 15 + 1 (Capital always round up = 16 - Snubfighter Capital Defense 2 x 5 = 10, each fighter takes 6, they're gone!

10 X-Wings hit it again for 90 damage - 2 = 58. CR90 = 54 - 90 = Boom!

Notes on Combat Actions:
Each type of weapon can only engage "one" target at time. So, if you're firing capital guns to screen fighters you can't fire them at other Capital Ships. **Example:** CR90 is engaging Fighters with it's full arsenal = Capital & Snubfighter guns only target the fighters. It could, instead, fire the Snubfighter Guns at the fighters and it's capital guns at a Capital Ship.

Closing to Engage: Happens instantly, ignore range advantages.

Full Defensive Retreat: You don't do damage to the enemy = +300 Defense (even against Ultra Heavy Weapons, you still die vs Death Star Scale Weapons) to Capital Ships. *Snubfighters do not gain this bonus.* This allows your Capital Ships to disengage from other Capital Ships.

- You must spend 3 combat rounds to fully disengage.
- You can jump to Hyperspace at the top of the 4th round.
- If there is an Interdictor Cruiser or something projecting a Gravity Well, you have to stay and fight.

Authors Notes: These rules are dirty, and a LOT faster, use at GM and player discretion. I will endeavor to streamline it more in the future. The rules we use are extensive, so drilling combat down is difficult.

SNUBFIGHTERS

A-Wing Alternate Design

Craft: Slayn & Korpil: A1-1 A-Wing
Affiliation: Rebel Alliance / Various
Era: Early Rebellion+ (Rise of the Empire)
Scale: Snubfighter
Length: 8 meters
Skill: Starship piloting
Crew: 1, Gunners: 1
Crew Skill: Varies
Cargo Capacity: (100): 37.5 kilograms
Consumables: 4 days (80 credit refuel)
Cost: 101,600 (New); 76,200 (Used)
Hyperdrive Multiplier: x2
Nav Computer: Limited, 2 Jumps
Maneuverability: 3D+2
Space: 10
Atmosphere: 1,000 Km/H
Hull: 2D+2; HP: 10 / AP: 8;
2 Locs: (Fore & Aft; cockpit pod only)
Shields: 1D; Shield Points: 8
Sensors:
Passive 28/0D
Scan 36/1D
Search 52/2D
Focus 4/3D
Maximum 104/-2D
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)
Double Laser Cannon
Fire Arc: Aft

Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

Contrary to popular belief, Slayn & Korpil released an A-Wing prototype, which actually became a full production run given their confidence in winning the business from the Rebel Alliance. Little did they realize that Rebel Engineers would release a craft based off of an older KDY design. Unlike those craft, this one never drew ire from KDY. The craft would go on to be fielded in independent systems and pirate groups due to losing the contract with the Rebels.

The craft has a dual rotational cockpit system to maintain pilot stability for both the pilot and tail gunners. Though, neither "pod" can access the other. The central core acts as an escape pod system with each side of the pod capable of ejection. The issue typically is that in a dog fight the tail gunner is already dead when the craft begins to break apart.

> Consider the Fore & Aft sections of the pod to be separate for calculating hull damage. *The craft cannot be piloted by the Tail Gunner.*

A-Wing II

Craft: Alliance Engineering: A-Wing II
Affiliation: Rebel Alliance
Era: Mid-Late Rebellion (Rise of the Empire)
Scale: Snubfighter
Length: 10.6 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 6D+2
Cargo Capacity: (132.5): 37.5 kilograms
Consumables: 5 days (50 credit refuel)
Cost: 161,400 (New); 120,800 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes (Full)
Maneuverability: 4D+1
Space: 13
Atmosphere: 1,300 Km/H
Hull: 3D+2; HP: 14 / AP: 8
Shields: 2D; Shield Points: 16
Sensors:
Passive 35/0D
Scan 55/1D
Search 80/2D
Focus 4/4D+1
Maximum 160/-2D
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore & Aft (if flipped)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 6D+2; Nominal Damage: 4 (26)

Concussion Missile Launcher
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 8 Missiles
Enemy Targeting Jammer
Fire Arc: Any
Skill: Sensors: Activation uses 1FA, difficulty 10 (15 to coordinate against Capital Ships), 1FA per round to continue to modulate it.
Space Range: 20 unit radius around A-Wing II
Atmosphere Range: 20 Km
Damage: -3D to Opposed Fire Control
Notes: Per additional A-Wing II, increase scale of effect: 2 = Corvette, 3 = Frigate, 4 = Destroyer, etc. However, can only effect one arc of fire on ships larger than Dreadnought.

A natural evolution of the A-Wing based off of years of battlefield experience. Deficiencies in hull plating were corrected and the space frame was enhanced. Engines in this iteration see an uplift from formalized production. There was an overabundance of free power output and the guns were tweaked to take advantage of this. In addition, the shields have been doubled. Finally, the targeting jammer has been enhanced when working in numbers and it can now effect enemy capital ships (all in range). *The Craft has a maximum Auxiliary Power reservoir of 2D.*

A-Wing III

Craft: Republic Engineering: A-Wing III
"A-Wing III; aka Vong Buster"
Affiliation: New Republic
Era: New Jedi Order+
Scale: Snubfighter
Length: 11.6 meters
Skill: Starship piloting
Crew: 1 + 1 Astromech Droid
Crew Skill: Typically 7D
Cargo Capacity: (145): 45 kilograms
Consumables: 12 days (60 credit refuel)
Cost: 175,000 (New); 127,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes (Full Nav backup)
Maneuverability: 5D
Space: 15
Atmosphere: 1,500 Km/H
Hull: 4D + 1D Armor; HP: 16 / AP: 16
Shields: 4D; Shield Points: 32 / 32; 2
Generators, Fore and Aft
Sensors:
Passive 45/1D
Scan 60/2D
Search 90/3D
Focus 5/4D+1
Maximum 180/-1D
Weapons:
4 Burst Fire Laser Cannons (Fire-Linked)
Fire Arc: Fore, Dorsal, Ventral & Aft
Skill: Starship Gunnery
Fire Control: 4D+2*
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 7D+2*; Nominal Damage: 7 (51)
*Cannons Factor in Light Burst Fire
2 Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 60 Space Units
Atmosphere Range: 60 Km
Damage: 8D; Nominal Damage: 6 (48)
Ammo: 5 Seeker Missiles/Launcher
Enemy Targeting Jammer
Fire Arc: Any
Skill: Sensors: Activation uses 1FA, difficulty
10 (15 to coordinate against Capital Ships),
1FA per round to continue to modulate it.
Space Range: 30 unit radius around A-Wing
Atmosphere Range: 30 Km
Damage: -3D to Opposed Fire Control
Notes: Per additional A-Wing III, increase
scale of effect: 2 = Frigate, 3 = Destroyer, 4 =
Cruiser, etc. However, can only jam one arc
on ships above Super Capital (Functions
against Yuuzhan Vong vessels as well).
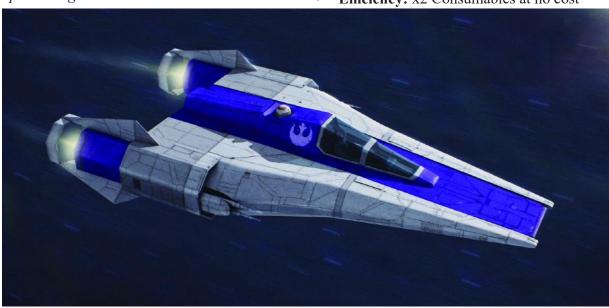
A New Republic snubfighter featuring the
most advanced systems, ever seen on any
snubfighter since the TIE Defender (until the
Yuuzhan Vong invasion). The Burst Fire laser
cannons are capable of fully swiveling on the
craft (they extend to fire aft).
Features:
* **Auxiliary Power Reservoir:** 3D+1
* **Efficiency:** x2 Consumables at no cost

Advanced Coral Skipper

Craft: Bio-Alchemical Yorik-Kvt Snubfighter
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Scale: Space Domination Snubfighter
Length: 16.8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 9-10D in all skills
Cargo Capacity: (210): 0 Kg available
Consumables: 9 days
Cost: N/A
Gravitic-Drive Multiplier: x3
Nav Computer: Yes
Maneuverability: 6D
Space: 19
Atmosphere: 1,300 Km/H
Hull: 6D + 6D Armor; HP: 24/AP: 56; 2 Locs
Void Generators: 1D *Static* Corvette: 75/75/75/75 *Soak* **per attack;** *6 Stutter Shots to Overload;* 4 Generators; 4 Locations: Fore, Port, Starboard & Aft
Sensors:
Passive 45/2D
Scan 90/3D
Search 135/4D
Focus 10/5D
Maximum 270/0D

Weapons:
3 Plasma Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 4D+2 or 3D+2*
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 9D *Static*; Nominal Damage: 9 (81);
Capital Scale Damage: 27; RoF: 1
***Notes:** The batteries can be split to fire in individual shots at 3D+2 Fire Control. Each projectile delivers 7D *Static* Damage (49 Nominal); *Multiple Targets;* RoF: 3

Only one of these craft has ever been known to exist. *Commander Oliver Draven destroyed the craft in a one on one dogfight, in his highly modified R-42 Starchaser.* The production and test facility was shelled from orbit for an extended duration and investigators reported that the facility had been atomized.
Features:
* Defies Star Wars Physics
* "Invisible" to Technological Sensors, opposed sensors will behave erratically in the presence of this snubfighter.
* The Craft "Heals" damage naturally & has a 6D Strength determining healing rate.

Binary Interceptor

Craft: Hoersch & Kessel: Binary Wing
Affiliation: Mostly Pirates; Various
Era: Early Rebellion (Rushed Design) +
Scale: Snubfighter
Length: 10.3 meters
Skill: Starship piloting
Crew: 2
Crew Skill: Varies
Cargo Capacity: (128.75); 0 Kg available
Consumables: 5 days (100 credit refuel)
Cost: 123,200 (New); 92,400 (Used)
Hyperdrive Multiplier: x2
Nav Computer: None, uses Astromech Droid
Maneuverability: 3D+2
Space: 12
Atmosphere: 1,050 Km/H
Hull: 4D+1; HP: 17 / AP: 8
Shields: 1D+2; Shield Points: 14
Sensors:
Passive 30/0D
Scan 40/1D
Search 60/2D
Focus 3/3D
Maximum 120/-2D
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)

2 Ion Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D+1
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 5D; Nominal Damage: 4 (20)

The T-71 "Binary" was envisioned as a high performance interceptor that would, essentially, correct the design flaws of the T-Wing, *yet introduced more...* Matching the performance of an A-Wing in everything but maneuverability and atmospheric performance. It's a relatively tough craft with decent weaponry for multi role engagements. However, it's lack of ordinance launchers marred it's launch. The other issues of the craft stemmed from the fact that the Astromech Droid could only reach one set of engines, to repair, and had no access to the centrally located Hyperdrive. Then there's the fact that the piloting controls were only located on the Astromech equipped side of the craft. If the pilot were disabled the other crew member could not take over. The weapons systems did not share redundant controls either, the Ion Cannons only being able to be fired by the pilot and the Laser cannons operated only by the co-pilot; the sensor suite had the same issue. As a result the craft was discounted and became popular with outlaws, criminals and pirates (Like the T-Wing). Used price represents the discounted "New" price.

Colonial Viper

Craft: Colonial Design: Viper-class
Affiliation: Independent / Black Market
Era: Old Republic +
Scale: Snubfighter
Length: 14 meters (+1D to Hull & Armor)
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (137.5): 97.5 Kg Available
Consumables: 7 days (35 credit refuel)
Cost: 63,000 (New); 79K (Black Market)
Maneuverability: 2D; 3D in Atmosphere
Space: 6; **Turbo:** 10
Atmosphere: 900 Km/H; **Turbo:** 1,300 Km/H
Hull: 4D+2 + 3D Armor; HP: 22 / AP: 40
Shields: *None*
Sensors:
Passive 10/0D
Scan 20/0D+1
Search 40/0D+2
Focus 1/1D
Maximum 80/-3D+1
Weapons:
2 Rail Guns (Fire-Linked, Burst-Fire)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D* (1D Base Fire Control)
Space Range: 2-4/16/32
Atmosphere Range: 200-400/1.6/3.2 Km
Damage: 6D*; Nominal Damage: 6 (36)
Ammo: 2,000 Shots (100) ; *RoF:* Standard
*Medium Burst already factored in
Features:

- **Turbo Mode:** The Engines are capable of enhancing speed in either space or atmosphere. Twice the Auxiliary Power is delivered to engines at half the cost (4 or 400 Km/H instead of just 2 or 200 Km/H: *for a 2 pip expenditure, 2 or 200 per pip*).
- **Inexensive Refuel:** Craft uses incredibly simple reaction mass for it's main drives and as such you only need to pay for air and food.
- **Roomy Cockpit:** About as comfortable as you can get without luxury seating. Can seat 2 in a pinch, at no penalty.
- **Personal Gear Bay:** there is a 10 Kg stowage bay for survival gear and weapons. *Does not cost Cargo Space.*
- **Swoop Bay:** The underside of the fuselage is provisioned for a speeder bike or swoop of 4.5 meters or less.

A rather popular independently produced snubfighter, that originates from somewhere in Wild Space. The Colonial Viper has a wide range of aftermarket refits and modifications available to it. The craft has been purchasable on the Black Market for decades without any form of formal refit. Some suspect that the system that produces the craft has been overrun or destroyed. Where these craft are actually coming from, if this is true, is a mystery. *The last series of fighters to be sold on the Black Market lacked serial number designations. Though they were constructed with the same level of qulaity and are identical to the older models.*

Coral Skipper II

Craft: Bio-Alchemical Yorik-ete Snubfighter
Affiliation: Yuuzhan Vong
Era: New Jedi Order +
Scale: Space Superiority Snubfighter
Length: 14 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D in all skills
Cargo Capacity: (175): 45 kilograms
Consumables: 7 days
Cost: N/A
Maneuverability: 4D+2
Space: 14
Atmosphere: 1,250 Km/H
Hull: 5D + 3D Armor; HP: 20 / AP: 32; 1 Loc
Void Generators: 1D *Static* Corvette: 75/75 Soak per attack; *6 Stutter Shots to Overload;* 2 Generators; 2 Locs: Fore & Aft
Sensors:
Passive 35/1D
Scan 70/2D
Search 105/3D
Focus 4/4D
Maximum 210/-1D
Weapons:
2 Plasma Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 4D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 8D+2 *Static*; Nominal Damage: 8
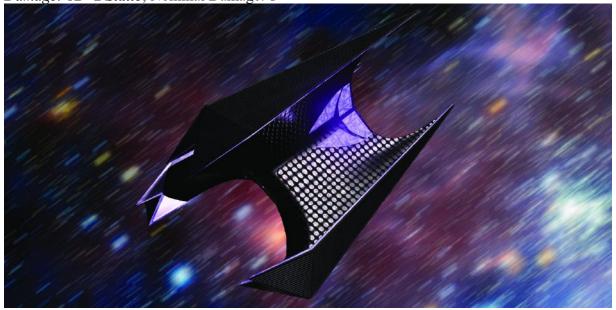
(66); *Capital Scale Damage:* 18

An incremental upgrade to the standard Yorik-et Coral Skipper. It would appear that the Yuuzhan-Vong are not immune to adaptation in their own war fleets and it is something that the New Republic grossly underestimated in their capabilities. New Republic high command believes that this upgrade is in some way related to battlefield data acquired from the Yuuzhan-Vong field testing of the Advanced Coral Skipper. While that craft was destroyed, some design elements from it were incorporated. The major changes appear to be the inclusion of armor and the placement of a second Void Generator that allows the craft to cover both the fore and aft sections of the ship individually (or cover the entirety of the craft should one of the two generators fail or be disabled by stutter fire).

The weapons system remains largely the same except that the individual cannons received a slight level of enhancement. Other tweaks include better sensors, increased speed, slightly better maneuverability and fire control.

Features:
• There is a version of the Yorik-ete that has a Gravitic-Drive at a Class 3 rating. This craft can also resist the pull of Black Holes and can easily navigate their gravity disturbances. The craft ignores the effects of Gravity Well Generators. It is Space: 15 with Maneuverability of 4D.

Defender

Craft: Republic Engineering: Defender-class
Affiliation: New Republic
Era: New Republic +
Scale: Snubfighter
Length: 8 meters
Skill: Starship piloting
Crew: 1 or 2 (shields, sensors, guns)
Crew Skill: Typically 5D
Cargo Capacity: (100): 40 kilograms
Consumables: 4 days (80 credit refuel)
Cost: 80,000 (New); 60,000 (Used)
Hyperdrive Multiplier: None
Nav Computer: None
Maneuverability: 4D
Space: 8
Atmosphere: 1,000 Km/H
Hull: 3D + 1D Armor; HP: 12 / AP: 16
Shields: 1D; Shield Points: 8
Sensors:
Passive 25/0D
Scan 40/1D
Search 55/2D
Focus 2/2D
Maximum 110/-2D
Weapons:
3 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 6D; Nominal Damage: 5 (30)
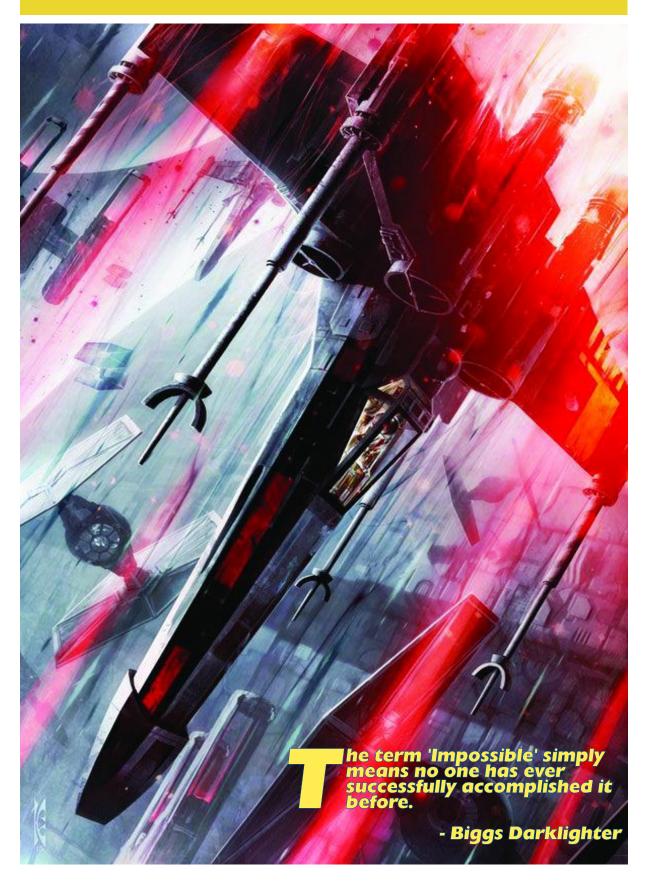
Author's Notes: Truth be told, I hated the look of the original defender so much that I went out and found another image for it and then doctored *(I cannot draw to save my life... And it shows)* the third gun barrel onto it. Why in the hell the New Republic would use a design that was being deployed by a bunch of pirates is beyond me... when they had the means to design their own cheap fighter based off Rebellion era tech. This looks like a better ship to me, with insane atmospheric maneuverability (perfect for planetary defense). I lowered the sensor suite because it was better than most craft of the era it came from and there's no reason why a "cheap" short range fighter should have a massively robust sensor suite when it doesn't even carry missiles. The range on the guns was all over the place too, corrected that. Added a pip of hull plating, the craft couldn't be worse than the original A-Wing *which I also pipped up*. Took the craft from 5.3 meters to 8. *It can't be that small unless it's piloted by half-lings (like the old one was).* I added a D of armor to it so it could take a hit. Added fire control based off the linkage rules.

Here's the old pic:

The term 'Impossible' simply means no one has ever successfully accomplished it before.

- Biggs Darklighter

Deep Space Assault Fighter

Craft: Aerotech Exiles: SA-50 D-S-A-F
Affiliation: Aerotech Exiles/Black Market
Era: Rise of the Empire +
Scale: Snubfighter
Length: 12.5 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (157): 42 Kg Available
Consumables: 12 days (120 credit refuel)
Cost: 308,000 (New); 385,000 (Black Market)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 3D+2; 4D+2 / Gravity Well
Space: 8
Atmosphere: 1,200 Km/H
Hull: 6D* + 4D Armor; HP: 24 / AP: 40
Shields: 1D+2; Shield Points: 20 / 20;
2 *Transport Grade* generators, Fore and Aft
Sensors:
Passive 25/0D
Scan 50/1D
Search 75/2D
Focus 3/2D
Maximum 150/-2D
Weapons:
Turbo-Auto-Laser Battery (Burst-Fire)
Fire Arc: Fore, Port, Starboard, Ventral
Skill: Starship Gunnery
Fire Control: 5D* (2D Base)
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 10D*; Nominal: 7 (70)
*Cannon Factors in Full Burst Fire
Twin Auto Blaster Battery (Burst-Fire)
Fire Arcs: Fore, Port, Starboard, Ventral
Skill: Starship Gunnery
Fire Control: 3D* (2D Base)
Space Range: 1-5/1/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 5D*; Nominal: 6 (30)
*Cannon Factors in Light Burst Fire
2 Burst Fire Ion Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 6D* (3D Base)
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 5D*; Nominal: 8 (40)
RoF: 1; **Cannon Factors in Full Burst Fire*
Ventral Multi Ordinance Launcher
Fire Arc: Fore, Port, Starboard, Aft, Ventral
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: Varies

Atmosphere Range: Varies
Damage: Varies
Ammo: 8 Units of any ordinance
8 External Hard Points
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: Slaved to Multi Ordinance
Space Range: Varies
Atmosphere Range: Varies
Damage: Varies
Ammo: 8 Units of any ordinance
Features:

- ***Rugged Space Frame:*** Treat the hull as if it were 50% stronger (repair, maintenance and modification costs are only derived from the base 4D Hull).
- *The craft can "defy" Star Wars physics, flipping end over end (requires a damn good pilot).*
- The cockpit features a full ejection system w/repulsors 200 Km/H, Hull: 2D & Space of 2, full consumables, sensors and can land on planet safely (Benefits from Rugged Space Frame above).
- **Expanded Consumables:** the SA-50 incorporates a small Space Transport's power core.
- **Enhanced Auxiliary Power:** Matches that of a Space Transport.
- The engine array was copied and enhanced from the Incom, T-65A.
- Hyperdrive is a copy of the unit from a T-65A.
- Sensor Suite is an enhanced copy of those on the T-65A X-Wing.
- Dual Passenger cockpits are available.
- No RoF limit *unless specified (Ion).*

The Aerotech Exiles developed a new version of the "Hammer Head" for system defense. It incorporates all that they have learned from exposure to the galactic technological base. The SA-50 moves away from engineering the snubfighter as a scaled down Transport. The Exiles managed to steal some, *very specific*, design blueprints from the Incom Corporation just before they were nationalized by the Empire. Those were the full engineering schematics of the T-65A X-Wing snubfighter. The schematics would allow them to advance their snubfighter design program by at least twenty years in a matter of weeks. The SA-50

is used internally by the Exiles and sold on the Black Market for money. The craft is a rather popular snubfighter for obvious reasons and very difficult to come by. The older SA-47 models lose significant value with the SA-50's introduction.

The SA-50 is probably the toughest, most versatile, snubfighter on the galactic market until the advent of hardened superstructure in New Republic times. Not many craft can even come close to matching it's sheer versatility until the introduction of the E-Wing, which can carry a dazzling array of external ordinance as well.

With the principal designer of the *Turbo Auto Blaster* and the team that built the SA-43 & 47s having survived and fled with the Exiles; the team sat down to bring their snubfighters up to at least galactic standards. While this involved some, nearly perfectly timed, corporate espionage it also incorporated a change in thinking on how they approached snubfighter design as a whole. They now had a couple, good, examples of other snubfighters to work with. The Z-95, T-65A X-Wing and the Y-Wing. Merging elements of those craft with a custom built space transport power core for the snubfighter would allow it to have ample power and maximize available protection by adding a second shield generator.

The revelation with the main weapon was that it didn't have to be ***Static*** to deliver incredible firepower. Simply transitioning to a base 7D Turbolaser and then re-engineering it to be fully burst fire capable with no limit to the rate of fire, *was easier than what the original design took to prototype and produce.*

Eta-4 Enforcer

Craft: KDY: ETA-4: Enforcer
Affiliation: Various; Empire (Rare)
Era: Rebellion +
Scale: Snubfighter
Length: 9.8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (122.5); 0 Kg available
Consumables: 5 days (50 credit refuel)
Cost: 193,600 (New & Used)
Hyperdrive Multiplier: x1
Nav Computer: None, Uses Droid
Maneuverability: 4D+1
Space: 13
Atmosphere: 1,350 Km/H
Hull: 3D+1 + 3D Armor; HP: 13 / AP: 32
Shields: 3D; Shield Points: 24
Sensors:
Passive 35/1D
Scan 55/2D
Search 80/3D
Focus 5/4D+2
Maximum 160/-1D
Weapons:
2 Heavy Precision Lasers (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 2-6/24/50 (Highly Specialized)
Atmosphere Range: 200-600m/2.4/5 Km
Damage: 5D *Static*; Nominal Damage: 11 (55)
Precision adds +1.5 Nominal damage/cannon
Multi Ordinance Launcher (Ventral)
Fire Arcs: Fore, Aft & Below (Ventral Turret)
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: Varies by Munitions Type
Atmosphere Range: Varies by Munitions type
Damage: Varies by Munitions Type
Ammo: 11

Kuat Drive Yards was furious after the Rebel Alliance appropriated their R22 Spearhead design without permission and then went on to re-produce the design with their own set of specifications while, essentially, leaving the core of the ship design intact. Neither the Rebel Alliance nor the New Republic would ever recognize the fact that they had stolen the design. Thus, KDY set out to "one up" them by producing the spiritual successor to their R22 Spearhead design.

The ETA-4 Enforcer represents the most advanced technology that KDY could bring to bear and the completed design would never be sold to anyone in the Alliance or the New Republic. In fact, several of them ended up with Imperial Aces on more "liberal" commands that allowed non standard snubfighters to be fielded. The bulk of the craft would be sold to other corporations and entities that wanted bleeding edge tech and had the money to pay for it. KDY would make the craft their "official" vessel of choice for snubfighter defenses of their yards facilities. This is an expensive snubfighter that is rarely seen outside of KDY facilities. +1DR to modify & repair (if not at a KDY facility).

Fireball

Craft: Shobquix Yards: Fireball-class Racer
Affiliation: Various, Civilian
Era: Old Republic +
Scale: Snubfighter
Length: 12.3 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (150); 70 Kg available
Consumables: 7 days (70 credit refuel)
Cost: 72,560 (New); 54,420 (Used)
Hyperdrive Multiplier: x3
Nav Computer: None, Uses Droid
Maneuverability: 1D; 3D in Gravity Well
Space: 6; 13 in Gravity Well
Atmosphere: 1,300 Km/H
Hull: 3D+2; HP: 14 / AP: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive 15/0D
Scan 30/0D+2
Search 50/1D+2
Focus 2/2D
Maximum 100/-2D+1
Weapons:
2 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

2 Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 7D; Nominal Damage: 6 (42)
Ammo: 4 per launcher

The Shobquix Yards Fireball Racer is a rarely seen oddity. Designed just before the Z-95 it is still in production with a few licensed yards facilities. The royalties trickle down to the now recovering Shobquix Yards corporation that was barely functional after millennia of low sales. The craft was designed more with a mind for atmospheric racing and was stylized to attract individuals on the racing circuit. While it's capable of space flight and even hyperspace travel, it's performance degrades terribly in space. However, while in the region of a gravity well (up to 120 units from a world) it retains it's marvelous flight performance. Even possessing a Space Unit speed of 13, until there is no gravity well left for it's repulsors to benefit from, immediately degrading performance like the craft hit a brick wall. The Fireball is well armed for a civilian snubfighter and is generally capable of holding it's own with modern craft in almost any situation, except deep space combat. The craft has remained in small unit production due to it's ease of modification (-1DR).

Gunstar

Craft: Hoersch-Kessel Drive, Inc. "Gunstar"
Affiliation: Various Self Policed Entities
Era: Rebellion +
Scale: Snubfighter; Hull as Corvette
Length: 22 meters
Skill: Starship piloting
Crew: 1 + 1 Can coordinate, Gunners: 12
Crew Skill: Typically 5D
Cargo Capacity: (27.5 MT ¼): 2 Metric Tons
Consumables: 11 days (1,540 credit refuel)
Cost: 743,000 (New); 557,000 (Used); 946,000 (Prototype)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 800 Km/H
Hull: 2D + 2D Armor; HP: 100 / AP: 225
Shields: 2D; Shield Points: 150 (Corvette)
Sensors:
Passive 45/1D
Scan 60/2D
Search 75/2D
Focus 3/2D+2
Maximum 150/-2D
Weapons:
Heavy Turbo Laser Battery (2 Guns)
Fire Arc: Fore
Skill: Capital Ship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 1D+2

Space Range: 5-25/50/75
Atmosphere Range: 10-50/100/150 Km
Damage: 8D; Nominal Damage: 5 (40)
RoF: 1
12 Quad Laser Cannons (Turret)
Fire Arcs: 6 Fore/Port/Starboard/Aft; 4 Dorsal & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 6 (30)

The Gunstar is a *scaled down* heavy transport with a massively re-enforced superstructure. While the craft counts as just one hit location, it's hard to hit. The craft was designed as a system patrol vessel for smaller entities that could not afford to easily field large capital ships. Early prototypes of the Gunstar were fielded in large quantities to during the Rise of the Empire era through back channels. The ships were made to look like they came from some pirate source. The data gained from combat against the Empire by many systems would eventually coalesce into the formal release of the vessel after the death of Emperor Palpatine. Mass produced versions of the craft had been sold in quantity to a number of systems two years prior to the Battle of Endor.
Features:
- **Auxiliary Power:** 3D+2
- Bow Escape Pod, w/ 12 rumble seats

Howlrunner

Craft: Incom Corporation: I-7 "Howlrunner"
Affiliation: Various
Era: Rise of the Empire +
Scale: Snubfighter
Length: 11.4 meters
Skill: Starship piloting
Crew: 1, *Passengers: 1 Can be purchased*
Crew Skill: Typically 4D
Cargo Capacity: (142.5): 95 Kg Available
Consumables: 8 days (160 credit refuel)
Cost: 87,200 (New); 65,400 (Used)
Hyperdrive Multiplier: None, Provisioned
Nav Computer: None, Provisioned
Maneuverability: 3D+1
Space: 10 (*Special, see features*)
Atmosphere: 1,300 Km/H
Hull: 6D*; HP: 24 / AP: 8
Shields: 1D+1; Shield Points: 11
Sensors:
Passive 20/0D
Scan 40/1D
Search 55/2D
Focus 3/3D
Maximum 110/-2D
Weapons:
2 Targeting Pattern Enhancers
Effect: Each adds 1 to Nominal damage
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D+2; Nominal Damage: 6 (32)

> *"As I sat watching the howlrunners, the walls of the safari dome seemed to melt away. For a brief moment, I was part of the pack, hunting and howling with these magnificent predators. I have spent the rest of my life trying to recapture that feeling, from the cockpit of a snubfighter."*
>
> *- Excerpt from The Anthropology of Engineering by Jo Ewsli*

The Incom Corporation I-7 Howlrunner was a short range attack snubfighter employed by the Galactic Empire during the Galactic Civil War. The Howlrunner was constructed around an aerodynamic fixed-wing structure. Two fins jutted out of the sides of the craft, meant to function as rudimentary maneuvering flaps. Though this design was rather simple it gave the Howlrunner superior performance to the TIE/LN snubfighter in both space and atmosphere. The controls had a small learning curve, ensuring that nearly any pilot with basic skills could control the craft; although only the most experienced could discover the true power of this snubfighter. While the Howlrunner was faster than the Rebel T-65 X-wing or BTL Y-wing, it was unable to match the speed of newer fighters such as the E-wing escort snubfighter.

The I-7 Howlrunner was originally conceived of and designed by snubfighter engineer Jo

Ewsli. After receiving an epiphany during a viewing of a pack of howlrunners, dangerous carnivores from the planet Kamar, Ewsli set out to create a spacecraft that emulated their unique predatory instincts. The creatures attacked in tight packs and were unyielding in their pursuit of prey, two abilities that Ewsli thought could be incorporated into a squadron with the right ships. In this vein, Ewsli unveiled a snubfighter that, like its beastly namesake, had superb agility and speed.

The Howlrunner was the first snubfighter designed and mass produced by Incom Corporation after the X-wing defection fiasco. The main point of building the Howlrunner in the first place was an attempt to divert attention from the company's failure to stop the defection of the X-wing design team and the theft of the fighter's schematics.

However, the defection of the X-wing designers left Incom very unpopular among the Imperial ranks, and Howlrunners were mainly assigned to older starships and remote bases. It was a rare sight indeed to find Howlrunners in the hangar of an Imperial-class Star Destroyer, though it was not unusual for *Victory* or *Proclamator* Star Destroyers to carry them. Though the Imperial Navy was unimpressed by it, there were rumors that some of Emperor Palpatine's advisers purchased their own Howlrunners for "personal business". This may have included Kam Solusar during his time as a member of the Dark Side Elite, as he brought a two-seat variant of the Howlrunner with him when he defected to Luke Skywalker's nascent Jedi Order.

Although it was not an exceptional fighter, the Howlrunner was often seen at remote Imperial bases where its speed allowed for rapid reconnaissance when necessary. These bases welcomed the Howlrunner, as they usually had no other modern snubfighters, having to make due with early TIE/LN fighters. While the Empire lost most of its TIEs during the Galactic Civil War, as well as losing access to Sienar's production facilities, the Howlrunner line escaped destruction and found itself becoming one of the prime snubfighters in the fleets of the Imperial Remnant. The craft is

ruggedly constructed, Jo Ewsli went back to what had made the original T-65A X-Wing great and incorporated that same durability into the Howlrunner.

These craft continued to be used even after the Empire fractured and split into many warring factions. The Howlrunner was also used by the pilots of Saba Sebatyne's Wild Knights squadron, during the invasion by the extra-galactic Yuuzhan Vong.

In the Second Galactic Civil War, a number of them were in the Corellian Defense Force.

The Howlrunner had a distinct advantage over the Empire's TIE Series in that it possessed on on-board deflector shield generator. This protection, coupled with the snubfighter's tiny profile and low mass, made the Howlrunner a hard ship to destroy.

The Howlrunner's twin laser cannons are relatively weak, though they incorporate a cross license with Rendili Star Drive for Targeting Pattern Enhancers that enhance the delivered damage, which more than makes up for this deficiency *(though I fail to see it since the TIE/In's guns were worse).*

Features:
- ***Rugged Space Frame:*** Treat the hull as if it were 50% stronger (repair, maintenance and modification costs are only derived from the base 4D Hull).
- Capable of being outfitted for a passenger that does not impact consumables. **Cost:** 3,000 Credits.
- Howlrunners have advanced Auto Pilot Functionality: 4D Base Skill, 3 Free Actions (easily slave rigged, reduce difficulty by 5), and can actually be used as suicide craft...
- A Hyperdrive can be purchased for the craft, as it is provisioned for one (no loss of space). Class 1: 20K (standard prices).
- A Nav Computer can be added: 12,000 Credits for Full, 5,000 Credits for Limited 5 Jump Unit.
- **Space: 13** if Pilot is 8D Skill and above

"The I-7s have full robotic control. They make excellent guided missiles!"

- Kam Solusar to Rayf Ysanna

Liberator Class Republic Snubfighter

Craft: KDY: "Liberator-class" aka Talon
Affiliation: Old Republic
Era: Old Republic
Scale: Snubfighter
Length: 9.75 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (150); 70 Kg available
Consumables: 6 days (60 credit refuel)
Cost: 84,000 (New, Old Republic); 63,200 (Used); 31,000 (Used, Empire+)
Maneuverability: 1D; 2D in Atmosphere
Space: 7
Atmosphere: 1,000 Km/H
Hull: 3D; HP: 12 / AP: 8
Shields: 0D+2: SP: 6
Barrier Tech: 1D (Concussion); BP: 8
Sensors:
Passive 10/0D
Scan 20/1D
Weapons:
2 Pulse Wave Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D+1
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 5D; Nominal Damage: 4 (20)
2 Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 0D
Space Range: 15 Space Units
Atmosphere Range: 15 Km
Damage: 7D; Nominal Damage: 6 (42)
Ammo: 3 per launcher

The Liberator-class Republic snubfighter served as the primary defense against the Mk VII and Mk VI Imperial interceptors employed by the Sith Empire during the Great Galactic War and the Cold War. These fighters later served as the primary snubfighters during the Great Galactic War and the subsequent Cold War against Mk VI interceptors used by the Sith Empire Imperial Navy. The Liberator class would continue serving until newer and improved fighters found their way into the Republic's arsenal. The Liberator/Talon would eventually be phased out. To say that these ships are forever gone would be almost a very truthful statement. No major militia or military still uses the Liberator-class during the time of the Imperial New Order. But there may be a handful of them remaining usable within the galaxy, held on to by collectors or just waiting for someone to clean the dust off.

Features:
* +3DR to Modify & Repair (in modern eras); *except Barrier Tech* which is -1 DR.

Mazer

Craft: Mandal Motors: Mazer-class
Affiliation: Various
Era: Old Republic (Discontinued)
Scale: Snubfighter
Length: 12 meters
Skill: Starship piloting
Crew: 1 + up to 1 passenger
Crew Skill: Varies
Cargo Capacity: (135); 105 Kg available
Consumables: 6 days (60 credit refuel)
Cost: 28,000 Credits (Used Only)
Hyperdrive Multiplier: x3
Nav Computer: Limited to 2 jumps
Maneuverability: 1D; 2D in Gravity Well
Space: 6
Atmosphere: 1,200 Km/H
Hull: 3D+2; HP: 14 / AP: 8
Shields: 0D+2; Shield Points: 6
Sensors:
Passive 5/0D
Scan 10/0D
Search 15/1D
Focus 1/1D+1
Maximum 30/-3D
Weapons:
2 Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-5/10/18*
Atmosphere Range: 100-500m/1/1.8 Km*
Damage: 4D; Nominal Damage: 4 (16)
Notes: The sensor suite of the craft is shorter than the weapon's range (Search). As such, any shots fired past 15 Space units suffer from the -3D penalty of the Maximum Sensor Range (losing all Fire Control).
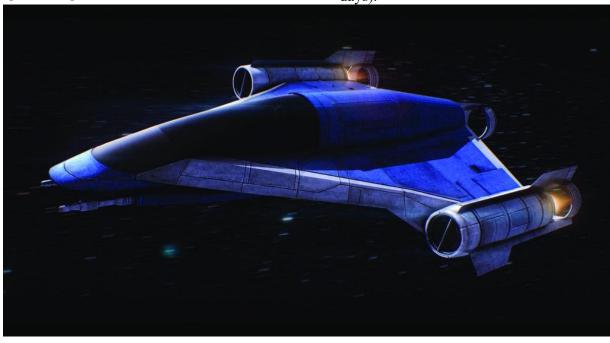
The Mandal Motors Mazer is an older snubfighter that had been in production almost four centuries prior to the Rise of the Empire Era. The craft was quite advanced for it's era. The Mazer is not uncommon and is relatively often seen in the space lanes. It is especially popular with pilots that want a small personal ship and who take contract work. No known stock Mazers still exist in the galaxy. Almost every one of the craft is modified to one degree or another. The craft was released with a Lifetime Warranty which they still honor.

Features:
- Bunk Space for the Pilot or a second passenger.
- Second Passenger does not factor into consumables.
- Conventional Shitter
- Lifetime warranty transfers from owner to owner. Any Mazer serviced at a Mandal Motors facility for routine maintenance (free) gains a +1D to Maneuverability and a Space Increase of 1 for one Month (35 days).

Mercenary Snubfighter

Craft: Vauftahu Shipyards: Vauftahu-class
Affiliation: Various
Era: Old Republic (Discontinued)
Scale: Snubfighter
Length: 7 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (87.5); 67.5 Kg available
Consumables: 4 days (40 credit refuel)
Cost: 22,000 (Used Only)
Maneuverability: 1D+2
Space: 9
Atmosphere: 900 Km/H
Hull: 2D+1 + 2D+1 Armor; HP: 9 / AP: 27
Shields: 0D+1; Shield Points: 3
Sensors:
Passive 10/0D
Scan 15/1D
Search 20/1D
Focus 2/1D
Maximum 40/-3D
Weapons:
4 Light Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D; Nominal Damage: 6 (24)

The Vauftahu Shipyards snubfighter made it's debut simultaneously with Invincible II. Released as a package deal and outfitted on all Invincible II warships the craft was overshadowed by the poor sales of the capital ship. The Mercenary snubfighter was relegated to sales in the open market and was disassociated with the Invincible II. It was here that the craft actually got it's name. It was so popular with Mercenary commands that the people called it the "Merc" fighter. The name stuck and the craft was re-branded.

For the era in which it was released the craft was utterly lethal. Nothing in the space lanes could touch it. It's firepower was more than adequate and most of the craft eventually received modifications or field refits to further add to their firepower and functionality. Eventually, as with most craft from almost three centuries ago, it faded from the space lanes and the minds of the inhabitants of the galaxy.

Features:

- **Difficult to modify:** -2 to skill rolls for modification. *Replacing* over 50% of the fighter's systems with modern ones reduces this to -1.
- **Difficult to maintain:** -2 to skill rolls for standard maintenance and repairs.
- **Structural Boost:** Re-plating the hull in modern materials increases the hull to 3D (9,000 Credits) and *eliminates the maintenance difficulties*.
- **Weak Power Core:** The craft cannot mount Laser Cannons as a result.
- **Reduced Auxiliary Power:** Limited to 1D of Auxiliary Power.

Novastar

Craft: Hoersch-Kessel Drive, Inc. "Novastar"
Affiliation: Various
Era: New Republic +
Scale: Snubfighter; S*caled down Transport*
Length: 16 meters
Skill: Starship piloting
Crew: 1 + 1 can coordinate
Crew Skill: Typically 5D
Cargo Capacity: (.25 MT): 70 Kg Available
Consumables: 8 days (160 credit refuel)
Cost: 256,000 (New); 192,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 4D
Space: 12
Atmosphere: 1,200 Km/H
Hull: 5D *Hardened*; HP: 35 / AP: 68
Shields: 4D; Shield Points: 48
Sensors:
Passive 40/1D
Scan 50/2D
Search 65/3D
Focus 4/4D
Maximum 130/-1D
Weapons:
4 Turbolasers (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D+1
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 10D; Nominal Damage: 7 (70)
RoF: Unlimited
2 Multi Ordinance Launchers (Turrets)
Fire Arcs: 1 Fore/Port/Aft & 1 Fore/Starboard/Aft
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D+2
Space Range: Varies by Ordinance Type
Atmosphere Range: Varies by Ordinance Type
Damage: Varies by Ordinance Type
Ammo: 25 units each launcher

The Novastar is a *scaled down* light transport with a massively re-enforced superstructure. In fact, the craft is actually the product of corporate espionage performed against Koensayr. While H&K's Gunstar remained a top seller they required something that was tough with a lighter crew complement that hit lower price points. H&K built the craft based off the Y-Wing II chassis and, improved upon it to some degree. They altered the armament significantly, strengthened the space frame and enhanced the shield generators (all transport grade) & increased the sub-light speed while retaining a fraction of a transport's cargo capacity. The ship sells like it's stolen goods (which it basically is). H&K, unlike Koensayr, did not artificially inflate the price of the craft.

Features:
- **Enhanced Power Core:** Auxiliary Power is equal to a Space Transport.
- **Hard to Upgrade:** +3 DR to *Modify*

Preybird

Craft: Sorosuub Corporation: Preybird
Affiliation: Various, Empire, Mercenaries
Era: Rise of the Empire (Late; Discontinued)
Scale: Snubfighter; *Scaled down Transport*
Length: 21 meters
Skill: Starship piloting
Crew: 1, Gunners: 1
Crew Skill: Varies
Cargo Capacity: (262.5); 112.5 Kg available
Consumables: 11 days (220 credit refuel)
Cost: 170,000 (New); 128,000 (Used)
Hyperdrive Multiplier: x3
Nav Computer: Limited to 5 Jumps
Maneuverability: 1D
Space: 8
Atmosphere: 1,050 Km/H
Hull: 4D + 2D Armor; HP: 20 / AP: 32;
2 Locations: Fore & Aft
Shields: 1D+2; Shield Points: 20 / Loc
2 Generators, Fore & Aft
Sensors:
Passive 20/0D
Scan 40/1D
Search 60/2D
Focus 3/3D
Maximum 120/-2D
Weapons:
2 Heavy Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 8D; Nominal Damage: 5 (40)
2 Concussion Missile Launchers
Fire Arcs: Fore & Aft (Any)
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 12 Missiles Fore & Aft

> *"There's nothing wrong with the Preybirds, sir. They're a quite capable midsize snubfighter."*
>
> *- Captain Ardiff to Admiral Gilad Pellaeon*

It is a capable snubfighter for both offensive and defensive purposes, with a heavy laser cannon on each wing, and fore and aft concussion missile launchers. It is perhaps best known for the fact that it never entered full production. The Preybird was also one of the first craft to utilize an automatic gun harmonization system. This helped compensate for the wide stance of the laser

cannons and allowed pilots to more accurately fire upon targets. The Preybird was in most respects a competent snubfighter, with a heavily-armored hull and respectable speed, but significantly less maneuverable than a TIE/LN snubfighter or a standard T-65 X-wing snubfighter. However, its large size and intimidating, raptor-like appearance could make the Preybird appear more powerful than it really was: a tactic often employed by the smuggler Mazzic was to surprise a ship with his Preybirds, and invite the captain to surrender. Faced with aggressive, unfamiliar fighters, they often did just that.

For the next twenty years, the Preybird remained one of the rarest snubfighters in the galaxy, with the best-known examples of the few in operation being a pair which had fallen into the hands of the smuggler Mazzic. Mazzic had managed to inspect the prototype during production, and was immediately taken by the aggressive elegance of the design, so when the production run was canceled, he managed to acquire two of the production ships well below their production cost; perhaps through the agency of his Mistryl bodyguard Shada D'ukal. Mazzic steadily upgraded these two fighters over the years, naming them Raptor and Skyclaw, and decorated their hulls with distinctive raptor designs; red for one ship, blue for the other. They served as supporting muscle for him in high-risk situations, notably at Hijarna in 9 ABY, when they destroyed the fleeing Niles Ferrier and his ship. Other fringe groups possessing small quantities of Preybirds included the Tarnished Blades, a pirate force operating in the Ringali Shell.

Late in the Galactic Civil War, the Preybird found a bizarre, belated fame as a front-line fighter, when Imperial Remnant began using them to supplement its attrition-ed TIE fighter forces. In itself, there was nothing truly untoward or unprecedented in the Navy sourcing its snubfighters outside Imperial Space: Sienar Fleet Systems, the Empire's primary snubfighter supplier, had been officially a neutral third-party for many years.

The move was seen as an indication of the weakening Imperial position, a sign that the regime could not devote sufficient resources to snubfighter construction, and the sense of decline was compounded by the uncertainty over where the Preybirds were coming from. SoroSuub had been among the first major industrial conglomerates to declare for the New Republic fifteen years earlier.

In fact, the Preybirds had been sourced as part of a corrupt scam through Moff Vilim Disra and the banker Lord Graemon, constructed illegally on secret production lines under the control of the Cavrilhu Pirates. The entire scandal was exposed in 19 ABY, and while Preybirds would not have disappeared overnight, it is unclear how long the design remained in service with the Remnant. Few, if any, were seen in action during the Yuuzhan Vong War.

> "They're not being manufactured by the Empire. They're being scrounged from who knows where-probably some fringe pirate or mercenary gang. And they're being scrounged precisely because we're down to a single major shipyard and it can't keep up with demand for capital ships, let alone snubfighters."
>
> *- Admiral Gilad Pellaeon to Captain Ardiff*

Preybird II

Craft: Sorosuub Corporation: Preybird II
Affiliation: Various / New Republic
Era: New Republic + (Early)
Scale: Snubfighter
Length: 15 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (187.5); 28.5 Kg available
Consumables: 8 days (80 credit refuel)
Cost: 206,400 (New); 154,800 (Used)
Hyperdrive Multiplier: x2
Nav Computer: None, Uses Droid
Maneuverability: 2D
Space: 10
Atmosphere: 1,100 Km/H
Hull: 7D* + 2D+1 Armor; HP: 28 / AP: 27
2 Locations: Fore & Aft
Shields: 3D+1; Shield Points: 27 / Loc;
2 Generators: Fore & Aft
Sensors:
Passive 20/0D
Scan 40/1D
Search 60/2D
Focus 3/3D
Maximum 120/-2D
Weapons:
4 Heavy Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25

Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 9D; Nominal Damage: 6 (54)
2 Concussion Missile Launchers
Fire Arcs: Fore & Aft (Any)
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 40 Space Units
Atmosphere Range: 40 Km
Damage: 12D; Nominal Damage: 6 (72)
Ammo: 8 Advanced Missiles Fore & Aft

Sorosuub corporation went back to the drawing board after their failure with the Preybird which never entered into full production. They reached out to Incom corporation, who were in a financial crisis after the death of the Emperor, *and purchased the design rights to the original T-65A X-Wing.* They incorporated the design's best elements into an assault snubfighter that could easily outstrip the performance of the original craft. The new Preybird has seen moderate sales, and is often mistaken as an X-Wing series snubfighter by those facing it. *Most don't associate this craft to the original Preybird.*
Features:
- *Rugged Space Frame:* Treat the hull as if it were 50% stronger (repair, maintenance and modification costs are only derived from the base 4D+2 Hull).
- Easy to maintain, repair & modify: -1DR
- *Any Droid can perform in-flight repairs.*
- Old Preybird parts are interchangeable

R-41 Starchaser

Craft: Frei'Tek Inc. R-41 "Starchaser"
Affiliation: Various / Rebellion
Era: Old Republic +
Scale: Snubfighter
Length: 11 meters
Skill: Starship piloting
Crew: 1 or 2
Crew Skill: Varies
Cargo Capacity: (137.5); 40 Kg available
Consumables: 6 days (60-120 credit refuel)
Cost: 96,640 (New); 73,320 (Used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D+1
Space: 10
Atmosphere: 1,200 Km/H
Hull: 2D + 2D Armor; HP: 8 / AP: 24
Shields: 2D+1; Shield Points: 19
Sensors:
Passive 20/0D
Scan 35/1D
Search 40/2D
Focus 2/3D
Maximum 80/-2D
Weapons:
2 Medium Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 4 (24)

2 Ion Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 4D; Nominal Damage: 4 (16)
Concussion Missile Launcher
Fire Arcs: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 8D; Nominal Damage: 6 (48)
Ammo: 7 Missiles

The Starchaser is a solid Snubfighter capable of easily competing with the Z-95 Headhunter. A two-seat version, named the R-42 Starchaser, exists; however, this version, despite being *superior in some aspects*, proved less popular with the primary market of the R-41 and only a few hundred were ever built. Most don't even realize the difference, *so it's a gem just waiting to be bought.*

Features:
- Two Seat Model has no impact on consumable costs, has a x1 Hyperdrive & 2D+2 Shields (no consumable impact).
- -1 DR to all Repairs / Maintenance
- 2D of Armor added after field tests indicated it's hull was too fragile.
- The R-41 can be converted to a 2 seat craft at no penalty but increases refuel costs.

Sentry Gunship

Craft: Koensayr BTL-S3: Sentry
Affiliation: Various
Era: Old Republic (3 Eras Old, Discontinued)
Scale: Snubfighter
Length: 18 meters
Skill: Starship piloting
Crew: 1, Gunners: 3
Crew Skill: Varies
Cargo Capacity: (200); 100 Kg available
Consumables: 9 days (360 credit refuel)
Cost: 61,000 (Used Only)
Hyperdrive Multiplier: x3
Nav Computer: Limited to 2 jumps
Maneuverability: 1D+1
Space: 5
Atmosphere: 575 Km/H
Hull: 5D + 2D Armor; 2 Locs;
Fore & Aft; HP: 20 / AP: 24
Shields: 1D; SP: 8; 1 Generator
Sensors:
Passive 6/0D
Scan 21/0D+1
Search 42/0D+2
Focus 1/1D
Maximum 84/-3D+1
Weapons:
2 Light Double Blaster Turrets
Fire Arcs: 1 Fore/Port/Starboard/Aft & Dorsal,
1 Fore/Port/Starboard/Aft & Ventral
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-5/10/18

Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D; Nominal Damage: 4 (16)
Double Blaster Turret
Fire Arc: Aft
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 5D; Nominal Damage: 4 (20)

The Koensayr Sentry is theoretically one of the precursor designs for the Y-Wing. Designed as a systems patrol craft it leaves a lot to be desired, even in the era in which it was spawned. It is rugged and well armored, however and possesses barely passable shields for what the craft is designed to do: *acting as a screening snubfighter.* It's performance in Space and Atmosphere is terrible namely due to a design flaw in the engines & repulsors that made them rather inefficient. There are no quality of life amenities on this craft, crew must sleep in their gun-wells and the pilot in the cockpit acceleration chair. Rations are dispensed via a protein paste system. Waste reclamation had a bad tendency of backing up and not jettisoning and would flow back into pilots suits. The nausea and dysentery caused by this has been known to kill crew members.
Features:
*   **Reversed Sewage Feed:** *You can, literally, see the stink.*
*   **Shield Provisioning:** For a second generator (discrete Fore & Aft Arcs).

Sentry Gauntlet

Craft: Koensayr BTL-S4: Sentry Gauntlet
Affiliation: Various / Rebels / New Republic
Era: Rise of the Empire + (Late)
Scale: Snubfighter
Length: 18 meters
Skill: Starship piloting
Crew: 1 + 1 can coordinate, Gunners: 2
Crew Skill: Varies
Cargo Capacity: (225); 5 Kg available
Consumables: 9 days (360 credit refuel)
Cost: 246,400 (New); 184,800 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Atmosphere: 950 Km/H
Hull: 6D + 2D Armor; 2 Locs;
Fore & Aft; HP: 24 / AP: 24
Shields: 1D; SP: 8 / Loc; 2 Generators
Sensors:
Passive 24/1D
Scan 48/2D
Search 84/3D
Focus 4/4D
Maximum 168/-1D
Weapons:
2 Turbolaser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 8D; Nominal Damage: 5 (40)
2 Double Laser Turrets (Battery-Linked)
Fire Arcs: Dorsal & Ventral. All Arcs
Skill: Starship gunnery
Crew: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 5 (25)
2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship gunnery
Fire Control: 2D
Space Range: 20 Space Units
Atmosphere Range: 20 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 12 Torpedoes per Launcher

After the release of the Sentry Gauntlet by the long defunct *Sentry* division of Koensayr, the H-Wing was relegated to *parts only status,* and only built to fulfill special orders. The Sentry Gauntlet had the acceptance and market penetration that the H-Wing did not. While it's an expensive design, it finally achieved what Koensayr had attempted to do with the H-Wing. Originally designed for system patrol duties, as a spiritual successor to the Sentry. *It was re-worked to include Proton Torpedo launchers and a heavier armament,* after prototype field trials of the craft massively outstripped the H-Wing.
Features:
• Conventional Shitter

Sidewinder

Craft: Slayn & Korpil: Sidewinder
Affiliation: Various
Era: Old Republic (4 eras old)
Scale: Snubfighter
Length: 10 meters; 26 meter wingspan
Skill: Starship piloting
Crew: 1
Passengers: 1
Crew Skill: Varies
Cargo Capacity: (125): 22.5 kg available
Consumables: 18 days (360 credit refuel)
Cost: 50,040 (Used Only)
Hyperdrive Multiplier: x4
Backup Hyperdrive: x16
Nav Computer: Limited to 2 Jumps
Maneuverability: 1D+2
Space: 5
Atmosphere: 500 Km/H
Hull: 3D; HP: 12 / AP: 8;
3 Locs: (Port, Starboard & Midship)
Shields: 1D; SP: 8; 3 Generators
Sensors:
Passive 18/0D
Scan 27/1D
Search 36/1D
Focus 2/2D
Maximum 72/-3D
Weapons:
2 Heavy Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 6D; Nominal Damage: 4 (24)
2 Targeting Lasers
Primitive Fire Control Enhancers
Game Effect: +1 pip to Fire Control Each
Cost: ½ point each; **Weight:** 1.25 Kg/ea
2 Light Ion Cannons (Fire-Linked)
Fire Arc: Aft
Skill: Starship Gunnery
Fire Control: 2D+1
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 4D; Nominal Damage: 4 (16)

An attempt to create a long range, high endurance, Snubfighter. The craft actually was actually decent in the era in which it was released. It was considered ancient by the time of the Clone Wars. Possesses the signature, Slayn & Korpil, rotational cockpit. Some are still used due to the presence of amenities toward some comfort on long trips.
Features:
- Conventional Shitter & Sonic Shower
- Double Bunk
- Small Galley
- Entertainment Table
- **The craft can lose both wings:** With no penalty to the craft (other than having no guns and reduced consumables) 6.5 Days per wing, 5 off the Mid-ship without them.

Star Fox

Craft: Gallofree Yards: House Cadriaan
Shipwrights: SF-01 "Star Fox"
Affiliation: Various
Era: Early Rebellion +
Scale: Snubfighter
Length: 10 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (100): 30 Kg Available
Consumables: 5 days (50 credit refuel)
Cost: 90,000 (New); 67,000 (Used)
Hyperdrive Multiplier: x4*
Nav Computer: Limited to 2 jumps*
Maneuverability: 3D
Space: 8
Atmosphere: 950 Km/H
Hull: 3D; HP: 12 / AP: 8
Shields: 2D; Shield Points: 16
Sensors:
Passive 25/0D
Scan 40/1D
Search 50/1D+1
Focus 5/1D+2
Maximum 100/-2D+2
Weapons:
4 Light Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)

Light Concussion Missile Launcher
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 6D; Nominal Damage: 6 (36)
Ammo: 16 Missiles

The Star Fox is a late Gallofree Yards attempt to release an escort snubfighter that was in the works well before the company ran into financial troubles. It was designed to be highly competitive with any existing snubfighter that had been produced to date while retaining a low entry price point. It's the only craft to still be produced after Gallofree Yard's bankruptcy and subsequent reorganization. The snubfighter would live on after being acquired by a small investment group from House Cadriaan in the Tapani Sector. Cadriaan realized that the use of Manta fighters were overpriced and offered limited functionality. This acquisition allowed them to cheaply escort their cargo ships and have another marketable product to sell on a galactic basis. *They would keep Gallofree Yards alive, after acquiring all their assets, and refreshing their product lineup.*

Features:
- **Slaved Nav Computer:** for unlimited matching jumps (no roll).
- **Hyperdrive Synchronization:** up to x1 w/companion transports jumping in escort.
- Can restock in flight from freighters.

Starfury

Craft: Babylon Engineering, "Starfury"
Affiliation: Various; mostly pirates
Era: Old Republic + (Incredibly Rare)
Scale: Snubfighter
Length: 8.1 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (101.25); 63.75 Kg available
Consumables: 4 days (20 credit refuel)
Cost: 82,480 (New); 103,100 (Black Market)
Hyperdrive Multiplier: None
Nav Computer: None
Maneuverability: 6D; *Easily defies Star Wars Physics*
Space: 12
Atmosphere: None
Hull: 2D + 2D Armor; HP: 8 / AP: 24
Shields: *None*
Sensors:
Passive 15/0D
Scan 25/1D
Search 35/2D
Focus 0/0D
Maximum 70/-2D
Weapons:
6 Pulse Wave Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+2 (1D package)
Space Range: 1-2/6/12
Atmosphere Range: 100-200/600m/1.2 Km
Damage: 6D; Nominal Damage: 9 (54)
2 External Hard Points

Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 1D (slaved to main FC package)
Space Range: 30 Space Units
Atmosphere Range: 30 km
Damage: 9D; Nominal Damage: 6 (54)
(Typically 2 Missiles)

The Starfury is yet another craft that may be more frequently encountered in the Unknown Regions. Sometime around the height of the Galactic empire the one of the yards facilities, a battle-station, was discovered by the Empire. It was subsequently approached and an armed conflict arose and the defenders quite handily dispatched a smaller task force. The Empire sent an entire sector fleet and vaporized the space based yards facility. However, the space battle raged on with the Imperials taking severe damage from the Starfuries that remained long after the battle. The Empire eventually withdrew their ships, jumping away. The remaining ships were found by scavengers, all the pilots had died due to lack of oxygen because they had no ability to land on the nearby world with a breathable atmosphere.

Features:
- **No Repulsorlift Units:** These can be added to the craft for 10 Kg of Cargo Space. *Craft will burn up on re-entry without them.*
- **Reaction Mass Fuel:** Incredibly inexpensive to refuel the craft.

THE COST OF WAR

Inspired by "The Angriest Angel", an episode from the TV series Space: Above and Beyond

The Snubfighter Tactics Coordinator of the *Republic Guardsmen*, led his pilots in combat using holographic imagery captured from deployed holonet buoys from the bridge of the *Unyielding*. It was an old Rendili Bulk Cruiser that has been refit over the course of a decade to carry the armor and armament of a Rendili Dreadnought Cruiser from Old Republic Times. Commander Oliver Draven, one of many unsung heroes of the Rebel Alliance, was about to brief his pilots on a serious mission that was received a few hours earlier from New Republic Command. The message came from General Antillies, formerly the commander of *Rogue Squadron*. The message was sparse on details, however, one thing is very clear; the New Republic had another problem on their hands. It always seemed like the *Guardsmen* were fixing problems for the New Republic since they had been restored to operational status.

I recall briefing the details that the Yuuzhan Vong had apparently developed some sort of "Super Fighter". The Coral Skipper in question looked nothing like other Snubfighters that the Vong field and is had the words **Abandon All Hope** *scrawled on the side of its hull in crude Basic.*

First Briefing:
"This all comes after more than a squadron of pilots & a Corona Frigate were mercilessly destroyed by a, single craft. New Republic Command believes that this is some sort of isolated experiment, as it is the only craft of its kind seen in the weeks following the massacre of the squadron and the Capital Ship. New Republic Command's orders are to hunt the lone craft down, discover its base and destroy that facility as well." He Pauses for a moment "As we all are aware, Yuuzhan Vong craft are Bio-Genetically Engineered, essentially, grown. Thus the presence of the craft would indicate that a specific team of Vong Shapers are working on the technology to counter the New Republic. It is New Republic Command's belief that if the vessel is destroyed nothing can be learned from its field trials by the Yuuzhan Vong. Furthermore, if the place of its creation is discovered and destroyed nothing will be salvaged from the program."

I'm not telling them that the Rebel Alliance's adherence to that doctrine when facing the Empire wasn't correct. The Imperials managed to re-start the TIE Defender program after it was destroyed. It was nothing more than a temporary setback.

"We have at our disposal the fleet of ships which we command and word from New Republic Command that we will be supported in just over a week's time by elements of the 37th Fleet of the New Republic Navy. That task force is currently engaged with a Vong fleet in the Tapani Cluster. Once they finalize that engagement they will be free to send us support, but not before." *Stay on target, tell them the truth* "We can expect, as always, to receive no support from the New Republic. News of that engagement is not encouraging and the 37th may not prevail in that fight. Though, it seems that the Tapani House fleets have banded together and are moving to support their fleet action."

Command Ship; "Unyielding"
Refit Rendili Bulk Cruiser: 12 H-Wings, 12 Incom T-75s, 12 Z-95 SSR-1s, 1 R-42, 2 Transports

Fleet Carrier; "Wasted Space"
Quasar Fire Bulk Cruiser: 12 Z-95 AF4s, 12 Y-Wings, 12 T-65F X-Wings, 12 Z-95 MkIVs

Support Carrier; "Fools Luck"
CR90B Far Star Carrier: 12 Defenders, 6 Star Hammer IIs

Patrol Carrier; "Bad Medicine"
Nebulon B Refit: 12 Slayn & Korpil A-Wings,
1 YV-260 Picket, 2 Shuttles

Assault Carrier; "Block's Revenge"
Alderannian War Frigate II: 12 T-Wing Mk
II's, 12 Zebra II's, 1 VCX-820

"So, for you knuckle heads that can't count, that's one hundred thirty nine snubfighters, eight transports and two Gunships. Plus the backing of five Capital Ships. If New Republic Command thinks this is what it's going to take to reign this lone pilot and their experimental craft in, then you had sure as hell take this mission seriously. I know I am."

Our task force was more typical of what the Rebel Alliance would field ship wise and call it a fleet. Our ships were the closest "fleet" that could respond. Given how brutal the war with the Yuuzhan Vong had been thus far, the New Republic was forced to pull older ships out of mothballs and field anything that could fly. This *specific* task force was commanded by a former SpecOps agent, *turned minor fleet commander*, from the Rebellion Era. He maintained his ships and continued to field them in a *rogue capacity* after being disavowed by the New Republic during its formation. Back in the day, we were all ordered to return the Alliance Property to the New Republic command and disband our forces. That never happened, as Jim continued to press his fight with the various disparate Imperial Warlords scrambling for power over the years; not ceasing hostilities against ex-Imperial commands. That was, until the threat of the *extra galactic* Yuuzhan Vong required the New Republic, Imperial Remnant and every other galactic entity to fight side by side to stem the flow and brutality of the Vong invasion. Our SpecOps fleet had been absolved of past crimes and issued a letter of Marquee to engage the Yuuzhan Vong as Privateers for the New Republic. Amazingly, we were also recognized by the Imperial Remnant as "allies" and had done the odd job/support mission for them over the past year of their reinstatement. *That always felt weird but was growing on me.*

"Based on the limited intelligence we have on the ship",

that was recovered from a damaged flight recorder off an E-Wing Mark IV...

"we know the following, the E-Wing was the 9th fighter to be cut apart, and it all happened in roughly 15 seconds." Oliver pulls up recovered, grainy footage, from a damaged flight recorder. "This *Coral Skipper* is faster and more agile than anything we have encountered to date. You can expect the craft to maintain dog-fighting mobility and possibly even reverse course mid acceleration at any point in time. **Our ships can't turn like that**, so break engagement if need be and circle back with your squadrons to get another pass at cutting the craft apart."

"We know its weaponry is lethal, it took out a Corona Frigate by itself."

Letting that sink in for a moment

"It appears that **if** the entire linked trio of its weaponry doesn't strike a craft there is a possibility of survival based on how well armored your ships are. However, a triple linked shot from its main guns may very well cut most of our snubfighters apart on the first salvo. It, also, appears to break its weapons batteries to fire shots in rapid succession, with greater accuracy, during normal engagement. So expect this kind of behavior and be prepared for this craft to be spewing gobs of high velocity plasma at you unlike their average Coral Skippers."

The room was dead silent, a tension had crept into the "air" as the pilots realized what I had, The craft had ripped apart a dozen E-Wing Mark IV's. The latest the New Republic had to offer. They were always assigned to elite pilots...

"The craft is *invisible to sensors*, that's likely why the squadron was jumped and cut apart, seemingly, unaware. It also appears that the

pilot is superior to other Vong pilots we have faced. You'll all need to pick up your visual scanning as we enter each of the three most likely sectors we believe the craft to be based out of."

"Co-pilots in two man plus craft are mandatory. Use all weaponry at your disposal and let's cut this thing apart. Standard, *splinter fire*, shots need to be utilized just like with all other Vong craft in order to overwhelm the craft's barrier defenses."

"All of you need to at be paired when the dog fight begins. When the chaos ensues do you best to pair up with your wing-man, immediately. Watch each others backs out there, remember your training and may the Force be with all of you."

The Briefing concluded and the pilots all went and manned their ships.

After reaching the first sector they launched three squadrons of snubfighters to run patrol patterns. The sector consisted of a lot of nebula like pockets of gasses. A squadron of Z-95 AF4's got jumped, the other two patrol squadrons diverted to support the Z-95's and the rest of the snubfighters were scrambled to engage. With the capital ships bring up the rear. *18 snubfighters were lost, all pilots killed even if they ejected. It all happened in seconds.* The deadly Yuuzhan Vong craft fled prior to the capital ships getting into range and the fastest snubfighters pursued but could not pace the craft. A general heading was all that could be gained from the encounter.

After Action Report:
12 Z-95 AF4's from *Wasted Space*, 2 Z-95 SSR-1's from *Unyielding*, 3 Star Hammer II's from *Fools Luck*, & the VCX-820 from *Block's Revenge*

Remaining Forces: 122 Snubfighters, 8 Transports, 1 Gunship

The first encounter definitely shook up the crew a bit. Hell, who am I kidding? I lost friends...

Second Briefing:
"After analyzing whatever data could be gleaned from what footage we could capture" *from the shattered flight recorders of eighteen pilots* "suggests the hull of the craft has some sort of ablative sheath vs energy weapons. See, here, is what I'm talking about." *Shots bouncing off the hull of the Vong craft displayed on the briefing holo projector* "Clearly, you can see the craft's Void Generators drop, and I say **generators** in *plural* because it likely has no less than **two** Void Generators... *More than likely,* could be that it has three or four…"

"I hate to say it folks, but we are stuck *reacting* to this pilot for the foreseeable future. We are currently following the last known heading of the craft and it has led us into the nearby sector. Please be aware that this sector is littered with asteroid like debris and the fleet cannot easily support you. The area is anomalous with gravity wells and other hazards. Take extra precaution here and those of you that can use gravity wells to your advantage, do so. Again, watch one another and may the Force be with you all."

Navigating the sector proved to be incredibly tricky. Snubfighter formations were forced to break up their flights into pairs. This had the benefit of allowing the task force to cover more distance daily and also the detriment of separating the squadrons to a degree that made support slow to respond and hazardous to render. Holo coverage of the area was once again limited. Deployment of holo buoys was almost impossible due to all the drifting spacial debris. So, Oliver had to hope that the pilots training and perception would be enough. *Nothing about this mission was ideal.*

Once again the fighters were ambushed, though this time in isolated groups and it occurred so suddenly that two fighters were gone without warning or sensor indicators. It wasn't until the next pair was attacked that near by squadrons realized there was something amiss.

Luck would have it that a piece of space debris tumbled in front of a killing shot and the warning rolled out *"Bandit! Mark three point..."* and the message is cut off with the wing-man finishing the statement *"Lucas is gone! Mark three point two seven, I need support dammit! Where are you gu..."* The message was cut off with a scream and the crackle of static before she could finish her statement.

Fifteen more snubfighters were destroyed, however, the debris from the sector and the anomalous hazards made lingering around for killing shots difficult for the Yuuzhan Vong pilot. The Vong fighter bugged out after a few attempts to kill ejected pilots. *Though bastard tried, our pilots were terrified.*

After Action Report:
Fifteen snubfighters are destroyed, however, six pilots managed to eject and survive the ordeal. The initial two fighters destroyed were Defender's from *Fools Luck*. The second pair that spotted the Vong Bandit were Zebra II's from "Block's Revenge". *Eleven* T-65F X-Wings perish in the fighting from "Wasted Space". That squadron was the first to reach the Vong craft. *Two of them died from collisions with asteroids during the dog fight.*

Remaining Forces: 107 Snubfighters, 8 Transports, 1 Gunship

The bastard was picking us apart, it was time to try something different.

Third Briefing:
"Tracking the craft has been almost impossible, we have successfully swept this sector and there is no base here. The pilot clearly knows the area well, we are at a disadvantage and I've worked out a different plan for the next engagement. We are heading back to the original sector we entered first to sweep it and trap the pilot. Until now, the Vong pilot has managed to stay out of range of our Capital Ships. I aim to change that situation. I have located a dead celestial body in that sector that we will use as cover to place one of our ships in it's mass shadow. Using the ore content of the world to shield the ship. That ship will be dropping out of hyperspace in the planet's mass shadow. And traversing the rest of the distance to the planet as quickly as possible."

The view screen displays the maneuver and has the Nebulon-B pulling into the upper "atmosphere" of the dead world.

"The rest of the fleet will emerge from hyperspace here" *pointing to a position a few hundred Space Units from the planet* "Our fastest remaining squadrons will move out from the fleet in the general direction of that planet. Should you be engaged, run toward these coordinates on the planet. If you bug out at the moment of engagement you should be able to bring that craft directly in line with the *Bad Medicine's* tractor beams, which will already be active and waiting to catch the craft like a fly caught in a spider's web. At which point, we will tractor it in and kill the pilot or use the tractor beams to rip the ship apart."

It was a solid tactical plan. What could possibly go wrong? I remember thinking to myself. I finally thought we had the bastard.

Everything went according to plan, with the squadrons flying in formation and when the Vong craft engaged, *they all ran*, toward the hiding capital ship. The Vong craft gave chase, and the squadrons all broke formation exactly as they need to, directing the bandit

into no less than four, *overlapping*, tractor beams.

I saw it immediately, I swore out loud on the bridge when I realized the craft was completely immune to tractor beams...

"Navigator, calculate a micro jump there for the rest of our ships! Do it now!"

The calculations took minutes we just didn't have. That damn ship ignored our squadrons and focused on the Nebulon B and beat the hell out of it. By the time we got there the Vong pilot had bugged out with our fastest snubfighters in pursuit.

After Action Report:
No Snubfighter casualties, no craft losses. However, severe damage had been delivered to the *Bad Medicine*. It would take days to patch up the hull breaches... Fifty crew members were casualties to decompression and being vented into space.

The woman I was going to marry was on that ship. There are no words that can fully describe that pain. In the end, I could not feel hatred for the Vong pilot, only a desire make their deaths somehow meaningful.

Taking Action:
I addressed the fleet commander, directly, on the bridge. It wasn't ideal. However, this wasn't an ideal situation. My emotions were raging behind the veil of my composure for the benefit of my people. However, even that had it's limits.

"As it turns out, no New Republic assistance is in bound. It has been fifteen days and reports from front line fighting indicate that the 37th New Republic Fleet has been destroyed. Tapani House forces have continued the fight and have managed to start driving the Vong fleet back after the pounding they got from the 37th. They have nothing of significance to spare that can reach us in what I would call

any semblance of time. Of course, I am sure you are aware of all of this already."

The Fleet Commander looks at his subordinate officer questioningly.

James was a hard man, someone that had experienced loss over the decades and it didn't really affect him anymore. Sometimes I hated him for his lack of outward expression. I needed him to care, hell, we all needed him to care... However, he was too far gone. The years of attrition we faced had exacted their price. There wasn't much left to the man I once admired.

"And? *James asked*

"According to General Antillies it is imperative that our task-force find the construction facility and destroy it, with the the craft. No matter the cost."

His face was a mask of stillness. He didn't even react. That guise continued to eat at my calm. I had already lost countless pilots I had trained, others I had flown with and the woman...

The sensor operator chimed in
"Fleet Commander, I have identified a planet in the next system that appears to have been Vong formed. I have been analyzing the data from one of the worlds that the pursuit squadrons, from the last engagement, passed as they entered a nearby sector in pursuit."

That's it, I know what I must do

"I'm heading out there, alone. I will deal with this asshole and then you can shell that planet to your heart's content."

My outward stance became deadly

James didn't even give it a thought.
"I forbid you to go out alone; there is no way we can afford to lose our Snubfighter Tactics Coordinator. It's suicide."

"I have no choice." *Resolute in my decision*

James with a flicker of, something...
"You are insane; you haven't flown a combat mission in almost five years."

"I'm the only shot you have. I will not allow you to willingly throw lives at this pilot, again. It **has** to be me." *I think it was, at that moment, that I realized I should have left the fleet, and him, years ago.*

The brief flicker of life in Jim's eyes died
"I'm sorry but you're too valuable to lose."

"Don't give me that bullshit excuse! I've seen what you've done for our other ships in combat, in the past. You've pulled your cruiser up and eaten fire to save the Block and other ships on more than one occasion. You were risking the lives of more than 2,000 crew plus your own." *Thinking back it wasn't likely that he did it out of any concern at all for the crews, he only cared about the ships*

Jim was losing his footing in the conversation, that had just become a fight for his control over his subordinate commander. He didn't even see me as a friend anymore.
"That's different."

I was moving to exit the bridge

"The hell it is. The **only** reason why I put up with your bullshit is because you're a better Capital Ship Tactician than I am." *And you had been my friend for decades...*

Jim moved & blocked my path from the bridge
"You're a Brilliant Snubfighter Tactician, I can't lose you. You cannot go." *His delivery was flat, devoid of emotion.*

"Whole lot of good that's done us... This, *fucking brilliant*, tactical knowledge you seem to believe I possess. I can and I will go. I don't take orders from you. I **only** listen to your suggestions when they warrant listening to and there haven't been many of those in years... We're SpecOps, Jim, what are you

gonna do? Court Marshall me? Ah.. That's right, you can't, now get out of my way."

Everyone on the bridge had taken notice and were paying attention to the exchange

It was all about control with Jim. Control and empty threats to maintain control. Helluva time to realize that the fleet commander of our task force had been missing the entire time.
"Dammit… I could have to brought up on charges with the New Republic...for mutiny."
Finally, some fire followed by empty threats

"You can do that right after I go out into that sky", *pointing at the Fore bridge windows*, "roughly four to five hundred Space Units distant and I'm going to sit there and wait for that ace and his monstrosity to show up. Then, I will remove that abomination from **my** galaxy. Fly back here and drink a bottle of Corellian Scotch, as if it were his blood, to celebrate his death." *Then you can have me arrested for doing what we should have done all along. Command had made us soft. I aimed to remedy that situation, for myself. What are you going to do about it? I wondered.*

Jim choked for a moment and then backed down

"Flight deck, this is Commander Oliver Draven, prep my personal fighter. I will be there presently."

At that point I moved quickly, arriving in the launch bay in short order. I didn't notice anyone, focused on my task as I was. I grabbed my flight suit and donned it. Coming out of prep was different. I couldn't help but notice that damn near the entire ship had come to see me off. I paused for a moment, knowing this would be my last flight with the Guardsmen.

Running through pre-flight I configured my sensor suite to act as a blanket area sweep grid, with no real sensitivity applied to it.

Pilots surviving the engagements said that sensors were useless; however, all did indicate that sensors would deliver anomalous results just prior to the Vong Ace's arrival. I Configured the suite to map an area around my fighter that coincided with footage of my best guess on weapons range of the enemy craft. It was my hope that I would know when I needed to move my ass and go full evasive once the sensor grid did something odd. I hadn't flown the R-42 in combat, in years, that much Jim was right about. However, I knew it would be no different than getting onto that first speeder bike that I stole from the Empire..

I launched, tossing a quick salute to the assembled crew. Immediately upon leaving the hangar I received a message from Jim.

"If…" I cut off the transmission, flipping over to some harder edged music on the sound system I had installed in the R-42. Pulling away from the fleet, at around the 400 space unit mark, my Sensor suite "rippled".

The Aces
Throwing the craft into an immediate, evasive pattern Oliver scanned space for the craft. A reflection caught his eye, at the edge of his vision, indicating the craft and the angle of its attack; he pulled up to match it, in a head to head collision course. The Vong craft opened fire almost immediately after he lined up with it. Oliver deftly maneuvered the R-42, slipping around the shots with ease. When he reached his maximum range for his cannons, he began to release *splinter fire* at and into the enemy craft.

The Vong ship continued to absorb the shots until they passed one another. Turning as hard as Oliver could, to the point of *defying the limitations of physics*, he roughly matched and lined up with the Vong pilot.

Again, another head to head engagement. *Both pilots firing with focused precision* Splinter shots from Oliver's R-42 began to

land on the hull of the Vong craft as it overwhelmed the Barriers on the ship, he immediately switched from splinter fire to full linked fire control, pouring no less than 3 full damage shots into the ship, to no noticeable effect.

The return fire from the Vong pilot was much more savage this time around. The Vong pilot had clearly recognized the threat of the pilot it faced. One single snubfighter, had managed to breach its multiple defensive barriers' alone. Three plasma rounds, found their mark on Oliver's R-42; the first was ablated by his shields. The second broke the shields and slammed hard into the starboard engine array, followed by the third which caused an explosion and a pair of his engines to ignite. *An audible whine in the R-42 began to grow in pitch as the engines began to fail.*

Time to end this dance. Rolling hard, Oliver sought to break the firing lineup the Vong craft had and the two craft attempted to ***out turn*** one another. What seemed effortless for the Vong craft was utterly agonizing for Oliver, who was screaming through clenched teeth, bleeding from his nose and ears, as he turned the R-42 ***so hard*** *that its internal structure began to cry out in the agony of tortured metal.* He matched and got behind the bandit, pushing his R-42 faster and faster to remain on target all the while spraying fire all over the Vong ship.

Once the Vong had reached roughly the edge of Oliver's cannon range, it's fighter suddenly spun 180 degrees to line up with Oliver; *who was already unloading every Advanced Heavy Missile he had* directly into the Vong Coral Skipper. Which, *for a split second*, had stopped dead in its tracks to turn.

This is for you Julia. All eight of the missiles slammed into the Vong craft, exploding in rapid succession, across its hull. The flashes were so bright that it blocked out the details of

what was happening to the Vong Ace's ship. *Then Craft detonated*, splitting into pieces. Even those pieces were *atomized* under the sheer destructive firepower of the missiles and the R-42's unrelenting hail of fire as it closed, then flew through the fireball where the Vong Ace used to be.

He turned his R-42 around and flew back to the Bulk Cruiser. The R-42's Starboard and mid-ship engines were sputtering, while crackling with electrical fire and trailing thick plumes of gray white smoke. *Those engines died*, after seizing up completely about midpoint on his way back. *He did not notice*, lost in the thoughts of finally allowing himself to break composure and deal with the friends, family and the woman he had lost. The R-42 limped back, landed, cycled down and he began to climb out of the fighter. He would have fallen off the ladder, had three pilots not caught him.

Once I regained my footing, I pulled away from the pilots and walked from the docking bay. I grabbed my bottle and walked right past Jim, who was saying something. I didn't give a damn, and even if I had, I couldn't hear anything he was saying since I had blown out my eardrums in the dog fight. I sat in the lounge, for the last time. With that bottle of Corellian Scotch. I've always known who I was. But I will never know who he and she were together. **Looking at a holo picture of Julia and himself on Coruscant.**

The Death Raven

Craft: Frei'Tek Inc. R-42 "Starchaser"
Affiliation: Commander Oliver Draven
Era: Old Republic +
Scale: Snubfighter
Length: 11 meters
Crew: 1 + 1 Passenger, can coordinate
Crew Skill: 11D Piloting & Gunnery: *Snubfighter Ace Elite Path (Mastery)*
Cargo Capacity: (137.5); 7.5 Kg available
Cost: 215,448 (Current Value)
Hyperdrive Multiplier: x¾
Nav Computer: Yes
Maneuverability: 4D
Space: 14
Atmosphere: 1,200 Km/H
Hull: 3D+2 + 3D+2 Armor; HP: 14 / AP: 38
Shields: 4D; Shield Points: 32
Sensors:
Passive 25/1D+2
Scan 42/2D+2
Search 50/3D+2
Focus 3/4D+2
Maximum 100/-1
Weapons:
4 Medium Laser Cannons (Fire-Linked)
Fire Control: 4D+1
Space Range: 1-4/16/32
Damage: 9D+2; Nominal Damage: 6 (56)
4 Missile Racks
Fire Control: 5D+1 (custom package / ea)
Space Range: 40 Space Units
Damage: 14D+2; Nominal Damage: 6 (86)
Ammo: 2 Advanced Heavy Missiles / ea
Cost: 19,562.5 each (so modified); *Total:* 156,500 Credits *(In addition to current value)*

I told Jim, right before I walked away from the fleet "I know who I am, who and what I have lost. I carry them with me; in my heart, daily. You, however, have lost whomever you were a long time ago. You need to sort that shit out, before it kills you & the unit."

Two months later, the entire SpecOps task force was annihilated when Jim miscalculated, because he couldn't feel a damn thing anymore.

FOR OVER A THOUSAND GENERATIONS, THE JEDI KNIGHTS WERE THE GUARDIANS OF PEACE AND JUSTICE IN THE OLD REPUBLIC.

BEFORE THE DARK TIMES, BEFORE THE EMPIRE.

-OBI WAN KENOBI

Star Hammer II

Craft: SubPro Corp: TL-120 Star Hammer II
Affiliation: New Republic; various systems
Era: New Republic (Early)
Scale: Snubfighter
Length: 22 meters
Skill: Starship piloting
Crew: 1 or 2 (Co-Pilot), 4 Gunners
Crew Skill: Varies
Cargo Capacity: (275); 25 Kg available
Consumables: 11 days (660 credit refuel)
Cost: 310,000 (New); 232,500 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes (Full)
Maneuverability: 1D+2
Space: 8
Atmosphere: 950 Km/H
Hull: 5D + 1D Armor, 2 Locs: Fore & Aft
HP: 20 / AP: 16 Fore & Aft
Shields: 3D; 2 generators; SP: 24 Fore & Aft
Sensors:
Passive 45/1D+1
Scan 80/2D+2
Search 100/3D
Focus 5/4D
Maximum 200/-1D
Weapons:
4 Double Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D+1
Space Range: 1-3/12/25

Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 7D; Nominal Damage: 8 (56)
2 Dorsal Quad Lasers (Fire-Linked)
Fire Arcs: 1 Fore/Port/Aft,
1 Fore/Starboard/Aft
Skill: Starship Gunnery
Crew: 1
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)
2 Ventral Quad Lasers (Fire-Linked)
Fire Arcs: 1 Fore/Port/Aft,
1 Fore/Starboard/Aft
Skill: Starship Gunnery
Crew: 1
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)
2 Proton Double Torpedo Launchers
Fire Arc: Fore (Wing Tip Mounted)
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D
Space Range: 20 Space Units
Atmosphere Range: 20 Km
Damage: 10D; Nominal damage: 7 (70)/Wing
Ammo: 6 double shots per launcher
16 External Hard Points
Fire Control: Slaved to Torpedo Launchers
Ordinance: Varies

The SubPro Star Hammer II bomber was meant to be an engineering marvel and the initial foray of the newly reformed SubPro Corporation. Originally commissioned by the New Republic just a few short years prior to the Thrawn Crisis to fulfill a role that didn't exist. SubPro and Republic Engineering would work together on the design. The H-Wing hadn't truly caught on and New Republic command pitched the idea that SubPro produce a new type of fighter craft that would be capable of multi week endurance and hitting multiple targets as well as possessing strong anti snubfighter weaponry.

The project got off to a rocky start as SubPro and Republic engineers quarreled over design specifications, the overall look and feel of the craft, as well as, any number of other design nuances. The initial prototypes were rejected out of hand by the New Republic who had been relying on, primarily, single pilot craft. With the New Republic fielding older and refit Y-Wing designs with two crew, the thought of exceeding the H-Wing's three crew was almost unheard of and reminded commanders of a day when automation didn't exist... Which to be quite frank, no one remembered.

The second wave of prototypes fully automated the multiple systems and gun wells and when presented to the New Republic, it too, was rejected out of hand. The reasoning being that extreme automation was both expensive and ultimately circumspect in it's ability and quality. Field trials of the automated gunners were admirable against individual targets, however, the craft's defenses were easily overwhelmed by multiple craft of the doctrine that the New Republic typically faced, Imperial Warlords and massed waves of cheap snubfighters.

