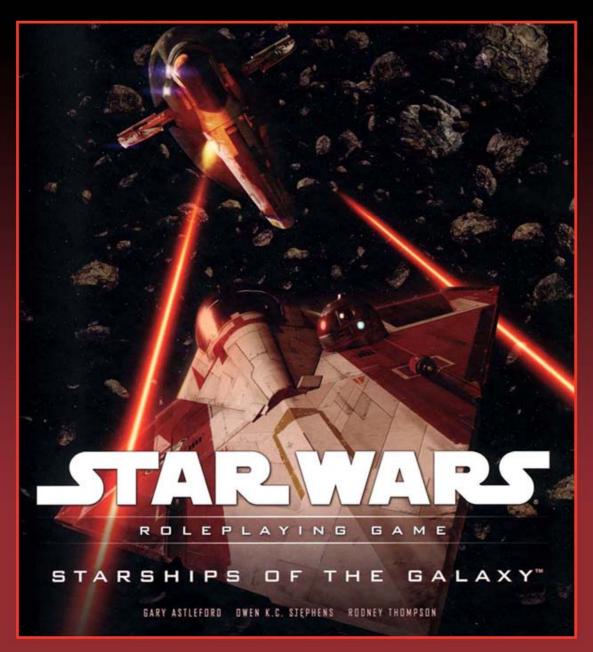
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# D 6 C O N V E R S I O N S T A R S H I P S O F T H E G A L A X Y

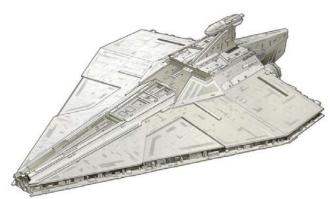


# Inspired by



# **Starships**

# Acclamator II Assault Ship



Craft: Rothana Heavy Engineering Acclamator IIclass Military Transport Affiliation: Old Republic / Empire Era: Rise of the Empire Source: Starships of the Galaxy – Saga Ed. (page 57) Type: Assault ship Scale: Capital Length: 752 meters Skill: Capital ship piloting: Acclamator II-class Crew: 20.141 Crew Skill: All skills typically at 4D Passengers: 3,200 (troops) Cargo Capacity: 10,000 tons **Consumables:** 2 years Cost: 29 million (new), 19 million (used) Hyperdrive Multiplier: x .75 Hyperdrive Backup: x10 Nav Computer: Yes Space: 7 Atmosphere: 350; 1,000 kmh **Hull:** 3D+1 Shields: 2D+1 Sensors: Passive: 40/1D Scan: 70/2D Search: 150/3D *Focus:* 4/3D+2 Weapons: **8** Turbo Ouadlasers Fire Arc: Partial Turret (4 front/left, 4 front/right) Skill: Capital ship gunnery Fire Control: 1D+1 Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 6D 2 Heavy Proton Torpedoes Launchers (30 missiles each) Fire Arc: Front Skill: Capital ship gunnery Fire Control: +2 Space Range: 2-12/30/60 Atmosphere Range: 4-24/60/120 km Damage: 9D Carried Craft: 64 speeder bikes, 10 AT-TEs, 16 LAAT gunships, 8 SPHA-Ts

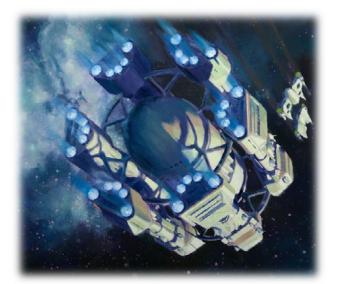
# **Corellian CR70 Corvette**



Craft: Corellian Engineering Corporation CR70 Corvette Affiliation: General / Rebel Alliance / Empire Era: Old Republic Source: Starships of the Galaxy - Saga Ed. (page 75) Type: Mid-sized multi-purpose vessel Scale: Capital Length: 150 meters Skill: Capital ship piloting: Corellian Corvette Crew: 18-150, depending upon configuration (30 typical) Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1Passengers: Up to 600, depending upon configuration Cargo Capacity: 5,000 metric tons Consumables: 1 year Cost: 2.9 million (new), 1.0 million (used) Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 2D Space: 6 Atmosphere: 330; 950 kmh Hull: 4D Shields: 2D Sensors: Passive: 35/1D Scan: 70/2D Search: 90/3D Focus: 4/4D