Returning to the drawing board for a third time the craft was redesigned with living gunners in enclosed pods and, essentially, was just a hyped up version of the initial model with enhanced targeting and tracking equipment. At this time Grand Admiral Thrawn began to terrorize the galaxy and the fighter was grudgingly pressed into service. In the handful of engagements it served in the craft performed admirably. However, in each of those engagements the New Republic was handily defeated by Thrawn and the blame initially fell upon the Star Hammer II in a degree that it shouldn't have. This ultimately scrapped the launch and the fighter was then discounted and sold to independent systems that needed a multi role heavy snubfighter and could not properly afford a capital ship. However, in this role the Hoersch-Kessel Drive *Gunstar* had, overall, utterly diminished the Star Mace's market penetration as a much more capable craft even though it was approaching within the range of a third of a used Corvette in cost.

The Star Hammer II was generally hated by crews assigned to it for missions longer than one day. While the gun wells had access to food dispensers and holo displays for entertainment, the gunners assigned to them could not enter the main ship. In fact, all they could do to stretch out was to open the hatch between Dorsal and Ventral gun wells and then dangle or reach upward.

The double Proton Torpedo launchers, while effective, were always seen as a waste of ordinance. The craft's ability to carry up to 8 discreet additional munitions never quite made up for this belief. In addition, these hard points were never provisioned to extend operational range of the craft with fuel, food and air. A design shortcoming to be certain, not that anyone would want to serve longer than 11 days on the craft to begin with...

The craft lacked an Astromech Droid, thus in-flight repairs were impossible and the only avenue was for gunners to exit the ship in space and tend to repairs with tethers.

The only upside was that the main cabin featured a small refresher and a single bunk. The inclusion of this feature only managed to further enrage gunners that only the cockpit personnel had access to it.

The "Used" price represents the "New" discounted price the craft eventually sold for.

T-16 Snubfighter

Craft: Shobquix Yards: T-16 Snubfighter
Affiliation: Various
Era: Rise of the Empire +
Scale: Snubfighter
Length: 5.2 meters; 12 meter wing span
Skill: Starship piloting
Crew: 1, 2 at no penalty
Crew Skill: Varies
Cargo Capacity: (65); 43.5 Kg available
Consumables: 3 days (30 credit refuel)
Cost: 41,520 (New); 30,924 (Used)
Maneuverability: 2D; 4D in a Gravity Well
Space: 5; 13 in a Gravity Well
Atmosphere: 1,300 Km/H
Hull: 1D; HP: 4 / AP: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive 12/0D
Scan 18/+2
Search 24/1D
Focus 6/1D
Maximum 48/-3D
Weapons:
2 Blaster Cannons (Fire-Linked)
Fire Arc: Fore; *Scale:* Speeder
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/6/9
Atmosphere Range: 100-300/600/900m
Damage: 4D; Nominal Damage: 4 (16)
Auto Blaster Battery
Fire Arc: Fore/Port/Starboard/Aft
Skill: Starship Gunnery
Fire Control: 3D*

Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D*; Nominal Damage: 5 (20)*
*Light Burst already factored in

Shobquix Yards has been mostly defunct for decades, barely hanging in there with what little royalty payments they do receive and their very few new craft sales. However, the current owners of the corporation stumbled across information about how Incom had acquired their repulsorlift technology from corporate espionage vs Shobquix Yards over a century ago and used it in the widely popular Subpro/Incom Z-95 series. *The very same technology that was incorporated into the Shobquix Yards Fireball Racer.* After some smart litigation on their part, Shobquix Yards came out with a sizable settlement, royalty rights on most of Incom's repulsorflit engines and the design rights to copy any model they wanted to from Incom's current arsenal. In addition, they forced the newly re-forming Subpro Corporation to pay them royalties on any future craft incorporating their technology. They chose the T-16 due to it's wildly recognized presence and then immediately introduced a Snubfighter based off of it, cheaper than anything else in the galaxy.
Features:
* *Performance benefits associated with Gravity Wells add nothing to the cost.*
* *5% discount if purchasing a squadron (12)*
* *10% discount if purchasing a wing (72)*
* No Ejection Equipment

T-20 "Pyramid" Heavy Strike Fighter

Craft: Incom Corporation: T-20
Affiliation: Various
Era: Old Republic (Discontinued)
Scale: Snubfighter
Length: 9 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (112.5); 40 Kg available
Consumables: 14 days (140 credit refuel)
Cost: 35,400 (Used Only)
Hyperdrive Multiplier: x4
Nav Computer: None, Uses Astromech Droid
Maneuverability: 1D
Space: 5
Atmosphere: 500 Km/H
Hull: 4D+2 + 2D Armor; HP: 18 / AP: 24
Sensors:
Passive 10/0D
Scan 16/+1
Search 24/+2
Maximum 48/-3D+1
Weapons:
2 Targeting Lasers
Primitive Fire Control Enhancers
Game Effect: +1 pip to Fire Control Each
Cost: ½ point each; **Weight:** 1.25 Kg/ea
2 Heavy Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D (Lasers factored in)
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 6D; Nominal Damage: 4 (24)
Torpedo Sphere Launcher
Fire Arcs: Fore
Skill: Starship Gunnery
Fire Control: 1D+2 (Lasers Factored in)
Space Range: 20 Space Units
Atmosphere Range: 20 Km
Damage: 8D; Nominal Damage: 6 (48)
Ammo: 6 Torpedoes

The Incom T-20 heavy Strike Fighter is an old design that came about when the first smaller Industrial Automation Astromech Droids were introduced, effectively precursors to the R1. Which allowed the craft of make between 5-8 jumps into hyperspace prior to having the Nav buffer wiped. The craft was called the Pyramid due to it's shape. It carries heavy a armament with some incredible Fire Control for the era, armor and overall craft durability. The craft predated the Z-95's introduction by at least three centuries. Testament to the craft's durability and excellent design, they are still seen plying the space lanes and can occasionally be found on sale at some dealerships.

Features:
- Enhanced Consumables
- Luxury Seating
- Small Refrigerated Storage Cube; to make cold sandwiches to vary the rations.
- +2 DR to Maintain

T-38 Heavy Strike Fighter

Craft: Incom Corporation: T-38
Affiliation: Various
Era: Old Republic (Discontinued)
Scale: Snubfighter
Length: 10 meters
Skill: Starship piloting
Crew: 1 + 1 at no consumable impact
Crew Skill: Varies
Cargo Capacity: (125); 0 Kg available
Consumables: 15 days (150 credit refuel)
Cost: 51,120 (Used Only)
Hyperdrive Multiplier: x3
Nav Computer: Limited to 4 Jumps
Maneuverability: 1D
Space: 6
Atmosphere: 600 Km/H
Hull: 5D + 3D Armor; HP: 20 / AP: 32
Sensors:
Passive 16/+1
Scan 24/+2
Search 32/1D
Maximum 64/-3D
Weapons:
4 Heavy Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 8D; Nominal Damage: 6 (48)

Concussion Missile Launcher
Fire Arcs: Fore (Any)*Skill:* Starship Gunnery
Fire Control: 0D (-2D Fire Control)
Space Range: 10/20/30
Atmosphere Range: 1/2/3 Km
Damage: 11D; Nominal Damage: 6 (66)
Ammo: 6 Heavy Rockets

The T-38 was the spiritual successor to the T-20. Never quite recognized as a true successor as it never incorporated a Droid socket. Introduced roughly a century after the T-20 the craft, it is equipped with a dazzling array weapons for the era. It was the most heavily armed, armored and provisioned craft of it's time. The cockpit is spacious and will easily accommodate another passenger. Some models actually had a twin seat in the cockpit that would allow one person to pilot while the other acted solely as a gunnery operator. Much like the T-20, the T-38 is still a relatively common sight on the space lanes. *Some individuals refer to it as either the W or M Wing, depending on who you talk to.*
Features:
- Enhanced Consumables
- Luxury Seating
- Small Galley
- Can support a second passenger with no consumable cost impact.
- +1 DR to Maintain

T-55 Space Superiority Snubfighter

Craft: Incom Corporation: T-55A
Affiliation: Various
Era: Old Republic (Discontinued)
Scale: Snubfighter
Length: 10.5 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (132); 132 Kg available
Consumables: 6 days (60 credit refuel)
Cost: 49,920 (Used Only)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 6 Jumps
Maneuverability: 2D
Space: 7
Atmosphere: 950 Km/H
Hull: 2D+2; HP: 10 / AP: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive 18/0D
Scan 27/1D
Search 45/2D
Focus 1/2D+1
Maximum 90/-2D
Weapons:
2 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

The Incom T-55 was originally envisioned as the next great snubfighter design. Originally, the craft was meant to compete with the Z-95, however, engineering delays drove Incom engineers back to the drawing board time and time again. The T-55 was almost the snubfighter that never was. After partnering with SubPro on the ARC-170 during the Clone Wars, the T-55 was still stuck in development hell. Engineering design flaws were pervasive throughout three prototypes and for a craft that should have debuted just before the Clone Wars, it was fast approaching it's expiration date. Incom engineers doubled down and finally ironed out the major flaws and then released the fighter in a state that simply could not compete with existing craft from KDY, Sienar Fleet Systems and the Joint Created Incom/Subpro ARC-170s. The fighter would be marketed to independent systems, outposts and on the Black Market as a modern snubfighter. Design elements from the craft made it into the T-65A and effectively perfected the T-55's design issues to create a truly stellar craft. You can consider the craft to be rushed out in an "unfinished state", however, that does not mean that this version was flawed. Simply not armed properly. They did fix it's issues.

Features:
- The existing weapons do not factor into weight for a loss of Cargo Space.
- Hull can be re-enforced up to 1D before considering modifications (3,000 Credits).

T-75 Personal Snubfighter

Craft: Incom Corporation: T-75 Light Fighter
Affiliation: Various
Era: Rise of the Empire (Mid) +
Scale: Snubfighter
Length: 7 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (88); 58 Kg available
Consumables: 4 days (40 credit refuel)
Cost: 83,200 (New); 62,400 (Used)
No Hyper/Nav: 62,000 (New); 46,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 5 jumps
Maneuverability: 3D
Space: 7
Atmosphere: 800 Km/H
Hull: 4D; HP: 16 / AP: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive 20/0D
Scan 40/1D
Search 55/1D
Focus 3/1D
Maximum 110/-3D
Weapons:
2 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)
The T-75 is the second product line to come

out of Incom directly after the I-7 Howlrunner. The craft is designed primarily as a small snubfighter that offers premium speed and standard Incom durability to those with less starting capital. Not to mention there is some belief that the Empire may have even had a hand in directing the development of the fighter. This is due to the fact that even though it's speed in space and Class 1 Hyperdrive would normally warrant permits or a mercenary's license, the craft has been green lit for purchase under Imperial guidelines by the general populace.

(There is an embedded tracking device in the ship, Rating 60 to locate).

The craft accepts almost any Incom designed components as "drop in" replacements. Things like better Fire Control packages, enhanced weapons Linkage and even enhanced repulsorlift units. Anything beyond that would come at the expense the craft's available cargo space. The T-75 is an incredibly small fighter that offers some premium perks and the ability to upgrade it over time. It has been highly successful for the company since it's introduction and several smaller entities have purchased the craft for planetary defense and system safety.

There is even a version without the Hyperdrive. *Adding one to this version is another simple drop in due to it's design with a Hyperdrive in mind (no cargo loss).*

T-85 Heavy Snubfighter

Craft: Incom Corporation:T-85 Heavy Fighter
Affiliation: Various
Era: Rise of the Empire (Late) +
Scale: Snubfighter
Length: 11 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (137.5); 67.5 Kg available
Consumables: 6 days (60 credit refuel)
Cost: 101,600 (New); 77,200 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 5 jumps
Maneuverability: 3D
Space: 8
Atmosphere: 1,000 Km/H
Hull: 5D; HP: 20 / AP: 8
Shields: 1D+2; Shield Points: 14
Sensors:
Passive 20/0D
Scan 40/1D
Search 55/1D
Focus 3/1D
Maximum 100/-3D
Weapons:
2 Heavy Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 8D; Nominal Damage: 5 (40)

The T-85 is the third product line to come out of Incom after the Empire Nationalized the company. The craft was designed primarily as a heavy snubfighter that offers premium speed and standard Incom durability to those with less starting capital. The Empire definitely had a hand in directing the development of the fighter. The craft has been green lit for purchase under Imperial guidelines by the general populace.

(There is an embedded tracking device in the ship, Rating 60 to locate).

The craft accepts almost any Incom designed components as "drop in" replacements. Things like better Fire Control packages, enhanced weapons Linkage and even enhanced repulsorlift units. Anything beyond that would come at the expense the craft's available cargo space. The T-85 is a really decent heavy snubfighter that offers some premium perks and the ability to upgrade it over time. Like the T-75, the T-85 has been successful for the company and is sold primarily to allies of the Empire (actual Imperial allies).

Several Imperial units have adopted the T-85 in place of their more traditional TIE Fighters due to the craft's performance being generally on par with TIE/Ln snubfighters and almost in line with TIE/In craft as well. Many special operations groups in the Empire utilize the craft to "fly under the radar" of being identified directly as Imperials.

Thunderfighter

Craft: NEO Yards, "Thunderfighter Mk I"
Affiliation: Various Independent Systems
Era: Rise of the Empire + (Incredibly Rare)
Scale: Snubfighter
Length: 10.4 meters
Skill: Starship piloting
Crew: 1 + 1 Passenger
Crew Skill: Varies
Cargo Capacity: (130); 90 Kg available
Consumables: 6 days (120 credit refuel)
Cost: 92,000 (New); 69,000 (Used)
Hyperdrive Multiplier: x4
Nav Computer: Yes, limited to 4 jumps
Maneuverability: 2D
Space: 6
Atmosphere: 750 km/H
Hull: 4D; HP: 16 / AP: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive 25/0D
Scan 35/1D
Search 50/1D+2
Focus 5/2D
Maximum 100/-2D+1
Weapons:
8 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+1; (Linkage bonus only)
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 8D; Nominal Damage: 10 (80)

The NEO Yards Thunderfighter is one of many oddities that came out of independent systems that acquired technology after encountering the Galactic Republic.   The design incorporates galactic technology that the corporation could produce easily with local assets and was designed with the philosophy that superior firepower could be achieved through volume of fire. They would prove to be correct, in linking 8 easily produced light laser cannons together into one massive array. While the craft's performance isn't utterly noteworthy, aside from it's cannon armament, it is more or less in line with many snubfighters in the era. A rather amazing engineering feat for some unknown engineering corporation in the Unknown Regions of the galaxy.

The main selling point on the Thunderfighter is the fact that it will accept almost any part from any Snubfighter of "like" design.
Features:
- **Universal Engine Mounts:** Any Twin Engine fighter can be used to either swap the engines outright or for parts to modify their own (including TIE craft of any size).
- **Primitive Burst Fire:** The volume of fire the craft emits treats the weapons as if they are *Burst Fire* for the purposes of damaging certain craft (Yuuzhan Vong).
- **Armor Provisioning:** The craft can add up to 1D of Armor at no penalty or loss of Cargo Space.

TIE Brute

Craft: Sienar Fleet Systems: TIE/Rb
Affiliation: Empire
Era: Rise of the Empire (Early) +
Scale: Snubfighter
Length: 8.9 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (111.25); 41.25 Kg available
Consumables: 5 days (50 credit refuel)
Cost: 85,000 (New); 63,000 (Used)
Maneuverability: 2D; 1D in Atmosphere
Space: 9
Atmosphere: 1,000 Km/H
Hull: 3D + 2D Armor; HP: 12 / AP: 24
Shields: *None, Provisioned for 1D Generator*
Sensors:
Passive 20/0D
Scan 40/1D
Search 60/2D
Focus 2/3D
Maximum 120/-2D
Weapons:
Double Turbolaser Battery
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 2-5/15/30
Atmosphere Range: 100-500m/1.5/3 Km
Damage: 8D; Nominal Damage: 5 (40)

The TIE/rb heavy snubfighter, also known as the heavy TIE fighter, TIE brute or the Infiltrator is a variant of the TIE line snubfighters used by the Galactic Empire, distinguished by its extra pod housing more powerful laser cannons. Some Imperial admirals were wary of its development, believing it would reduce the need for larger support vessels. Like all TIE models, they are manufactured by Sienar Fleet Systems, and feature twin ion engines and micro-corrugated solar collector panels, with the power being transferred via a conduit located between the panel and the engine systems. The pilot is assisted by a MGK-300 Droid brain, which acts in a similar manner to an Astromech counterpart.

Features:
- Droid Brain assists in targeting, +1D competency bonus to pilot's Gunnery Skill, has a 4D Piloting Skill, 4D Starship Repair Skill & is provisioned with a 4D Navigation Package.

TIE Clutch

Craft: Invidious Industries: TIE-Tri "Clutch"
Affiliation: Ex-Moff Leonia Tavira
Era: New Republic (Early) +
Scale: Snubfighter
Length: 6.2 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 4D
Cargo Capacity: (77.5); 7.5 Kg available
Consumables: 3 days (30 credit refuel)
Cost: 84,000 (New); 60,000 (Used)
Maneuverability: 3D+1
Space: 11
Atmosphere: 1,350 Km/H
Hull: 2D+2; HP: 10 / AP: 8
Shields: 1D+2; Shield Points: 14
Sensors:
Passive 15/0D
Scan 30/1D
Search 50/2D
Focus 3/2D
Maximum 100/-2D
Weapons:
2 Laser Medium Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 5 (30)
4 Light Ion Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 4D; Nominal Damage: 6 (24)

The TIE-Tri is a specialized space superiority snubfighter used by Leonia Tavira's Invidious pirates. These ships are manufactured at a modified TIE production facility under Tavira's control. The bottom two solar panels serve as landing gear (it can dock upside down to TIE racks). It's armed with one laser cannon & a pair light ion cannons mounted on either side of the cockpit. The sides of the cockpit have been altered to add view-ports, giving the pilot more visibility. New Republic fighter pilots gave it the nickname "clutch," because the solar panels seem to be clutching the ball cockpit between them.

Features:
• Ejection Seat
• Solid Atmospheric Performance
• 2 External Hard-points can be added

TIE Guardian / Bakuran System

Craft: Bakuran Engineering: TIE Guardian
Affiliation: Bakuran Sector
Era: New Republic +
Scale: Snubfighter
Length: 9 meters; 7 meter wingspan
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (200); 20 Kg available
Consumables: 8 days (80 credit refuel)
Cost: 135,200 (New); 101,400 (Used)
Maneuverability: 3D; 2D in Atmosphere
Space: 10
Atmosphere: 1,200 Km/H
Hull: 3D; HP: 12 / AP: 8
Shields: 1D+2; Shield Points: 14
Sensors:
Passive 20/0D
Scan 40/1D
Search 60/2D
Focus 3/3D
Maximum 120/-2D
Weapons:
4 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 6 (30)
2 Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 7D; Nominal Damage: 6 (48)
Ammo: 12 Missiles per launcher

Bakuran Engineers are renowned for their ability to reverse engineer Imperial technology and advance it in interesting ways. Take for example the Bakuran Star Destroyer. They managed to create a Star Destroyer every bit as lethal as a 1,600 meter KDY Imperial I at only 850 meters and it's also efficient and scaled as a Battleship. Their TIE Guardian takes the base TIE fighter to new levels increasing performance in atmosphere, hull strength and adding shields. The cannons were doubled above and below the cockpit, utilizing locally built guns they retain the effectiveness of standard TIE guns but also have *twice the Fire Control*. Designed to also act as a long endurance bomber the craft utilizes both *length values* to derive cargo space and consumables.

Features:
- Atmosphere in cockpit
- **Refresher Cockpit:** allows the pilot to bathe on extended tours.
- Ejection Seat & Landing Gear
- **Emergency Features:** Crippled craft maintain some sort of flight control even if the main drives are destroyed, Space: 2 & 200 Km/H for a controlled crash landing.

TIE Hunter

Craft: Sienar Fleet Systems: TIE Hunter
Affiliation: Empire
Era: Rise of the Empire +
Scale: Snubfighter
Length: 9 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D+1
Cargo Capacity: (134); 59 Kg available
Consumables: 10 days (100 credit refuel)
Cost: 152,800 (New); 114,600 (Used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 3D
Space: 11
Atmosphere: 1,250 Km/H
Hull: 2D; HP: 8 / AP: 8
Shields: 2D; Shield Points: 16
Sensors:
Passive 25/1D
Scan 40/2D
Search 60/3D
Focus 4/3D+2
Maximum 120/-1D
Weapons:
4 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)

Twin Ion Cannon Battery
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 3D; Nominal Damage: 5 (15)
Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 20 Space Units
Atmosphere Range: 20 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 12 Proton Torpedoes

The TIE Hunter was designed specifically for the Empire's Storm Commando units. The core of the design was based off the TIE Interceptor. The craft was extended by 2.4 meters, they reworked the interior to allow for a storage area to accommodate mission gear. Furthermore, the design has an external hard-point on the ventral hull that will allow it to carry a speeder bike. With the larger chassis they were now able to extend it's consumables to the Empire's specifications.
Features:
• **External Hard Point:** Speeder Bike
• Landing Gear
• Ejection Seat
• Excellent Atmospheric Performance
• **Enhanced Auxiliary Power:** 2D

TIE Interceptor / Pentastar Alignment

Craft: Pentastar Yards: TIE Interceptor /P
Affiliation: Pentastar Alignment / Various
Era: New Republic +
Scale: Snubfighter
Length: 6.6 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (83); 3 Kg available
Consumables: 3.3 days (33 credit refuel)
Cost: 89,600 (New); 67,200 (Used)
Refit Cost: 12,000 Credits
Maneuverability: 3D+2; 2D in Atmosphere
Space: 12
Atmosphere: 1,250 Km/H
Hull: 3D; HP: 12 / AP: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive 25/1D
Scan 40/2D
Search 60/2D
Focus 4/2D+2
Maximum 120/-2D
Weapons:
4 Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 7 (42)
2 Concussion Missile Racks
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
*Fire Control: *Slaved to Main Guns*
Space Range: Varies
Atmosphere Range: Varies
Damage: Varies
Ammo: 2 Missiles per Rack

The Pentastar Alignment took the base TIE Interceptor and leveraged it to become one of their mainstay fighters. Like with most ex-Imperial Warlords the Pentastar Alignment attempted to advance the development of the TIE design themselves. The design was re-engineered as a field refit package to existing TIE Interceptors. This allowed existing TIE Interceptors to be easily updated.

The engineering refit is so popular that many other Warlords obtained it and outfitted their Interceptors with it. While most of this happened after the Pentastar Alignment had already fallen, there were more than a few Warlords the Alignment traded the technological refit to for resources and aid.

While the initial focus had been to create a refit package, it was formalized into a mass produce-able design by the Pentastar Alignment prior to their collapse (reflected in the prices listed).

Features:
- Ejection Seat
- **Shield Provisioning:** for up to a 2D Generator at no loss of Cargo Space.
- Mounting points for Hyperdrive sled and double consumables.

TIE Phantom

Craft: Sienar Fleet Systems: TIE Phantom
Affiliation: Empire
Era: Rise of the Empire (Discontinued?)
Scale: Snubfighter
Length: 14.6 meters
Skill: Starship piloting
Crew: 2 (co-pilot is the gunner)
Crew Skill: Typically 6D
Cargo Capacity: (182.5); 2.5 Kg available
Consumables: 8 days (160 credit refuel)
Cost: 362,000 (New & Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 3D
Space: 11
Atmosphere: 1,000 Km/H
Hull: 2D; HP: 8 / AP: 8
Shields: 1D+2; Shield Points: 14
Sensors:
Passive 40/3D
Scan 80/5D
Search 130/5D+2
Focus 7/6D
Maximum 260/1D+2
Weapons:
5 Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 8D; Nominal Damage: 8 (64)

Stygium Crystal Cloaking Device
Game Effects: Renders the craft completely invisible to all sensors and it looses all sensor bonuses including Passive sensors. Visual sighting can only be used. The craft must drop out of cloak to fire, jump to hyperspace, raise shields, etc. *Activation/Deactivation:* 1 FA

Self Destruct Sequence: If a proper clearance code is not entered when ship is powered down a sequence of shaped charges are activated five minuets after power off, to keep the Phantom from falling into Rebel hands. It's damage is to internal systems only and causes a 4D *Static* explosion, internally.

After the battle of Yavin and the destruction of the Death Star, the Rebel Alliance proved they were a serious threat to the Empire. The Empire responded with new technology and weapons such as the Dark Trooper project and the TIE Phantom. The research, under Admiral Sarn, was conducted in the Dreighton Nebula; the site of a major battle in the Old Republic was rumored to be haunted with ships mysteriously disappearing. This was the perfect cover for a top secret facility.
Features:
• Self Destruct Sequence
• Cloaking Device

TIE Recon / Pentastar Alignment

Craft: Pentastar Yards: TIE Recon /P
Affiliation: Pentastar Alignment / Various
Era: New Republic +
Scale: Snubfighter
Length: 6.8 meters
Skill: Starship piloting
Crew: 1 (2 can be carried at no penalty)
Crew Skill: Typically 6D +
Cargo Capacity: (100); 60 Kg available
Consumables: 3.5 days (35 credit refuel)
Cost: 116,800 (New); 87,600 (Used)
Maneuverability: 3D+2; 2D in Atmosphere
Space: 12
Atmosphere: 1,200 Km/H
Hull: 2D+2; HP: 10 / AP: 8
Shields: 2D; Shield Points: 16
Sensors:
Passive 45/1D
Scan 75/2D
Search 105/4D
Focus 10/5D
Maximum 210/0D
Weapons:
2 Light Pulse Lasers (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D*; Nominal Damage: 5 (25)
*Light Burst already factored in

Enemy Targeting Scrambler
Fire Arcs: All
Activation: 1FA (once, to turn on)
Space Range: Self
Atmosphere Range: Self
Damage: -2D to Opposed Fire Control vs the TIE Recon.

The TIE Recon is the Pentastar Alignment's take on Sienar Fleet System's TIE/Rc. Rather than being a simple refit package like the Pentastar Alignment's TIE Interceptor, this is a fully fledged TIE Variant that they produce. The craft is incredibly effective and a spiritual successor of the TIE /Rc.

The craft was so well received that it became a common sight in many other Imperial Warlord's arsenals as well. Once again, it would appear that the Pentastar Alignment leveraged their production capabilities to produce a superior reconnaissance craft. The snubfighter was sold extensively to other warlords, allies and anyone who would purchase it. Thousands of these snubfighters were produced and they would continue to be produced long after the Pentastar Alignment crumbled, by a myriad of governments.

Features:
- The Targeting Scrambler is *stolen technology* from Hyrotii Vehicle Works.
- Ejection Seat
- Mounting points for Hyperdrive sled and double consumables.

TIE Scout

Craft: Sienar Fleet Systems: TIE Scout
Affiliation: Empire / Various
Era: Rise of the Empire +
Scale: Snubfighter
Length: 8 meters
Skill: Starship piloting
Crew: 1 (2 can be carried at no penalty)
Crew Skill: Typically 6D +
Cargo Capacity: (100); 60 Kg available
Consumables: 12 days (120 credit refuel)
Cost: 157,000 (New); 118,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 3D
Space: 11
Atmosphere: 900 Km/H
Hull: 4D; HP: 16 / AP: 8
Shields: 2D; Shield Points: 16
Sensors:
Passive 32/1D
Scan 60/2D
Search 90/4D
Focus 8/5D
Maximum 180/0D
Weapons:
2 Pulse Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D*; Nominal Damage: 6 (36)

Light Burst already factored in

The TIE Scout effectively inherits design elements from the Republic TIE and the TIE Advanced x1. Designed as a lower maintenance version of the Lone Scout with similar mission profiles, as well as, enhanced endurance and bolstered combat capabilities. Its one of very few TIE fighters to feature full atmosphere and all safety features with it's sealed cockpit acting as an escape vessel with a Space of 3 & and Atmosphere speed of 300 Km/h, Hull: 2D. The Cockpit itself has 4 days of consumables. The craft's performance does **not** degrade in atmosphere / Gravity Wells. *The center of the ship is robust and is designed to act as small living quarters.*

The craft was designed to be used by elite operatives on solo missions. Typically, these are just superior combat pilots trained as Scout Troopers as well.

Features:
- Auto Chef
- Bunk
- Small Refresher
- Enhanced Consumables
- Holo Communicator
- Holovid Viewer
- Survival Backpack
- Set of Scout Armor & Gear
- Excellent Atmospheric Performance
- Landing Gear

TIE Systems Scout

Craft: Sienar Fleet Systems: TIE/SSc
Affiliation: Empire / Various
Era: Clone Wars (Late, Discontinued) +
Scale: Snubfighter
Length: 13.8 meters
Skill: Starship piloting
Crew: 1 + up to 4 passengers / engineers
Crew Skill: Typically 5D
Cargo Capacity: (172.5); 152.5 Kg available
Consumables: 7 days (350 credit refuel)
Cost: 66,400 (Stock & Used)
Maneuverability: 2D; 1D in Atmosphere
Space: 8
Atmosphere: 750 Km/H
Hull: 5D + 1D Armor; HP: 20 / AP: 16
Shields: *Varies*
Sensors: *Varies upon mounted package*
Weapons:
4 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)
(Standard Base weapons package, can be adjusted to mount any number of weapons up to four cannons of varying firepower).

The TIE Systems Scout is an early model TIE Scout Craft that was a test bed for many systems later developed and miniaturized for the much smaller TIE series. The craft was designed along more traditional routes and almost immediately fell out of popularity with Imperial commands due to it's size more than anything else.

The TIE Systems Scout remained the official Sienar test platform for all field tests of any technologies they would eventually migrate into other craft. This was because of space, Sienar had much more flexibility for testing new technologies in a craft that had the room to make modifications. These craft, typically, carried numerous systems simultaneously and were somewhat modular in design so that new systems could be dropped in with little effort, while others were removed or remained as necessary. *The design would actually become the platform from which Grand Admiral Thrawn would build the Scimitar Assault Bomber.*

Features:
- Semi Modular: -1DR to Modify
- Provisioned for Shields up to 3D
- Armor is modular and swaps in and out easily, provisioned for up to 3D of Armor plating at no performance penalty to the craft.
- Provisioned for a Hyperdrive and a Nav computer.
- Provisioned for a Tail Gun

Torrent

Craft: Slayn & Korpil: V-19 "Torrent"
Affiliation: Old Republic; various systems
Era: Old Republic; (out of production)
Scale: Snubfighter
Length: 6 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (75); 10 Kg available
Consumables: 3 days (30 credit refuel)
Cost: 68,775 (Used); 56,290 (No Hyperdrive)
Hyperdrive Multiplier: x1 (Escort Model)
Nav Computer: Yes (Full)
Maneuverability: 3D+1
Space: 9
Atmosphere: 1,150 Km/H
Hull: 3D+1; HP: 13 / AP: 8
Shields: 1D+1; Shield Points: 11
Sensors:
Passive 20/1D
Scan 35/2D
Search 55/3D
Focus 4/3D+2
Maximum 110/-1D
Weapons:
2 Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D+1
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 5D; Nominal Damage: 4 (20)

Concussion Missile Launcher
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 30 Space Units
Atmosphere Range: 30 km
Damage: 8D; Nominal Damage: 6 (48)
Ammo: 6 Missiles

The V-19 is unique in that it has two pairs of folding airfoils (S-foils) that gave the ship added maneuverability and provided pilots with easy access to the cockpit's sliding canopy. The lower, hinged S-foils coupled with enhanced repulsorlift engines makes the V-19 an exceptional vertical take-off and landing (VTOL) fighter.

This is a real gem of the Clone Wars, pretty hard to find a snubfighter this size with this level of capability. The models factored with a Class 1 Hyperdrive are only seen on the Escort Models, which were a bit more rare. The models without a Class 1 Hyperdrive will accept any snubfighter grade Hyperdrive at no additional loss of space because it's engineered with the Hyperdrive in mind. It's open market value truly fails to capture the snubfighter's actual value as a combat capable craft.

Features:
• **Difficult to find parts:** +1DR to Maintain
• Base Model Provisioned for Hyperdrive
• **Hard to Modify:** +1DR to mod

Toscan 8-Q

Craft: Shobquix Yards: Toscan-class
Affiliation: Various, Pirates, Rebel Alliance
Era: Old Republic (Discontinued)
Scale: Snubfighter
Length: 10.2 meters
Skill: Starship piloting
Crew: 1 + 1 Passenger (at no cost)
Crew Skill: Varies
Cargo Capacity: (127.5); 80 Kg available
Consumables: 5 days (50 credit refuel)
Cost: 27,000 (Used)
Hyperdrive Multiplier: x4
Nav Computer: Limited to 2 Jumps
Maneuverability: 1D; 2D in Gravity Well
Space: 5; 8.5 in Gravity Well to 120 Units
Atmosphere: 850 Km/H
Hull: 3D; HP: 12 / AP: 8
Sensors:
Passive 15/0D
Scan 25/+1
Search 50/1D+2
Focus 2/2D
Maximum 100/-2D+1
Weapons:
2 Pulse Wave Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-2/6/12
Atmosphere Range: 100-200/600m/1.2 Km
Damage: 5D; Nominal Damage: 4 (20)

Concussion Missile Rack
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 6D; Nominal Damage: 6 (36)
Ammo: 2 Missiles

The Shobiquix Yards *Toscsan 8-Q* is ancient, yet it still manages to possess a number of decent capabilities. It has a decent armament & good sensors. Plus, the signature repulsorlift technology that Shobiquix is known for. The snubfighter excelled in combat during its era and millions were constructed and sold. It is the ancient predecessor of both the Fireball and the *Y-Wing*. Koensayer would steal design elements learned on the craft, *through corporate espionage*, incorporating them into the Y-Wing. Koensayer believed the company to be dead. *There is a lawsuit in the works by Shobquix (the copyright trolls of Star Wars).*

Features:
- Increased hull to 3D
- Gravity Well Performance doesn't factor into the cost of the ship.
- Roomy Cockpit: +1 Passenger or Bunk
- Can add 1D of Armor at no penalty; Cost: 2,400 Credits instead of 3,000 aftermarket.
- Shield Refit Kit (1D): 2,400 Cr & 15 Kg
- Hyperdrive Refit Kit (x2): 3,200 Cr

T-Wing II

Craft: Hyrotii Vehicle Works: T-Wing Mk II
Affiliation: New Republic / Rebel Alliance
Era: Late Rebellion +
Scale: Snubfighter
Length: 10 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (125); 10 Kg available
Consumables: 5 days (50 credit refuel)
Cost: 155,200 (New); 116,600 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Limited (2) + Droid -1DR
Maneuverability: 3D+2
Space: 11
Atmosphere: 1,300 Km/H
Hull: 4D+2; HP: 18 / AP: 8
Shields: 2D+2; Shield Points: 22
Sensors:
Passive 35/1D
Scan 40/1D
Search 50/2D
Focus 5/3D
Maximum 100/-2D
Weapons:
3 Turbolaser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 7D; Nominal Damage: 6 (42)
2 Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 40 Space Units
Atmosphere Range: 40 km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 3/launcher; Advanced Light Missiles
Enemy Targeting Scrambler
Fire Arc: All
Activation: 1FA (once, to turn on)
Space Range: Self
Atmosphere Range: Self
Damage: -2D to Opposed Fire Control vs the T-Wing II.

The Hoersch & Kessel T-Wing design wasn't turning the expected profit and their Binary Wing failed to correct their issues with sales of the T-Wing (it continued the trend of failures with the T-Wing), so they sold the design to Hyrotii Vehicle Works for a fraction of it's value. Hyrotii corrected it. Prototypes were fielded near the end of the Galactic Civil War, with more than a few participating in the Battle of Endor. The fighter performed admirably. Leveraging their sales ties with the Rebel Alliance from the Zebra II, Hyrotii began to sell the T-Wing II to the fledgling New Republic, exclusively. Sporting two massive engines instead of three and an inverted S-Foil wing design among other triumphs like the boosted Nav system & an efficient use of the targeting scrambler for the craft.

Ugly Creation

Craft: Various: Cobbled together Snubfighter
Affiliation: Various
Era: All
Scale: Snubfighter
Length: Varies Wildly
Skill: Starship piloting
Crew: Varies
Crew Skill: Varies Wildly
Cargo Capacity: Varies
Consumables: Varies
Cost: Varies
Hyperdrive Multiplier: Varies
Nav Computer: Varies
Maneuverability: Varies
Space: Varies
Atmosphere: Varies
Hull: Varies
Shields: Varies
Sensors:
Varies
Weapons:
Varies Wildly
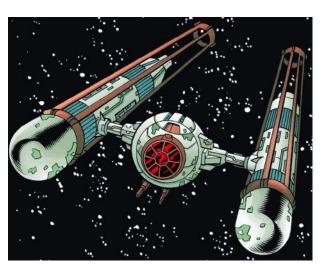
An Ugly is any ship that has been cobbled together from various other craft. Typically these craft are maintenance nightmares. However, some combinations of parts can yield amazing results. Most of these creations are utilized by down on their luck pilots and pirate groups that don't have the resources for formalized equipment. The possibilities are nearly limitless on the types and shapes of vessels that might be encountered. There are a couple, universal, rules to consider when cobbling together an Ugly.

Rules:
- Difficulty to assemble is Moderate (15) + 5 per additional craft type after the second.
- For every craft blended after the second add +1 DR to the difficulty to maintain.
- Hull values are determined by adding all the craft so combined and then dividing that in ½ (carry odd pips remaining over). **Example:** 4D Hull X-Wing & 3D Hull TIE Interceptor = 4D x 3 = 12 Pips + 3D x 3 = 9 Pips = 21 Pips /2 = 10.5 = 3D+1 Hull
- Maneuverability acts in the same fashion as the hull values do above.
- If both craft don't possess a hyperdrive and your craft will, then double the value of the hyperdrive for the worse: X-Wing Hyperdrive = x1, TIE Fghter = No Hyperdrive = x2 for the craft.
- Installing Multiple Hyperdrives... A Y-Wing, X-Wing (both x1 units) will actually yield a x½ Hyperdrive. Increase all difficulties for jumping into hyperspace with two hyperdrives by +1DR. **Note:** *These units burn twice the fuel in hyperspace. For any other hyperdrive combo, it's GM discretion.*
- Speed: You're typically taking the speed of all craft and dividing by that number, rounding up. *Some craft can be massively faster.* Example, Tacking a pair of Y-Wing Nacelles on a TIE Ball. Those engines were designed to push a 16 meter long Snubfighter not a 6.3 meter one. In cases like this the core craft retains it's full speed and adds half the speed of the other craft (Space of 14) *GM Discretion.*
- Any penalties a craft has are applied to the final craft (Like a TIE fighter having terrible atmospheric performance.
- The value of the craft is low... Calculate it as normal. Apply the mass production reduction (20%) then used value (25%) then cut the Used final value in half.
- Cut the best Sensor Suite in half
- Weapons must equal the other guns in order to fire link. Example: Pairing 2 X-Wing Guns with 2 TIE Guns: 3D X-W per gun; Doubled = 4D. Base TIE guns = 4D Doubled = 5D. Then you pair the Doubled X-Wing guns with the TIE Guns for 6D Damage. *All all fire control together and divide by the number of packages used.*

Ugly: X-Y-I-TIE

Craft: Jawa Salvage Yards: X-Y-I-TIE
Affiliation: Jawa Migratory Fleet
Era: Rise of the Empire +
Scale: Snubfighter
Length: 8 meters
Skill: Starship piloting
Crew: 3 (Jawas); 1 (*Anyone else*)
Crew Skill: Typically 4D
Cargo Capacity: (100); 0 Kg available
Consumables: 4 days (40 credit refuel); *1.34 Days for Jawa crew*
Cost: 42,900 (Used Only)
Hyperdrive Multiplier: x½ (Doubled x1)
Hyperdrive Backup: x1 (if one is destroyed)
Nav Computer: Limited to 5 Jumps, +1DR
Maneuverability: 2D+2; +2 in Atmosphere
Space: 10
Atmosphere: 1,163 Km/H
Hull: 3D+1; HP: 13 / AP: 8
Shields: 1D+1; Shield Points: 11
Sensors:
Passive 12/0D
Scan 25/+2
Search 37/1D
Focus 2/1D+2
Maximum 74/-3D
Weapons:
2 Double Laser Cannons & 2 TIE Laser

Cannons Fire Linked...
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 7D; Nominal Damage: 6 (42)
Features:
- +2 DR to Maintain, Repair and Modify
- Interceptor Guns Paired (Doubled) 4D
- X-Wing Guns Paired (Doubled) 4D
- TIE Guns Split (into two 4D Guns)
- Weapons Fire Linked Together: Technically now all 4D Guns for 7D Damage.
- Strip Nominal Damage bonus off the doubled guns and treat them as singular gun barrels because you are combining them with individual TIE Guns. Then Fire Link all 4 guns as normal.
- Hyperdrive Burns twice the fuel in hyperspace.
- Add the cost of the two x1 Hyperdrives individually (20 points each).
- Plotting a jump carries the has +5 difficulty of a Limited Nav computer then escalate the final difficulty by +1DR. **Notes:** *If the backup is used there is no +1DR. The only way it can be used (plotting without the penalty) is if the other is destroyed...*

V-38 Assault Snubfighter

Craft: Sienar Fleet Systems: V-38
Affiliation: Empire
Era: Rise of the Empire (Discontinued?)
Scale: Snubfighter
Length: 14 meters
Skill: Starship piloting
Crew: 1 + 1 can coordinate
Crew Skill: Typically 4-5D
Cargo Capacity: (175); 115 Kg available
Consumables: 7 days (70 credit refuel)
Cost: 100,800 (New); 75,600 (Used)
Hyperdrive Multiplier: x3
Nav Computer: Limited to 2 Jumps
Maneuverability: 2D+2
Space: 10
Atmosphere: 1,200 Km/H
Hull: 2D+2 + 2 Armor; HP: 10 / AP: 14
Shields: 1D; SP: 8
Sensors:
Passive 20/0D
Scan 40/1D
Search 60/2D
Focus 3/3D
Maximum 120/-2D
Weapons:
3 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 5 (30)

The V38 was designed by Sienar Fleet Systems for effective use against new more advanced Rebel snubfighters, such as the B-Wing and A-Wing. Unlike most TIE series fighters, the V38 is equipped with a hyperdrive system and deflector shields, giving it protection comparable to that of an Incom T-65 X-wing. These systems, while upping the cost, allows the fighters to travel to and engage targets in groups without having to be transported by a capital ship. The design and placement of the wings also gives it considerable atmospheric maneuverability. The V38 was designed shortly after the Battle of Hoth for combating Rebel fighters and for raids on deep space convoys. It's unpopularity in the Imperial pilot ranks was bolstered by the development of the TIE Avengers and TIE Defenders.

The basic design of the V38 was later modified to create the TIE Phantom, which possessed superior speed, armament, and a cloaking device. After the failure of the TIE Phantom, production of V38s ceased altogether. After the Battle of Endor and the fragmentation of the Empire, some factions of the Imperial Remnant brought the V38 back into production.

Features:
- **Efficient:** no impact on consumables
- Atmosphere in the cabin, Refresher Booth
- The V-38 actually has landing gear
- Ejection Mechanism

Vanguard Snubfighter

Craft: Rendili Stardrive: V-1 Vanguard
Affiliation: Various, including the Empire
Era: Rise of the Empire +
Scale: Snubfighter
Length: 6.5 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (82): 2 Kg Available
Consumables: 5 days (50 credit refuel)
Cost: 130,400 (New & Used)
Hyperdrive Multiplier: x1
Nav Computer: None, Uses Droid
Maneuverability: 3D+2
Space: 9
Atmosphere: 1,150 Km/H
Hull: 3D+2; HP: 14 / AP: 8
Shields: 1D+2; Shield Points: 14
Sensors:
Passive 35/0D
Scan 45/1D
Search 55/2D
Focus 5/2D+2
Maximum 110/-2D
Weapons:
2 Turbolaser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+1
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 6D; Nominal Damage: 6* (36)

2 Under-slung Targeting Pattern Enhancers
Effect: Each adds 1 to Nominal damage
Concussion Missile Launcher
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 6 Missiles

The Vanguard snubfighter is an impressive little craft, some believe that Rendili Stardrive set out to shame Sienar Fleet Systems by their accomplishment as the craft as sold surprisingly well to Imperial units. The Vanguard manages impressive combat performance due in part to their innovative Targeting Pattern Enhancers which allow for maximum convergence of fire onto a target craft. If the Liberty Transport was their entry point into the market to gain attention, they succeeded as the Vanguard is a commercial success on every level.

Features:
- All Systems are efficient, -2DR to all repairs.
- Droid can perform in-flight repairs easily.
- Enhanced Consumables
- Rendili offers engine refits periodically for free (+1 to Space, +100 Atmosphere & +1 Maneuverability; not a mod); 800 Cr / Ea
- Rendili Loyalty Program: 5% discount

V-Wing Air Speeder

Craft: ZZip Defense Concepts: V-Wing Combat Air-speeder
Affiliation: New Republic
Era: New Republic +
Scale: Speeder
Length: 6.3 meters; 12 meter wing-span
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 5D
Cargo Capacity: (31.5 Kg body, 60Kg for wing mounts): 26.5 Kg Available
Cover: Full
Consumables: 32 Hours (12 credit refuel)
Cost: 34,100 (New); 25,600 (Used)
Maneuverability: 4D
Space: 14 in Gravity Well to 120 Units
Atmosphere: 1,400 Km/H
Hull: 3D+2; HP: 8 / AP: 2
Shields: 2D+2; Shield Points: 10
Sensors:
Passive 6/0D
Scan 12/1D
Search 18/1D+1
Focus 4/1D+2
Maximum 36/-2D+2
Weapons:
2 Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Scale: Snubfighter
Skill: Starship Gunnery
Fire Control: 2D+1; 3D+1*
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 6D; Nominal Damage: 4 (24)
*Damage: 7D; Nominal Damage: 5 (35)
*Capable of three Light Bursts before overheat

> I had too many Slayn & Korpil craft in the book already, makes more sense that an actual combat air speeder manufacturer would build the craft seeing as their top unit moves at 2,600 Km/h.

ZZip defense Concepts, famous for their development of the K-222, designed the V-wing air speeder. The air-speeder's standard repulsorlift system was paired with efficient ion afterburners (similar to the K-222) to provide the V-wing with fantastic speed. The single-pilot craft's top combat speed is 1,400 kilometers per hour. Compared to the K-222 the craft is amazingly easy to maneuver. While it doesn't match anywhere near the K-222's top speed it possesses, it twice that craft's maneuverability in a Gravity Well. Furthermore, the V-Wing is capable of flying to the edge of a Gravity Well at full speed (Space). The V-Wing has two fire-linked blaster cannons on either side of the vehicle with an effective range of one point eight kilometers. The blaster cannons also have a rapid-fire setting that works well against shielded targets, but after approximately three light bursts (a 4th), the cannons will overheat (rendering the weapons useless until repaired).

Wraith Interceptor

Craft: Indy-Sys Wraith-Class Interceptor
Affiliation: Wild Space, Unknown Affiliation
Era: Rebellion +
Scale: Snubfighter
Length: 14.26 meters
Skill: Starship piloting
Crew: 1 + 1 can coordinate
Crew Skill: Varies
Cargo Capacity: (178.25); 13.25 Kg avail
Consumables: 8 days (160 credit refuel)
Cost: 181,800 (New); 739,200 (Market Value)
Hyperdrive Multiplier: x20 (see notes)
Nav Computer: Yes, Full
Maneuverability: 3D; 4D in Atmosphere
Space: 7; 18.5 in Gravity Well to 120 Units
Atmosphere: 1,850 Km/H
Hull: 4D + 4D Armor; HP: 16 / AP: 40
Shields: *None*
Sensors:
Passive 40/2D
Scan 60/3D
Search 80/4D
Maximum 160/0D
Weapons:
2 Rail Guns (Fire-Linked; Burst Fire)
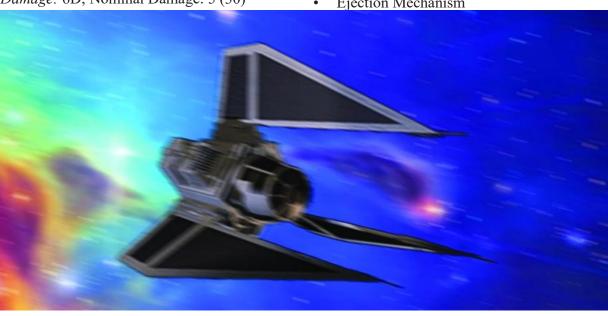*Fire Arc:* Fore
Skill: Starship Gunnery
Fire Control: 4D+2*
Space Range: 2-4/16/32
Atmosphere Range: 200-400m/1.6/3.2 Km
Damage: 6D*; Nominal Damage: 6 (36)
Densified Ammo: 5,000; 500 Bursts

*Factors in light burst
2 Missile Racks
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 30 Space Units
Atmosphere Range: 30 km
Damage: 10D; Nominal Damage: 6 (60)
Ammo: 2 Missiles/rack
Ventral Multipurpose Bay
Fire Arcs: Fore, Below, Aft
Skill: Starship Gunnery
Fire Control: Slaved to Missile Racks
Space Range: Varies
Atmosphere Range: Varies
Damage: Varies
Ammo: 80 Kg of Ordinance / Systems

Facing one of these snubfighters in space is one thing, in a gravity well is another entirely. The craft possesses gravity well performance (out to 120 units) akin to a Space speed of almost 19 (18.5) a combat round (base) with a top speed of 74 (7,400 Km/h). Anyone without Jedi reflexes would be dead in a matter of seconds as the craft can track accurately, fire and pass well out of gun range in under 5 seconds. It's Hyperdrive might be called archaic, even by Xim's standards. However, it allows for combat micro-jumps with pin point accuracy (even in a gravity well). Allowing the craft to jump to behind your ship, to the moon or *through the shields on a Capital Ship.*

X-Series Interceptor

Craft: Shobquix Yards: X-series Interceptor
Affiliation: Various
Era: Rise of the Empire +
Scale: Snubfighter
Length: 9 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (112.5): 75 Kg Available
Consumables: 4.5 days (45 credit refuel)
Cost: 88,200 (New); 110,800 (Used)
Maneuverability: 2D+2; 5D in Gravity Well
Space: 8; 15 in Gravity Well to 120 Units
Atmosphere: 1,500 Km/H
Hull: 4D + 2D Armor; HP: 16 / AP: 24
Sensors:
Passive 10/0D
Scan 10/0D
Search 80/4D
Maximum 160/0D
Target Lock: 1 FA: +1 to Nominal Damage to one target per round.
Weapons:
2 Heavy Auto Blasters (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 6D+2* (3D at x2 range)
Space Range: 1-5/10/18 (x2)
Atmosphere Range: 100-500m/1/1.8 Km (x2)
Damage: 7D*; Nominal Damage: 7* (49)
RoF: 2
*Full Burst already factored in

Missile Rack
Fire Arcs: Fore (Any)
Fire Control: 3D+2 (uses base Fire control)
Space Range: 80 Space Units
Atmosphere Range: 80 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 2 Advanced Light Seeker Missiles

Hot on the heels of their Lawsuit against Incom and settlements with SubPro, Shobquix Yards introduces a well armored, ultra fast, interceptor. Designed with one, sole, purpose: eviscerating enemy strike craft and fleeing hostiles. It also makes for an amazingly effective system defense fighter. Armed with two heavy burst fire Auto Blasters that are capable of firing two full bursts in a combat round. The sheer volume of fire that comes out of the craft is astonishing. The X-series sold out, galaxy wide, in less than three minutes when it was introduced at an air / space superiority arms show. While the craft has degraded space performance Shobquix is improving and it shows. Shobquix sells them as fast as they can make them and the resale market for the X-Series is very profitable.

Features:
- Performance benefits associated with Gravity Wells add nothing to the cost.
- -1DR to Maintenance & +1DR to Modify.
- Cannons can fire to double range at 0D, but the benefit from the Heavy Burst +3D still applies to hitting at double range.

X-Wing T-65A

Craft: Incom: T-65A X-Wing
Affiliation: Rebel to Restore the Republic
Era: Rise of the Empire (Early, discontinued)
Scale: Snubfighter
Length: 12.5 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 6D
Cargo Capacity: (156.25): 103.75 Kg Avail
Consumables: 7 days (70 credit refuel)
Cost: 78,300 (Used)
Hyperdrive Multiplier: x2
Nav Computer: None; Uses Droid
Maneuverability: 2D+2
Space: 8
Atmosphere: 1,050 Km/H
Hull: 6D*; HP: 24 / AP: 8
Shields: 1D; Shield Points: 8
Sensors:
Passive 25/0D
Scan 50/1D
Search 75/1D
Focus 3/2D
Maximum 150/-3D
Weapons:
4 Laser Canons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 6 (30)

Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 20 Space Units
Atmosphere Range: 20 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 3 Torpedoes

The T-65A predecessor to the "modern" X-Wing. Utilized heavily by the Alliance to Restore the Republic when fighting the Empire in the early years of it's inception. The craft only has a single Torpedo launcher, it's guns are a bit weaker. However, it's space frame and cannon design were much more durable than those of the T-65B, which, required a lot of maintenance and frequent replacements of the four focusing emitters. The T-65A would also prove much easier to maintain/repair and to modify than later, more enhanced versions of the craft.

Features:
- Easy to maintain & repair (not mod): -1DR
- Cockpit is roomy and comfortable, consider it to have *Luxury Seating*
- ***Rugged Space Frame:*** Treat the hull as if it were 50% stronger (repair, maintenance and modification costs are only derived from the base 4D Hull).
- Parts are interchangeable with later model X-Wings regardless of manufacturer.

X-Wing T-65F

Craft: Frei'Tek: T-65F X-Wing "Clone"
Affiliation: Rebel Alliance
Era: Rise of the Empire + (Mid era)
Scale: Snubfighter
Length: 12.5 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 6D
Cargo Capacity: (156.25): 36.25 Kg Avail
Consumables: 7 days (70 credit refuel)
Cost: 167,200 (New); 125,400 (Used)
Hyperdrive Multiplier: x1
Nav Computer: None; Uses Droid
Maneuverability: 3D+1
Space: 9
Atmosphere: 1,100 Km/H
Hull: 4D + 1D Armor; HP: 16 / AP: 16
Shields: 1D+2; Shield Points: 14
Sensors:
Passive 25/0D
Scan 50/1D
Search 75/2D
Focus 3/4D
Maximum 150/-2D
Weapons:
4 Laser Canons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km

Damage: 7D; Nominal Damage: 6 (42)
2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 20 Space Units
Atmosphere Range: 20 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 6 Torpedoes/ea

One of the many hardships that the Rebel Alliance faced was scarcity of parts for their craft. Ships like their A-Wing design didn't really have a problem, as the craft was re-designed and built with whatever spare parts the Alliance had readily available. While the A-Wing was never really produced in massive numbers, the craft could be cobbled together with parts from other snubfighters and even space transports. Likewise, the Alliance didn't have any issues with the Y-Wing Series as the craft had been in production and mass produced in numbers since the Clone Wars.

When it came to the X-Wing, specifically, the Alliance literally ran out of parts to service the craft by the middle of their rebellion. The Empire had, rather violently, nationalized Incom Corporation. Mid way through their fight the Rebel Alliance would start cannibalizing many of their Incom designed snubfighters just to keep the X-Wings flying. The Rebellion had been fielding Z-95 variants

for so long that those durable craft began to be the most fielded snubfighters in their arsenal. Again with the Z-95 models, the craft had been produced in quantity for decades prior to the Clone Wars and the craft was widely available in many varieties. X-Wing squadrons, literally, had to be mothballed due to worn parts and lack of availability for them.

Operating a military requires standardized parts and maintaining the X-Wing became tedious. The Alliance would eventually acquire a number of Z-95 S-S-R-1 units (p.71), though these were hard to come by and costly for them since all purchases had to be performed through back channel dealings. About the time that the Alliance was in utter crisis mode over what to do about the "Symbol" of their Rebellion, Frei'Tek stepped into the equation and informed the Rebel Alliance that they had acquired a number of the patents from Incom after to the Nationalization of the company and the X-Wing was one of those designs they had acquired for a derivative manufacturing run.

Frei'Tek constructed the parts necessary to get the Rebel Alliance's existing X-Wings out of mothballs and even offer the Alliance a derivative X-Wing of their own, the T-65F which was essentially a clone of the X-Wing with a couple improvements thrown into the mix. The T-65F has incremental advancements in Maneuverability, Speed, Shielding and is solidly clad in replaceable Armor tiles (a design lesson from the R-41). The main weapons on the ship have been enhanced over the original design, utilizing heavier base cannons in the Quad, fire-linked array. Furthermore, the T-65F carries double the Proton Torpedoes that the standard X-Wing models were known to carry, easily rivaling and exceeding the capacity of Y-Wings which carried only four per launcher. This had the effect of catapulting the Frei'Tek X-Wing into the role of space superiority snubfighter and bomber. However, until Frei'Tek could get the new snubfighters to the Rebellion, in quantity, they brought with them a full wing of R-41 Starchasers and handed all 144 snubfighters directly over to the Rebel Alliance as a sign of good faith.

Historically, speaking the designers of the X-Wing, T-65A were supposedly liberated from the Empire on Freesia by the Rebel Alliance. This conflicts with other references. The craft is always described as being an Incom fighter and Incom had been nationalized by the Empire... Here's the official statement from Wookiepedia:

When the staunchly independent company was nationalized by the Galactic Empire around late 1 BBY, much of its design and engineering staff defected. They made four prototypes of a new breed of snubfighter (T-65B?) available to the Rebel Alliance, and took a course of action to bring the blueprints and production know-how to Alliance facilities. In reaction, Imperial officials rounded up the Incom engineers and scientists, and expeditiously sentenced them to labor in the spice mines of Kessel. However, they were spared their fate when a Rebel task force led by Captain Raymus Antilles intercepted their transports and brought them into the Alliance's fold. Two months after the Battle of Yavin, Incom was able to donate prototype X-wings to the fledgling Rebel Alliance which were stored in isolation.

The Incom corporation continued, in name, under Imperial contract, but never flourished as it once had. With its innovative soul gone, it only produced "average" fighters such as the I-7 Howlrunner. Several employees, not among the group that went off to Alliance service, and who had managed to slip away during the tumultuous days of Imperial takeover, banded together and established Frei'Tek, Inc.

Incom was essentially dead after the Empire nationalized the company. ***Theoretically, it was Alliance Engineering that produced the all the X-Wings, not the Incom Corporation.*** The scarcity of the parts can easily be justified to see this version of the craft produced until, well into New Republic times, when Incom became a neutral corporate entity.

X-Wing T-IR-65-XZ

Craft: Incom/Rendili: T-IR-65-XZ X-Wing
Affiliation: New Republic
Era: New Jedi Order
Scale: Snubfighter; *re-scaled corvette chassis*
Length: 12.5 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Typically 6D
Cargo Capacity: (*Classified*): 12.5 Kg Avail
Consumables: 35 days (1,400 credit refit)
Cost: 2.42 Million Credits (New & Used)
Hyperdrive Multiplier: x½
Nav Computer: None; Uses Droid
Maneuverability: 5D
Space: 16
Hull: 1D+2: HP: 84 / AP: 75
Shields: 2D+2; Shield Points: 200
Sensors:
Passive 40/2D
Scan 60/3D
Search 80/4D
Focus 10/4D+1
Maximum 160/0D
Weapons:
4 Under-slung Targeting Pattern Enhancers
Effect: Each adds 1 to Nominal damage
4 Enhanced Pulse Lasers (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 5D*
Space Range: 2-6/24/36
Atmosphere Range: 200-600m/2.4/3.6 Km

Damage: 8D***Static***;
Nominal Damage: 14(144)
*Light Burst already factored In
2 Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 5D
Space Range: 80 Space Units
Atmosphere Range: 80 Km
Damage: 13D; Nominal Damage: 6 (78)
Ammo: 5 Advanced Seeker Missiles / Each
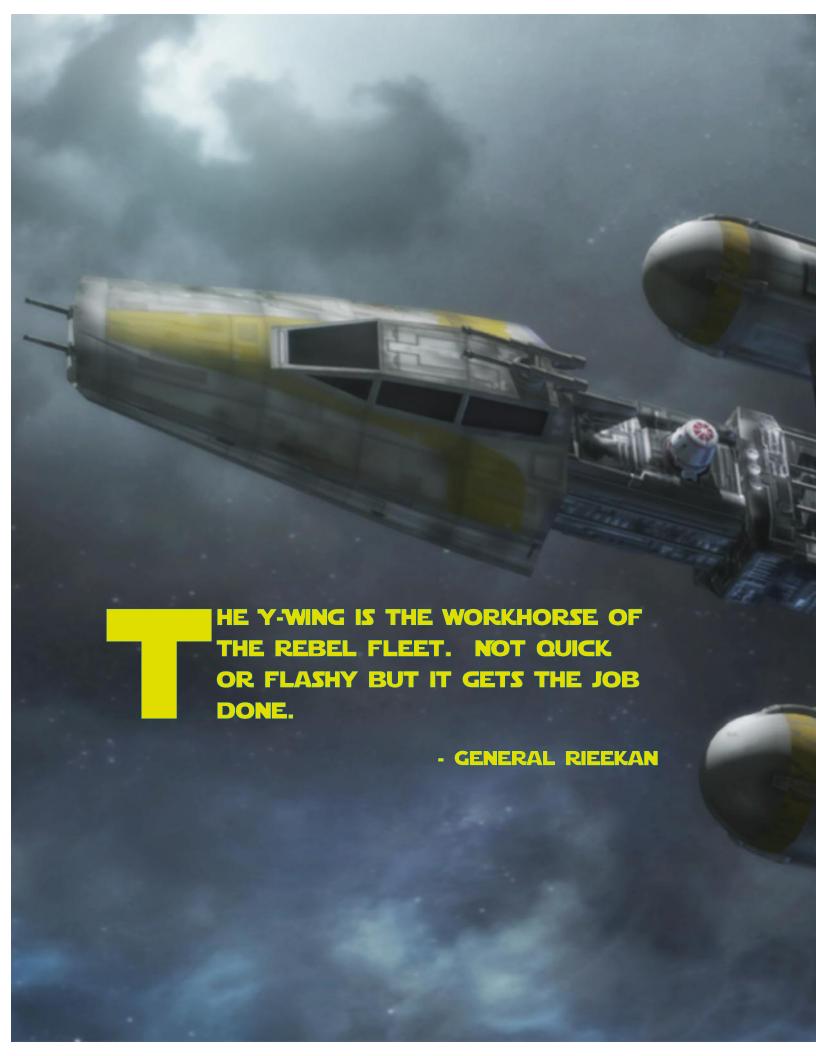
This late model starship design is a joint effort of both Rendili Star Drive & Incom Corporation. The craft is designed to combat Yuuzhan Vong (*or any other threat, for that matter*) and **obliterate** them. It was actually introduced almost too late in the Yuuzhan Vong Conflict to have almost any impact. The few engagements it was fielded in saw it carry the *entire battles*, with decisive victories ensuing.

Features:
* +2DR Maintain/Repair, +4DR to Modify
* +1D to the total Auxiliary Power *Reservoir*
* *Specialized R8 Astromech Droids* (an R7 with +1D to all skills and Capital Starship Repair) perform in-flight repairs w/o difficulty penalty.
* *Expensive to Refit*
* *Repairs as a Corvette (7,500 Credits / pip)*
* *Not capable of Atmospheric Flight*
* *Capital Ship Repair AP required to repair*

THE Y-WING IS THE WORKHORSE OF THE REBEL FLEET. NOT QUICK OR FLASHY BUT IT GETS THE JOB DONE.

- GENERAL RIEEKAN

Y-Series Interceptor

Craft: Koensayr ITL-Y1: Interceptor
Affiliation: Various
Era: Rise of the Empire (Early, discontinued)
Scale: Snubfighter
Length: 8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (100); 0 Kg available
Consumables: 4 days (160 credit refuel)
Cost: 222,000 (New) & 278,000 (Used)
Hyperdrive Multiplier: x½
Nav Computer: Yes
Maneuverability: 3D
Space: 16
Atmosphere: 1,200 Km/H
Hull: 4D; HP: 16 / AP: 8
Shields: 4D; Shield Points: 32
Sensors:
Passive 40/1D
Scan 50/2D
Search 65/3D
Focus 5/4D
Maximum 130/-1D
Weapons:
2 Pulse Laser Cannons (Battery-Linked)
Fire Arcs: Turret; Fore/Port/Starboard/Ventral
Skill: Starship Gunnery
Fire Control: 3D+2*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D*; Nominal Damage: 6 (36)

*Light Burst Factored in
2 Light Ion Cannons (Battery-Linked)
Fire Arcs: Turret; Aft, Dorsal & Ventral
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 4D; Nominal Damage: 5 (20)
Ventral Multi Ordinance Launcher
Fire Arc: Fore/Port/Starboard/Aft & Ventral
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 40 Space Units
Atmosphere Range: 40 Km
Damage: 8D; Nominal Damage: 6 (48)
Ammo: 8 Seeker Missiles

Koensayr released the Y-Series Interceptor after their wildly successful Y-Wing series. The craft incorporates the best design elements from the Y-Wing and elements of *this short lived design* would find their way into other craft they would engineer later. The snubfighter proved to be *vastly too ambitious*. The sheer cost of miniaturizing the drives from the Y-Wing into the pair featured here was expensive and daunting. The craft truly had no equal upon it's release. *It poses a real threat to the TIE Defender, released years later.*
Features:
- +1DR to Maintain/Modify until 5 ABY
- +1D+1 to Auxiliary Power (3D)
- Expensive to Refuel
- AI assist provides +2 to all Pilot Skills

Y-Wing II

Craft: Koensayr BTL-Y6: Y-Wing Mk II
Affiliation: New Republic
Era: New Republic +
Scale: Snubfighter
Length: 16 meters
Skill: Starship piloting
Crew: 1 or 2 + Astromech (in internal hull)
Crew Skill: Typically 5D
Cargo Capacity: (200); 0 Kg available
Consumables: 8 days (160 credit refuel)
Cost: 244,000 (New & Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes & Astromech +1D
Maneuverability: 3D
Space: 10
Atmosphere: 1,100 Km/H
Hull: 4D *Hardened*; HP: 24 / AP: 40
Shields: 3D+2; Shield Points: 30
Sensors:
Passive 40/1D
Scan 50/2D
Search 65/3D
Focus 4/4D
Maximum 130/-1D
Weapons:
2 Heavy Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 7D; Nominal Damage: 5 (35)

2 Auto Blasters (Fire-Linked, Burst Fire)
Fire Arcs: Turret; Fore/Port/Starboard/Aft
Skill: Starship Gunnery
Fire Control: 4D+1* (medium burst factored)
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D*; Nominal Damage: 5 (30)
2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 12D; Nominal Damage: 6 (72)
Ammo: 6/launcher; Advanced Torpedoes

After years of middling performance in sales, Koensayr went back to the drawing board of what essentially made their company and redesigned the Y-Wing. Adding much a heavier armament and dropping the Ion cannons in favor of sheer firepower afforded by high burst fire *engineered* Auto Blasters the craft became lethal. Not only that, they introduced the *hardened superstructure*. It was an engineering breakthrough in production that didn't increase the cost of the *production*. However, it makes the resistance of the base hull *"Static"* and includes the "Armor" value in it's armor calculation as if it were 5D armor (4D of it based off the hull). The craft is highly sought after and sells well, never dropping below "new" price even used.

Z-95 Mark II

Craft: SubPro: Z-95 Mk II
Affiliation: Various
Era: Old Republic (4 Era price adjustment)
Scale: Snubfighter
Length: 11.8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (148): -85 Kg Available
Consumables: 6 days (60 credit refuel)
Cost: 54,720 (Used Only)
Hyperdrive Multiplier: x3
Nav Computer: Limited to 2 Jumps
Maneuverability: 2D
Space: 8 (7)
Atmosphere: 1,100 Km/H
Hull: 4D + 1D Armor; HP: 16 / AP: 16
Shields: 1D+2; Shield Points: 14
Sensors:
Passive 15/0D
Scan 25/1D
Search 45/2D
Focus 2/2D
Maximum 90/-2D
Weapons:
4 Triple Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D*
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 6D*; Nominal Damage: 9 (54)
Ammo: Tibanna Gas Reserve: 3,600 (300 Shots)
*Notes: Treat the weapons package as if it were a Burst Fire weapon for purposes of damaging some craft (like the Yuuzhan Vong) due to the sheer volume of fire coming out of weapons hard-points. **Primitive Burst Fire:** *No enhanced cost associated with this design alteration. Adds 1 pip to Fire Control & 1 point to Nominal damage. High ammunition dependency, craft must carry ammunition. One shot per barrel: 12 shots per trigger pull.*
Concussion Missile Launcher
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 8D; Nominal Damage: 6 (48)
Ammo: 6 Missiles

In a massive departure from the partnership which many believed that SubPro had lost their minds, SubPro developed the Z-95 Mark II completely on their own. Granted it incorporated elements and design lessons from the Mark I model. However, it cast aside the

focus on Atmospheric performance for an expanded space combat role. Subpro incorporated a hyperdrive into the design and greatly enhanced the snubfighter's space combat capabilities. Effectively, doubling the Mark II's maneuverability compared to the Mark I. The loss came in the form of it's weaker atmospheric repulsorlift units.

The Mark II design incorporates a radical shift in snubfighter design not seen before, it includes S-foils splitting the primary wings and increasing coverage and convergence of it's weapons package for a dazzling output of highly accurate and deadly firepower. The design proved to be too taxing for conventional configuration and additional reserves of Tibanna gas had to be incorporated to allow the craft to have battlefield endurance. A substantial Tibanna Gas reserve was incorporated, allowing for the craft to perform three hundred "burst fire" shots. This occupies 7.5 Kilograms of space in the craft. The Tibanna Gas reserves have another function that was discovered after the fact. The Z-95 Mark II can fire it's weapons while completely powered down. They require no additional power from the craft. As such, the engineers were able to shunt primary weapons power to alternate systems on the craft. The excess reserve adds to Auxiliary Power generation, shields and engines. Finally, SubPro included a Concussion Missile Launcher in the armament giving the craft the capabilities of a light bomber as well.

The Z-95 Mark II includes a lot of very interesting design choices. Ones that would make the snubfighter less popular with military units over time, who tended to stock generic replacement parts for their myriad of combat craft. Clearly this was a design choice of SubPro to force end users into only purchasing their replacement parts. The craft would, ultimately, be phased out from almost every major arsenal in the galaxy over time. This design choice branded the Mark II was a "modified" craft. Which military units don't like to deal with. It is not a modified design, but that's what legislators spun. Eventually, the mark of their political black listing forced SubPro to re-kindle their partnership with Incom and release the Z-95 Mark III.

The shift away from Incom on the Mark II series Z-95 actually caused a rift of respect between the two corporations. One that would ultimately prove fatal to SubPro. Incom is often seen as the "good guys". The Party that got nationalized by the Empire and the creators of the X-Wing snubfighters, symbol of the Rebel Alliance. They're still a mega corporation and still quite capable of doing nasty things to other corporations. *Like Corporate Espionage, for example.* Incom Corporation would steal the Z-95 Mark II plans from SubPro and later use them in their design process of the Incom T-65A X-Wing. They did this using their access to the iterative design process sometime during the creation of the Mark III & IV Headhunters. Furthermore, this rivalry would become sour when Incom essentially put SubPro out of business by seizing most of their assets after the Clone Wars, in a hostile takeover. The modern SubPro corporation was re-founded with engineers fleeing from Incom's takeover.

Features:

- **Auxiliary Power Generation:** 2D+1
- **Boosted Shields:** +2; This is not a modification, the base shield generator is 1D and can be modified upwards normally. The +2 bonus will apply on top of anything the generator is modified to. **Note:** This is unique to the Shield Generator on the Z-95 Mark II, off brand gernators will suffer damage and will incur a 50% increase in base consumable costs for Maintenance. Must use SubPro Z-95 Mark II gerators for this bonus to apply without a penalty.
- **Boosted Engines:** Engines are Base Space speed of 7, they receive a +1 bonus. Thus, the engines can be modified starting at 7 Space Units and the +1 bonus applies after any final modification is performed. **Note:** Replacement engines will suffer damage from this and will incur a doubled consumable cost for maintenance. The Engines must be SubPro Z-95 Mark II original units to afford this bonus and not suffer damage.
- It's possible to ignore maintenance on off brand hardware. This eventually weakens the off brand units and reduces their base performance by the same bonus that is provided from the Mark II.

Corporate Warfare

SubPro Corporation was never incredibly famous for anything. Even though the company released a number ships during the time of the Old Republic and into the Clone Wars. They had released everything from snubfighters to Capital Ships and while the corporation remained profitable it never really escaped having a family owned kind of feel to it. Perhaps that was the charm of the company, the employees of it often fondly refer to their time working there.

Roughly four centuries before the fall of the Galactic Republic, SubPro engineers were on the cusp of releasing a new snubfighter design that might very well redefine the industry. However, they needed a little more experience with the design and reached out to Incom Corporation for help. What the two companies came up with was the Z-95 Snubfighter. It was critically acclaimed and became an instant success for both corporations. The craft's durability was widely heralded and they were correct, the fighters were quite durable and unparalleled in atmospheric combat.

SubPro Corporation followed up what would be called the Mark I design of the Z-95 "Headhunter" with the Mark II, their own internal design. The craft was so divergent from conventional thinking and the original design laid out by both Incom and SubPro that SubPro Corporation released it alone. A remarkable craft for the era in which it was released, no other snubfighter could hold a candle to it. Banking on the critical success that the Mark I model had been the craft rocketed to success as well, a gambit that would launch SubPro into the forefront of people's minds and hearts. The Mark II became the standard snubfighter of the Old Republic almost overnight.

This move enraged the Incom Corporation. While they could not say that they had any real hand in the craft's development, the fact that the Mark II was outstripping their sales to the point of falling into financial difficulties, gave Incom all the ammunition it needed. Incom had long been a reputable starship designer and they used this standing to effectively Black List SubPro. Approaching every legislator they could, Incom bribed and seduced anyone they could and as it would turn out, their reach was quite long. Developing a crafted narrative about how the Mark II Headhunter was a modified design, not suitable for military use had little merit initially. Pilots that flew it adored the craft. However, the top brass began to encounter heavier and heavier pressures from the Senate. At some point in time, the narrative stuck. Along with a series of scathing market analysis coming out from "independent" sources about how SubPro's entire tactic had been to corner the marketplace and force all support parts to be purchased through them. It looked that way too, since the Shields, Engines, Weapons and other subsystems of the craft were largely proprietary. *Not unlike most craft of the era.* Yet the narrative continued to damn SubPro.

Adding insult to injury, formal investigations were launched into the corporate wrongdoing of SubPro and this was nothing more than a Witch Hunt orchestrated by Incom Corporation. After finding nothing credible, but tying SubPro's contracts up and freezing the corporation in a near constant litigation cycle that the Republic Senate launched against them, costing billions of dollars since the corporation was getting hit on all sides; the lawsuits eventually subsided and at this point SubPro was found to be in default of their contractual duties for the Republic and they were fined for the past twenty five years of neglect. Once again propping up their "modified" snubfighters as the culprit. This damn near destroyed SubPro outright.

Once SubPro was allowed to resume sales of their starships they did so in earnest and sold the Mark II's at a considerable discount. Regardless of the political and legal shenanigans that had haunted the company for nearly twenty five years, the craft resumed sales at a brisk pace. Allowing them to begin to recoup some level of market share. As they began to dig their company out of the financial quagmire it had fallen into, Incom Corporation, their old friends came knocking with an idea for a new snubfighter. SubPro, who had no knowledge that Incom had been

behind their financial woes the past twenty five years, eagerly accepted. This renewed partnership would go back to the roots of the Z-95 series and release another Swing Wing atmospheric fighter in the form of the Mark III model. It dropped the Concussion Missile launchers that some of the late model Mark I units were refit with and dropped a pair of Ion Cannons in their place. While the craft had wildly deadly performance in combat and the Ion Cannons added incredible versatility, the Mark III was not well received. They sold at a mediocre pace. The Ion Cannons mounted on the craft were rather ahead of conventional thinking for common usage. However, the design was incredibly popular with Pirates and Outlaws *for some reason or another*.

Incom and SubPro would go on to create the Mark IV model of what would become the hull design for the "modern" Z-95 and it was another design with lackluster appeal. Though it did have a much better sales presence than the Mark III did. The Mark IV saw numerous refits from Incom & SubPro and became wildly successful much later in it's career. A point in which SubPro's royalties had seemingly ceased and all the proceeds were being funneled to Incom. Furthermore, at some point between the development of the Mark III & IV Incom saboteurs stole the design schematics for the Mark II (which they had no stake in at all).

Once again struggling to survive, SubPro was approached by Incom to help them design the ARC-170. SubPro agreed and the design became a hit with the Republic. It was widely fielded and another critical success. However, once again royalties to SubPro failed to arrive. Incom had found a more aggressive strategy this time. They carefully worded the legal documents so that SubPro would look as if they had missed something, which they did, since the amended documents replaced the original patent filings for the ARC-170 and SubPro was written off after a short royalty period, required by law.

At this point in time, Incom began poaching SubPro employees. Starting low on the food chain and climbing up the ladder as the company began to implode due to lack of support personnel. The skeletal remains of the company steadfastly rode the SubPro corporation into bankruptcy, doing everything they could to keep the company afloat. They failed in the end, however, the dedication of the remaining employees at SubPro would have made an inspirational drama come alive on the holovid circuit had it ever been produced.

This is yet another example of a corporation that had (and has) no idea their partner was burning them into the ground. Incom corporation would go on to release the T-65A (after their not so successful T-55 series). The X-Wing was a snubfighter like none before it... Clearly that is untrue, since it stole almost all the design elements that went into the Z-95 Mark II. The T-65A released just after SubPro folded. They never received a single credit.

It is quite fitting, in a sense, that not so many years later (after the introduction of the T-65B) the Incom Corporation would cease to exist as an independent firm and was Nationalized by the Empire.

That, however, is not the end of the story. The son of an eccentric billionaire had been working for SubPro Corporation at the time the company was fighting their way through bankruptcy, attempting to survive. Like most spoiled young adults his scores at school were sub par. The only internship he could get was working for free for the failing SubPro corporation. Amazingly, they still accepted interns and it was the interns that fought like hell to keep the day to day operations functioning. It was in this inspirational, utterly gut wrenching environment where he witnessed hundreds of lives shattered. Yet the individuals of the corporation shouldered the burden and carried on until the grim conclusion of SubPro's folding.

"Dad, I want to start a company. I want to buy up all the assets of the SubPro Corporation and relaunch that enterprise."

Life returned to SubPro shortly after the company was shuttered. Launching with new life and purpose. *I wonder, if some enterprising players couldn't help shed some light for the SubPro Corporation?*

Z-95 Mark III

Craft: Incom/SubPro: Z-95 Mk III
Affiliation: Various
Era: Old Republic (3 Era price adjustment)
Scale: Snubfighter
Length: 11.8 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (148): 30 Kg Available
Consumables: 6 days (60 credit refuel)
Cost: 66,000 (Used Only)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 3 jumps
Maneuverability: 1D+2; 3D in Gravity Well
Space: 7; 13 in Gravity Well to 120 Units
Atmosphere: 1,300 Km/H
Hull: 4D + 1D Armor; HP: 16 / AP: 16
Shields: 1D; Shield Points: 8
Sensors:
Passive 15/0D
Scan 25/1D
Search 50/2D
Focus 2/2D
Maximum 100/-2D
Weapons:
6 Light Blaster Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 6D; Nominal Damage: 8 (48)

2 Heavy Ion Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 6D; Nominal Damage: 4 (24)

Two generations after the initial Z-95 the Mark III departed from the norm a bit, incorporating separate light blasters for greater spread and volume of fire as well as a pair of Ion Cannons in place of the standard Concussion Missile launchers. The Ion cannons would allow the Mark III to engage craft at extended ranges, possibly crippling them prior to closing into cannon range. The design choice was scrapped in favor of the Concussion Missile Launchers that are typically featured on these vessels. The Mark III still retains a swing wing design that earlier models had. This would be the last generation of the craft to retain this design choice. This model is quite rare, though a favorite of pirates and that is most likely how you will encounter them. The model shown below is Mara Jade's personal fighter during the Thrawn Crisis.

Clarification: All Z-95's have enhanced performance in Gravity Wells, gaining maneuverability. However, swing wing models benefit from a Space Unit increase to 1/100th of their Atmosphere Speed (13) as well.

Z-95 Mark IV

Craft: Incom/SubPro: Z-95 Mk IV
Affiliation: Various
Era: Old Republic (2 Era price adjustment)
Scale: Snubfighter
Length: 11.8 meters
Skill: Starship piloting
Crew: 1, Passengers: 1
Crew Skill: Varies
Cargo Capacity: (148): 8 Kg Available
Consumables: 6 days (120 credit refuel)
Cost: 112,400 (Used Only)
Hyperdrive Multiplier: x2
Nav Computer: Limited to 4 jumps
Maneuverability: 2D; 3D in Atmosphere
Space: 7 (8)
Atmosphere: 1,150 Km/H
Hull: 4D + 1D Armor; HP: 16 / AP: 16
Shields: 1D; Shield Points: 8
Sensors:
Passive 15/0D
Scan 25/1D
Search 50/2D
Focus 2/2D
Maximum 100/-2D
Weapons:
2 Heavy Laser Canons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D *Static*; Nominal Damage: 7 (42)
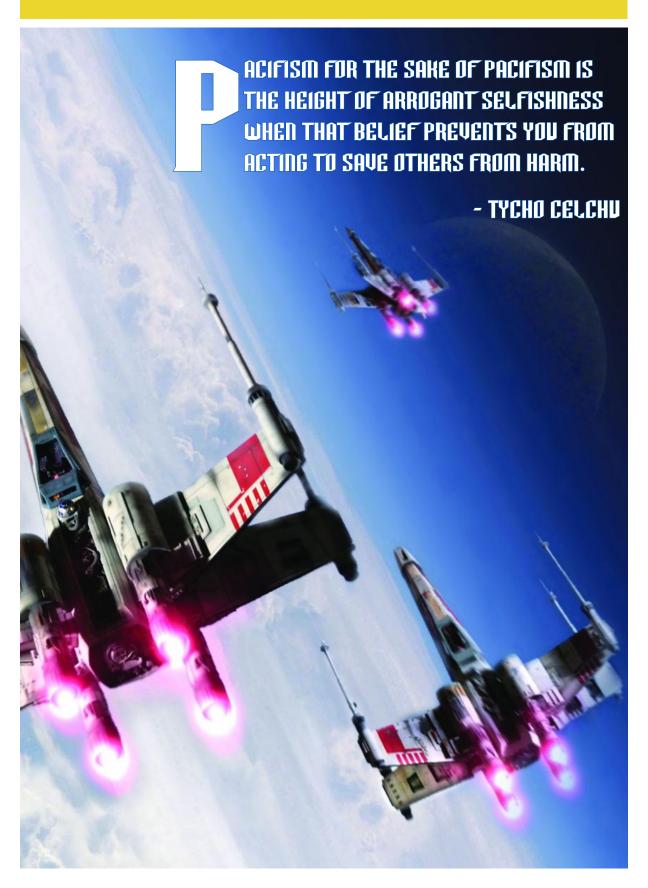
2 Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 7D; Nominal Damage: 6 (42)
Ammo: 4 Missiles per Launcher

The Mark IV, *not to be confused with Alliance Engineering's A-F-4 model,* is an odd production run that is still seen in Rebel Alliance formations. It has space for a passenger and is not the Training model. The design experimented with *Static* weaponry and was, actually, worse in some respects than the Mark III. The fire control package had never been good to begin with and the same package lost the benefit of multiple guns to spread fire all over a target, thus a rather pathetic showing in terms of accuracy. Cannon output also under-performed and the toll slowed the craft down (Space 8 without the *Static* Cannons). It dropped the swing wing design in favor of a fixed wing one with 4 engines (similar to an X-Wing's). Performance in Gravity Wells (not seen again until the AF5 Model) was sidelined in favor of "keeping costs down" after the inclusion of the incredibly expensive *Static* guns. It's armament was rounded out with the addition of a pair of Concussion Missile launchers. It retained the Hyperdrive from the Mark III and added a jump.

PACIFISM FOR THE SAKE OF PACIFISM IS THE HEIGHT OF ARROGANT SELFISHNESS WHEN THAT BELIEF PREVENTS YOU FROM ACTING TO SAVE OTHERS FROM HARM.

- TYCHO CELCHU

Z-95 S-S-R-1

Craft: SubPro/Shobquix/Rendili: Z-95 SSR-1
Affiliation: Various, Empire, Rebellion
Era: Rise of the Empire +
Scale: Snubfighter
Length: 12.75 meters
Skill: Starship piloting
Crew: 1
Crew Skill: Varies
Cargo Capacity: (160): 40 Kg Available
Consumables: 8 days (80 credit refuel)
Cost: 208,000 (New); 156,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes; (Droid at -1DR)
Maneuverability: 3D; 4D in Atmosphere
Space: 8; 13 In a Gravity Well to 120 Units
Atmosphere: 1,300 Km/H
Hull: 4D + 1D Armor; HP: 16 / AP: 16
Shields: 2D; Shield Points: 16
Sensors:
Passive 26/1D
Scan 52/2D
Search 78/3D
Focus 4/4D
Maximum 156/-1D
Weapons:
4 Enhanced Blaster Canons (Fire-Linked)
*4 Paired Targeting Pattern Enhancers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 100-500m/1.5/3 Km
Damage: 6D; Nominal Damage: 10 (60)
2 Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 60 Space Units
Atmosphere Range: 60 km
Damage: 10D; Nominal Damage: 6 (60)
Ammo: 6 Heavy Seeker Missiles/ea

In order for SubPro to get back off the ground, as well as, recently being hit with royalties to be paid to Shobquix, the newly reborn SubPro Corp brought Shobquix directly into development of their initial launch product. Furthermore, they also approached Rendili. For the first time three companies worked together and split the profits of the new craft equally. This got Shobquix off SubPro's back for future releases and built a collaborative partnership with Rendili in the process as well (which kept the Empire off their backs). The goal was to build a snubfighter that, literally, made the Incom X-Wing look like *clown shoes*. Since Incom had been nationalized there was an opening for craft that fit the segment where the X-Wing no longer, legally, inhabited. The Z-95 S-S-R-1, instantly, re-launched SubPro into the galactic market.

Features:
- Luxury Seating
- Enhanced Consumables (1.625 Days)
- Provisioned for Droid Socket
- Auto Chef

Z-Type Bomber
Craft: Koensayr/Rendili: Z-Type
Affiliation: Alliance to Restore the Republic
Era: Old Republic (Limited, discontinued)
Scale: Snubfighter; *Transport Durability*
Length: 15 meters; 24 meter wing span
Skill: Starship piloting
Crew: 1 + 1 can coordinate, Gunners: 2
Crew Skill: Varies
Cargo Capacity: (487.5); 87.5 Kg available
Consumables: 20 days (800 credit refuel)
Cost: 598,000 (Prototype 1)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 0D
Space: 5
Atmosphere: 900 Km/H
Hull: 6D + 3D Armor; 2 Locs;
Port & Starboard: HP: 30 / AP: 48
Shields: 5D; Shield Points: 60; 2 Generators
Sensors:
Passive 20/0D
Scan 40/1D
Search 80/2D
Focus 2/3D
Maximum 160/-2D
Weapons:
2 Targeting Pattern Enhancers
Nominal Damage: +2
(apply to all weapons except mines)

2 Heavy Laser Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 8D; Nominal Damage: 7 (56)
2 Heavy Ion Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 3D
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 5D *Static*; Nominal Damage: 10 (50)
2 Double Blaster Turrets
Fire Arcs: All + Dorsal & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 5D; Nominal Damage: 6 (30)
2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 30 Space Units; Space: 12
Atmosphere Range: 30 km; 1,200 Km/H
Damage: 9D; Nominal Damage: 8 (72)

Ammo: 12/launcher
2 Concussion Missile Launchers
Fire Arc: Fore (Missiles can fire any direction)
Skill: Starship Gunnery
Fire Control: 2D (0D due to dumb fire)
Space Range: 10/20/30; Space: 14
Atmosphere Range: 10/20/30 Km;1,400 Km/H
Damage: 11D; Nominal Damage: 8 (88)
Ammo: 10 Heavy Rockets per launcher
Space/Aerial Mine Launcher
Fire Arc: Aft
Skill: Starship Gunnery
Fire Control: None
Space Range: Deployed (See Below)
Atmosphere Range: Deployed (See Below)
Damage: 11D; Nominal Damage: 6 (66)
Ammo: 24 Heavy Dual Mode Mines

Heavy: 8,250/ea (11D/8D/5D); AoE: 0-3/4/5

Range: Deployed as static, immobile mines, aerial mines use repulsors to remain stationary.

Creates Space / Aerial Hazard: 50/40/30 (difficulty to avoid based on proximity of detonation).

These mines function in both Space and Atmosphere and can act as bombs, and be "dropped" for 1 Free Action.

Notes: They Detonate either by proximity sensors (ignoring deployment craft and will not detonate if a pursuit craft is within 5 units of the deploying vessel) or by manual activation (1 Free Action; will ignore minimum range).
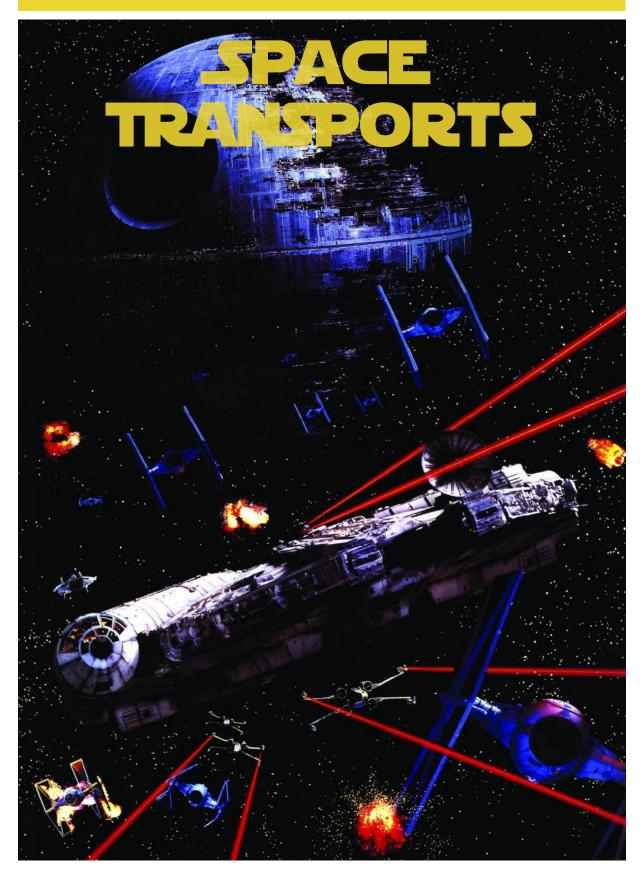
The Z-Type Bomber is effectively in it's prototype stage. Never released and not constructed in numbers by the joint partnership between Koensayr and Rendilli Stardrive the craft's plans and prototypes were captured by the Alliance to Restore the Republic in an early "terrorist incident" just after the Clone Wars when the galactic Republic suddenly transitioned into the Galactic Empire. A group of terrorists led an attack on the facility which wiped all prototype information off the drives and the facility was shelled in space by a Providence Heavy Cruiser suspected, by the Empire, to be acting on the Orders of Galactic

Republic General Jan Dodanna. Who would be later affiliated with the Alliance to Restore the Republic and then the Rebel Alliance.

It is known that no one was harmed in the assault save for three dozen Clone Troopers who were killed to the last man. Support personnel were released and all the principal engineers were captured and placed into the service of Alliance Engineering, at gunpoint. Or so the story goes (rumors). In reality, the engineers actually defected to the Alliance to restore the Republic and the cover story that they were forced into servitude was effective. These engineers would become the core group that founded Alliance Engineering that would serve the Alliance to Restore the Republic, the Rebel Alliance and then later become Republic Engineering in service of the New Republic.

It is estimated that three dozen craft were stolen in the raid, Z-Type Bombers in various stages of prototyping. While the craft is quite remarkable the Alliance to Restore the Republic and later the Rebel Alliance lacked the resources to fully produce the formidable craft and finalize it's design. All prototypes were believed to be destroyed in the early years of heavy fighting against the Empire and no known prototypes still exist. The plans for the craft are also thought to have been lost due to carelessness with the evacuation of Dantooine Base. It's possible that the plans are still there, somewhere...

Features:
- Refresher Booth
- Auto Chef
- 2 Double Bunks
- Holonet Communicator
- Prototype 1: -2D to Maneuverability yielded 0D.
- Prototype 2: -1D Maneuverability; yielding 1D, Space: 6
- Finalized Production: 1D+2 Maneuverability, Space: 7
- Possesses Space Transport Auxiliary Power.

SPACE TRANSPORTS

Assault Shuttle

Craft: Alliance Engineering: Assault Shuttle
Affiliation: Rebel Alliance
Era: Rise of the Empire +
Scale: Transport
Length: 24 meters
Skill: Starship piloting
Crew: 1, Gunners: 2
Passengers: 24
Crew Skill: Varies
Cargo Capacity: (0); None available
Consumables: 2 Days (540 credit refuel)
Cost: 69,600 (New); 52,200 (Used)
Hyperdrive Multiplier: None
Maneuverability: 2D
Space: 8
Atmosphere: 1,200 Km/H
Hull: 4D: 2 Locs; HP: 20 / AP: 8; Fore & Aft
Shields: 1D: SP:12 / Loc; 2 generators
Sensors:
Passive 10/0D
Scan 15/0D
Search 25/1D
Focus 5/2D
Maximum 50/-3D
Weapons:
2 Double Laser Cannons
Fire Arcs: Fore/Port/Aft & Fore/Starboard/Aft; can fire Dorsal & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D+2; Nominal Damage: 4 (14)
Blaster Cannon*
Fire Arc: Fore
Scale: Speeder
Skill: Starship Gunnery
Fire Control: 1D (0D Detached)
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D+2; Nominal Damage: 3 (20)
Ammo: 1,500 Attached; 150 *Detached*
**Detachable, man portable*

The Rebel Alliance needed a cheap, disposable, shuttle that they could drop in system to deploy strike teams in various situations. The craft was designed as a one way ticket. All air and food consumables were stretched to their limits by massively increasing the passenger space on the craft. All parts that went in the design could be easily substituted for with parts from almost any other Space Transport.

The shield generators themselves operate much like Loronar Sky Blind Scout Ship shields do. They add a visual distortion to the ship and penalize opposed sensor rolls to discover the ship (Two 1D generators = 2D Penalty to detect).
Features:
• Conventional Shitter
• Sonic Shower
• -1DR to Maintain/Repair, +2DR to Modify

Backhaul Escort Gunship

Craft: Sienar Fleet Systems: Backhaul Escort
Affiliation: Empire, Various
Era: Rise of the Empire +
Scale: Transport
Length: 12 meters; 18 meter wingspan
Skill: Starship piloting
Crew: 1 + 1 can coordinate, Gunners: 2
Passengers: None
Crew Skill: Typically 5D
Cargo Capacity: (36.25); 110 Kg Available
Consumables: 36 Days (3.5K credit refuel)
Cost: 220,000 (New); 165,000 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D
Space: 10
Atmosphere: 1,000 Km/H
Hull: 4D: 3 Locs; HP: 20 / AP: 8; Fore, Port & Starboard
Shields: 3D: SP:36 / Loc; 4 generators (Fore, Port, Starboard & Aft)
Sensors:
Passive 25/2D
Scan 50/2D
Search 60/2D
Focus 3/3D
Maximum 120/-2D
Weapons:
4 Laser Cannons (Fire-Linked)
Fire Arcs: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 6 (36)
2 Double Laser Turrets
Fire Arcs: All; Dorsal & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)

Originally designed as an non-shielded transport gunship to escort important Imperial cargoes. It's does not suffer degraded performance in Gravity Wells like TIE craft and it has a full atmosphere. It also does not possess escape pods or a Backup Hyperdrive. Shields were added after the design phase when the craft seemingly performed well but was destroyed with relative ease by Snubfighters. The shield weight draws from the craft's rather ample cargo capacity and cover the Fore, Port, Starboard and Aft arcs of the ship. Though it only has Mid-ship, Port and Starboard physical locations. While it's accommodations are cramped they suffice for extended tours. The craft performs it's escort role admirably with the inclusion of Shields.

Features:
- Auto Chef
- Refresher Booth
- 2 Holo Vid Viewers
- Holo Communicator

Barloz Medium Freighter

Craft: CEC: Barloz Medium Freighter
Affiliation: Empire, Various
Era: Old Republic
Scale: Transport
Length: 41 meters
Skill: Starship piloting
Crew: 3, Gunners: 3, Skeleton: 4/+10
Passengers: 6
Crew Skill: Varies
Cargo Capacity: (205); 204.95 Mt Available
Consumables: 82 Days (9.5K credit refuel)
Cost: 78,720 (Used Only)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 850 Km/h
Hull: 4D + 1D Armor: 4 Locs;
HP: 20 / AP: 20; Fore, Port, Starboard & Aft
Shields: 1D: SP:12 / Loc; 4 generators
Sensors:
Passive 10/0D
Scan 25/1D
Search 40/2D
Focus 2/2D
Maximum 80/-2D
Weapons:
3 Double Laser Turrets
Fire Arcs: 1 Port/Starboard & Aft Dorsal,
1 Fore, Port, Aft, Dorsal & Ventral
1 Fore, Starboard, Aft, Dorsal & Ventral
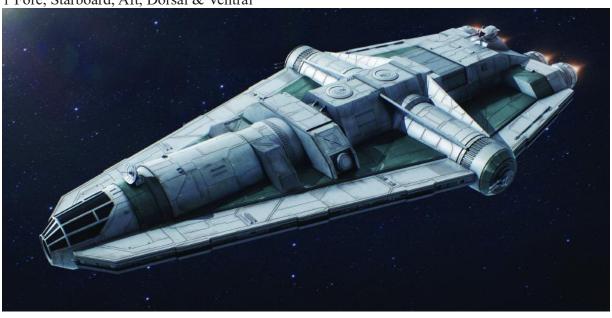
Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)

The Barloz-class was manned by a crew of three, with three gunners and up to six passengers. It's armed with three laser turrets. One of the principal strengths of the Barloz-class freighter was its size: forty-one meters long, twenty meters high, and capable of storing over two hundred and five metric tons of cargo. The size, coupled with the craft's durability, made it an ideal craft for cargo shippers and smugglers. The craft has a thick, durable hull capable of resisting a fair amount of damage (Armor is engineered into the design for no loss of performance).

Like almost all CEC craft the Barloz is easy to maintain, repair and modify at -1DR.

Features:
- Refresher Booth
- Galley
- Lounge
- Machine Shop
- Captain's Cabin
- First Mate's Cabin
- Two Double Bunks for other crew
- Three Double Bunks for Passengers

Clear Depths Light Freighter

Craft: Mon Calamari: CD-207
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 25 meters
Skill: Starship piloting
Crew: 2, Gunners: 1, Skeleton: 1/+5
Passengers: 4
Crew Skill: Varies
Cargo Capacity: (165);
Consumables: 50 Days (3.5K credit refuel)
Cost: 173,600 (New); 130,200 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 950 Km/H; Water 225* Km/H
Hull: 4D: 2 Locs; HP: 20 / AP: 8; Fore & Aft
Shields: 3D*: SP:36 / Loc; 2 generators
*2D in aquatic mode
Backup Shields: 3D
Sensors:
Passive 18/2D
Scan 36/2D
Search 72/2D
Focus 9/3D
Maximum 144/-2D
Weapons:
Dorsal Double Laser Turret
Fire Arcs: All & Dorsal
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)

Very similar to the Deep Water Class freighter, the Clear Depths Freighter was introduced by a competing firm of Quarren engineers and later the design team and their shipwright firm was purchased by Mon Calamari Shipwrights and built and sold exclusively through them. The craft is a quite a bit smaller than the Deep Water and it's twice as fast in hyperspace. This alone, is one of the more appealing factors of the craft. The craft is capable, rugged and well shielded. It's shields are also capable of operating under water at a third of their strength. While shields are up underwater, double submerged performance.

Features:
- With shields up submerged, double "Water" performance to 450 km/H
- Refresher Booth
- Galley & Auto Chef
- Lounge
- 4 Holo Vid Viewers
- Premium Entertainment Table
- Small Med Bay
- Small Machine Shop
- 3 Double bunks for passengers and crew
- Captain's Quarters with Conventional Shitter, Holo Vid Viewer & Luxury Seat

We were heroes in the Rebel Alliance... Our sacrifices were betrayed by the New Republic, who branded us outlaws, pirates and war criminals. The New Republic still thinks we fight for them, in our own way. They are incorrect. We fight because we are warriors, we fight because we demand a galaxy of justice. The New Republic is a political quagmire where old senators go to die. All the while we take action, we fight, we bleed and we die for the ideals that <u>should</u> have held sway in the New Republic.

- Anonymous Former Spec ops Commander

Crescent-X9

Craft: Krasten Shipyards: X9-Heavy Courier
Affiliation: Various
Era: Old Republic
Scale: Transport
Length: 25 meters
Skill: Starship piloting
Crew: 2, Skeleton: 1/+20
Passengers: 2
Crew Skill: Varies
Cargo Capacity: (2.5); 2.5 Mt available
Consumables: 50 Days (2K credit refuel)
Cost: 284,800 (New, Old Republic); 213,600 (Used); 102,500 (Used, Empire +)
Hyperdrive Multiplier: x11
Hyperdrive Backup: x17
Nav Computer: Yes
Maneuverability: 3D
Space: 4
Atmosphere: 850 Km/H
Hull: 3D: 2 Locs; HP: 15 / AP: 8
Fore, Port, Starboard, & Aft
Shields: 4D: SP: 48 / Loc; 2 Generators
Barrier Technology: 4D; BP: 48 (1 generator)
Sensors:
Passive 26/1D
Scan 50/3D
Weapons:
Pulse Wave Battery
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 4D **Static**; Nominal Damage: 7 (28)
3 Pulse Wave Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 6D; Nominal Damage: 5 (30)
4 Proton Torpedo Launchers (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 2D
Space Range: 10 Space Units
Atmosphere Range: 10 Km
Damage: 12D; Nominal Damage: 9 (108)
Ammo: 16 Shots (16 per launcher)
2 Concussion Sphere Launchers
Fire Arcs: Fore (All)
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 2D
Space Range: 15
Atmosphere Range: 15 Km
Damage: 7D; Nominal Damage: 6 (42)
Ammo: 8 per Launcher

The Crescent is armed with four Pulse Wave

cannons, two concussion sphere launchers each with a magazine of eight missiles, and eight shield generators.

Six Alderaan Motors power generators and engines are mounted in two distinctive boxes of three and were set at 90 degrees to each other on a star-frame around which the rest of the courier was constructed. This right-angled design gives the courier increased agility without adding the weight of increased maneuvering jets.

The large wing on the cockpit's right side is the Crescent's most notable feature. At a 45-degree angle to the cockpit, the heavily-armored wings have retractable fins for better control in atmospheric flights. The airlock and sensor array pylon are also visible on the wing. The ship also features an access corridor in the neck that held a boarding ramp and escape hatch, which leads to the living area. The drop bay at the base of the craft can be used as a cargo bay.

Features:
- Conventional Shitter
- Sonic Shower

Most references to the craft cite it as being 150 meters in size, which is idiotic. It's also referred to as the Coruscant Class Heavy Courier that was manufactured by Corellians as usual, the Wookipedia reference however says it was built by Krasten Shipyards. I used the latter, because I utterly loathe how every damn ship in the galaxy was Corellian Engineering Corp (the same damn company all the time) and injecting some flavor into the setting by having other ship builders out there is necessary. Just like for some other craft I choose Corelli Space instead of CEC. Anyway, getting back to the point about the craft's size... It doesn't jive. All you have to do is look at the size of the cockpit to know this is wrong, it has a crew of 2. The Wookipedia reference cites the craft at 25 meters, and that's a lot more believable.

I also changed the consumables to standard, same for the Delaya Courier I listed later. How in the hell could you get anywhere without running out of fuel at Class 11

(your trip takes 11 times longer...) with 10 days of fuel (5 day weeks in Star Wars)? A Jedi can shave off some time, but not that much time.

I cut the ranges of the launchers in half, sounded appropriate given it's 4,000 years before modern times. The guns were a bit crazy, 9D Laser Cannons? No. Switched them to Pulse wave and reduced their codes to the maximum the weapon type can support according to my rules (4D). Now, you have two people on the bridge and too many weapons to fire with competence. That's why I Fire-Linked the 4 Proton Torpedo Launchers and gave them a lot of ammo.

Cargo space on these has been drastically reduced. The Delaya courier is 70 meters (I cut this down to 35) and it only has 10 Metric tons of cargo space... This guy has 25, no way. It also says it has 6 passengers, yeah, not seeing it. Reduced the Cargo space to 2.5 Metric tons (and that's being generous) and dropped the passengers to 2.

I added the backup shields to cover the 8 supposed shield generators this ship is supposed to have. The stuff that people wrote when they designed this stuff didn't make a lot of damn sense to me. I have punched out hundreds ships now, between four books and there are always things I am correcting. Once WEG went away from whatever matrix they used to generate ship stats initially and started releasing some wild ass statistics... They went nuts. It's funny, because a lot of the calculations I built in the Core book were pretty damn close to how WEG might have built it's ships and vehicles, at least initially.

I also gave the ship a Skeleton Penalty. Some sources say 2 crew, some say one crew, on gunner... Switched it back to 2, skeleton penalty at +20 for the age of the ship.

CS-600

Craft: Corelli Space CS-600 Transport
Affiliation: Various
Era: Old republic (3 Eras Old, discontinued)
Scale: Transport
Length: 32 meters
Skill: Starship piloting
Crew: 2 + 1 Can Coordinate; Skeleton: 1 / +5
Passengers: 8
Crew Skill: Varies
Cargo Capacity: (160); 160 Mt available
Consumables: 70 Days (7K credit refuel)
Cost: 63,420 (Used Only)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D+2
Space: 2
Atmosphere: 600 Km/H
Hull: 4D+1: 3 Locs; HP: 22 / AP: 8
Fore, Mid & Aft
Shields: 1D+2: SP:20 / Loc; 3 generators
Sensors:
Passive 10/0D
Scan 20/0D+2
Search 35/1D
Focus 1/1D
Maximum 70/-3D
Weapons:
Dorsal Quad Laser Cannon

Fire Arcs: All & Dorsal
Skill: Starship Gunnery
Gunners: Bridge or 1 Gunner
Fire Control: 3D*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 6 (30)
*Guns can be locked to fire in any arc, typically forward, and fired from the bridge (any station) at -2D to fire Control.
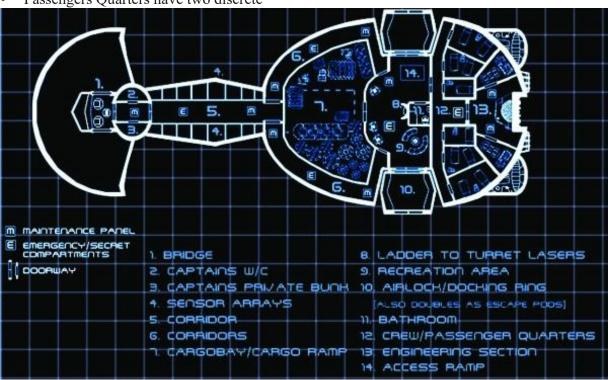
The CS-600 actually began life as a CEC design and would have been labeled the YT-600 had another department within the CEC not been designing a similar ship that the company felt embodied the spirit of their YT-Series designs better. Thus design was marketed to Corelli Space, as they were a company that manufactured surplus parts for YT-Series warranty repairs and the CEC needed to dump the design to recoup the engineering expenses. Correlli Space purchased the design and it actually put them on the galactic map as a real competitor to the CEC. While Corelli Space's in house constructed Sub-Light and Hyperspace engines were not up to the standards of the CEC the ship sold well and was relatively affordable. Due to being a CEC design, however, the craft retains the ease of modification and repair all CEC craft are known for and then some. It is

one of the most easily accessible and modifiable star ships for performing routine maintenance, repairs and modifications. The fact that the base craft was designed in a less regulated era it has a standard Corellian Quad Gun as it's main armament (accepted as the craft's legal armament in all eras). Furthermore, it incorporates shielded compartments into its design that were not specified on sales documentation. Smugglers *owning one* quickly discovered these compartments and this feature became one of the best "unknown" perks of the craft. To this day, law enforcement personnel of any galactic power have not discovered the compartments for what they were. If they had ever been noticed they were thought to be maintenance hatches like the rest of the ones scattered throughout the ship. The craft hit the galactic market roughly thirty years prior to the Clone Wars and was discontinued with the introduction of the CS-700.

Features:

- Captains Conventional Shitter & Sink next to bridge
- Captains Private Bunk next to bridge
- 1st Mates Room w/ Comfy Bed & Storage
- Captains Room w/ Comfy Bed & Storage
- Passengers Quarters have two discrete beds and a storage locker in each.
- Full Engineering Access -1DR to maintenance/repairs and -1DR to modifications. *Accepts all standard CEC YT-Series & CS-Series parts.*
- It will accept a complete sensor refit from any YT-Series or CS-Series vessel at no modification difficulty, only time.
- Double Lounge & Entertainment Table
- Provisioned for a Ventral Gun-well, at no loss of cargo space.
- All equipment and weapons already engineered into the design (no lost cargo).
- 5 Shielded Cargo Compartments: Rating: 40; 100 Kg each (Count as ½ of 1 Mt).
- Conventional Shitter & Sonic Shower
- No Galley, food is ration bars and protein paste only.
- Robust Fusion Core for refits & mods. The CS-600 begins with 2D of Auxiliary Power and has a maximum of 3D+1.
- Possible Gunner & Coordinator Bridge crew do not factor into consumable costs.
- Consumables buffed to 2 months, no cost.
- Skeleton penalty can be modded off for one pilot (Difficulty: 25 starship repair).
- Escape Pods hold 8 passengers each.

m MAINTENANCE PANEL
E EMERGENCY/SECRET COMPARTMENTS
DOORWAY

1. BRIDGE
2. CAPTAINS W/C
3. CAPTAINS PRIVATE BUNK
4. SENSOR ARRAYS
5. CORRIDOR
6. CORRIDORS
7. CARGOBAY/CARGO RAMP
8. LADDER TO TURRET LASERS
9. RECREATION AREA
10. AIRLOCK/DOCKING RING
    [ALSO DOUBLES AS ESCAPE PODS]
11. BATHROOM
12. CREW/PASSENGER QUARTERS
13. ENGINEERING SECTION
14. ACCESS RAMP

CS-700

Craft: Corelli Space CS-700 Light Freighter
Affiliation: Various
Era: Clone Wars +
Scale: Transport
Length: 24 meters
Skill: Starship piloting
Crew: 2 + 2 Can Coordinate, Skeleton: 1/+10
Passengers: 4
Crew Skill: Varies
Cargo Capacity: (120); 119.95 Mt available
Consumables: 48 Days (3.8K credit refuel)
Cost: 107,500 (New); 80,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+2
Space: 4
Atmosphere: 800 Km/H
Hull: 3D+2: 2 Locs; HP: 19 / AP: 8
Fore, Mid & Aft
Shields: 1D: SP:12 / Loc; 2 generators
Sensors:
Passive 10/0D
Scan 25/1D
Search 40/2D
Focus 2/2D
Maximum 80/-2D
Weapons:
2 Twin Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 5 (15)

Following up on the success of their CS-600 design Corelli Space released the CS-700 near the end of the Clone Wars. The craft is 8 meters shorter than the older CS-600 design and contains a lot of quality of life improvements. Surprisingly, it didn't sell as well as the older CS-600. The added complexity of a design built from the ground up (that was not based off of a failed CEC design like the CS-600 was) required a mandatory Co-Pilot or else ship operation became tedious. This, in and of itself turned off a lot of potential buyers. The craft didn't truly hit it's sales targets until the Empire started ramping up and the Old Republic was swept away.

Features:
- Full Engineering Access -1DR to repairs, *not modifications.*
- Deploy able central cargo lift.
- Lounge
- Refresher
- Med Bay
- Mess Hall (2nd Lounge)
- Escape Pod only seats 5... There are 8 potential crew...
- No Galley, food is ration bars and protein paste only.
- Personal gear & Small Arms locker room.

- Conventional Shitter in the Refresher room
- Big Comfy Bed in the Captains Quarters
- Bunk space only capable of housing 6 individuals.
- Small storage space in crew quarters

- Two small arms lockers on the bridge
- Entertainment Table

1. BRIDGE
2. MESS HALL
3. CAPTAIN'S QUARTERS
4. REFRESHER
5. LOCKER ROOM
6. CREW QUARTERS
7. MEDICAL ROOM
8. MAIN CARGO HOLD
9. ESCAPE POD
10. LOUNGE
11. CARGO BAY DOOR
12. AIRLOCK
13. ENGINEERING
14. REACTOR CONTROL ROOM

CS-800

Craft: Corelli Space CS-800 Light Freighter
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 22 meters
Skill: Starship piloting
Crew: 1, 1 can coordinate
Passengers: 4
Crew Skill: Varies
Cargo Capacity: (110); 79.9 Mt available
Consumables: 44 Days (2.6K credit refuel)
Cost: 104,000 (New); 78,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 800 Km/H
Hull: 4D: 2 Locs; HP: 20 / AP: 8; Fore & Aft
Shields: 1D: SP:12; 1 generator
Sensors:
Passive 15/0D
Scan 30/1D
Search 50/2D
Focus 5/2D
Maximum 100/-2D
Weapons:
Twin Laser Cannon
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)
Double Light Laser Turret
Fire Arcs: All + Dorsal
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)

The Corelli Space CS-800 continues the trend of creating smaller, more capable craft. Closely resembling YT series freighters at a fraction of the price the CS-800 is a bargain for a transport with decent hauling capabilities. It's fast for a Light Transport with a really decent sensor package. Amenities on the ship have been kept to a minimum, however the potential for modification is there. The craft will accept almost any standard YT series quality of life interior modification with ease.

Features:
• Refresher Booth
• Two double bunks for passengers
• Captain's Stateroom
• Co-Pilots Room
• Galley
• Provisioned for two Shield Generators
• Co-Pilot doesn't impact consumables
• Any system from other CS vessels installs/aids mods at -1 DR
• -1 DR to all repairs/maintenance

Delaya Class Courier Ship

Craft: Hoersch & Kessel: Delya-Class
Affiliation: Various / Jedi Order
Era: Old Republic
Scale: Transport (maneuvers as Snubfighter)
Length: 35 meters
Skill: Starship piloting
Crew: 2, Skeleton: 1/+10
Passengers: 8
Crew Skill: Varies
Cargo Capacity: (10); 10 Mt available
Consumables: 70 Days; (7K credit refuel)
Cost: 146,000 (New, Old Republic); 110,000 (Used); 56,000 (Used, Empire +)
Hyperdrive Multiplier: x7
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 4D
Space: 7
Atmosphere: 950 Km/H
Hull: 4D: 3 Locs; HP: 20 / AP: 8
Fore, Port, Starboard & Aft
Shields: 4D; SP: 48 (1 Generator)
Barrier Technology: 3D; BP: 36 (1 generator)
Sensors:
Passive 10/0D
Scan 15/1D
Weapons:
2 Pulse Wave Cannon Turrets
Fire Arcs: Dorsal/Ventral, 1 Fore/Port/Aft, 1 Fore/Starboard/Aft
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 2D
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 4D; Nominal Damage: 3 (12)
Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 1D
Space Range: 10 Space Units
Atmosphere Range: 10 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 32

The Delaya-class courier was designed to match a snubfighter for speed and maneuverability. Unlike Corellia Star Drive's Coruscant-class Heavy Courier, most of the ship is habitable. The complex automatic systems integrated into the craft allow it to be operated by a single person. This aerodynamic starship had an insectoid appearance. The courier was also lightly armed with only 2 rotating laser cannons and 1 proton torpedo launcher. For further agility, a computer system controlled multiple layers of extendable vanes and aero-foils. This ensured that the courier had a good aerodynamic shape during atmospheric travel.

Features:
- Conventional Shitter & Sonic Shower
- Basic Machine Shop

DS-2 Scout

Craft: Slayn & Korpil: DS-2 Scout ship
Affiliation: Various, Rebel Alliance
Era: Old Republic +
Scale: Transport (maneuvers as Snubfighter)
Length: 12 meters
Skill: Starship piloting
Crew: 1
Passengers: 1
Crew Skill: Varies
Cargo Capacity: (5 Mt); 4.95 Mt available
Consumables: 24 Days (480 credit refuel)
Cost: 82,000 (New); 61,600 (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 600 Km/H
Hull: 2D+2; HP: 14 / AP: 8
Shields: 1D+2; SP: 16
Sensors:
Passive 25/1D
Scan 50/1D
Search 100/3D
Focus 5/1D
Maximum 200/-1D
Weapons:
Double Light Ion Cannon Turret
Fire Arcs: Fore/Port/Starboard
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 3D; Nominal Damage: 4 (12)
2 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)

An early model scout ship that was considered old before the Clone Wars. Like most Slayn & Korpil craft it possesses a rotational cockpit for pilot stability. The craft still sees moderate sales due to it's low cost and powerful Search sensors. Also, the fact that it has the performance characteristics of a snubfighter makes it popular with people on a budget that want something more robust than a snubfighter. The fact that it even carries and has room for passengers, at all, is rather amazing. It features a rather decent armament for the era in which it was created and the guns are easily upgraded to more modern standards.
Features:
* 1 fold out Comfy Bunk
* Conventional Shitter & Sonic Shower
* Entertainment Table & 2 Chairs
* Strong Fusion core (good for upgrades)
* Galley & Holo Vid Terminal
* Luxury Pilot's Acceleration Chair
* Small Arms & personal gear locker

KYLE KATARN DOESN'T FEEL PAIN,

PAIN FEELS KYLE KATARN.

- ANONYMOUS

Eminence

Craft: Ubrikkian Industries: Eminence Yacht
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 42 meters
Skill: Starship piloting
Crew: 2 + 2 Servants, Skeleton: 1/+5
Passengers: 6
Crew Skill: Varies
Cargo Capacity: (10 Mt); 10 Mt available
Consumables: 84 Days (8.4K credit refuel)
Cost: 532,000 (New); 478,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x1
Nav Computer: Yes
Maneuverability: 2D
Space: 12
Atmosphere: 1,200 Km/H; 400 Km/H on Water; 200 Km/H Underwater.
Hull: 3D+2: 4 Locs; HP: 19 / AP: 8
Fore, Port, Starboard & Aft
Shields: 2D+2: SP: 28 (4 Generators)
Sensors:
Passive 28/0D
Scan 55/1D
Search 75/2D
Focus 2/2D+2
Maximum 150/-2D
Weapons: *None*
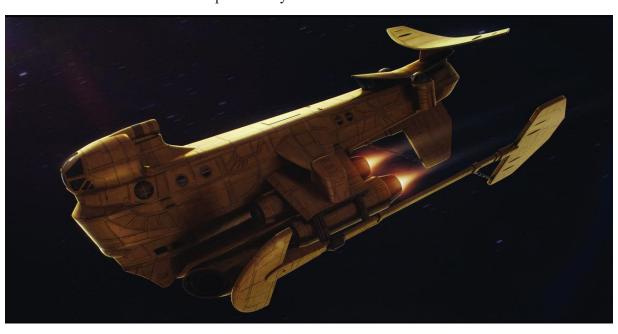
The ultimate in luxury statements, Ubrikkian's Eminence Yacht is a testament to pure luxury.

While the craft is unarmed it can likely outrun almost anything pursuing it. Luxuriously appointed with some sensibilities in mind as well. The main cargo hold also functions as an Advanced Machine Shop and Med Bay. All Refresher Booth's on the ship also double as Bacta Tanks. The craft can land on water and function as a nautical ship. The craft can submerge and act as a submarine as well.

Features:
- Advanced Machine Shop (+1D)
- Med Bay
- 2 Refresher / Bacta Tanks
- Full Holo Suite (entire ship)
- 8 Holo Vid Viewers
- Galley, Auto Chef & Bar
- Lounge & Disco Ball
- Pool
- Luxurious Seating (entire ship)
- Comfy Beds (entire ship)
- 2 Crew Double Bunks
- 2 Passenger Double Bunks
- 42 Observation Windows
- Private Conventional Shitter with full water, Luxury vanity.
- Lounge Table doubles as Advanced entertainment console for up to 3 individuals.
- Luxury Supersedes Cargo Capacity (-200 Metric Tons)
- All rooms have individual climate controls
- State of the art audio system

Notes: In order to actually get 10 Metric tons of Cargo into the vessel the items must be distributed throughout the ship's corridors. The Cargo Bay and just outside it can hold no more than 2.5 Metric Tons of cargo. The Ship lost 200 metric tons to maximized amenities as well as having 4 discreet propulsion systems (Space, Atmosphere, surface water & submerged drive systems).

Other notable features:

- All drive systems are fully accessible without leaving the ship.
- Escape pods were not provisioned for the 2 servants...
- All stairwells will retract and act as turbo-lifts.

1. CREW QUARTERS
2. COCKPIT ACCESS LADDER
3. GUEST ROOM WITH BATHROOM
4. ENGINES/ESCAPE POD ACCESS
5. STAIRCASE
6. LUXURY QUARTERS
7. LUXURY RESTROOM
8. LOUNGE ROOM WITH HOT TUB
9. OBSERVATION DECK ACCESS STAIRS
10. MAIN BOARDING/LOADING RAMP
11. REACTOR CORE/HYPERDRIVE
12. CARGO HOLD
13. MAIN ESCAPE POD
14. COCKPIT (ALSO SERVING AS ESCAPE POD)X
15. OBSERVATION DECK

Firespray 16 Patrol Craft

Craft: Mandal Motors: Firespray 16
Affiliation: Various
Era: Old Republic (Discontinued)
Scale: Transport
Length: 12.1 meters
Skill: Starship piloting
Crew: 1, Gunners: 1
Passengers: None
Crew Skill: Varies
Cargo Capacity: (2.5Mt); 2.4 Mt available
Consumables: 24 Days; (480 credit refuel)
Cost: 65,000 (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Atmosphere: 750 Km/H
Hull: 3D + 3D Armor: 1 Loc;
Crew Cabin & Weapons Vane HP: 15 / AP: 44
Shields: 1D+2; SP: 16;
2 Generators (Fore & Aft)
Sensors:
Passive 15/0D
Scan 30/1D
Search 45/2D
Focus 2/2D+1
Maximum 90/-2D
Weapons:

2 Double Laser Cannons (Fire-Linked)
Fire Arcs: Fore, Aft & Ventral
Skill: Starship Gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 5 (25)
Twin Laser Cannon Turret
Fire Arcs: Port/Starboard/Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

An earlier design leading up to the Firespray 31 designed for light system patrol and policing operations during the time of the Old Republic, decades prior to Clone Wars. The craft is an oddity in the sense that it's cockpit rolls backward to fold on top of it's primary weapons vane. The craft then sprouts landing gear from the weapons vane itself. While still in service with a number of systems they are ever increasingly rare sight. It lacks many creature comforts for it's crew.

Features:
- Conventional Shitter & Sonic Shower
- Double Bunk
- Holo Vid Viewer

G9-Rigger

Craft: Corelli Space: G9-Rigger Transport
Affiliation: Various
Era: Old Republic +
Scale: Transport
Length: 34.1 meters
Skill: Starship piloting
Crew: 1 + 3 Can Coordinate, Skeleton: 1/+0
Passengers: 6
Crew Skill: Varies
Cargo Capacity: (171); 170.95 Mt available
Consumables: 70 Days; (7K credit refuel)
Cost: 75,392 (New); 56,544 (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 0D+1
Space: 3
Atmosphere: 700 Km/H
Hull: 3D+1: 3 Locs; HP: 16 / AP: 8
Fore, Aft & Starboard
Shields: *None*
Sensors:
Passive 10/0D
Scan 20/1D
Search 35/1D+2
Focus 2/2D
Maximum 70/-2D+1
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Dorsal & Ventral Mounts: Fore
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)
1 Light Laser Cannon
Fire Arcs: Turret: Fore/Starboard/Aft
Skill: Starship Gunnery
Gunners: Co-Pilot(s)
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 3 (9)
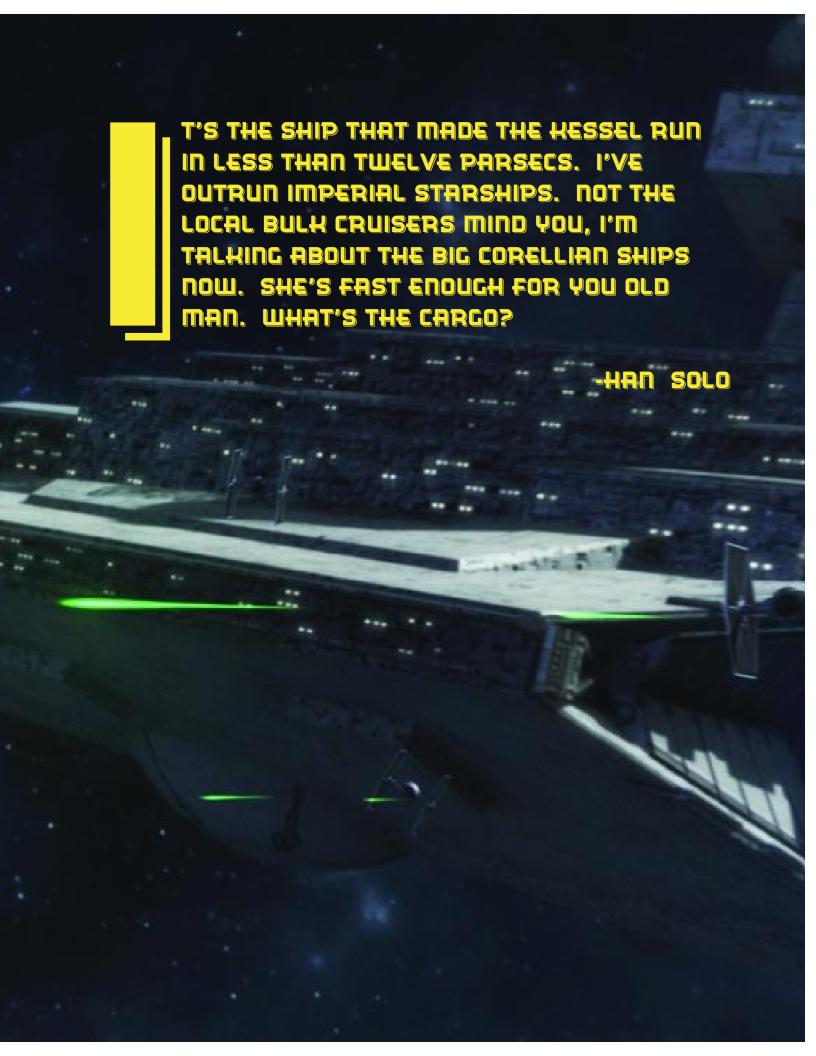
The most common mistake made in reference to the G-series was that they were, almost always, referred to as having been produced by the Corellian Engineering Corporation. When in fact, the entire G-series was created by Corelli Space Corporation. Corelli Space often produced competing products with the C.E.C and their designs tended to vary much more extensively from the standard design characteristics of the CEC The design is still produced in limited numbers due to production costs for the vessel being incredibly inexpensive for Correlli Space and the fact that they don't have many viable designs.

It is already an aging model by the time of the Clone Wars. It is slow and unwieldy compared to snubfighters. While not a military design, at least one such vessel, the Twilight, saw action in the Clone Wars, when Anakin Skywalker used it to escape Teth and

T'S THE SHIP THAT MADE THE KESSEL RUN IN LESS THAN TWELVE PARSECS. I'VE OUTRUN IMPERIAL STARSHIPS. NOT THE LOCAL BULK CRUISERS MIND YOU, I'M TALKING ABOUT THE BIG CORELLIAN SHIPS NOW. SHE'S FAST ENOUGH FOR YOU OLD MAN. WHAT'S THE CARGO?

-HAN SOLO

was intercepted over Tatooine by Rogue-class snubfighters. The G9 Rigger has 3 laser cannons located on the struts projecting out of the ship. At least one ship of this class was used during the Evacuation of Dac in 137 ABY.

The G-9 is one of fewer craft of it's era providing full access to it's Engine and Hyperdrive array from within the ship's confines via a series of small corridors. This allows the vessel to undergo modification and repair while in space without exiting the vessel. Larger modifications and repairs require exiting the ship, naturally.

Features:
- Conventional Shitter in crew area
- Conventional Shitter next to Captain's Cabin
- Sonic Shower in crew area
- Entertainment Table & Lounge in Captain's Cabin
- Small Galley in crew area
- 6 personal gear / small arms lockers in crew area
- Large empty closet with storage shelves in crew area (convert this to something like a med bay).
- Heavy Cargo lift between decks
- 2 Holovid terminals on desks with chairs in Captain's Cabin.
- Small Arms & personal gear closet on the bridge.
- While not affording Corellian Engineering Corporation's signature ease of modification and repair the Corelli Space G9 is capable of accepting upgrades at no cost of tonnage to the craft. The engines can be refit to Space 5, the maneuverability can be increased to 1D & the craft is provisioned for three 1D Shield generators (one per hit location), though the Fusion reactor will require an overhaul if more than two units are installed. All of this can occur prior to what you would normally consider modification. This is a "refit" by simply plugging in better stuff you find pieces of

from scrapyards and starship combat (assuming you survive the battle in this death trap)...

The G-Series ships came out after the introduction of the CS-600 that Corelli Space, then a OEM parts supplier for the Corellian Engineering Corporation, purchased the original design plans for the YT-600. That launched the company and the G-Series was their first attempt to make a viable ship of their own design.

They would later go on to build the CS-700 & 800 Models as well as purchasing another design, the HWK series from CEC. After the sale of the HWK design CEC would, *never again*, sell a design to Corelli Space. Because where CEC had failed Corelli Space always seemed to turn a profit and outstrip their own sales based off of models they once owned the rights to!

Ghtroc 860

Craft: Ghtroc: 860-series Heavy Transport
Affiliation: Various
Era: Rise of the Empire (discontinued)
Scale: Transport
Length: 54.3 meters
Skill: Starship piloting
Crew: 3 + 2 Can Coordinate, Gunners: 3, Skeleton: 2/+10
Passengers: 16
Crew Skill: Varies
Cargo Capacity: (272); 271.85 Mt Available
Consumables: 105 Days; (25.2K credit refuel)
Cost: 124,200 (Used Only)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 600 Km/H
Hull: 4D+2: 4 Locs; HP: 24 / AP: 8
Fore, Port, Starboard & Aft
Shields: 1D; 4 Locs; SP: 12
Sensors:
Passive 15/0D
Scan 20/1D
Search 25/1D
Focus 3/1D
Maximum 50/-3D
Weapons:
Laser Pulse Cannon (Burst-Fire)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 2D*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D*; Nominal Damage: 4 (16)
*Light Burst already factored in
3 Double Laser Turrets
Fire Arcs: 1 Port, 1 Starboard, 1 Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

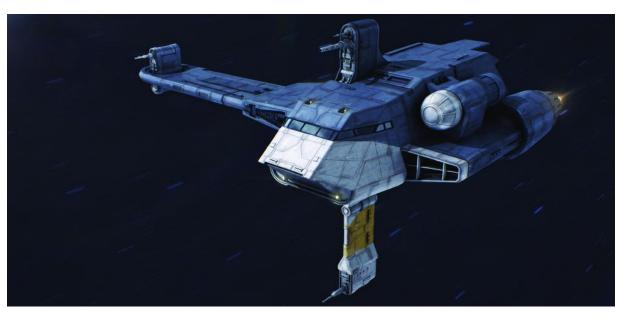The Ghtroc 860 was rushed into production after the company went bankrupt as part of their filing mitigation to pay off debts. This is the sole reason the company remained in a lingering state of bankruptcy for so long and continued to churn out their transports making them a relatively common sight in the galaxy. Being rushed into full production had a couple issues: Unfinished sensor suite, no refinements to the interior with sup par amenities, turrets with locked arcs of fire.

Features:
- The Most common mod unlocks the turret fire arcs allowing the Port & Starboard guns to fire to the Fore & Aft and the Aft turret to fire to the Fore, Port and Starboard.
- Conventional Shitter & Sonic Shower
- "Prison" Bunk System (Slabs)

HT-2200

Craft: C.E.C. HT-2200 Heavy Freighter
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 54.8 meters
Skill: Starship piloting
Crew: 2 + 2 Can Coordinate (up to 4), Skeleton: 1 / + 5
Passengers: 8
Crew Skill: Varies
Cargo Capacity: (960); 959.75 Mt available
Consumables: 110 days; (12.2K credit refuel)
Cost: 143,400 (New & Used: Discounted)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 3
Atmosphere: 750 Km/H
Hull: 6D: 4 Locs; HP: 30 / AP: 8
Cargo Pods: Port and Starboard
Crew Module: Fore and Aft
Shields: 1D: 4 Locs; Shield Points: 12
4 generators (Port/Starboard/Fore/Aft)
Sensors:
Passive 10/0D
Scan 25/1D
Search 40/2D
Focus 2/3D
Maximum 80/-2D

Weapons:
2 Pulse Laser Cannons (Burst-Fire)
Fire Arcs: Dorsal & Ventral Turret
Skill: Starship Gunnery
Gunners: 1 Each or Bridge at -2D
Fire Control: 3D*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D*; Nominal Damage: 4 (20)
*Light Burst already factored in

Special: Since this vessel is easily modified, engineers gain a -1DR bonus to their Starship repair rolls when performing modifications on an HT-2200.

HT-2200s have a significantly larger cargo capacity than any YT series vessel. They also have a stronger hull and greater baseline armament than the smaller YT series ships, though they are still lightly armed for their size. The design of the hull and power distribution systems allows the installation of additional weapons, though this would necessitate the upgrading of the power generator as well. Most HT-2200 owners add new drive systems, the most popular being the 1L10 drive by Incom or drives from SoroSuub.

Their main advantage over the YT series was in the design of the cargo bay. The cargo area of the HT-2200 was divided into four independent sections, each of which has its

own environmental controls. *Without significant modifications, the cargo area in a YT series freighter has to share the same environmental conditions as the rest of the ship.* The crew of an HT-2200 can set the gravity, temperature and atmosphere in each cargo bay differently from each other or the crew area. *The C.E.C. expected the HT-2200 to be a very successful product, poor reviews and insufficient manufacturer support caused it to flop.*

Its slow speed and low maneuverability earned the HT-2200 a reputation for being "pirate bait." In its baseline configuration, the HT-2200's advantages are offset by inadequate maneuvering jets, a low lift-to-mass ratio, and an overtaxed main power generator. Fortunately, these craft were as easy to modify as with their smaller cousins.

Features:
- 9 crew / passengers were converted to 45 MT of Cargo Space.
- Port & Starboard Cargo Pods are robust (Triple Height): 80 MT x3 = 240 MT each for a total cargo pod space of 960 MT.
- The Ship is Efficient, and thus can be piloted by one individual at minimal penalty. Furthermore, the option to carry two additional bridge crew is a bonus that does not factor into fuel/supply costs.
- Both Turrets can be fired from the bridge, by any station, at -2D to fire control.
- Cargo Bays have individual climate controls. Consider any perishable goods (that cannot be frozen) to have 3 times their shelf life prior to rotting.
- Each Cargo bay has a massive outdoor accessible loading door and ramp.
- Deck Two has 4 double bunks, each with their own refresher.
- The lounge has a Couch, table, 3 fancy fancy windows facing aft, an Auto Chef, and a Galley. There are 2 storage lockers in this area for personal gear and small arms.
- Deck One has two additional double bunks, two more personal gear storage areas and access to the outside of the ship via an aft airlock and an external entry door and ramp for personal entry/exit at the ground level with an extendable ramp.

- The craft's cargo pods are actually connected via cat walks between the cargo pods and external entry can be gained from these avenues. Primarily designed for ease of access and maintenance, part of the designation of "pirate bait" comes from the fact that there are so many points of ingress into the ship.
- Refuel costs only include 10 total individuals (2 are free), the cost of a 110 day refuel/refit were further cut in half due to it's supreme efficiency (was 11,000).

The HT-2200 represents a sustainable bulk hauler that approaches the capacity of smaller Bulk freighters (Capital Ships). Refueling costs are inexpensive by comparison as the craft is designed to house very few individuals long term. With the Corellian Engineering Corporation's legendary support for personalizing their craft, these ships could be re-fitted to be even more formidable. The freighter could be converted to light carrier duty and this is something that many smaller entities have capitalized on since the ship sells at a discount.

You simply cannot find a better ship that approaches the capabilities of a Bulk Cruiser and with sufficient modding, time, patience and money invested the HT-2200 could go from mediocre to amazing. So much potential in a craft with incredible cargo space available that is considered to be legal in every aspect (even it's advanced armament).

HWK-400 "Raven's Claw"

Craft: Corelli Space HWK-400
Affiliation: Elite, Military Couriers
Era: New Republic +
Scale: Transport; *Handles as Snubfighter*
Length: 21 meters
Skill: Starship piloting
Crew: 1, 2 can coordinate, +2 fold away seats
Passengers: 4
Crew Skill: Varies
Cargo Capacity: (10); 10 Mt available
Consumables: 42 Days (3K credit refuel)
Cost: 375,000 (New & Used)
Hyperdrive Multiplier: x½
Hyperdrive Backup: x1
Nav Computer: Yes
Maneuverability: 4D
Space: 12
Atmosphere: 1,250 Km/H
Hull: 5D: 2 Locs; HP: 25 / AP: 8; Fore & Aft
Shields: 4D: SP: 48 / Loc; 2 generators
Sensors:
Passive 45/2D
Scan 60/3D
Search 90/4D
Focus 15/5D
Maximum 180/0D
Weapons:
4 Heavy Laser Cannons (Battery-Linked)
Fire Arcs: Dorsal & Ventral Mounts: All
Skill: Starship Gunnery
Gunners: 1
Fire Control: 4D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 8D *Static*; Nominal Damage: 10 (80)
Heavy Double Turbolaser Battery
Fire Arcs: Dorsal & Ventral Mounts: All
Scale: Speeder
Skill: Starship Gunnery
Fire Control: 2D+1
Space Range: 1-2.5/5/10
Atmosphere Range: 1-250/500/1 Km
Damage: 9D; Nominal Damage: 5 (45)

The Raven's Claw is a redesign of the HWK-300. Essentially it was determined that the HWK-300, based off the HWK-290, was at the end of it's space frame viability. Thus Corelli Space went back to the drawing board and took the lessons learned from the HWK-300 and created the next generation of their popular heavy courier series in the HWK-400. It is a premium craft targeting the wealthy.

Features:
• Refresher booth
• Small Med Bay w/Bacta Tank
• Holo Communicator
• Entertainment Table
• Comfy Seats throughout
• Comfy Beds (all)
• Galley w/Auto Chef
• Advanced Machine Shop +1D
• 6 Holo Vid Viewers
• 2 Small Arms & Personal Gear Lockers
• Masked Cargo Hold; Rating: 60 (10 MT)

SOMEONE MUST HAVE TOLD THEM ABOUT MY LITTLE MANEUVER AT THE BATTLE OF TAANAB.

- LANDO CALRISSIAN

Imperial Carrier

Craft: Cignus SpaceWorks: Carrier-class
Affiliation: Empire
Era: Rise of the Empire +
Scale: Transport
Length: 36 meters
Skill: Starship piloting
Crew: 5, Gunners: 4, Skeleton: 6/+10
Passengers: 45 (Troops)
Crew Skill: Varies
Cargo Capacity: (180); None available
Consumables: 70 Days (37.8K credit refuel)
Cost: 252,800 (New); 189,600 (Used)
Hyperdrive Multiplier: x1
Maneuverability: 2D
Space: 8
Atmosphere: 1,100 Km/H
Hull: 5D: 3 Locs; HP: 25 / AP: 8;
Fore, Midship & Aft
Shields: 3D: SP: 36 / Loc; 3 generators
Sensors:
Passive 20/0D
Scan 40/1D
Search 80/2D
Focus 5/3D
Maximum 160/-2D
Weapons:
2 Double Laser Cannons
Fire Arcs: Fore/Port/Aft & Fore/Starboard/Aft;
can fire Dorsal & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)
2 Double Dorsal Laser Cannons
Fire Arcs: 1 Fore/Port/Starboard & 1
Aft/Port/Starboard; can fire Dorsal (vertically)
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)

The Cignus SpaceWorks Imperial Carrier was designed as a work horse to deliver platoon sized units into combat zones safely. Armed with impressive firepower on several arcs of fire, as well as, incredibly effective shielding and the ability to absorb damage on four fire arcs (Fore, Port, Starboard & Aft) the craft can typically survive 2-3 passes by snubfighters, if not outright blow them out of the sky. The craft's, sole, glaring deficiency is that it lacks a Hyperdrive Backup in the event of catastrophic main Hyperspace drive failure. It is equipped with a highly efficient, singular, Ion Engine and remarkable repulsorlift performance for a transport of its size. The craft also trades in all of it cargo capacity for Troop berths, arrayed in 10 quad bunks and seven double bunks for the crew of the craft as well as higher ranked non-comms and officers.

Features:
- 4 Refresher Booths
- Galley & Auto Chef
- Holonet Communicator
- Med Bay w/Bacta Tank
- Machine Shop

Imperial Drop Ship

Craft: Cignus SpaceWorks: Drop-ship-class
Affiliation: Empire
Era: Rise of the Empire +
Scale: Transport
Length: 36 meters
Skill: Starship piloting
Crew: 5, Gunners: 8, Skeleton: 6/+10
Passengers: 56 (Troops)
Crew Skill: Varies
Cargo Capacity: (180); none available
Consumables: 5 Days (3.5K credit refuel)
Cost: 707,500 (New); 531,000 (Used)
Maneuverability: 2D
Space: 8
Atmosphere: 1,100 Km/H
Hull: 5D: 3 Locs; HP: 25 / AP: 8;
Fore, Midship & Aft
Shields: 3D: SP: 36 / Loc; 4 generators;
Fore, Port, Starboard & Aft
Sensors:
Passive 10/0D
Scan 10/1D
Search 120/2D
Focus 5/3D
Maximum 240/-2D
Weapons:
2 Medium Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 4 (24)

Double Dorsal Turbolaser Cannon
Fire Arcs: All; cannot fire vertically
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 8D; Nominal Damage: 4 (32)
2 Capital Concussion Missile Launchers
Fire Arcs: Fore (Any)
Skill: Capital Ship Gunnery
Gunners: 3
Fire Control: 2D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 12 per Launcher
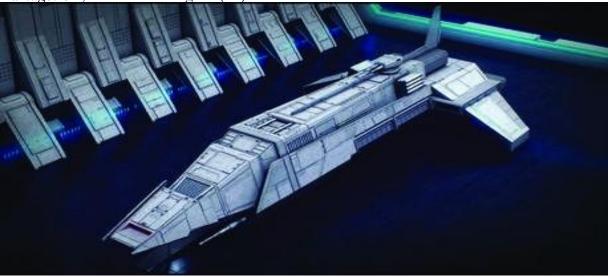
The same craft as the Imperial Carrier, reconfigured for hard hitting assault and penetration to a planetary, *hot*, landing.
Features:
* Same as the Imperial Carrier
* Loss of the Hyperdrive Allows the Imperial Drop-ship to Carry a single TIE/gt in an aft, ventral hangar.
* Capital Missile Launchers are exposed, and can be targeted/destroyed after a shield penetrating hit occurs (destroys the craft).

LAST MAN STANDING

For Lam Sd'Lonyer the thought of striking out on his own seemed like a dream. However, after his home system had been brutally crushed by the Empire, it became a reality. His home had always been "somewhere up there" as he had been known to say in his youth.

Lam had seen some of the galaxy, fighting the Empire in a series of battles across several star systems. He fought them in space and on the ground. It was one of those desperate fights that people murmur about in the corners of bars and at Rebel Alliance Command. After losing several colonies only the home system remained. *In a battle that only the survivors would remember*; the boy inside him died, replaced by a man forged in conflict. They fought to the bitter end, which garnered some level of respect from the Imperial commander that led the final ground assault. His people were, *finally*, allowed surrender with some level of dignity. After fighting the Imperials to a stand still they brokered a deal for their people, terms for surrender. Each remaining member of their populace would get a reparation package.

What they received were full pardons and a paltry five hundred Imperial Credits. Which, was generous compared to what most other worlds that resisted Imperial rule got.

Lam had seen the fighting through from the earliest days of the "war" at the age of seventeen until the end, almost three years later. So, no one blamed him when he accepted the credits and then took the CS-600 Transport, *which was all that remained of their defense fleet*, and left. His "Somewhere up there" had now become a reality.

Two Years Later

After a series of rather profitable hauls Lam had done well for himself. The spare credits he made going into re-fitting what he now calls the *"Sexy Mynock"*. His commentary about his ship elicits more than a little laughter from other spacers when he brings it up. The name is *absurd*, however, it seems to fit the up-beat way he's been seeing life since leaving his home. This is where his good fortune would end, however, as contracts dry up overnight. Work becomes scarce and he ends up taking on more than a few less than savory jobs just to stay alive.

The "Sexy" Mynock

Craft: Corelli Space CS-600 Transport
Affiliation: Captain Lam Sd'Lonyer
Era: Old Republic
Scale: Transport
Length: 32 meters
Crew: 2 + 1 Can Coordinate; Skeleton: 1/+0
Passengers: 8
Crew Skill: 7D+2 Piloting & Gunnery
Cargo Capacity: (160); 160 Mt available
Consumables: 70 Days (7K credit refuel)
Cost: 159,420 credits (Current Value)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 800 Km/H
Hull: 4D+2: 3 Locs; HP: 24 / AP: 8
Fore, Mid & Aft
Shields: 2D+1: SP: 28 / Loc; 3 generators
Sensors:
Passive 13/0D
Scan 25/1D
Search 43/2D
Focus 2/1D
Maximum 86/-2D
Weapons:
Dorsal & Ventral Rail-Gun Batteries
Fire Arcs: All, Dorsal & Ventral
Skill: Starship Gunnery
Gunners: Bridge or 1 Gunner
Fire Control: 4D*
Space Range: 2-4/16/32
Atmosphere Range: 200-400m/1.6/3.2 Km
Damage: 6D*; Nominal Damage: 6 (36)
Ammo: 5,000 Rounds / Gun (500 bursts each)
- Guns can be locked to fire in any arc, typically Fore / Aft, and fired from the bridge (any station) at -2D to fire Control.

- Damage incorporates *Medium Burst*
- Rate of Fire: up to 3 bursts per gun
- Commonly regarded as low technology, Rail weapons (mass drivers) are considered primitive by Imperial standards (regardless of how effective they actually are). The weapons are considered to be "legal" armament on the Mynock.

Features:
- All interior seats have been upgraded to Luxury seating
- Lounge Area has a Disco Ball & Enhanced Entertainment Table
- Galley, Bar and Auto-Chef Added
- Machine Shop Added
- Sonic Showers replaced by Refresher Booths

The Job Lead
One day in the spacers lounge on Bespin, Lam's latest port of call, he overhears a conversation about a pretty savory haul. Finances have been tight and he's been forced to release the crew he had taken on… months ago due to his inability to pay them. Bespin is a nice place, however, the docking fees alone are causing him to sweat. It's the end of the line and this conversation might just be what he needs to break into.

Walking over to the trio of individuals seated, huddled over a table.
"I couldn't help but overhear that you guys might be in need of a fourth partner with another ship." *Lam says with a cool, calm, demeanor*

"How did you hear us? You were sitting across the bar…" *A seriously ridiculous question*

"I have good ears. Besides, I don't think you were trying all that hard to be ultra-secretive. We are the only ones in here, after all."

Scanning the room, only the bar tender and the four of them were in the lounge. It was too early in the day for most of it's patrons to be there.

"So, what if we do want a fourth partner? I doubt you have a ship of any merit." *They begin to ignore him and return to muttering among themselves*

"Now, that's a big assumption. I will make one of my own. I, personally, doubt you guys have a ship worth a damn for the job you're considering. Sounds like that light hauler of yours just won't pull enough weight to really turn you a good profit." *Lam fires right back*

They looked at him, leaning back as if his words hit too close to the mark

"Alright, one of them said, I'll bite. What's your ship?" *Doubtful that he even has one*

"Corelli Space Six-Hundred, I have plenty of room"

Eyebrows raised on the trio

"Ok, lets say we bring you into this job… How can we trust you?" *The murmuring stops, slight movement under the table suggests to Lam they're likely moving their hands to sidearms.*

"The better question is, why would I trust you?" *Making no threatening movement*

"We have the details of the job and you don't get paid without us." *One of them states defiantly*

"Well, while that is true, I have other offers. Your deal just sounds a bit suspicious because it's a lot more lucrative than anything else I have lined up at the moment." *Bluffing about the other offers* "How do I know you're not pirates?"

"You don't. So let's clear the air. You need to make an appointment with the Baron Administrator. He's a busy man, however, he will vouch for us. Present his cyborg assistant with this token, you will get your audience and assurances." *The trio calms down a bit*

"Lando Calrissian… ok. We will be in touch" *Lam takes the token and heads out of the bar after paying his tab to present the token to Lobot, Lando's assistant.*

Four hours later, he gets a brief audience with Lando after sitting in a detention cell while Lobot runs his background.

"I see you've only run legit cargoes. Either that's true or you're really good at covering your tracks." *Lando inquires with statements that dig like questions*

"I do like to stick to legit work, Baron Administrator. You can count on me for reliable and safe transport of any and all shipments" *he responded cautiously. Having no desire to tell the head of a floating city he's also pulled some clandestine work.*

"Well, then we have no use for your services." *Lando begins to rise*

Lam raises a hand to give Lando pause on getting out of his chair "Have you heard of the Borellian Job?" *a little name dropping might be necessary now without giving too much away*

"The Borellian Job? A smuggling job that pulled a Corusca stone heist off from a sector Moff and managed to spirit away with the stones undetected. No one took credit for that job, no one was caught and the stones hit the black market, what? Almost two years ago. Most crews would brag about a haul like that."

Lando says with an air of disbelief

"Yeah, well, most crews bragging about that sort of thing would be dead by now." *With sincerity*

"All the ships in that sector were thoroughly scanned and searched. There's no way you could have pulled that off." *Lando scoffs*

"Maybe, however, it helps when I have a couple special compartments on my ship for just that sort of thing. I told you, safeguarding my clientele's goods and privacy is at the core of my business principles." *Lam maintained eye contact*

"Even if that was you, that job is old news. My associates really need a savvy pilot, with skill. You really look way too young to have that degree of prowess." *Again, Lando questions Lam's viability*

"Have you heard of the Black Root Sector?" *speaking about his home*

"Sure, some galactic backwater that got it's ass kicked by the Empire. What of it?" *Lando said dismissively*

"I was a combat pilot, at the age of seventeen, we didn't have much choice back then. You either fought or you died doing nothing. I remained in that fight from the initial shots fired all the way until the end of the conflict. I have more TIE fighter kills than anyone you will likely ever meet. Half of them were in an old Zebra Mark I. I'm not talking about the new ones. The other half were in a CS-600, that moved a fifth the speed of those TIEs, with the gun wells locked forward and aft. Ship's called the **Sexy Mynock**, perhaps you have heard of it." *Lam said, cold as ice*

Lando was in the middle of taking a pull off a glass of Brandy when he half spit then choked it down gasping for air. What made him

almost loose it was when Lam called his ship the "Sexy Mynock" which almost caused him a choking fit of laughter. Lando being the suave guy that he is, forced himself to swallow the laughter and the Brandy went down the wrong pipe. Truth be told, he had heard murmurs about the guy. He was about as solid as they come and a damn bit more reliable than the people he put together for this job.

"There's only one person brave enough to call their ship *the Sexy Mynock*, his name is Lam and I've heard rumors of at least one blooded pilot coming from the *Black Root sector* that ran the occasional precision job." *Lobot had done some good digging into this guy.*

"You're in luck, I am he." *Presenting his credentials*

"Good, now go and meet my people. I will send word ahead of your arrival. Your cut is 15% of the haul in hard goods. *The actual goods you will be liberating for me.* That should net you twenty to thirty thousand credits, easily, on the black market even with their horrible barter rates. Satisfied?"

"Very"

Lam smiles and leans forward to shake Lando's hand

The Actual Job
Everyone assembles in a private suite near the casino district.

"We have two ships, the light hauler and the Mynock. Each of us will receive a repuslor skiff for hauling. The details are as follows, our benefactor has discovered the presence of an ORD on the third planet of the Lanalin System. The ORD is really old, not Clone Wars old, *older.* We are to salvage anything we find there and haul it out. We're expecting small arms and some incredibly old yet valuable data crystals. Details on the specifics are a bit sketchy though."

"The problems we will face are two fold. There is a local population that has no idea there is a ORD there. Secondly, there is an Imperial Garrison on world and the system is defended and patrolled by the Empire using refit *Action Fours*. There is no holonet access in the sector and the Empire is supposedly still fielding old TIE designs there. So, slower, less maneuverable and tougher snubfighters."

"Our points of insertion into the system are standard, approach is standard. We fly directly to the star port on the third planet in the system. *It's going to be easy getting in.* The problem is getting out. The Light Hauler will run at any sign of trouble, because she's fast. The Mynock doesn't have that luxury and will act as bait, moving to place herself in the line of the Imperials and will be boarded if necessary."

"Lam, you're still required to haul the goods off world. Our benefactor assures us that you are up to the task."

The Ingress
*It goes off without a hitch. They arrive in system, land at the star port and all is good. That is, until Lam learns that his companions have no idea what an **ORD**, actually is. Two weeks later the **ORD** remains to be found.*

Lam waited patiently and had already done some reconnaissance of his own. He was attempting to give these guys the benefit of the doubt. However, he realized at the end of the second week that they were clowns.

"I don't believe this shit, you don't have any clue where the depot is?" *Lam asks incredulously*

"No, we're not looking for a depot. We are looking for an **ORD**." *One of them said with seriousness*

"You idiot! An ORD is an Old Republic Depot!" *They were not mere clowns, they were Clown Shoes.*

Still not getting it "No, we are looking for an **ORD!**" *defiantly*

"And to think, I grew up in a *galactic backwater...* You must have ridden the short transport to school... *If you even went to one...* O in ORD stands for **Old**, R in ORD stands for **Republic** and D in the, abbreviation, O.R.D. stands for **Depot.**" *The situation was so bad that Lam was ready for it to go south at any moment.*

"But, Lando told us that it would be obvious. He openly told us it was an **ORD**. He said we should do the research ahead of time as the land masses may have shifted over the Millennia." *Scratching his head*

It was clear they had no idea where to start and had been wasting most of their time in brothels and bars.

"Let me guess, you didn't do the research?" *Lam asks*

"Why would we? Lando said it would be a piece of cake." *Still clinging to defiance*

"Wow… You know, there's a saying, no plan survives contact with the enemy… In this case, no plan survives contact with you idiots… I will find the **ORD**, and my cut just went up to 25%." *Lam says with disgust*

"Lando won't like that, he won't agree to your terms." *Once again dismissive*

"I wasn't suggesting it would come out of Lando's cut. I'm taking 10% out of your cuts" *Morons*

"No, we don't agree." *In unison*

"Ok, then you sit on your asses here until you run out of money and I will already be back on Bespin with Lando's goods. I will take 60%

myself and turn over the rest to Lando." *Lam says with dead seriousness*

"You wouldn't dare" *one of them speaks up*

"Try me" *Lam responds, things are about to go south. Lam turns to the side obscuring his right hip holstered Blaster, flicking off the safety strap.*

The trio of morons move to draw their Blasters, as if in slow motion. Only accentuating how absolutely uncoordinated they, actually, were.

Lam's Blaster is out of it's holster before any of the three can even unbuckle theirs'

"I have a little experience with this sort of thing. Unbuckle your gun belts and drop the weapons, then step away." *Lam menacingly sweeps his Blaster from left to right.*

In unison the trio responds and all three actually take their eyes off of him for a second, to pull their Blasters "Nooooo...Argh!!!"

Three Blaster shots, at close range, ring out. Distinctly, producing the sizzle of stun bolts. Lando's three, stupid, associates fall unconscious to the ground.

"Idiots..." *Lam sighs*

After disarming them and binding them up, Lam searches their ship. First for the information from Lando which he discovers on a Data Pad. Second, he discovers that the registry of the hauler has been hacked... It's a stolen ship. Talk about not attempting to draw attention... No big surprise there, though.

How the hell Lando vetted these idiots Lam had no idea. They forgot to bring their repulsor skiff and they were expected to carry the principal load of the cargo… one of them began to groan and started waking the other two, three more blaster shots ring out in the ship, resulting in three very unconscious and drooling thieves bound together, laying on the deck of their stolen freighter…

"What the hell am I going to do with these guys?"

After **hog tying** them Lam jams them under the the deck plating of the hauler, further limiting their ability to move and pretty much eliminating any ability they have of escaping.

He had been using a fake ID since he landed, the *Clown Shoe Trio* didn't even realize he had changed his hair color, was sporting a beard and blast goggles the entire time... He paid the star port for better security around the hauler and informed them that no one was inside the ship… and to watch for *anything* suspicious (in case they freed themselves and attempted to come after him). Now he had to locate the base.

He compared mapping data from Lando with data from the planetary archives on world. *Now Lam had a rough estimate for the location of the Depot*, that entire process took him less than an hour since he had already done most of the aerial reconnaissance with a rented air speeder, the research on his own and investigated local rumors, over the past two weeks.

That evening he flew his ship out, then dropped below sensor coverage and ran the ship on repulsors until reaching the general area. Scanners detected a metallic anomaly after a couple minutes of sweeping the area. Setting down he spent more time locating the entrance and it was morning by the time he had managed to dig out an entry hatch to the facility.

He returned to his ship and slept for eight hours. Returning to the site about mid day bringing the repulsor sled with him. He managed to jimmy the doors open with a power cell and some luck.

The facility turned out to be *everything* Lando said it was and more. It was a good couple thousand years old, some of the main passages were collapsed, however, the overall structure was intact. They had snubfighters in there from the Old Republic. He would have to come back with something larger, some day, and retrieve them too. *He would even petition Lando to come with him to finish that job.* Lam was an honest sort of man, you didn't find that very often in this line of work.

Making several trips, over the next three days, Lam loaded every Pulse Wave Blaster he could get his hands on; into his ship's shielded cargo holds. The rest of the gear he focused on would only be mundane, yet valuable stuff. Like old computers, data crystals, trinkets that had good resale value, etc.

His biggest, personal, find was a cylinder that he didn't recognize at first. It turned out to be a Lightsaber, *and he almost cut off his legs when he activated it…* That went into the bridge masked storage box, *you never know when you need an illegal, multi-purpose, vorpal cutting tool...* He had never seen one before. Then again, most people had never seen one. He never really knew much about them other than the few tales of the Jedi that managed to reach the Black Root sector. This was a helluva find.

After having loaded everything he could cram into the *Mynock* and placing the mundane gear over most of the shielded cargo containers, for good measure. He used the skiff to head back into town. *Either those idiots escaped or they were really hungry by now...*

It would appear that about three days into their captivity, one of them managed to get free. He freed his companions and then attempted to leave the ship. They looked like they were in rough shape, and the star port security staff immediately thought they had gained access to the ship when they weren't looking. They were promptly surrounded and arrested. *With no ability to Blast their way out because Lam had taken their weapons.* Lam had "exposed" the registry hack on the bridge by tampering

with the BoSS (that's Bureau of Ships and Services) box. Making it obvious that something was amiss with the ship. When their records were run with the Empire on world they were identified as smugglers and pirates. *The hacked BoSS registry damned them.* The way Lam looked at it was they could say whatever they wanted to because there was no evidence he had even been there. Who cares if they dropped his real name, no one of that name had ever been to that planet! *No one would believe the word of pirates anyway.*

As for his fake identicard, well, it was well worth all that cred he spent on it a couple years ago. It was *burned* as far as he was concerned. He stuffed it in the Ion Engines of the *Sexy Mynock* before leaving world. When he lit the engines, he disintegrated that identity forever.

The Egress
Lam left the planet the next day after sealing the depot back up and doing his best to obscure the entrance. He recorded detailed coordinates for any return trip. Then he lifted off and traversed the system uneventfully. Finally jumping back into the safety of hyperspace toward Bespin. He had a couple days in hyperspace to really take stock of what he had discovered at the depot and it was a pretty damn rich haul.
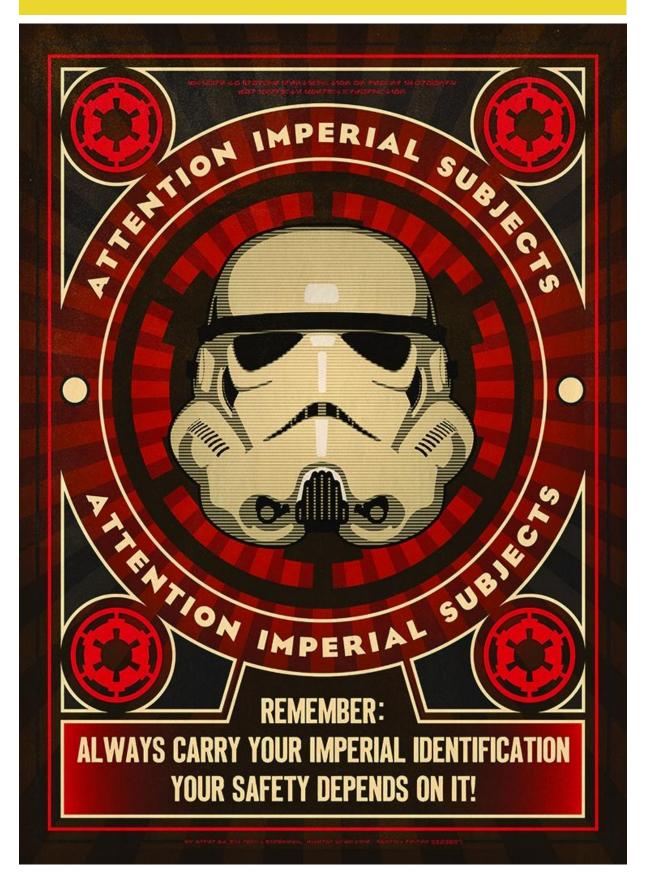
After reaching Bespin, Lam appraised Lando of the situation. Explained the fate of the crew Lando had hired for the job and then handed over fifty percent of the haul to him. It was only fair, seeing as Lando had the knowledge and Lam turned out to be his only partner in the endeavor.

He was able to legitimately sell much of the cargo and even made runs with the goods to worlds that would pay premium for the them. *What he did with the rest of the Pulse Wave Weapons well, aside from it being a story for another time, he had some ideas.* Fortune had

found it's way back to Lam, perhaps it was time that he *paid it forward* and put those weapons in the hands of those that could use them the most. However, he still had to go back to that depot. *Those Liberator-class Republic Snubfighters were calling his name.* For that he would have to return with Lando in tow and a bulk transport. He needed to do this before things got more complicated, like someone else finding the depot. *Or if those three idiots ever got out of an Imperial prison...*

Inquisitor

Craft: Mandal Motors: Inquisitor Patrol Ship
Affiliation: Various
Era: Old Republic +
Scale: Transport; *Maneuvers as Snubfighter*
Length: 12 meters
Skill: Starship piloting
Crew: 1, Gunners: 2
Crew Skill: Varies
Cargo Capacity: (150); 70 Kg available
Consumables: 24 Days (720 credit refuel)
Cost: 92,000 (New); 69,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Basic, see features
Maneuverability: 2D
Space: 9
Atmosphere: 900 Km/H
Hull: 2D + 1D Armor: 1 Loc; HP: 10 / AP: 20
Shields: 2D: SP: 24; 1 Generator
Sensors:
Passive 30/0D
Scan 40/1D
Search 60/2D
Focus 2/2D
Maximum 120/-2D
Weapons:
4 Laser Cannons
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)

Triple Blaster Turret
Fire Arcs: Fore/Port/Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D; Nominal Damage: 5 (20)
Triple Blaster Turret
Fire Arcs: Fore/Starboard/Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D; Nominal Damage: 5 (20)

The Mandal Motors Inquisitor was designed as a cheap, well armed, short range patrol vessel. Marketed at a myriad of customers on a tight budget the craft performs admirably in it's role. Designed on a Transport chassis affords this small craft a modicum of durability. It contains limited creature comforts, however, unlike many other craft of it's size the one's it possesses make for comfortable patrol tours.

Features:
- Conventional Shitter & Sonic Shower
- Comfortable Seats (Free Luxury seating)
- **Basic Nav System:** costs half as much, allows unlimited jumps at +5 difficulty.
- **Stripped cargo capacity:** - 20,000 credits
- **Cheap Repulsors:** No cost, but temperamental; 1 in 6 chance of loss of 300 Km/H (per day); requires a Starship Repair roll: Difficulty: 20 to correct.

Kazellis Light Freighter

Craft: Kazellis Corp: Light Freighter
Affiliation: Various, Empire
Era: Rise of the Empire & New Republic
Scale: Transport
Length: 28 meters
Skill: Starship piloting
Crew: 1 + 3 Can Coordinate, Gunners: 2
Passengers: 6 (expanded passenger space)
Crew Skill: Varies
Cargo Capacity: (140); 119.95 Mt available
Consumables: 56 Days (6.7K credit refuel)
Cost: 175,000 (New & Used);
123,000 (New & Used: New Republic)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 1,000 Km/H
Hull: 4D: 2 Locs; HP: 20 / AP: 8; Fore & Aft
Shields: 2D: SP: 24 / Loc; 2 generators
Sensors:
Passive 20/1D
Scan 50/2D
Search 70/2D+1
Focus 4/3D
Maximum 140/-1D+2
Weapons:
2 Laser Cannon Batteries
Fire Arcs: Dorsal & Ventral Mounts: All
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D+1; Nominal Damage: 4 (17)

The Kazellis Corporation was nationalized by the Empire, thus these ships are rare. It comes equipped with solid shields and two laser batteries for defense. Contrary to popular belief, the Kazellis corporation still exists in token form and is used to produce the occasional freighter for Imperial use. On a limited basis they accept custom orders from those with influential station in the Empire. The company becomes free again after the fall of Palpatine. Though years of neglect and it's incredibly limited market presence caused the company to struggle to regain their foothold on the galactic market. Newer designs from companies that continued to operate during the height of the Empire's power tend to outstrip sales of the Kazellis during the time of the New Republic. As a result, they heavily discount their freighter in order to maintain a tenuous, but growing market presence.

Features:
- Refresher Booth & Conventional Shitter
- Luxury Seating Ship Wide
- Lounge, Galley and Auto Chef
- Comfy Beds Ship-wide
- Medical Bay & Machine Shop
- **Armory:** +1D to repair or modify Weapons & Armor
- **Ease of Maintenance/Repair & Modification:** -2DR to all rolls. The Kazellis was built with universal components and will accept almost anything as a drop in replacement.

National Treachery

The Kazellis Corporation developed the Kazellis Light Freighter just prior to the Invasion of Naboo. The craft was an amazing one, as it incorporate a lot of creature comforts into a basic Transport. Highly prized and sought after it's introduction, the small Kazellis Corporation even had a branch office in the Kwilaan Starport on Naboo to supply the port with spare parts.

The Kazellis Corporation was based out of the Kathol Sector in the Outer Rim of the Galaxy. Their company was a joint venture between human and Twi'lek manufacturers. The Kazellis line of Transports was quite short lived. Only producing several hundred of the vessels in during the Clone Wars. With the announcement of the Galactic Empire, things started to go horribly wrong for the corporation.

A series of their patents on the Kazellis Freighter were challenged by third parties that all seemed to have some sort of bone to pick with them. This dragged their corporation into the courtrooms of the (now) Imperial Senate. Ultimately, the patent disputes discovered nothing. The process, however, was lengthy and cost the small corporation dearly. During this time the Kazellis Corporation was not allowed to sell their craft, the principal force behind keeping the corporation alive. Their ample product line of after market modifications and OEM support parts for the craft barely managed to keep them afloat.

The Kazellis Corporation immediately resumed sales of their craft after this litigation nightmare. They ran into sanctions almost immediately from the Empire due to the high performance of their craft. This forced them to so a slight re-design that incorporated weaker engines and hyperdrives to placate the Imperials. Again, this cost the corporation time and the company began to slip into the red. They released the scaled down Kazellis to limited fanfare because buyers were clamoring for the initial release of the vessel. Their scaled down version placed other craft well ahead of it in terms of raw performance. Craft like the YT & CS series of Transports.

The Kazellis Light Freighter of started to become a rare but highly prized cargo vessel, it was a sleek and elegant flying wing design that had a number of advanced systems built into the stock model, foremost being an advanced drive system that gave it a sharp edge in speed over other freighters, like the YT-1300. The ship's speed, coupled with other above par systems, like robust shields and two laser batteries, made the ship popular with smugglers who wanted a ship that needed very few modifications to be immediately useful.

In keeping with the company's philosophy, most of the ship's systems were easily upgraded and replaced; many of the ship's parts were fitted with universal joints and interfaces, allowing mechanics to use parts from a myriad of manufacturers. Possessing a comfortable interior, the Kazellis came stock with many amenities at the expense of cargo space, including a machine shop, medical bay, armory, and acceleration couches.

Then the planet on which the company was based upon underwent a political disaster, which impacted every business heavily. The local taxes that were levied on all the businesses were crushingly brutal and the proceeds went toward correcting a natural disaster on world of epic magnitude. There was no precedent for this political move my the local Moff, however, the local Governor (Moff's) power was now absolute after the Rise of the Empire. The Kazellis Corporation filed for Bankruptcy shortly afterward. What happened next was another unprecedented move by the local Moff. *The company was Nationalized without being allowed to proceed through their bankruptcy.* The corporation was bought out by a third party at a fraction of it's value and since the buyout did not zero the debt the Empire swept in and Nationalized the Kazellis Corporation.

The Kazellis Corporation's failure was so abrupt, unforeseen and brutal that the executives of the company had little time to discover what had happened or was happening. In the years since, however, there has been much speculation. Though nothing solid has emerged from any inquiry into the matter.

The Corellian Engineering Corporation had witnessed a product launch that outstripped their ultra stable base of followers when the Kazellis Light Freighter first hit the market. Longtime supporters of the the CEC flocked to Kazellis to get their hands on a freighter. You could essentially say that fear guided their actions and they set in motion a plan to discredit the corporation with their patent litigation. Of course this was all performed with a number of shell corporations well removed, from directly linking the CEC to the litigation. The litigation failed, and not only had Kazellis spent years and millions on the campaign, the CEC had spent Billions lobbying against the Kazellis Corp. This would eventually reach the attention of the nascent Empire who took an interest in the corporation as a result of this, blown out of proportion trial. Furthermore, notification of the Twi'Lek involvement in principal ownership didn't sit well with the Pro-Human Empire. CEC entered into an agreement with the Empire and they both crushed the Kazellis Corporation under their might. Little would the CEC realize, that later, their Imperial allies had betrayed them over the design of their YT-2000 series... *What comes around, goes around.*

There's a bit of a sliver lining here though. No one that worked for the main offices was terminated. They were all moved, forcibly, to Coruscant and employed under guard. The Empire saw the value of these vessels for many purposes and kept the corporation alive on an as needed basis. The employees were not allowed to leave, they collected a marginal income and were tasked with maintain units in imperial service. In addition to this the craft were sold, brand new, to certain key Imperial politicians and military personnel. After the death of the Emperor the hold that the Empire had on the corporation failed and the surviving employees slipped their leash. Relocating to a world in the Charity Cluster. A small sector that had been recently liberated by a female Captain that had ties to one of the founders of the corporation. Seeking a neutral area to build anew the corporation found it's new home... Only to be screwed again, this time by the New Republic who eventually cut off all

traffic in the system with a formal blockade due to the ex-Imperial Captain being branded a "Warlord" for liberating the sector from other Imperials. Funny thing, not a shot was fired in that liberation. The New Republic fought constant wars with ex-Imperial commands and they rarely did so without bloodshed. So, would that make the New Republic a government of Warlords? It really does look that way from a certain point of view.

Potential Benefits of revealing information to the Kazellis Corporation:

- Sanctions against the CEC & reparations paid to the Kazellis Corporation.

- Possibility of loosening the blockade for Kazellis sales during the New Republic Blockade.

- Greater possibility that the New Republic would entertain peace talks on a more even level without the events of the short story *"I'm Not Like Everyone Else"(pp. 264-275)* necessarily happening at all. This would require a masterful ordeal of representation and pleading with the overburdened New Republic Senate. Possibly involving substantial bribes or threats (if performed in a non legit fashion).

- Kazellis will grant a fully stocked, original series, Space Transport as a reward.

- Kazellis is broke, so don't expect cash.

- Possibility of gaining traction and ties in the New republic Senate.

- The gratitude of the Democratic leadership of the Charity Sector. Which would yield a neutral entity that will always offer the players safe haven free from extradition & a personal landing bay on one of their worlds that is maintained for free for life.

- A chance to take part in the events of *"I'm Not Like Everyone Else."* And possibly change the outcome of the final battle. (This is a personal favorite, because that would be a **dirty**, and fun battle to be a part of, e*specially if the players have a capable or multiple capable warships*).

Liberty Light Freighter

Craft: Rendili StarDrive: Liberty Transport
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 18 meters
Skill: Starship piloting
Crew: 1 + 1 can coordinate
Passengers: 6 (expanded passengers)
Crew Skill: Varies
Cargo Capacity: (90); 89.9 Mt available
Consumables: 36 Days (2.9K credit refuel)
Cost: 132,000 (New & Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D; 3D in Gravity Well
Space: 6 (8 in Gravity Well to 120 Units)
Atmosphere: 800 Km/H
Hull: 4D+2 + 2D Armor: 3 Locs; HP: 24
AP: 32; Fore, Port & Starboard
Shields: 2D: SP: 24 / Loc; 3 generators
Sensors:
Passive 35/1D
Scan 45/2D
Search 65/3D
Focus 5/4D
Maximum 130/-1D

Weapons:
2 Turbolaser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 5D; Nominal Damage: 4 (20)
Double Turbolaser Battery (Ventral)
Fire Arcs: Fore/Port/Starboard/Aft/Ventral
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 4D; Nominal Damage: 5 (20)

Known for their Victory Star Destroyers and Dreadnoughts, this represents their first foray into a more personalized market segment in centuries. Meant to sell well to individual captains and compete on the higher end against luxury craft, the Liberty Light Freighter is impressive in it's own right. It is well armed, armored and shielded. The engineers at Rendili managed to extend hull survive-ability by compartmentalizing the craft into 3 sections, which is unheard of in a craft of this size. As is the craft's ability to maintain
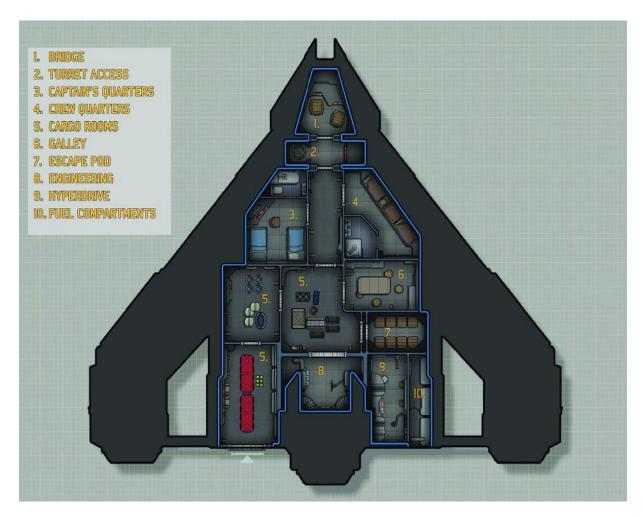
full cargo capacity. Finally, the craft has enhanced Space performance in the presence of Gravity wells, gaining an additional 2 Space Units in speed when under the effects of one (natural or artificial). It's maneuverability is also bolstered under these conditions and in Atmosphere.

Features:
- All Systems are efficient, -2DR to all repairs; -1DR to all Modifications.
- Captain's Cabin w/ Conventional Shitter, Holovid Terminal & Refresher (2 beds)
- Crew Quarters w/ Refresher & 3 Double Bunks
- Galley, Auto Chef & Bar
- Engineering access to all drive systems
- Enhanced Gravity Well Performance
- Armor plate is part of the Engineering design and does not impact the craft in any way (Additional Armor, *will*, however).

Rendili StarDrive wanted to compete for the independent captain market place and with higher end small yachts alike. Thus, they reduced the entry price of the craft to it's 75% of its *Used Price*. Rendili Star drive is estimated to be making less than 6% profit on each Liberty. It is believed that they are creating market interest for future civilian product launches. The Liberty represents an exceptional value in the marketplace for a small personal ship with incredible potential and robust passenger space. No craft of this size offers six passengers as an option. Rendili's Liberty is incredibly rare due to it's incredible performance.

It is effectively back ordered until infinity... Players would have to steal one in order to get one.

1. BRIDGE
2. TURRET ACCESS
3. CAPTAIN'S QUARTERS
4. CREW QUARTERS
5. CARGO ROOMS
6. GALLEY
7. ESCAPE POD
8. ENGINEERING
9. HYPERDRIVE
10. FUEL COMPARTMENTS

Nova Drive 3-Z

Craft: Nova Drive: 3-Z Transport
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 28 meters
Skill: Starship piloting
Crew: 2, Gunners: 2, Skeleton: 3/+5
Passengers: 8 (Expanded passengers)
Crew Skill: Varies
Cargo Capacity: (150); 150 Mt available
Consumables: 56 Days (6,720 credit refuel)
Cost: 92,000 (New); 69,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 800 Km/H
Hull: 4D+2: 2 Locs; HP: 24/AP: 8, Fore & Aft
Shields: 1D: SP: 12 / Loc; 2 generators
Sensors:
Passive 20/0D
Scan 30/1D
Search 40/1D+2
Focus 2/2D
Maximum 80/-2D+1
Weapons:
2 Laser Turrets
Fire Arcs: 1 Fore, Port, Aft; 1 Fore, Starboard, Aft; Dorsal and Ventral
Skill: Starship Gunnery
Gunners: 1 (Fired from the Bridge at two stations separate from the pilot and co-pilot)
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 3 (9)

The 3-Z light freighter was a freighter made by Nova-Drive. It is an upgraded version of the YT-1200 light freighter design. The hull was stretched and reinforced. It features a pair of escape pods that punch out ventral from the lower hull, spaced equally in the craft. Based on a CEC design the craft is easy to maintain/repair and modify (-1DR).
Features:

- 3 Conventional Shitters, 3 Sonic Showers
- Galley, Lounge & Auto Chef
- Starting Cargo Space is Maximum & Expanded due to stretched hull design.
- Holo Vid Viewer in the Galley
- 5 Double Bunks w/2 storage closets in each room (3 rooms). Crew *Quarters is just one double bunk with storage closets.*
- 3 Cargo Elevators in addition to main loading ramp.
- Small Arms Locker on the Bridge
- Two other standard 4 occupant escape pods that jettison Ventral.
- Bridge Section jettisons and acts as an escape pod for 4 people.
- Captain's Cabin w/ Sonic Shower & Conventional Shitter
- First Mate's Cabin w/ Conventional Shitter

Nova Drive 5-T

Craft: Nova Drive: 5-T Medium Transport
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 40 meters
Skill: Starship piloting
Crew: 2 + 1 can coordinate, Gunners: 3;
Skeleton: 4/+5 (Pilot & 3 Gunners)
Passengers: 16
Crew Skill: Varies
Cargo Capacity: (200); 199.9 Mt available
Consumables: 80 Days (17.6K credit refuel)
Cost: 186,400 (New); 139,800 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 600 Km/H
Hull: 5D: 4 Locs; HP: 20 / AP: 8
Fore, Port, Starboard & Aft
Shields: 2D: SP: 24 / Loc; 4 generators
Sensors:
Passive 25/0D
Scan 40/1D
Search 50/2D
Focus 5/3D
Maximum 100/-2D
Weapons:
3 Double Laser Turrets
Fire Arcs: 1 Fore, 1 Port/Aft, 1 Starboard/Aft
Skill: Starship Gunnery
Gunners: 1

Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

The Nova Drive 5-T is the company's first attempt at creating a self designed transport. It's design followed shortly after the 3-Z's amazing success, allowing the fledgling company to assemble the finances necessary for such an undertaking. While the design's armament doesn't seem very impressive it does give the craft full coverage on all arcs of fire. The design is rather efficient in how a singular pilot can handle the myriad of tasks on the bridge. Designed as a cost effective Medium Freighter that would appeal to the masses of smaller transport companies and even larger ones alike. The craft can carry an impressive amount of passengers and the one that can coordinate on the bridge is actually an additional of passenger berth on the ship.

Features:
- Public Refresher & Conventional Shitter
- Captains Cabin with Big Comfy Bed, personal refresher booth, Holovid Viewer & Conventional Shitter
- First Officer's Cabin with Comfy Bed, Holovid Viewer & Conventional Shitter
- Lounge & Basic Entertainment Table
- Galley & Auto Chef
- 3 Fancy Observation Windows (Fore, lower deck, located by the Lounge)
- Basic Machine Shop
- 10 Double Bunks w/ Holovid Viewers

Personal Shuttle

Craft: Cygnus Space Works: Personal Shuttle
Affiliation: Various
Era: Old Republic +
Scale: Transport
Length: 10.6 meters
Skill: Starship piloting
Crew: 1, Gunners: 1
Passengers: 4
Crew Skill: Varies
Cargo Capacity: (25); 24.9 Mt available
Consumables: 21 Days (1.2K credit refuel)
Cost: 88,320 (New); 66,240 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Atmosphere: 800 Km/H
Hull: 4D; HP: 20 / AP: 8; 1 Loc
Shields: 2D: SP: 24; 1 Generator
Sensors:
Passive 20/0D
Scan 30/1D
Search 40/1D+1
Focus 2/1D+2
Maximum 80/-2D +2
Weapons:
2 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km

Damage: 4D; Nominal Damage: 4 (16)
Laser Turret
Fire Arc: Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 3 (12)

The Cygnus Space Works Personal Shuttle was, at one time, the king of the hill when it came to personal transportation. It's a relatively inexpensive craft with decent cargo bay. While quite spartan in amenities, it really wasn't meant for long endurance trips. For it's time it was equipped with fast Hyperdrives and a respectable armament. It's still manufactured and primarily sold to families. *There are conversion kits available to turn excess cargo space into passenger space.*

Features:
- 6 Reclining Bucket Seats
- Holo Vid Viewing terminal
- Refresher Booth
- Galley
- Auto Chef
- Craft Wide Luxury Seating
- Wings fold vertically for landing and stowage.
- 20 MT Converted to passengers cost double to make effective (2 added).

Pocket Warship

Craft: Pirate Yards Ltd: Pocket Warship
Affiliation: Criminals, Independent systems
Era: Rise of the Empire +
Scale: Transport
Length: 24 meters
Skill: Starship Piloting
Crew: 2 + 2 can coordinate, Gunners: 2
Passengers: 12 (Troops)
Crew Skill: Varies Wildly
Cargo Capacity: (120); *None available*
Consumables: 8 Days (1.4K credit refuel)
Cost: 960,800 (New); 720,600 (Used)
Hyperdrive Multiplier: x½
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D+2
Space: 9
Atmosphere: 1,200 Km/H
Hull: 4D + 2D Armor; 2 Locs, HP: 20 / AP: 32
Shields: 2D+2 *Frigate*: SP: 288, 2 Generators
Sensors:
Passive 44/1D+2
Scan 88/3D+2
Search 175/4D+2
Focus 6/4D+2
Maximum 350/0D+2
Weapons:
2 Modified TIE Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D+2
Space Range: 1-4/15/31
Atmosphere Range: 100-400m/1.5/3.1 Km
Damage: 6D+2; Nominal Damage: 4 (26)
2 "Bad Ass" Turbolasers (Battery-Linked)
Fire Arc: Fore
Skill: Capital Ship Gunnery
Gunners: 1
Fire Control: 4D+1
Space Range: 4-31/62/94
Atmosphere Range: 800m-62/124/188 Km
Damage: 11D+2 *Static*;
Nominal Damage: 8 (90); RoF: 1
Quad Incom Laser Turret (X-Wing Guns)
Fire Arcs: Ventral Turret: All
Skill: Starship Gunnery
Gunners: 1
Fire Control: 4D+2
Space Range: 1-4/15/31
Atmosphere Range: 100-400m/1.5/3.1 Km
Damage: 7D+2; Nominal Damage: 6 (44)
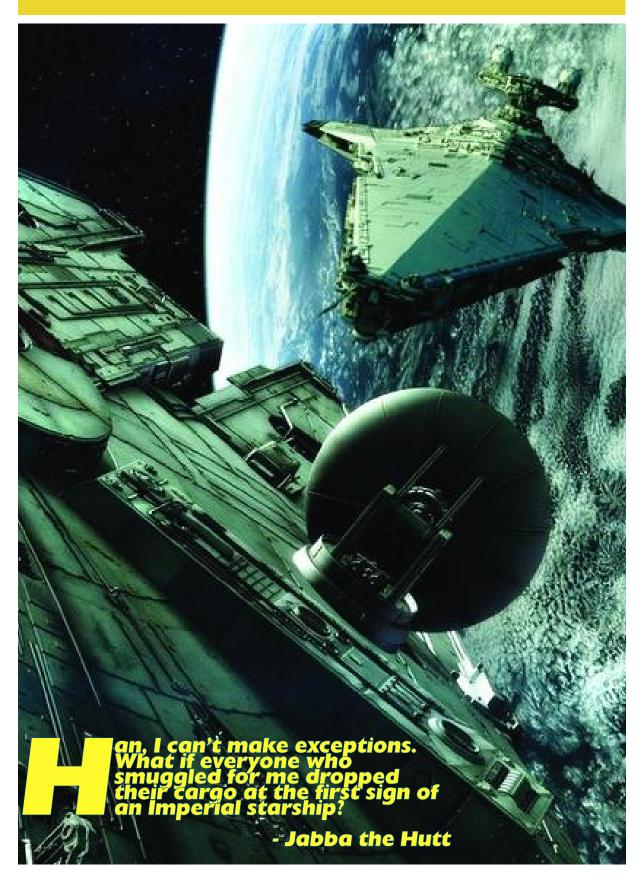
The Pocket Warship is a custom design that appears to be an, *actual*, design blueprint due to the ships appearing in quantity throughout the Galaxy. Designed with one purpose in mind, crippling Bulk Cruisers. It features maximum modifications on *everything:* +2DR to repair.
Features:
- Added 7 Passengers -35 Metric Tons
- **Shield Strain:** Breached shields have a 15% chance (cumulative) of causing the generator to **detonate**, *destroying the ship.*
- Conventional Shitter & Sonic Shower

Han, I can't make exceptions. What if everyone who smuggled for me dropped their cargo at the first sign of an Imperial starship?

- Jabba the Hutt

Raider Assault Ship

Craft: Rothana Heavy Engineering: Raider Class Assault Ship
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 22.5 meters
Skill: Starship piloting
Crew: 2, Gunners: 4
Passengers: 26 (Troops)
Crew Skill: Varies
Cargo Capacity: (3); 2.9 Mt available
Consumables: 45 Days (14.4K credit refuel)
Cost: 260,800 (New); 195,600 (Used)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 500 Km/H
Hull: 8D + 4D Armor: 2 Locs;
HP: 40 / AP: 56; Fore & Aft
Shields: 3D: SP:36 / Loc; 2 generators
Sensors:
Passive 23/0D
Scan 25/1D
Search 40/1D
Focus 2/1D
Maximum 80/-3D
Weapons:
4 Heavy Laser Cannons (Fire-Linked)
Fire Arcs: Dorsal & Ventral Mounts: All
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 9D; Nominal Damage: 6 (54)
2 Double Laser Turrets
Fire Arcs: Dorsal & Ventral Mounts: All
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)
2 Static Laser Cannons
Fire Arcs: 1 Fore/Port & 1 Fore/Starboard;
Ventral & Dorsal
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D *Static*; Nominal Damage: 6 (24)
Plasma Boarding Device
Fire Arc: Aft
Damage: 10D, Nominal Damage: 6 (60)
Game Effect: *Forms a hard seal on target vessel after melting through it's hull.*

Rothana's Raider Assault Ship was designed for heavy assault missions requiring the troopers to survive, almost anything, en-route to their target. It is heavily armed, armored and as a result it's designers hadn't anticipated the load it would place on the engines and reactor core. This led to the craft being a flying brick. It's very popular with Pirates...

Features:
* 2 Refreshers
* 16 Double Bunks (8 per deck)
* Med Bay

Sigma Shuttle

Craft: Koensayr: SSL-2M Sigma Shuttle
Affiliation: Empire
Era: Rise of the Empire (Early) +
Scale: Transport
Length: 21.6 meters
Skill: Starship piloting
Crew: 2, Gunners: 2; Skeleton: 3 / +10
Passengers: 12
Crew Skill: Varies
Cargo Capacity: (115); 5 Mt available
Consumables: 43 Days (6.9K credit refuel)
Cost: 110,200 (New); 83,400 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Maneuverability: 1D
Space: 4
Atmosphere: 1,000 Km/H
Hull: 4D: 2 Locs; HP: 20 / AP: 8; Fore & Aft
Shields: 2D: SP:24 / Loc; 2 generators
Sensors:
Passive 15/0D
Scan 20/1D
Search 30/1D
Focus 5/1D
Maximum 120/-2D+1
Weapons:
Ventral Double Laser Turret
Fire Arcs: Fore/Port/Starboard & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)
Dorsal Double Laser Turret
Fire Arcs: Aft/Port/Starboard & Dorsal
Skill: Starship Gunnery
Gunners: Co-Pilot
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

The Sigma-class shuttle is a Koensayr shuttle craft that saw use in the Imperial Navy early in the Galactic Civil War. The Sigma-class shuttle is replaced by faster and better armed shuttles like the Lambda-class. One of these shuttles, the Mist Laden, is in hands of a headhunter who acquired the starship after capturing its owner, an independent trader.

Art was reassembled by AdamKop from vague images.

Features:
- Six Double Bunks
- 2 separate rooms for Gunners & Pilots with a Double Bunk each
- Galley
- Refresher Booth
- Robust Fusion Reactor (Great for Modifications)
- Trades cargo space for passenger space

Shadow Transport

Craft: Sienar Fleet Systems: Shadow Courier
Affiliation: Empire
Era: Rise of the Empire +
Scale: Transport
Length: 26 meters
Skill: Starship piloting
Crew: 1, Gunners: 2
Passengers: 4
Crew Skill: Varies
Cargo Capacity: (130); 129.5 Mt available
Consumables: 52 Days (6.9K credit refuel)
Cost: 400,000 (New & Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x7
Maneuverability: 2D+2
Space: 9
Atmosphere: 1,100 Km/H
Hull: 2D: 2 Locs; HP: 10 / AP: 8; Fore & Aft
Shields: 4D: SP:48 / Loc; 2 generators
Sensors:
Passive 90/3D
Scan 0/0D
Search 0/0D
Focus 0/0D
Maximum 180/-1D (Passive only)
Weapons:
2 *Static* Heavy Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 0D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 8D; Nominal Damage: 7 (56)

2 Double Medium Laser Turrets
Fire Arcs: 1 All & Ventral, 1 All & Dorsal
Skill: Starship Gunnery
Gunners: 1
Fire Control: 0D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 4 (24)

The Shadow Transport was designed and based loosely off the Scimitar (Sith Infiltrator). It is a priority shuttle or personal craft for high ranking members of the Imperial Military and Government. It incorporates stealth technology different from the Scimitar. The Shadow has a light hull composed of completely sensor resistant materials. Sensors cannot detect the craft, period. A byproduct of this advancement is the fact that the Shadow's own sensors only operate in Passive mode, nothing else on the craft works and thus they were massively enhanced. Furthermore, fire control packages gain no advantage vs. the Shadow (0D), however, gains from high volume of fire like Pulse Lasers and Auto Blasters still apply. This also effects the Shadow's own weapons as well.

Features:
- Refresher Booth
- Luxury Seating Craft Wide
- Galley & Auto Chef with Bar
- 7 Holo Vid Viewers
- Med Bay with Bacta Tank
- Full Holonet Communicator

Sleuth II

Craft: Incom Corporation: A-25 Sleuth Mk II
Affiliation: Various, Rebel Alliance
Era: Rise of the Empire + (Late)
Scale: Transport; *Handles as Snubfighter*
Length: 18 meters
Skill: Starship piloting
Crew: 1 + 1 Astromech Droid (Internal Droid Socket), Gunners: 2
Passengers: 1
Crew Skill: Varies or Rebel Alliance: 4D+2
Cargo Capacity: (8 Mt); 7.9 Mt available
Consumables: 36 Days (1.4K credit refuel)
Cost: 252,000 (New); 189,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes (Full, Droid assist -1DR)
Maneuverability: 2D+2
Space: 9
Atmosphere: 1,100 Km/h
Hull: 4D+2; HP: 24 / AP: 8; Fore & Aft
Shields: 3D: SP: 36; 2 Generators
Sensors:
Passive 40/1D
Scan 70/2D`
Search 90/3D
Focus 10/4D
Maximum 180/-1D
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)
2 Double Laser Turrets
Fire Arc: Dorsal & Ventral Mounts: All
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)
Sensor Baffling
The hull is honeycombed internally with sensor resistant material that reduces the signature of the craft.
Game Effect: *While operating on Passive Sensors the craft is invisible to opposed sensors and can only be detected by a visual scan. With Active Sensors it is -4D to detect.*

The Sleuth II is the spiritual successor of the A-24 Sleuth. The chassis was extended from 14 to 18 meters. This allowed for a much more robust interior space as well as the installation of a pair of gun wells both Dorsal and Ventral. The craft possesses a small refresher, galley, 2 double bunks, and a holo communicator that functions as entertainment & mess table, there are 4 comfy chairs around it. The sensor baffling throughout the hull is a breakthrough in stealth technology. It reduces the signature of all shipboard systems.

Solo Scout

Craft: Koensayr: STL-3B Solo Scout
Affiliation: Various
Era: Old Republic +
Scale: Transport
Length: 16 meters
Skill: Starship piloting
Crew: 1
Passengers: None
Crew Skill: Varies
Cargo Capacity: (300Kg); 0.29 Mt available 80 Metric Tons with Ventral Cargo Pod
Consumables: 32 Days (320 credit refuel)
Cost: 79,800 (New); 59,850 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D (0D with pod)
Space: 6 (3 with pod)
Atmosphere: 600 Km/H (300 with pod)
Hull: 4D; HP: 20 / AP: 8; 1 Loc
Shields: 1D+2: SP: 20; 1 Generator
Sensors:
Passive 28/0D
Scan 56/1D
Search 112/2D
Focus 4/2D
Maximum 224/-2D
Weapons:
2 Light Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 0D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)

The Solo Scout is an older light Koensayr transport with a scouting profile designed with a single pilot in mind. The Y-Wing inherits many design lessons from this craft. While the craft is capable of attaching a ventral cargo pod to carry it's craft's entire payload of cargo it's typically not sold in that configuration. The cargo pod incurs a relatively significant performance penalty, however, it's shield generator has been modulated to cover the pod when carried. It's a nice option to have for extended missions as the pilot can use it to bolster consumables or even add additional crew and carry ground vehicles should the mission profile call for it.

While the sensitivity of it's sensor suite leaves something to be desired it has some of the best sensor ranges available to a craft of it's size.

Features:
- Sonic Shower
- Conventional Shitter
- Entertainment Table
- Holo Vid Viewer
- Detachable Cargo Pod (Hull: 2D Transport); **Cost:** 6,000 Credits

Star Flare

Craft: Alderaanian Royal Engineers: Star Flare class Luxury Yacht / Courier Ship
Affiliation: Alderaan; Various
Era: Rise of the Empire (Ultra Rare)
Scale: Transport
Length: 19 meters
Skill: Starship piloting
Crew: 1, 2 can coordinate
Passengers: 2
Crew Skill: Varies
Cargo Capacity: (5); 5 Mt available
Consumables: 1 Year (19.3K credit refuel)
Cost: 884,000 (New); 4.4 Million (Used)
Hyperdrive Multiplier: x¼
Hyperdrive Backup: x½
Nav Computer: Yes; -1DR to plot Jumps
Maneuverability: 4D
Space: 16
Atmosphere: 1,600 Km/H
Hull: 6D: 2 Locs; HP: 30 / AP: 8; Fore & Aft
Shields: 6D: SP:72; 2 Generators
Sensors:
Passive 60/2D
Scan 90/3D
Search 180/4D
Focus 20/5D
Maximum 360/0D
Weapons: *None*

The Alderaanians might have become a society of pacifists, however, their starship engineers were some of the best in the galaxy. While their society was still Warlike they created the Alderaanian War Frigates. Those warships were arguably the most powerful in the galaxy for their size. Decades later they produced the Star Flare multi role Yacht and it was utterly breath taking in performance and durability. The craft is capable of outperforming nearly every ship in existence. It's Hyperdrive, alone, is twice as fast as a Class ½ unit. All done through sheer engineering genius and no modification of any kind. Furthermore, the craft possesses a Class ½ Backup Hyperdrive.

It possesses excellent durability, incredible shields and two of the largest sub-light drives ever seen before on a ship of it's size. Each sub-light drive weights 45 Metric tons. Thus, the cargo capacity of the craft is only 5 metric tons.
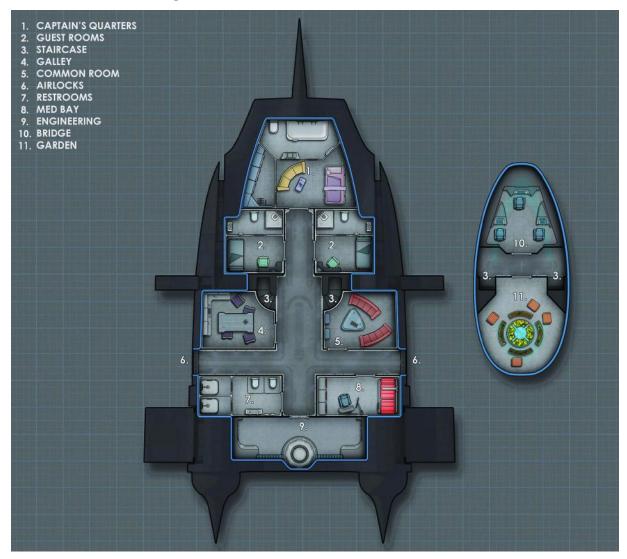
Features:
- Comfy beds (Ship wide)
- Luxury Seating (Ship wide)
- Lounge in Captain's Quarters
- Shower, Tub & Double Refresher in Captains quarters + Conventional Shitter
- Personal Masked cargo room off captains quarters (2.5 Metric tons); Rating: 90
- Full Holonet Suite in Captains Quarters
- Holonet Communicator on Bridge
- 2 Double Bunks
- Refresher & Conventional Shitter in both crew quarters.
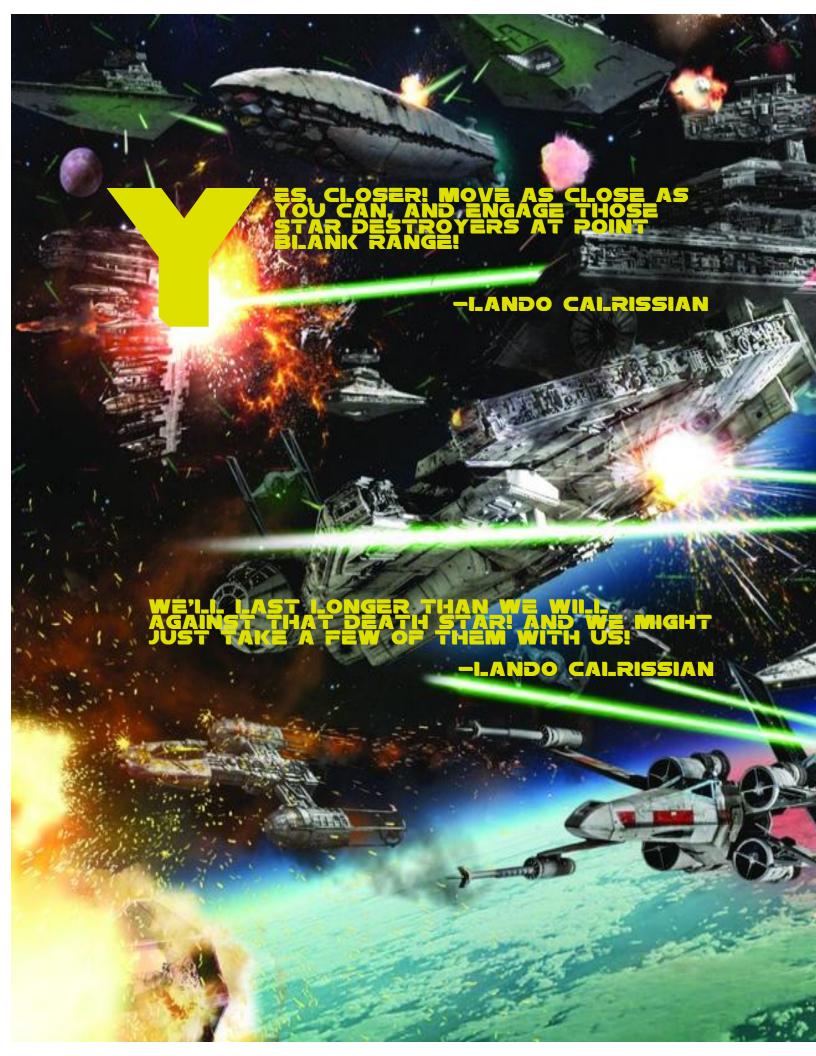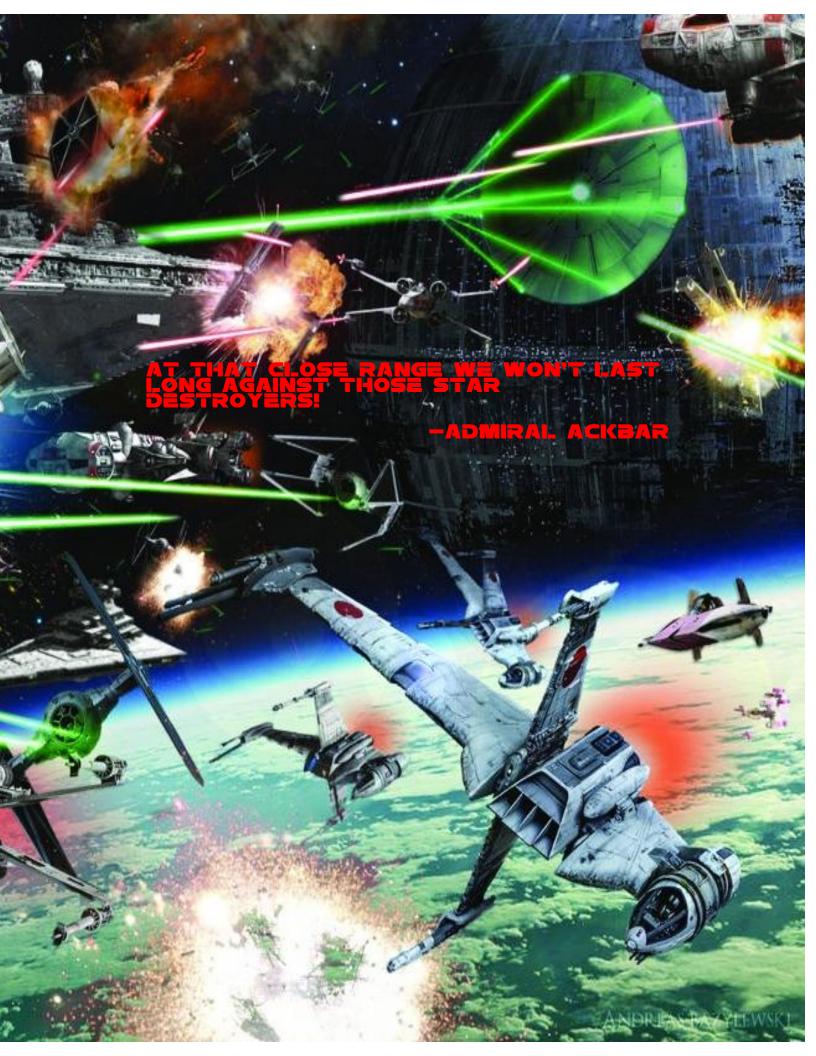
- Holo Vid Viewers in both Crew Quarters
- Galley, Auto Chef & Bar
- Crew Lounge
- Med Bay (table seals into Bacta tank)
- Public restroom with 2 Refreshers and 2 Conventional Shitters.
- Engineering access to main drive systems.
- Garden & Small Pool.
- Capital Grade Sensor Suite
- Advanced Game Table in Crew Lounge
- The Bridge and Garden section separates as an escape pod. Space: 6; Atmosphere: 900Km/h; Maneuverability: 3D; Hull: 6D: 1 Loc; HP: 30, AP: 8. Consumables: 15 Days.
- Can carry up to 4 additional passengers at no penalty to Consumables.
- 2.5 Metric tons of Cargo has to be stowed in the corridors of the ship in order to be carried.
- Interdiction Masking: The Star Flare cannot be interdicted by artificial gravity wells (200,000 Credits). This technology is almost impossible to replicate.
- Tractor Beam Mask: Tractor Beams have a +2DR difficulty when attempting to lock onto the ship (50,000 Credits) This technology is insanely difficult to replicate.

All repairs and modifications are performed at +2DR due to the insane complexity of the starship and it's ultra advanced systems. Not to mention the fact that the designs for the craft are lost and the engineering firm that created it died on Alderaan.

1. CAPTAIN'S QUARTERS
2. GUEST ROOMS
3. STAIRCASE
4. GALLEY
5. COMMON ROOM
6. AIRLOCKS
7. RESTROOMS
8. MED BAY
9. ENGINEERING
10. BRIDGE
11. GARDEN

YES, CLOSER! MOVE AS CLOSE AS YOU CAN, AND ENGAGE THOSE STAR DESTROYERS AT POINT BLANK RANGE!

—LANDO CALRISSIAN

WE'LL LAST LONGER THAN WE WILL AGAINST THAT DEATH STAR! AND WE MIGHT JUST TAKE A FEW OF THEM WITH US!

—LANDO CALRISSIAN

AT THAT CLOSE RANGE WE WON'T LAST
LONG AGAINST THOSE STAR
DESTROYERS!

—ADMIRAL ACKBAR

Traveler Civilian Transport

Craft: Telgorn Corporation: Traveler-class
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 29 meters
Skill: Starship piloting
Crew: 2 + 1 can Coordinate, Gunners: 3, Skeleton: 4/+10
Passengers: 6
Crew Skill: Varies
Cargo Capacity: (145); 144.99 Mt Available
Consumables: 58 Days (7K credit refuel)
Cost: 132,000 (New); 99,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D+1
Space: 5
Atmosphere: 500 Km/H
Hull: 4D+2: 2 Locs; HP: 24 / AP: 8; Port & Starboard
Shields: 1D+1: SP:16 / Loc; 2 generators
Sensors:
Passive 15/0D
Scan 25/1D
Search 35/1D
Focus 3/1D
Maximum 70/-3D
Weapons:
3 Medium Laser Turrets
Fire Arcs: 1 Fore/Port/Starboard/Aft + Dorsal, 1 Fore, Port, Aft, Dorsal & Ventral
1 Fore, Starboard, Aft, Dorsal & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 3 (15)

Telgorn Corporation's first real entry into the civilian marketplace was met with some skepticism in an already crowded market. However, after the initial questioning wore off the ship began to sell rather well. As an alternative to overpriced CEC ships with some slick styling, the craft turned out to be a solid ship. There's nothing really remarkable about the craft other than the fact that it's a bit faster than a lot of entry YT designs, it actually has *some* maneuvering capability which can be modified rather easily. This was done on purpose so that the craft would drop right into the market and avoid Imperial licensing fees.

Features:
- Turrets can be locked & (Fore & Aft only) fired from the bridge at 0D Fire Control.
- Refresher Booth
- Galley
- Lounge
- Holovid Viewing Terminal
- Machine Shop
- First time buyers discount (New: 15%)

Traveler Military Patrol Ship

Craft: Telgorn Corporation: Traveler-M-class
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 29 meters
Skill: Starship piloting
Crew: 3, Gunners: 2, Skeleton: 4/+5
Passengers: 26 (Troops)
Crew Skill: Varies
Cargo Capacity: (45); 44.75 Mt Available
Consumables: 58 Days (18K credit refuel)
Cost: 229,800 (New); 171,600 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 700 Km/H
Hull: 5D: 2 Locs; HP: 25 / AP: 8;
Port & Starboard
Shields: 2D: SP:24 / Loc; 4 generators
Sensors:
Passive 20/0D
Scan 30/2D
Search 50/3D
Focus 3/2D
Maximum 100/-1D
Weapons:
2 Static Turbolasers (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot, Co-Pilot or Coordinator
Fire Control: 2D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 10D; Nominal Damage: 8 (80)
2 Quad Laser Turrets
Fire Arcs: 1 All + Dorsal, 1 All + Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 8D; Nominal Damage: 6 (48)

Telgorn Corporation took their base design and released a capable military design of the craft. It hits hard, has effective use of fire arcs and it's Static Turbolasers can deliver significant damage to any ship class. While this variant is restricted by the empire Telgorn corp enjoys sales to many independent systems, as well as, to systems in the Outer Rim and Wild-space. The Imperials have been known to use this ship for their counter intelligence arm of ISB agents posing as smugglers, though this was more of a dead giveaway that something was up because smugglers are typically struggling on ships barely capable of flight... This ship has no modifications and runs beautifully. Too beautifully for a down on their luck smuggler!
Features:
• Same as the Traveler Civilian Model
• Med Bay w/Bacta Tank
• Auto Chef

Trill III Transport

Craft: Byblos Drive Yards: Trill-class
Affiliation: Various
Era: Old Republic
Scale: Transport
Length: 32 meters
Skill: Starship piloting
Crew: 3, Skeleton: *Impossible*
Passengers: 2
Crew Skill: Varies
Cargo Capacity: (20); 20 Mt available
Consumables: 64 Days (3.2k credit refuel)
Cost: 132,800 (New, Old Republic); 99,600 (Used); 49,500 (Used, Empire +)
Hyperdrive Multiplier: x12
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 650 Km/H
Hull: 3D: 3 Locs; HP: 15 / AP: 8
Fore, Port & Starboard
Shields: 2D: SP:24 / Loc; 3 Generators
Barrier Technology: 2D: BP: 24 (1 generator)
Sensors:
Passive 10/0D
Scan 20/1D
Weapons:
2 Pulse Wave Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 2D
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 5D; Nominal Damage: 4 (20)
2 Proton Torpedo Launchers
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 2D
Space Range: 10 Space Units
Atmosphere Range: 10 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 5 Shots per launcher

The base class of the vessel is listed here, however, this is the ship that the *Sith Lord Exar Kun piloted*.

Exar Kun's craft was a bit more robust, with faster sub-light/atmosphere, Hyperdrives, Backup Shields, better sensors and more.

Interesting Fact: The Navigational computer acts as an electronic translator and reduces the difficulty to translate of various languages, including Sith (-1DR) (not just Exar Kun's ship, all the Trill III transports).

T-3c Shuttle

Craft: Sienar Fleet Systems: Delta-class
Affiliation: Empire
Era: Rise of the Empire (Early)
Scale: Transport
Length: 14.39 meters
Skill: Starship piloting
Crew: 2, Gunners: 2, Skeleton: 2 / +10
Passengers: 14
Crew Skill: Varies
Cargo Capacity: (72); 10 Mt available
Consumables: 29 Days (5.2K credit refuel)
Cost: 164,800 (New & Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 1,050 Km/H
Hull: 4D; HP: 20 / AP: 8; 1 Loc
Shields: 3D: SP:36; 1 Generator
Sensors:
Passive 25/0D
Scan 45/1D
Search 85/2D
Focus 5/3D
Maximum 190/-2D
Weapons:
2 Twin Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 5 (25)
Twin Laser Turret
Fire Arc: Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)
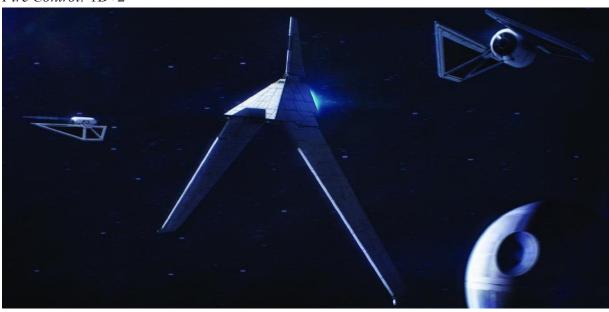
The Delta-class T-3c shuttle is used by the Galactic Empire shortly before the Battle of Yavin. Director Orson Krennic owned one such shuttle. The T-3c shuttle was originally designed as a side project by Sienar Fleet Systems and was not intended for production. Director Orson Callan Krennic saw the concept design of the shuttle and became fascinated by its design and Sienar decided to produce the shuttle. The ship was optimized for stealth, with a sloped hull and composite skin. The crew cabin is sparse, with simple crash seats and storage straps. The fold-able lateral wings decreased the shuttle's footprint when on the ground.

Features:
* Full Holonet Communicator 36
* Refresher Booth 6
* Auto Chef
* Stealth Optimized Hull: Deflects sensor signals (-2D to detect).

TL-1200

Craft: Suwantek Systems: TL-1200
Affiliation: Various; Hutts, Suwanee Pirates
Era: Old Republic +
Scale: Transport
Length: 52 meters
Skill: Starship Piloting
Crew: 4, Can Coordinate (up to 4), Gunners: 2
Skeleton: 3 / + 15
Passengers: 8
Crew Skill: Varies
Cargo Capacity: (260); 259.9 Mt available
Consumables: 104 days; (14.6K credit refuel)
Cost: 95,360 (New); 71,520 (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Atmosphere: 300 Km/H
Hull: 7D: 4 Locs; HP: 35 / AP: 8
Port/Starboard/Fore/Aft
Shields: 1D: 2 Locs; Shield Points: 12
2 generators (Fore/Aft)
Sensors:
Passive 10/0D
Scan 20/1D
Search 30/1D
Focus 2/1D
Maximum 80/-2D
Weapons:

2 Medium Laser Cannons
Fire Arcs: Port & Starboard Turrets: 2 Fore, Dorsal, Ventral, Aft / 1 Port / 1 Starboard
Skill: Starship Gunnery
Gunners: 1 Each
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 3 (15)

The TL-1200 is an old, yet reliable, heavy transport. While the ship comes equipped with a pair of laser cannons mounted on other side of the bow, many owners chose to add additional weaponry to deal with pirates and other threats. Though not exceptional, the TL-1200 is a solidly built & dependable vessel. It is a relatively common sight throughout Hutt Space and the Outer Rim. In fact, some traders and smugglers have been said to seek it out for this very reason, for it tended to go unnoticed where flashier vessels might attract the unwanted attentions of pirates & thieves.
Features:
• Sonic Shower
• Conventional Shitter
• Galley
• 7 Double Bunks
• Lounge
• Cargo can hold up to 100 individuals, reducing the ship to 1 day of consumables.

Tracker Class Gunship

Craft: Krasten Shipyards: Tracker-class
Affiliation: Various
Era: Old Republic
Scale: Transport
Length: 28.4 meters
Skill: Starship Piloting
Crew: 2, Gunners: 2, Skeleton: 1/+20
Passengers: None
Crew Skill: Varies
Cargo Capacity: (5); 5 Mt available
Consumables: 57 Days (2.3K credit refuel)
Cost: 144,000 (New, Old Republic); 108,800 (Used); 54,000 (Used, Empire+)
Hyperdrive Multiplier: x12
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 950 Km/H
Hull: 3D: 2 Locs; HP: 15 / AP: 8
Shields: 2D: SP:24 / Loc; 4 Generators
Fore, Port, Starboard, & Aft
Barrier Technology: 3D; BP: 36 (1 generator)
Sensors:
Passive 15/1D
Scan 40/3D
Weapons:
3 Pulse Wave Cannons (Battery-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D+2
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 6D; Nominal Damage: 6 (36)
2 Pulse Wave Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 2D
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 5D; Nominal Damage: 4 (20)
Double Pulse Wave Ventral Turret
Fire Arcs: Fore, Starboard, Aft, Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D+1
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 4D; Nominal Damage: 4 (16)

The Krasten Shipyards Tracker-V1 Gunship, in service with the Galactic Republic Navy circa 5,000 years before the Battle of Yavin, during the Great Hyperspace War. First seen in the Tales of the Jedi: Dark Lords of the Sith comics, issue 1.

It was never officially named or identified in any previous work, *some* stats from Shogun Eagle on Deviant Art.

U-Wing

Craft: Incom Corporation: UT-60D
Affiliation: Various
Era: Early Rebellion +
Scale: Transport
Length: 24.98 meters
Skill: Starship Piloting
Crew: 1 or 2 (Typically 2)
Passengers: 5
Crew Skill: Varies
Cargo Capacity: (125); 124.9 Mt available
Consumables: 50 Days (3.5k credit refuel)
Cost: 79,200 (New & Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 950 Km/H
Hull: 3D; HP: 15 / AP: 8; 1 Location
Shields: 2D: SP:24; 1 Generator
Sensors:
Passive 10/0D
Scan 20/1D
Search 40/2D
Focus 2/2D+2
Maximum 80/-2D
Weapons:
2 Laser Cannons (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

The UT-60D, is a transport model manufactured by Incom Corporation and used by the Alliance to Restore the Republic during the Galactic Civil War. Used to drop troops into battle, U-wings were pivotal in transport and protection of the Rebel Alliance's ground forces during the Battle of Scarif.

It's two S-foils, are retractable and can be positioned forward-facing or backward-facing depending on the situation. Since its primary weapons required the use of the ship's orientation for targeting, one or both of the loading doors were transformed into gun-ports with the mounting of improvised weapons and any infantry-based heavy weapon could be mounted to become part of the craft's load-out. The Rebel Alliance opted to not equip permanent side-firing modifications so to not lose this versatility. U-wings were unusual in the fact that they were equipped with tandem controls. This allowed the craft to be operated by a single pilot or by a flight team of two.

The UT-60D was one of the last ships to be produced by Incom Corporation before it was nationalized by the Empire. A "lost" shipment of U-wings ended up in the hand of the Rebel Alliance after the careful manipulation of Senate records by Bail Organa.

Features:
- Refresher Booth
- 2 Double Bunks
- 2 Holo Vid Players
- Up to 25 additional passengers can be carried instead of Cargo.

V-42 Ship Killer

Craft: Sienar Fleet Systems: V-42
Affiliation: Empire / Pentastar Alignment
Era: Rise of the Empire (Discontinued)
Scale: Transport
Length: 10 meters; 14 meters wide
Skill: Starship piloting
Crew: 1, Gunners: 1
Crew Skill: Typically 4-5D
Cargo Capacity: (175); 65 Kg available
Consumables: 2 days (20 credit refuel)
Cost: 562,400 (New); 421,800 (Used)
Maneuverability: 0D; -2D in Atmosphere
Space: 6
Atmosphere: 900 Km/H
Hull: 4D+2 + 2D Armor; 1 Loc:
HP: 24 / AP: 32
Shields: 2D; SP: 24; 1 Generator
Sensors:
Passive 10/0D
Scan 20/1D
Search 120/2D
Maximum 240/-2D
Weapons:
Multi Ordinance Launcher
Fire Arcs: All, Ventral
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: Varies
Atmosphere Range: Varies
Damage: Varies
Ammo: 30 Units

2 Capital Missile Launchers
Fire Arcs: Fore
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 120 Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 9 Concussion Missiles per launcher
Double Laser Turret
Fire Arc: Aft
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)
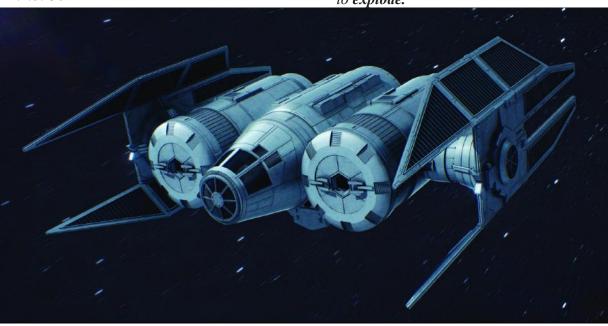
A limited run design utilizing elements from the V-38 and re-scaled to a Transport chassis. The V-42 *Ship Killer* had barely gotten off the ground before another engineering team pointed out the craft's most glaring weakness, the lack of point weaponry on the craft. A tail gun was added to give it some semblance of defense. It was fielded in small numbers by the Empire, however, the design would prove to be highly unpopular. The craft has limited battlefield endurance due the necessity to carry a Capital Grade *Search* suite.
Features:
* *Targeting (specifically) a capital missile pod and breaching armor causes the craft to **explode.***

VCX-820

Craft: CEC: VCX-820 Escort Freighter
Affiliation: Various
Era: Rise of the Empire +
Scale: Transport
Length: 20.2 meters
Skill: Starship Piloting
Crew: 2, Gunners: 7
Passengers: None
Crew Skill: Varies
Cargo Capacity: (2 Mt); 1.9 Mt available
Consumables: 40 Days (3.6k credit refuel)
Cost: 458,000 (New); 344,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 950 Km/H
Hull: 5D: 2 Locs; HP: 25 / AP: 8; Fore & Aft
Shields: 3D *Corvette*: SP: 225 (2 Generators)
Sensors:
Passive 20/1D
Scan 35/1D+1`
Search 80/2D+1
Focus 2/3D
Maximum 160/-1D+2
Weapons:
Proton Torpedo Launcher
Fire Arc: Fore
Skill: Starship Gunnery
Gunners: Pilot or Co-Pilot
Fire Control: 3D
Space Range: 20 Units
Atmosphere Range: 20 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 100 Torpedoes
2 Twin Heavy Laser Turrets
Fire Arcs: 1 Fore/Port/Aft (Dorsal & Ventral);
1 Fore/Starboard/Aft (Dorsal & Ventral)
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 4 (25)
5 Dual Auto Blasters (Burst-Fire)
Fire Arcs: 4 Fore/1 Port/1 Starboard/1 Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 4D*
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D+2*; Nominal Damage: 5 (22)
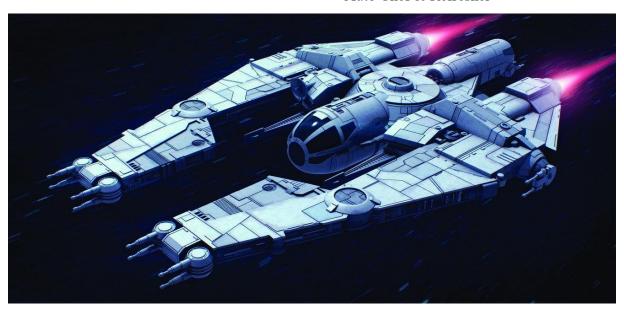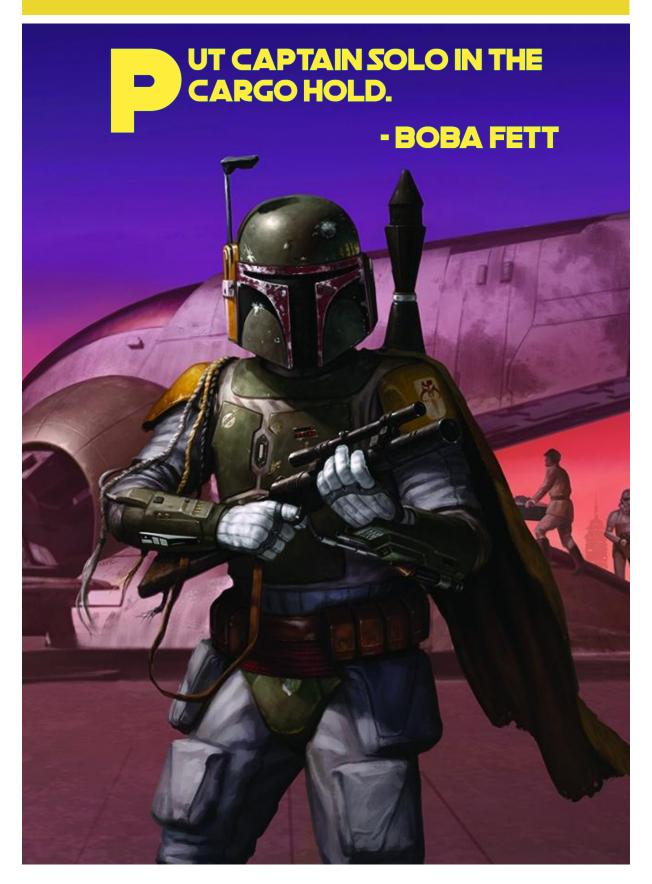
The CEC VCX-820 was designed as a heavy escort gunship for bulk cruisers. A role which it fulfills admirably. The problem is that not many independent escort firms can obtain the necessary permits to operate the craft. Thus, while in concept the craft is excellent, in practice the ship hasn't sold in the quantity that necessary to call it a success. The ship is cramped only having enough bunks to hold 4 crew at a time. *It's miserable for long tours.*
Features:
• Auto Chef & Refresher

PUT CAPTAIN SOLO IN THE CARGO HOLD.

- BOBA FETT

Wanderlust Scout

Craft: Hoersch & Kessel: Wanderlust-class
Affiliation: Various
Era: Old Republic + (4 Generations old)
Scale: Transport
Length: 43 meters
Skill: Starship piloting
Crew: 3, Skeleton: 1/+10
Passengers: 4
Crew Skill: Varies
Cargo Capacity: (215); 215 Mt Available
Consumables: 86 Days (6K credit refuel)
Cost: 361,760 (New); 270,820 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 0D
Space: 1
Atmosphere: 300 Km/h
Hull: 6D: 4 Locs; HP: 30 / AP: 8;
Fore, Port, Starboard & Aft
Shields: 3D: SP:36 / Loc; 4 generators
Sensors:
Passive 50/2D
Scan 75/3D
Search 150/4D
Focus 15/5D
Maximum 300/0D
Weapons:
4 Light Blaster Cannons (Fire-Linked)
Fire Arc: Fore

Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 2D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D; Nominal Damage: 6 (24)
2 Double Blaster Cannons
Fire Arcs: Port & Starboard
Skill: Starship Gunnery
Gunners: Co-Pilots
Fire Control: 1D+1
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 3D; Nominal Damage: 4 (12)

When Hoersch and Kessel introduced the Wanderlust Scout it was fairly well received. Not because of it's stellar space and atmospheric performance, because it doesn't have any of either. It was largely well received because of it's incredibly powerful sensor suite. One which rivaled and surpassed almost every capital ship of it's time. It's engines are anemic, this is an obvious design issue. The original craft called for the design to be less than half it's size. However, as design issues mounted the chassis was extended and made much more robust. The engines, however, were unchanged and the result is incredibly low speed in space. It is outfitted with a Hyperdrive that was way ahead of it's time. .

Features:
- 2 Refresher Boothes
- 2 Conventional Shitters
- Galley / Lounge
- Science Labs & Med Bay
- **Sensitive Sensor Suite:** Capable of mapping safe hyperspace routes in ½ the usual time.
- **Anomaly detection:** Sensor suite is calibrated to detect the presence of spacial anomalies. Anything from gravitic anomalies, energy ones and the suite has an uncanny ability to detect where a ship isn't. Essentially, it's a little known feature of the sensor suite that it has the capability to 1. Notify the crew about the presence of cloaked objects. 2. Detect where null sensor readings are at their highest concentration. Effectively, delivering the rough location of where the cloaked object is. A craft so locked is considered as only having half cover (50% of the shots landing on it will hit and deliver full damage). **Note:** *This is so rare in occurrence that those that have discovered this fact are likely long dead.* 3. Can accurately detect Gravitic Jump Drives of the Yuuzhan Vong days, weeks, **months or years** prior to their arrival. *Detects the gravitic anchor tugging on celestial objects and understands that something is pulling itself toward the object.*

There are a number of refit kits for the vessel since it is still manufactured and sold. Here are some of the ones that are most common:
- Engine Refit (not a Mod): adds 3 to Space Units (4); Cost: 3,000 Credits
- Atmospheric Refit (not a Mod): adds 300 Km/H to Atmospheric performance (600); Cost: 3,000 Credits
- Maneuverability Refit (not a Mod): adds 1D to Maneuverability; Cost: 3,000 Credits
- Converts Port and Starboard Guns into Turrets the can fire Fore, Aft, Dorsal and Ventral, in addition to their respective fire arcs. This mod removes the sensor dishes that are blocking Aft firing and relocates them to the Dorsal and Ventral, central, hull. (This is a Modification) Fire Control: 2D, all stats remain the same save for it's new fire arc flexibility. Cost: 2,000

Credits per Gun.

1. BRIDGE
2. CAPTAIN'S QUARTERS
3. BATHROOM/REFRESHER
4. CREW QUARTERS
5. GALLEY
6. SAMPLE CACHE
7. SUPPLY STORAGE
8. MEDICAL BAY
9. SCIENCE LAB
10. ENGINEERING

Wayfarer Class Bulk Transport

Craft: KDY: Wayfarer-class Heavy Transport
Affiliation: Various
Era: Rise of the Empire (Discontinued)
Scale: Transport
Length: 82 meters (+2D to Hull & Armor)
Skill: Starship Piloting
Crew: 6, Gunners: 2, Skeleton: 2/+15
Passengers: 6
Crew Skill: Varies
Cargo Capacity: (5 Mt); 4.95 Mt available
Cargo Pod: 800 Metric Tons (2 decks of 400)
Consumables: 164 Days (23K credit refuel)
Cost: 160,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D; 2D without Cargo Pod
Space: 4; 6 Without Cargo Pod
Atmosphere: 850 Km/H
Hull: 5D+1: 3 Locs; HP: 37 / AP: 32;
Fore, Aft & Port (Pod is 2 Locs: Fore & Aft)
Shields: 2D: SP: 24 (3 Generators)
Sensors:
Passive 25/0D
Scan 50/1D
Search 75/2D
Focus 5/3D
Maximum 150/-2D

Weapons:
Double Medium Laser Cannon
Fire Arcs: All + Dorsal (Turret)
Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 6D; Nominal Damage: 4 (24)
Quad Light Laser Cannon
Fire Arcs: Fore/Port/Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)

The Wayfarer-class was designed with a detachable port-side section originally intended for modular reconfiguration, allowing it to load a passenger section, a hangar bay, or cargo module into an armature extending from the starboard section. Production costs forced Kuat Drive Yards to scale back their plans and create only the hangar bay module, which served as cargo space for most owners, who generally did not carry or store snubfighters. The versatility offered by the detachable module was initially exciting, until it was revealed that the armature could not accept standard cargo containers. This, combined with a high price tag, ensured the demise of the Wayfarer-class's production. Despite the flaws that kept the Wayfarer from becoming a huge commercial success, the ship's versatility made it a well-rounded vessel. It is popular with smugglers who could dump the cargo pod if they needed to avoid customs inspectors. It is also used by Rebel forces as an assault shuttle. *A modified version of this ship was owned by Trandoshan Bounty Hunter Trossk.*

Features:
- Cargo Pod has two hit locations: Fore & Aft.
- Galley, Lounge & Auto Chef
- Captain's Cabin with Comfy Bed and Luxury Chair.
- Premium Entertainment Table.
- Two Holo Vid Viewing Rooms attached to Co-Pilot & Captain's quarters.
- *There aren't enough beds to accommodate the entire crew...*
- Three passenger rooms w/double bunks
- Co-Pilot's cabin as a single double bunk
- While not detailed in the image, there are two decks in cargo pod. One with compartmentalized storage bays and one
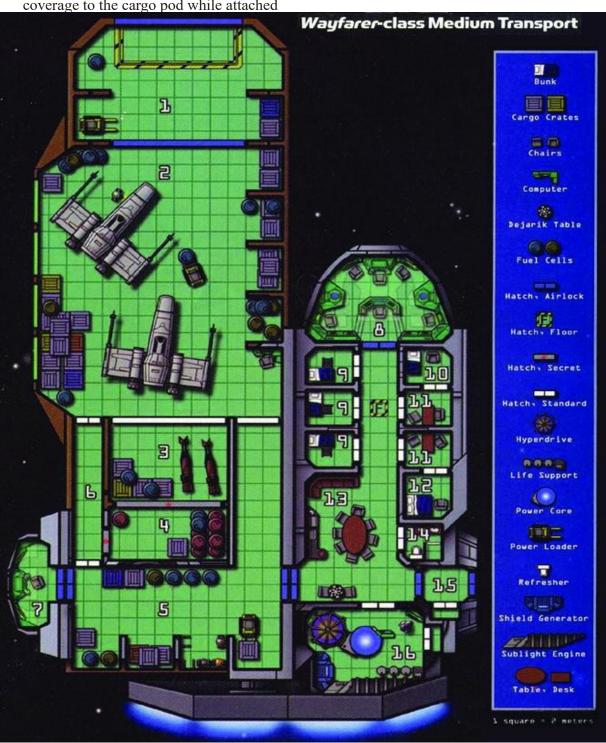
without. The craft could, theoretically carry up to 8 snubfighter's if both decks of the cargo pod are clear.
- The Cargo Pod shares the same hull rating as the craft. It has two 2D Shield Generators that provide power and coverage to the cargo pod while attached (only while attached). *Cargo Pod Cost: 44,000 credits to replace.*
- Refresher & Conventional Shitter Room
- Cargo Pod Holds: 800 Metric Tons
- +1DR to Maintain, Repair and Modify due to a scarcity of parts.

Wayfarer-class Medium Transport

Bunk
Cargo Crates
Chairs
Computer
Dejarik Table
Fuel Cells
Hatch, Airlock
Hatch, Floor
Hatch, Secret
Hatch, Standard
Hyperdrive
Life Support
Power Core
Power Loader
Refresher
Shield Generator
Sublight Engine
Table, Desk

1 square = 2 meters

YG-4210 Explorer

Craft: CEC: YG-4210 Exploration Ship
Affiliation: Various
Era: Old Republic (5 Generations Old)
Scale: Transport
Length: 24 meters
Skill: Starship Piloting
Crew: 2, Gunners: 1; Skeleton: 2/+10
Passengers: 12
Crew Skill: Varies
Cargo Capacity: (10); 10 Mt available
Consumables: 385 Days (57.8K credit refuel)
Cost: 37,800 (Used Only)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D (2D w/no armor)
Space: 1 (4 w/no armor)
Atmosphere: 800 Km/H
Hull: 2D+2 + 1D Armor: 2 Locs;
HP: 14 / AP: 20; Fore & Aft
Shields: 1D+1; SP: 14; 2 Generators
Sensors:
Passive 15/0D
Scan 30/1D
Search 60/2D
Focus 5/2D
Maximum 120/-2D
Weapons:
Double Blaster Cannon
Fire Arcs: All + Dorsal

Skill: Starship Gunnery
Gunners: 1
Fire Control: 1D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 5D; Nominal Damage: 4 (20)
Double Blaster Cannon
Fire Arcs: Fore, Port & Ventral
Skill: Starship Gunnery
Gunners: Pilot
Fire Control: 1D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 3D; Nominal Damage: 4 (12)

The YG-4210, built by the Corellian Engineering Corporation, was considered to be an ancient ship model, first constructed more than two centuries prior to the Galactic Civil War, and even predated the venerable YT-series by several decades. Designed specifically for space exploration rather than combat, the freighter was originally unarmed. However, after centuries of serving, most likely none of them matched the original specifications. Weapons such as blasters, ion cannons and concussion missiles were common in these modified vehicles.

Features:
• Conventional Shitter & Sonic Shower
• Galley

YT-1300 Stock Light Freighter

Craft: CEC: YT-1300 (Original, Stock Ship)
Affiliation: Various
Era: Old Republic (Discontinued)
Scale: Transport
Length: 26.7 meters
Skill: Starship Piloting
Crew: 2, Gunners: 0-1, Skeleton: 1/+5
Passengers: 6
Crew Skill: Varies
Cargo Capacity: (133.5); 133.5 Mt available
Consumables: 54 Days (3,240 credit refuel)
Cost: 96,800 (In *original* condition)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 800 Km/H
Hull: 6D*: 2 Locs; HP: 30 / AP: 8; Fore & Aft
Sensors:
Passive 10/0D
Scan 25/1D
Search 40/2D
Focus 2/3D
Maximum 80/-2D
Weapons:
Double Laser Cannon
Fire Arcs: Dorsal: All
Skill: Starship Gunnery
Gunners: 0 or 1
Fire Control: 2D (0D from cockpit)
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)
The turret can be manually locked into a fire arc defined by the pilot, typically Dorsal Fore.
Features:

- 1st Gunner doesn't factor into consumables
- Only 4 Passengers factor into consumables, *this feature would be lost in later models of the YT-1300.*
- **Rugged Space Frame:* Treat the hull as if it is 50% stronger (repair, maintenance and modification costs are only derived from the base 4D Hull). **Stock YT-1300 only, later variants lose this feature**.
- Conventional Shitter & Sonic Shower
- Galley & Lounge
- *Stock Model* has 33.5 Metric Tons of additional cargo space.
- The Stock YT-1300 has **no** Maneuvering Jets or Shield Generators.
- All repairs are performed at -1DR and all *modifications* are performed at -2DR on the **Stock, original, YT-1300**.

Conceived by a panel of CEC shipbuilding experts with help from Narro Sienar, the YT series went on to become one of the most popular space transport hulls ever produced, revolutionizing the interstellar shipping industry with its unparalleled application of modular design. Whole sections could be

mass-produced and arranged into new configurations as needed without extensive retooling. This saved CEC enormous amounts of credits by allowing the starships to be brought to market at extremely competitive prices. The YT-1300 model exemplified this concept with a circular main corridor and modular compartments that could be mounted around it, all radiating outwards from a central core inside a saucer-shaped hull making for both a convenient and economic design. The appeal of the YT-1300 transport was not its basic equipment, however, but its ability to take an extraordinary amount of modifications and alterations. In short, the YT-1300 is reliable, durable, and easy to modify, hence its popularity among freighter captains in the galaxy. Almost every YT-1300 that was sold was later customized with a handful of extra components, from simple underfloor storage space to a new hyperdrive and added firepower.

Hundreds of thousands of YT-1300s were still in service as of 40 ABY.

While all YT-1300s look similar from the outside, the interior of the ship could be configured in a number of ways thanks to the modular design. It is not uncommon to find ships with a mixture of both passenger and cargo configurations belonging to more entrepreneurial captains however, and later in the life-cycle of the YT-1300 product line the CEC execs grew wise to this fact. Realizing that many customers were looking for a balance between cargo and passengers, Corellian Engineering began to deliver ships with a blend of both freight and passenger modules. This configuration, initially called "YT-1300fp", quickly became the most popular arrangement, over time coming to be recognized as the "stock" version of the ship. The separate designations for freight and passenger configurations disappeared from common usage soon after Emperor Palpatine's rise to power.

YT-1300p
The passenger configuration made full use of the saucer shaped hull to fit as much living space as possible, sacrificing room that would be typically reserved for cargo or machinery in favor of multiple passenger cabin modules. Greater escape pod capacity was also a requirement and two 6-person escape pods were built into the sides of the YT-1300p to accommodate the larger passenger complement. As a result truncated boarding ladders replaced the ramps used for standard access and egress.

YT-1300f
The freight configuration left the interior of the ship as an empty shell, leaving the crew with minimal comforts as more room was given to the cargo holds. Of significant note were the twin boarding ramps, port and starboard, for the access of tracked cargo loaders and droids. These ramps and the overhead clearance they required took up much of the space that housed the escape pods in the YT-1300p. Matching port and starboard docking rings were instead placed in the protrusions on either side of the external hull, again showing the versatility of the CEC designers in that this interior change barely altered the outward appearance of the YT-1300. This led to a common misunderstanding between casual starship watchers. Many a debate ranged over whether it was docking rings or life-pods that were located behind the cylindrical protrusions on the ship's hull. Thanks to the high customization nature of the YT-1300, either option, or a combination of the two was possible.

External modifications
Many individuals also modified the exterior of the YT-1300, often modifying and expanding the forward mandibles for extra crew and cargo space. It was highly unlikely to find two ships that had exactly the same layout and systems. The ship could also be fitted with optional external cargo pods. Mounted to the outside dorsal hull of the ship, around the central saucer section, the pods could add up to an additional 100 metric tons of cargo space. This configuration was popular with the Alliance to Restore the Republic's Support Services. Such modified freighters were used to resupply Rebel bases and starships located behind enemy lines.

Even the Millennium Falcon isn't based off of a Stock YT-1300. That's how rare they are.

YT-1760C

Craft: CEC: YT-1760C
Affiliation: Various, Civilian: Non-Empire
Era: Rise of the Empire +
Scale: Transport
Length: 20 meters
Skill: Starship Piloting
Crew: 1, Gunners: 2
Passengers: 3
Crew Skill: Varies
Cargo Capacity: (80); 79.9 Mt available
Consumables: 40 Days (2.4K credit refuel)
Cost: 144,000 (New); 108,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 6 (7)
Atmosphere: 900 Km/H
Hull: 3D: 2 Locs; HP: 15 / AP: 8; Fore & Aft
Shields: 1D: SP:12 / Loc; 2 generators
Sensors:
Passive 15/0D
Scan 30/0D+2`
Search 60/1D+2
Focus 1/2D
Maximum 120/-2D +1
Weapons:
2 Double Laser Cannons
Fire Arcs: Dorsal & Ventral Mounts: All
Skill: Starship Gunnery
Gunners: 1

Fire Control: 2D+1 (+1 from cockpit)*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)
The weapons can change position for 1 FA per position (Fore to Port or Starboard (1 FA) Fore to Aft (2FA).

This is the Civilian model of the rather popular YT-1760 that is sold exclusively to the Empire and Licensed, Imperial, Couriers. Available to everyone due to it's reduced performance.

Features:

- The C model carries 20 less tons and as a result the overall mass of the craft allowed for the designed engines to drive the craft at a Space of 7. Artificial speed inhibitor in the engines; Removal Difficulty: 30.
- If the Imperial YT-1760 Space engines are dropped onto the YT-1760C chassis they dive the vessel at a Space of 8.
- Two Refresher booths, one in the Captain's Cabin and a public one.
- The engines & Hyperdrives can be reached from access crawl spaces to allow for in-flight repairs and modifications.
- Galley, Lounge & 3 Holo Vid Terminals
- Medical Bay & Machine Shop
- **2 Escape Pods:** seat 3 people each.
- Repairs & modifications at -1DR.

Correction: Imperial Version in the Core Book: +50,000 (New); +37,500 (Used).

YT-2000

Craft: CEC: YT-2000
Affiliation: Various
Era: Rise of the Empire (Discontinued)
Scale: Transport
Length: 29 meters
Skill: Starship Piloting
Crew: 1 or 2 can coordinate, Gunners: 2, Skeleton: 1/+5
Passengers: 7
Crew Skill: Varies
Cargo Capacity: (145); 79.9 Mt available
Consumables: 105 Days (11.6K credit refuel)
Cost: 156,800 (New); 117,600 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: 950 Km/H
Hull: 6D: 2 Locs; HP: 30 / AP: 8; Fore & Aft
Shields: 2D: SP:24 / Loc; 2 generators
Sensors:
Passive 15/0D
Scan 35/1D
Search 60/2D
Focus 3/3D
Maximum 120/-2D
Weapons:
2 Triple Laser Cannons
Fire Arcs: Dorsal & Ventral Mounts: All
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D+2 (+2 from cockpit)
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 5 (20)
The turrets automatically lock into a fire arc defined by the pilot, typically Dorsal Fore and Ventral Aft (when there are no gunners).

The YT-2000 transport was designed to be a direct improvement over the YT-1300, but it only saw a limited production run. Its basic design was similar to the YT-1930 with its centrally-placed cockpit and symmetrical design, while the rest of the ship returned to the saucer-like design of the YT-1300.

The YT-2000 combined the YT-1300's successful saucer-like design with the YT-1930's symmetrical theme, including the centralized cockpit placement. The standard cockpit design of the YT-2000 deviated from the pilot and co-pilot sitting side by side, as in previous models. Instead, the pilot sat in front while the co-pilot was situated behind and raised above the pilot, with no room for any other people in the cockpit.

Due to the turbulent times in which the ship was designed and produced, the YT-2000 boasted heavier standard shields and weapons (two triple laser turrets) than most civilian freighters, certainly than any of its predecessors. The heavy armament and

shields, coupled with its speed and maneuverability, caused many Imperial officials to view the YT-2000 being marketed as a "civilian" ship with suspicion.

Rumors abounded that the YT-2000 was originally intended to be the "next generation" model of transports for Corellian Engineering Corporation; however, extensive industrial espionage leaked the early design specifications to competing shipyards. This forced CEC to put the YT-2000 into production before all of its potential drawbacks had been worked out. This resulted in this ship being touchier than previous models. However, its extensive cargo capacity, good defenses, and amazing maneuverability for a ship its size, coupled with plenty of space and power to make custom modifications, earned a place as one of the more popular YT models among its owners.

Features:
- Refresher Booth
- Conventional Shitter
- Auto Chef
- Lounge
- Entertainment Table
- Private Captain's & First Mate's Rooms on the lower deck on either side of the main entry ramp.
- Cockpit can jettison as fully featured escape pod with 10 days of consumables, Space: 2 & a backup hyperdrive equivalent to the ship's backup (x12).
- Due to it's rushed design the craft does not retain the signature CEC maintenance, repair and modification bonus. However, if dealer specific parts are purchased from CEC the craft will retain it's -1DR to repairs, maintenance and modifications **Note:** *the parts must be purchased in game, at vendor (GM) pricing in order to receive this bonus.*

The YT-2000 had a limited production run, though not due to low sales. The line was discontinued early so CEC could push their new YT-2400 line, which had not been compromised by industrial espionage. Now CEC firmly believed that the corporate espionage intelligence they had acquired was accurate. *It, in fact, was not accurate in any way.* No one had stolen the design plans for the YT-2000. It was an engineered ploy to cause the Corellian Engineering Corporation to stop production of the YT-2000.

The CEC would never discover this ruse to get them to cease production of the YT-2000. If someone were to discover the nature of the ruse and expose that truth to the Corellian Engineering Corporation, one would imagine that they would be quite grateful. Possibly even allowing the CEC to restart production on the YT-2000 as well as gaining a good deal of closure on the entire matter.

Suspected Firms / Organizations that had the most to gain from the YT-2000's aborted production cycle:

- Corelli Space
- Rendili Star Drive
- Nova Drive
- Telgorn Corporation
- The Empire

GM choice on the actual culprit. The easiest plot hook is the Empire. Allowing the players to stumble across the data in a raid or even discover that the Empire was in cahoots with someone like Rendili Star Drive.

The Payoff: The isn't likely to make your players rich. However, they might just get a free YT-2000 out of the deal and the product line will re-enter production. Almost instantly affording the ship all the benefits that every other Corellian Ship YT-Series ship receives, the -1DR to Repairs, Maintenance and Modifications. If they don't want the ship or don't need it, pay them the full new price of the vessel in credits as a finders fee (round up to 200,000 Credits if you're feeling generous).

YV-260 Picket

Craft: CEC: YV-260 Picket Ship
Affiliation: Various; Empire
Era: Rise of the Empire +
Scale: Transport
Length: 30 meters
Skill: Starship Piloting
Crew: 3, Gunners: 3, Skeleton: 4/+10
Passengers: 6
Crew Skill: Varies
Cargo Capacity: (150); 149.95 Mt available
Consumables: 2 Months (8.4K credit refuel)
Cost: 272,000 (New & Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 1,000 Km/H
Hull: 4D+1 + 2D Armor: 3 Locs;
HP: 22 / AP: 32; Fore, Mid & Aft
Shields: 3D+2: SP: 40 / Loc; 3 generators
Sensors:
Passive 26/1D
Scan 52/2D
Search 108/3D
Focus 14/4D
Maximum 216/-1D
Weapons:
Double Turbolaser Battery
Fire Arcs: Fore, Dorsal & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D+1
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 8D; Nominal Damage: 5 (40)
Dorsal Heavy Double Laser Battery
Fire Arcs: All & Dorsal
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 7D; Nominal Damage: 5 (35)
Ventral Heavy Double Laser Battery
Fire Arcs: All & Ventral
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 7D; Nominal Damage: 5 (35)

Designed as a smaller picket / screening vessel the YV-260 is highly regulated by the empire and even utilized in some sectors. It has excellent performance and doubles as an armored hauler for sensitive cargoes.

Features:
- Refresher Booth
- Galley & Auto Chef
- 6 Double Bunks
- Holonet Communicator

Z-10 Seeker

Craft: Starfield Industries: Z-10 Seeker
Affiliation: Various
Era: Rise of the Empire (Early) +
Scale: Transport; *Maneuvers as Snubfighter*
Length: 20.3 meters
Skill: Starship Piloting
Crew: 1 + 1 can coordinate
Passengers: 2
Crew Skill: Varies
Cargo Capacity: (50); 50-74 Mt available
Consumables: 210 Days (4.2K credit refuel)
Cost: 212,000 (New); 159,000 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 4D+1
Space: 10
Atmosphere: 1,000 Km/H
Hull: 3D: 2 Locs; HP: 15 / AP: 8; Fore & Aft
Shields: *None*; Provisioned for 2 generators
Sensors:
Passive 35/1D
Scan 55/2D
Search 75/3D
Focus 5/4D
Maximum 150/-1D
Weapons:
2 Pulse Lasers (Fire-Linked)
Fire Arc: Fore
Skill: Starship Gunnery
Fire Control: 3D+1*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D*; Nominal Damage: 5 (30)*
**Light Burst Already Factored in*
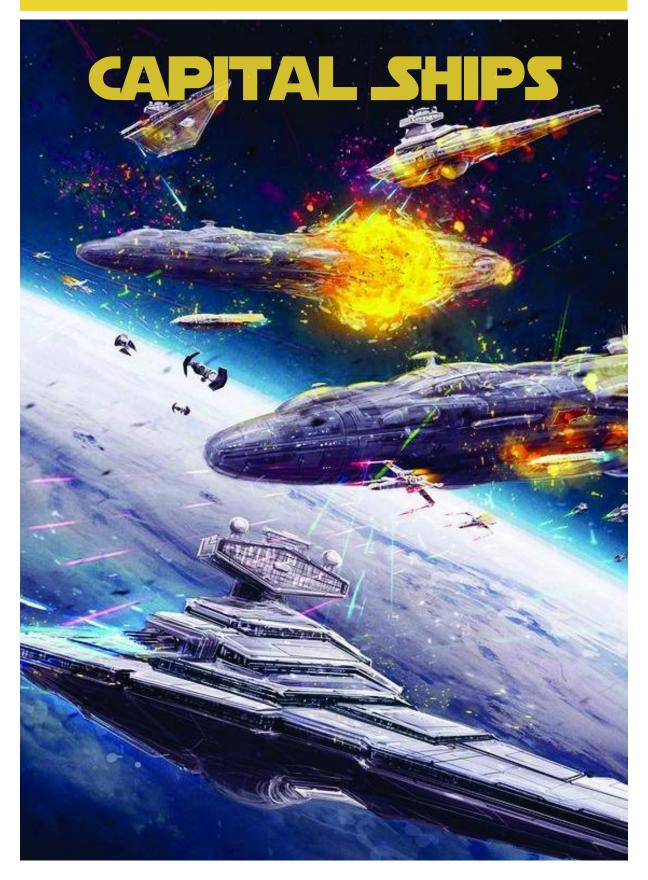
The Starfield Industries Z-10 Seeker is an advanced scout ship / courier. It performs more like a snubfighter than a transport. It is popular with all scout services.

> *Originally designed with no shields, it replaces the Vanguard Pathfinder that had 3D of Shields. Now provisioned for 2 of them at 3D.*
> **Cost:** 9,000 Credits/ea

Features:
- **Craft complexity:** difficulty numbers to modify & maintain, the Z-10 add +1 DR.
- Refresher Booth & Conventional Shitter
- Galley/Auto Chef & Lounge
- **Guest Quarters:** Double Bunk w/Holo Vid Viewers & 2 storage lockers.
- **Captain's Cabin:** includes a Comfy Bed, High End Computer & Storage Locker.
- Expanded Consumables to match the Vanguard Pathfinder (in the base cost).
- **First Mate's Cabin:** High End Computer, Bunk Bed & Storage Locker.
- **Port & Starboard Cargo Blisters:** allow the craft to carry an additional 12 Mt each; 3D Hull/ea; **Replacement Cost:** 9,000/ea. **Notes:** While attached the Z-10 has **Port & Starboard hit locations.** *Loss of these locations only destroys the cargo pod(s) & anything they contain.*
- **Efficient:** Consumable costs only factor in 2 occupants in the cost to refit the Z-10.
- **Primary Cargo:** The Z-10 has a lower *half deck* for Cargo (Internal Cargo ½).
- **Cockpit Escape Pod:** has 2 additional fold-down rumble seats for 2 additional passengers; **Space:** 3, **Atmosphere:** 300 Km/H; **Hull:** 3D; **Maneuverability:** 1D; **Consumables:** 10 days; 2 Pulse Lasers

CAPITAL SHIPS

Action IV

Craft: CEC: Action-IV: Bulk Transport
Affiliation: Various
Era: Old Republic +
Scale: Corvette
Length: 100 Meters
Skill: Starship Piloting: Capital Ships
Crew: 12;,Skeleton: 8/+0
Crew Skill: Typically 3D
Cargo Capacity: (3,650); 3,650 Metric Tons
Consumables: 150 Days (18K Refit Cost)
Cost: 451,200 (New); 338,400 (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: None, uses Astromech Droid
Maneuverability: 0D
Space: 2
Hull: 2D: 4 Locs; HP: 100 & AP: 75 / Loc
Sensors:
Passive 15/0D
Scan 20/1D
Search 30/1D+2
Maximum 60/-2D+1
Weapons:

The Action IV transport is a Corellian Engineering Corporation medium bulk freighter of the Action series. It has a trapezoidal shape and was roughly 100 meters in length. Internally, its holds could be adapted to various pressures and climates with individual configurations. Even though each ship was sold without any weaponry or defensive shields built in, plenty of after-market systems could be added to the Action IV. During the time of the Galactic Republic, the Action IV transport Azure Queen was captured by Black Sun pirates, while en route to the planet Rutan. The Imperial Navy refitted a number of them as Imperial Patrol Ships.

Features:
- Converts Passenger space to Cargo (150)
- Converts Snubfighter Compliment to Cargo (500)
- The craft has three decks that each carry it's base cargo capacity in metric tons (1,000 per deck = 3,000).
- The design is *Efficient*
- Excessively over-designed computer systems emulate the effects of *Slave Rigging* while not the feature set, only lowering overall crew compliment.
- The craft retains CEC's ease of maintenance/repair & modification (-1DR).
- Many aftermarket modifications are designed for the ship that just "drop in" to allow the craft to be armed and shielded.
- Full Galley, Lounge, Auto chef and Bar
- 2 Refreshers & Conventional Shitters
- Individual Crew Quarters
- Enhanced Game Table & Holo Vid viewer
- Fitness Center

Acclaim Combat Frigate

Craft: Rothana Heavy Engineering: Acclaim Class Frigate
Affiliation: Empire / Alliance (Stolen)
Era: Late Rebellion
Type: Escort / Interceptor
Scale: Corvette; *Maneuvers as Transport*
Length: 198 meters (+2D Hull, +1D Armor)
Skill: Starship Piloting: Capital Ships
Crew: 120, Gunners: 104, Skeleton: 164/+5
Crew Skill: Typically 6D
Passengers: 60 (troops)
Cargo Capacity: (1,980); 10 Mt Available
Consumables: 1 Year (1.1 Million Refit)
Cost: 27.8 Million (New & Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 3D
Space: 9
Atmosphere: 950 Km/H; (can land)
Hull: 5D + 2D+1 Armor; 4 Locs
HP: 350/Loc; AP: 375/Loc
Shields: 5D; SP: 375/Loc
Sensors:
Passive 40/1D
Scan 80/2D
Search 240/3D
Focus 4/3D+2
Maximum 480/-1D
Weapons:
4 Ultra Heavy Turbo Quad-Lasers
Fire Arcs: 2 Fore/Port/Aft, 2 Fore/Starboard/Aft
Crew: 12 (2 Gunners, 9 Techs, 1 Commander)

Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 4-20/47/98
Atmosphere Range: 800m-40/94/196 Km*
Damage: 400
Fire Rate: 1/3
Ammo: 320 Per Gun = 80 Shots per Gun
6 Ultra Heavy Quad Auto Blaster Batteries
Fire Arc: 4 Fore/Port/Starboard, 2 Aft
Crew: 3 (1 Gunner, 2 Technicians)
Skill: Starship Gunnery
Fire Control: 6D*
Space Range: 3-5/16/27
Atmosphere Range: 300-500m/1.6/2.7 Km
Damage: 120 (Snubfigther; 30D Gun equiv)*
Fire Rate: 1
Ammo: 6,400 Per Gun = 80 Shots per gun
Full Burst Already Factored in
10 Concussion Missile Launchers
Fire Arcs: 8 front, 2 Aft (Any)
Crew: 3 (Gunner, Technician, Commander)
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 240 Space Units
Atmosphere Range: 480 Km
Damage: 12D; Nominal Damage: 6 (72)
Ammo: 15 Advanced Missiles/Launcher
8 Tractor Beam Projectors
Fire Arcs: 4 Fore/Port, 2 Starboard, 3 Aft
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 5D

Snubfighter Complement: 8 TIE\LN(S), 2 Assault Gunboats

Ground Compliment: 1 Floating Fortress, 2 Combat Speeder Bikes, 2 LAAT II's

The Acclaim Star Frigate was to be Rothana's latest and greatest foray into the Imperial Marketplace. The design is remarkable in that she is, actually, a scaled down Acclamator Armed Cargo Ship. Utilizing the same components, engines and hull plating the ship is incredibly tough for her size. The engines, themselves have been scaled back substantially to allow for additional compartment space on the ship. Originally, envisioned as a replacement and Competitor for the Nebulon-B the craft would reach the hands of the Empire a bit too late in the war against the Rebellion. Technically, introduced after the battle of Endor due to technical difficulties and design issues related to her incredibly advanced armament, very few rolled off the assembly lines. In fact, this ship represents one of the last remaining of this classification in existence, namely due to the shelling of Rothana's prototype yards and ground support facilities (by the *Another Chance*).

In some way she resembles a Bayonet Cruiser, however this distinction is only for those not paying attention. She sports an armament that would most likely be found on a Battle Station. You can imagine the difficulties they faced in mounting the massive guns on a ship this size, accounting for power output, life support, shielding, etc. The ship still manages to have comfortable quarters and ample storage room. This is mainly due to the thickness of the ship. The ship is an engineering marvel. A "High Tech" design of this corvette was available in Prototype 1 Stages around Episode IV. Prototype II was available around Episode V, and the Production model available just after Episode VI. Low Tech versions of the ship have been available during the entire Rebellion era & Rise of the Empire. While very few of the advanced version have been circulating, the low tech versions have been selling quite well to Imperial Markets, Independent realms, Corporations and on the Black Market. A number of these have made their way into the hands of Pirates and the Rebellion.

Occasionally, I have referred to this craft being the reason why the "Another Chance" Alderaanian War Frigate is armed with ultra advanced weaponry stolen from a prototype program Rothana was operating. I had this ship in some of the original iterations of the core book back in 2016, though I pulled it because it breaks most of the rules. The way you get around mounting Ultra heavy weapons on smaller craft is by including ammunition, otherwise they don't have the power to fire the weapons. *You can actually do this on any ship, as you limit their ammunition. Though you should build in flaws for insane amounts of these guns on smaller ships.*

The craft was the original test bed for Ultra Heavy weapons during play-testing. The guns didn't matter, I was still able to blow the ship up with conventional weapons. Much to the play-testing party's dismay.

Acclamator I

Craft: RHE: Acclamator I-class Cruiser
Affiliation: Empire / Alliance (Stolen)
Era: Clone Wars (Discontinued)
Type: Troop Carrier
Scale: Cruiser
Length: 752 meters
Skill: Starship Piloting: Capital Ships
Crew: 3,147, Gunners: 72, Skeleton: 2031/+15
Crew Skill: Typically 4D
Passengers: 15,867 (troops)
Cargo Capacity: (21,220*); 170 Mt Avail
Consumables: 193 days (1.1 Million Refit)
Cost: 11.2 Million (New); 8.4 Million (Used)
Hyperdrive Multiplier: x½
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 1,200 Km/H; (can land)
Hull: 3D+2; HP: 463/Loc; AP: 300/Loc (4)
Shields: 2D; SP: 300/Loc
Sensors:
Passive 40/1D
Scan 60/2D
Search 120/2D+2
Focus 4/3D
Maximum 240/-1D+1
Weapons:
12 Quad Turbolaser Batteries
Fire Arcs: 6 Fore/Port/Aft, 6 Fore/Starboard/Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 2D

Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 6D; Nominal Damage: 7 (42)
24 Point Defense Laser Cannons
Fire Arcs: 6 Per Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D *Static;* Nominal Damage: 6 (24)
4 Concussion Missile Launchers
Fire Arcs: 4 Fore (Any)
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 20 Missiles/Launcher

Snubfighter Complement: *None*

Ground Compliment: 66 LAAT/i Gunships, 18 LAAT/c, 48 AT-TE, 36 Self Propelled Heavy Artillery, 40 Military Speeder Bikes

The Acclamator-class assault ship, is an assault-class capital ship created for the Galactic Republic by Rothana Heavy Engineering. The Acclamator-class assault transport is 752 meters long, 460 meters in width, and 200 meters in height. The underside of the Acclamator is dominated by a large assault hangar capable of offloading an entire legion of clone troopers and their vehicles in short order. Most of the passenger and barrack decks are located on the upper

levels of an Acclamator-class ship. The bridge is located in the middle of an arrow-shaped command tower module that protrudes from the dorsal superstructure. The main bridge and command center has no windows but relies upon advanced holoscreens shaped like the triangular viewports similar to the ones on other Kuat vessels. The bridge crew usually consisted of fully-armored clone pilots manning the control panels, with most operators being seated in twin crew pits below the command officer's area. Sensor and communications suites are located at the front of the ship's command tower. Acclamator-class ships have berths for sixteen thousand troopers, the equivalent of an entire legion or brigade and its support personnel. They also carried eighty aircraft and eighty-four armored vehicles, such as the AT-TE and SPHA walkers, used to provide clone troopers with heavy battlefield support. In addition to ground landings, Acclamator-class ships are capable of water landings, as displayed at the Battle of Mon Calamari.

The later Acclamator II-class could also serve as star frigates to support their landing groups. The Acclamator-class design was already in development by Rothana and Kuat years before the start of the Clone Wars, and the design was tested as early as 32 BBY. As the Jedi Master Yoda arrived on Kamino to gather an invasion force, dozens of Acclamators had already been built and readied for the soldiers they were designed to carry. In their first engagement at the First Battle of Geonosis, the class proved pivotal in the Republic victory, delivering legions of clone troopers to the battlefield while a large Republic fleet engaged the Separatist fleet in orbit. After delivering their troops, the Acclamators pulled back to provide orbital support, with only a portion of the ships ending up damaged in the battle.

Just after the battle had concluded, the Republic ordered thousands over the course of the war. Acclamators were not crewed by clones, Republic officers & ship crew handled starship maintenance and operation. During the height of the war, some Acclamators had the paint markings of the Open Circle Fleet like the Venators. Several different variations were used during the war, with the Acclamator II-class assault ship being the most numerous alternate model. The sub-classes saw many battles in both the Clone Wars and the Galactic Civil War. In addition to being a warship and a military transport serving forces in backwater areas, some Imperial Acclamators were used as slave ships, transporting large quantities of enslaved people to various Imperial penal colonies during the Galactic Civil War. The Empire also modified a number of Acclamators, sacrificing troop capacity to increase cargo space for use as Imperial cargo ships. The Empire only used a small portion of the Acclimator I's *the rest sat in Mothball yards (thousands of them, pulled out to be used as needed)*. The Acclamator II would see extensive service as a combat carrier (though hundreds sat in mothballs as well). Many of both types of vessels would be sold off to places like the Corporate Sector.

Some fell into the hands of criminal groups such as the Zann Consortium. The Empire continued to use them as of Operation Shadow Hand and by 13 ABY, an Acclamator was located in the headquarters base of the Restored Empire splinter faction. They were even used well into the Yuuzhan Vong War.

The ship cannot carry anything near it's listed compliment of troops or gear on base rules alone. I calculated it's cargo space by treating each listed dimension of the ship as if it were a full ship. Then I cashed in all the snubfighters each "ship" would have carried as well. Base Cargo is 14,120 +(Snubfighters) 3800 + 2300 + 1000 = 21,220.

Consumables of 3 Years = 1,155 days for a full complement. Cashed in 2.5 years of consumables to add troops 13,633 Additional Troops (close enough to 16K troops). I couldn't get anywhere near it holding 320 Speeder Bikes, so I added 4 LAAT/c cargo speeders. Everything else is on the ship.

The Class .6 Hyperdrive I rounded to the closest rating.

700 Crew is not possible, unless the ship was droid rigged and efficient. Altered the crew to be actual Republic forces.

Aing-Tii Sanhedrim Ship

Craft: Aing-Tii: Sanhedrim
Affiliation: Aing-Tii
Era: Old Republic + ?
Scale: Battleship (maneuvers as Corvette)
Length: 300 meters
Skill: Starship Piloting: Capital Ships
Crew: 150, Gunners: 66, Skeleton: 81/+5
Passengers: ???
Crew Skill: 6D?
Cargo Capacity: (3,000); 0.29 Mt available
Consumables: Unknown
Cost: Not Available for Sale; *Astronomical*
Hyperdrive Multiplier: Hyperspace Folding*
Hyperdrive Backup: ???
Nav Computer: Yes
Maneuverability: 4D
Space: 10
Atmosphere: ???
Hull: 6D + 6D Armor: 4 Locs; ;
HP: 900 & AP: 2,700/Loc
Shields: 6D: SP: 1,800 / Loc
Backup Shields: 12D
Sensors:
Passive 100/2D
Scan 200/3D
Search 300/4D
Focus 50/5D
Maximum 600/0D
Weapons:
30 Energy Web Generators (Batteries)

Fire Arcs: **Any Arc can apply all 30 weapons**
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 6D
Space Range: 6-30/60/90
Atmosphere Range: 1.2-60/120/180 Km
Damage: 5D *Static*; Nominal Damage: 7 (35)
Standard Damage + (70) Ionization Damage

Unlike traditional ion cannons that deliver their damage toward depleting hull and armor points before rolling to incapacitate, these weapons deliver *Double Ionization Damage*. They can be used to pinpoint target locations as well to shut down entire systems on an enemy ship (like shield generators). Once an area or section is shut down additional shots will completely burn out that section or component.

6 Null Burst Projectors
Fire Arcs: Any
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 6D
Space Range: 1-15/30/60
Atmosphere Range: 200m-30/60/120 Km

RoF: 1/12; Damage: 300m Radius Spheres; Instantly incapacitates crew for 1D3 Hours. Six projectors will cover an entire Imperial Star Destroyer (1800 meters).

The Sanhedrim Ship was the mode of transportation used by the warrior class of the Aing-Tii monks. The Aing-Tii developed a form of semi-organic technology early in their history, using it to build advanced ships. These vessels, named Sanhedrim ships, over 300 meters long, are used by Aing-Tii warriors to embark on pilgrimages in the Kathol Rift, to attack slavers, and to respond to distress calls sent by the people of the Kathol Outback. Each Sanhedrim is unique, with numerous symbols painted on the hull and dozens of conical exhaust ports and thrust pods jutting out at random places. Each Sanhedrim is roughly ovoid in shape and covered in thick hull plates, not unlike the layered hides of an Aing-Tii themselves. Sanhedrims had weaponry that, in comparison to that used by the Galactic Republic and Galactic Empire, are extremely advanced and deadly. Over 60 gunners on each ship used energy web generators and null-burst projectors to destroy enemy ships with ease, although the Aing-Tii often ram other vessels instead.

Aing-Tii ships have the ability to ram another vessel without taking collision damage. Ramming a section of a ship that has been crippled by their Web Generators will destroy that section of any vessel up to 2,400 Meters in length. Vessels over this size will loose half their armor and hull points in that section. *The Aing-Tii can sense the presence of shields and have the capability of flying through shield interleaving, like an incredibly skilled pilot or Jedi. Thus a stricken section can be covered in shields and still be destroyed by their ramming the vessel.*

The monks use non-deadly weapons to dissuade those who had taken an interest in them; the mysterious weapons altered the victim's perception of time, allowing the Aing-Tii to escape to their home territory. Aing-Tii ships usually travel in groups of three or four, although it is not uncommon for a ship to wander by itself. The Sanhedrims are also able to evade being picked up by other ships' sensors.

Aing-Tii ships have a **Static** level of sensor "sleez". Add 15 to the difficulty of any ship attempting to detect them on pure sensor rolls.

The Aing-Tii are reported to have a sort of symbiotic connection with the ships they served on. The Aing-Tii developed a method of moving from one destination to another, which is barely comprehensible to anyone but the monks. They use the Force in conjunction with their unique technology to instantaneously move their ship through space. It is this technology, combined with their natural ability as navigators, that allows them to travel through the dangerous Kathol Rift unhindered.

Aing-Tii ships can fold Hyperspace, jumping instantly from one point to another. This is a more advanced form of how Pattern Knights can fold space. It has something to do with the Bio-mechanical nature of their ships. Aing-Tii ships radiate harmony with the Force.

Authors Notes: *Yes*, I have seen the official stats on these ships. ***They are garbage.*** I have always been a fan of the anomalies in Expanded universe lore, like this race of Force using beings or the "Teljkon Vagabond"; a Quella ship sited in New Republic Times. The presence of these races and their technologies represent, *to me*, a wonderful unknown in any game setting. Beyond that, why the hell didn't they engage the Yuuzhan Vong? Any of these races? People forgot that these cool races had been woven into the setting. The ship presented here could cook the Yuuzhan Vong ships alive *(even the ones with crappy book stats could)*, with it's energy Web Generators (I believe they would *ignore* Vong Void tech) and turn the ships into floating hamburgers... *Vegetarian cuisine, naturally, just have to pick out the meat chunks.* It can also incapacitate Vong troopers and ships harmlessly...

I actually toned these down, from what I had them at before, cutting their weapons values and KO abilities by ½.

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Alderannian War Frigate II

Craft: Republic Engineering: Alderaanian War Frigate Mk II (Refit)
Affiliation: New Republic
Era: New Republic (Early)
Scale: Frigate; Maneuvers as Corvette
Length: 250 meters
Skill: Starship Piloting: Capital Ships
Crew: 169, Gunners: 64, Skeleton: 233/+5
Passengers: 150 Troops
Crew Skill: Typically 7D
Cargo Capacity: (2,500); 20 Mt Available
Consumables: 1 Year (1.69 Million refit)
Original Cost: 9,873,600 (New/Corrected)
Cost: 18 Million (New); 6.67 Million (Refit); 13.57 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 3D+1
Space: 10
Atmosphere: 1,000 Km/H (Can Land)
Hull: 6D + 4D Armor;HP: 450 & AP: 534/Loc
Shields: 3D: SP: 300 / Loc (4)
Backup Shields: 6D
Sensors:
Passive 60/1D
Scan 90/2D
Search 180/3D
Focus 5/3D+2
Maximum 360/-1D

Weapons:
2 Ultra Heavy Ion Cannons
Fire Arcs: Fore/Port/Aft & Fore/Starboard/Aft
Crew: 5
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-30/60/90* Sensor Range
Atmosphere Range: 600m-60/120/180 Km
Damage: 100; RoF: ½
6 Heavy Ion Cannons (Battery-Linked)
Fire Arc: Fore
Crew: 6
Skill: Capital Ship Gunnery
Fire Control: 5D+2
Space Range: 3-30/60/90
Atmosphere Range: 600m-60/120/180 Km
Damage: 10D; Nominal: 9 (90)
24 Quad Turbolaser Batteries
Fire Arcs: 6 Fore/Port/Starboard/Aft
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 8D; Nominal: 7 (56)
12 Quad Auto Blaster Turrets (Burst-Fire)
Fire Arcs: 3 Fore/Port/Starboard/Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 4D*
Space Range: 1-5/10/18

Atmosphere Range: 100-500m/1/1.8 Km
Damage: 6D*; Nominal Damage: 7 (42)*
*Light Burst already factored in
12 Tractor Beam Projectors
Fire Arcs: 3 Fore, 3 Port/Starboard, 3 Aft
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 4D; Nominal: 3 (12)

Snubfigthter Complement: 12 Zebra II's, 12 T-Wing II's, 1 VCX-820 (Mod to Space: 10)

Ground Complement: 6 T-47's, 6 TX-130's, 2 Military Speeder Bikes, 1 Floating Fortress

During the Battle of Endor the Rebel Alliance had taken a pretty severe beating. Many of their line vessels had been completely destroyed by the Death Star. The battle damage sustained from the engagement with the Star Destroyers, alone, was so extensive that they would be laid up for years in dry-dock. It was estimated that the Rebel Alliance that would become the New Republic had something to the tune of 18 Alderaanian War Frigates in the field after a rather successful production run that spanned the Galactic Civil War. None of the vessels had been lost to combat attrition, which says something for their durability. The New Republic needed a symbol of their power and reach in their attempts to liberate sectors and hunt Imperial Warlords down, not to mention they needed something formidable enough to survive. Thus, Republic Engineers devised a refit to the War Frigates. Every time someone invoked the name Alderaan, people would turn and look. The destruction of Alderaan was a rallying cry for the Rebel Alliance and what better craft for the New Republic to field to spearhead their operations moving forward as they took ground from the Empire.

The refits overall seemed rather subtle on paper, that is, until you look at the overall combat capability enhancement of the craft. The older Mon Calamari light Turbolaser's were pulled out in favor of a full complement, and then some, of the Alderaanian designed Class 8 batteries. These weapons had now been in production some 6+ years and there was a surplus of the weapons. The Heavy Ion Cannon Batteries were further backed up by the addition of two Ultra Heavy Ion cannon Turrets that could combine their ship crippling abilities with the primary six cannon array. They also offered a bit more flexibility as the ship could now fire to Port, Starboard and Aft with them. The weapons rate of fire was substantially enhanced, now being able to fire every two rounds instead of every three.

Point defenses were increased by replacing the 12 light quad guns with quad auto-blaster mounts. While they lost some range, the overall burst fire capability of the auto-blasters more than made up for that deficiency. By more than doubling the Tractor beam emplacements the craft gained the ability to quickly recover craft in combat and even disengage to hyperspace with Snubfighters in a tractor beam. Not only that, the enhanced Tractor Defense would add to battlefield survive-ability of the War Frigate.

A mild sensor refit was performed, space engines and repulsors received a significant update and the main Hyperdrive was brought up to Class 1. The largest changes were the engineering refit of the overall armor coverage of the vessel, which would now cover all exposed superstructure in the aft section of the ship as well as increasing overall coverage on all arcs of the ship, effectively doubling the added on armor plating. Mon Calamari shipwrights also sat down with Republic Engineers and devised a way to engineer backup shields into the design at no performance hit to the craft or loss of cargo space.

Hyrotii Vehicle Works partnership with the Rebel Alliance carried over to the New Republic and they provided all the Zebra Mark II's at no cost for these craft so long as the new Republic would purchase and field their T-Wing II design along side it. This was a deal the New Republic could not refuse.

Weapons issues with the Zebra II's had been nailed down and eliminated at this point. The craft still retained their ability to fire double strength blasts, one per two combat rounds without melting/detonating the barrels.

Allegiance Class ISD

Craft: KDY: Allegiance-class Star Destroyer
Affiliation: Empire
Era: Galactic Civil War (3 ABY) +
Scale: Dreadnought
Length: 2,200 meters
Skill: Starship Piloting: Capital Ships
Crew: 21,780, Gunners: 1,020,
Skeleton: 14,220/+15
Passengers: 4,440 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (32,900); 4,000 Mt Avail
Consumables: 8.5 Years (891.5 Million refit)
Cost: 426 Million (New); 319.5 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x2
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Hull: 9D + 6D Armor; HP: 2,700 & AP: 5,400
6 Locs: Fore/1-2 Port/1-2 Starboard & Aft
Shields: 6D: SP: 3,600 / Loc (6)
Backup Shields: 12D
Sensors:
Passive 75/2D
Scan 150/3D
Search 300/4D+2
Focus 8/5D
Maximum 600/0D
Weapons:
Axial Ultra Heavy Turbolaser Battery
Fire Arcs: Fore/Port/Starboard
Crew: 36
Skill: Capital Ship Gunnery
Fire Control: 4D+2; 5D+2 w/Gunnery Helmet
Space Range: 5-50/75/100* *Sensor Range*
Atmosphere Range: 1-100/150/200 Km*
*Sensor Range
Damage: 600; RoF: 1/3
120 Heavy Turbolaser Batteries
Fire Arcs: 50 Fore/Port/Starboard, 20 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 1D; 2D w/Gunnery Helmet
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 10D; Nominal Damage: 7 (70)
120 Turbolaser Batteries
Fire Arcs: 50 Fore/Port/Starboard, 20 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D; 5D w/Gunnery Helmet
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 7 (35)
120 Quad Heavy Ion Cannon Batteries
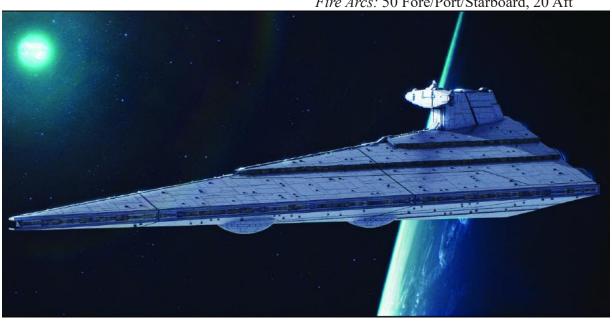*Fire Arcs:* 50 Fore/Port/Starboard, 20 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D; 5D/w Gunnery Helmet
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 5D; Nominal Damage: 7 (35)
120 Double Turbolaser Batteries
Fire Arcs: 50 Fore/Port/Starboard, 20 Aft

Crew: 1
Skill: Starship Gunnery
Fire Control: 3D; 4D w/Gunnery Helmet
Space Range: 2-6/18/32
Atmosphere Range: 200-600m/1.8/3.2 Km
Damage: 4D Static; Nominal Damage: 8 (32)
24 Tractor Beam Emplacements
Fire Arcs: 4 / Arc
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D (4D w/Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)

Snubfighter Compliment: None in a formal hangar. *Technically, 1 Landing Barge, 4 TIE/In, 6 TIE Shuttles, 1 Skypray Blast Boat (Captain's escape pod).*
Ground Compliment: None

- Trades in most support ships for 9,500 Tons

- Trades in 7,000 Troops for another 1,400 Tons

The Allegiance-class battle-cruiser is similar in appearance to both the Victory, Procursator and Imperial-class Star Destroyers, but is larger than all of them, reaching a length of 2,200 meters. Unlike the Victory and the Imperial, the Allegiance-class lacks ventral hangar bays. Like fellow hangar-less models such as the Procursator and Tector-class, the model could seemingly only rely on its own exterior ordnance, as the Allegiance appeared to be unable to carry any snubfighters or ground vehicles internally. The terraced dorsal superstructure that surrounded the Allegiance's bridge tower was far smoother than those on the Imperial-class, allowing for better armor coverage and less exposure of the inter-plate surfaces. The Allegiance-class battle-cruiser had a visible armored reactor bulge on the ventral side of the superstructure, similar to the Imperial and the Victory-class. Due to scale, it was more massive than on these contemporary Star Destroyers.

The command tower is T-shaped, like the

modular towers produced for many Kuat Drive Yards designs. It was put in full view of enemy vessels, which made it an easy target for mass-bombardment by an enemy. The Allegiance's tower includes a visible section that stands out from the rest of the tower, similar to the bridge sections on the Imperial II-class Star Destroyer and the Executor-class Star Dreadnought. The tower is capped by geodesic domes, like on other contemporary Imperial warships.

The Allegiance-class is in service with the Imperial Navy by 3 ABY. During a rendezvous with the elite unit Death Squadron, prior to the Battle of Hoth, several Allegiance battle-cruisers formed part of a fleet that was observed by Captain Firmus Piett and Death Squadron's commander, Admiral Kendal Ozzel. In service, the Allegiance was known as a "Heavy Star Destroyer" and was noted as being typical of the kind of ship that fit the "Star Cruiser" designation of warship. Due to its size, power and combat focus, the class is afforded the designation of "Battle-Cruiser" by the Republic Navy War College at Anaxes, using their warship classification system. "Star Cruiser", on the other hand, was recognized only by some military historians as a designation for smaller models of battle-cruisers. The distinction was used by some to separate ships like the Allegiance from larger battle-cruiser models like the Praetor Mark II.

At some point during the time of the Galactic Empire, at least three ships of this class were serviced at the massive Naval Station Validusia in the Validusia system. The system was located in the Expansion Region and its Imperial facilities could maintain several heavy Imperial warships at once, including both Star Destroyers, Battle-cruisers like the Allegiance and large dreadnoughts and fleet replenishment ships. During a fleet exercise some time after the Arms Race campaign, a battle-cruiser of this class is refueled by an Altor-class replenishment ship, alongside an Assertor-class Star Dreadnought.

Allegiance-class battle-cruisers are pressed into numerous duties during the time of Emperor Palpatine's return, including escort

duty for even larger command ships and providing protection and support for Palpatine's defense forces at Byss, as part of the Byss Security Zone. They are used throughout the Beshqek system to patrol and monitor traffic to and from the secluded throne-world and worked in conjunction with Gauntlet Scanner Stations, destroying any ships the stations identified as hostile. During this phase of its career, serving in the navy of the Dark Empire, the Allegiance-class was sometimes referred to as "Imperial-class" and a "Super Star Destroyer" by New Republic forces, the former due to its physical resemblance to the Imperial-class Star Destroyers.

At the Battle of Calamari in 10 ABY, the battle-cruiser Allegiance served as a command and communications ship for the invasion fleet at Dac and transmitted images back to the command center at Byss. A New Republic task force picked up the transmissions while in hyperspace transit to the system and homed in on their origin. As the fleet jumped out of hyperspace, General Lando Calrissian ordered all ships to fire from his flagship, the Emancipator. The fleet bombarded the Imperial battle-cruiser and its Procursator-class escorts and destroyed both the Allegiance and the Star Destroyers. Following the strike, Calrissian's fleet passed by the wreckage of the Allegiance and began landing their air-speeder reinforcements.
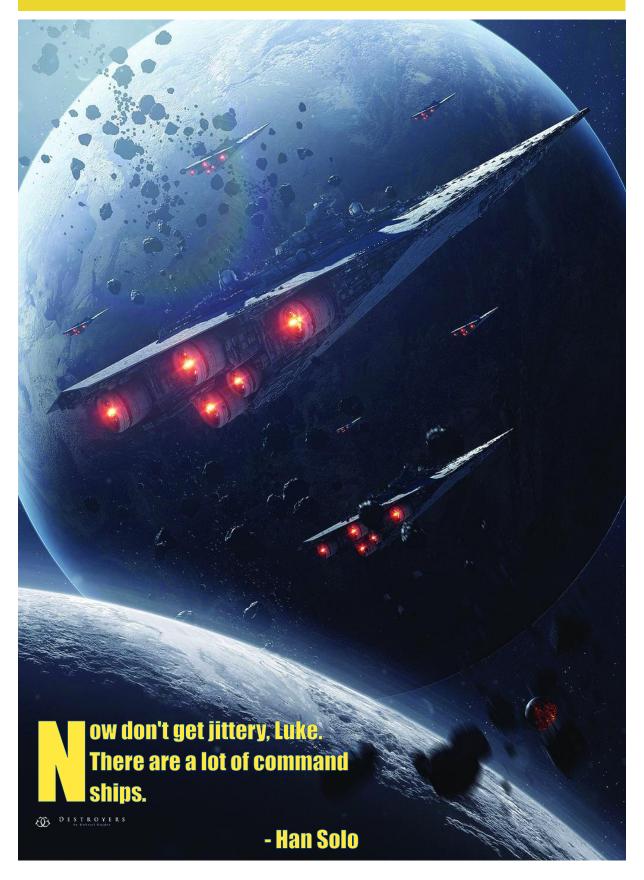
Following the Republic victory at Dac, two Allegiance battle-cruisers escorted Palpatine's flagship, the dreadnought Eclipse, as it traveled to the Cyax system to confront the New Republic leaders. Ships of the class later participated in the Battle of the Emperor's Citadel, the failed attempt by a Republic strike team to infiltrate Byss and topple Palpatine.

The cruisers fall into extinction after the Yuuzhan Vong Conflict as no more are ever produced.

Essentially, the Allegiance is an up armored and gunned Tector Battle Cruiser. It's quite a bit more powerful in point of fact. The six barrel, Ultra Heavy Axial Turbolaser Battery was added as an afterthought to the vessel to give it something of an more advanced weapons suite in appearance. The weapon system effectively runs part of the length of the prow (Fore of the Bow) and emerges between the Dorsal and Ventral armor plating of the vessel. This is a massive "turret" with limited mobility that can fire Fore, Port and Starboard.

The Allegiance has six hit locations, Fore, Fore Port & Starboard, Aft Port & Starboard and Aft. Each location is protected by it's own Shield Generator. Furthermore, there is a reservoir of Backup Shields to provide continuous power to these massive generators. It's geodesic domes on the bridge are much harder to hit as they are 2/3 embedded in the bridge structure.

The Allegiance is one of the most formidable ships in the Imperial arsenal for decades. While the craft lacks a, formal, internal hangar it does possess a number of craft meant for ferrying crew to and from the ship. The Captain's ready room on the bridge adjoins with an area that houses a Skypray Blast boat to be used as an escape pod for core command personnel. It possesses a single landing barge that can be lowered from an internal holding bay in the superstructure of the Ventral side of the ship. This can be used to ferry troops to the surface of a world, thus the Allegiance is not without some capability of landing troops or engaging static installations with troops. This location in the hull is flanked by a quartet of TIE\Ln snubfighters held in racks very similar to a Carrack Cruiser, within the superstructure of the vessel. The Allegiance posses no less than six TIE Shuttles, also housed in the Ventral side of the starship. These are used for inter-ship transit as well as a number of other operations.

Now don't get jittery, Luke.
**There are a lot of command
ships.**

DESTROYERS
by Gabriel Gajdoš

- Han Solo

Arrestor Cruiser

Craft: KDY: Arrestor-class
Affiliation: Empire
Era: Rise of the Empire (Early, Discontinued)
Scale: Battleship
Length: 1,600 meters
Skill: Starship Piloting: Capital Ships
Crew: 11,520, Gunners: 316,
Skeleton: 7,516/+20
Passengers: 2,880 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (8,000); 193 Mt Avail
Consumables: 6 Years (340 Million Refit)
Cost: 101.6 Million (New); 76.2 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 3D+2: 4 Locs; HP: 550 & AP: 900
Shields: 3D: SP: 900 / Loc (4)
Sensors:
Passive 100/2D
Scan 200/3D
Search 400/4D
Focus 10/5D
Maximum 800/0D
Weapons:
3 Ultra Heavy Turbolaser Dishes
Fire Arcs: 3 Fore, 1 Port & Starboard
Crew: 72

Skill: Capital Ship Gunnery
Fire Control: 4D; 5D w/Gunnery Helmet
Space Range: 5-50/75/100*
Atmosphere Range: 1-100/150/200 Km*
*Sensor Range
Damage: 1,200; RoF: 1/2
12 Turbolaser Point Defense Batteries
Fire Arcs: 6 Port & Starboard
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D; 3D w/Gunnery Helmet
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 3D **Static**; Nominal Damage: 7 (21)
8 Double Turbolaser Batteries
Fire Arcs: 4 Port & Starboard, 8 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D; 3D w/Gunnery Helmet
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 5 (25)
36 Tractor Beam Emplacements
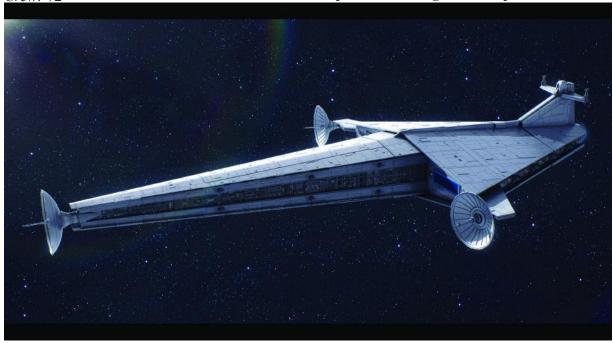*Fire Arcs:* 4 Fore, 12 Port/Starboard, 8 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D; 4D w/Gunnery Helmet
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)
Expanded Snubfighter Compliment: 48 TIE

Class Snubfighters, 4 Shuttles / Transports (2 squadrons & 2 shuttles / Transports / hangar)
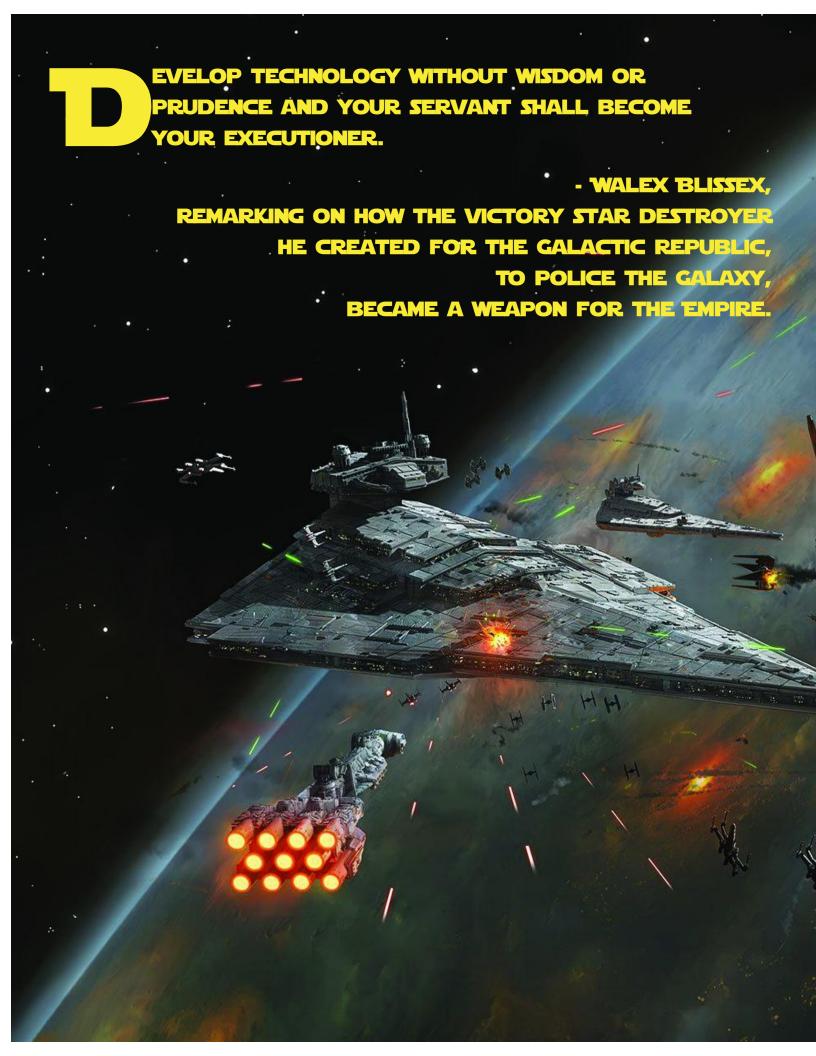
Ground Compliment: 2 Landing Barges, 4 AT-AT, 4 AT-ST, 12 Combat Air Speeders, 1 small pre fab base

The Arrestor Cruiser is an early design of the Imperial I Star Destroyer that mounts three utterly massive cannons as it's primary armament. Ultimately, the design would be scrapped in favor of the Imperial I and it's successor the Imperial II. The craft was designed to give it's Ultra Heavy weaponry maximum fire arcs and much of the hull was disregarded in order to accommodate the weapons. The craft itself was dedicated to providing the power necessary to feed these incredibly large weapons arrays. It is honeycombed power relays and generators just to feed the three massive cannons.

All of this over engineering for power distribution took a heavy toll on the vessel. First of all, it cut the snubfighter compliment in half (that's why the ship had to steal space from it's cargo capacity to "expand" it's fighter capacity). It also cuts the maximum troop complement in half as well. Losing that much mass and hull meant that the craft simply could not withstand as much punishment as an Imperial I and is roughly half the hull strength of that vessel. The craft is driven by a single massive engine, something many commanders complained bout should one of their engines sustain damage in combat (knowing full well it would cripple this craft but not others of the Star destroyer Lineup).

A posting to an Arrestor is possibly one of the worst fates that many in the Imperial Academy students fear. However, even aside from the fact it is just over half the speed of it's Imperial I & II descendants the craft still retains some incredible capabilities. It has one of the Sensor suites that can be found on almost any Imperial vessel. Furthermore, anything it's main guns cannot target withing their proscribed standard ranges it can still target relatively well (0D Fire Control) out to maximum sensor range (800 units away). What the Arrestor does well, it does so amazingly so. What it does badly is just about everything else.

Features:

- Massively enhanced power generation: The craft double Auxiliary Power and is always considered to be at a maximum level of it at the beginning of any combat situation (8D Auxiliary Power). There is a 50% loss of Cargo Capacity as a result.
- Due of the craft's design it's hangars lost 50% of their craft capability (40 instead of 80).
- Due to the same loss of craft mass the passenger space (Troops) have been cut in half.
- The same loss in mass allows the standard Hyperdrives typically featured on Imperial I class vessels to push the Arrestor at Class 1 Hyperdrive speeds. Also effectively doubling the performance of it's backup Hyperdrives (the units only cost as much as a x2 and x8 unit for the craft).
- The Ultra Heavy weapons have no issues with power draw and have a higher rate of fire due to the over-engineered power systems on the Arrestor.
- The craft is High Maintenance just like the Imperial I & II Designs.
- The Ultra Heavy Turbolaser Dishes are somewhat fragile, consider them to be 1D Battleship Scale Hull + 1D of Armor (the 3D base armor code does not apply for these weapons) for the purposes of destruction after shields are stripped. HP: 150, AP: 300
- The sensor array is incredibly accurate and provides the same early warning that *Hyperspace Telemetry Sensors* do at no additional cost or loss of cargo space. (However, does not allow targeting of objects at ranges beyond 800 Space Units).
- Insufficient thrust for it's mass. The craft has poor performance in the presence of any sort of gravity well and looses it's 1D Maneuverability (0D).
- **Super Laser Linkage:** All three Ultra Heavy Turbolasers can Link, *similar to how a Super Laser does*, on the craft's Forward Fire Arc for the following bonuses: +1D Fire Control, +300 Damage (3,900 Points).
- Scout craft can be used as spotters to target beyond the Arrestor's 800 Space Unit Limit (Up to 1200 Units) at +2 DR to hit.

DEVELOP TECHNOLOGY WITHOUT WISDOM OR PRUDENCE AND YOUR SERVANT SHALL BECOME YOUR EXECUTIONER.

- WALEX BLISSEX,
REMARKING ON HOW THE VICTORY STAR DESTROYER
HE CREATED FOR THE GALACTIC REPUBLIC,
TO POLICE THE GALAXY,
BECAME A WEAPON FOR THE EMPIRE.

Bakuran Star Destroyer

Craft: Bakuran Engineering: Star Destroyer
Affiliation: Bakuran Sector
Era: New Republic +
Scale: Battleship; Up-Scaled Cruiser
Length: 850 meters
Skill: Starship Piloting: Capital Ships
Crew: 2,668; Gunners: 272,
Skeleton: 1,994/+10
Passengers: 2,525 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (8,500); 100 Mt Avail
Consumables: 3 Years (63.1 Million refit)
Cost: 115 Million (New); 86.3 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 2D
Space: 9
Hull: 7D: 4 Locs; HP: 1,050 & AP: 900 / Loc
Shields: 3D: SP: 900 / Loc (4)
Sensors:
Passive 50/1D
Scan 100/3D
Search 200/4D
Focus 6/4D+2
Maximum 400/0D
Weapons:
60 Quad Turbolaser Batteries
Fire Arcs: 30 Fore/Port/Aft & 30
Fore/Starboard/Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 6D; Nominal Damage: 7 (42)
60 Quad Ion Cannon Batteries
Fire Arcs: 30 Fore/Port/Aft & 30
Fore/Starboard/Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 7 (35)
20 Tractor Beam Emplacements
Fire Arcs: 4 Fore/Aft, 6 Port/Starboard
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)
20 Quad Point Defense Guns
Fire Arcs: 3 Per Arc & 4 Dorsal/Ventral
Crew: 1
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)

**Hyperwave Inertial Momentum Sustain-er
Game Effects:** Allows the craft to *Micro
Jump* in an Interdiction Field, Gravity well or

spacial anomaly. The craft can only sustain the Jump for a few seconds, however, this typically will allow the craft to drop right on top of (or behind) almost any enemy force with pinpoint precision.

Distance Traveled: Nearly instantaneous hyperspace jump up to 500 Space Units distant.

Other Game Notes: A *Micro Jump* Executed in this fashion will, *instantly*, disrupt the guidance of any **Hyperspace Torpedo** targeting the craft. *Targeting Acquisition can be re-acquired, however, it requires the bridge crew of the craft that originally fired the ordinance to re-acquire the target vessel.* This process will typically take between 1D6 hours/*per Micro Jump executed by the target craft.* A Micro Jump with this device permanently breaks guidance on any other ordinance targeting the vessel. *Any vessel in the same system will have to search for and successfully re-locate the target.*

Expanded Snubfighter Compliment:
72 TIE Guardians, 6 Support Ships/Shuttles

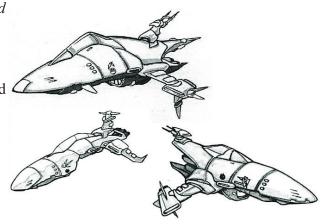**Ground Compliment:** 4 Landing Barges, 12 Combat Air Speeders

The Bakura-class destroyer formed the backbone of the Bakuran Defense Fleet that was established following the repulsion of the Ssi-ruuk at the Invasion of Bakura. The Bakura-class consisted of interdiction cruisers and were designed around the power reactor used by Imperial II-class Star Destroyers. They were also capable of escaping interdiction fields.

By the time of 18 ABY, only three had been known to be built: *Watchkeeper, Defender, and Sentinel.* But there could have been more in the defense fleet, as it was later stated by Admiral Hortel Ossilege that he could not leave the Bakuran System without defense during the Corellian Crisis, hinting there could have been a larger force of these destroyers. These three destroyers were the only known destroyers equipped with experimental hyperwave inertial momentum sustain-ers.

The New Republic convinced the Bakuran Senate to deploy the three destroyers on the Republic's behalf during the Corellian Crisis,

due to the fact that their interdiction fields would prove necessary against the likewise-equipped Sacorrian fleet, and the fact that the New Republic Defense Fleet was largely incapacitated due to the events of the previous year. Only Defender and Sentinel would return to Bakura following the subsequent Battle of CenterPoint Station.

I never really cared for the original images of the ship (pictured below). I think this one will do nicely and still make the ship look Imperial rather than like a snubfighter or like something right out of Robotech or Star Blazers.

The ship was based around the Imperial II power core... So, why doesn't it carry 10D guns? *I didn't add those.* I cut the Hyperdrive multipliers in half, added point defense guns (they are fighting these ultra small snubfighters with crazy maneuverability after all), doubled the fighter compliment to Imperial Star Destroyer levels and stuffed in about all the ground support units I could. *Landing barges for troops supported by Combat Air Speeders is kind of my go to default.* Furthermore, I added on ten additional Tractor beam projectors. Had to do something with the free cargo and I wanted to give the ship more robust defensive capabilities seeing as that makes sense for the Bakurans who are always outnumbered. I also made the ship *efficient*, in opposition of how the Imperial Class Star Destroyers are *inefficient*. Finally, at half the mass of an Imperial I or II, I made it 50% faster in Sub-light Speeds.

Cargo Master

Craft: Loronar: Cargo Master
Affiliation: Various
Era: Rise of the Empire (Early)+
Scale: Cruiser
Length: 800 meters (+1D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 2,511, Gunners: 8, Skeleton: 2,168/+10
Passengers: 76 (Passengers)
Crew Skill: Typically 4D
Cargo Capacity: (39,500); 39,464 Mt Avail
Consumables: 3 Years (30 Million refit)
Cost: 4.2 Million (New); 3.13 Mil (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 6D: 4 Locs; HP: 875 & AP: 450 / Loc
Shields: 1D: SP: 150 / Loc (4)
(Shields act as a sensor mask, -1D to opposed sensor rolls to detect, per generator: -4D)
Sensors:
Passive 25/0D
Scan 40/0D+1
Search 80/0D+2
Focus 2/1D
Maximum 160/-3D+1
Weapons:
8 Tractor Beam Emplacements
Fire Arcs: 2 Fore/Aft, 2 Port/Starboard
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 3D; Nominal Damage: 3 (18)

The Loronar Cargo Master is one of the few massive Bulk Transports that are widely used in the Galaxy. It possesses military grade performance characteristics and is a reliable and common sight in the space lanes of the galaxy. The design utilizes a multi deck system to maximize internal cargo hauling capability (three total decks with cargo elevators between them). The craft's greatest defensive feature is it's shield suite which acts in a similar fashion to their Skyblind line of Scout Ships. Masking both the visual presence and sensor signature of the craft.

The multi deck system triples the craft's cargo space. All snubfighter space was converted to extra cargo space for an additional 4,000 Metric Tons of space. 2,300 passengers have been converted into cargo space for 11,500 Metric tons more carrying capacity.

Heavy Carrier Refit

Craft: Loronar: Heavy Carrier Refit
Affiliation: Various
Era: Rise of the Empire (Early)+
Scale: Cruiser
Length: 800 meters (+1D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 2,511; Gunners: 146,
Skeleton: 1,766/+10
Passengers: 2,475 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (24,000); 0 Mt Avail
Consumables: 3 Years (59.3 Million refit)
Cost: 15.7 Million (New); 11.8 Mil (Used)
Refit Cost: 11.5 Million
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 6D + 1D Armor;
HP: 875 & AP: 600 / Loc (4)
Shields: 2D: SP: 300 / Loc (4)
(Shields act as a sensor mask, -2D to opposed sensor rolls to detect, per generator: -8D)
Sensors:
Passive 40/0D+1
Scan 80/0D+2
Search 120/1D
Focus 3/1D+1
Maximum 320/-3D
Weapons:
16 Tractor Beam Emplacements
Fire Arcs: 2 Fore/Aft, 2 Port/Starboard
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 3D; Nominal Damage: 3 (18)
64 Quad Point Defense Turrets
Fire Arcs: 8 Fore, 24 Port/Starboard, 8 Aft
Crew: 1
Skill: Starship Gunnery

Fire Control: 3D
Space Range: 1-3/12/25
A*tmosphere Range:* 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 6 (36)
18 Light Double Turbolaser Batteries
Fire Arcs: 14 Fore/Port/Starboard, 4 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 4D; Nominal Damage: 5 (20)
10 Concussion Missile Launchers
Fire Arc: 6 Fore, 4 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 120 Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 120 Missiles/Tube

Expanded Snubfighter Compliment:
144 Snubfighters, 12 Support Gunships,
12 Transports, 4 Shuttles
Ground Compliment: 8 Landing Barges, 24
Combat Air Speeders, 1 Pre Fab Base, 24
Combat Ground Units

The Heavy Carrier Refit is sold almost exclusively to the Rebel Alliance through the Black Market. There are a number of other independent entities that purchase the craft, (including the Imperial Warlords when they don't have access to Ton Falk Escort Cruisers). The refit process is rather extensive, however it completely converts the Bulk Cruiser into a relatively formidable opponent. If not so much in the form of raw firepower, definitely in the form of a carrier that is outfitted more akin to what the old Venator Star Destroyers were in terms of strike craft carried; *an all at a fraction of the price of a Venator Star Destroyer*. The Loronar Heavy Carrier is a capable vessel that can deploy a formidable ground force, including a full base as well.

There are other variants of the craft that forgo the ability to carry a complete strike wing of snubfighters and focus more on ship to ship combat. Stripping the ability to field 72 Snubfighters returns 7,200 Metric Tons to the craft allowing for the addition of more shields, armor and weaponry (which is the most commonly seen variant). Regardless, the refit carrier has incredible point defense. *The realization of this fact tends or go unnoticed, as most strike wings that have assaulted the Heavy Carrier have been obliterated by it's point weaponry alone.*

495 Metric Tons converted to 99 additional Troops.

Champion Fleet Carrier

Craft: Hoersch-Kessel: Champion-class
Affiliation: Various / Pentastar Alignment
Era: Rise of the Empire +
Scale: Cruiser (+2D Hull & Armor due to size)
Length: 948.75 meters
Skill: Starship Piloting: Capital Ships
Crew: 994, Gunners: 260, Skeleton: 1 (641 for standard operation: *Slave Rigged*)/+0
Passengers: 2,822
Crew Skill: Typically 5D
Cargo Capacity: (9,488); 51 Mt Available
Consumables: 3 Years (43 Million refit)
Cost: 73.7 Million (New); 55.3 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Hull: 4D: 4 Locs; HP: 750 & AP: 600 / Loc
Shields: 3D+2: SP: 550 / Loc
Sensors:
Passive 50/1D
Scan 75/2D
Search 150/4D
Focus 5/4D+2
Maximum 300/0D
Weapons:
56 Light Quad Turbolaser Batteries
Fire Arcs: 56 Fore, 28 Port/Starboard, 16 Aft
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 4D+2 (2D+2 at x2 range)
Space Range: 3-25/50/75 (x2)
Atmosphere Range: 600m-50/100/150 Km (x2) *Damage:* 4D; Nominal Damage: 7 (28)
143 Dual Point Defense Guns
Fire Arcs: 22/Fore, 44 Port/Starboard, 33 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D *Static*; Nominal Damage: 7 (28)
56 Tractor Beam Emplacements
Fire Arcs: 12 Fore/Aft, 16 Port/Starboard
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 3D; Nominal Damage: 3 (9)
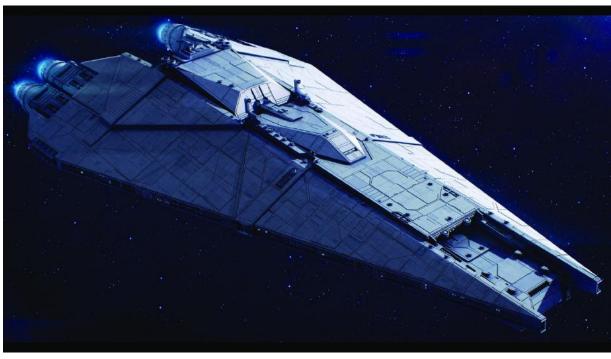**Updated Hyperwave Jammer**
Fire Arcs: All
Crew: 5
Skill: Communications
Space Range: 175 Unit Radius
Damage: The powerful communications arrays can also be used to jam enemy craft in nearby space, causing a penalty on sensors and

communications rolls (+3DR for Snubfighters/Transports, +2DR for capital ships). The same penalty is applied to the fire control of any weapon fired at the Champion *(stripping Fire Control Dice at the appropriate Rating: +2DR= 2D, +3DR=3D)*. The jammer is selective enough not to affect friendly ships, and it effects everything within it's radius (Weighs 15 Units).

Also Establishes it's own Holonet, effectively linking with other ships or Holonet Relay Stations to allow near simultaneous communications across vast distances. This is incredibly useful in instances where there is no access to the holonet or the crew cannot hack into the Imperial holonet for creating a virtual command layout for Holonet Suites to coordinate large scale naval and ground operations. Naturally, the ship possesses a full holonet suite (just like Imperial and Victory Star Destroyers do).

Expanded Snubfighter Compliment: 72 Snubfighters, 8 Transports/Gunships

Ground Compliment: 4 Landing Barges, 12 Combat Air Speeders, 12 Ground Units

After backing the Trade Federation in the Clone Wars, Hoersch & Kessel Drive, Inc. wasn't actually penalized for supporting the losing side of that war. This is due to a number of reasons. Namely, if the republic requested design specifications on their ships, Hoersch & Kessel provided it. If the Republic required a new design they bid on for the rights to design the ship.

Hoersch & Kessel is a renowned shipwright throughout all of galactic history and they effectively maintained their neutrality as a corporate entity throughout the entire Clone Wars conflict. Profiting as any other firm might from the galactic conflict. Thus, the company would go on to produce the Champion at the conclusion of the Clone Wars using lessons learned from facing Star Destroyers like the Victorys' and Venators'. However, they would be thwarted on introducing Turbolaser Batteries of heavy firepower by the Empire since the ship was sold, primarily, to other entities than the Empire itself.

Never really cared for the fact that H&K seemed to, essentially, disappear after the Clone Wars conflict. They are a company like any other and I needed to put out something other than the retconned T-Wing and the Binary Wing craft I wrote in.

The Champion-class is essentially based off a re-designed Munificent-class cruiser core. Clearly the Champion looks nothing like the Munificent. This is due to the fact that the Galactic Republic became the Empire and Hoersch & Kessel were attempting to design a ship that would appeal to the Imperial regime.

Technical Facts:

- The Champion is, exactly, 15% larger than the Munificent.
- The Champion uses the same engines as the Munificent in two paired arrays.
- The Champion has two reactor cores just like the Munificent. As such the craft has **Double** the **Auxiliary Power** (Begins with 4D and caps at 8D); *this needs to be retconned for the Munificent as well.*
- The Champion possesses an upgraded version of the communications suite that the Munificent does.
- The ship has an enhanced hangar that runs stem to stern along the axis of the ship.
- It's *slave rigged*, all the weapons can be fired from the bridge from **one station** *per arc*, *per weapon type*, at the gunnery of that individual at a single target (multiple actions for multiple targets); *see p. 17-18 for more details**
- The inclusion of Tractor Beams are rarely seen on Hoersch & Kessel ships, their in house built Tractor Beams are fairly weak and they've made up for this deficiency by sporting more than have been seen on any class of vessel twice their size.
- While the turbolasers are weak, they are some of the *most accurate weapons in existence*. The main guns can fire accurately to **twice their listed range** at a 2D penalty to fire control.
- The ship is efficient, essentially, slave rigged. Hoersch & Kessel's application of it *does not inflate the cost of the vessel.*
- It possesses *incredible* point defense.
- The Captains Chair can *run the entire ship*.

CIS Assault Frigate

Craft: CIS Yards: Assault Frigate-class
Affiliation: Confederacy of Independent Systems
Era: Clone Wars (Yards Destroyed)
Scale: Frigate
Length: 200 meters
Skill: Starship Piloting: Capital Ships
Crew: 45, Gunners: 54, Skeleton: 30/+5
Passengers: 120 Troops
Crew Skill: Typically 3D
Cargo Capacity: (2,000); 147 Mt Available
Consumables: 300 Days (657K refit)
Cost: 4.13 Million (Used Only)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 9
Hull: 3D + 1D Armor;HP: 225 & AP: 234/Loc
Shields: 3D+2: SP: 368 / Loc (4)
Sensors:
Passive 40/1D
Scan 80/1D+2
Search 160/2D
Focus 4/3D
Maximum 320/-2D
Weapons:
Ultra Heavy Ion Cannon
Fire Arcs: Turret, All Arcs & Ventral
Crew: 30
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-30/60/90* *Sensor Range*
Atmosphere Range: 600m-60/120/180 Km
Damage: 200; RoF: 1/3
4 Heavy Turbolaser Batteries (1 Gun/ea)
Fire Arcs: 4 Fore, 2 Port/Starboard
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 9D S*tatic*; Nominal: 7 (63)
12 Point Defense Guns
Fire Arcs: 3 Fore/Port/Starboard/Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D *Static*; Nominal Damage: 6 (18)

Expanded Snubfighter Complement:
24 Droid Fighters, 2 Shuttles

Rarely seen until the later stages of the Clone Wars, the Assault Frigate was intended for an unknown purpose. Of note, the craft does have atmosphere throughout and was likely designed to ferry high value targets between fleets with speed and a semblance of armament. It was possibly even designed to be used as an interceptor for other slow Capital Ships. Several craft would escape destruction.

CIS Gunship

Craft: CIS Yards: Assault Frigate-class
Affiliation: Confederacy of Independent Systems
Era: Clone Wars (Yards Destroyed)
Scale: Corvette
Length: 100 meters
Skill: Starship Piloting: Capital Ships
Crew: 12, Gunners: 54, Skeleton: 8/+5
Passengers: 30 Troops
Crew Skill: Typically 3D
Cargo Capacity: (1,000); 112 Mt Available
Consumables: 150 Days (144K refit)
Cost: 2.34 Million (Used Only)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D+2
Space: 10
Hull: 3D: 4 Locs; HP: 150 & AP: 75/Loc
Shields: 3D+2: SP: 275 / Loc
Sensors:
Passive 30/1D
Scan 60/1D+1
Search 120/1D+2
Focus 3/2D
Maximum 240/-2D+1
Weapons:
Ultra Heavy Ion Cannon
Fire Arc: Fore (in the prow)
Crew: 15
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-30/60/90* *Sensor Range*
Atmosphere Range: 600m-60/120/180 Km
Damage: 100; RoF: 1/3
4 Concussion Missile Launchers
Fire Arcs: 2 Fore, 2 Aft (Any)
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal: 6 (54)
Ammo: 15 Missiles/Launcher
12 Point Defense Guns
Fire Arcs: 2 Fore/Aft, 4 Port/Starboard
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D *Static*; Nominal Damage: 6 (18)

Expanded Snubfighter Compliment:
12 Droid Fighters, 1 Shuttle

The CIS Gunship was available long before the Assault Frigate rolled off the assembly line. However, it would hold making it's appearance until being assigned in pairs to each CIS Assault Frigate. As with the CIS Assault Craft, many of these small vessels would escape destruction by the Galactic Republic. *The craft also has atmosphere.*

Commercial Passenger Liner

Craft: Silvuit Corporation: CP-01
Affiliation: Various Transit Corporations
Era: Rise of the Empire +
Scale: Corvette
Length: 180 Meters (+1D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 81, Gunners: 10, Skeleton: 64/+15
Passengers: 120
Crew Skill: Typically 3D
Cargo Capacity: (1,800); 1,463 Metric Tons
Consumables: 270 Days (570K Refit Cost)
Cost: 1.98 Million (New); 1.48 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 800 Km/H
Hull: 3D: 4 Locs; HP: 200 & AP: 150 / Loc
Shields: 1D: 75 / Loc
Sensors:
Passive 25/0D
Scan 50/1D
Search 75/2D
Focus 3/2D+1
Maximum 150/-2D
Weapons:
2 Proton Torpedo Batteries
Fire Arc: 2 Fore
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 4-12/45/90
Atmosphere Range: 800m-24/90/180 Km
Damage: 9D; Nominal Damage: 7 (63)
Ammo: 15 Torpedoes per launcher
8 Point Defense Batteries
Fire Arcs: 6 Dorsal & 2 Ventral
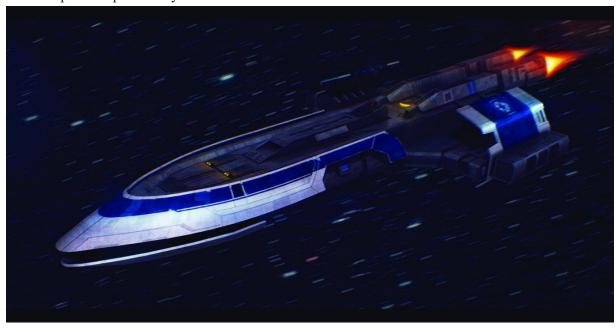8 Fore, 3 Port, 3 Starboard, 4 Aft
12 fore,
Crew: 1
Skill: Starship Gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)

Silvuit Corporation is a minor starship manufacturer during the Rise of the Empire Era. The company often works as subcontractors with Sienar Fleet Systems on projects. Following the Battle of Endor, Silvuit continued to work with the Empire and became one of the major suppliers for the Imperial Remnant. The commercial passenger liner is the only known vessel of it's class to carry such a substantial armament. It is highly sough after due to it's ability to deter pirates.

Features:
- +1D to Hull & Armor due to size
- 24 Conventional Shitters & Sonic Showers
- 4 Galleys
- 1st Class has access to a Refresher Booth
- 1st Class has Luxury Seats & a Bar
- Ventral Hangar: Holds up to 9 craft
- Power Core is designed for Combat Refits
- Craft can easily be refit to Space: 6, Shields 3D at no loss of Cargo Space.

Commercial Luxury Liner

Craft: Silvuit Corporation: CL-01
Affiliation: Various Transit Corporations
Era: Rise of the Empire +
Scale: Corvette; *Maneuvers as Transport*
Length: 63 Meters
Skill: Starship Piloting
Crew: 6, Gunners: 4, Skeleton: 7/+5
Passengers: 26
Crew Skill: Typically 5D
Cargo Capacity: (630); 592 Metric Tons
Consumables: 95 Days (36K Refit Cost)
Cost: 3 Million (New); 2.25 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 1,200 Km/H
Hull: 2D: 2 Locs; HP: 100 & AP: 75 / Loc; Fore & Aft
Shields: 2D: SP: 150 / Loc
Sensors:
Passive 30/1D
Scan 60/2D
Search 90/3D
Focus 6/4D
Maximum 180/-1D
Weapons:
4 Point Defense Batteries
Fire Arcs: 2 Dorsal & 2 Ventral
4 Fore, 2 Port, 2 Starboard, 4 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)

The Silvuit Corporation's Commercial Luxury Liner is a premier vessel affording almost every accommodation to the wealthy. The craft tends to sell rather well to entrepreneurs in the transit business. The craft is also highly sought after by smugglers and legitimate cargo companies due to it's performance characteristics. The craft is easy to fly and doesn't require a Capital Ship trained crew to pilot *or maintain it.*

Features:
- Easy to pilot, all controls are simplified to the level of Space Transports.
- Easy to maintain, the craft is for intents and purposes a Capital Ship. However, it functions off of robust heavy transport parts and can be maintained by those without Capital Ship repair skills at no penalty. Those with the Capital Ship Repair AP skill can effect repairs at -1DR.
- Luxury Seating & Comfy Beds throughout
- 6 Refreshers, Shitters & Real Showers
- 3 Galleys, bars, & Auto-chefs
- 3 Lounges & Advanced Entertainment Tables & 26 Holo Vid Viewers
- 26 Fancy Observation Windows

Corellian Battlecriuser

Craft: CEC: Corellian Battlecriuser
Affiliation: Empire
Era: Old Republic
Scale: Cruiser
Length: 800 meters (+1D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 3,348, Gunners: 236,
Skeleton: 2,302/+15
Passengers: 2,376
Crew Skill: Typically 5D+2
Cargo Capacity: (8,000); 368 Mt Available
Consumables: 3 Years (67.8 Million Refit)
Cost: 30.3 Million (New); 22.7 Million (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D + 1D Armor; HP: 875 & AP: 600
Shields: 2D+2: SP: 400 / Loc (4)
Sensors:
Passive 40/0D
Scan 70/1D
Search 140/2D
Focus 6/3D
Maximum 280/-2D
Weapons:
60 Quad Turbolaser Batteries
Fire Arcs: 50 Fore, 25 Port/Starboard, 10 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 7D; Nominal Damage: 7 (49)
40 Corellian Quad Guns
Fire Arcs: 10/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 6 (36)
8 Tractor Beam Emplacements
Fire Arcs: 2/Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 4D; Nominal Damage: 3 (12)
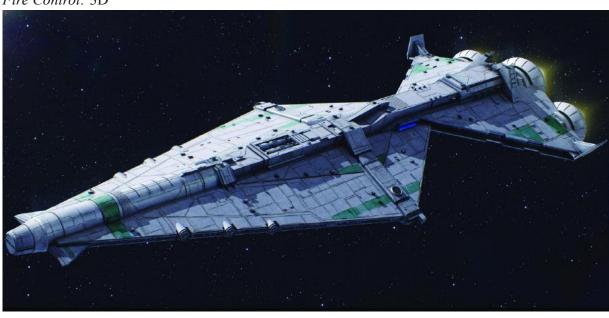
Snubfighter Compliment: 36 Snubfighters, 4 Transports/Gunships

Ground Compliment: 24 Hover Tanks, 24 Military Air Speeders, 18 Military Speeder Bikes, 6 Landing Barges

Old Corellian Warships not seen since before the Clone Wars. Dozens of these vessels sit in mothball yards in Corellian Space. *It's rumored that some were even stored fully loaded for emergencies in the Corellian Sector.* The craft are outlawed by the Empire and have been largely forgotten about, even by the CEC.

CR95 Corvette

Craft: CEC: CR-95 Corvette
Affiliation: Empire / Rebellion
Era: Rise of the Empire + (Mid)
Scale: Corvette
Length: 175 meters (+1D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 79, Gunners: 42, Skeleton: 95/+5
Passengers: 53 (Troops)
Crew Skill: Varies
Cargo Capacity: (1,750); 1,680 Mt available
Consumables: 263 Days (458K Refit)
Cost: 4.7 Million (New); 3.6 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Atmosphere: 975 Km/H
Hull: 5D + 2D Armor;HP: 300 & AP: 300/Loc
Shields: 4D: SP: 300 / Loc (4)
Sensors: *(Experimental Suite)*
Passive 60/1D
Scan 120/2D
Search 240/3D
Focus 4/4D
Maximum 480/-1D
Weapons:
2 Super Heavy Quad Turbolaser Batteries
Fire Arcs: Fore/Port/Starboard/Aft
Crew: 4
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 11D *Static*;
Nominal Damage: 10 (110)

8 Pulse Laser Turrets (Burst-Fire)
Fire Arcs: 8 Fore & Aft / 4 Port & Starboard
Crew: 2
Skill: Starship Gunnery
Fire Control: 6D*
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 9D* *Static*; Nominal Damage: 9 (81)
RoF: 1 / Emplacement
*Heavy Burst already factored in
6 Advanced Concussion Missile Launchers
Fire Arcs: Fore (Any)
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 240 Space Units
Atmosphere Range: 480 km
Damage: 12D; Nominal Damage: 6 (72)
Ammo: 15/Launcher

Snubfighter Compliment: 6 Snubfighters, 2 Shuttles

The CR95 was designed as an upgrade to the CR90 Corvette. However, the craft became a test bed for a number of experimental weapons systems that CEC was testing to possibly use in later models of their ships. It ended up becoming more of a hybrid of the Corellian Gunship and the Corellian Corvette. Sporting an enhanced space frame and combat armor as well as better combat shielding. It reached mass production sometime in the middle of the Galactic Civil War. While never seen in numbers, the craft would fall into the hands of both the Empire and the Rebellion. It is rumored that some of the versions of the craft had vastly differing experimental systems, one was rumored to have "Super Shields" and others would see downgrades to all the weapons detailed here, closely resembling the CR90 and Corellian Gunships.

Czerka Arms Bulk Transport

Craft: Czerka Arms: Bulk Transport
Affiliation: Various
Era: Old Republic +
Scale: Corvette
Length: 90 meters
Skill: Starship Piloting: Capital Ships
Crew: 30, Skeleton: 20/+10
Passengers: 27
Crew Skill: Varies
Cargo Capacity: (2,250); 2,250 Mt Available
Consumables: 135 Days (77K Refit)
Cost: 180,000 Credits (New); 136K (Used)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D
Space: 1
Atmosphere: 300 Km/H
Hull: 1D: 4 Locs; HP: 50 & AP: 75
Sensors:
Passive 15/0D
Scan 20/0D
Search 40/1D
Focus 1/1D
Maximum 80/-3D

The Czerka Arms Bulk Transport is quite possibly the cheapest Capital Ship that anyone could ever acquire on the galactic market. The craft is old and unremarkable save for one facet of the craft. It's cargo hold features two and a half decks of well placed hold space. The craft is not as popular as one might believe. While the craft is divided into four, discreet sections like most capital warships, any breach in any section has a tendency to decompress the entire hold. Any unsecured cargo is instantly vented into space. The only saving grace here is that the bridge is sealed. The decompression issues with it's cargo bays, alone, have seemingly prevented the craft from gaining widespread acceptance. *Czerka Arms themselves do not even field the vessel for anything!* The craft is much more common in the outer rim and it does turn a profit for the Czerka corporation. With extensive safety refitting the craft can compartmentalize the four sections of the ship, it simply takes a lot of doing and eats up a solid chunk of the cargo space. Naturally, there are those the craft is popular with, like pirates. The craft is no more difficult to modify and maintain than any other ship on the market. Thus, pirates have a tendency to slap on a myriad of weapons and call it a warship. Some of the pirate refits have been downright amazing and turned it into a true combat vessel.

One of the greatest gripes of consumers has been that on models where the internals haven't been refit to compartmentalize appropriately. The issues become evident rather quickly. First of all scents tend to mix into a cacophony of destructive wickedness. *Essentially, imagine every foul scent that you have been traumatized with in your life all mixing together into one giant swirling, vile mess.* The air scrubbers on the Czerka Arms Bulk Transport will purify the air you breathe, *not cleanse the stench.* This proves particularly arduous for long journeys on stock

models as the craft only possesses conventional shitters and sonic showers.

If you think that masking the scents with deodorant, cleaning agents and perfumes would help, *you would be wrong.* Those overpowering scents may mask the brewing filth of this cauldron of nasal impairment for a time, however, they too get picked up by the air scrubbers and whipped up into the frenzy of stench as additives that simply make even the next trip to a clean shitter on world; *one that will likely have you gagging and grabbing the bowl spilling whatever is or isn't inside your stomach into it's depths.*

Air reprocessing ailments aside, the craft is quite the value for any prospective captain that believes in a fixer upper type of ship. The vessel has some real capability in the long term, however, it definitely requires some patience and time invested to achieve these levels of capability. *Amazingly, if you have allergies this is the ship for you. You can't smell a damn thing anyway. At least you won't be miserable (like everyone else)!*

Features:
- 4 Conventional Shitters, one per section.
- 4 Sonic Showers, as above.
- Lounge
- Galley
- Entertainment Table
- Real Gymnasium
- One large holo viewer in the Lounge
- Basic Machine Shop
- Medical Bay
- Sensor suite is snubfighter grade and costs

a helluva lot less, is easily modified / replaced and doesn't factor into the cost of the ship. Base the cost of modifications off the existing codes at snubfighter scale.
- All crew have discreet quarters (that still suffer from the stench) that will seal in the event of a violent decompression. *This is a great way to cleanse the vessel of stench and irradiate the crew simultaneously.*
- 2 huge loading ramps, Fore & Aft ventral.
- 4 Robust cargo elevators, one per section.
- Adding compartmentalization to the ship strips 450 metric tons from cargo space. *It adds +2 to the hull value of the vessel* and costs 30,000 credits to have a shop do (10 days to refit). It only costs 15,000 if you do it yourself. *Work time to install properly is 35 days assuming 4 workers. Reduce as necessary by adding skilled workers or droids.*
- Amenities listed above do not factor into the cost of the vessel.
- The ship is mildly ***Efficient*** by default, however, enterprising Captains can modify the +10 difficulty off by adding limited automation and more computers:

-5 Points: 7,000 Credits; Difficulty: 15; Crew: -5; Consumables: -6,750; Skeleton: 15/+5 *Adds 4 beat up ASP & 1 Tredwell Droids*

-10 Points: 14,000 Credits; Difficulty: 20; Crew: -5; Consumables: -6,750; Skeleton: 10/+0; *Adds five Pit Droids*

- Class 3 Hyperdrive dealer swap (7,500)
- Class 2 Hyperdrive dealer swap (15,000)

Czerka Arms Cruiser

Craft: Czerka Arms: Combat Transport
Affiliation: Czerka Arms Corporation
Era: Old Republic +
Scale: Destroyer
Length: 400 meters
Skill: Starship Piloting: Capital Ships
Crew: 419, Gunners: 51, Skeleton: 321/+5
Passengers: Up to 396 Salesmen and Guards
Crew Skill: Varies
Cargo Capacity: (4,000); 5,961 Mt Available
Consumables: 578 Days (5 Million Refit)
Cost: 9 Million (New); 6.7 Million (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 750 Km/H
Hull: 3D: 4 Locs; HP: 300 & AP: 168/Loc
Shields: 1D+1: SP: 134 / Loc
Sensors:
Passive 28/0D
Scan 40/1D
Search 80/2D
Focus 2/2D
Maximum 160/-2D
Weapons:
3 Dorsal Quad Laser Turrets
Fire Arcs: 1 Fore/Port/Starboard, 1 Port/Starboard, 1 Aft/Port/Starboard & Dorsal
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)
24 Light Concussion Missile Launchers
Fire Arcs: 6 Fore/Port/Starboard & Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 80 Space Units (old)
Atmosphere Range: 160 km
Damage: 6D; Nominal Damage: 6 (36)
Ammo: 15/Launcher
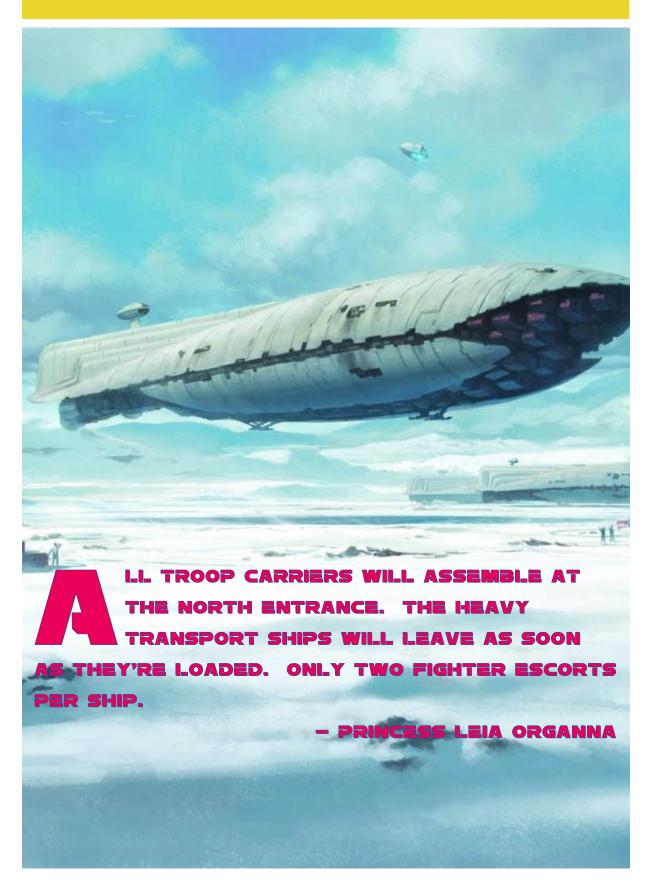
Designed in house for the sole purpose of safely transporting their armaments to be sold on the galactic market. The craft is still utilized to this day. There is a rather bustling demand for these craft on the Black Market and many end up in the hands of Pirates. More than a few have been employed by the Rebel Alliance as they are known to work with anything.

Czerka Arms Corporation tends to field no more than four of these vessels, though theirs have been updated somewhat with Class 2 Hyperdrives, 3 additional Ventral Quad Guns and updated Concussion Missiles (120 Unit Range, 7D Damage).

Features:
* Trades in Snubfighters for 2,000 Metric Tons of cargo space.
* Luxury Appointments on-board

ALL TROOP CARRIERS WILL ASSEMBLE AT THE NORTH ENTRANCE. THE HEAVY TRANSPORT SHIPS WILL LEAVE AS SOON AS THEY'RE LOADED. ONLY TWO FIGHTER ESCORTS PER SHIP.

— PRINCESS LEIA ORGANNA

Dominator Star Destroyer

Craft: Rothana Heavy Engineering: Dominator-class Star Destroyer
Affiliation: Empire / Rebellion
Era: Old Republic - 10 ABY (yards destroyed)
Scale: Battleship
Length: 1300 meters
Skill: Starship Piloting: Capital Ships
Crew: 6,240, Gunners: 232, Skeleton: 4,132/+15
Passengers: 4,680 (Troops)
Crew Skill: At least 5D
Cargo Capacity: (13,000); 41 Mt Avail
Consumables: 5 Years (214.7 Mil Refit)
Cost: 82.6 Million (New); 62 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D
Space: 9
Atmosphere: 600 Km/H
Hull: 6D + 3D Armor: 4 Locs;
HP: 900 / AP: 1,800
Shields: 3D: SP: 900 / Loc
Sensors:
Passive 60/1D
Scan 120/2D
Search 240/3D
Focus 12/3D+2
Maximum 480/-1D
Weapons:
2 Ultra Heavy Quad Turbolasers
Fire Arcs: 1 Dorsal Turret, 1 Ventral Turret
Skill: Capital Ship Gunnery
Crew: 12
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 400; RoF: 1/3
44 Quad Turbolaser Batteries
Fire Arcs: 22 Fore/Port, 22 Fore/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 7D; Nominal Damage: 7 (49)
10 Tractor Beam Emplacements
Fire Arcs: 2 Fore, 2 Port, 2 Starboard, 4 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 5D; Nominal Damage: 3 (15)
30 Quad Proton Torpedo Batteries
Fire Arcs: 10 Fore, Port & Starboard
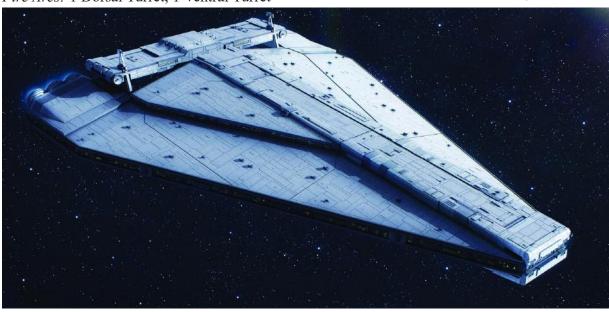*Crew:* 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 4-12/45/90
Atmosphere Range: 800m-24/90/180 Km
Damage: 12D; Nominal Damage: 10 (120)
Ammo: 480 Units/Launcher (120 shots ea)
40 Double Laser Turrets
Fire Arcs: 50 Fore/Port/Starboard, 20 Aft

Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)

Expanded Snubfighter Compliment: 72 Snubfighters, 2 Transports, 3 Gunships

Ground Compliment: 2 Prefab Bases, 6 Landing Barges, 12 Heavy Walkers/Tanks, 12 Military Air Speeders

The Dominator is a craft that came out of the waning days of the Old Republic. Introduced at the end of the Clone Wars, it was meant as a design competitor to KDY's Imperial Class Star Destroyers which Rothana had heard were in the pipeline. They attempted to get a warship out before KDY did. Initial sales of the craft to the new Galactic Empire were very good, however, when the Imperial I's rolled off the lines bribery and political maneuvering won the bulk of the contracts away form Rothana and their sales of the craft plummeted. It is one of a very few designs that have actually trickled down through back channels and clandestine dealings to Alliance to Restore the Republic and later to members of the Rebel Alliance as well. The craft would see a resurgence of interest with the formation of the New Republic. The Dominator was born of the mindset that engineers had during the Clone Wars, as most of those ships sported point defense weaponry due to overwhelming odds of Droid Fighters and warships. It also sought to replicate some of the armament the Providence Cruisers had, however, Rothana didn't have access to advanced torpedoes at the time and they came up with a rather interesting solution, they created Proton Torpedo Batteries to match and exceed the firepower of the individual launchers the Providence has. While they don't possess the same range, they are incredibly dangerous once in range. It performs a formidable role acting as an interceptor in fleet engagements. It sports twelve high performance engines set in two banks of six; Aft Port & Aft Starboard of the craft. Looking at it from any direction other than aft indicates there is no hangar bay and extensive armor plating. The armor plating is correct, however, in a rather unconventional design the hangar bay is actually situated Aft, between the two banks of engines and Hyperdrives. The fusion reactor actually sits in the core of the vessel and as a result is almost impossible to damage until all external hull plating is depleted. This is Rothana's first experience with Ultra Heavy Gun Batteries. The very same gun batteries that would later be featured on their limited run of Acclaim Star Frigates.

Dreadnought II

Craft: Rendili Star Drive: Dreadnought II
Affiliation: Rendili Star Drive / Various
Era: Rise of the Empire (Discontinued)
Scale: Dreadnought
Length: 2,178 meters
Skill: Starship Piloting: Capital Ships
Crew: 10,782, Gunners: 840,
Skeleton: 7,372/+10
Passengers: 11,326 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (21,780); 79 Mt Avail
Consumables: 8.5 Years (698.3 Mil Refit)
Cost: 553.1 Million (New); 414.8 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 1,050 Km/H
Hull: 7D + 3D Armor: 6 Locs;
HP: 2,100 / AP: 3,600
Shields: 4D: SP: 2,400 / Loc
Sensors:
Passive 45/1D
Scan 90/2D
Search 180/3D+2
Focus 5/4D
Maximum 360/-1
Weapons:
100 Quad Turbolaser Batteries
Fire Arcs: 10 Fore/Aft, 40 Port/Starboard
Skill: Capital Ship Gunnery
Crew: 2
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 8D; Nominal Damage: 7 (56)
40 Quad Ion Cannon Batteries
Fire Arcs: 5 Fore/Aft, 15 Port/Starboard
Crew: 2

Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 5D; Nominal Damage: 7 (35)
32 Tractor Beam Emplacements
Fire Arcs: 8 Fore, 8 Port, 8 Starboard, 8 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)
248 Concussion Missile Launchers
Fire Arcs: 24 Fore/Aft, 100 Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 480 Missiles per Launcher
40 Double Turbolaser Batteries
Fire Arcs: 5 Fore/Aft, 15 Port/Starboard
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 8D; Nominal Damage: 5 (40)

Snubfighter Compliment: 96 Snubfighters, 3 Transports, 12 Gunships/Blast Boats/etc

Ground Compliment: 2 Prefab Bases, 6 Landing Barges, 8 Heavy Walkers/Tanks, 12 Military Air Speeders

After the Clone Wars and the seizure of CIS assets by the Empire, Rendili Star Drive was alerted that the Pammant System had been liberated by the Empire. Rendili Engineers were dispatched there to study the design plans

of the Providence Class Battleship, which been been initially licensed to the Quarren Engineers there as a design concept for a new Dreadnought. There they discovered plans for a craft roughly twice the size of the Providence itself. Legally, all the designs and their engineering data defaulted back to Rendili Star Drive.

Rendili engineers set about immediately working up the plans to place that 2,178 meter craft into production. After several prototype field trials that were excellent they went into full production. It was initially envisioned as roughly four times the firepower of the old Dreadnought design from the Old Republic. However, they enhanced the ship with a weapons system they were quite familiar with. While the Quarren design called for 248 Proton Torpedo Launchers, the Rendili Engineers replaced these weapons with their locally manufactured Concussion Missile Launchers.

Unfortunately for Rendili, the Empire had no intentions of purchasing the craft. This was contrary to what several Moffs had told them, who had expressed too much interest in the project initially. The Empire was firmly behind Kuat Drive Yards and their new Star Destroyer designs. Rfendili was left with no less than forty of the ships when the dust had settled. They pushed thirty of them into service for home system defense and managed to sell off ten of the vessels to the Corporate Sector with a bit of political maneuvering and some well placed bribery of Imperial Officials.

The Dreadnought II is an excellent successor to their old design. Easily carrying four times it's firepower. When you factor in it's Atmospheric capabilities and utterly dazzling array of Concussion Missile launchers the craft truly presents itself as a formidable command ship capable of dishing out incredible amounts of damage as well as absorbing it.

Two of the craft would eventually fall into the hands of the Alliance to Restore the Republic. These vessels would act as Galactic hubs for mobile command operations. However, by the time they became the Rebel Alliance only one of the two vessels would remain in their service. Now relegated to being an emergency command vessel for ultra high ranking staff in the event that the Rebel Alliance was completely defeated by the Empire.

The Dreadnought II is an incredibly capable warship that Rendili applied their engineering genius to. It signified more of a cautionary tale for the corporation due to the Empire identifying with the familiar wedge shapes of the Imperial Star Destroyers. The Craft does lack something in ground deployments. Carrying less ground worthy combatants into the field than other Imperial Ships smaller than it.

The capability of the ship to be used as a heavy carrier is truly it's primary role in any engagement. Sporting a compliment of ninety six Snubfighters, three Space Transports and up to twelve support gunships.

I grabbed an Image from NASA's website and dropped the standard providence cruiser's image right on top of it after stripping out it's white background and resizing it to fit the NASA image. I stripped off the towers and fins to make it fit a bit better with a Dreadnought and chopped off the forward bridge. I also sliced the prow off the front. I don't think it turned out too bad, though I'm definitely not amazing at manipulating scale. It's hit or miss with my stuff, *that's why I'm not an artist, no consistency here.*

Overall, when I stumbled across the mention of the Providence, itself, being a follow up to Rendili Star Drive's Dreadnought I was curious and I set about creating a narrative to introduce the Dreadnought II into the setting. It's an interesting command ship for almost any flotilla. The core armament was designed around quadrupling the standard Dreadnought's guns (I had to round them out for Fore & Aft arcs in a few areas) and I added the concussion missiles after finding it's armament to be lacking.

Eclipse Class Super Star Destroyer

Craft: KDY: Eclipse-class SSD
Affiliation: Empire
Era: New Republic +
Scale: Mega Capital
Length: 17,500 meters
Skill: Starship Piloting: Capital Ships
Crew: 212,625, Gunners: 7,045,
Skeleton: 125,170/+10
Passengers: 252,000 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (175,000); 1,800 Mt Avail
Consumables: 68 Years (123.5 Billion refit)
Cost: 10.46 Billion Credits (New & Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 15D+2; HP: 18,800 & AP: 12,000; 12
Locs: Fore 1-2/1-4 Port/1-4 Starboard/1-2 Aft
Shields: 11D+1: SP: 27,200 / Loc (12) 136
Sensors:
Passive 250/2D
Scan 350/3D
Search 500/4D
Focus 75/5D
Maximum 1,000/0D
Weapons:
Axial SuperLaser
Fire Arcs: Fore
Crew: 75
Skill: Capital Ship Gunnery
Fire Control: 5D
Space Range: 5-50/75/150
Atmosphere Range: 10-100/150/300 Km
Damage: 4,800 per D; Gradated output can fire once every minute at minimum energy (1D damage). It can also build a charge of 1D per minute up to 8D. Current reactor can only generate 11D total per day.

1,100 Heavy Quad Turbolaser Batteries
Fire Arcs: 300 Fore; 150 per Arc section, 400 Port/Starboard; 50 per Arc section, 100 Aft; 50 per Arc section
Crew: 4
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 8D; Nominal Damage: 7 (56)

600 Quad Point Defense Batteries
Fire Arcs: 100 Fore; 50 per Arc section, 200 Port/Starboard; 25 per Arc section, 100 Aft; 50 per Arc section
Crew: 2
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
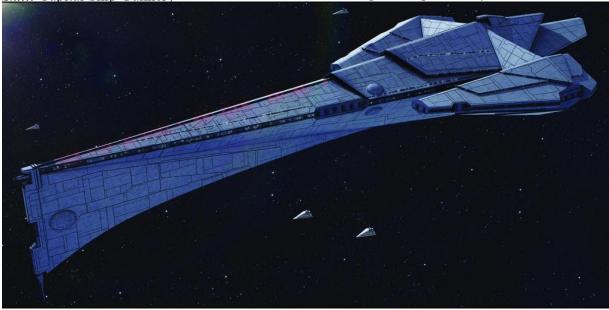*Damage:* 5D; Nominal Damage: 7 (35)

150 Triple Ion Cannon Batteries
Fire Arcs: 50 Fore/Port/Starboard;
15 Per Arc section
Crew: 4
Skill: Capital Ship Gunnery

Fire Control: 2D+2
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 3D; Nominal Damage: 6 (18)
130 Tractor Beam Emplacements
Fire Arcs: 30 Fore; 15 per Arc section, 60
Port/Starboard; 30 per Arc section,
10 Aft; 5 per Arc Section
Crew: 5
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)
12 Gravity Well Projectors
Fire Arcs: 2 Fore; 1 per Arc section,
4 Port/Starboard; 1 per Arc Section,
2 Aft; 1 per Arc section
Crew: 10
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: Projects a 150 Space Unit cone
from each turret, in any direction. The width
of the cone starts out small and expands: Short
5 Units, Medium 75 Units, Long 150 Units.
Damage: Blocks Hyperspace Travel

Snubfighter Compliment: 5 Full Flights of
TIE Craft (144 Snubfighters each), 72 Assault
Gunboats, 36 Skipray Blastboats, 36 Gamma
Assault Shuttles, 11 Shuttles

Ground Compliment: 40 Landing Barges, 72
Combat Air Speeders, 72 AT-AT, 72 AT-ST, 48
Military Speeder Bikes, 4 Pre Fab Bases, 4
Light Pre Fab Bases, 72 Medium Hover Tanks,
48 Heavy Hover Tanks

As long as there have been space fleets, there
have been ships designed as command ships,
specially armed and armored to serve as
symbols of a civilization's power and prestige.
Commanded by warlords or generals, they
have often turned the tide of battles. The
Eclipse, first in a line of new Super Star
Destroyers, was the Emperor's flagship at the
Battle of Pinnacle Base; unfortunately for the
Empire, the Eclipse was destroyed in that
fateful confrontation.

The history of the Eclipse-class Super Star
Destroyers is worth noting. This ship was
commissioned by Palpatine, to be designed to
fit his exact specifications. It was to be the

latest in a long line of super weapons. Years in
the making, the first of these, the Eclipse, was
first planned following the Battle of Hoth.
After the Battle of Endor, many suggested the
ship be scrapped in favor of more Star
Destroyers, yet construction always continued.

When finally launched, six years after Endor,
the prototype, with its ebony alloyed hull,
incorporated all the significant weapons
improvements of the past few decades,
including gravity well projectors, new
enhanced hyperdrive and sub-light engines for
maximum reaction speed. Fifty TIE
Interceptor and ten TIE bomber squadrons
nestled inside cavernous hangars large enough
for an entire Victory-class Star Destroyer.
Measuring over 17,000 meters long, the
Eclipse is one of the largest fighting ships ever
constructed.

All troops on board are specially selected,
including a newly formed legion of Royal
Guards and a COMP Force Assault Battalion.
There are support troops to man the five
prefabricated garrison bases and 100 multi-
environment All Terrain Armored Transports.
The Emperor has also added a cadre of
Sovereign Protectors as his personal
bodyguards. The most important advancement
in the Eclipse is its main weapon, a spine-
mounted SuperLaser modeled on the main
weapon of the Death Star itself. The Death
Star's prime weapon was composed of eight
individual lasers that could focus together,
generating enough power to destroy an entire
planet. By comparison, the Eclipse carries
only a single laser, but recent focusing and
generator advances make this ray much more
powerful than the units used on the Death Star.
The beam packs enough destructive power to
shatter the most powerful planetary shields and
sear whole continents in a flash.
Features:
- The Ship is *Efficient*

There is at least one more of these vessels, at
large in the galaxy, with enhanced Ion Cannon
batteries at the expense of Heavy Quad
Turbolaser Batteries. *The Emperor had
commissioned two of the vessels
simultaneously.* The warship was constructed
at an unknown facility.

I'M NOT LIKE EVERYBODY ELSE

When the Emperor dissolved the Imperial Senate, this had a number of far reaching effects on Imperial power. First and foremost, this facilitated the consolidation of Imperial power throughout the galaxy. It solved the issues the government faced being bogged down by an overbearing bureaucracy. This allowed the Empire to surge forward unabated. However, what it did wrong was destroy any internal ability to police corruption. That corruption would explode in rampant growth throughout the Empire. The destruction of Alderaan was a call out to the galaxy that the Empire was invincible. That event locked the entire galaxy in the fear of the Empire's nearly unlimited power.

The destruction of the Death Star showed the galaxy that the Empire could be beaten. Systems started to rally behind the belief that the Empire could be taken down and the Republic could be restored. The bulk of the disenfranchised Imperial Senate began providing, behind the scenes, support to the Rebel Alliance. Conflict moved from a policing action to one of open warfare. The Empire struck back at the battle of Hoth and nearly destroyed the Rebel Alliance. This, however, had quite the opposite effect in practice. As it showed that the Empire took the Rebel Alliance as a serious threat. Seeing as Vader's Death Squadron and his Super Star Destroyer were dispatched to crush the small base there. This would be re-spun by Rebel Alliance propaganda experts into a clear sign that the Empire feared the Rebel Alliance and even more systems rallied behind their cause. Namely, most of the outer rim sectors around Mon Calamari consolidated and pushed Imperial forces out. For the first time in over a decade there was a true power base that was non Imperial, ruled by a government system based on that of the Republic.

The Battle of Endor and the destruction of the Second Death Star was the true rallying cry for the galaxy. With the death of Palpatine, dozens of systems immediately flocked to the banner of the Rebel Alliance. That alliance became the Alliance of Free Planets, a provisional ruling government until they formed into the New Republic. What would follow while the Alliance of Free Planets reigned, could only be described as chaos and war on a galactic scale. As with the Empire who had performed their own series of atrocities, so too would this new Alliance.

Though, the Alliance of Free Planets would write off every crime against Imperial civilians as a necessary use of force to rid the galaxy of the Empire. So, it is interesting to note that they led their own series of witch hunts for Imperials that had even a passing amount of responsibility in an orbital bombardment or strike against a government center. All the while, performing their own set of atrocities in order to bring these rogue ex-Imperial commanders to justice. *That's not even the entire story.* Once the Alliance of Free Planets transitioned into the officially recognized New Republic, there were still the Spec Ops groups that the Rebel Alliance had fostered. They were, essentially, radicalized volunteers that launched true terrorist strikes at the Empire for the entire length of the Rebel Alliance's existence. The New Republic would eventually disavow the Spec Ops teams after several of them openly committed atrocities on a mass scale. Bombing civilian targets that worked with the Empire, shelling worlds from orbit and even murdering people in running gunfights through the streets in broad daylight.

With the disavowing of the Spec Ops units the New Republic washed their hands of any wrong doing. They continue forever forward as if they are paragons of justice, peace and enlightenment. All the while hunting down and assassinating any ex-Imperial commanders they can find that did not immediately side with their New Republic. Sound familiar? They are the *Empire with a different name* and their own Imperial Senate.

It's also interesting to note that while the New Republic has disavowed the Spec Ops units, they have made no moves to bring them to justice. These fanatical warriors, *that once worked in coordination with the Rebel Alliance*, now freely roam the galaxy hunting

ex-Imperial commands. To this day, no New Republic law, mandate, or military force has been made or dispatched to apprehend these individuals. The New Republic appears all too happy to allow them to continue their personal war. So long as they target old Imperial strongholds and rain terror onto any populace, that once or still does, work with ex-Imperial forces. I would argue that these Spec Ops units are still revered by this enlightened New Republic. Reports suggest that they may even receive aid in the form of older military hardware and even capital ships. One such report is that a former Spec Ops unit simply walked onto the bridge of a refit Victory Destroyer and flew it out of space dock without a shot fired or a challenge issued. Make no mistake, these former Spec Ops units are *sanctioned murderers* for the New Republic.

The issues in the galaxy are *systemic*. They continue to perpetuate themselves regardless of what entity in the galaxy takes power. The Old Republic outlasted everyone, *ruling for more than twenty-five thousand year*s. There are a number of reasons for that though. Namely, because hyperspace transit was slow back then. The galaxy seemed a lot smaller, *not because it was*, but due to the fact they didn't possess instantaneous communication over vast distances. The time and resources necessary to wage an interstellar campaign was so monumental that it meant wars had to be waged locally in order to be effective. Confined to smaller pockets of the galaxy, those conflicts managed themselves into their own cessation of hostilities.

In the modern galaxy, starships can traverse the entire known region in a number of weeks. *Not months or years*, as it had been so in the past. That's why governments no longer survive, aside from the millennia of conforming to singular ideals and the resentment that it brought out of once fiercely independent peoples. Another factor is the lack of a, *politically separate*, Jedi Council. When there were *tens of thousands* of Jedi Knights in the galaxy there was a lot more stability. Jedi had a knack for calming minds

and mediating conflicts on a galactic scale. There will always be the detractors speaking about how the Jedi would constantly war with one another. That is a lie, it is always someone *mad with power* the tips the balance. Consumed by their own greed and overreaching. Without the Jedi, as a separate policing entity, we are doomed to repeat the cycle of warfare on a massive scale for all of eternity. To clarify, the Jedi should never again answer to any ruling body or individual. They need only to answer to themselves and police themselves while acting in a supportive and mediating role for our people. *I have endeavored to bring an order of Jedi to our sector for almost five years now.* You must respect this order of neutral mediators. *For if you do not, all that I have already stated will come to pass.*

Every Empire, Warlord and government entity that has believed in some sort of ultimate power has failed. *They have all failed in short order*. Without a functioning bureaucracy those governments failed quickly. Galactic Democracy has its issues, like bogging down military operations to the point of going on too long. Or never even happening at all, when necessary. Democratic stupidity can force governments to act too late. However, the good functions of having an *effective democracy* are vast. Everyone gets a say. The individual citizens as represented in some form. Corruption, *eventually*, is driven out due to that policing body.

The lesson to be learned here is that we need an effective, democratic, ruling body. Furthermore, no government, no matter how big or small or powerful or weak, will last forever. This is a certainty in one specific instance. When a leader who is power mad takes up the mantle of any entity, your government is doomed to die. This cannot be allowed to happen here. No more Emperors, or authoritarian rulers of any kind. You must learn to evolve with time and change as necessary, *keeping the core of your values intact*.

Perhaps, the means to our neutrality as a sector, may lay in what we have learned of

over time. Shortly after the battle of Endor the Rebel Alliance responded to a distress call in the Bakuran Sector. In this, *singular instance*, the Rebel Alliance worked side by side with Imperials and found peace moving forward. *When you stand before the New Republic senators* to argue your case, I suggest you remind them that not all encounters with former Imperials need be settled by bloodshed.

Admiral Nessa Plat found herself reviewing the document she intended to deliver to the Charity's democratic council. *A body of legislators she had been instrumental in*

creating. When the Empire fell she seized Charity from the Imperial forces that held it. *Having been familiar with this rather oppressed area of space from her former Captain.* He had shelled a mining colony here because he was having a *bad day*. *After his*

and the Emperor's death, this was the first stop for her. It was time to right some wrongs by forcing the Imperials there to kneel, die or leave. That action, while noble, *had cemented her as an Imperial Warlord*, to the Rebel Alliance and later the New Republic.

More than likely, the New Republic couldn't allow an ex-Imperial to hold territory directly off the Hydian Way and in proximity to the Rimma Trade Route. They probably also feared what she might do to passing shipments or their allies in Sullustan Space.   She would often hear individuals refer to her, *sovereign government*, as being that of an Imperial Warlord's. As if the government she had established, *as a democracy*, never even existed and all that mattered was the fact that she had been an Imperial commander at the Battle of Endor. *This is only a half truth*. She only became the Captain of the Imperial II Star Destroyer *Malice* after it suffered severe damage and her superior was vented in to space. Nessa rallied nearby ships that had already suffered incredible battle damage and led them to safety. She pulled six warships out of the fight. *Instead of being grateful for the fact that she had never engaged the* New *Republic in open combat, they would have preferred that she and everyone on the ships she withdrew with*, had all remained and died at Endor. **That would have been the gift they wanted.**

The New Republic had done everything in it's power to place sanctions on the Charity Sector, restricting trade and any sort of growth. They also blockaded the sector. *That's only good thing they did*, because it kept other Imperial Warlords off her back. Though the New Republic would conveniently lay the blame of any other Warlord's incursion through their lines at her feet. It was also their sector's greatest curse, since it was the only safe way to exit the sector. In an ideal galaxy the Charity Sector would have thrived. Instead,

she had to spend time looking for other ways out of the sector. Of which, she discovered none and had to rely on blockade runs.

She needed to warn her people about the mistakes the Empire had made, the ones the New Republic was making and why things did or didn't work in practice. It had been almost five years now. She had instituted reforms that allowed beings of every race, color and creed to work in the military and every part of their society. *By and large,* that gambit had worked. It continued to pay dividends in the form of relatively happy citizens. Her sector consisted of three habitable systems and four mining interests that were resource oriented. The mining communities had a couple domed cities, *one of which she rebuilt for the people.* It was the one that her former commander had destroyed.

After stabilizing the region and getting the Imperial Governor there to surrender, she had her *Empire.* Seeing as it was primarily three habitable systems plus mining concerns, governing and policing them wasn't an overbearing nightmare. In fact, it was simple. She pressed the reforms in place immediately and let the crews on her flotilla choose if they wanted to stay and build a home there or go their separate ways. About seventy percent of the crews and captains left. What remained of them were the Imperial II, a pair of Victory II's and what had been in the sector to begin with; two IPV's per system, including the mining areas.

She had mothballed the Imperial II due to it's heavy crew requirements when she allowed those from the *old mindset* to leave if they chose to. She just didn't let them take all of their ships with them. *Anyone from this sector remained, naturally.* The crew transfer from the *Malice*, had more than enough crew remaining after the exodus to fill both Victory II's. They were a good fit for her fledgling territory, as they were some of the most efficient ships in the galaxy. *Efficiency becomes important really fast when you're running on fumes and have to support the building of a new government, essentially, starting at ground zero.*

It wasn't until recently that she was able to pull that Imperial II out of mothballs. Over the past five years she hadn't lost any ships and had been fortunate enough to have refugees flock to her territory after hearing rumors of the social freedoms her people were afforded. They didn't have any issues slipping the New Republic blockade, *god knows she hadn't too much trouble doing it herself with scouts and smugglers.* There had been a steady trickle of Imperial defectors to her cause over the years as well. Some of them even being people that had fled her initially. This bolstered her trained staff significantly and allowed her to pickup a Bayonette Cruiser and a pair of Carracks. *After this incident, the New Republic interdicted Charity's access to the Holo Net.*

Again the New Republic saw this as a buildup toward war and the idiocy didn't cease there. They began a, *real*, military buildup along the only point of ingress to Charity Sector. *It was only a matter of time, the New Republic was coming for war, to defeat the Imperial Threat… **that didn't exist anymore** and there wasn't much she could do about it.* She would be damned if she just allowed the sector to be gobbled up by the New Republic. ***No, the work she put into motion was too much to give up on.*** She had petitioned for neutrality to the New Republic no less than five times now, being rejected at every turn.

Thus, there was one last battle she needed to fight, *publicly.* She had to provoke the New Republic into engaging her fleet, broadcasting it on the greater holonet. That kind of negative publicity was something that the New Republic senate could not afford to have. This last battle would likely garner her people the

neutrality they desired. The only problem was she didn't see a way out of that fight. She and her people would be slaughtered based off the fleet assets that the New Republic was amassing at her doorstep.

It wasn't so much a problem with her capital ships, which had been an issue to maintain, yet doable. It was the Sienar Fleet Systems TIE fighters. Never really meant to be fielded indefinitely, they were all suffering serious wear and tear after seven years of constant operation. She didn't have access to new tech, no shields for her pilots, no replacement parts from Sienar… *She tried though.* Apparently, anytime she had her smugglers make a run to Eriadu for parts they came up empty handed. Say what you will about Rivosh Tarkin, the daughter of the legendary Grand Moff. *Most believe she's a saint.* The issue was that, at least to Nessa, she was a real bitch. *Nessa had met her at an Imperial party and Rivosh didn't take too kindly to the fact that Nessa got most of the attention. No one gave a shit about her anymore, and Nessa told her as much. No one cared who her dead father was. He was an asshole by the accounts of everyone who had ever met him. It broke down to the fact that Nessa had fought her way up to become the executive officer on an Imperial II Star Destroyer, **as a woman.** What had Rivosh done? Thrown lavish parties and cry when she broke a finger nail? That was about it. Other than the fact she was helping the Rebel Alliance the entire time. You know, throwing them lavish parties and doing nothing of merit anyway.* Rivosh always sent her a note back with Nessa's smugglers. Thwarting her at almost every turn. Nessa had a term for the woman: *Tactically Brilliant Party Pooper.*

Anyway, the TIE design was a remarkable, small snubfighter with miniaturized tech on board. Therein lay the biggest issue, the miniaturized tech was breaking down. TIE fighters couldn't be maintained indefinitely,

you had to perform regular refits with new systems. About the only point of solace she saw in all of it was her installation of ejection seats on all the TIEs. *Some of them might survive…* The real issue was the numerical superiority the New Republic would have in *superior snubfighters.* In the fight she envisioned that she and her troops would look like the Rebel Alliance of old vs the Empire.

After delivering her briefing to the council she was questioned about how she was going to get them to the table. Her response was "It's a surprise." *She couldn't tell them because she knew that New Republic Intelligence had placed at least a couple spies in her government.*

There was another matter the council wanted to discuss. A bill they received from the Navy for several million credits. *She couldn't tell them for the same reasons.* "It's part of the same surprise. It's justified, I assure all of you." *Having never given them reason to doubt her actions, the case was closed. Nessa walked from the council meeting.*

Now getting back to that last expense for several million credits. Nessa had brought in Hoersch and Kessel, *prior to the New Republic military buildup,* for some consultation on a **little** side project. She hired a group of their engineers to refit the *Malice* with *Slave Rigging.* She needed to be able to crew it with a much smaller skeleton staff, one small enough she could divert the personnel for it in a clandestine fashion. They refit the Imperial II over the past six months. *It was expensive but worth it.*

Nessa reached the *Malice.* Over the past several months she had stripped it of all but one month of consumables and it's entire ground complement. In the place of the ground units she had built more TIE racks and crammed every snubfighter she could into it's hold. She had been quietly swapping out the

Malice's pristine squadron for beat up TIEs, from the three systems in the sector, that were near failure levels. She outfitted each with missile racks and carried only enough ordinance for them to carry four missiles each.

She had assembled her crew, by personal communications from her most trusted officers. Building up the necessary crew over those months that were loyal to her. If possible only those that did not have ties already to the system (unmarried, no dependents, etc). This couldn't be observed for everyone, including herself. *She would leave a child behind, hopefully to grow up in a free sector.*

The Battle
When they finally left the dock the craft pulled out effortlessly *with only forty-eight hundred souls aboard.* A feat that would have been impossible had she not had the Malice outfitted with *Slave Rigging.* She had never known any Imperial-class Star Destroyer to ever operate below seventy-five hundred crew. In those circumstances the ships labored to do anything correctly... *All the weapons batteries had been rigged to fire with the precision of masterful gunners, all from the bridge. She could perform tactical coordination and pinpoint targeting, on the fly, with her highly experienced gunnery team directly on the bridge.*
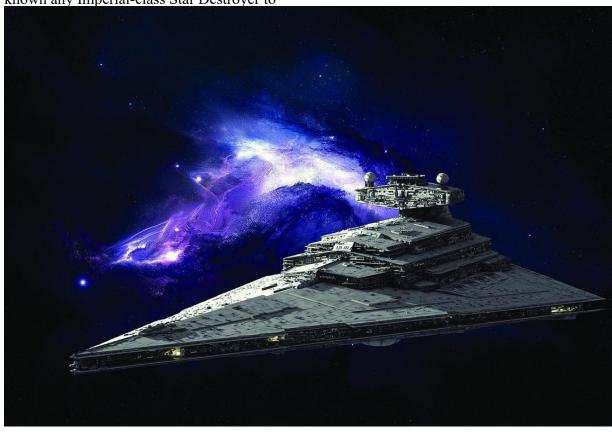
Once they cleared their moorings and the gravity well they jumped to the Charity System on the furthest side of the blockade.

"I need you to scan for likely positions of an Interdictor. I know they have one. We saw that Corellian CC-7700 come into system. I expect there to be a gravity well dropping somewhere as that craft has likely been maneuvered to a position a light second out of our range for safety."

"Yes, Admiral, scanning now" *the sensor operator responded.*

After a about an hour they had their answer, they had traversed past the last planet in the system and were nearing the edge of the last planet's gravity well.

"Admiral, I've detected that the gravity well does not end at the edge of the system. It extends outward another 130 units." *The sensor operator called out*

"Nice work, that means they have overlapped out system's mass shadow by twenty units. Hard to Starboard! All ahead Flank, maximum speed to" *referring to her holographic display* "these coordinates". "Navigation, I need you to pre plot a jump into hyperspace to the coordinates I'm sending you as well. You will jump immediately when we reach those coordinates. Do not wait for my confirmation." *Nessa said with a level tone*

"Understood Admiral" *the Navigation expert was already furiously calculating the projected Jump solution*

Nessa re-oriented the ship to run to the edge of the artificial gravity well. Her plan was to burn hard to the coordinates just outside the gravity projector's range and immediately jump into hyperspace. She only needed *a couple light seconds* to be within the nearest holonet buoy that wasn't being interdicted. *If they interdicted a Holonet Buoy, neither her ships, nor the New Republic could get near instantaneous updates from it. Shutting one down shut it down for everyone.* She was heading them in the direction of the buoy that was about half way between Malastare and Charity. It was an old Imperial Holonet Way Station. *They couldn't shut that one down, if they did it would cripple communication throughout that region of the Outer and Mid Rim since it was a hub.*

Then the communications officer chimed in "Admiral, I have a point to point holo transmission from the *Bright Star*, their MC80 Star Cruiser."

Punching up her command console, she moved the holo suite projection to the gangplank between the two crew pits on the bridge "Put them through, I want all of you to see this."

"This is Admiral Barakor of the New Republic flagship *Bright Star*, you are not authorized to be in this portion of space. Power down and prepare to be boarded." *The Mon Calamari said in a thick, gurgling, mashing of words that somehow sounded like he was birthed from a Scotsman and a whale... Or rather Sean Connery had rode that whale like the Boss he is!*

"I'm sorry Admiral, but you have your facts wrong. We have yet to leave our home sector. Here, I will send you our map of our sovereign borders. We are a neutral entity that has no fight with the New Republic. As you can see, we are well within our rights to fly through this area of space." *She was bluffing because the Malice was traversing twenty four space units every five seconds at this point...*

The Mon Cal Admiral froze, then turned to confer silently and in very animated fashion with his sub-commanders, *likely saying "Is she fracking correct!?!" At least that's what it looked like. The Mon Cal Admiral clearly had no grasp that her entire bridge crew was watching his bridge crew. It was just sloppy communications on the part of their operator. But it was worth every second. She heard someone in one of the crew pits chuckle. A thin, deadly smile, briefly touched her lips.*

That bought them a couple seconds

However, there was no doubt in her mind that the Interdictor was already in the process of calculating it's re-positioning jump to block their exodus.

"You are incorrect *Malice*, you are in New Republic space." *The Mon Cal said before turning back around*

"Well, thank you for pointing that out, I will simply turn around and head out of your territory." *She said, maintaining the banter to buy more time.*

"No, you will immediately power down or be fired upon." *The Mon Cal said with a serious tone in that thick, watery, Scottish accent*

"Honestly, I don't see any ships you have that can fire at this range Admiral, so thank you for that warning." *This will be interesting*

"What?" *The Mon Cal asked*

"Truth be told, Admiral, you are speaking with *Admiral Nessa Plat of the Sovereign, Neutral Entity, Charity*. We are on a mission of peace to present our petition for formalized neutrality to the New Republic Senate, good luck trying to stop us." *I'm sure that shook something loose in his skull*

"Holy Shit!" Is what the Mon Calamari Admiral was probably thinking, **after she identified herself***, based on the shock registered on his face on the ship to ship transmission.*

"Fire!" *they heard him scream before the transmission was abruptly cut off*

The New Republic had some snubfighters in range and they complied, right as the *Malice* jumped into hyperspace.

Something she noticed about their Snubfighters allowed her to breathe a moment of relief. They were fielding Defenders. Sure, they were like slower A-Wings, maneuverable as hell, well armed, no hyperdrives... They would likely move to recover them before jumping to pursue.

When Nessa was only the executive officer of the *Malice,* the ship had been recorded as having shelled four worlds. All of it on the orders of her superior officer. *They were all civilian population centers.* It is the New Republic's belief that if she had *gotten herself* **executed** *while causing a ship wide mutiny at*

each of the incidents that it would have made a difference. Yes, she would be dead. The logic of the New Republic was that it was the right call to make and that we all have a choice. It's never that easy... *There were countless other commanders that had to make that call on both sides of the fence.* Who the hell were these *White Knights* kidding? Yes, the Rebel Alliance was much better than the Empire, she saw that now. *However, no one in this conflict was without* **blood on their hands***.*

The actions of her long dead Captain never sat well with her and even *sickened her to the core of her being.* However, the New Republic needed monsters in order to impose their reign of over systems… and she was spun to be from the same cloth as the rest of the Imperials that killed civilians for fun and sport. *She had approached the New Republic a number of times to tell her story and they ignored it.* Perhaps, this path might temper the political monstrosity that the New Republic had become, for future proceedings... *And for, Charity, her daughter.*

They were violently pulled out of hyperspace after about seven to eight seconds. She was thrown forward in her command chair, the restraints preventing her from tumbling madly into a crew pit.

"Coordinates!?!"

The Navigator called out, "Hundred, maybe a hundred fifty units off course"

"Dammit, maximum speed, all engines Flank, go!" *They were already doing what she wanted before she finished. They all knew the mission.*

The Interdictor had caught them just on the edge of where they needed to be. They had to traverse a little more than one hundred units to be within range of the holonet Buoy according to sensors. *Damn the New Republic, no wonder why they still had comms up, they were setting up new holonet relays. In the future they would likely replace this old Imperial station with one of their own or divert traffic.*

Amazingly, the New Republic had yet to hack the encryption on a number of Imperial systems, holonet relays among them. *You had to hand it to the Imperials for over engineering the hell out of security on their starships and holonet way stations.*

Seconds felt like minutes

The MC 80 dropped out of hyperspace **within medium weapons range**, *damn that Interdictor. At least the corellian models could only pull one ship at a time, unlike the Sienar ships the Empire typically employed, which could pull up to four at a time.*

"Raise Shields! Roll the ship so we're not a fat structural target! Maximum evasive, maintain heading and speed, and Give me double shields on the Port side" *she called out, almost immediately*

Several Affirmatives rang out

"We do not fire back… yet..." *She clarified*

"Power down and surrender, Admiral Plat, or you will be fired upon!" *The thick accent was starting to get old*

"No can do Admiral." *Sorry water boy*

Another New Republic Ship dropped out of hyperspace in their path, this one in their forward arc, it was an Assault Frigate.

"Double forward shields, pull auxiliary power and transfer it equally to Port and Aft Shields."

"Affirmative Admiral" *the shield operator called out*

Sensor operator "We.. have holonet access."

"Broadcast our entire flight from our sector, **everything**. I want the galaxy to see we have been non aggressive the entire time" *they won't see this one coming*
"Make to ram the Assault frigate, after all, Imperial II's don't turn really well when they're at maximum speed." *she noted with a wicked grin*

"Affirmative" *the Helm officer called out*

At this point the Assault Frigate opened fire, as a knee jerk reaction while attempting to turn as hard as it could out of the path of the Imperial II bearing down on it. *Good, she thought, let the galaxy see this.* The Turbolaser batteries splashing against their doubled forward shields.

"Reduce speed and bring us about, fighters prepare to launch." *She was on target, she knew, precisely, what she was doing.*

The Assault frigate was still in the middle of it's defensive turn when the commander of that ship realized that the Star Destroyer had slowed rapidly and shifted it's bearing, slowing to fully engage. *So, it opened up with it's other fire arcs.*

"This will make for some good theater. Continue to broadcast, the current live footage of our fight, now the lets add the rest." The second message rolled out which was the petition for sovereign neutrality and a third recorded in real time:

"Admiral Barakor, I have repeatedly told you we had no fight with the New Republic and yet you made threats to board our craft, then pursued us and finally you have opened fire upon our ship three times." The *Malice* rocks from impacts from the MC80 in addition to the Assault Frigate, a Nebulon B drops out of hyperspace and fires. "We are not looking for a fight, **I repeat we are not your enemies**." The holo stream registers three ships now firing on the Imperial II.

"Keep feeding all generated auxiliary power to shield arcs as necessary to keep them fully loaded. Shunt their regeneration cycles back to auxiliary power, after it fills, transfer all remaining power to maneuverability and weapons" *It was about to get interesting*

"Aye, Admiral" *came the responses*

"This is insane! We are on a mission of peace!"

A fourth ship drops out of hyperspace, a Quasar Fire class carrier. At which point all New Republic Commands' present launch their fighters.

"Roll the ship vertical, bow down! Present our belly **to no one**, drop hangar bay shields, **LAUNCH ALL FIGHTERS!**" *Nessa has had enough, her orders screamed out, as fast as her crew performed them.*

The *Malice* spun up on it's point violently and rolled to shield it's snubfighter launch by turning and presenting the largest part of it's hull as a focusing target for all four presented ships.

"Target the launch bays of the Quasar fire, All heavy Turbolasers, Fire!" *The Turbolaser Batteries fired, in unnatural unison, due to the Slave Rigging.*

In an exchange that allowed all ships present to volley heavily into the *Malice's* dorsal hull, Their first volley, slipped right past the Quasar Fire's shields, *as they had to lower them on the hangar to launch all forty-eight of their snubfighters*. The Shots hammering the hangar bay, ripped through the back wall of the bulk cruiser and went straight into engineering. *After a second,* the entire engine array, hangar and Mid portion of the ship disintegrated in a massive fireball. The Fore and part of the Starboard and Port sections went spinning wildly off into space.

"All Ion cannons fire at that Neb-B, fire at these locations, now!" A withering volley of Ion Cannon Batteries slipped right past shields on the Nebulon B and struck critical sections that instantly shut down the engineering portion of the ship, lights on that Aft portion of the vessel flickered out, which then dropped power for the rest of the ship including emergency reserves.

"Continue to fire on it, fry that bastard and everyone in it!"

"All Snubfighters clear!" *About damn time*

The call came a bit later than she had hoped.

"Have the fighters fan out in two waves, from the Port and Starboard. Engage their fighters and hold on secondary Capital Targets" *Now, it was a real fight*

By the time they were done launching, the New Republic had deployed another assault frigate and an MC-70. The shields on the first Assault Frigate they faced had been depleted.

 "Cut that piece of garbage apart," *Nessa directed on her holo display of the battle* "**All Turbolasers**. Drop us down and back into proper combat position."

The First Assault Frigate was cored, Stem to Stern by the sheer volume of the Imperial II's fire and the precision of it's weaponry.

"Shields are down to 33% across the board" *The shield operator cried out*

"Drain that auxiliary power reservoir and get them back up to 66%," *This was that moment where she knew she wouldn't be able to hold the ship together for long, **it was only a matter of time.** However, damn these self righteous New Republic bastards! She wasn't going down easy.*

Another ship dropped out of Hyperspace, this time it was a Corellian Corvette. "Target the Corvette, all mid Turbolasers, aim high and for the sensor array" *a lethal wall of fifty, precise, volleys vomited forth, breaching shields and the explosion that followed on the Corvette suggested that it was an older model that hadn't had that weak point patched. The Corvette detonated moments later.*

"Split fore heavy T's at the MC 80, 70 & the Assault frigate" *The nebulon B was crackling under the effects of electrical fire, portions of*

the deck had already begun to explode outward as systems overloaded.

You don't see that very often, because people typically **stop firing** after a craft is disabled. However, in this case, she had not given that order… *and it had been almost a a minute of sustained fire…*

"Pull the Ion cannons off the Neb B after she **pops**" *true to her prediction, the craft literally came apart as if it "popped" as the electrical systems on the ship first detonated and then the containment on it's fusion core failed and engineering section disintegrated the back half of the craft.*

"Train the Ions on that Assault Frigate, we will do the same to them..." *Nessa noticed another cruiser dropping out of hyperspace at range.* It was a Victory One, Star Destroyer.

"Brace for Impact, all ahead flank! Bring us in and close with the Victory! Tractor Defense! Flack, Ignore the other ships!" *Four arcs of missiles, eighty in total, launched from the Victory, all them twisting up and around to center on the Malice.* They did what they could to screen the missiles with flack and tractor defense, however, the bulk of them peppered the *Malice.* First her shields buckled and then the missiles started blowing chunks out of the armored hull of the Imperial II.

They weathered it, but they might not survive a second volley. They were taking fire on their

Aft Arc, the only part of the ship that still had shields up. *Had to take the miracles where you could.*

"Give me auxiliary power to forward shields and focus everything we have left on that Assault Frigate." *The Assault Frigate disintegrated, as they passed it, en-route to the Victory Star Destroyer.*

"Have all the TIEs launch missile racks on that MC-70, it's a relic, I want to see it die before we do." The *Malice*, fired on the MC-70 for as long as it could before losing fire arc coverage. *Managing to severely weaken it's shields in the process.* Waves of TIE fighters emptied everything they had into the craft. Entire sections of it blew apart as the *Malice* had disabled at least 2 arcs of its shields with Ion cannon fire. *The MC-70 joined the starship graveyard that was growing.* Exploding into pieces violently after a series of secondary detonations caused the ammo bins in its hangar bays to cook off.

The aft shields on the *Malice* failed as another ship dropped out of hyperspace, an Alderaanian War Frigate whose precise shots of Ultra Heavy Ion cannons targeted their Aft shield generator and disabled it, the Aft section of the *Malice* began to light up.

"We still broadcasting?"

The communications officer was dead, Nessa opened a comms channel herself.

"Admiral Barakor, all of this could have been avoided. However, after you continued to fire we had no choice but to return fire. I will be ordering a full evacuation of my ship, I sincerely hope that under the conventions of war you honor their return to their home sector. *Seeing as we are not at war with one another, I would like to point out that you are the aggressor here.* In violation of the laws which govern your New Republic. **You disgust me**, not your New Republic, whom we have no fight with. Admiral Plat out."

"Divert Port and Starboard Shield generators to our Fore and Aft." *Nessa requested that the shield operator project the actual shield Arcs to protect the only areas of the ship being fired upon* "and channel all weapons power to engines and maneuverability. All nonessential personnel, get to your escape pods." *Dropping Port and Starboard shields allowed her crew to escape, since craft couldn't fly through shields.*

"Fore & Aft shields charged Admiral"

"Give me flack and tractor defense on incoming missiles" *Buying her escaping crew, precious time.*

"Aye, Admiral"

The *Malice* managed to shoot down some of the incoming ordinance and tractor-screen more than a dozen missiles. However, the forward sections of the ship took the brunt of the fire with stray missiles peppering the Port and Starboard sides of the hull. The *Malice* was trailing fire and burning in dozens of locations. Nessa watched as the last of the escape pods jettisoned. Then she shut down power and decompressed the Port and Starboard sides of the *Malice* to put out those fires instantly. *Then the forward Bow of her ship exploded under withering fire from the Turbolaser Batteries of the other Star Destroyer.*

Time to go, "Officers, get off my bridge" *No one got up to leave.*

The former Imperial officers remaining on the bridge either stayed because of loyalty to their captain or because they were there for the same reason Nessa was. Damned by their rank and role in the Empire and what the New Republic would do to to them if captured. It was the right place, the right time and the right reason to remain at their posts.

Flipping her crew a salute "It's been my personal honor to serve with all of you."

"We're building a future for our people, *for our children.* One we won't see" *she said,* "Transfer all remaining power to any generators still active and disperse it equally around the ship. The New Republic will want to honor our request for neutrality, *after today.*"

The Captain of the Victory Star Destroyer recognized the threat, firing again with all their weapons. *The helmsman brought the Malice into a roll. Allowing her to take the salvo across multiple arcs and facings of the ship. The Victory savaged the Malice, whose Port side detonated, cascading damage into the starboard and engineering sections.*

The bridge was on fire and the last thing Nessa did was smile and say "Gotcha" as the Imperial II slammed into the Victory Star Destroyer and both ships disappeared in the supernova of an explosion as the ammo on the Victory cooked off.

Charity Sector got it's independence and was recognized as a Neutral Galactic Entity shortly afterward.

287

Charity Sector

The Charity Sector started taking shape roughly two centuries prior to the Rise of the Empire. Three habitable worlds were discovered by a small scouting corporation that had suffered from a mis-jump while attempting to map an alternate route from the Hydian Way to the Rimma Trade Route just below Haruun Kal. They figured that mapping an alternate detour would gain them fame and wealth. It would have, however, they suffered a hyperdrive anomaly that jumped them into what would become the Charity Sector. While

there they discovered the system's three habitable, and inhabited worlds. The planets were populated with near humans that had arrived there via sleeper ships from the Core Worlds, thousands of years prior.

As it turned out, the colonies established there had lost contact with one another. The starships that carried them there had long ago fallen into disrepair. Their Class Twenty hyperdrives had broken down after the colonists successfully seeded the three richest habitable planets in the system. The scouting team was able to re-unite the three lost settlements which had some common descendants scattered across all of them. They united and formed a peaceful region that began to develop at an enhanced pace now that they had been re-united with the Galactic whole.

The sector would generally remain outside of the major conflicts, however, they were involved in fair capacity in Clone Wars, backing the Galactic Republic. When the Republic evolved into the Galactic Empire the Sector resisted and their cities pacified. With a minor sector moff moving in on a permanent basis. The *Malice* an Imperial II Star

Destroyer essentially turned any future attempts at revolt into nothing more than a quite murmur. That is, after the warship shelled their brand new mining town that had been constructed in a lifeless system they discovered between Charity, Rosnian & Sumner. This event killed thousands of innocents. *Amazingly, some Rosni survived to tell the tale. A testament to their toughness.*

Captain Nessa Plat, the second officer on-board the *Malice* would never forget the horrors that her Captain had visited on the people here. By the time of the battle of Endor she had been elevated to first officer. Her Captain was killed in that battle and she organized a group of Imperials cut of from the main fighting to retreat from the battle just after the Death Star was destroyed. Her First stop was Charity Sector. There she liberated the people of the three systems. She removed the Moff and they held a trial for him and he was executed for condoning war crimes against the populace. The other Captains she led there had a choice, stay or leave peacefully. Several left, taking their commands with them. However, she was able to persuade a number of them to remain. Part because their ships were in bad shape, the other because they were exhausted with the fighting.

Under her watch, Nessa restored the sector to some level of prominence, initially rebuilding their mining colony. She instituted sweeping reforms for the people. All people, regardless of race color or creed were made equal. News of this would reach the ears of the survivors of the Kazellis Corporation who had been Nationalized by the Empire. They packed up all their assets and petitioned the Charity Sector for a place to call home. Nessa gladly granted them asylum and set them up with their own facilities on the Rosnian System.

The systems are largely self sufficient and they also have the rich mining star system, centrally located, and shared by the three colonies. It contains Tibanna Gas reserves as well as Hyperbarieds and other heavy metals valuable in starship building. The New Republic was branding Warlords at this time and Nessa was dubbed as one of them. The provisional blockaded of their sector began but only

started as a single Nebulon-B starship incapable of policing the main exit from the system. This would come to change later as the system easily evaded the patrol patterns of the Nebulon-B's commander.

The Charity Sector was formally recognized as a neutral governing entity in 9 ABY. This all came after the Malice's broadcasts reached the New Republic senate, as well as, any worlds within range of the transmissions. It was an eye opening event that spurred some level of reform in the more "overzealous" military commands of the New Republic and resulted in a Court Marshall for Admiral Barakor. The first time in the New republic's short history that a New Republic military officer was held to account for their actions in the field.

Charity II
Location: Mid/Outer Rim, Charity Sector
Type: I
System: Heavily Defended (Charity)
Climate: Temperate
Gravity: Standard
Species: Chari (Human); any accepted
Population: 75 Million
Government: Neutral Democracy
Starport(s): One Imperial Class
Station(s): 2 Golan I, 1 Trade Port
Tech Level: Standard
Import / Exports: Technology, Foodstuffs
Wage Rate: Professional (4D);
19,250 Credits/Annually

Charity, the current capital system of the

Charity Sector is a moderately sized bread basket world that provides much more food than it requires for itself. This is it's principal export. The world imports a lot of farming technology. There are three planets in the system. Charity I, II & III. I and III are inhospitable worlds. I nearest to the sun possesses valuable raw materials and elements, however, the Sector currently lacks the resources to source the Shield Ships necessary to harvest those elements.

The Charity System is the gateway to the sector, thus it is rather well defended. The acquisition of a Pair of Golan I platforms occurred just after they were granted Neutral Status by the New Republic and were both placed at the relatively narrow ingress corridor to their system near the Hydian Way. *The funds for the stations came from a reparations settlement for all the years the New Republic had unlawfully blockaded the Charity Sector.* The route just off of the Hydian Way is the only known ingress and egress point to their system and is a natural choke point for the system's defense.

System Defenses: Two Victory II Star Destroyers & 2 IPV-I's for system patrol duties.

Charity II Planetary Defenses: The Trade Station is armed with light point defenses to shoot down stellar objects like asteroids. The planet itself has an Imperial Class Garrison on world and a total of 72 TIE Class fighter's, in good condition, that will scramble for additional support.

Ground Troops:

The planet has a moderate main garrison with many smaller satellite installations of ground forces all equipped with Imperial Grade technology and backed up by Walkers and Combat Air Speeders.

Force Sensitives:

There is one provisioned council office that has a handful of Jedi attached to it. These individuals are low powered (mostly sub-class Jedi) initiates led by a *Grey Jedi* of moderate skill level. This institution was established by Nessa Plat and is recognized Sector Wide.

Sumner Prime

Location: Mid/Outer Rim, Charity Sector
Type: I
System: Defended (Charity)
Climate: Temperate
Gravity: Standard
Species: Chari (Human); any accepted
Population: 50 Million
Government: Neutral Democracy
Starport(s): One Standard Class
Station(s): 1 Mining / Refinement platform, 12 orbital point defense guns for asteroid defense.
Tech Level: Standard
Import / Exports: Tourism, Water, Seafood, Naval Vessels (Water based), starship grade ores
Wage Rate: Skilled (5D); 28,875 Credits/Annually

The Sumner System is a small star system that contains only a single principal planet, Sumner Prime. The beautiful, ringed, planet consists mostly of water and once was thought to have teemed with life, including sentient beings as there are many structures on the land masses that indicate a civilization of relatively "advanced" primitive understanding. Their large stone structures dot the landmass and have been converted into halls, and modern living structures due to their durability and the consideration the now extinct sentient beings had placed within them like running water, sewage removal systems and natural forms of climate control.

The system itself is home to an Asteroid belt that sees the occasional rogue asteroid between Sumner Prime and it's sun. This is thought to have once been a planet that was destroyed by some unknown cataclysm. Likely the event that caused the mass extinction of all the surface dwelling life forms on Sumner Prime. The system is a center for Xeno Archaeological studies, attracting tourists and scientists alike. The asteroids have a mixture of usable materials and are harvested on an as needed basis to bolster the system's economy as well as for sector materials to use internally for their own defense forces.

The system typically doesn't import anything other than tourists and scientists who bring in money for the system. Principal exports are Sumner Naval Skiffs, Seafood, Water and some starship grade ores salvaged from the asteroid belt in system.

Sumner prime produces the most expertly trained miners in the entire Sector. They have been mining the ores of the Asteroid belt for centuries now and were the logical choice to draw from for employees in the centrally located *"Bounty" System*, which is what the Charity Sector has dubbed the mining initiative that all three of the systems in the sector are harvesting. The Mining platform here is of local design (Sumner) and there are several in the Bounty System.

System Defenses: Bayonette Cruiser & 2 IPV-H's for system patrol duties.

Sumner Prime Planetary Defenses: The Mining Station is armed with light point defenses to shoot down stellar objects like asteroids. The planet itself has an Imperial Class Garrison on world and a total of 36 TIE Class fighter's, in good condition, that will scramble for additional support. The planet itself is ringed by twelve point defense guns with enhanced range to shoot down space debris.

Ground Troops: The planet has a light main garrison with a handful of small satellite offices of ground forces all equipped with Imperial Grade technology and backed up by ground Speeders, Naval Craft and Combat Air Speeders.

Force Sensitives: There is one provisioned council office that has a few Jedi attached to it. These individuals are low powered (mostly sub-class Jedi) initiates led by a *Grey Jedi* of novice skill level.

Rosnian I
Location: Mid/Outer Rim, Charity Sector
Type: I
System: Defended (Charity)
Climate: Temperate
Gravity: Above Standard
Species: Rosni (Near Human); any accepted
Population: 35 Million
Government: Neutral Democracy
Starport(s): One Imperial Class
Station(s): Orbital Yards Facility, Tibanna Gas Mining Facility
Tech Level: High
Exports: Technology, Starships, Tibanna Gas, Universal Replacements
Wage Rate: Expert (6D);

38,500 Credits/Annually

The Rosnian System is home to most of the Charity Sector's principal industry. Three planets exist in system. Rosnian I which is the only habitable one among them and it's two moons, Rosnian II & III. The smaller of the moons, Rosnian II is a lifeless rock that has absolutely nothing of value on it. Rosnian III, however, is a micro gas sphere that is comprised of dense Tibanna Gas reserves.

Rosnian I is a comfortable world that houses a lot of industrial centers. The planet is huge and the rotation of Rosnian II & III have a very beneficial effect on the world, they strip pollution naturally. Thus Rosnian I is a planet of clean living. It is also the principal site of recruits for most ground units as the people that dwell here and have been born here are rugged folk due to their bodies adapting to greater than standard gravity.

The system is home to the Kazellis Corporation who not only manufactures their stock light freighter, they are also applying their skills with using universal components on their own craft to engineer and produce universal components for the Charity Sector to maintain their aging Imperial hardware (on their own without need of paying for parts and repair groups externally).

System Defenses: 2 Carrack Cruisers & 2 IPV-H's for system patrol duties.

Sumner Prime Planetary Defenses: The Mining Station is armed with light point defenses to shoot down stellar objects like asteroids. The planet itself has an Imperial Class Garrison on world and a total of 72 TIE Class fighter's, in good condition, that will scramble for additional support.

Ground Troops: The planet has a moderate main garrison with a handful of small satellite offices of ground forces all equipped with Imperial Grade technology and backed up by ground Speeders, Naval Craft and Combat Air Speeders.

Force Sensitives: There is one provisioned council office that has a Jedi attached to it, A *Grey Jedi* of novice skill level. They are backed up by a few Limited Force Users.

Bounty

Location: Mid/Outer Rim, Charity Sector
Type: IV
System: Defended (Charity)
Climate: Inhospitable
Gravity: Below Standard
Species: Charity Sector Natives
Population: 50 Thousand
Government: Neutral Democracy
Starport(s): One Standard Class
Station(s): Tibanna Gas Mining Facility, Hyperbaride Refinement center, Starship Ore processing facility
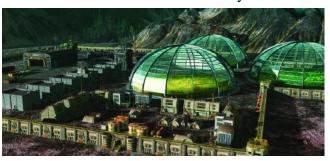**Tech Level:** High
Imports / Exports: Tibanna Gas, Hyperbarides, Starship Grade Ores, Foodstuffs, Water, Technology
Wage Rate: Expert (6D); 38,500 Credits/Annually

Bounty was once shelled by the Malice under it's old Captain as an object lesson to completely pacify any thought of rebellion against the Imperials in the Sector. The station was completely rebuilt by Nessa Plat and put back into operation mining and producing valuable ores for use internally and to be smuggled through the New Republic blockade for profit.

The planet is home to more than fifty thousand inhabitants from across the Charity Sector and also employs outsiders that migrate to the area looking for work. While the situation on the ground is less than ideal, steps have been taken to provide comfort and relaxation to the workers at the facility. Geodesic domes have been erected that allow the settlement to grow their own fruits and vegetables and they also have a limited supply of fresh livestock that is ferried in for some highly desired meats.

Principal Imports consist of foodstuffs, technology, mining equipment and water. Principal Exports include, but are not limited to, Tibanna Gas, Hyperbarides (for Turbolasers and reactor cores), Starship Grade Ores and the latest discovery of natural veins of *Havod Alloy* (thought to be impossible to occur naturally). The Havod Alloy is being closely investigated and is a Sector Secret. It is believed that this anomolous vein of the ore is enough to more than outfit every craft in the sector. They will likely harvest it and use it as a means to get people to travel to the Charity Cluster for refits with Havod Alloy.

System Defenses: 2 IVP-I's & 2 IPV-H's for system patrol duties.

Sumner Prime Planetary Defenses: The stations all have light point defenses. The planet itself has an Imperial Class Garrison on world and a total of 72 TIE Class fighter's, in good condition, that will scramble for additional support.

Ground Troops: The planet has a light main garrison of ground forces all equipped with Imperial Grade technology and backed up by ground Speeders, Imperial Walkers and Combat Air Speeders.

Force Sensitives: There is no provisioned council office, Jedi are flown in to resolve disputes. However, the Charity Jedi Council (only, like 3 individuals now) is looking at rotating in regular Sub-Class Jedi on a standard basis to maintain order and the presence of a sensitive on world.

Rosni

They are near humans from Rosnian I, a high gravity world, in the Charity System.

Race: Rosni (Near Human)
Encounter Frequency: Uncommon (Common in the Charity Sector)
Height: 1.55-1.85 meters tall

Features:
The Rosni are rugged, after millennia of high gravity the species' musculature and bone density have compensated to strengthen them substantially.

Free starting Endurance skill (5)

Advantages:
Enhanced Attribute: Strength 3 (15) (+1D to Starting Strength Attribute & Attribute Maximum)*

Toughness 3: The Rosni are incredibly tough, rugged and durable near humans (15)

Move: 10/12

(35 Total Points)

Attribute Maximums:
DEX 4D, KNO 4D, MEC 4D, PER 4D, STR 5D*, TEC 4D

Reproduction: Human

Cultural Detail:

While the Rosni may have evolved differently than the people of the Sumner & Charity Systems they are kin to those peoples. It is a fairly common practice for the Rosni to leave their home world behind and travel to either Sumner or Charity to visit relatives. While there many will meet their mates and interbreeding between Rosni and other humans yields Rosni characteristics 99% of the time. The genetic makeup of the Rosni is almost always the primarily inherited gene. They have adapted so well to the high gravity that they do not suffer penalties away from it.

Rosni can function normally in high gravity environments of up to 2.5 G's (which would essentially cause incredible pain to other lifeforms to function as normal).

Cultural events include an annual *Boulder Race*, where classes of the race are determined by the weight of the boulder: Light, Moderate and Heavy Weight (over 100 kilos). They tend to be a very hearty folk that are very accepting of outsiders and change. Many have been known to leave their sector to adventure in the greater galaxy.

They are highly sought after as recruits for the Charity Ground Forces. Amazingly, many have made careers in the Naval arm of the Charity military as fighter pilots and Naval Officers as well.

Languages: Basic

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THE IMPERIAL SENATE WILL NO LONGER BE OF ANY CONCERN TO US. I HAVE JUST RECEIVED WORD THAT THE EMPEROR HAS DISSOLVED THE COUNCIL PERMANENTLY. THE LAST REMNANTS OF THE OLD REPUBLIC HAVE BEEN SWEPT AWAY.

THE REGIONAL GOVERNORS NOW HAVE DIRECT CONTROL OVER THEIR TERRITORIES. FEAR WILL KEEP THE LOCAL SYSTEMS IN LINE.

- GRAND MOFF TARKIN

Far Star Class Carrier

Craft: CEC: CR90B Far Star-class Carrier
Affiliation: Various
Era: New Republic +
Scale: Corvette
Length: 150 meters
Skill: Starship Piloting: Capital Ships
Crew: 158, Gunners: 22, Skeleton: 127/+5
Passengers: 105 (Troops)
Crew Skill: Typically at least 5D
Cargo Capacity: (2,700); 70 Mt avail
80 Metric Tons with Ventral Cargo Pod
Consumables: 385 Days (1.1 Million refit)
Cost: 3.7 Million (New); 2.8 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 950 Km/H
Hull: 6D: 4 Locs; HP: 300 / AP: 75
Shields: 3D: SP: 225 / Loc
Backup Shields: 3D
Sensors:
Passive 75/1D
Scan 150/2D
Search 225/4D
Focus 5/4D
Maximum 450/0D
Weapons:
3 Double Turbolaser Batteries
Fire Arcs: 2 Fore/Port/Starboard,
1 Aft/Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 8D; Nominal Damage: 5 (40)
8 Tractor Beams
Fire Arcs: 2 Fore, 3 Port, 3 Starboard, 2 Aft
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-10/15/30
Atmosphere Range: 600m-50/100/150 Km
Damage: 4D; Nominal Damage: 3 (12)
8 Double Turbolaser Batteries
Fire Arcs: 4 Fore/Port/Starboard,
4 Aft/Port/Starboard
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 8D; Nominal Damage: 5 (40)

Snubfighter Compliment: 8 Snubfighters, 2 Gunships, 2 Assault Shuttles; 6 external docking points (up to 6 additional Snubfighters carried externally)

Ground Compliment: 12 Combat Air Speeders, 4 Medium Hover Tanks, 3 Fixed Artillery Pieces

Features:

- How I calculated the hangar: *I followed the Core Rules:* "Some of the modifications expand upon the mid section of the hull structure and formalize either 1 or 2 Snubfighter launch bays (Port or Starboard or both depending upon the resources available at the time of construction), turning the ship into a micro carrier. Each launch bay adds an additional 1,000 Metric Tons of Cargo space to the vessel and each additional raises the Hull code of the ship by 1D. Each hangar allows the ship to carry 4 additional Snubfighters (Each Hangar costs 120,000 credits and subtracts 400 Metric tons from cargo)." *I should have simply said that each hangar adds 600 Tons of cargo space when I wrote that...*
- It's search sensors act as sensor sleaze, while they are activated, any opposed combat craft within the Far Star's Search range suffers a 4D penalty to detect them.
- Enhanced Consumables from 225 Days to 1 Years (385). *Difference added to the ships cost.*
- The 6 external docking hard points weigh 100 Tons each (the additional cost for internal space taken up by a Snubfighter).
- It is always configured with 6 external Defender Snubfighters, the 8 internal snubfighters are typically a mixture of craft that are readily available (Like Zebra II's or Z-95 AT's). The two gunships are normally VCX-820's modded to Space 8 to match the Far Star carrier.
- I calculated the crew as if the craft was a Corvette 200 meters longer (100 for each hanger).

The Far Star Class Carrier is a cheap refit that that New Republic often performs on their large surplus of Corellian corvettes. In the beginning the New Republic was hurting terribly for capital ships with which to police the galaxy and strike against various smaller Imperial Warlords. For what it is, it's incredibly effective. However, ship to ship combat is incredibly limited. It possesses effective point defense guns and has very respectable tractor defense for a ship it's size.

Over the years, the level of combat attrition that the Far Star Class suffered was horrendous. With more battlefield losses than any other ship in the entire New Republic navy. This is not so much a problem with the ship. It's because the New Republic sent crews of these vessels on suicide missions. More than not these crews would succeed at their missions, with 100% casualty rates.

The few intrepid Captains that managed to survive were intelligent to the point that they took the assignments and then set out immediately recruiting Spec Ops teams and additional crew from anywhere they could pull them. Even when they didn't have the authority to bring the crew on from New Republic Command. These crews were disavowed, however they still operate hunting Imperials and they possess small fleets of ships that never stop taking the fight to the Empire. To date, the New Republic has not hunted any of these crews down. However, they are essentially the same kinds of terrorists that the Rebel Alliance utilized on so many occasions to get the job done.

At least one captain of the survivors raids New Republic assets periodically for additional war material. In their latest raid, they spirited of with a refit Alderaanian War Frigate. Again, to date, no wanted posters have ever been put up and there is no internal initiative to apprehend this criminal. While the New Republic does not condone terrorism like the Rebel Alliance was all too happy to turn a blind eye to... There are individuals in the military that still see value in these kinds of ultra dedicated individuals.

Perhaps, the New Republic is not so different from the Rebel Alliance. They vehemently disavow the actions of these groups and yet they never lift a finger to stop them. Remember that the next time you see a recruitment drive happening on your world. Will the New Republic turn you into a terrorist too?

Gladiator Star Destroyer

Craft: Rendili Stardrive: Gladiator-class
Affiliation: Empire / Rebel Alliance
Era: Rise of the Empire (Early) +
Scale: Cruiser
Length: 550 meters
Skill: Starship Piloting: Capital Ships
Crew: 1,726 Gunners: 60, Skeleton: 1,114/+10 (Efficient Design)
Passengers: 1,634 (Troops)
Crew Skill: Typically 4D+2
Cargo Capacity: (6,000); 172 Mt available
Consumables: 770 Days (26.3 Million refit)
Cost: 16.7 Million (New); 12.5 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 600 Km/H
Hull: 4D + 2D Armor: 4 Locs;
HP: 500 / AP: 600
Shields: 3D: SP: 450 / Loc
Sensors:
Passive 50/1D
Scan 100/3D
Search 200/4D
Focus 12/4D+2
Maximum 400/0D
Weapons:
12 Dual Light Turbolaser Batteries
Fire Arcs: 4 Fore, 6 Port & Starboard, 2 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 5 (25)
10 Concussion Missile Launchers
Fire Arcs: 5 Port & Starboard
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 120 Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 300 per Launcher
10 Double Point Defense Guns
Fire Arcs: 2 Fore, 3 Port, 3 Starboard, 2 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (16)
8 Tractor Beam Projector Turrets
Fire Arcs: 2 per Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 7D; Nominal Damage: 3 (21)

Expanded Snubfighter Complement:
36 Snubfighters, 2 Gunships & 2 Transports

Ground Complement: 12 Combat Air-Speeders, 3 Landing Barges, 2 AT-AT, 5 AT-ST, Small Pre Fab Garrison

The Gladiator-class is a small Star Destroyer that shares its keel design with the Broadside-class cruiser. It possesses an array of capital-grade concussion missile launchers and turbolaser emplacements. Missile loading bays are located deep inside the ships, with automated loading arms controlled from a console next to the conveyor belt that feeds munitions to the launchers. The Gladiator class is characterized by its hangar area, with an opening in the bow of the vessel, that splits the forward superstructure in two, similar to the Broadside-class. The hangar has enough room for several snubfighters to enter or exit at the same time. A complement of 36 fighters is usually carried to intimidate small frontier worlds. Also 5 AT-ST along a number of shuttles and landing craft are available.

The Gladiator-class was originally envisioned during the Clone Wars as a Republic escort vessel for heavier ships, namely the Victory-class Star Destroyer, and the initial design was made by Walex Blissex for Rendili StarDrive. The final design was not finished until after the end of the Clone Wars. With the transition of the Republic to the Empire and Venator-class being abandoned as the principal front line warships by the Galactic Empire in favor of the larger Imperial I-class Star Destroyer (to which an escort was deemed unnecessary) the design fell out of favor. However, KDY offered a substantial sum of money for the design. After a brief investigation into the matter Rendili StarDrive discovered that KDY had an Imperial contract to produce the vessel in the wings. Thus, Rendili approached the imperial Moffs looking to procure the vessel for their Outer Rim sectors and cut KDY out of the equation.

Rendili StarDrive re-purposed the class as a long-range patrol vessel, carrying enough troops, fighters and firepower to subjugate local pirate groups and planetary defense forces in the fringe regions of the galaxy. In essence a vessel which could independently project power on less critical worlds where the expensive Imperial classes were viewed as overly redundant. However when the Rebellion began to field heavier naval elements, smaller Imperial ships like the Gladiator-class were outmatched.

Walex Blissex took the design with him when he defected to the Rebel Alliance, along with several of the Gladiators and the Rebel Alliance produces a few annually under a complicated license from the designer, while being actually supported and aided in construction by Rendili StarDrive engineers. This is clearly because Rendili StarDrive has no intention of losing contact with Walex Blissex, *as he's the genius behind many of their designs.*

A ship of this class, the Demolisher, served as the flagship of Imperial Admiral Terrinald Screed during his mission to the Roon system. Prior to the Battle of Tammuz-an circa 15 BBY, the pirate leader Gir Kybo Ren-Cha and his band stole the Demolisher from an Imperial repair dock. They utilized it to attack the planet of Tammuz-an in order to steal its riches, but were defeated and the ship was disabled. Many other Gladiator-class Star Destroyers were captured by pirates. Its value in the black market was 34 million credits.[1]

The Empire employs two versions of the Gladiator: Gladiator I- and Gladiator II-class Star Destroyer. The Gladiator II has better anti-snubfighter capabilities. **Note:** Arm the Gladiator II with Quad Guns (2D+2 Fire Control, 6D Damage; 36 Nominal).

I found it absurd that, according to lore, KDY had bought the design and then started building them. They already have enough Star Destroyers. There is no reason why Rendili StarDrive would be that stupid. *In the Expanded Universe the Victory Class Star Destroyer is built and fielded by the Empire for it's entire existence.* Furthermore, Walex Blissex would have brought the design with him to the Rebel Alliance. *Between two sources the craft is either 500 or 600 meters long, I split the difference.* Finally, canon states that the ships were repaired at Lianna, which is *Sienar Fleet Systems...* Any yards facility can repair any ship, *but someone didn't have their thinking cap on when they wrote that.*

Imperial Escort Carrier

Craft: Tagge Co: Escort Carrier-class
Affiliation: Empire
Era: Rise of the Empire +
Scale: Destroyer
Length: 400 meters
Skill: Starship Piloting: Capital Ships
Crew: 418, Gunners: 188, Skeleton: 270/+10
Passengers: 396 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (4,000); None available
Consumables: 597 Days (6 Million refit)
Cost: 29.95 Million (New); 22.46 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 3D
Space: 6
Atmosphere: 600 Km/H (Can Land)
Hull: 3D: 4 Locs; HP: 375 / AP: 300
Shields: 3D: SP: 450 / Loc
Sensors:
Passive 70/1D
Scan 100/2D
Search 200/3D
Focus 5/3D+2
Maximum 400/-1D
Weapons:
16 Double Turbolaser Batteries
Fire Arcs: 4 Fore, 8 Port/Starboard, 4 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 4D; Nominal Damage: 5 (20)
16 Triple Turbolaser Batteries
Fire Arcs: 8 Port/Starboard
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 6 (30)
36 Double Turbolaser Batteries
Fire Arcs: 18 Dorsal & 18 Ventral:
4 Fore, 18 Port/Starboard, 4 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 3-7/19/38
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 3D; Nominal Damage: 5 (15)
20 Tractor Beam Projector Turrets
Fire Arcs: 4 Fore & Aft, 6 Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 3D; Nominal Damage: 3 (15)

Expanded Snubfighter Complement: 24 TIE Class Snubfighters, 24 TIE Hunters

Ground Complement: 2 Landing Barges

"Imperial escort carriers!" Crix

"Imperial what?" Wedge

"They're not part of the regular Imperial Navy. They're exclusive to the Imperial storm commandos."

- Crix Madine and Wedge Antilles upon seeing an escort carrier

The Storm Commandos' Imperial escort carrier is different from the standard escort carrier of the Imperial Navy. It is a nimble, narrow-hulled ship, with a flared arrowhead bow, and two sub-light engines mounted Aft. Like normal carriers, it is capable of deploying snubfighters into battle, including the advanced TIE Hunter, but it is also capable of engaging in combat on its own account. Ships of this type are used to attack medium-sized craft and transports of the Rebel Alliance, boarding and seizing the Rebel starships and their crew. As the Storm Commandos are regarded as elite infantry, these ships were capable of deploying troops for planetary assault. The warship carries a full complement of escape pods in case of an emergency, with their designs being reminiscent of the class-6 escape pod.

The Imperial Escort Carrier is developed by Tagge Co. Most of the design lessons incorporated into this vessel would later be incorporated into the Modular Modular Task Force Cruiser series that Tagge Co. Would produce. In fact, the ground work for their later vessels would be laid with Escort Carrier itself. The ship is quite modular, any number of internal configurations are capable of being accommodated. In it's current configuration the craft is principally configured to act as a small fleet carrier with. Furthermore, the craft was not initially designed with atmospheric flight in mind. Due to the engineering feats of the design team, it was relatively simple to drop in the repulsorlifts necessary for decent atmospheric performance. The craft retains full maneuverability in atmosphere, though there wasn't enough room in the narrow design to install more powerful repulsor units and the craft only manages to cruise at six hundred kilometers per hour.

The Escort Carrier's weaponry is adequate, however, it is definitely not in line with what most other ships of it's size and class would be armed with. Many Frigates can out gun the Escort Carrier. However, the craft was specifically ordered for the Storm Commandos and the threat of the vessel is evident when they are deployed alongside their other more contemporary TIE pilots. There are stories of Storm Command pilots making controlled landings on Rebel capital ships after having navigated the shield interleaving and then went on to sabotage the vessel one system at a time.

A common tactic of the Storm Command units is to pair with the standard pilots and strip capital ships of at least one shield Arc. The standard TIEs then pull off to defend their Escort Carriers and the Storm Commandos' land and board the vessel, killing everyone on the ship. This has actually occurred on at least three occasions.

Features:

- **Modular:** The Craft's role can be easily altered. Costs associated with converting internal space to accommodate heavier weapons system do not exist. Ship is ready to go. Reduce the cost of any additional weapons, armor and shields by 25%.
- *Efficient:* The craft is mildly efficient.

Below is the image of the craft from the game: *Rogue Squadron III: Rebel Strike* Functionally, the craft just doesn't do it for me. It's armament is so light that a standard Corellian Corvette could cut it to pieces. It really doesn't appear to be much larger than 300 meters in length. So, I sourced an image AdamKop did for another setting and the ship is narrow and flat, rather than narrow and vertical sweeping. I, also, substantially increased it's armament.

Imperial Patrol Vessel

Craft: Sienar Fleet Systems: IPV-1
Affiliation: Empire / Various
Era: Rise of the Empire +
Scale: Corvette
Length: 120 Meters
Skill: Starship Piloting: Capital Ships
Crew: 54, Gunners: 20, Skeleton: 36/+15
Passengers: 36 (Troops)
Crew Skill: Typically 4D
Cargo Capacity: (1,200); 758 Mt Avail
Consumables: 180 Days (198K Refit Cost)
Cost: 2.2 Million (New); 1.62 Million (Used)
Maneuverability: 2D+1
Space: 7
Atmosphere: 1,000 Km/H
Hull: 3D+1: 4 Locs; HP: 167 & AP: 75 / Loc
Shields: 3D: SP: 225 / Loc
Sensors:
Passive 40/1D
Scan 80/1D+2
Search 130/2D
Focus 4/3D
Maximum 260/-2D
Weapons:
4 Double Turbolaser Batteries
Fire Arcs: 2 Fore/Port/Starboard/Aft, Dorsal
Gunners: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 4D+2; Nominal Damage: 5 (22)

4 Double Laser Cannons
Fire Arcs: 2 Fore/Port/Starboard/Aft, Dorsal
Gunners: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 4 (20)
4 Concussion Missile Launchers
Fire Arcs: 4 Fore (Any)
Gunners: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 15 Missiles per Launcher

Ground Complement:
6 Ground Units (In Landing Barge)

The IPV is a popular multi-purpose military vehicle for system defence. It was designed to patrol back water systems and have the capability of dealing with anything from pirates to dissidents with ease. These craft are semi modular and with a few design changes prior to production multi role vessels are possible.
Features:
•   Modular design, reduces cost by 10%
•   The IPV can land
•   Attached Ventral Landing Barge

Imperial Patrol Vessel / Hangar Variant

Craft: Sienar Fleet Systems: IPV-H
Affiliation: Empire / Various
Era: Rise of the Empire +
Scale: Corvette
Length: 130 Meters
Skill: Starship Piloting: Capital Ships
Crew: 59, Gunners: 14, Skeleton: 39/+15
Passengers: 39 (Troops)
Crew Skill: Typically 4D
Cargo Capacity: (450); 28 Mt Avail
Consumables: 195 Days (219K Refit Cost)
Cost: 2.25 Million (New); 1.65 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 850 Km/H
Hull: 3D+1: 4 Locs; HP: 167 & AP: 75 / Loc
Shields: 3D: SP: 225 / Loc
Sensors:
Passive 40/1D
Scan 80/1D+2
Search 120/2D
Focus 4/2D+2
Maximum 260/-2D
Weapons:
4 Turbolaser Batteries
Fire Arcs: 2 Fore/Port/Starboard/Aft, Dorsal
Gunners: 1
Skill: Capital Ship Gunnery
Fire Control: 1D+2
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 3D+2; Nominal Damage: 4 (14)
2 Medium Ion Cannons
Fire Arcs: 2 Fore/Aft, 1/Port/Starboard, Dorsal
Gunners: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 3-9/18/36
Atmosphere Range: 100-300m/1.8/3.6 Km
Damage: 4D *Static*; Nominal Damage: 6 (24)
4 Concussion Missile Launchers
Fire Arcs: 4 Fore (Any)
Gunners: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 15 Missiles per Launcher

Expanded Snubfighter Compliment:
12 Snubfighters, 2 Shuttles, 4 Air Speeders

The hangar variant of the craft reduces overall performance, point defense, weapons payload, yet adds multi-system patrol functionality.
Features:
- Modular design, reduces cost by 10%
- The IPV can land, if hangar is detached
- Hangar is modular and can be dropped, adding 2 Space Units, 150 Km/H & 1D+1 of Maneuverability. *Ventral Hangar has a 2D Hull (HP: 100, AP: 75); 2 Locs.*

Imperial Star Galleon

Craft: KDY: Star Galleon
Affiliation: Empire / Various
Era: Rise of the Empire +
Scale: Frigate
Length: 300 Meters
Skill: Starship Piloting: Capital Ships
Crew: 203, Gunners: 34, Skeleton: 135/+10
Passengers: 300 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (9,900); 9,825 Mt Avail
Consumables: 385 Days (2 Mil Refit Cost)
Cost: 4.1 Million (New); 3.1 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Hull: 5D+2: 4 Locs; HP: 425 & AP: 134 / Loc
Shields: 2D: SP: 200 / Loc
Sensors:
Passive 30/1D
Scan 60/1D+1
Search 120/2D
Focus 3/2D+1
Maximum 240/-2D
Weapons:
10 Double Turbolaser Batteries
Fire Arcs: 5 Port & 5 Starboard
Gunners: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 4D; Nominal Damage: 5 (20)
10 Double Turbolaser Cannons
Fire Arcs: 2 Fore, 3 Port & Starboard, 2 Aft
Gunners: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 4D; Nominal Damage: 5 (20)
Concussion Missile Launcher
Fire Arcs: Fore (Any)
Gunners: 4
Skill: Capital Ship Gunnery
Fire Control: 5D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 60 Missiles

Snubfighter Complement: Converted to 1,500 Metric Tons of Cargo Space

Ground Complement:
None

As more and more cargo freighters suffer

capture and destruction at the hands of pirates and rebels, the Empire decided to experiment with a new class of capital ship. This new vessel contains enough storage capacity to make it function as a transport ship, but also has the added benefit of sophisticated weaponry and shielding. In essence, this vessel can serve as both transport and escort simultaneously. The Star Galleon-class frigate takes the place of two ships, thus saving the Empire credits. Previous Imperial transports were unarmed or lightly armed cargo ships that could not compete against snubfighters or powerful capital ships. They needed the protection of escort frigates or some other type of combat craft.

However, the new Star Galleons can carry equivalent amounts of goods while protecting themselves from the ravagers of the space lanes. A combination of concussion missiles and turbolasers creates a decent fire perimeter. In addition, the vessels are designed to repel invaders intent on capturing their store of goods. Up to 300 troopers are stationed aboard a Star Galleon. The interior of these ships bristle with anti-intruder defenses. The troopers, for example, can make use of fortress-like emplacements that line the inner hallways and corridors from which to defend their ship. Individual sections can be sealed and held by the defenders, creating pockets within a Star Galleon.

One of the more interesting features of a Star Galleon is the cargo hold. Placed in the very center of the craft, the hold is actually a separate vessel that can detach and be jettisoned into hyperspace for collection at a later time. A built-in homing device allows Imperial agents to track the hold as it randomly jumps across the hyperlanes.

The craft is a multi deck vessel, allowing it to carry several times it's standard profile in cargo for the Empire. This tiered multi deck layout is accessible via Turbolifts, cargo elevators, mechanical cranes and even internal tractor beams.

> The Star Galleon carries three times it's standard Cargo Allowance (9,000 Mt).

Finally, the craft is *efficient*. Contrary to popular belief that Kuat Drive Yards cannot produce any craft without it being just as *inefficient* as their Imperial Star Destroyer line of battle cruisers.

Features:
- **Jettison-able Cargo Pod:** The Cargo pod possesses a Space of 1, Hyperdrive of x5 and enough consumables for 105 Days (Refit Cost: 24,150). The Pod's Hull Strength is 3D Frigate Scale (2 Locations; HP: 225; AP: 134). It's size is 50 x 100 m. Capable of carrying 1,500 Metric tons (derived from the converted Snubfighter complement). Crew: 5, Troops: 18. *Replacement Pod Cost: 310,000 Credits*
- **Expanded Troop Capacity:** The troop complement has been enhanced by 120 at the cost of 600 Metric Tons.
- **Modular Internal Defensive Structures:** The Star Galleon has dozens of structures that can extend from walls, units that roll into place, portable shield generators, fixed defensive emplacements, etc. for repelling boarding parties. These defenses confer a competency bonus to the defenders of the ship equaling 2D to all relevant combat skills. *Consider all crew to have an additional wound level that does not confer a penalty (wounded once is ignored, after which the units defending the ship then move to wounded once, twice, etc).*
- **Static Sentry Guns:** The Star Galleon has six static sentry gun emplacements inside the ship. These weapons have clear lines of fire protecting key areas of the ship. Placement: 1 Bridge Corridor, 2 Cargo Pod Access, 3 & 4 Port and Starboard docking bays, 5 Main Cargo Upper Area, 6 Main Cargo Lower Area. The weapons have the following statistics: Gunnery Skill: 5D, Damage: 5D, Body Strength: 4D + 2D Armor (All codes are Character Scale).
- **Decompression Sealant:** Any decompression at any point in the Star Galleon is sealed almost immediately by an ultra dense, hardening gel, that forms a 2D Snubfighter Scale seal. (Boarding parties must move fast or risk being killed and sealed with the breaches; Difficulty: *Dodge:* 20).

Invincible Dreadnought II

Craft: Vaufthau Shipyards: Invincible II
Affiliation: Various
Era: Old Republic (Discontinued)
Scale: Super Capital
Length: 6,033 meters
Skill: Starship Piloting: Capital Ships
Crew: 79,184, Gunners: 1,896,
Skeleton: 47,144/+15
Passengers: 67,872 (Troops)
Crew Skill: Varies
Cargo Capacity: (60,330); 234 Mt Avail
Consumables: 24 Years (13.8 Billion Refit)
Cost: 900 Million (Used Only)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 6D + 18D Armor: 6 Locs; Fore, 1-2 Port
/ 1-2 Starboard, Aft; HP: 3,600 / AP: 21,600
Shields: 6D: SP: 7,200 / Loc (6)
Sensors:
Passive 90/1D
Scan 150/2D
Search 300/3D
Focus 8/3D
Maximum 600/-1D
Weapons:
3 Axial Ultra Heavy Laser Batteries
Fire Arc: Fore

Crew: 24
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 4-28/56/80*
Atmosphere Range: 800m-56/112/160 Km*
*Sensor Range
Damage: 400; RoF: 1/3
240 Quad Laser Batteries
Fire Arcs: 40 per Arc section
Skill: Capital Ship Gunnery
Crew: 3
Fire Control: 3D
Space Range: 3-21/42/60
Atmosphere Range: 600m-42/84/120 Km
Damage: 6D; Nominal Damage: 7 (42)
240 Double Ion Cannon Batteries
Fire Arcs: 40 per Arc section
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D+2
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 2D+2; Nominal Damage: 5 (12)
96 Tractor Beam Emplacements
Fire Arcs: 12 Fore, 16 per Arc section Port, 16
per Arc section Starboard, 12 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km

Damage: 5D; Nominal Damage: 3 (15)
16 Ultra Heavy Concussion Launchers
Fire Arcs: 8 Port Section 2, 8 Starboard
Section 2
Crew: 12
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 120 Units* Sensor Range
Atmosphere Range: 240 Km* Sensor Range
Damage: 400/Missile; RoF: 1/3 per tube
Ammo: 360 Missiles/Tube

These missiles are not 2D Snubfighter scale
like their Capital Missile Counterparts, they
are 2D Destroyer Scale. They are target-able as
Corvette Scale. They possess the same
characteristics as standard Concussion missiles
do.

Resilience: You must possess weaponry
capable of piercing 168 points of Capital
Armor in order to detonate them. They are
immune to Tractor Defense (but can be Tractor
Locked and held, 1 per Capital Tractor Beam
of at least 8D Rating, you can combine two
tractor beams). These ignore Void Generators
of the Yuuzhan Vong (they can be void locked
at an 8D Rating).

240 Quad Blaster Cannons
Fire Arcs: 40 per Arc section
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1/8 Km
Damage: 5D; Nominal Damage: 6 (30)

Expanded Snubfighter Compliment: 288
Snubfighters (2 full wings of 144
snubfighters), 10 Gunships, 4 Transports;
*Provisioned for 60 additional units of space (it
can hold a Dreadnought Cruiser in it's bay, or
60 more snubfighters or any combination you
can think of)*

Ground Compliment: 3 Prefab Bases, 30
Landing Barges, 72 AT-PT, 36 Floating
Fortresses, 36 Combat Air Speeders, 36
Military Speeder Bikes; *provisioned for up to
30 additional units*

The Vaufthau Invincible II is the company's
follow up to their 2,011 meter Invincible
warship. The former of the two craft sold
incredibly well on the galactic marketplace.

There are thousands of the vessels in
mothballs during the rise of the Empire Era.
Many of the vessels still remain in active
service with both the Empire and the
Corporate Sector. Even the Rebel Alliance is
thought to have at least one of the original
Invincible class vessels in service.

However, the Invincible II was not what the
galaxy was expecting or looking for at the
time. Vaufthau released the vessel in a time of
relative peace. After decades of design work,
billions of credits invested in that design
process, the yards facilities to produce the craft
and an expensive marketing campaign they
released the craft into production. The
Galactic Republic purchased a few of the
vessels. A couple other entities purchased one
or two of the ships. This was not the reception
that Vaufthau was expecting. They barely
recouped their investment after it's release.
The craft made it's introduction a few short
years before Rendili Stardrive introduced the
Dreadnought Cruiser. With the advent of
Rendili's much more affordable release, sales
of the Invincible II plummeted. While the
craft sported cutting edge technologies like Ion
Cannons, updated Ultra Heavy Missile
launchers and a triple array of Axial Ultra
Heavy Laser Cannons, the Rendili Cruiser
gained widespread acceptance for it's adoption
of another cutting edge form of technology
called the **Turbolaser.** The Galactic Republic
would go on to order thousands of the Rendili
Cruisers, including two hundred specially
outfitted with Slave Rigging for their fleets.

Vaufthau was bleeding by the time the
Galactic Republic's two hundred
Dreadnoughts jumped into parts unknown,
never to be seen or heard from again. The
Galactic republic renewed its interest in the
massive vessels and outfitted each of their
sector commands with one. Vaufthau barely to
survives on failing royalties and support
technicians for the Invincible I's & II's. *It's
estimated that there are less than four of the
Invincible II's left in the galaxy in working
order. Another ship was reported to be lost in
transit to a customer in the Elrood sector when
it's droid navigator suddenly experienced a
malfunction. The craft is somewhere out there
just waiting to be found...*

Ithorian Herdship

Craft: Ithorian Sky Yards: Herdship-class
Affiliation: Ithorians
Era: Old Republic +
Scale: Battleship
Length: 1,000 Meters
Skill: Starship Piloting: Capital Ships
Crew: 4,800, Gunners: 124,
Skeleton: 3,124/+5
Passengers: 3,600
Crew Skill: Typically 6D
Cargo Capacity: (10,000); 10,000 Mt Avail
Consumables: 4 Years (131.3 Million refit)
Cost: *Estimated* 500 Million; (Not for Sale)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 0D
Space: 1; 6 in a Gravity Well to 120 Units
Atmosphere: 600 Km/H
Hull: 3D: 4 Locs; HP: 450 & AP: 900 / Loc
Shields: 3D: SP: 900 / Loc (4)
Sensors:
Passive 75/3D
Scan 90/3D
Search 140/3D
Focus 25/3D
Maximum 280/-1D

Weapons:
20 Laser Cannons (City)
Fire Arcs: 5 Fore/Port/Starboard/Aft/Dorsal
Gunners: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D ***Static***; Nominal Damage: 6 (24)
80 Laser Cannons (Radius of Starship)
Fire Arcs: 20 Fore/Port/Starboard/Aft/Ventral
Gunners: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D ***Static***; Nominal Damage: 6 (24)
12 Tractor Beams
Fire Arcs: 3 Fore, 3 Port, 3 Starboard, 3 Aft
Gunners: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1 km/30/60 Km
Damage: 5D; Nominal Damage: 3 (15)

Ithorian Herdships were spacecraft designed by the Ithorians at the Ithorian SkyYards to

transport all manner of items across the galaxy, providing the Ithorians a home away from home by simulating the jungles of their native Ithor. The jungles were on the lower levels, while the cities and living areas were on upper levels. Each herdship measured 1,000 meters in diameter, and was designed to contain a complete and living ecosystem. A pilot and co-pilot maintained the herdship's systems, supported by a crew of up to 3,000 Ithorian workers dedicated to the herdship's upkeep. A herdship could accommodate up to 10,000 individual Ithorians, as well as up to 20,000 metric tons of cargo.

The space-faring herdships were based on the earlier herd-cities. Because these ships traveled throughout the galaxy, most were armed with twenty laser cannons and four tractor beam projectors distributed around the herdship's hull for defensive purposes. They were nearly identical in appearance to the herd-cities, such as the Tafanda Bay, but were enclosed to allow space travel. Herdships were built in at least three known classes, the peaceful, cruise ship-like Manollium-class Herdship, the Shamarok-class Herdship, and the Sky Yards-class Herdship, built exclusively by the Ithorians themselves. The space-faring herdships were based on the herd-cities of Ithor, floating cities built once the Ithorians had achieved repulsorlift technology, to ensure that Ithor would never be despoiled. In the center of one herdship was the Dome of the Mother Jungle. Individual herdships were sent from Ithor on a specific course and schedule, although it was up to the Ithorian pilot and his herd to determine their exact destinations. Each herdship returned to Ithor at a pre-arranged time known as a Herd Meet. After the destruction of Ithor by the Yuuzhan Vong, the herdships were the only reminders of Ithor's jungles to remain, making them more sacred to the Ithorian people.

As the herdships traveled around the galaxy, many planets would look forward to their arrival. Native species would eagerly trade with the Ithorians for whatever exotic wares they had brought with them. Some herdships included the Errant Trader, Ithor Wanderer, and Mother Ithor.

Ithorian Herdships are capable of Terra-forming the planets they visit to some degree or another. Ithorians are well known for their advanced planetary maintenance of their home-world of Ithor. The list of these capabilities is quite extensive and is as follows:

- Remove foreign toxins from a planetary Biome.
- Remove excess radiation from a planet. This includes removing a Nuclear Winter from a planet, though this process takes an extensive amount of time, typically several years.
- Predict weather patterns and control / curb natural disasters related to weather.
- Alter atmospheric composition. This is rarely used and will only be employed to restore a world to a previous state should it's atmosphere have become corrupted due to massive geothermal activity (Volcanic) or other phenomenon that broke down the biosphere of a world.
- Several Ithorian Herdships are present in the Tionese Cluster in New Republic times. The Ithorians are working closely with the Tionese Unity to restore their planets to their former fertility.

Each Herdship is a floating city unto itself, many travel the galaxy and act as mobile trade ports. Not to mention, each vessel has twelve docking bays which are all capable of maintaining and even re-fitting smaller craft. All are capable of accepting star-ships up to Corvette Scale.

While sources state that the ships only have 4 Tractor Beams and 20 Laser cannons... 20 guns would only be sufficient to protect the central city area on the ship. Tractor beams add defense and the craft does have 12 hangars so it required more. I added the 80 point defense guns to the larger radius of the vessel to act as an effective deterrent to pirates. The Ithorians may be pacifists, however, they are far from stupid. *These craft are precious, later, after the Yuuzhan Vong destroy Ithor it is likely that the Herdships are refit with Capital Grade defenses as well.*

Jawa Migratory Battleship

Craft: Jawa Salvage Yards: JSY-999,999
Affiliation: Jawas
Era: Old Republic +
Scale: Corvette
Length: 199 Meters
(+2D to Hull & Armor due to it's size)
Skill: Starship Piloting: Capital Ships
Crew: 90, Gunners: 87, Skeleton: 60/+15
Passengers: 60
Crew Skill: Typically 4D+
Cargo Capacity: (1,999); 1,598
Consumables: 299 Days (709K Refit Cost)
Cost: *Not Available for Sale* (Est: 4.3 Million)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x16
Nav Computer: None, uses Astromech Droid
Maneuverability: 1D
Space: 4
Atmosphere: 425 Km/H
Hull: 3D: 4 Locs; HP: 250 & AP: 225 / Loc
Shields: 2D; SP: 150 / Loc; 4 Generators
Sensors:
Passive 37/0D
Scan 55/1D
Search 115/2D
Focus 3/3D
Maximum 230/-2D
Weapons:
Modified Double Turbolaser Battery
Fire Arcs: Fore, Port, Aft
Gunners: 6
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 9D+2; Nominal Damage: 5 (47)
Modified Ultra Heavy Ion Cannon
Fire Arc: Fore
Gunners: 75
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 8-27/53/80* Sensor Range
Atmosphere Range: 16-54/106/160 Km
Damage: 350
2 Modified Double Blaster Cannons
Fire Arcs: All & Dorsal / All & Ventral
Gunners: 3
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 7D+2; Nominal Damage: 4 (30)

The Jawa Migratory *Battleship [cough]* is a monstrosity that was engineered out of the hulks of Sand Crawlers... *Somehow...*

Snubfighter Compliment: 10 Uglies

Ground Compliment: 4 Jawa Sand Crawlers

Features:
• 20 Conventional Shitters
• Machine Shop
• Droid Fabrication Plant (Trade Federation)

Jawa Migratory Escort

Craft: Jawa Salvage Yards: JSY-99,999
Affiliation: Jawas
Era: Old Republic +
Scale: Corvette
Length: 199 Meters
(+2D to Hull & Armor due to it's size)
Skill: Starship Piloting: Capital Ships
Crew: 90, Gunners: 82, Skeleton: 60/+10
Passengers: 60
Crew Skill: Typically 4D+
Cargo Capacity: (1,999); 1,398
Consumables: 299 Days (694K Refit cost)
Cost: *Not Available for Sale* (Est: 3.8 Million)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x16
Nav Computer: None, uses Astromech Droid
Maneuverability: 1D+1
Space: 5
Atmosphere: 475 Km/H
Hull: 3D: 4 Locs; HP: 250 & AP: 225 / Loc
Shields: 1D+2; SP: 125 / Loc; 4 Generators
Sensors:
Passive 37/0D
Scan 55/1D
Search 115/2D
Focus 3/3D
Maximum 230/-2D
Weapons:
2 Modified Ultra Heavy Ion Cannons
Fire Arc: Fore
Gunners: 38
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 8-27/53/80* Sensor Range
Atmosphere Range:
Damage: 175
2 Modified Double Blaster Cannons
Fire Arcs: All & Dorsal / All & Ventral
Gunners: 3
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 7D+2; Nominal Damage: 4 (30)
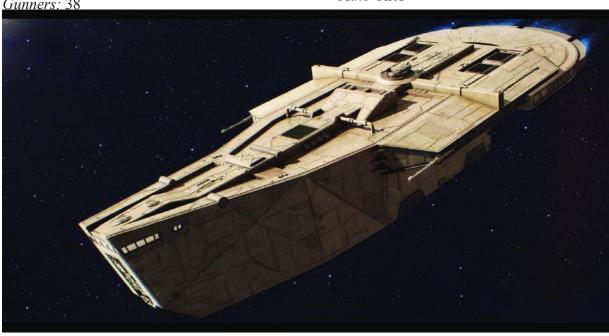
The Jawa Migratory Escort is another monstrosity that was engineered out of the hulks of Sand Crawlers... *Somehow...* It was apparently designed to escort the *battleship*... It contains luxury items that the Jawas of the Migratory fleet fight over often.

Snubfighter Compliment: 12 Uglies

Ground Compliment: 4 Jawa Sand Crawlers

Features:
• 20 Gold Plated Conventional Shitters
• Advanced Entertainment Screen
• Machine Shop (+1D)
• 1 Sonic Shower
• Disco Ball
• Luxury Speeder seats
• Motion Water Bed
• Auto Chef

Light Corvette

Craft: Rendili StarDrive: Light Corvette
Affiliation: Empire / Various
Era: Rise of the Empire + (Early)
Scale: Corvette
Length: 180 meters (+1D to Armor)
Skill: Starship Piloting: Capital Ships
Crew: 36, Gunners: 6, Skeleton: 18/+10
Passengers: 36 (Troops)
Crew Skill: Typically 5D+1
Cargo Capacity: (1,800); 594 Mt available
Consumables: 270 Days (211 K Refit)
Cost: 938,000 (New); 703,500 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 1,050 Km/H; (Can land)
Hull: 5D+1; HP: 267 & AP: 150/Loc (4)
Shields: 3D: SP: 225 / Loc (4)
Sensors:
Passive 30/1D
Scan 60/2D
Search 90/4D
Focus 4/4D+1
Maximum 180/0D
Weapons:
6 Double Turbolaser Batteries
Fire Arcs: 6 Fore/Aft, 3 Port/Starboard; Dorsal
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km

Damage: 4D; Nominal Damage: 5 (20)
Features:
- No Hangar due to boarding configuration.
- Looses 2/3 of it's cargo space as a result.
- This is actually a cost saving design, cutting 1/3 off the price of the vessel.
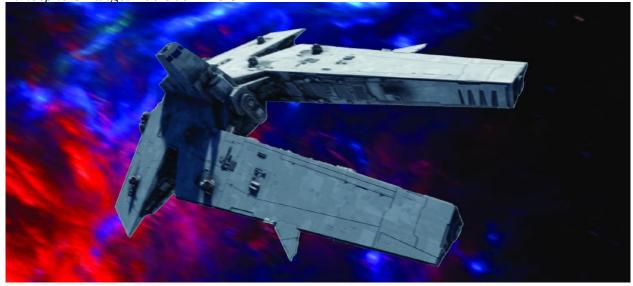- Passenger Space impacted, 1/3 smaller
- Crew Requirements reduced due to size
- Efficient

Rendili's light corvette is a fast, nimble, durable little craft with good weapons and shielding. It was designed to counter the reckless tendencies of smugglers and does a good job of it. The Imperial Customs Office employed a force of patrol vessels that operated independently from the Imperial Navy in order to spare the Imperial government the expense of assigning ships of the line to monitor shipping, interdict piracy, and perform search-and-rescue operations.

Rendili StarDrive's light corvette was the backbone of this force. Systems with an Imperial Customs branch generally had at least one of these vessels, and more important systems had several. While it was not capable of taking on large warships, these ships were more than adequate for taking on most freighters or snubfighters. For boarding operations, the corvette carries a stormtrooper platoon. They are often supported by the smaller Imperial Customs frigate, also a Rendili product. Rendili StarDrive sold the Light Corvette to the Imperial Customs Office by an exclusive contract, but smaller

governmental organizations, such as the Rodian Home Fleet, also acquired the light corvette for system patrol and defense. Pirates often make an effort to capture light corvettes, and smaller shipbuilding operations such as those at shadow-ports manufacture copies of the design.

Shadow Port - Light Corvette

Craft: Pirate Yards Ltd: Light Corvette
Affiliation: Pirates / Various
Era: Rise of the Empire + (Early)
Scale: Corvette
Length: 180 meters (+1D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 60, Gunners: 22, Skeleton: 40/+10
Passengers: 54 (Troops)
Crew Skill: Varies
Cargo Capacity: (1,800); 1,328 Mt available
Consumables: 270 Days (367 K Refit)
Cost: 2.46 Million (New); 1.84 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 1,000 Km/H; (Can land)
Hull: 6D; HP: 350 & AP: 150/Loc (4)
Shields: 3D: SP: 225 / Loc (4)
Sensors:
Passive 30/1D
Scan 60/2D
Search 90/4D
Focus 4/2D
Maximum 180/0D
Weapons:

6 Double Turbolaser Batteries
Fire Arcs: 6 Fore/Aft, 3 Port/Starboard;Ventral
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 300m-50/100/150 Km
Damage: 4D; Nominal Damage: 5 (20)
4 Tractor Beam Emplacements
Fire Arcs: 1 Per Arc
Skill: Capital Ship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1Km/30/60 Km
Damage: 2D; Nominal Damage: 3 (6)
6 Double Turbolaser Batteries
Fire Arcs: 6 Fore/Aft, 3 Port/Starboard; Dorsal
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 4D; Nominal Damage: 5 (20)

Expanded Snubfighter Compliment: 12 Snubfighters, 1 Transport

Arguably, the shadow-port knockoff of the craft is better in almost every regard. The craft eliminates the large open space for capturing transports and replaces it with a fully functional hangar bay. On it's ventral side the craft sports six double turbolaser anti-ship weapons. It rounds this out with four light tractor beams. *Identical models to the Imperial craft are also sold.*

MC-50 Assault Destroyer

Craft: Mon Calamari: MC-50
Affiliation: Rebel Alliance
Era: Rise of the Empire +
Scale: Destroyer
Length: 480 meters
Skill: Starship Piloting: Capital Ships
Crew: 670, Gunners: 128, Skeleton: 432/+15
Passengers: 476 (Troops)
Crew Skill: Average 5D
Cargo Capacity: (4,500); 7.8 Mt available
Consumables: 720 Days (9.2 Million to Refit)
Cost: 16.8 Million (New); 12.6 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 800 Km/H
Hull: 4D: 4 Locs; HP: 400 / AP: 213
Shields: 3D: SP: 375 / Loc
Backup Shields: 6D
Sensors:
Passive 30/0D
Scan 50/1D
Search 90/2D
Focus 3/3D
Maximum 180/-2D
Weapons:
16 Quad Turbolaser Batteries
Fire Arcs: 4 Fore, 5 Port, 5 Starboard, 2 Aft
Skill: Capital Ship Gunnery
Gunners: 2
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 6D; Nominal Damage: 7 (42)

16 Quad Ion Cannon Batteries
Fire Arcs: 4 Fore, 4 Port, 4 Starboard, 4 Aft
Skill: Capital Ship Gunnery
Gunners: 2
Fire Control: 3D
Space Range: 6-20/40/60
Atmosphere Range: 12-40/80/120 Km
Damage: 6D; Nominal Damage: 7 (42)

40 Double Laser Turrets
Fire Arcs: 5 Fore, 15 Port, 15 Starboard, 5 Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 4 (24)

12 Tractor Beam Projectors
Fire Arcs: 3 Fore, 3 Port, 3 Starboard, 3 Aft
Skill: Capital Ship Gunnery
Gunners: 2
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1Km/30/60 Km
Damage: 4D; Nominal Damage: 3 (12)

Expanded Snubfighter Compliment: 24 Z-95-AT, 2 Transports, 2 Shuttles

Ground Compliment: 3 Landing Barges, 12 Combat Air Speeders, Light Pre Fab Base, 8 Combat Ground Vehicles, 5 Fixed Artillery Pieces

The MC-50 is a curious vessel that was designed by Quarren Engineers that had previous design experience during the Clone Wars. The Assault Destroyer is designed to insert a temporary beach head on a world with lightning speed and provide effective cover to the installation as it is being deployed. The Quarren Engineers studied typical Imperial tactics and isolated the main points of contention. During the the Clone Wars, the Confederacy of Independent Systems fielded massive amounts of snubfighters. So, too, does the Empire. With a focus on one heavy ship carrying roughly seventy two TIE craft and support units. Thus the Quarren designers placed forty pointo defense guns on the craft to cut apart the typical waves of snubfighters that the Empire would be likely to field. The weapons aren't incredibly potent but the quantity of them makes up for that shortcoming.

The main armament of the craft defies the standard for Mon Calamari "pop guns" on their cruisers. The weapons that the Quarren engineers designed are incredibly effective and of a magnitude of firepower that Mon Calamari series vessels had not seen since the MC-60, *hand built warships,* which many Quarren engineers had also taken part in designing. While the MC-50 fails to bristle with the weapons, she does have more than enough firepower to punch a hole in Imperial lines and deliver it's intended cargo to a planetary surface unmolested.

The MC-50 is equipped with the typical Mon Calamari Backup Shield Systems which are present on most, if not all, of their vessels. Finally, the craft's armament is rounded out by the inclusion of twelve Tractor Beam Projectors. Tractor Beams are incredibly underrated in their defensive capabilities and they wouldn't really be heavily utilized in standard tactics until somewhere around the midpoint of the Galactic Civil War.

The Snubfighter complement was slightly expanded to allow for a pair of standard Space Transports or Gunships, as well as, a pair of utility shuttles that would range from troop transport to shuttling personnel between starships and even used as escape vessels in dire circumstances. The twenty four Z95's are the most common configuration for the MC-50, however, it's not uncommon to have a mixture of other craft in their hangars as well. Typical configurations may mix and match any number of standard Rebel Alliance military craft.

The ground complement of the MC-50 is decently robust. It's three landing barges are protected by an entire squadron of military air speeders that can deploy with the landing barges in a gravity well, well outside the edge of the atmosphere of a planet. There is a single pre fab light base that can be hot dropped to a location form orbit as well. Rounding out the ground assets are five fixed artillery pieces that can be setup on the ground for base defense and artillery support to troops in the field. Finally, the MC-50 is configured to carry up to eight heavy combat vehicles. These are typically a mixture of hover tanks and floating fortresses.

The MC-50 is fast for ships of it's era and class. Easily capable of pacing snubfighters like the X-Wing and thus offering effective point defense screening to them.

Additional Features:
- **Additional Auxiliary Battery Cells:** The MC-50 has three, providing an additional +3D to the maximum Auxiliary power the craft can generate and store for use.
- **Hyper Drive Boosters:** The MC-50 has a pair of Hyperdrive Boosters tied into it's main hyperdrive and backup hyperdrive systems. It can perform a single Class ½ Hyperspace Jump and it's Backup Hyperdrive can perform at Class 8 for one jump in the event of main hyperdrive failure. Savvy captains have sometimes pulled the booster off the backup unit and used it on the primary after the initial booster was expended. *This will strain the main hyperdrive, however. Which will operate at Class 2 for a week afterward.*

MC-70

Craft: Mon Calamari: MC-70
Affiliation: Rebel Alliance
Era: Old Republic (Pre-Empire) +
Scale: Cruiser
Length: 750 meters
Skill: Starship Piloting: Capital Ships
Crew: 3,139, Gunners: 132,
Skeleton: 2,157/+10
Passengers: 2,228 (troops)
Crew Skill: Average 5D
Cargo Capacity: (7,500); 236 Mt available
Consumables: 3 Years (63.5 million to refit)
Cost: 24.1 Million (New); 18 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Hull: 5D: 4 Locs; HP: 1,050 / AP: 900
Shields: 3D: SP: 1,200 / Loc
Backup Shields: 5D
Sensors:
Passive 40/1D
Scan 60/2D
Search 120/3D
Focus 5/3D+2
Maximum 240/-1D
Weapons:
26 Quad Turbolaser Batteries
Fire Arcs: 6 Fore, 9 Port, 9 Starboard, 2 Aft
Skill: Capital Ship Gunnery
Gunners: 2
Fire Control: 3D+1
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 4D+2; Nominal Damage: 7 (30)
26 Double Ion Cannon Batteries
Fire Arcs: 6 Fore, 9 Port, 9 Starboard, 2 Aft
Skill: Capital Ship Gunnery
Gunners: 2
Fire Control: 2D
Space Range: 6-20/40/60
Atmosphere Range: 12-40/80/120 Km
Damage: 4D; Nominal Damage: 4 (16)
16 Quad Laser Turrets
Fire Arcs: 4 Fore, 4 Port, 4 Starboard, 4 Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 6 (30)
6 Tractor Beam Projectors
Fire Arcs: 1 Fore, 2 Port, 2 Starboard, 1 Aft
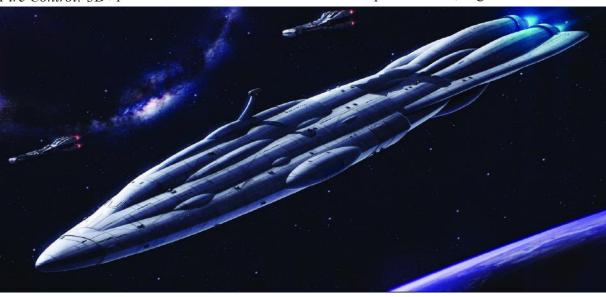*Skill:* Capital Ship Gunnery
Gunners: 2
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1Km/30/60 Km
Damage: 5D; Nominal Damage: 3 (15)

Snubfighter Compliment: 24 Z-95-AT, 12 Y-Wings, 2 Space Transports/Shuttles

Ground Compliment: 3 Landing barges, 12 Hover Tanks, 12 Combat Air Speeders, 12 Combat Speeder Bikes, Light Pre Fab Base

The MC-70 is an Old Republic Mon Calamari Bulk Transport that has been converted into a combat capable warship. There's really not much to see here. The Mon Calamari did what they could with the ship to arm it with whatever weaponry they could assemble in short order. Like many other Mon Calamari starships it's armament is woefully inadequate. These vessels were essentially placed into select combat situations as targets to eat fire from larger Imperial vessels more than to compete with them.

As with many of the Rebellion's earlier string of defeats it would easily be attributed to a lack of combat hardware. However, these ships were typically backed up by older Clone Wars era vessels like the Providence Heavy Cruisers in the early days of the Rebellion when the Rebel Alliance could actually pull off a victory here and there in fleet actions. As time went on the Alliance depleted those warships and had to rely on whatever they could get their hands on.

The MC-70 is not a successor to the MC-60 Star Cruiser. Naming conventions with Mon Calamari warship would only begin to signify better warship in the MC-80 range. The MC-60, however, remains a formidable warship compared to any series that followed it until the MC-80B Series up.

The MC-70 operates a a very decent mobile base of operations for launching any number of Rebel strikes. It remains fast, in Hyperspace, a characteristic of almost all Mon Calamari star-ships. This craft is only a bit slower than other more contemporary vessels of the era at sub-light and it retains a high degree of maneuverability. With backup shields the craft is capable of weathering a relatively serious amount of punishment and possessing point defenses allows it to hang in their to support snubfighters.

It's interesting to note that some smaller craft, like the Alderaanian War Frigate can give this ship a run for it's money. Little seen Imperial vessels like the Rothana Acclaim Star Frigate can eviscerate this ship with it's advanced compliment of Ultra Heavy Turbolasers. Thus, caution is advised in the deployment of the MC-70. Star ships are precarious to the Alliance and losing even these star-ships is the kind of loss that the Alliance cannot afford.

Really the only noteworthy points about the craft of significance are that it has a very decent snubfighter compliment carrying 36 ships and can deploy 2 Space Transports (possibly even Gunships) in support of the craft in any engagement. The Ground compliment of the MC-70 is rather exceptional for a craft of it's size. It is capable of deploying a small prefab garrison and a very formidable amount of ground support units to back it up, 36 ground/air units in total.

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MC-75

Craft: Mon Calamari: MC-75
Affiliation: Rebel Alliance
Era: Old Republic (Pre-Empire) +
Scale: Battleship
Length: 1,204.44 meters
Skill: Starship Piloting: Capital Ships
Crew: 5,420, Gunners: 116,
Skeleton: 3,729/+10
Passengers: 3,613 (troops)
Crew Skill: Average 5D+2
Cargo Capacity: (12,045); 2,210 Mt avail
Consumables: 5 Years (176 million to refit)
Cost: 32.7 Million (New); 24.6 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 7D: 4 Locs; HP: 1,050 / AP: 900
Shields: 4D: SP: 1,200 / Loc
Backup Shields: 6D
Sensors:
Passive 40/1D
Scan 60/2D
Search 120/3D
Focus 5/3D+2
Maximum 240/-1D
Weapons:
28 Quad Turbolaser Batteries
Fire Arcs: 8 Fore, 9 Port, 9 Starboard, 2 Aft
Skill: Capital Ship Gunnery
Gunners: 3
Fire Control: 3D+1
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D+1; Nominal Damage: 7 (36)
20 Quad Laser Turrets
Fire Arcs: 4 Fore, 6 Port, 6 Starboard, 4 Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D; Nominal Damage: 6 (30)
6 Tractor Beam Projectors
Fire Arcs: 1 Fore, 2 Port, 2 Starboard, 1 Aft
Skill: Capital Ship Gunnery
Gunners: 2
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 km
Damage: 5D; Nominal Damage: 3 (15)

Snubfighter Compliment: 1 CR90 Corvette (12 Units); 24 Z-95-AT, 12 Y-Wings, 6 X-Wings, 6 Space Transports/Shuttles

Ground Compliment: 4 Landing barges, 6 Hover Tanks, 12 Combat Air Speeders, 12 Combat Speeder Bikes, 2 Pre Fab Bases

The MC75 star cruiser is a Capital Ship in the service of the Alliance Fleet. One such ship, the Profundity served as Admiral Raddus's flagship during the Battle of Scarif. The MC75 is a former Mon Calamari city-ship converted into a war cruiser by the Alliance to Restore the Republic. The refits carried out at deep-space facilities afforded these cruisers reinforced battleship hulls and a weapon collar modification to hold primary weapons and shield generators. The armored forward hull rendered the ship's concealed deflector shield generators redundant, though a deflector shield emitter array was fitted to the aft. The MC75 boasts point-defense laser cannons, Turbolasers, and tractor beam projectors.

An armored outrigger fin on the ventral hull held the command bridge pod and receiver array, opposite a dorsal communications transmission mast and sensor cluster. These blade-like fins, coupled with the vessel's tapered profile, were design choices intended to trigger primal fears of predatory fish among the aquatic Mon Calamari. The city-ship's former civic atrium was hollowed out and converted into a docking bay and starship service area, overseen by a hangar traffic control suite protected by overlapping shields and magnetic containment fields to keep

oxygen and pressure regulated.

When the Galactic Empire occupied the ocean planet of Mon Calamari, the native Mon Calamari began a mass exodus from their home-world, taking many of their enormous city-ships with them. The MC75 cruiser Profundity, one of the many space-worthy structures that operated as transports and passenger liners, was originally the civic governance tower in Nystullum, and was among the vessels converted into warships by the rebellion at deep-space facilities. As one of the first battle-ready ships, the Profundity became the flagship of Admiral Raddus, the former mayor of Nystullum, and saw action at the Battle of Scarif in 0 BBY.

I removed the 4 Ion cannons and the 12 Proton Torpedo Launchers and simply added Turbolasers. Four Ion cannons are effectively worthless. I pulled the 12 Proton Torpedo launchers as well. I was able to outfit the craft with a CR90 Corellian Corvette in addition to Snubfighters. With the CR90 deployed, and all it's fighters, it would be a tough fight but the craft has the possibility of taking out an Imperial Star Destroyer.

ANDREAS BAZYLEWSKI

MC-80B

Craft: Mon Calamari: MC-80B
Affiliation: Rebel Alliance
Era: New Republic (early)+
Scale: Battleship
Length: 1,200 meters
Skill: Starship Piloting: Capital Ships
Crew: 5,760, Gunners: 176,
Skeleton: 3,776/+10
Passengers: 4,320 (troops)
Crew Skill: Average 6D
Cargo Capacity: (12,000); 330 Mt avail
Consumables: 5 Years (197.5 million to refit)
Cost: 51.2 Million (New); 38.4 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 2D+1
Space: 7
Hull: 8D: 4 Locs; HP: 1,200 / AP: 900
Shields: 5D: SP: 1,500 / Loc
Backup Shields: 10D
Sensors:
Passive 50/1D
Scan 75/2D
Search 150/3D
Focus 5/4D
Maximum 300/-1D
Weapons:
48 Quad Turbolaser Batteries
Fire Arcs: 20 Fore/Port, 20 Fore/Starboard,
8 Aft
Skill: Capital Ship Gunnery
Gunners: 2

Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 7 (35)
34 Quad Ion Cannon Batteries
Fire Arcs: 15 Fore/Port, 15 Fore/Starboard,
4 Aft
Skill: Capital Ship Gunnery
Gunners: 2
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 200m-2/50/100 Km
Damage: 4D; Nominal Damage: 7 (28)
12 Tractor Beam Projectors
Fire Arcs: 3 Fore, 3 Port, 3 Starboard, 3 Aft
Skill: Capital Ship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 5D; Nominal Damage: 3 (15)
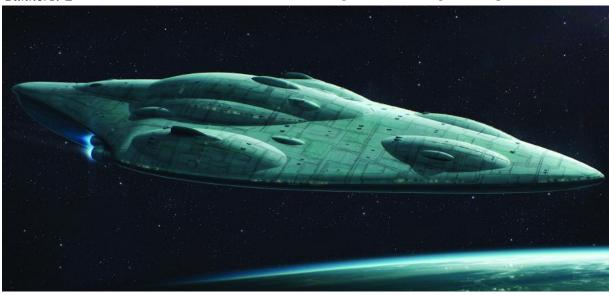
Snubfighter Compliment: 48 Snubfighters, 4
Transports, 8 Support/Gunships

Ground Compliment: 2 Prefab Bases,
Landing barges, 12 Hover Tanks, 24 Combat
Air Speeders, 12 Combat Speeder Bikes, 8
Medium Hover Tanks, 3 Landing Barges

The updated, combat formalized MC80
designed for mass production in the B variant.
The MC80B has upgraded weaponry and is
designed more along the fire patterns of the

Imperial class Star Destroyers. It's wedge like shape allows it to bring more of its weak armament to bear on singular targets. While the craft is a definite improvement over the earlier cruise liners that were converted to warships the Mon Calamari still struggle to build effective heavy capital ship weaponry.

Notable improvements for this formalized combat command ship are it's rugged hull and enhanced shields. It as a better reservoir of backup shielding as well. This area of the craft was maximized with the best shielding available to the Mon Calamari, one of the only areas they truly excel in is shielding. This, alone, allows the ship to take an extended beating in a firefight and will likely allow the ships to outlast the likes of Imperial I class star destroyers rather well (of which every Imperial Warlord and their cousins have dozens of...) The largest notable flaw the craft has is a lack of point defense guns and it attempts to course correct this flaw by doubling it's tractor beams over the previous MC80 designs.

I would love to say more about the Mon Calamari shipwrights, however, their ships are so woefully under-gunned that they are only effectively utilized as command ships, mobile bases and as warships in a fight that can take a punishment. These ships are quite effective for defensive actions. The New Republic would continue to field these ships throughout the entirety of their existence and it's a damn miracle that they didn't get obliterated at any given point in their government's troubled existence.

You kind of have to hand it to the Mon Calamari though, they keep trying and they never give up. They always were one of the staunchest allies in the Alliance to restore the Republic, then the Rebel Alliance and after that the New

Republic. Their ships are no less symbols of all of these attempts to create a galactic democracy than others that have been often associated with them like the Z-96, X-Wing, Y-Wing and even (as it's numbers swell) the Alderaanian War Frigate.

To show some incremental boosts on the design I have increased the Quad Ion Canons to 34 from 20, added a Space Unit to it's speed, pipped up the Maneuverability and lowered the multiplier on it's backup Hyperdrive. I further buffed it's sensor suite a bit. In addition to massively increasing the craft's shielding as I stated earlier.

MC-85

Craft: Mon Calamari: MC-85
Affiliation: Rebel Alliance
Era: New Republic +
Scale: Battleship
Length: 1,600 meters
Skill: Starship Piloting: Capital Ships
Crew: 7,568, Gunners: 292,
Skeleton: 5,092/+10
Passengers: 5,760 (troops)
Crew Skill: Average 7D
Cargo Capacity: (16,000); 342 Mt available
Consumables: 5 Years (261.5 million to refit)
Cost: 148.5 Million (New); 111.3 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x4
Nav Computer: Yes
Maneuverability: 2D+2
Space: 8
Hull: 9D: 4 Locs; HP: 1,350 / AP: 900
Shields: 6D: SP: 1,800 / Loc
Backup Shields: 12D
Sensors:
Passive 60/1D
Scan 90/2D
Search 180/3D
Focus 6/4D
Maximum 360/-1D
Weapons:
75 Quad Turbolaser Batteries
Fire Arcs: 30 Fore/Port, 30 Fore/Starboard,
15 Aft
Skill: Capital Ship Gunnery

Gunners: 2
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 6D; Nominal Damage: 7 (42)
48 Quad Ion Cannon Batteries
Fire Arcs: 20 Fore/Port, 20 Fore/Starboard,
8 Aft
Skill: Capital Ship Gunnery
Gunners: 2
Fire Control: 4D
Space Range: 6-20/40/60
Atmosphere Range: 12-40/80/120 Km
Damage: 4D; Nominal Damage: 7 (28)
28 Quad Light Laser Turrets
Fire Arcs: 4 Fore, 8 Port, 8 Starboard, 6 Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D; Nominal Damage: 6 (24)
18 Tractor Beam Projectors
Fire Arcs: 4 Fore, 5 Port, 5 Starboard, 4 Aft
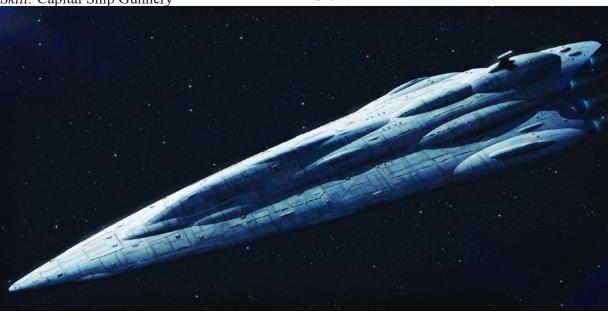*Skill:* Capital Ship Gunnery
Gunners: 1
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)
60 Proton Torpedo Launchers
Fire Arcs: 20 Fore/Port/Starboard
Crew: 2

Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 4-24/60/120
Atmosphere Range: 8-48/120/240 Km
Damage: 12D; Nominal Damage: 6 (72)
Ammo: 120 Advanced Torpedoes/Launcher

Snubfighter Compliment: 72 Snubfighters, 2 Transports, 6 Support/Gunships
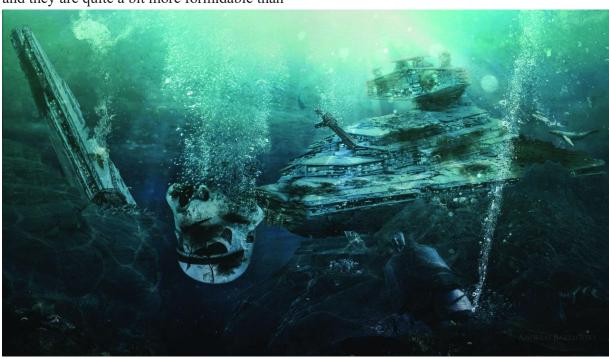
Ground Compliment: 2 Prefab Bases, Landing barges, 12 Heavy Hover Tanks, 24 Combat Air Speeders, 12 Combat Speeder Bikes, 12 Medium Hover Tanks, 12 Fixed Artillery, 5 Landing Barges

More of an incremental step toward the MC-90 Star Cruiser than anything else the MC-85 shows the Mon Calamari's never ending commitment to progressive design and incremental improvement. The design was meant to be more than a match for Imperial Class Star Destroyers which the New Republic continued to encounter en-mass. The craft came out around the time of the Black Fleet Crisis and was largely ignored due to other notable craft produced by Republic Engineering like the Endurance Fleet Carriers and Defender Class Star Destroyers. Nonetheless, the Mon Calamari quietly released these ships into New Republic service and they are quite a bit more formidable than anything that had come before them.. The true question that many New Republic officers had with the new design was why the Mon Calamari insisted on enhancing the superstructure instead of simply adding Armor to the craft. The lack of additional armor plating was an engineering oversight that the Mon Cal engineers had, once again, never thought to include.

Six additional tractor beams were added to further bolster tractor defense and the craft retains the MC-80B's ability to follow more Imperial designs in overlapping fields of firepower. While it's Turbolasers are still anemic compared to other craft, they were all built in house on Mon Calamari and are finally starting to become a bit more capable in terms of take-down power. Not to mention the fact that the MC-85 also sports twenty seven more Turbolasers than the MC-80.

The overall shielding on the craft is nothing short of breathtaking. The sheer volume of firepower that the craft can withstand is utterly remarkable and a further progression of Mon Calamari Ingenuity in continuously enhancing technologies they are truly good at producing.

Naval Space Carrier

Craft: Aerotech Exiles: NSC-class Carrier
Affiliation: Independent/Black Market
Era: Rise of the Empire +
Scale: Frigate
Length: 395 meters (+2D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 266, Gunners: 148, Skeleton: 326/+10
Passengers: 237 (Troops)
Crew Skill: Typically 4D
Cargo Capacity: (3,800); 29 Mt Available
Consumables: 2 Years (5 Million Refit)
Cost: 13 Million (New);16 M (Black Market)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D+1
Space: 6
Atmosphere: 600 Km/H
Hull: 4D + 3D Armor: 4 Locs;
HP: 450 / AP: 634
Shields: 1D+2: SP: 168 / Loc
Sensors:
Passive 35/0D
Scan 70/1D
Search 140/2D
Focus 5/2D+1
Maximum 280/-2D
Weapons:
2 Ultra Heavy Burst Fire Turbolasers
Fire Arcs: 1 Port & Starboard
Crew: 6
Skill: Capital Ship Gunnery
Fire Control: 5D*
Space Range: 5-50/75/100
Atmosphere Range: 1-100/150/200 Km
- These Ultra Heavy Weapons can fire to *Search range* with 4D Fire Control.
- These Ultra Heavy Weapons can fire to *Maximum Sensor Range* at 0D Fire Control

Damage: 300*; RoF: 1*
*Medium Burst already factored in.

12 Concussion Missile Batteries (72)
72 Individual Missile Batteries in those twelve turrets; 6 per turret.
Fire Arcs: (Any) 24 Fore, 36 Port/Starboard
Crew: 6
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 7 (63)
Ammo: 120 Missiles per battery (20 shots/ea)

16 Tractor Beam Projector Turrets
Fire Arcs: 4 Fore/Port/Starboard/Aft
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 200-500m/30/60 Km
Damage: 2D; Nominal Damage: 3 (6)

48 Double Auto Blaster Defense Batteries

Fire Arcs: 8 Fore, 16 Port/Starboard, 8 Aft
Crew: 1
Skill: Starship Gunnery 1.5 mil
Fire Control: 3D*
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 5D*; Nominal Damage: 6 (30)
*Light Burst Already Factored in.

Expanded Snubfighter Compliment: 48 SA-50 Snubfighters (Exiles Only); 4 Support Gunships, 6 Troop Shuttles

Ground Compliment: 1 Landing Barge, 1 Tracked Heavy Transport (Exiles Only)

Aerotech Exiles as they call themselves are surviving elements of a society that the Empire crushed in the initial stages of their transition from the Galactic Republic to the Galactic Empire. It was a bloody conflict where the Imperials lost several capital ships prior to shelling the production facilities on several systems.

Survivors of that brief and brutal conflict fled into Wild Space with a decent retinue of support craft and military hardware, including the late model *SA-47 Hammer Head snubfighters*. After reaching a sufficient distance from the realm of the Empire they located a pair of habitable worlds in a resource rich system that was devoid of sentient life. Here the society would rebuild and begin to pushing out designs like the Naval Space Carrier. A few of the models would make it onto the Black Market, traded for essential goods and construction materials required for their new home's growth.

The Naval Space Carrier is an example of overcoming obstacles by being inventive and genius. Like all their craft the vessel sports heavy armor. The vessel is on the cusp of being classified as a Destroyer (thus the additional 2D of Hull and Armor) and they developed a multi flight deck system that allows the craft to more than double it's space based craft hangars.

The ship itself is armed with very few traditional energy weapons. However, the pair of Ultra Heavy Burst-Fire Turbolasers are engineering genius. By adapting the design of the the main armament of their snubfighters to a capital weapon that is medium burst capable allows them to defy the rate of fire limitations that traditional Ultra Heavy Weapons suffer from. Not to mention increase the base damage of the weapons substantially (by 200 points per gun). The weapons don't strain the ship's power cores due to the inclusion of a copied design of an Imperial Victory II Class Star Destroyer's power system (scaled appropriately for their ship).

One of the more astonishing displays of raw firepower comes in the form of the NSC packing seventy two Missile Batteries into twelve six tube turrets. *The cost for this design is absorbed in the 12 turrets. It is an incredibly efficient system that would likely cut costs across the board for other more "modern" military vessels.* This nearly rivals the missile firepower of a Victory I Star Destroyer. Furthermore, they have included 16 tractor beam projector turrets, using copied design elements from Imperial ships. Though their grasp of that technology is on a more primitive level and it shows in both Fire Control and Beam Strength.

The design also has a remarkable amount of staying power in the field due to incorporating almost a half year of additional consumables in the craft. This is a byproduct of studying the Rendili Star Drive, fusion cores. Much of the shipboard tech is based off these ship's tech base and their system are *efficient* as a result.

A pair of hangar bays are located to the fore of the craft behind heavily shielded capital blast doors. A pair of launch bays can also be found on the lower Port and Starboard Sections of the NSC. The snubfighter bays have been further bolstered by an additional squadron's worth of strike craft at the expense of raw cargo space. Finally, there is another craft hangar located in the middle of the Prow of the vessel. This location contains no less than ten support craft.

While the Aerotech Exiles have a tenuous grasp on Shield technology they have made advancements over their previous designs (1D to 1D+2). This experience and shield rating will only continue to grow with time and more exposure to galactic technologies.

Nebulon B Refit

Craft: KDY Nebulon-B Refit
Affiliation: Empire / Rebel Alliance / General
Era: Rise of the Empire (Late) +
Scale: Frigate
Length: 300 meters
Skill: Starship Piloting: Capital Ships
Crew: 270, Gunners: 39, Skeleton: 219/+15
Passengers: 180 (Troops)
Crew Skill: Typically 4-5D
Cargo Capacity: (3,000); 41 Mt Available
Consumables: 385 Days (1.9 Million Refit)
Original Cost: 5.8 Million (New/Corrected)
Cost: 8,000,000 (New); 2.2 Mil (Refit)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Atmosphere: 800 Km/H
Hull: 3D+2 + 2D Armor: 4 Locs;
HP: 275 / AP: 334
Shields: 2D+2: SP: 268 / Loc
Backup Shields: 4D
Sensors:
Passive 45/1D
Scan 80/2D
Search 160/4D
Focus 5/5D
Maximum 320/0D
Weapons:
15 Quad Turbolaser Batteries
Fire Arcs: 6 Fore, 3 Port, 3 Starboard, 3 Aft
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D+2; Nominal Damage: 7 (37)
16 Quad Laser Cannons
Fire Arcs: 2 Fore, 6 Port, 6 Starboard, 2 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 5D+2; Nominal Damage: 6 (32)
8 Tractor Beam Projector Turrets
Fire Arcs: 4 Fore/Port/Starboard;
4 Aft/Port/Starboard
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200-500m/30/60 Km
Damage: 4D; Nominal Damage: 3 (12)
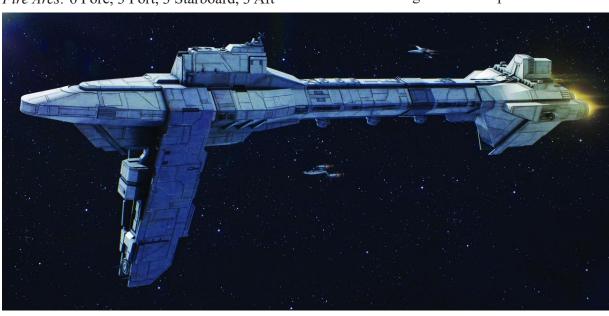
Snubfighter Compliment: 1 Squadron + 3 Other Craft + 3 Universal, External Docks (A Corvette occupies all 3 Docks)

Ground Compliment: 12 Military Air Speeders, 1 Small Prefab Base, 4 Medium Hover Tanks, 1 Military Speeder Bike
A late addition by KDY to refit the aging Nebulon B design to more capable standards.

Released just prior to the Battle of Endor all future Nebulon-B craft would be produced in this fashion moving forward prior to the release of newer designs in the New Republic. The refit to the older design represents an incredible value to anyone possessing these ships in quantity in their fleets.

The refit updates the maneuvering jets of the craft, slightly increasing Space Units and Atmospheric performance. The largest change to the ship encases all of the exposed superstructure of the core design in armor plating. The armoring of the craft effectively eliminates one of the greatest weaknesses the craft was plagued by, being cut in half rather easily in the mid section of the ship's "neck".

Other updates include impressive gains in Turbolaser firepower. Both from a refit of the core weapons, as well as, the addition of 3 Quad Turbolaser Batteries. Furthermore, snubfighter defenses were bolstered by upgrading the existing point defense weaponry and adding four more weapons emplacements.

With the advent of Captains utilizing their Tractor beams in more defensive roles the craft further increased it's survive-ability by adding an additional six tractor beam turrets. *Now, it's important to note that the craft shouldn't be capable of adding these additional weapons. It wouldn't have the proper cargo capacity to mount them, nor the power to feed them.* However, KDY engineers were able to incorporate the weapons systems into the design through sheer engineering genius. They were able to upgrade the Fusion reactor to a smaller, more powerful unit due to recent advances and this gain along with the refit being more of a re-engineering of the entire craft rather than a simple refit, allows the craft to retain the free cargo space it had before and accept all the upgrades.

The Sensor Suite received a mild bump in performance. Another notable addition was the 3 surface docking collars under the "neck" of the mid-ship region. Now capable of docking 3 Snubfighters or Transports externally instead of just one. As before, however, when attaching anything the size of a Corellian Corvette to this mounting region, only one can be carried and obscures the other two docking points.

Finally, aging computer systems on the Nebulon-B have received a refit. As such the Skeleton penalty for crewing the craft with less than ideal crew has been reduced somewhat. Systems on the ship function on a more "modern" level. While not as efficient as craft designed by Rendili it's still something and a welcome addition to the ship overall as KDY had ceased production of many of the computer systems on the design for a number of years and replacements had become scarce. Some Nebulon-B star ships had cables running across deck plating to interface a myriad of systems that had to be dropped in using whatever computer manufacturer was widely available in that sector of space. This never plagued the Empire, as they had been getting the bulk of whatever KDY had in storage of the Nebulon-B Star ships.

With the refit to the computer systems the craft lost it's "High Maintenance" issues and the base crew complement dropped from 405 to 270. Those experienced crew can, immediately, be reassigned to other commands. The alteration drops it's annual refit cost significantly. Combine that with the advanced automation on it's weapons and you have a modern ship. Not a bad refit for existing ships of which most larger groups had dozens (Rebel Alliance) to hundreds (Empire / Imperial Warlords). Pirate commands and Spec Ops units were actually the first groups to benefit from this upgrade. With Rebel Spec Ops units adopting the updates well before their "official" availability in the *middle* of the Galactic Civil War. It is believed that many of these former Rebel Spec Ops units that were "disavowed" during the times of the New Republic would use their connections with KDY to broker on the behalf of Pirate groups.

The prevailing thought of former Spec Ops commanders is *"It's better to have bad allies, than none."*

Player / Pirate Cruiser

Craft: Pirate Yards Ltd: Heavy Cruiser
Affiliation: Pirates, Various
Era: Rise of the Empire +
Scale: Cruiser (Heavy)
Length: 950 meters (+2D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 994, Gunners: 476, Skeleton: 1,117/+10
Passengers: 2,822
Crew Skill: *Varies for meat crew*, Droid Crew would be based off Trade Fed (3D or 5D).
Cargo Capacity: (9,500); 158 Mt Available
Consumables: 4 Years (66 Million Refit)
Cost: 6.9 Million (Built);
69 Mil (Black Market, Starting Price)
Hyperdrive Multiplier: x½
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 3D+2
Space: 13
Hull: 5D+2 + 5D+2 Armor; 4 Locations;
HP: 724 & AP: 1,450
Shields: 3D+2 *Dreadnought*: SP: 2,200 / Loc
Backup Shields: 7D+1
Sensors:
Passive 56/2D+2
Scan 113/3D+2
Search 150/5D+1
Focus 10/5D+2
Maximum 300/0D
Weapons:
2 Ultra Heavy Turbolaser Batteries
Fire Arcs: Fore/Port/Starboard
Crew: 18
Skill: Capital Ship Gunnery
Fire Control: 4D+1
Space Range: 5-50/75/100*
Atmosphere Range: 1-100/150/200 Km*
*Sensor Range
Damage: 375; RoF: 1/2
52 Quad Turbolaser Batteries
Fire Arcs: 24 Fore, 26 Port/Starboard, 10 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 4D+2
Space Range: 4-31/62/94
Atmosphere Range: 800m-62/124/184 Km
Damage: 9D+2; Nominal Damage: 7 (65)
24 Dual Laser Cannon Batteries
Fire Arcs: 6/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 4D+2
Space Range: 1-4/16/31
Atmosphere Range: 100-400m/1.6/3.1 Km
Damage: 6D+2; Nominal Damage: 5 (32)
24 Point Defense Guns
Fire Arcs: 6/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-4/16/31
Atmosphere Range: 100-400m/1.6/3.1 Km
Damage: 4D+2 *Static*; Nominal: 6 (26)
102 Concussion Missile Launchers
Fire Arc: 18 Ventral & Dorsal,

33 Port & Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D+2
Space Range: 150 Space Units
Atmosphere Range: 300 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 165 per Launcher

16 Tractor Beam Emplacements
Fire Arcs: 4/Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D+2
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 5D+2; Nominal Damage: 3 (17)

Expanded Snubfighter Compliment: 72 Snubfighters, 4 Gunships, 4 Transports

Ground Compliment: 2 Landing Barges, 12 Combat Air Speeders (LAAT), 4 Heavy Walkers/Tanks, 2 Light Vehicles

This is essentially how you build a devastating warship as a an industrious group of players or Pirate scum. Doing so at minimal cost out of mostly stolen parts. The hull has to be custom built, so I reduced it's code (to 4D then modified it back up because players are like that) because it's incorporating some larger than usual systems (like dreadnought scale shield generators). Filled this in by slapping on a sizable amount of armor.

Components List:
*   5 Engines from an Acclamator or Acclamator II, theoretically yields somewhere between 12.77 & 25 Space Units of speed depending upon how you calculate it (scaled into a "manageable" range). *I wouldn't modify this... Everything else is fine including the hyperdrives. The main drives are good enough the way they are.*
*   Droid Rigging from any Clone Wars Era Hoersch & Kessel Warship of equivalent size or smaller
*   Armament can be acquired from almost any warship, the armament presented here is a standard for a basic, completed, warship.
*   52 Quad turbolasers from Trade Federation Battleship; then modified to maximum

levels with the spare stolen weapons.
*   20 Static Point Defense Guns Trade Fed; then modified to maximum levels with the spare stolen weapons.
*   20 Double Turbolaser PD Guns Trade Fed; then modified to maximum levels with the spare stolen weapons.
*   102 Concussion Missile Launchers from anything (Mothballed Victory I's, Acclimator I & II's, IPV's, CIS Gunships, whatever is readily available and mothballed)
*   Sensor Suite from a Trade Federation Battleship or Providence Cruiser (or anything with a Search Range out to 120 Units or more)
*   16 Tractor Beam Projectors from anything
*   Shield Generators from an Invincible Dreadnought Cruiser, using the spare two 2D generators as backup shields

Features:
*   Costs derived only from assembly, re-calibration of main ship stats (weapons are free because they are all stolen). *It has to cost something...*
*   **Everything has a Maximum Modification** on it except for the Missile Damage, *that's just too damn dangerous modifying thousands of warheads... However, modifying their range or fire Control isn't so much a problem at all. Fuel is typically non volatile until it isn't. Likely, it's only reaction mass, inert until it's burned for propulsion.*

If you want to create a particularly nasty Pirate Captain, give them this ship. As far as players are concerned, building this monstrosity would likely take many campaigns launched solely at stealing mothballed warships (there are tens of thousands, if not hundreds of thousands, of mothballed warships in the Star Wars Universe). It's complete modification could take years of game-play to create. Though the group of people I typically run games for have been rather ingenuous on how to accelerate damn near every portion of construction no matter what hurdles I continue to toss in their path. I suppose it depends heavily upon how invested your players become. My group would do this in less than a year...

Proclamator "Star Destroyer"

Craft: RHE: Proclamator-class Cruiser
Affiliation: Empire / Alliance (Stolen)
Era: Old Republic + (2 Eras Old)
Type: Warship of the Line
Scale: Cruiser; *Maneuvers as Destroyer*
Length: 889.6 meters (+2D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 2,513, Gunners: 232, Skeleton: 1,853/+0 (No penalty for Skeleton operation)
Crew Skill: Typically 5D
Passengers: 2,643 (troops)
Cargo Capacity: (8,896); 36 Mt Avail
Consumables: 3.5 Years (36.3 Million Refit)
Cost: 47.3 Million (New); 35.5 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 2D; 3D in Atmosphere
Space: 7
Atmosphere: 700 Km/H; (can land)
Hull: 4D + 4D of Armor; 4 Locations
HP: 750/Loc; AP: 300/Loc
Shields: 4D; SP: 300/Loc
Sensors:
Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2
Maximum 300/-1D
Weapons:
60 Quad Turbolaser Batteries
Fire Arcs: 30 Fore/Port/Aft, 30 Fore/Starboard/Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 7 (35)
20 Quad Ion Cannon Batteries
Fire Arcs: 10 Fore/Port/Aft, 10 Fore/Starboard/Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 6-20/40/60
Atmosphere Range: 12-40/80/120 Km
Damage: 6D; Nominal Damage: 7 (35)
40 Point Defense Turbolaser Batteries
Fire Arcs: 10 Per Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D+1
Space Range: 2-5/15/30
Atmosphere Range: 100-500m/1.5/3 Km

Damage: 4D **Static***;* Nominal Damage: 7 (28)
20 Tractor Beam Projector Batteries
Fire Arcs: 5 Per Arc
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D+1
Space Range: 1-5/15/30
Atmosphere Range: 100m-10/30/60 Km
Damage: 6D*;* Nominal Damage: 4 (24)

Expanded Snubfighter Complement: 48 Z-95 Mark II Snubfighters, 4 Gunships, 4 Transports, 4 Shuttles

Ground Compliment: 12 LAAT/i Gunships, 6 LAAT/c, 12 AT-TE, 8 Self Propelled Heavy Arty, 8 Military Speeder Bikes, Pre Fab Base

The Rothana Heavy Engineering Proclamator Pre-dates the Victory Star Destroyer by almost a decade. By many accounts Walex Blissex's Victory Star Destroyer copied, *damn near everything*, from Rothana's Proclamator design. However, the Victory I distinguished itself in the form of a massive array of concussion missile launchers for orbital bombardment. Which the Proclamator lacks entirely. The Proclamator's main armament more closely resembles that of an Imperial I Star Destroyer, save for possessing point defense weaponry (a hallmark of the era).

The Proclamator was designed as a true warship. The Acclamator class were born out of the development of the Proclamator. The Proclamator is often confused with the Victory Star Destroyers. Many argue the necessity of both craft existing. What the Proclamator couldn't do, the Victory I stepped in to perform (heavy bombardments). However, the Proclamator's role is essentially what the Victory II was based off of (it's better at it). Furthermore, it can land on a planets surface, something that neither Victory Star Destroyer is capable of.

The Proclamator was less seen in combat than the Victory Star Destroyer, however, it is often referred to as being the basis for the Imperial Star Destroyer line. Rothana Heavy Engineering manufactured a number of ships for KDY as a partner corporation during the Clone Wars. It is believed that the design lessons learned from the Proclamator went directly into the Venator (which was jointly designed by RHE & KDY). It wasn't until after the fall of the Galactic republic and the Rise of the Empire that RHE would realize that they had been duped. KDY would claim 95% of all warship contracts moving forward courtesy of Walex Blissex's daughter.

Hundreds of Proclamators were produced during the Old Republic and the Clone Wars. The Empire, Alliance to Restore the Republic and the Rebel Alliance would all end up fielding the craft. It remains HRE's best seller well into New Republic times. Some vessels were sold to the Corporate Sector & the craft can be found in the arsenals of many independent systems. The craft is most often encountered patrolling backwater sectors.

Features:
- **High Efficiency:** 37.5% reduction in crew size (as opposed to 25%).
- **Half Consumable Costs:** 5 credits per day per person instead of 10.

Raider Corvette

Craft: KDY: Raider-class Corvette
Affiliation: Various
Era: Rise of the Empire (Early) +
Scale: Corvette
Length: 150 meters
Skill: Starship Piloting: Capital Ships
Crew: 102, Gunners: 76, Skeleton: 68/+20;
High Maintenance: Lira Wessex Designed
Passengers: 45 (Troops)
Crew Skill: Typically 4D+2
Cargo Capacity: (1,500); 700 Mt avail
Consumables: 70 Days (156,000 credit refit)
Cost: 4.5 Million (New); 3.4 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 1,000 Km/H (Can land)
Hull: 4D: 4 Locs; HP: 200 / AP: 75
Shields: 2D: SP: 150 / Loc
Sensors:
Passive 36/0D+2
Scan 72/1D+1
Search 144/2D
Focus 2/3D
Maximum 450/-2D
Weapons:
12 Double Turbolaser Batteries
Fire Arcs: 2 Fore/Port/Starboard,
1 Aft/Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 5 (25)
4 Double Ion Cannon Batteries
Fire Arcs: 2 Fore/Port/Starboard,
2 Aft/Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 5D; Nominal Damage: 5 (25)
12 Concussion Missile Launchers
Fire Arcs: 3 Port & Starboard
Crew: 1
Scale: Snubfighter
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 30 Space Units
Atmosphere Range: 30 Km
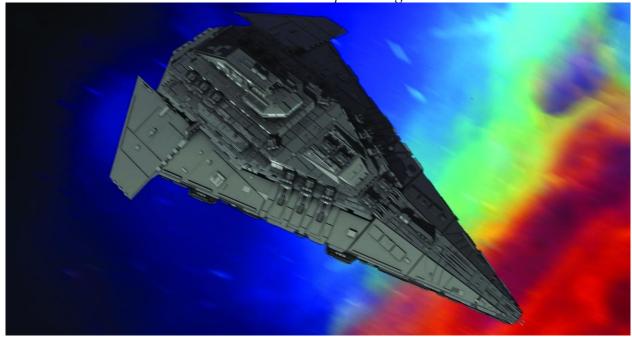*Damage:* 7D; Nominal Damage: 6 (42)
Ammo: 300 Missiles per Launcher
32 Double Laser Cannons
Fire Arcs: 8 Fore/Port/Starboard & Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 2-5/15/30

Atmosphere Range: 200-500m/1.5/3 Km
Damage: 5D; Nominal Damage: 4 (20)

Expanded Snubfighter Compliment:
12 Snubfighters

Ground Compliment:
2 Combat Air Transports (LAAT-class)

Lira Wessex, daughter of famed engineer Walex Blissex and designer of the Venator and Imperial Star Destroyers, noted a lack of a vessels to complement the Imperial TIE fighters (*which it fails at because it is too damn slow*) in the interception of single-pilot snubfighters a tactic the Alliance to Restore the Republic later used to great effect during the Galactic Civil War. Lira Wessex designed and presented the Raider-class corvette to fill the tactical breach, and in 6 BBY production of the corvette by Kuat Drive Yards began.

In truth the Empire always had access to plenty of vessels that were already more than capable of countering Rebel tactics and chose to ignore the craft. Many of which were byproducts of the Clone Wars that saw engagements with superior numbers of Droid snubfighters against the Galactic Republic. The Raider represents KDY's bid to get in on the action and undercut existing contracts and designs already established in the marketplace (like any number of Corellian Corvette or Gunship variants that were being produced for the Empire). Lira Wessex had grown complacent and sloppy with her designs after the Venator-class Star Destroyer. This is evidenced by all Imperial Class Star Destroyers she designed being grossly inefficient. She was pushing out designs to Imperial specifications at an alarming rate and the price for that speed of introduction was an overall lack of consideration for the expense of operation. The Raider is yet another product of Lira's maddening rush to prominence in the Imperial regime. Clearly, her tactics worked as she vaulted KDY into the forefront of starship manufacturing for the Empire.

The Raider is considered useful in the Outer Rim Territories by the Empire, the ship offers Imperial officers a decent opportunity to counter the Alliance's preferred tactics during the Galactic Civil War and saw limited success in its role. *The Corellian Corvette is a superior design in many regards, including it's ability to be outfitted in a modular fashion, something which the Raider lacks all-together.* Some time after its construction, a Raider-class corvette was used to test a prototype TIE Advanced x1 snubfighter in the Outer Rim Territories. Though the TIE Advanced would prove to be too costly for mass production, the snubfighter's hyperdrive allowed it to operate well with the Raider-class corvette. There is no real data on the Raider II, however, it is relatively safe to assume that the only changes to the craft has been to re-engineer it to modern standards so it is *no longer inefficient* & it carries full consumables.

The craft was initially envisioned as a low cost anti-snubfighter vessel. It was re-configured to act in both a snubfighter screening capability as well as an anti-capital ship role. The vessel is rather unremarkable for having no more than two months of consumables (70 days). This clearly limits its ability to effectively function in any sort of extended campaign.

I increased the firepower on the Raider exponentially. Lira Wessex may have been an inefficient designer, however, she didn't design pieces of shit. All of her designs were utterly lethal. The inclusion of snubfighter grade concussion missiles makes me scratch my head a bit but I left them in there and doubled them. The Damage codes for the weapons from the D6 Conversion I left largely intact. I tripled the capital ship turbolaser batteries and doubled the barrels on them (they were originally singles). I quintupled the point defense guns the design originally carried, I also quadrupled the Ion cannons. Furthermore, I expanded it's snubfighter bay by 4.5 fighters. Finally, I hated the "TIE" like image for a KDY craft (because the solar panels are a hallmark of Sienar Fleet Systems) and found another image that looked a lot like it, bristling with turrets and I think this one works much better. I was able to maintain the 700 Metric Tons of Cargo after arming it amazingly better than what the "canon" narrative suggested. *This, would be why the Empire would field it over a Corellian Corvette or Gunship.*

Republic Command Ship

Craft: KDY: Old Republic Command Ship
Affiliation: Old Republic
Era: Old Republic
Scale: Dreadnought
Length: 2,400 meters
Skill: Starship Piloting: Capital Ships
Crew: 31,680, Gunners: 584,
Skeleton: 19,784/+20
Passengers: 12,480 (Troops)
Crew Skill: Typically 6D
Cargo Capacity: (24,000); 200 Mt avail
80 Metric Tons with Ventral Cargo Pod
Consumables: 9 Years (1.6 Billion Refit)
Cost: 195.5 Million (New in it's Era);
74 Million (Rise of Empire Era)
Hyperdrive Multiplier: x8
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 4D+2: 6 Locs; HP: 1,400 / AP: 1,800
Shields: 2D: SP: 1,200 / Loc
Barrier Technology: 2D; BP: 1,200
(1 arc at a time or 200 points per arc)
Sensors:
Passive 45/1D
Scan 90/2D
Maximum 180/-2D
Weapons:
Ultra Heavy Pulse Wave Beam Cannon

Fire Arc: Fore
Crew: 36
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 4-16/32/64*
Atmosphere Range: 800m-32/64/128 Km*
Damage: 900; RoF: 1/3
*Can always fire to maximum Sensor Range
54 Quad Pulse Wave Batteries
Fire Arcs: 12 Fore, 36 Port & Starboard, 24 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 2-12/24/48
Atmosphere Range: 400m-24/48/96 Km
Damage: 7D; Nominal Damage: 7 (49)
38 Double Pulse Wave Cannons
Fire Arcs: 9 Fore, 10 Port & Starboard, 9 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D+1
Space Range: 1-2/6/12
Atmosphere Range: 100-200m/600m/1.2 Km
Damage: 5D; Nominal Damage: 4 (20)
108 Concussion Missile Launchers
Fire Arcs: 8 Fore, 40 Port & Starboard, 20 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 60 Space Units (Antiquated)
Atmosphere Range: 120 Km

Damage: 9D; Nominal Damage: 6 (54)
Ammo: 300 per launcher
12 Tractor Beam Projector Turrets
Fire Arcs: 2 Fore & Aft, 4 Port & Starboard
4 Aft/Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-3/12/20
Atmosphere Range: 200-600m/24/40 Km
Damage: 4D+2; Nominal Damage: 3 (14)

Snubfighter Compliment: 120 Units; 72 Snubfighters, 36 Tracker Gunships, 12 Transports

Ground Compliment: 4 Prefab Bases, 72 Hover Tanks (up to 240 Units); 10 Landing Barges

This type of Republic command ship was used by the Republic Navy in 3997 BBY. Command ships of the Great Sith War are designed with several long engine banks arranged vertically at the stern, with several lesser banks placed along the sides of the vessel. They are similar in design to the Republic battleships which served alongside them. The ship was equipped with shields divided into separate areas, with a forward shield used in head-on confrontations. The command ship also had a medical bay filled with Kolto tanks, for quick treatment of wounded personnel.

> The craft can draw up to 2D of it's Auxiliary Power to add 2D of Shields to any arc (or multiple) at any time, even exceeding the original D code there.

Snubfighters were carried on-board these vessels, capable of taking off at a moment's notice when threatened by enemy fighters.

The command tower is a high-rise spire located halfway on the center-line of the hull. Going by the bridge of the Reliance I, Republic command ships of this class had multi-level bridge areas with extensive panoramic windows, and at least one gun turret for point-defense. The bridge also had atmospheric containment shields for use in an emergency, such as breaches in the superstructure.

During the Great Sith War, a ship of this kind, Reliance, led a fleet of Republic warships in the Battle of Koros Major. It sustained damage by Chaos fighters during the battle.

> The Ultra Heavy Beam Cannon in the prow of the ship has an annoying tendency to drain all of the ship's Auxiliary power when fired. This was a flaw that engineers had not yet isolated by the time the ship was being phased out of active service.

By the time of the Mandalorian Wars, many Republic Command Ships had been replaced by newer and more efficient designs. The prevailing command ship among prominent Naval officers then, was the Inexpugnable-class tactical command ship and the smaller Centurion-class battle-cruiser.

Republic Gunship

Craft: KDY: Republic-class Gunship
Affiliation: Old Republic / Rebellion
Era: Clone Wars
Scale: Corvette
Length: 180 meters (+1D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 66, Gunners: 44, Skeleton: 98/+5
Passengers: 54 (Troops)
Crew Skill: Typically 4D+2
Cargo Capacity: (1,800); 4 Metric Tons
Consumables: 385 Days (631.4K refit)
Cost: 3.5 Million (New); 2.65 Million (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 875 Km/H
Hull: 5D: 4 Locs; HP: 300 / AP: 150
Shields: 3D: SP: 225 / Loc
Sensors:
Passive 35/1D
Scan 70/2D
Search 140/3D
Focus 5/4D
Maximum 280/-1D
Weapons:
8 Double Turbolaser Batteries
Fire Arcs: 4 Fore/Port/Starboard, 4 Port/Starboard/Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D+2
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 5D; Nominal Damage: 5 (25)
12 Quad Turbolaser Batteries
Fire Arcs: 12 Fore/Aft, 6 Port/Starboard
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 7D; Nominal Damage: 7 (49)

Produced only during the Clone Wars, the Republic Gunship was a late addition to the Republic fleets and many never saw combat. The bulk of these craft transitioned, almost directly, into the Alliance to Restore the Republic's arsenal at the onset of the Galactic Empire. It was an initiative of Bail Organna's who had orchestrated the deployment of all these new vessels to allied commanders. Most of these ships would be destroyed in the early years of fighting the Empire though a few would exist well into the Galactic Civil War.

Snubfighter Compliment: 8 Snubfighters

Ground Compliment: 12 Combat Air-Speeders, 3 Hover Tanks

Republic Interceptor

Craft: CEC: Republic Interceptor-class
Affiliation: Old Republic
Era: Clone Wars
Scale: Corvette; *Maneuvers as Snubfighter*
Length: 60 meters
Skill: Starship Piloting: Capital Ships
Crew: 20, Gunners: 4, Skeleton: 17/+5
Passengers: 18 (Troops)
Crew Skill: Typically 6D+2
Cargo Capacity: (600); 198 Metric Tons
Consumables: 75 Days 31.5K refit)
Cost: 1,222,000 (New & Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x1
Nav Computer: Yes
Maneuverability: 3D
Space: 14
Atmosphere: 1,400 Km/H
Hull: 1D: 2 Locs; Fore & Aft: HP: 50 / AP: 75
Shields: 1D: SP: 75 / Loc
Sensors:
Passive 20/0D
Scan 40/1D
Search 80/2D
Focus 5/3D
Maximum 160/-2D
Weapons:
Octa Barrel Enhanced Turbolaser Cannon
Fire Arc: Fore
Crew: 3
Skill: Starship Gunnery
Fire Control: 5D+2
Space Range: 4-10/30/60
Atmosphere Range: 400m-1/3/6 Km
Damage: 14D; Nominal Damage: 10 (140)
(Effectively considered a burst fire weapon for purposes of defeating defenses, while it is in fact not. *There is no RoF limitation*)
Quad Blaster Turret
Fire Arc: Aft
Crew: 1
Skill: Starship Gunnery
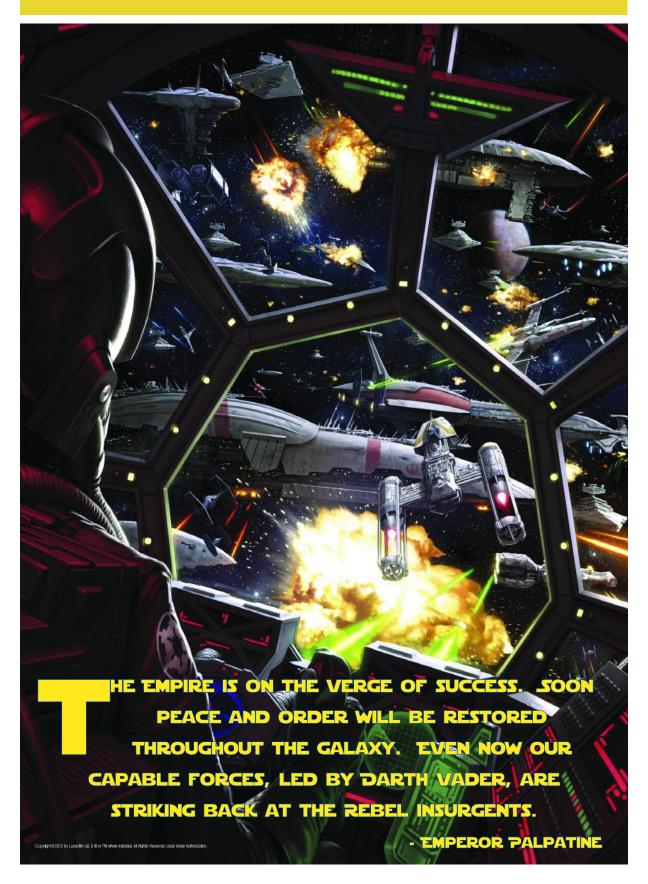*Fire Control:* 4D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 8D; Nominal Damage: 6 (48)

Ground Complement: 4 Combat Air-Speeders

Incredibly rare, the Republic Interceptor was a decadent pursuit craft with what would appear to have a light armament. However, the main gun is capable of quite effectively delivering Capital Scale Damage (14D - 6D = 8D Capital) and does not suffer a Nominal Damage penalty (80). The craft was designed to assassinate high ranking commanders that might flee an engagement and is outfitted was the heaviest engines a craft of it's size is capable of mounting. It is rather fragile, however, you have to hit it first to threaten it.

THE EMPIRE IS ON THE VERGE OF SUCCESS. SOON PEACE AND ORDER WILL BE RESTORED THROUGHOUT THE GALAXY. EVEN NOW OUR CAPABLE FORCES, LED BY DARTH VADER, ARE STRIKING BACK AT THE REBEL INSURGENTS.

- EMPEROR PALPATINE

Scimitar Defense Vessel

Craft: Krasten Shipyards: Scimitar-Class
Affiliation: Independent Systems
Era: Clone Wars +
Scale: Corvette
Length: 70 meters
Skill: Starship Piloting: Capital Ships
Crew: 32, Gunners: 15, Skeleton: 36/+5
Passengers: 21 (Troops)
Crew Skill: Typically 4D
Cargo Capacity: (1,050); 93.6 Metric Tons
Consumables: 105 Days (71.4K refit)
Cost: 1.68 Million (New); 1.25 Million (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 2D + 4D+2 Armor: 2 Locs;
Fore & Aft: HP: 50 / AP: 425
Shields: 2D: SP: 150 / Loc
Sensors:
Passive 25/0D
Scan 50/1D
Search 75/2D
Focus 3/2D
Maximum 150/-2D
Weapons:
4 Quad Blaster Cannons
Fire Arcs: 2 Fore/Aft, 4 Port/Starboard
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D; Nominal Damage: 6 (24)
4 Double Turbolaser Batteries
Fire Arcs: 4 Fore, 3 Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 5 (25)
3 Double Ion Cannon Batteries
Fire Arcs: 3 Fore, 2 Port/Starboard
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 4D; Nominal Damage: 5 (20)

Krasten Shipyards, is another firm that was resurrected by a small group of individuals during the strife of the Clone Wars. The ships were marketed to independent systems and continue to be sold well into New Republic times. Well armed for it's size, it is a cheap systems defense vessel.

Snubfighters Converted to Cargo (350); Cargo converted to more armor +2D+2

Ssi-Ruuvi Battlecriuser

Craft: Ssi-Ruuvi: Hybrid Warship
Affiliation: Empire / Rebel Alliance / General
Era: New Republic + (Mid to Late)
Scale: Battleship (Up Scaled Cruiser)
Length: 500 meters
Skill: Starship Piloting: Capital Ships
Crew: 2,093, Gunners: 444,
Skeleton: 1,794/+15
Passengers: 485 (Troops)
Crew Skill: Typically 5D+1
Cargo Capacity: (5,000); 30 Mt Available
Consumables: 770 Days (23.3 Million Refit)
Cost: 577 Million credits
(New & Used; no mass production)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D Armored; (2D)
Space: 4
Hull: 3D + 5D Armor: 4 Locs;
HP: 450 / AP: 2,400
Shields: 2D+2: SP: 800 / Loc
Sensors:
Passive 50/0D
Scan 100/1D
Search 250/2D
Focus 4/3D
Maximum 500/-2D
Weapons:
8 Ultra Heavy Quad Turbolaser Batteries
Fire Arcs: 4 Fore, 3 Port, 3 Starboard, 4 Aft
Crew: 12
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75* Sensor Range
Atmosphere Range: 600m-50/100/150 Km*
Damage: 400; RoF: 1/3
20 Ultra Heavy Concussion Launchers
Fire Arcs: 12 Fore (All), 8 Aft (All)
Crew: 15
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 120 Units* Sensor Range
Atmosphere Range: 240 Km* Sensor Range
Damage: 800/Missile; RoF: 1/3 per tube
Ammo: 60 Missiles/Tube

These missiles are not 2D Snubfighter scale like their Capital Missile Counterparts, they are 2D Destroyer Scale. They are target-able as Corvette Scale. They possess the same characteristics as standard Concussion missiles do.

Resilience: You must possess weaponry capable of piercing 168 points of Capital Armor in order to detonate them. They are immune to Tractor Defense (but can be Tractor Locked and held, 1 per Capital Tractor Beam of at least 8D Rating, you can combine two tractor beams). These ignore Void Generators of the Yuuzhan Vong (they can be void locked at an 8D Rating).

36 Quad Laser Cannons
Fire Arcs: 9 / Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 6 (36)

12 Tractor Beam Projector Emplacements
Fire Arcs: 3 / Arc
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200-500m/30/60 Km
Damage: 4D; Nominal Damage: 3 (12)

Snubfighter Compliment: 2 Shuttles

Ground Compliment: None

The Ssi-Ruuvi Battle-cruiser combines captured Imperial, Rebel and Bakuran technology into a ship that, in all respects, is much better than the crap that they typically field. These ships represent a massive departure for the race and, if encountered, should be an immediate acknowledgment that they are building up for an invasion.

- The craft massively defies limitations on Ultra Heavy Weapons for it's size.
- The craft trades in it's snubfighter compliment of 25 Units for 2,500 Metric Tons of space.
- Used Cargo Space to purchase 2 additional D of Armor for 1050 Mt
- The craft trades in 1,000 troops for 200 Metric Tons of Space.

Effectively, the Ssi-Ruuk realized their warship fleet was vastly inferior to the forces they faced in the established galaxy. Thus, they set about capturing what they believed were the most powerful elements of the technology. While they would not, necessarily, be mistaken they would not fully grasp the totality of the technological base in the Galaxy they intended to invade. Ultra heavy weapons are one thing, the ridiculous warheads on their missiles are another and Death Star Scale weaponry is something entirely beyond their grasp. The Ssi-Ruuk

would build these advanced Cruisers as support ships to their already formidable fleet of (terrible) vessels. While they have a rate of fire penalty... Not much can really compete with a modern iteration of Ultra Heavy Missiles and lots of Ultra Heavy weapons batteries.

It would be discovered later, during their resurgent (2nd) invasion of the Bakuran Sector that they had miscalculated. The only ships in their fleet capable of delivering real damage were the few Battle-cruisers, in their formation, that some enlightened individuals in their hierarchy had endeavored to press into the invasion. Three Bakuran Star Destroyers utterly eviscerated a full dozen of their best, most heavily armed, capital ships. Only after bringing up one of their new Battle-cruisers did they begin to press the assault and that only managed to destroy one of the Bakuran ships. Other Bakuran Captains quickly adapting tactics, jumping into hyperspace in a gravity well, and emerging behind the Ssi-Ruuvi vessel that was sitting at 500 Space Units distant, concentrated fire on the sole death dealing ship... Blowing it into pieces.

Any Armor breaching shot on the Fore or Aft sections of the ship has a percentage to light the Ultra Heavy Missile Ammo Magazines on fire. The exact percentage is determined as (remaining ammo per launcher) in the above case it was 59% per shot that went through armor into the hull. A secondary chance for detonation also exists, though much smaller in percentage. Shots punching through armor have a 5% chance per Ultra Heavy Turbolaser on that arc (any) of lighting off and destroying the Ultra Heavy weapons on that arc (magazines are linked).

An issue related with carrying way in the hell too many Ultra Heavy weapons on a craft clearly not designed for them...

Star Cab

Craft: Orlean Corporation: Star Cab-Series
Affiliation: Various
Era: Old Republic (Early, discontinued)
Scale: Corvette
Length: 70 meters
Skill: Starship Piloting: Capital Ships
Crew: Orlean Mainframe + 24 Droids,
Skeleton: 16/+15
Passengers: 11 *Biological* Scouts
Crew Skill: 5D (VI 4D + 1D Attributes)
Cargo Capacity: (700); 105 Mt Available
Consumables: 1,935 Days (213k Refit cost)
Cost: 856,320 (New; Old Republic); 642,240
(Used; Old Republic); 321,120 (Used; Rise of
the Empire +)
Hyperdrive Multiplier: x10
Nav Computer: None, uses VI Shell
Maneuverability: 1D
Space: 8
Atmosphere: 1,050 Km/H
Hull: 4D; 4 Locs; HP: 200 / AP: 75
Barrier Technology: 0D+2; BP: 50 / Loc
Sensors:
Passive 10/1D
Scan 15/2D
Search 25/3D
Focus 3/4D
Maximum 75/-1D
Weapons:
4 Double Blaster Cannons
Fire Arcs: 1 Fore/Port/Starboard & Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 0D+1
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 3D; Nominal Damage: 4 (12)

Ground Complement: 1 Air VTOL
Transport, 1 Tracked Ground Vehicle, 1
Wheeled Ground Vehicle

The Orlean Star Explorer, colloquially known as the Star Cab, was an exploration vessel considered ancient by the time of the New Republic Scout Service. Star Cabs were frequently crewed by droids, presumably to minimize consumption of air, water, and food during long surveys. The standard naviga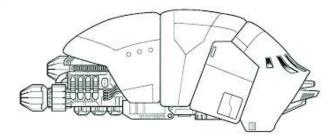tion on Star Cabs was performed by the on-board Virtual Intelligence of the star ship's Mainframe. Scouts who served aboard Star Cabs for extended periods were said to develop disagreeable attitudes toward the ships' Mainframe. Luskin Exovar kept a Star Cab hanging from the ceiling of his emporium along with several other vehicles.

Star Cabs originated early enough in Galactic history that hyperdrive units were not yet completely reliable. A Star Cab's Class 10 hyperdrive was much slower than those employed by most New Republic scouts; indeed, by that era a Class 10 would have been a more common speed for a backup hyperdrive (which the Star Cab lacked entirely).

Star Cabs were usually heavily armed, considering the wilder state of the Galaxy in their heyday. Their standard armament consisted of four double blaster cannons, one per fire arc of the craft.

Features:

- 10 passengers & main crew converted to extra consumables (34) = +325 days for the Biological Crew 105 + 325 = 430 days.
- 11 Crew x 5 mt = 55 MT (per additional 430 days of consumables) x 3 = -165 Mt = 430 + 1,290 = 1,720 days
- 11 Crew x 2.5 mt = -27.5 Mt = 215 days
- 215 days + 1,720 days = 1,935 days (Just over 1,920 days = a little more than five Years of consumables... Sweet Jesus...)
- 4 Conventional Shitters & Sonic Showers
- Galley & Bar
- Machine Shop
- Med Bay
- Lounge & Large Vid Viewer (not holo)
- Primitive Game Table
- Individual Passenger Rooms with storage locker, dresser & desk w/computer
- Fitness Center
- 11 Small Arms Lockers for the Scout Crew
- 24 Blast Rifles for the Droid Shells (5D)

Star Cab II

Craft: Orlean Corporation: Star Cab-Series
Affiliation: Various
Era: Old Republic (Mid) + (Still Produced)
Scale: Corvette; *Maneuvers as Transport*
Length: 70 meters
Skill: Starship Piloting: Capital Ships
Crew: Orlean Mainframe + 18 Droids,
Skeleton: 12/+10
Passengers: 17 *Biological* Scouts
Crew Skill: 5D (VI 4D + 1D Attributes)
Cargo Capacity: (700); 105 Mt Available
Consumables: 1,935 Days (329k Refit cost)
Cost: 732,000 (New); 549,000 (Used)
Above is pricing in the Rise of the Empire Era
Hyperdrive Multiplier: x5
Hyperdrive Backup: x10
Nav Computer: None, uses VI shell -1DR
Maneuverability: 2D
Space: 9
Atmosphere: 1,100 Km/H
Hull: 4D; 4 Locs; HP: 200 / AP: 75
Shields: 0D+2: SP: 50 / Loc
Barrier Technology: 1D: BP: 75 / Loc
Sensors:
Passive 30/1D
Scan 45/2D
Search 75/3D
Focus 9/4D
Maximum 150/-1D
Weapons:

4 Triple Blaster Cannons
Fire Arcs: 1 Fore/Port/Starboard & Aft
Skill: Starship Gunnery
Gunners: 1
Fire Control: 0D+2
Space Range: 1-5/10/18
Atmosphere Range: 100-500m/1/1.8 Km
Damage: 4D; Nominal Damage: 5 (20)

Ground Compliment: 1 Air Speeder, 1
Speeder Truck, 1 Tracked Heavy Explorer

The Orlean saw their sales of the original Star Cab decline rather severely by about the mid point of the Galactic Republic. Thus, they set about re-designing the craft and making it appear more "modern", faster hyperdrives, backup hyperdrives, as well as incremental enhancements to the overall craft. The craft enhanced it's Barrier Technology and incorporates true shielding.
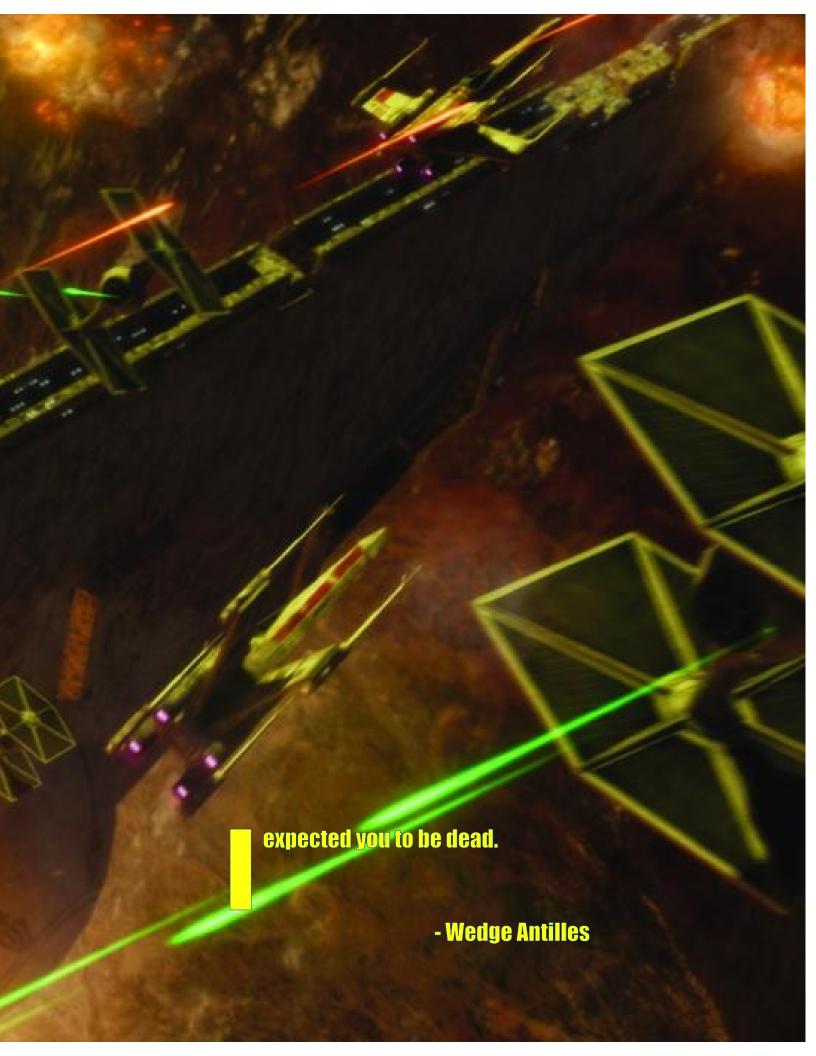
Features: *All features as the original +*
- Vid Viewer upgraded to Holo Viewer
- Added an Auto-chef
- Med Bay has a Kolto Tank
- Standard Game Table
- Blast rifles updated to Pulse Wave weapons
- Machine Shop adds +1D
- Ship design is *Efficient*; *Orlean designers managed to coax the Navigational accuracy (-1 DR) out of their existing VI.*
- Later models (Clone Wars+) add Refresher Booths & a Bacta Tank at no added cost.

It is interesting we have not met before, you and I, having been foes for so long. I expected you to be taller.

-Ysannne Isard

I expected you to be dead.

- Wedge Antilles

Star Frigate

Craft: Pentastar Yards: Star-class Frigate
Affiliation: Pentastar Alignment
Era: New Republic (Facility Destroyed)
Scale: Frigate; *Maneuvers as Corvette*
Length: 200 meters
Skill: Starship Piloting: Capital Ships
Crew: 180, Gunners: 114, Skeleton: 234/+10
Passengers: 120 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (2,000); 7 Mt available
Consumables: 385 Days (1.6 Million refit)
Cost: 21.2 Million (New); 16 Million (Used)
Hyperdrive Multiplier: x½
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 7D; 4 Locs; HP: 525 / AP: 134
Shields: 3D: SP: 300 / Loc
Backup Shields: 6D
Sensors:
Passive 45/1D
Scan 90/2D
Search 120/3D
Focus 4/3D
Maximum 240/-1D
Weapons:
8 Double Heavy Turbolaser Batteries
Fire Arcs: 4 Fore/Port/Starboard/Aft
Crew: 3

Skill: Capital Ship Gunnery
Fire Control: 2D+2
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 10D ***Static***; Nominal Damage: 8 (80)
4 Ultra Heavy Ion Cannon Batteries
Fire Arcs: 4 Fore, 2 Port & Starboard
Crew: 18
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 300; RoF: 1/3
Ammo: 210 per Gun; (70 Shots Each)
2 Heavy Pulse Laser Batteries
Fire Arcs: 1 Dorsal & Ventral, All Arcs
Crew: 1
Skill: Starship Gunnery
Fire Control: 6D*
Space Range: 1-4/16/32
Atmosphere Range: 100-400m/1.6/3.2 Km
Damage: 9D* ***Static***; Nominal Damage: 9 (81)
8 Tractor Beam Projector Turrets
Fire Arcs: 1 Fore & Aft, 3 Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 5D; Nominal Damage: 3 (15)

Expanded Snubfighter Complement:
12 TIE Interceptor /P's, 2 V-42 Ship Killers

Ground Complement:
2 Combat Air Speeders, Troop Carrier

The Star Frigate is a quick response unit designed by the Pentastar Alignment. It was meant to be a first response vessel to typical engagements with New Republic incursions. These incursions typically began as low level engagements, something the Alignment had learned from experience.

They needed a fast ship that could reach almost anywhere, in their vast territory, in short order. With the hope that a decisive push back would make the New republic think twice about fully committing to an engagement. The Star Frigate was envisioned to be deployed in pairs. Allowing for the craft to deploy two full squadrons of their formidable TIE Interceptor variants, backed up by two pair of V-42 Ship Killers. Combining the firepower of the V-42's with that of their own craft would make any small force think twice.

While initially envisioned as being deployed in pairs the craft would only reach mass production after the Alignment was already losing territory. The introduction of the craft would come too late for what it was designed for. This was attributed to a few issues. Their design of the ships including the four Ultra Heavy Ion Cannon Batteries caused all sorts of engineering issues concerning power distribution. Early prototypes of the Star Frigate would fire these weapons and whole sections of the ship would lose power. The addition of a finite reservoir of power for each Ion Cannon Battery required a fundamental redesign of the forward section of the ship.

Furthermore, deploying a warship with a Class ½ Hyperdrive that actually functioned properly without becoming a maintenance nightmare was another problem entirely. It wasn't until they uncovered an old Imperial Warehouse that, Palpatine had hidden away, that they were able to fully get the hyperdrive system fully functional on a level that was acceptable. The early prototypes of the Star Frigate would drop out of hyperspace mid jump or they would

make it to their destinations, only to burn out the entire primary Hyperdrive array.

Early functional models had to be released with Class 2 Hyperdrives once the Ion Battery issues had been overcome. The lack of response speed effectively negated much of their envisioned usefulness. Once the Hyperdirve design had been formulated the kits were issued as field refits to existing Star Frigates in operation.

The Star Frigate would provide the Pentastar Alignment one true boon. While the craft never lived up to it's designed role it functioned admirably for those fleeing the Pentastar Alignment as it crumbled. No less than a dozen of the Star Frigates escaped to parts unknown.

Had the Pentastar Alignment been able to hold off the building of hostilities with the New Republic for only another year, this craft would have been ready and rolling out of their Yards facilities prepared for it's command performance.

What appears to be a relatively light armament on the Star Frigate is nothing less than a daunting revelation to most ship commanders of vessels in the same class. The raw firepower of its weapons systems are capable of delivering hellish amounts of damage due to the application of rather expensive technologies. *Static*, Ultra Heavy and Burst Fire Pulse Lasers would have made quite a difference in the fighting.

The Dorsal and Ventral Pulse Laser Batteries seem like armament for a craft of this size. They are light in terms of sheer number of point weapons. However, the individual emplacements could fire in any direction on the craft and were incredibly effective at killing between 2-5 snubfighters each, every couple seconds in combat. These weapons don't suffer from a rate of fire limitation due to power draw or the nature of the burst fire. They would release an incredibly fast, dense burst, of energy and were immediately capable of firing again.

Typical NPC crews of this craft could fire the two Pulse Laser Batteries with accuracy 2-5 times a piece per combat round.

Star Nest

Craft: R.H.E.: Star Nest Carrier
Affiliation: New Republic
Era: New Republic +
Scale: Battleship (+2D to Hull and Armor)
Length: 1,800 meters
Skill: Starship Piloting: Capital Ships
Crew: 6,480; Gunners: 495;
Skeleton: 4,545/+10
Passengers: 80 (Troops)
Crew Skill: Typically 4D+2
Cargo Capacity: (18,000); 100 Mt Avail
Consumables: 7 Years (190.1 Million Refit)
Cost: 130 Million (New & Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Hull: 6D; HP: 1,200 & AP: 600; 4 Locs:
Fore/Port/Starboard & Aft
Shields: 5D: SP: 1,500 / Loc (4)
Sensors:
Passive 80/1D
Scan 160/3D
Search 320/4D
Focus 8/5D
Maximum 640/0D
Weapons:
60 Quad Turbolaser Batteries
Fire Arcs: 50 Fore/Port/Starboard, 20 Aft

Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 7D; Nominal Damage: 7 (49)
50 Double Turbolaser Batteries
Fire Arcs: 50 Fore/Port/Starboard, 20 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 5 (25)
70 Double Ion Cannon Batteries
Fire Arcs: 50 Fore/Port/Starboard, 20 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 4D; Nominal Damage: 4 (16)
40 Concussion Missile Launchers
Fire Arcs: 10 Fore, 10 Port/Starboard, 10 Aft
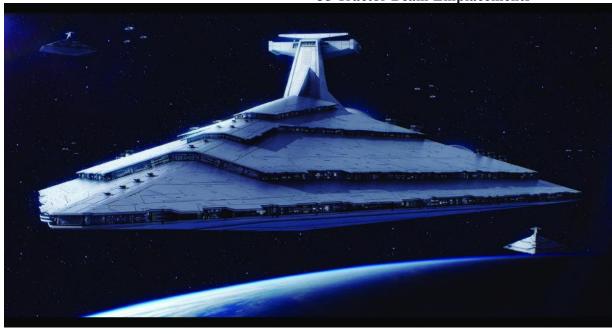*Crew:* 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 80 Space Units
Atmosphere Range: 80 Km
Damage: 13D; Nominal Damage: 6 (78)
Ammo: 600 Advanced Seeker Missiles / ea
35 Tractor Beam Emplacements

Fire Arcs: 4 / Arc
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-1/30/60 Km
Damage: 4D; Nominal Damage: 3 (18)

Expanded Snubfighter Compliment: 960 Snubfighters of various designs, 14 Space Transports

Ground Compliment: None

> - The bulk of the interior is hollow to accommodate for as much hangar space as possible. The design has a multi tiered, multi level hangar with sub hangars stuffed wherever they can be placed. This allows for a massive increase in craft space by a factor of 9 times (90 x 9 = 810) allowing the craft to naturally carry 810 snubfighters.
> - Trades in 6,400 Troops for another 1,280 Tons
> - Trades in 16,400 tons for more craft space.

As Snubfighter design has evolved it has become possible to mount larger and larger weapons aboard these small vessels to such a degree that during the Galactic Civil War Snubfighters started to become serious dangers to Capital Ships. While the Empire attempted to deal with this problem by creating anti snubfighter platforms such as the Lancer Frigate, designed to defeat snubfighter attacks before they could breach a convoys perimeter and destroy the more vulnerable capital ships at the fleets core, however this was only partially successful.

This continued until the Battle of Endor where the superiority of the Snubfighter was finally proven when Rebel snubfighter attacks alone managed to destroy the Super Star Destroyer Executor, the sacrifice of a few dozen Rebel pilots managing to defeat the thousands aboard the massive capital ship. After this point in history, it became clear that Capital ships to be successful had to carry tremendous numbers of snubfighters, and the older concept of the carrier became popular once more.

After the New Republic captured the shipyards of the planet Rothana; they *forced* Rothana

Heavy Engineering (RHE) to produce of a new class of powerful carrier vessel which would dwarf a Star Destroyer. The Star Nest Carrier was the result of this, and although very few of these vessels have been constructed, their huge hulls carry almost a thousand snubfighters, dropping these off and then staying out of trouble at the edge of the battlefield acting only as a resupply and repair depot. Star Nests have become extremely important to the New Republic, although there are difficulties supplying them with enough snubfighters, meaning that the numbers of fighters aboard are often made up from mismatched and outdated fighters, however even given this fact the sheer numbers of fighters that the Star Nest can launch (a quantity which is only beaten by the massive Imperial Arc Hammer Command Vessels) makes it a pivotal force in any battle it joins.

> Honestly, I'm surprised I even managed to squeeze out the space for the 960 snubfighters the design called for. This is an actual ship supposedly... I could not, however, manage to find the space for 80 Space Transports. If I strip off all of the guns on the ship I can get another 25 ships on the craft at most. As far as I'm concerned, this is as good as it's going to get for this maddening carrier.

Features:
- Massive hollowed out craft: decompression's one the vessel aren't an issue due to the multiple layered hangars with their own magnetic seals.
- The hull is fragile as a result of the hollowing out, however. The ship is considered to have no (0D) stock armor.
- Craft is massive and gains +2D hull and armor due to size.
- The 100 Metric Tons Available is not, actually, available. It is the payload of the ordinance carried by the craft to refit Snubfighters with Missiles, Torpedoes and Bombs (40,000 Units of Ordinance).
- The Craft is *Efficient*
- The craft only has 80 dedicated troops, however, this number is bolstered by 2,000 updated K7 combat Security Droids (+1D to Gun-Play, Dodge & +1D to Blaster Damage, mag lock boots)

Hostile Takeover

After the mineral-rich planet Rothana was discovered in Wild Space in 800 BBY, its location was sold to Kuat Drive Yards. KDY dispatched Quiberon Kuat to the planet with thousands of workers and a fleet of ships, creating a network of mines, factories and shipyards that was the foundation of Rothana Heavy Engineering.

RHE became Kuat's primary subsidiary for pursuing secret projects. Far away from the Core Worlds, it was isolated from corporate espionage and only accessible by an incredibly-convoluted network of hyperspace routes, the locations of which were issued on a strictly need-to-know basis.

Sometime around 40 BBY, Rothana was formally spun off as a separate entity from KDY. Though the company maintained close ties with Kuat for a few years. They would go on to collaborate on a number of projects during the Clone Wars. However, this partnership would come to an end after that period of Galactic conflict as it was apparent that KDY had larger aspirations and cut RHE out of the bidding war with the Empire almost entirely. RHE was relegated to an official alternate OEM parts supplier for KDY's older ships only. The newer KDY designs like the Imperial Class, were sufficiently divergent and inefficient compared to RHE's manufacturing process and RHE would lose that new business as well.

In 31 BBY, Rothana Heavy Engineering received an immense order from the clone geneticists on Kamino to create war machines for the Galactic Republic's clone troopers and army. Working in absolute secrecy for nine years, Project Ice-fang oversaw the development of thousands of new assault ships, drop-ships, and walkers. Equipment was shipped to Kamino via the Quiberon Line, where the growing clone army tested and trained on their new machines. A handful of field tests were conducted elsewhere, but they were so few that sightings of AT-TEs and other new designs were dismissed as fantasies.

Smaller Rothana warship models are noted for their characteristic "arrow"-shaped command towers. *The Proclamator design that they had released almost a decade prior to the Clone Wars was the basis for their Acclamator designs.* As the Clone Wars progressed, the shipyards quickly supplemented its successful assault ships with larger and more advanced designs such as the Venator Star Destroyer, which they built on license from KDY to help meet demand.

After the Clone Wars ended, Rothana would still design and produce weaponry and vehicles for the Galactic Empire, but would not be as prominent as they were before (thanks to KDY). Still, even during the Galactic Civil War, certain designs would still be influenced by their style. The Rothana yards were ultimately abandoned by the Galactic Empire just after the Battle of Endor in 4 ABY. Aside from vehicle development, they also bred various mounted creatures for use among Imperial Army forces in the event that the environment was such that the Empire's mechanized scout vehicles could not operate without being put in the repair bays for weeks.

As late as 10 ABY, vessels with similar design-attributes to the Republic-era ships saw use in Ex-Imperial Warlord's fleets. However, after the Battle of Endor RHE sold their hardware to everyone as a neutral entity. They, no longer, discriminated.

In late, 10 ABY, a massive New Republic fleet arrived in Rothana's home system and engaged their forces in a protracted battle that was waged over weeks of fighting. The New Republic's rationale was that Rothana was supplying arms to ex-Imperial commands. Thus, they were guilty of the almost near constant conflict the galaxy was locked in. Funny thing, the New Republic arrived with no less than three *Proclamators and a pair of Acclamator I's for the ground assault.* One of the Proclamators had been purchased just over a year prior by the New Republic.

The fighting was fierce initially. However, the New Republic forces were battle hardened, crack troops. The Rothana defense forces were weekend warriors by comparison. A number of key facilities that Rothana held were shelled from orbit. Including, but not

limited to space and ground yards facilities that hand been mothballed long ago for the Venator Star Destroyers. The Dominator Star Destroyer Yards facility was annihilated in the fighting, the mothballed Acclamator I facilities were destroyed and a number of other smaller installations took severe damage. The Proclamator line sustained moderate damage and the Acclamator II facilities were damn near obliterated. The facilities for the Acclaim Star Frigate were atomized, with nothing remaining including their ground structures. It is believed that the plans were spirited off world prior to the data core for the engineering facility being decimated.

After seizing the system, the New Republic immediately Nationalized the corporation. Their first order of business was to shutter production on the Proclamator and Acclamator designs. However, RHE would still produce replacements parts for those designs due to profits involved with maintaining thousands of active warships. Second order of business was to press their new corporation into the design, implementation and prototyping of the Star Nest class of ultra heavy carriers. RHE would go on to become an exclusive parts and starship supplier to the New Republic. Effectively, starving out any ex-Imperial commands still fielding their starships. It seemed like a good tactic, initially. However, RHE star-ships were not like their KDY counterparts and they did not break down easily. This tactic ultimately failed.

You have to ask yourself, what makes the New Republic any different than the Empire? The ideals they stand for only hold up on paper. *By the admission of Princess Leia Organna Solo, in her own words, the New Republic had been dead for a long time.* The entity that replaced it was one that courted disaster at every turn. Motivated by political and corporate greed. Slow to react to imminent threats to their government. Painfully slow to respond to oppressed member states requests for aid. A limited military presence at best with no ability to police all of the territories of their regime. It's not that they didn't possess the funds either, they had this in surplus. Designs like the Bothan Assault Cruiser would see the light of day through political maneuvering.

Not because it was the correct vessel to produce or outfit the New Republic forces with. It is an good starship, however they came at a premium that lined Bothan's pockets for past sacrifices (like the stolen plans for the death Star II, which everyone later discovered was a trap). The monies lined Borsk Fey'lya's retirement fund and those of his supporters. *He is about as corrupt as they come.*

What could be done with this kind of information? Who would listen? How would you acquire it? All very good questions, and all of them very valid plot points for a long running campaign. Would the players blacken the eye of the New Republic for personal gain? To shed light on the failings of the New Republic? To better the galaxy by attempting to weed out corruption in the Senate? Or would they simply do this because they were ex-Imperials that had seen too much and were exhausted of being hunted just because they, like so many others, chose the wrong side in the Galactic Civil War.

Potential Rewards:
- Enhanced Senate Scrutiny that involves the impeachment of the Chief of State of the New republic and a number of other corrupt Senators.
- Linking to other manufacturers and levying fines on those that lobbied for and supported this endeavor.
- The reinstatement of Rothana and a series of reparations presented to them in the form of reconstruction efforts and monetary payouts to get them back on their feet.
- Players are elevated to government positions and charged with acting as a sort of inquisition for Governmental Greed, Corruption and malpractice.
- A Free Capital Ship
- Better reaction times for New Republic responses to galactic conflicts and defense of member states (as well as those petitioning for acceptance and in need).
- Several Million Credits (130 Mil)
- Destabilization of the New Republic to launch an offensive by an Imperial Warlord, Independent power or the Yuuzhan Vong.

Strike Cruiser II

Craft: Loronar: Strike-class Refit
Affiliation: Empire / Various
Era: Rise of the Empire
Scale: Cruiser; *re-engineered and Up-Scaled*
Length: 450 meters (+1D to Hull)
Skill: Starship Piloting: Capital Ships
Crew: 628, Gunners: 152, Skeleton: 405/+15
Passengers: 450 (Troops)
Crew Skill: Typically 4D+2
Cargo Capacity: (5,300); 65 Mt available
Consumables: 770 Days (9.5 Million refit)
Original Cost: 12.2 Million (New/Corrected)
Cost: 26.1 Million (New); 13.9 Mil (Refit)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Hull: 6D: 4 Locs; HP: 875 / AP: 300
Shields: 2D+2: SP: 400 / Loc (4)
Sensors:
Passive 45/1D
Scan 75/2D
Search 125/3D
Focus 5/4D
Maximum 250/-1D
Weapons:
16 Quad Turbolaser Batteries
Fire Arcs: 4/Arc
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 7D; Nominal Damage: 7 (49)
24 Dual Turbolaser Batteries
Fire Arcs: 6/Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 5D; Nominal Damage: 5 (25)
16 Dual Ion Canon batteries
Fire Arcs: 4/Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 4D; Nominal Damage: 5 (20)
12 Tractor Beam Projector Turrets
Fire Arcs: 3/Arc
Crew: 2
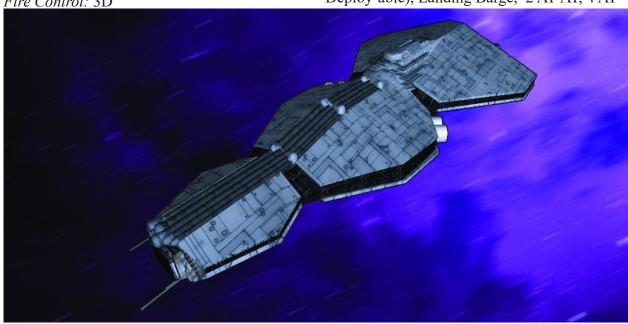*Skill:* Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 4D; Nominal Damage: 3 (12)

Expanded Snubfighter Complement:
36 Snubfighters (Typically TIE Craft), 3 Assault Gunboats, 3 Skipray Blast Boats

Ground Complement: Small Base (Low orbit Deploy-able), Landing Barge, 2 AT-AT, 4 AT-

ST, 5 Combat Air Speeders

The initial prototype was christened the *Eidolon* and contained several advances, it boasted upgraded TIE launch racks that were able to launch several TIE/LN snubfighters in a very short time. After landing/docking the TIE's in the dual TIE rack mounted in the docking bay at the base of the command tower, the racked TIE's were shunted through maintenance and refueling areas, ending up in the launch corridors on either side of the ship. Thus allowing a constant stream of short-mission fighter protection.

> "Secretly manufactured by Kuat Drive Yards in the Seswenna sector, the Eidolon disappeared on its maiden flight. Unbeknownst to the galaxy at large, the ship was nothing more than a ruse by Sate Pestage to hide his accumulated wealth on Tatooine. Although the cruiser never went into full production, the hull and launch rack of the prototype was made and retrofitted into Eidolon Base." *(..Strike Cruisers cannot land.)*
>
> This is where I call "bullshit". At times like this I am appalled that the new "vision" of Star Wars has to toss all the old canon information under the bus and shit all over it. First of all the Strike Cruiser is a Loronar design, not a KDY design. Second, why in the hell would your re-engineer the entire design and then make notable improvements on it if it was simply a ruse by Sate Pestage (*he could have used any ship to do that*) to move the bulk of his ill gotten wealth to … Fu$1n& where? Tatooine? Really? You know, Tatooine might be Outer Rim and all but it's essentially the hub of all Star Wars stories and lore. *No one would ever think to look there for anything...* The political genius turned imbecile because the Empire even lost a *Super Laser Prototype on the world, dropping it in the Dune Sea...* It was the home of Obi Wan Kenobi, the home of Luke Skywalker, the place where Anakin grew up, the home of Jabba the Hutt and all that other stuff... *I will deviate from the crap lore for the craft at this point.*

Loronar's design is not a new ship, it is actually a refit of the existing design. Essentially, removing any design flaws that plagued the early model Strike Cruisers. Like entire sections of the craft being disabled by some well placed shots that caused a cascade failure in the craft (this was largely corrected by field refits on the original design over time). The origins of this were due to the craft's modular nature and it is something the re-engineered design still retains. The craft remains modular and can be re-purposed for ½ the time and expense of doing so, to fill almost any role (there are even variants bristling with point defense guns, though the instances of such craft are incredibly rare).

This is a mid to late life refit for the craft, introduced shortly prior to the Battle of Endor. The Empire had the Lorornar Strike Cruisers they possessed all in dry docks being refit due to the robust nature of the refit itself. It is a massive boost to the middling Destroyer Scale hull. Clearly advancing it to Cruiser durability meant that the empire could phase out hundreds of old Dreadnought Cruisers in favor of the Strike II. Thus, none of them participated in the Battle of Endor. Most would go on to be captured by Imperial Warlords with the fall of the Empire. Several more of the craft would fall into the hands of the Rebel Alliance. Some of them would be stolen by their own Spec Ops units gone rogue as they transitioned to the New Republic. However, the bulk of the craft that the Alliance (New Republic) obtained would be sold off or donated to member worlds that pledged their allegiance to the new, fledgling, government.

Features:
- Only the Hull and Shields of the design are calculated when factoring the Scale Refit (the are calculated against the cost of the Cruiser Chassis).
- All other systems are based as if they were being designed for and utilized on, a Destroyer Chassis.
- The Craft Maneuvers as a Destroyer
- 20 Metric Tons Converted to Passenger / Troop space, *just because I felt like it.*
- Can deploy 12 Snubfighters per round, unlike the original Strike Cruiser that could only deploy 4 per round.
- The Hangar was specifically engineered to retain at least ½ of the original assault support craft & five ground units at no loss to cargo (800 Mt for Free).

Teroch Mercenary Destroyer

Craft: Mandal Motors: Teroch-class
Affiliation: Various / Mercenaries
Era: Old Republic (Late) +
Scale: Frigate
Length: 399 meters (+2D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 359, Gunners: 49, Skeleton: 239/+15
Passengers: 290 (Troops)
Crew Skill: Varies
Cargo Capacity: (3,990); 42 Mt available
Consumables: 578 Days (4 Million refit)
Cost: 18.3 Million (New); 13.8 Mil (Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 600 Km/H (can land)
Hull: 3D + 3D Armor: 4 Locs;
HP: 375 / AP: 634
Shields: 4D: SP: 400 / Loc (4)
Barrier Technology: 4D: BP: 400 / Loc (4)
Sensors:
Passive 90/1D
Scan 110/2D
Search 180/2D
Focus 10/3D
Maximum 360/-2D
Weapons:
5 Ultra Heavy Rail Gun Batteries
Fire Arcs: 5 Fore, 3 Port/Starboard, 1 Aft
Crew: 6
Skill: Capital Ship Gunnery
Fire Control: 5D*
Space Range: 6-32/64/128

Atmosphere Range: 12-64/128/256 Km
- These Ultra Heavy Weapons can fire to *Search range* with 5D Fire Control.
- These Ultra Heavy Weapons can fire to *Maximum Sensor Range* at 1D Fire Control.

Damage: 500*; RoF:1*; 150 Round Bursts
Ammo: 30,000 rounds of *Densified* Ammunition per gun (200 Bursts per gun); *2.4 Metric Tons of Ammunition per gun; 1,680 Credits per reload! Cheap is good! *Heavy Burst already factored in.*

5 Quad Rail Gun Batteries
Fire Arcs: 4 Fore, 3 Port/Starboard, 1 Aft
Crew: 2
Skill: Starship Gunnery
Fire Control: 4D*
Space Range: 2-4/16/32
Atmosphere Range: 200-400m/1.6/3.2 Km
Damage: 8D*; Nominal Damage: 9 (72)
Ammo: 10,000 rounds of *Densified* Ammunition per gun (500 Bursts per gun); *40 Kg of Ammunition per gun; 560 Credits per reload. *Light Burst already factored in.*

3 Tractor Beam Emplacements
Fire Arcs: 1 Fore, 1 Port & Starboard
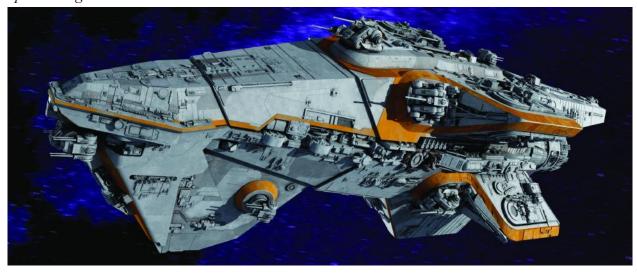*Crew:* 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 3D; Nominal Damage: 3 (9)

Heavy Tractor Beam Emplacement
Fire Arcs: Aft
Crew: 3
Skill: Capital Ship Gunnery

Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 8D; Nominal Damage: 3 (24)

Snubfighter Complement:
12 Snubfighters, 4 Gunships, 4 Transports

Ground Complement:
12 Combat Air Speeders, 8 Ground Units

Mandal Motors has been known for numerous capital ships in their long history. Many notable models mounted mass drivers and are still quite lethal to this day, if you can find one or the designs to construct one. However, the Teroch is a late model starship featuring a throwback design to earlier models of Mandalorian starships. The craft was envisioned as an independent mercenary vessel and is popular with individuals from all walks of life. There is nothing quite like the Teroch on the market.

The Teroch is armed primarily with Gauss based weaponry. It's armament, on paper looks weak. However, when you realize that it supports five fully automatic rail guns that can, quite literally, rip most starships of comparative classifications into pieces, *in seconds*, it starts looking a **lot** better. *The main guns weigh 330 Metric Tons each!* The craft has been largely overlooked by Imperial Authorities during the Rise of the Empire Era. This is solely due to the fact that Imperials believe that Rail guns are antiquated weapons. However, should one of these vessels be turned against the Imperials and they live to tell the tale, the craft might very well reach the top of the highly illegal and restricted starships that are completely banned.

The Teroch sports six massive space engines that are dated in technology much like it's weaponry. While dated the engines are some of the most easily maintained on the market and parts to repair or refit them are readily available. The sensor package is robust for the era in which is was introduced. It has respectable atmospheric performance and can land, allowing for ease of repair and even the ability to set down on almost any planetary body. While it's fire arcs leave something to be desired, should it line up with any craft, there likely won't be much left. Perhaps the most remarkable feature of the Teroch is that it possesses, possibly, the last refined instance of Barrier Technology on a modern warship. Not only that, it has the Barrier generators on all arcs. Furthermore, Barrier Technology sips power and is ***always active*** (as it was designed to be) while the ship is on the go.

Features:
- The Snubfighter Rail Guns are easy to maintain (-1DR) and cheap to reload.
- The Ultra Heavy Rail Guns have no penalty to maintenance and repair, however, they do not benefit from the above bonus (save for the cheap ammo which is widely available almost anywhere).
- 255 MT converted to 51 Troops.

Ton Falk Class Escort Carrier

Craft: KDY: Ton-Falk-class Carrier
Affiliation: Empire
Era: Rise of the Empire +
Scale: Destroyer
Length: 500 meters (+1D to Armor)
Skill: Starship Piloting: Capital Ships
Crew: 698, Gunners: 19, Skeleton: 469/+15
Passengers: 495 (Troops)
Crew Skill: Typically 4D
Cargo Capacity: (5,000); 151 Mt available
Consumables: 770 Days (9.3 Million refit)
Cost: 3.23 Million (New) 2.42 Mil (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 7D+1: 4 Locs; HP: 734 / AP: 338
Shields: 2D: SP: 250 / Loc
Sensors:
Passive 30/0D
Scan 50/1D
Search 100/2D
Focus 4/3D
Maximum 200/-2D
Weapons:
Concussion Missile Launcher
Fire Arcs: Any, Ventral Turret
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 150 Missiles
10 Double Laser Cannons
Fire Arcs: 2 Fore, 3 Port & Starboard, 2 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 3D; Nominal Damage: 4 (12)
3 Tractor Beam Projector Turrets
Fire Arcs: 1 Fore, Port & Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)

Expanded Snubfighter Complement:
72 TIE Class Snubfighters (Typical Load-out:
4 Squadrons of TIE/In; 1 Squadron of TIE
Interceptors, 1 Squadron of TIE Bombers), 6
Shuttles (Lambda)

Ground Complement: 2 Landing Barges

The Ton-Falk-class escort carrier, also known
as Imperial escort carrier (often confused with
the Tagge Co model of the same name), was a
transport ship designed to carry Imperial
snubfighters. A standard Imperial chute
system provided for rapid deployment of TIE
Series snubfighters and an on-board hangar
allowed for minor repairs. The escort carrier

was the smallest vessel that could carry a full wing of snubfighters (6 squadrons of up to 72 craft). The ship also carried six shuttles.

Armament includes ten Taim & Bak H8 dual laser cannons and one Krupx VL-6 warhead launch system. It also has three Tractor Beam Projector Turrets for recovery of damaged craft. Though a capital ship, it is poorly armed and protected relative for its size, so it stays to the rear of battle for its own safety while allowing its TIE fighters to engage the enemy.

Designed and built by Kuat Drive Yards, the Ton-Falk-class escort carrier allowed the Imperial Navy to overcome the hyperdrive deficiency of its primary snubfighters in the early years of the Galactic Civil War. The need for them was seen following the Battle of Ton-Falk, and the craft was named for that pivotal battle.

Being purpose-built, escort carriers were much more economical to deploy than an Imperial Star Destroyer. Higher priority convoys often had an escort carrier, along with an EF76 Nebulon-B escort frigate and CR90 corvettes.

It was also common for escort carriers to perform mini-hyperdrive jumps within a system, dropping off a squadron of snubfighters with each exit. This tactic made it difficult for Rebel Alliance or pirate pilots to predict where the next attack would come from. In addition to the Empire, some ships were appropriated by the Rebel Alliance as well and added to their navy.

Features:
- Due to the sheer internal volume of the ship, and the way it was designed as a carrier, it's internal complement of 25 Snubfighters is doubled to 50 prior to any expansion of the snubfighter complement.
- The Ton Falk is completely pressurized, a hull breach on any facing of the hull will have catastrophic results. Crippling any facing of the ship (destroying all HP & AP) will cause a *cascade failure* that **doubles** any remaining damage and carries it to all other sections of the ship (only happens on that initial round, though it can occur again if another Arc of the ship is breached).
- The Ton Falk carries 1,200 Metric Tons of military ordinance for it's snubfighter squadrons. There are only three hangar spaces (Fore, Port & Starboard) and each has 400 metric tons of that ordinance (160,000 Units each area). If any of those sections are destroyed (as above) that ordinance *"lights off":* The Section is completely destroyed, *no roll or Hull resistance observed* (though this does not cascade into other sections of the ship, the snubfighter grade ordinance just eats up the rest of the superstructure in that section).

The escort carrier bears a name very similar to that of the Imperial escort carrier featured in Star Wars: Rogue Squadron III: Rebel Strike. Wedge Antilles's unfamiliarity with the name used by General Crix Madine for the starship in the latter game suggests that neither the Storm Commando vessel seen in Rebel Strike nor the standard Imperial Navy snubfighter transport seen in TIE Fighter and its sequels were generally deployed (at least in operations Antilles might have been familiar with) prior to the raid at Bakura.

Trenchant Cruiser

Craft: Merkuni Drives: Trenchant-class
Affiliation: Various, Empire, Rebel Alliance
Era: Clone Wars + (2 Eras Old)
Scale: Frigate
Length: 215 meters
Skill: Starship Piloting: Capital Ships
Crew: 194, Gunners: 28, Skeleton: 129/+10
Passengers: 129 (Troops)
Crew Skill: Typically 4D
Cargo Capacity: (2,150); 26 Mt available
Consumables: 322 Days (1.6 Million refit)
Cost: 2.38 Million (New); 1.78 Million (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 4D; 4 Locs; HP: 300 / AP: 134
Shields: 1D: SP: 100 / Loc
Sensors:
Passive 30/0D
Scan 60/1D
Search 90/2D
Focus 3/3D
Maximum 180/-2D
Weapons:
6 Double Turbolaser Batteries
Fire Arcs: 2 Fore, 3 Port/Starboard, 2 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 4D+1; Nominal Damage: 5 (21)
8 Double Laser Batteries
Fire Arcs: 4 Fore, 4 Port/Starboard, 2 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 4D+1; Nominal Damage: 5 (21)
4 Tractor Beam Projector Turrets
Fire Arcs: 2 Fore & Aft, 4 Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 3D; Nominal Damage: 3 (9)

Expanded Snubfighter Complement:
24 Snubfighters, 1 Troop Shuttle

Ground Complement:
4 Combat Air Speeders

Merkuni Drives was a newly formed shipwright firm during the times of the Old Republic, just outside the onset of the Clone Wars. Once formed they set about designing and releasing the Trenchant Cruiser. It would be completed too late in the war to have an impact. However, it did market and sell well to a number of independent systems. The

Galactic Republic would acquire a number of them, as their ship building capacity had been strained attempting to keep up with the battlefield attrition they had faced against the Trade Federation.

The Trenchant is rather robust for a ship of it's size and was envisioned for sale to independent systems since Merkuni Drives realized it would be released late in the war. It's lower grade shielding was easily produced. In fact, most of the weapons are relatively low grade in nature and incredibly easy for Merkuni drives to manufacture themselves. As such, the vessel is one of very few designed from a singular, startup, firm that uses all in house equipment. This allowed for Merkuni Drives to mass produce the vessels at scale and release them in quantity, annually.

A number of the vessels would end up in the hands of the Rebel Alliance from two points of acquisition. First, from the stock of the vessels that were diverted from the Galactic republic proper. Second, those that were purchased by independent systems and then "donated" to the Rebellion's cause. However, the bulk of the vessels sold to the Galactic Republic would be transferred directly into the newly forming Galactic Empire. These vessels were relegated to patrolling backwater systems that were deemed to be of little importance to the Empire. The Empire would continue to purchase the cost effective vessels throughout it's entire existence and many Imperial Warlords would continue this trend after it's fall.

What makes the craft so impressive is it's expanded Snubfighter compliment. It carry's a full two squadrons of craft as well as a troop shuttle. Furthermore, it's typical ground support complement is four Space to Atmosphere Combat Air Speeders. Allowing the Trenchant Cruiser to deploy it's Troop Shuttle with a combat capable escort from space to any planet or installation.
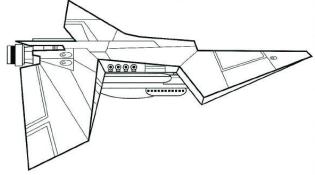
A number of these ships have been modified with enhanced combat capabilities, including the personal craft of *High Inquisitor Mox Slosin*. His ship has a Class One Hyperdrive, doubled strength shield generators and a space speed of 6. These modifications packages are

actually engineered refits for the Trenchant Cruiser that drop right into the craft at no loss of what little of the ship's cargo space remains.

Refit Options:

* **Shield Upgrade:** 2D shield Generator Refits, replacing the old generators and discounted by Merkuni drives as a result (this is a full replacement). Cost: 45,000 credits per generator (4 required).

* **Hyperdrive Refit:** Replaces the x2 hyperdrive with a x1 unit (full replacement). Cost: 50,000 credits

* **Engine Refit:** is a field refit kit that enhances the Space: 5 engines to Space: 6 ones; this is an engineering refit, not a modification. Cost: 60,000 Credits

You will see the original image of the craft. It looks kind of cool, however, there are no updated images of this warship. I located something that looks like it captures the spirit of the design overall. Not to mention the image from AdamKop has the exact amount of visible weapons emplacements that the ship has. All I changed there were the Fire Arcs. *I added 4 Tractor beams, the enhanced Snubfighter compliment and the ground support units. Not many of these ships ever detailed that they even had hangars.* I added the above Refit Options based off information I found on High Inquisitor Mox Slosin's personal ship. The refits are engineering drop-ins because it doesn't have the space for *after market enhanced shields*. Modifications don't carry weight penalties, but these aren't mods. The units are priced at around 25% of their values due to trade-ins or outright field refits. *However, the engine refit is marked up to full book price (not mass produced pricing).*

T-Type Yacht

Craft: Nubia Star Drive: T-Type Transport
Affiliation: Old Republic +
Era: Clone Wars
Scale: Corvette
Length: 84 meters
Skill: Starship Piloting: Capital Ships
Crew: 4, Skeleton: 1/+0 (Slave Rigged)
(Up to 4 Astromech Droids are carried)
Passengers: Up to 26 in emergencies;
Typically just 2 (Queen & Handmaiden)
Crew Skill: Typically 5D
Cargo Capacity: (840); 800 Metric Tons
Consumables: 770 Days (46.2K refit)
Cost: 5.2 Million (New & Used, *all eras*)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x2
Nav Computer: Yes
Maneuverability: 2D; 3D in Atmosphere
Space: 8
Atmosphere: 1,200 Km/H
Hull: 1D: 4 Locs;
HP: 50 / AP: 75
Shields: 3D: SP: 225 / Loc
Sensors:
Passive 60/1D
Scan 90/2D
Search 180/3D
Focus 10/4D
Maximum 360/-1D
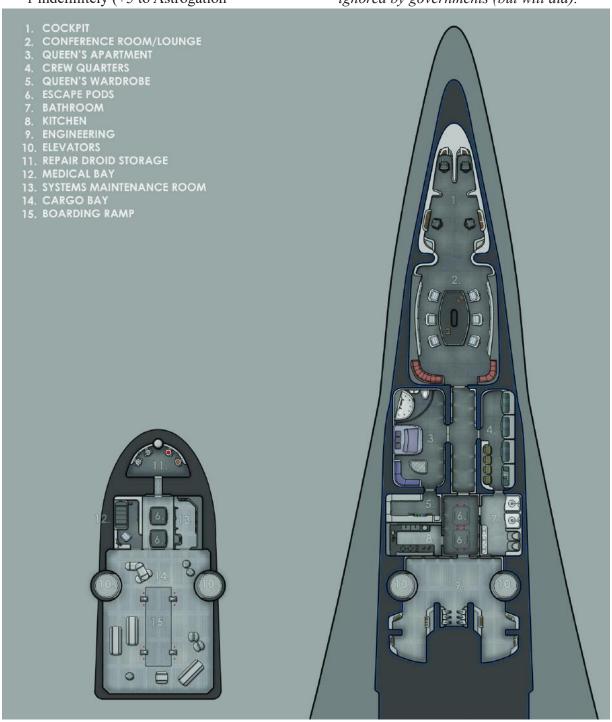**Weapons:** *None*

The Type-T Yacht is a pleasure craft meant to transport the Queen of Naboo. It a posh outfitted craft that has nothing in the way of actual hull durability, though it does possess military grade shielding. The craft is both efficient and slave rigged using the most advanced technologies available and a cross licensing agreement was entered into with Rendili Stardrive to produce the ship with that level of automation.

Features:
- Luxury Seating throughout the ship 6
- Conference Room & Lounge with full Holonet Suite + Advanced Entertainment
- Galley & Auto Chef
- Big Comfy Bed
- 2 Refresher Booths
- 2 Conventional Shitters
- Machine Shop (+1D) / Cargo Bay
- Medical Bay
- Richly Appointed rooms
- 4 Holo Vid terminals, 1 per crew bay
- Holonet Communicator on the Bridge
- Can carry up to 26 passengers in emergencies at no consumable costs.
- 2 years of consumables
- +2 DR for any Modifications

- Robust Fusion Reactor offering up to 5D of Auxiliary Power.
- Primary Hyperdrive can be pushed to Class ½ in emergencies for up to five days. *Requires a refit afterward and cannot be used until it is repaired.*
- Backup Hyperdrive can be pushed to Class 1 indefinitely (+5 to Astrogation difficulties); *no damage to the unit.*
- Escape Pods are only sufficient for 8 individuals (2 per pod).
- -2 DR to repairs; most repairs can be performed in flight. *Stressed main Hyperdrive requires a dry-dock refit.*
- ***Registered Diplomatic Immunity:*** *craft is ignored by governments (but will aid).*

1. COCKPIT
2. CONFERENCE ROOM/LOUNGE
3. QUEEN'S APARTMENT
4. CREW QUARTERS
5. QUEEN'S WARDROBE
6. ESCAPE PODS
7. BATHROOM
8. KITCHEN
9. ENGINEERING
10. ELEVATORS
11. REPAIR DROID STORAGE
12. MEDICAL BAY
13. SYSTEMS MAINTENANCE ROOM
14. CARGO BAY
15. BOARDING RAMP

Victory Destroyer

Craft: Rendili Stardrive: Victory Destroyer
Affiliation: Rebel Alliance
Era: Rise of the Empire
Scale: Cruiser; *Maneuvers as Destroyer*
Length: 450 meters (+1D to Hull & Armor)
Skill: Starship Piloting: Capital Ships
Crew: 470, Gunners: 136, Skeleton: 304/+15
Passengers: 446 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (4,500); 52.6 Mt available
Consumables: 770 Days (8.1 Million refit)
Cost: 39.7 Million (New & Used)
Hyperdrive Multiplier: x½
Hyperdrive Backup: x7.5
Nav Computer: Yes
Maneuverability: 3D; 4D Atmosphere
Space: 8
Atmosphere: 900 Km/H (Can Land)
Hull: 3D + 2D Armor: 4 Locs;
HP: 500 / AP: 750
Shields: 3D: SP: 450 / Loc
Sensors:
Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2
Maximum 300/-1D
Weapons:
8 Quad Turbolaser Batteries
Fire Arcs: 8 Fore, 4 Port/Starboard/Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 8D; Nominal Damage: 7 (56)
40 Concussion Missile Launchers
Fire Arcs: 10 per Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 165 per Launcher
20 Double Turbolaser Batteries
Fire Arcs: 5 Fore, 5 Port, 5 Starboard, 5 Aft
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 5D; Nominal Damage: 5 (25)
6 Tractor Beam Projector Turrets
Fire Arcs: 1 Fore & Aft, 2 Port/Starboard
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 5D; Nominal Damage: 3 (15)

Expanded Snubfighter Complement: 24 Snubfighters, 4 Gunships & 2 Transports

Ground Complement: 12 Combat Air-Speeders, 2 Landing Barges, 8 Heavy Combat Units (Tanks or Walkers), 2 Light Vehicles

Rendili Star Drive attempted to create a multi role assault warship from the base Victory I design after Walex Blissex left the company to join the Alliance to Restore the Republic. The ship actually uses the back end of the Victory I as a basis, and thus it possesses the same Hyperdrives and Engines as the standard Victory I. This huge reduction in mass was able to propel the craft at roughly twice the Victory I's speed in hyperspace as well as in sub-light.

While the craft loses some overall durability, it retains the ruggedness of a cruiser and as a result is quite durable. Walex Blisex may not have designed this variant of the craft, however, he is noted in it's design credits and royalties due to the aft rear of the craft being based off of his Victory I design. Because of the heavy superstructure of the base vessel it retains ½ of it's additional durability (+1D to Hull and Armor, effectively).

The craft has approximately two years of fuel, food and air for it's crew. Effectively, half the endurance of a Victory Star Destroyer and appropriate for half of a Victory Star Destroyer. It's hangar space has been increased at the loss of several hundred metric tons to carry a formidable complement for the size of craft it is. Furthermore, it carries a respectable ground complement.

In an incredibly unprecedented move the Empire did not move to acquire the vessel. This was due to a number of factors. First of all, the contracts to produce Victory I & II Star Destroyers for the Galactic Republic were honored and carried over to the Galactic Empire. It wouldn't be until somewhere in at the midpoint of the Empire's rise into power that the Galactic Empire would finally fulfill the agreement to purchase thousands of Victory I's. Many of which had already been

mothballed, relegated to backwater sectors and even sold to the Corporate Sector. The Empire would continue to purchase the Victory II for the rest of it's existence. Thus, very possibly, one of the most capable warships for fast response and incredible striking power would actually fall into hands of the Alliance to Restore the Republic and later the Rebel Alliance.

Not many of the vessels were produced after the cold reception Rendili Star Drive was given by the Empire regarding the new craft. However, several influential figures in the galaxy commissioned Rendili to construct as many as they could provide the money to purchase. Roughly a dozen ships would enter into the Alliance to Restore the Republic's arsenal and three quarters of them would be destroyed by imbeciles in the command structure of Alliance to Restore the Republic and later the Rebel Alliance.

The Rebel Alliance would lose two of these ships in their early battles, with one being so heavily damaged that it would sit out the rest of the Galactic Civil War in dry dock undergoing repairs. However, they continued to field one of these ships for sensitive operations and very specific fleet engagements. The ship commonly ran Spec Ops teams on suicide missions and was said to have been destroyed during an operation to cripple the refueling train headed to Endor (the Black Ice).

Now, *it's destruction was never confirmed* and reports of a ship matching it's description were made by many Imperial Warlords. The craft in dry dock, called the "Malice" was actually stolen, with the dissolution of the Spec Ops units, during the formation of the New Republic. A rogue Spec Ops team walked right on board after she had been completely refit and walked right out of dry dock with her. Instances like this beg the question: Were some Spec Ops units too valuable to the New Republic to let go? Do they still function in a semi official capacity? *Possibly performing the jobs no one wants to or the official New Republic military cannot be seen performing...*

Victory III

Craft: Rendili Stardrive's Victory III
Affiliation: Imperial Remnant / New Republic
Era: New Republic +
Scale: Battleship (Up-scaled)
Length: 930 Meters
Skill: Starship Piloting: Capital Ships
Crew: 2,919, Gunners: 474 (+/- 30,
Skeleton: 2,357 (+/- 30)/+5
Passengers: 2,762 (Troops)
Crew Skill: Typically 7D or 8D
Cargo Capacity: (9,300); 3 Mt available
Consumables: 4 Years (95.3 Mil Refit)
Cost: 493.5 Million (New & Used)

**Without Hyperspace Telemetry Sensors &
Hyperspace Torpedoes**
Cargo Capacity: (9,300); 41.44 Mt availl
Cost: 212 Million (New & Used)

Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 3D
Space: 9
Atmosphere: 900 Km/H
Hull: 8D + 3D Armor: 4 Locs;
HP: 1,200 / AP: 1,8000

Shields: 4D: SP: 1,200 / Loc
Backup Shields: 4D
Sensors: *Hyperspace Telemetry Sensors*
Passive 110/2D
Scan 190/3D
Search 380/4D
Focus 10/5D
Maximum 760/0D

No Hyperspace Telemetry Sensors
Passive 60/1D+1
Scan 120/2D+2
Search 240/4D
Focus 10/4D+2
Maximum 480/0D

Weapons:
50 Quad Heavy Turbolaser Batteries
Fire Arcs: 6 Fore, 3 Port, 3 Starboard, 3 Aft
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 11D; Nominal Damage: 7 (77)
50 Quad Ion Cannon Batteries
Fire Arcs: 6 Fore, 3 Port, 3 Starboard, 3 Aft

Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 6-20/40/60
Atmosphere Range: 1.2-40/80/120 Km
Damage: 6D; Nominal Damage: 7 (42)
80 Advanced Concussion Missile Launchers
Fire Arcs: 20/Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 4D
(5D with Gunnery Helmet)
Space Range: 240 Space Units
Atmosphere Range: 480 Km
Damage: 12D; Nominal Damage: 6 (72)
Ammo: 180 Missiles per Launcher
32 Quad Turbolaser Batteries
Fire Arcs: 8/Arc
Crew: 1
Skill: Starship Gunnery
Fire Control: 4D+2
(5D+2 with Gunnery Helmet)
Space Range: 3-12/25/50
Atmosphere Range: 300m-1.2/2.5/5 Km
Damage: 7D; Nominal Damage: 7 (49)
16 Tractor Beam Projector Turrets
Fire Arcs: 4/Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200-500m/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)
Hyperspace Torpedo Launcher
Fire Arcs: Any
Crew: 30
Skill: Capital Ship Gunnery
Fire Control: 6D (7D with Gunnery Helmet)
Internal Guidance: 12D (anything beyond listed sensor suite range)
Space Range: 1 Sector
Atmosphere Range: Unlimited
Damage: 1D **Death Star**; 4,800
Ammo: 24
Cost: the launcher's cost is it's Fire Control factored into the ship.
Total: 72 Million Credits for Ammo
Snubfighter Compliment: 3 Squadrons of Snubfighters, 5 Assault Ships / Gunboats, 5 Skipray Blastboats / Similar New Republic Craft, 1 Transport

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Snubfighter Compliment: 4 Squadrons of Snubfighters, 6 Assault Ships / Gunboats, 6 Skipray Blastboats / Similar New Republic Craft, 1 Transport (No advanced equipment) The Ground Compliment adds 1 Walker

Ground Compliment: 2 Heavy Walkers or Tanks, 2 AT-ST or Medium Tanks, 3 Landing Barges, 12 Combat Air Speeders

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Standard Hyperspace Torpedo
3 Million Credits
x1/3 Hyperdrive
Range: 1 Sector
Damage: 1D Death Star Scale Munitions
Guidance: 12D
Weight: 50 Metric Tons / each

Basic Hyperspace Telemetry Sensors Cost:
150 Million Credits (equivalent to two Imperial I Star Destroyers)
Weight: 250 Metric Tons
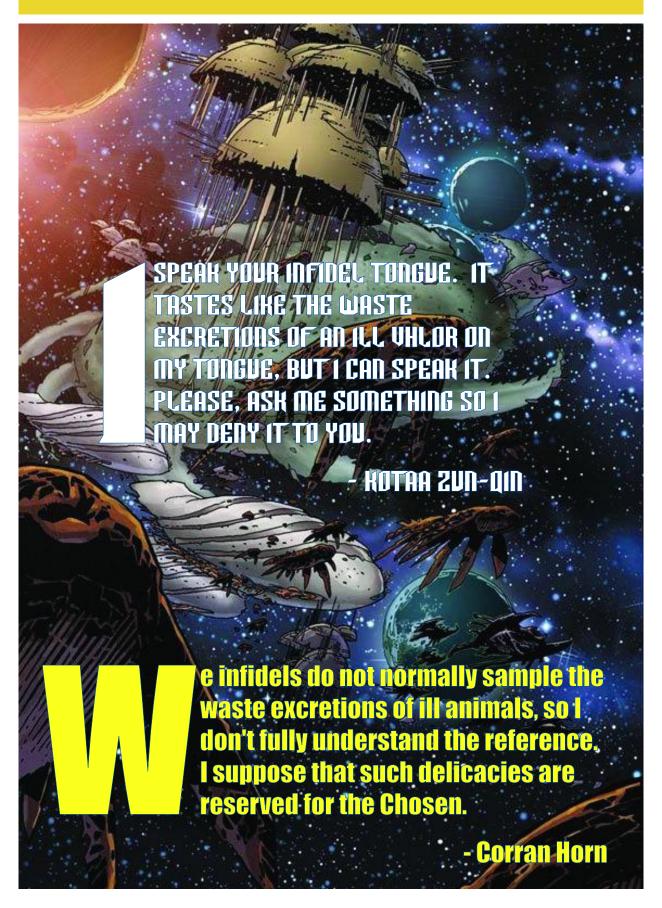Range: Target a ship in the adjoining sector to your current position.
Function: Required to be able to target a moving ship in an adjoining Sector of Space.

They provide early warning for a Sector Target Lock and threat warnings and ETA to Impact of inbound munitions.

Rendili Stardrive's Victory III is an engineering marvel, only 30 meters longer than the original Victory I & II. It combines the best elements of the Victory I & II into a single combat vessel with advanced armament and combat durability. It possesses the durability of larger craft like the Imperial-class Star Destroyers. As always the craft remains incredibly efficient. It is the test bed for initial trials of Hyperspace Telemetry Sensors & Torpedoes. There are only a few ships with this package due to the astronomical costs associated with these systems. The capability of engaging, and destroying capital ships anywhere in your sector as well as adjoining sectors is one heck of an advantage.

- *Search must equal Missile range or you suffer loss of all Fire Control defaulting to Maximum Sensors range penalties...*

I SPEAK YOUR INFIDEL TONGUE. IT TASTES LIKE THE WASTE EXCRETIONS OF AN ILL VHLOR ON MY TONGUE, BUT I CAN SPEAK IT. PLEASE, ASK ME SOMETHING SO I MAY DENY IT TO YOU.

— KOTAA ZUN-QIN

We infidels do not normally sample the waste excretions of ill animals, so I don't fully understand the reference. I suppose that such delicacies are reserved for the Chosen.

— Corran Horn

Z-1 Transport

Craft: Starfield Industries: Z-1 Transport
Affiliation: Various
Era: Old Republic +
Scale: Corvette
Length: 60 Meters
Skill: Starship Piloting: Capital Ships
Crew: 9, Skeleton: 2/+10, 4/+5
Passengers: 18
Crew Skill: Varies
Cargo Capacity: (600); 1,200* Metric Tons
Consumables: 105 Days (28.3K credit refuel)
Cost: 602,560 (New); 451,930 (Used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D; 2D With no Pods
Space: 6; 8 With no Pods
Atmosphere: 1,100 Km/H
Hull: 3D: 4 Locs; HP: 150 & AP: 75 / Loc
Shields: 1D; SP: 75; 1 Generator
Sensors:
Passive 30/0D
Scan 50/1D
Search 65/2D
Focus 3/3D
Maximum 130/-2D
Weapons:
2 Medium Laser Cannons (Fire-Linked)
Fire Arc: Fore
Gunners: Pilot
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300m/1.2/2.5 Km
Damage: 6D; Nominal Damage: 4 (24)
Paired Wing Tip Heavy Ion Canons
Fire Arc: Fore
Gunners: Co-Pilot
Skill: Starship Gunnery
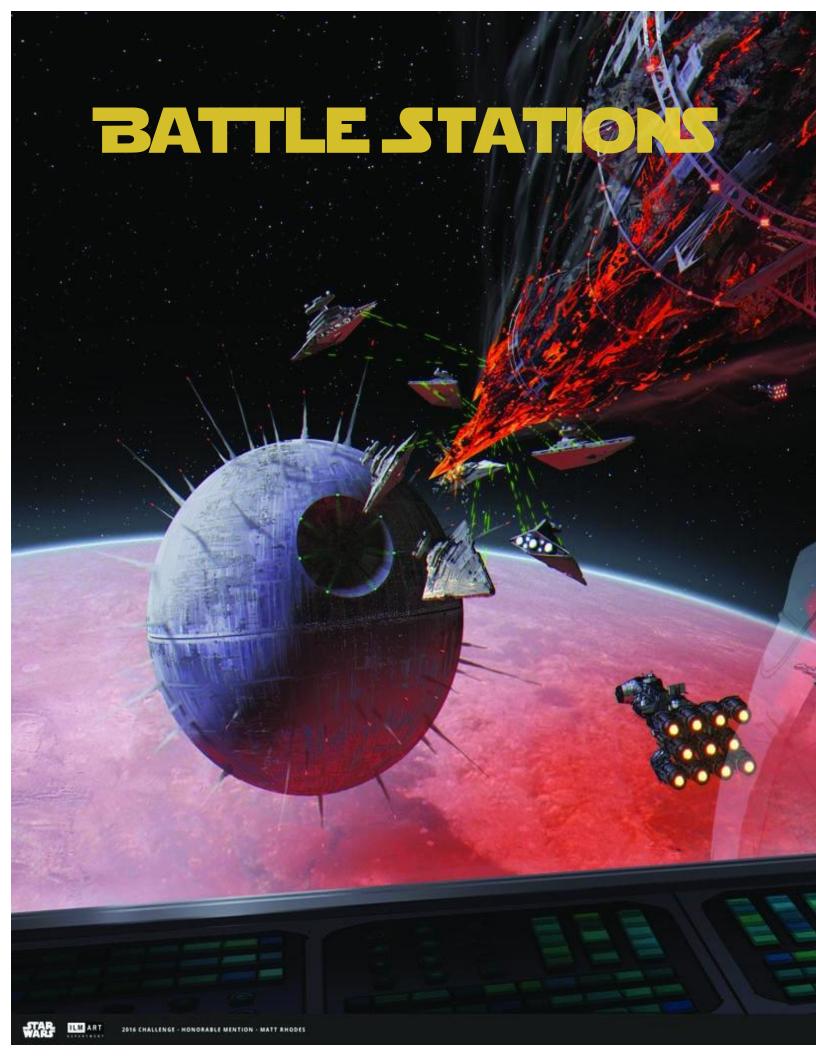*Fire Control:* 3D
Space Range: 3-9/18/36
Atmosphere Range: 300-900m/1.8/3.6 Km
Damage: 6D; Nominal Damage: 4 (24)

The Starfield Industries Z-1 Transport was one of their initial forays into the transport market. It's a relatively high performance craft that was built for bulk transport. The craft has two large cargo pods in the Aft: Port and Starboard sections of the craft.
Features:
- Pods carry an additional 300Mt each, 3D hull matching the core craft.
- Galley, Lounge, Bar, Entertainment Table
- 4 Conventional Shitters w/ Sonic Showers
- Dropping the cargo pods increases the core performance of the craft by 2 space units (1 per pod). Maneuverability is increased by 1D per pod dropped.
- The craft was designed with 4 Shield Generators in Mind, the other 3 can be added to no penalty to the craft and are available for 22,500 credits each (1D).
- +1DR to Modify, not repair. *Does not apply to the Shield Generators.*

BATTLE STATIONS

FireStar Orbital Defense Station

Craft: Rendili StarDrive: FireStar-class
Affiliation: Old Republic / Empire
Era: Old Republic +
Scale: Battlestation
Length: 750 m x 750 m x 1 Km
Skill: Starship Piloting: Battlestation
Crew: 5,312, Gunners: 852, Skeleton: 3,125/+5; *Slave Rigged & Efficient*
Passengers: up to 17,500 (Troops)
Crew Skill: Typically 5D
Cargo Capacity: (25,000); 16,114 Mt avail
Consumables: 3,850 Days (911 Million refit)
Cost: 1.06 Billion (New); 793 Million (Used)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 5D: 12 Locs;
HP: 9,000 / AP: 21,600 /Loc (12)
Shields: 3D: SP: 10,800 / Loc (12)
Sensors:
Passive 60/2D
Scan 120/3D
Search 240/4D
Focus 12/4D+2
Maximum 480/0D
Weapons:
100 Quad Turbolaser Batteries
Fire Arcs: 25/Arc
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 4D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 7D; Nominal Damage: 7 (49)
240 Concussion Missile Launchers
Fire Arcs: 60 per Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 330 per Launcher
48 Double Turbolaser Batteries
Fire Arcs: 6/Arc Dorsal Spire;
6/Arc Ventral Spire
Crew: 1
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 2-5/15/30
Atmosphere Range: 200-500m/1.5/3 Km
Damage: 5D; Nominal Damage: 5 (25)
12 Tractor Beam Projector Turrets
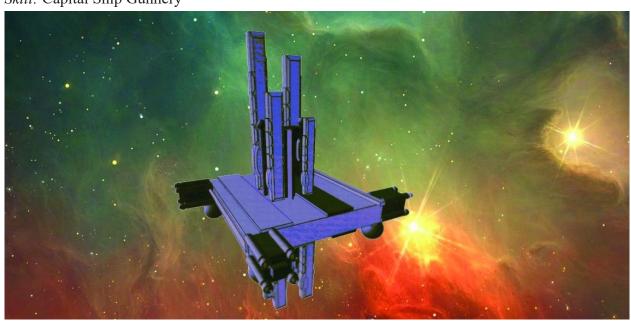*Fire Arcs:* 4/Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)

Snubfighter Complement:
72 Snubfighters, 36 Gunships & 17 Transports

The FireStar-class orbital defense station was designed and manufactured by Rendili StarDrive during the reign of the Galactic Republic and the Galactic Empire. Petabys Station was a FireStar-class orbital defense station acquired by the Rodian black marketeer Uopled.

> *"If you're looking for the best-defended black market in the galaxy, Petabys Station is the place to be...there are never pirate attacks and the place has enough defenses to hold off a small fleet. Of course, the rates are high, but what do you expect at a former battle station?"*
>
> *- Comment overheard in The Broken Tusk*

Petabys Station is a space station housing a black market in the Mid Rim's Halm sector. It is a Rendili StarDrive FireStar orbital defense station originally used to defend mining operations on a small moon located at the edge of a binary system. After a cost/benefit analysis, the parent company of the mine chose to sell the station rather than move it, a decision bolstered by an aggressive sales campaign by space station developer Golan Arms.

The station was purchased by Rodian black marketeer Uopled at a bargain price. Uopled modified the station to better serve its new role, converting cargo shuttle landing bays into freighter bays for his buyers and sellers, maintaining half of the stations fighter bays to house *at least* three squadrons of Z-95 Headhunters, and converting many core levels of the station into sales centers. All of the station's defensive systems were retained, ensuring anyone laying siege to it faced a protracted and challenging fight.

The FireStar is armed with 100 Turbolaser Batteries, 48 Point Defense Guns and 240 concussion missile launchers. The central section of the FireStar contains landing pads and hangars, while four towers pierced the platforms and rise eleven levels above and five levels below the central section. The FireStar can handle up to 17,500 passengers, and can store enough supplies for ten years.

Features:
- Fore, Port, Starboard and Aft hull facings, of the central platform, can act as Yards

Facility docking areas. Starships can be constructed, maintained or repaired here up to 700 Meters in length (4 ships in total at any given time).
- The FireStar is fully capable of traversing space and jumping into Hyperspace in order to re-orient / re-locate if necessary.
- The Dorsal & Ventral Spires have 2 Hit Locations; Dorsal: 1 & 2, Ventral: 1 &2.
- The Main Platform has 8 discreet Hit Locations: Fore: 1 & 2, Port: 1 & 2, Starboard 1 & 2, Aft: 1 & 2.
- **Expanded Auxiliary Power Reservoir:** The FireStar can generate and store up to twice the standard (8D).
- The Station is Slave Rigged and Efficient. It benefits from all the standard bonuses described in Rendili Star Drive's Slave Rigging Rules (effectively making the station lethal in combat and allowing for a much smaller crew than the one listed to control weapons batteries and station control).

There are no listed sizes for the station other than the fact that they refer to it holding 500 passengers and being able to be crewed with 20 people, with 6 months of consumables. *That is not a battle station.* I Enhanced the station to make it a formidable adversary. No formal statements say it moves, however, full battlestations *do move* (non Golan Platforms). I made the following changes:
- The 60 Concussion Missile Launchers were added to each arc (instead of just 60 launchers total) of the Fore, Port, Starboard and Aft facings.
- I Split the 148 Laser cannons up into 100 Heavy Turbolaser Cannons and 48 Point Defense Guns.
- I added 12 Tractor Beam Projectors, 4 per Arc of the main platform.
- I left the vessel with a massive amount of Cargo Space to allow it to carry enough supplies to refit warships and even maintain Sector Fleets if necessary. In the case of Petabys Station, much of this has been devoted to the creation of an actual "city" within the station.
- *Slave Rigging* added 50% to the Cost.
- Petabys Station was sold to Uopled for only 500 Million Credits!

Prototype Death Stars

Craft: Imperial Department of Military Research: Death Star Prototype Battlestation
Affiliation: Empire
Era: Rise of the Empire (Discontinued)
Scale: Death Star
Length: 120 Km x 120 Km x 120 Km
Skill: Capital Ship Piloting: Battlestation
Crew: 256, Gunners: 100, Skeleton: 128/+10
Passengers: 500
Crew Skill: Typically 4D+2
Cargo Capacity: (500); 500 MT available
Consumables: 385 Days (3.3 Mil refit)
Cost: *Not Available for Sale*
Hyperdrive Multiplier: x5
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: *None*
Space: 1
Hull: 3D: 72 Locs; HP: 7,200 / Location (72)
Shields: 1D: SP: 4,800 / Location (4)

Sensors:
Passive 50/0D
Scan 200/1D
Search 500/2D
Focus 10/2D+1
Maximum 1,000/-2D
Weapons:
SuperLaser
Fire Arc: Fore
Crew: 100
Skill: Starship Gunnery: SuperLaser
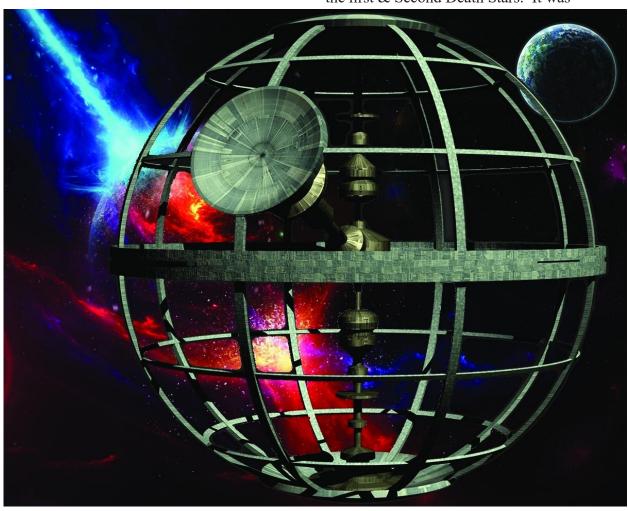*Fire Control:* 0D
Space Range: 1-20/40/90
Atmosphere Range: 200m-40/80/180 Km
Damage: 4,800-28,800 (1D-6D)*

*The Death Star prototype can generate 2D of damage per hour. Unlike the final production Death Star, the prototype can fire at variable power levels, ranging from 1D to 6D damage.

The Death Star prototype was a test-bed for the first & Second Death Stars. It was

constructed in the Empire's secret Maw Installation. The Death Star prototype was simply a durasteel frame with a reactor core, superlaser, engines, and a control room. First conceived by Grand Moff Wilhuff Tarkin, it was constructed by Bevel Lemelisk and his engineers at the Maw Installation. They measure 120 kilometers in diameter. Their SuperLasers are only powerful enough to destroy a planet's core, rendering it uninhabitable, although it is powerful enough to totally destroy larger moons. The SuperLaser also takes a large amount of power, it takes hours to recharge the batteries and SuperLaser.

The targeting system on the Death Star prototypes were also never calibrated, greatly hurting their accuracy. The prototypes have limited interior structures detailed below in the Features Section. The interiors of the later Death Stars were taken up by the hyperdrive engines and other components. As soon as the SuperLaser worked properly, the prototype was left anchored above the Maw Installation, or other sites, since it had fulfilled its mission. None were ever completed.

Tol Sivron used a Prototype Death Star to attack the New Republic in 11 ABY. He attempted to destroy Kessel by firing the superlaser, but missed and hit the moon. It was driven off by the Millennium Falcon and assorted pirate forces. Later that year, Kyp Durron who piloted the Sun Crusher destroyed a Death Star prototype. He would then lure it into one of the Maw's black holes. *However, there are indications that other prototypes might have existed.*

> Originally, the Death Star prototype was considered to be just that, a project begun prior to work beginning on the Death Star I. However, following the appearance of Death Star plans in Attack of the Clones and the first Death Star in Revenge of the Sith (confirmed by George Lucas himself), The New Essential Chronology retconned the prototype into being built alongside the main Death Star because concerns were raised.

Features:
- **No Armor:** The Death Star Prototype is constructed of 100% Durasteel and possesses no Armor Resilience (except for the Structural Support Shaft).
- **Main Charge:** The SuperLaser begins with a full charge of 6D of Death Star Scale damage.
- **The Power Core & Command Structures:** Are not Death Star Scale. They are lower Scale Structures.
1. **Power Core:** 2D Death Star; HP: 4,800 Location: Center Most Structure attached to the SuperLaser.
2. **Command Structure:** 1D Death Star; HP: 2,400. Location: Just above the Power Core.
3. **Crew Barracks & Security Complement:** 1D Death Star; HP: 2,400. Location: Just below the Power Core.
- **Structural Support Shaft:** 3D Death Star Scale Hull & Armor; HP: 7,200, AP: 38,400. Location: Runs the length of the Death Star from Dorsal structures to Ventral structures.
- There are only 4 Shield Generators on the Prototype Death Star: Fore, Port, Starboard & Aft; SP: 4,800 each
- The Structural Beams of the outer "hull" are considered to be 3D Death Star Scale with no Armor; HP: 7,200.
- **Auxiliary Power:** Is limited to 4D just like any Capital Ship. However, that 4D of reserved power can be used to fire the SuperLaser.
- **Craft Hangars:** located in the "discs" above the Command Structure & Below the Crew Barracks. Each Holds 24 TIE Fighters & 12 Shuttles; +2 Death Star; HP: 1,600.
- **Starship Gunnery:** That is not a mistake, the Superlaser uses Starship Gunnery, not Capital Gunnery to hit (it's easy to target Capital Ships).
- **Backup Shields:** In the event of a main shield breach all the structures attached to the *Central Shaft* are immediately shielded in 4D of Corvette Grade Shielding; SP: 300 to Fore, Port, Starboard and Aft sides of each structure except the Super Laser.
- **Destabilization:** If 24 external support structures are destroyed the Death Star collapses in on itself and detonates.
- **SuperLaser Dish:** is 2D+2 Death Star Scale; HP: 6,400.

Torpedo Sphere

Craft: Loronar: Torpedo Sphere Battlestation
Affiliation: Empire
Era: Rise of the Empire
Scale: Battlestation
Length: 1,900 m x 1,600 m x 1,400 m
Skill: Starship Piloting: Battlestation
Crew: 20,825, Gunners: 565, Skeleton: 12,250/+15; *Emulated Slave Rigging*
Passengers: 34,300 (Troops)
Crew Skill: Typically 5D+1
Cargo Capacity: (49,000); 1,970 MT avail
Consumables: 7,350 Days (4.1 Bn refit); *Effectively, 19 Years of Consumables*
Cost: 2.05 Billion (New & Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: *None*
Space: 4
Hull: 9D+2: 12 Locs;
HP: 17,400 / AP: 21,600 /Loc (12)
Shields: 2D: SP: 7,200 / Loc (12)
Sensors:
Passive 50/1D
Scan 75/3D
Search 150/4D
Focus 5/4D+2
Maximum 300/0D
Weapons:

10 Double Ultra Heavy Turbolaser Batteries
Fire Arc: Fore
Crew: 24 (7 Techs, 4 Gunners, 1 Commander)
Skill: Capital Ship Gunnery
Fire Control: 2D (3D w/ Gunnery Helmet)
Space Range: 5-50/75/100*
Atmosphere Range: 1-100/150/200 Km*
Damage: 400
RoF: 1/3
Notes: The guns actually gain 2D of fire control for shots past 100 Space Units due to the Sensor Suite's amazing resolution and the Fire Control becomes 4D (5D if a Gunnery Helmet is utilized). They lose this bonus at ranges past 150 Space Units to 300 Space Units and the Fire Control drops to 0D (1D if a Gunnery Helmet is utilized).
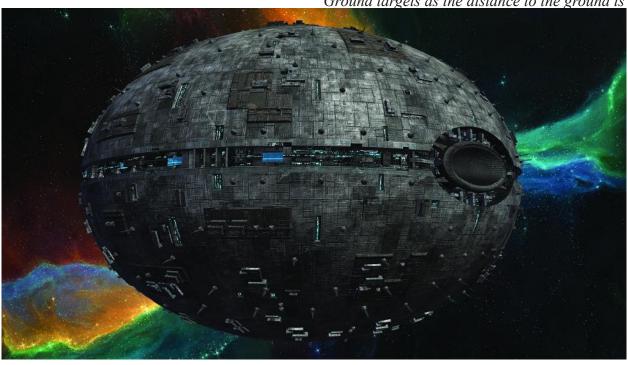
500 Proton Torpedo Launcher Array
Fire Arc: Fore
Crew: 100 technicians; 1 Gunner (Bridge)
Skill: Starship Gunnery
Fire Control: 2D (3D w/ Gunnery Helmet)
Space Range: 30 Space Units
Atmosphere Range: 30 Km
Damage: 9,000 / 50 Unit Batteries
(3D Capital Equivalent/ea Launch Tube)
Ammo: 1,000,000 Torpedoes; *2,000 Salvos; 900 Million Credit Reload at stock Pricing*
Notes: *Ammunition is Snubfighter Standard, the weapons are completely ineffective vs Ground targets as the distance to the ground is*

100 Km from the edge of most Planet's Atmospheres. The Torpedoes burn up and detonate on re-entry. Other planetary bodies like atmosphere-less moons and such, can be shelled into oblivion. The array of Proton Torpedoes delivers just beyond 2D+2 Death Star Scale Damage. At close ranges, the Torpedo Sphere is utterly lethal to warships (within 30 Space Units).

112 Tractor Beam Projector Batteries
Fire Arcs: 24 Fore, 32 Port/Starboard, 24 Aft
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 2D (3D w/Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 10D; Nominal Damage: 4 (40)

Expanded Snubfighter Complement:
192 Snubfighters, 144 Gunships, 29 Transports

Ground Complement:
24 Landing Barges, 72 Combat Air Speeders, 24 AT-AT, 36 AT-ST, 2 Pre Fab Garrisons

The Torpedo Sphere is constructed by Loronar Corporation, under their subsidiary imprint Loronar Defense Industries. It is designed to accomplish one objective; to neutralize and knock out a planet's planetary shields. Planetary shields prevented the use of soldiers in invading a planet, unless the shields could be taken down first. Planetary shields also protected planets from orbital bombardment from Star Destroyers. The Torpedo Sphere was produced to overcome these obstacles.

Measuring 1,900 meters in diameter, 1,600 meters wide and 1,400 meters tall, the Torpedo Sphere is a massive, nearly spherical, mobile battlestation with an equatorial trench. The outer hull of the Torpedo Sphere is covered with thousands of dedicated energy receptors that are programmed to scan and analyze power emissions from a target's planetary shields, looking for a weak point to exploit. All planetary shields suffer from power fluctuations like any mechanical device, and the Torpedo Sphere's DERs constantly scan to find a weak spot of around a ten to twenty percent power drop.

Each Torpedo Sphere is armed with five hundred proton torpedo tubes, arranged in an inverted cone in the center of the vessel's equatorial trench. The tubes are designed to fire simultaneously in a single salvo. Because all the tubes have to be calibrated and coordinated to fire by teams of technicians, the launchers cannot not be automatically fire-linked, and therefore cannot be synchronized to fire at targets less than Capital Scale. *However, the array can unleash all 500 Torpedoes in a screen for an Area of Effect "Flack Wall", which will instantly destroy any and all incoming ordinance on that fire arc (Including Hyperspace Torpedoes).* Any snubfighter or transport scale craft caught in that blast radius (which is approximately a 1,500 meter radius) are ***vaporized instantly***.

To accomplish its primary mission, the Torpedo Sphere arrives in orbit of a target planet, and scans the shields to determine its weak point and to locate the deflector shield generators. The Array is crewed by 100 Technicians, however, gunnery controls
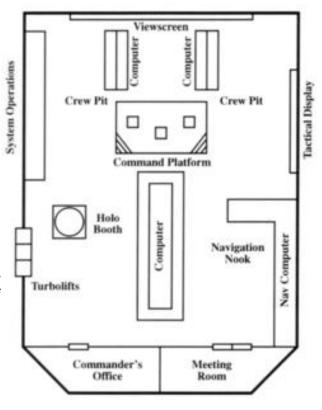
are directed from the bridge by a single officer due to a proprietary, slave rigging method that Loronar developed, specifically, for the weapons array. The salvo travels to the planetary shield target of no more than sixty square meters to open a hole in the shield. The hole is, in actuality, a power surge that barely lasts for a few microseconds, and the turbolaser batteries fire through the hole to destroy the planetary shield generators. If the turbolasers fail to fire in time to take advantage of the shield weakness, the Torpedo Sphere must rinse and repeat. The hardest part of the Torpedo Sphere's mission is to determine the location of the target planet's shield generators. On board sensors are unable to penetrate the shield to locate the shield generators on the surface; as such, technicians aboard the Sphere analyze the shield's power waves to determine where the power is entering the shield from to determine the location of the generating source. At least twelve Loronar DS-13 projector deflector shield generators are employed to shield the vessel.

The Sphere's sublight drives are located in the equatorial trench at the rear of the vessel, directly opposite to the proton torpedo launchers. The hyperdrive is located just above the sublight engines. The navigation computer is a Sienar Fleet Systems model.

Torpedo Spheres carry a formidable array of snubfighters and support ships like Assault Gunboats and Skipray Blastboats. Thus assaulting one would likely require a fleet of vessels based on it's craft complement alone. It also possesses a wide array of invasion forces. *It is well defended with 112 Heavy Tractor Beam projectors which can be used to rip ships in half. Per 2 tractors so deployed the craft can deliver 10D of Static Damage to another warship (60 Points) and is capable of combining all it's tractor beams in a give arc to this task. Fore and Aft (720 Points of Damage, per round if all are used) and Port or Starboard (960 Points of Damage, per round if all are used).* Furthermore, the Torpedo Sphere can drag, via Tractor Beam, almost any known starship with it in Hyperspace. It can pull up to vessels that are 9,800 meters in length (or a combined total of that) at no penalty.

The reactor core chamber is a huge metallic Sphere with coolant conduits and heat sinks. A metallic platform runs around the reactor wall some one hundred and fifty meters above the actual reactor, which is a twenty-meter Sphere covered in coolant coils. Ultraviolet purple light emanates from ports along the reactor's sides. The entire core is warm and unpleasant to be in due to the radiation being emitted from it.

The main bridge is located at the tip of the Torpedo Sphere's northern pole. The front of the bridge is dominated by a huge view-port which offers the command crew an actual view of target, and a tactical display off to the starboard side depicts battle information due to the Full Holonet Suite the craft possesses. Systems operations is located on the port side, and two crew pits are located just in front of the view-port where technicians analyze and updated tactical and systems operation data. Computerized console seats are available for the Sphere's captain, first officer, and tactical officer on a raised command platform located in the center of the bridge, and a discrete holonet dias in a private booth to send and receive holocomm transmissions is located at

the port rear (for discrete communications). Across from the bridge on the starboard side is the navigation nook, which is dedicated to operating and maintaining the sublight and hyperspace engines. At the rear of the bridge are two separate rooms, the general meeting room for conferences equipped with a small holoprojection unit, and the captain's office. Twenty-four technicians are required to operate the bridge at full capacity, with another eight technicians manning the navigation nook. Twelve stormtroopers are assigned to the bridge as security. The captain commands the day shift, while the first officer runs the night shift.

Torpedo Spheres have a dozen separate hangar bays, located along the Sphere's equatorial trench. Each hangar has a one hundred and twenty-meter opening to space which is sealed with a magnetic field to prevent the atmosphere from escaping. Each hangar has enough space for any craft up to 300 meters in length to land, and lower storage bays are accessible by a pair of vehicle lifts. Furthermore, the Sphere can provide full repairs, refits and even construct vessels within these bays. Effectively, acting as a small mobile shipyard. Two walls are studded with power cell re-chargers, and each bay is sealed off from the rest of the Sphere with a pair of heavy blast doors. Four cargo skiffs are assigned to each bay to help to move cargo. The bay's control room is located fifteen meters above the hangar floor, accessible by a turbolift. A transparisteel view-port overlooks the hangar, and the technicians in the control room are responsible for the activation of the magnetic field, the opening of the blast doors, and the vehicle lift controls.
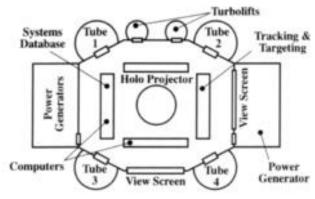
Crew quarters are a collection of five separate areas. In the center is a communal circular chamber that housed a mess hall, along with consumables storage and Droid-staffed kitchen. Four corridors run off the central chamber leading to crew quarters. Each spoke contains four separate crew quarters with refreshers, clustered around a central common area. *Five crew sprawls are referred to as a Crew Cluster.*

Twenty security stations are scattered around

the Sphere with barracks and sanitary facilities for Imperial Navy troopers and stormtroopers. The armories are stocked with blasters, blast helmets and blast vests, and offices for security personnel. The command station is located in the center of the security station, and the computer system is tied into the Sphere's holocam network. Technicians working in the computer pits control the Sphere's blast doors and security features. Generally, the security stations are manned by twenty-four soldiers and twelve security technicians. Some of the security stations are reserved for use by the Imperial Security Bureau.

Gun-metal gray corridors provided access throughout the Sphere with glowrods spaced fifteen meters apart. Clusters of turbolifts are set every one hundred meters, with blast doors every twenty. Maintenance Access Shafts run throughout the volume of the Sphere. They are typically two hundred and fifty meters long, and twenty meters in diameter. Each access hatch from the maintenance bays is flanked by pair of ladders up and down the shaft.

Torpedo Spheres contained one hundred DER

targeting control rooms. Each control room contains four computer stations dedicated to targeting and launching the Sphere's primary weapons. Two computers are dedicated to targeting and tracking the energy output of the target planet's planetary shields. The third computer analyzes the information collected by the other computers and saved the information onto the system database, which is the fourth computer. The computers are linked to their own dedicated power generators, which are located in separate rooms off the

control room. A holoprojector dominates the center of the room, displaying a hologram of the target planet. Each DER targeting control room is connected to five torpedo launching stations, for a total of five hundred in the Sphere. The launching stations are only responsible for calibration and maintenance. Maintenance hatches in both locations link to the torpedo launch tubes that run from the outer rim of the Sphere to the torpedo storage center. A retractable ladder in the tube allows manual access from the control room down the tube.

Turbolifts from the launching stations lead to the loading area of the torpedo storage centers. At one end of the chamber is a cluster of twenty-five launch tubes. And the other end was a set of retractable heavy blast doors leading to the torpedo storage. The storage chamber takes up most of the storage center, which is made up of quadruple strength walls containing racks loaded with one million spare proton torpedoes. The strengthened walls are to prevent collateral damage from an accidental explosion (and believe it or not they can contain such a blast between the fact that they are Death Star Scale and the erection of internal shielding to complement the armored walls. Any blast can then be controlled and vented with emergency heavily shielded tunnels that vent directly to space. Furthermore, the bay is equipped with a number of smaller scale tractor beam projectors that can recover and even move ammunition out of harms way during a crisis. Twenty five B1-series worker droids staff the storage center, and are responsible for retrieving the Proton Torpedoes and placing them into an automated ammunition delivery system that loads the launchers. The torpedoes are arrayed in bank magazines of 50 for ease of retrieval and loading onto the automated conveyor systems.

> *"The Empire has put hundreds of torpedo spheres into production over the last few years, so if you haven't seen one yet you will soon."*
>
> *- Bevel Lemelisk*

The Torpedo Sphere is a precursor to the Death Star and it was rumored that the Yaga

Minor weapons range was the location for early tests of the Torpedo Sphere prototype. In the Imperial Navy Order of Battle, a torpedo line was comprised of two Torpedo Spheres. Two torpedo lines and a pursuit line constituted a bombard squadron, with three bombard squadrons and a light squadron making up a system bombard. Two system bombards and two force escorts equal a bombard fleet. Despite this organization, around 0 BBY only six Torpedo Spheres were in service, though the Empire had laid down plans for active construction of hundreds more. Due to the fact that it was a mobile, spherical battlestation, members of the Alliance took to calling them "pocket Death Stars." The Imperial superweapon known as the two-wave gravshock was housed in the shell of a Torpedo Sphere.

During the Galactic Civil War, an Alliance team hijacked the Field Secured Container Vessel Black Ice and took it to the Mortex sector HQ at Fangol. Unfortunately, automated systems aboard the Black Ice broadcast a distress signal that called Imperial forces to Fangol. Over the course of a week, the Imperial forces blitzed the Alliance base in several waves until a Torpedo Sphere arrived in orbit. The Black Ice was used to ram and destroy the Torpedo Sphere.

During the Galactic Civil War, a Torpedo Sphere was undergoing an upgrade at the Tallaani Shipyards. It was temporarily disarmed, and only had a crew of 1,200 security personnel; eight hundred navy troopers and four hundred stormtroopers were aboard, along with 13,000 work crew personnel. Various factions, including the Justice Action Network and the Pelagia Freedom Force, worked to destroy the Torpedo Sphere. The incident gave the Empire the justification it needed to take a stronger hand in ruling the Tapani sector. Starlyte Station, a space station in orbit of Tshindral III, was constructed in the same spherical pattern as the Torpedo Sphere.
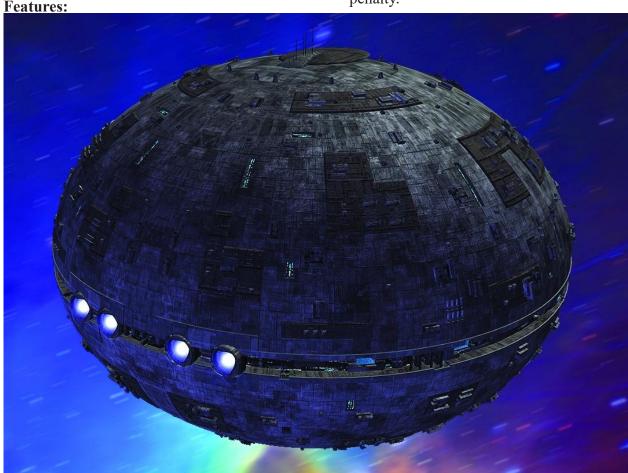
By the time of the Battle of Endor, a Torpedo Sphere was being used defensively to guard the major shipyards at Corellia. A few months after Endor, this Torpedo Sphere was commandeered by Grand Admiral Danetta

Pitta, who bribed the Corellian Diktat to become the protector of the Corellian sector. Pitta took the Torpedo Sphere as his flagship, and it engaged the forces of Grand Admiral Josef Grunger at the Battle of Tralus. Pitta was winning the battle through masterful use of the Torpedo Sphere's combat capabilities, and in a fit of spite, Grunger rammed his own flagship, the Executor-class Star Dreadnought Aggressor, into the Torpedo Sphere, destroying both vessels. Another Torpedo Sphere was stationed at Chasin at the time of the Imperial Civil War, and was destroyed when the captain of the Vengeance-class dreadnought Javelin rammed his ship into it during the fighting.

In 10 ABY, New Republic historian Arhul Hextrophon recognized that, due to Super Star Destroyers and Torpedo Spheres, it had been impossible to estimate the power of the average Sector Group in the past. He made this observation in a guest lecture at the Brionelle Memorial Military Academy on Chandrila shortly after the Battle of Calamari.

Features:

- **Flack Wall:** *the array can unleash all 500 Torpedoes in a screen for an Area of Effect "Flack Wall", which will instantly destroy any and all incoming ordinance on that fire arc (Including Hyperspace Torpedoes).* Any snubfighter or transport scale craft caught in that blast radius (which is approximately a 1,500 meter radius) are ***vaporized instantly***.
- **Tractor Destruction:** Per 2 tractors deployed the Sphere can deliver 10D of Static Damage to another warship (60 Points) and is capable of combining all it's tractor beams in a given arc to this task. Fore and Aft (720 Points of Damage, per round if all are used) and Port or Starboard (960 Points of Damage, per round if all are used).
- **Ultimate Tug:** the Torpedo Sphere can drag, via Tractor Beam, almost any known starship with it in Hyperspace. It can pull vessels that are up to 9,800 meters in length (or a combined total of that) at no penalty.

Two Wave Grav Shock

Craft: Loronar: Grav Shock: Super Weapon
Affiliation: Empire
Era: Rise of the Empire
Scale: Battlestation
Length: 1,900 m x 1,600 m x 1,400 m
Skill: Starship Piloting: Battlestation
Crew: 20,825, Gunners: 304, Technicians: 1,690, Skeleton: 12,250/+15; *Emulated Slave Rigging*
Passengers: 4,300 (Troops)
Crew Skill: Typically 6D + 4D Engineers
Cargo Capacity: (49,000); 8,680 MT avail
Consumables: *Infinite* Days (*Self* refit)
Cost: *Not Available for Sale*
Hyperdrive Multiplier: x2
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 1D
Space: 8 (4 Super Star Destroyer Engines)
Atmosphere: 400 Km/H (Can enter the upper Atmosphere)

Hull: 9D+2: 12 Locs;
HP: 17,400 / AP: 21,600 /Loc (12) 348
Shields: 2D: SP: 7,200 / Loc (12) 6618
Sensors:
Passive 75/1D
Scan 100/3D
Search 200/4D
Focus 25/4D+2
Maximum 400/0D

Snubfighter Complement:
144 Snubfighters, 72 Gunships, 29 Transports
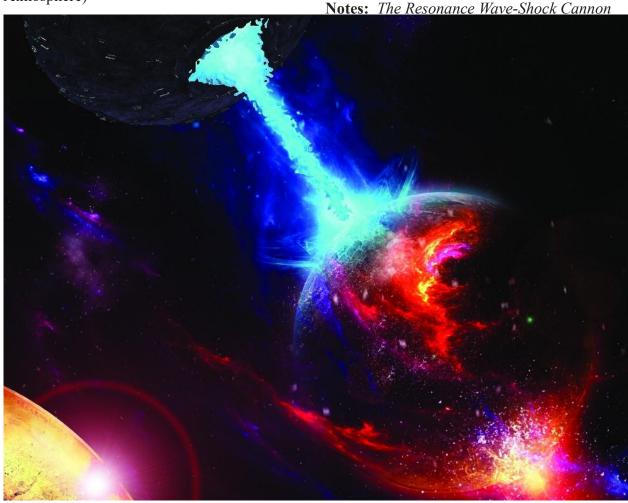
Weapons:
Resonance Wave-Shock Cannon
Fire Arc: Ventral
Crew: 300 technicians; 30 Gunners (Bridge)
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 75 Space Units
Atmosphere Range: 150 Km
Damage: 19,200; 4D Death Star
RoF: Continuous Operation, *no limit*
Notes: *The Resonance Wave-Shock Cannon*

can rip a planet apart in a matter of days. Typically, 3-6 days depending upon planetary body size. The materials of the world can then be harvested. There is a secondary, non-lethal function. Low Level gravitic imaging can pinpoint precious resources on a world with relative ease, however, this process takes the Sphere 3-6 days to complete mapping of a world's natural resources (and will yield two to four times the quantity if the world is mined appropriately instead of destroyed).

10 Double Ultra Heavy Turbolaser Batteries
Fire Arc: Fore
Crew: 24 (7 Techs, 4 Gunners, 1 Commander)
Skill: Capital Ship Gunnery
Fire Control: 2D (3D w/ Gunnery Helmet)
Space Range: 5-50/75/100*
Atmosphere Range: 1-100/150/200 Km*
Damage: 400
RoF: 1/3
Notes: The guns *actually gain* 2D of Fire Control for shots past 100 Space Units due to the Sensor Suite's amazing resolution and the Fire Control becomes 4D (5D if a Gunnery Helmet is utilized). They lose this bonus at ranges past 150 Space Units to 400 Space Units and the Fire Control drops to 0D (1D if a Gunnery Helmet is utilized).

Molecular Furnace
Fire Arc: Fore; Fed by Tractor Beams
Crew: 120
Skill: Capital Ship Gunnery
Fire Control: 0D
Space Range: 4 Space Units
Atmosphere Range: 4 Km
Damage: Special
Notes: *Utterly annihilates all matter fed into it's aperture. The Molecular Furnace is essentially an advanced mining tool that then coverts that matter, at a molecular level, into usable resources.*

Fabrication Factory
Location: Core of the ship, around the main reactor.
Crew: 1,200
Skill: General Maintenance & Repair:
Engineering: Fabrication, Specialization required.
Notes: *The Fabrication Factory is capable of converting the gathered materials into almost anything that it can be programmed for. Initially designed to make the Battlestation*

sustainable indefinitely, it creates consumables and ammunition for it's weapons and fighter craft. However, the process also refines materials for starship construction and can produce replacement TIE designs, Gunships, and Transports. Furthermore, the device generates Armor, Hull and Ship systems for the Torpedo Sphere itself and the craft can effectively regenerate any and all hull damage if it "swallows enough material". Effect Regenerates 1 pip of hull or armor per hour (with no manpower input except crew directing the replacement materials with tractor beams).

56 Dual Tractor Beam Projector Batteries
Fire Arcs: 24 Fore, 12 Port/Starboard, 8 Aft
Crew: 4
Skill: Capital Ship Gunnery
Fire Control: 2D (3D w/Gunnery Helmet)
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 11D; Nominal Damage: 5 (55)

Snubfighter Complement:
144 Snubfighters, 144 Gunships, 29 Transports
Features:
- **No Enhancement:** The Two Wave Grav Shock cannot enhance itself, only repair itself back to stock statistics. It lacks the supercomputer power to deliver the constant self improvement that World Devastators have.
- The model featured here is the advanced prototype. Re-engineered with Super Star Destroyer Engines. The Standard Prototype of the craft has a Space of 2 and can only generate 2D of Death Star Scale Damage. It, literally, takes that version of the craft 12-18 Days to *begin* breaking up a world; Another 12-18 Days to finish the job. It lacks the Molecular Furnace and Fabrication Factory.
- The Resonance Wave-Shock Cannon consumes 10,000 Metric Tons; The Molecular Furnace consumes 12,000 Metric Tons and the Fabrication Factory consumes 20,000 Metric Tons of Cargo.
- Resonance Wave-Shock Canon destabilizes hyperspace travel along it's path and for 75 Space Units radius like an gravity well projector's ability.
- 30,000 Troops converted to 6,000 MT

Tycon Imperial Battle Station
Craft: Loronar: Tycon-class Battle Station
Affiliation: Empire
Era: Rise of the Empire (Discontinued)
Scale: Battlestation
Length: 6 Km x 6 Km x 6 Km
Skill: Starship Piloting: Battlestation
Crew: 153,000, Gunners: 8,256, Skeleton: 90,000/+15
Passengers: up to 126,000 (Troops)
Crew Skill: Typically 6D
Cargo Capacity: (180,000); 55,488 Mt avail
Consumables: 26,950 Days (77.4 Bn refit)
Cost: 7.5 Billion (New & Used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 0D
Space: 3
Hull: 9D: 18 Locs;

HP: 16,200 / AP: 21,600 /Loc (18)
Shields: 5D: SP: 18,000 / Loc (18)
Sensors:
Passive 90/2D
Scan 135/3D
Search 270/4D
Focus 18/5D
Maximum 540/0D
Weapons:
2,400 Quad Turbolaser Batteries
Fire Arcs: 600/Arc
Crew: 3
Skill: Capital Ship Gunnery
Fire Control: 1D
Space Range: 3-25/50/75
Atmosphere Range: 600m-50/100/150 Km
Damage: 10D; Nominal Damage: 7 (70)
480 Concussion Missile Launchers
Fire Arcs: 120 per Arc 720
Crew: 2

Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 120 Space Units
Atmosphere Range: 240 Km
Damage: 9D; Nominal Damage: 6 (54)
Ammo: 660 per Launcher
48 Tractor Beam Projector Turrets
Fire Arcs: 12/Arc
Crew: 2
Skill: Capital Ship Gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 200m-10/30/60 Km
Damage: 6D; Nominal Damage: 3 (18)

Snubfighter Complement:
612 Snubfighters,72 Gunships & 36 Transports

Spherical in shape with six large docking openings that can accommodate two ships each, docked one above the other. The docks are capable of holding craft up to the size of Allegiance-class battle cruisers (2200m) with six smaller docking openings that can accommodate ships up to the size of the Procusator-class star destroyer (1200m), a northern and southern hemisphere trench system circumnavigate the battle station with twelve command stations divided evenly above and below each of the major docking openings. The northern and southern poles have a total of twelve smaller hangar facilities split between them for smaller warships

The Tycon-class battle station was the brainchild of Admiral Tycon of the Galactic Empire. He proposed creating a class of mobile battle stations which could act as temporary fleet headquarters and logistics bases. These stations would be capable of keeping a fleet supplied and maintained in sectors where more traditional fleet facilities were unavailable. Built on an enlarged version of Loronar Defense Industries' Torpedo Spheres, the battle station was to jump into a sector and establish itself as a base of operations for the fleet operating in the sector, providing logistics facilities and a secure port of call for any Imperial ships within the sector. The stations proved highly effective at controlling sectors of space however the Emperor's interest in them was limited by his monomaniacal fascination with larger and

deadlier weapons platforms. Projects such as the Death Stars and ever larger warships such as the Executor, Vengeance and Assertor classes of star dreadnought relegated the Tycon-class battle stations to secondary and even tertiary priority despite their successes. Construction of new stations was halted altogether when Palpatine ordered that construction of the first Death Star begin in earnest. Despite this, the handful of stations that were completed continued to serve throughout the Galactic Empire and survived the death of the Emperor at Endor (easily as they have 70 years of consumables each). These stations ensured that parts of Imperial space remained unassailable by the Republic in the years following Endor however during the Imperial Civil War the resulting infighting saw the destruction of the majority of the Tycon-class battle stations. The stations that remained active following the defeat of the Emperor proved increasingly costly to maintain and eventually they were scrapped by the *Imperial Remnant who dismantled all but two of the surviving battle stations.* The remaining stations would later serve as the Imperial Remnant's forward operating base during the Yuuzhan Vong War and one is believed to have been secreted away by Grand Admiral Thrawn. However, the base that remained, provided the Imperial Fleet with a mobile logistics base they could use in their campaign against the intergalactic invaders rather than forcing them to rely on Republic/Alliance facilities or prolonged jumps back to Remnant space. Though larger warships still had to endure these long jumps due to their sheer size. Following the war's end it returned to its position within the sector around the Remnant's capital planet Bastion where it serves as the Imperial Fleet's principle field command headquarters.

Features:
- Designed for refueling Imperial Star Destroyers, the space-docks can accommodate a fleet of 12 ISD & 6 VSD or a total of 36 Frigates or Cruisers.
- The station allows for all types of maintenance to be performed. From simple refueling & replenishment of stocks; to battle damage & repairs/construction.

THE SHEER IMENSITY OF THE TYCON-CLASS BATTLE STATION CAN BE APPRECIATED IN THIS IMAGE WITH AN IMPERIAL II CLASS STAR DESTROY ALONGSIDE IT FOR COMPARISON. THE IMPERIAL II MEASURES 1600 METRES IN LENGTH ALONE.

BOTTOM RIGHT OF THE IMAGE SHOWS A PAIR OF IMPERIAL II CLASS STAR DESTROYERS BERTHED IN THE OVER/UNDER CONFIGURATION THAT ALLOWS THE TYCON TO SAFELY HOLD 12 OF THESE MIGHTY VESSELS.

AT THE TOP OF THE IMAGE, SIX DOCKING BAYS FOR SMALLER VESSELS CAN BE SEEN ALTHOUGH SMALLER IS A SUBJECTIVE TERM. EACH BAY COULD EASILY HOLD A CORELLIAN CORVETTE AND ESCORTS.

THE STATION ALLOWED FOR ALL TYPES OF MAINTENANCE TO BE PERFORMED FROM SIMPLE REFUELLING AND REPLENISHMENT OF STOCKS THROUGH TO BATTLE DAMAGE REPAIRS,

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