# **Outbound Flight**

Craft: Customized Rendili StarDrive's Dreadnaughts **Owner:** Old Republic Era: Rise of the Empire Source: Starships of the Galaxy - Saga Ed. (page 77) Scale: Capital Length: 645 meters Skill: Capital ship piloting: Outbound Flight Crew: 5,000, gunners: 440 Crew Skill: 4D+1 to all relevant skills Passengers: 46,000 Cargo Capacity: 19,000 metric tons Consumables: 10 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x18 Nav Computer: Yes Maneuverability: 0D **Space:** 2 Hull: 9D+2 Shields: 3D+1



Sensors: Passive: 30/0D Scan: 50/1D Search: 100/3D Focus: 4/3D Weapons: **75 Turbolaser Batteries** Fire Arc: 16 top, 16 bottom, 16 left, 16 right, 6 front, 5 back Crew: 4 Skill: Capital ship gunnery Fire Control: 1D Space Range: 3-10/30/60 Damage: 8D **30 Laser Cannons** Fire Arc: Crew: 36 top, 6 bottom, 6 left, 6 right, 4 front, 2 back Skill: Capital ship gunnery Fire Control: 2D Space Range: 3-20/40/80 Damage: 5D **25 Quad Laser Cannons** Fire Arc: 5 top, 5 bottom, 5 left, 5 right, 5 front Crew: 2 Skill: Starship gunnery Scale: Starfighter Fire Control: 2D Space Range: 1-3/12/25 Damage: 7D Ship Complement: Various shuttlecraft and speeders.

# **Droid Starfighter**

Craft: Baktoid Armor Workshop *Vulture*-class Fighter Affiliation: Trade Federation / Separatists Era: Old Republic Source: Secrets of Naboo (pg 8), d20 Rulebook (page 229), Starships of the Galaxy - Saga Ed. (page 78) Type: Autonomous starfighter Scale: Starfighter Length: 3.5 meters Skill: Starfighter piloting Crew: 0 (droid brain)



**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+1 Cargo Capacity: None Consumables: 2 days Cost: 19,000 (new), 5000 (used) Maneuverability: 3D **Space:** 10 Atmosphere: 410; 1,180 kmh Hull: 3D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons: 2 Blaster Cannons (fire-linked) Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-5/10/17 Atmosphere Range: 100-500/1/1.7 km Damage: 4D 2 Medium Concussion Missile Launchers (4 torpedoes each) Fire Arc: Front Skill: Starship gunnery Space Range: 1/3/7 Atmosphere Range: 30-100/300/700 Damage: 8D

# Scarab



**Craft:** Haor Chall Eng. *Scarab*-class Starfighter **Affiliation:** Trade Federation **Era:** Old Republic

**Source:** Starships of the Galaxy - Saga Ed. (page 79) **Type:** Drone starfighter Scale: Starfighter Length: 3.8 meters Skill: Starfighter piloting: Scarab Crew: None (droid brain) Crew Skill: Starfighter piloting 3D, starship gunnery 3D, sensors 3D Cost: 17.000 Maneuverability: 1D Space: 6 Atmosphere: 310; 900 kmh **Hull:** 2D+2 Shields: 1D+1 **Sensors:** Passive: 5/0D Scan: 15/1D Search: 25/2D Focus: 1/3D Weapons: 4 Blaster Cannons (fire-linked in pairs) Fire Arc: Front Skill: Starship gunnery Space Range: 1-3/7/15 Atmosphere Range: 100-300/700/1.5 km Damage: 5D

# **Dynamic Freighter**



Craft: Core Galactic Systems Dynamic-class freighter **Affiliation:** General Era: Old Republic Source: Starships of the Galaxy - Saga Ed. (page 80) Type: Light freighter Scale: Starfighter Length: 24 meters Skill: Space transports Crew: 1 plus co-pilot (can co-ordinate), gunners: 1 Crew Skill: Varies Passengers: 6 Cargo Capacity: 60 metric tons Consumables: 2 months Cost: 80,000 (30,000 used) Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 0D Space: 4 **Atmosphere:** 280; 800 kmh **Hull:** 3D+2 Sensors: Passive: 15/0D Scan: 25/1D

#### Weapons:

Double Laser Cannon Crew: 1 Fire Arc: Turret Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/10/18 Atmosphere Range: 50-100/200/300 Damage: 4D Game notes: The Dynamic class freighter is designed for easy modification and repair. Characters receive a +2 bonus to any skill rolls to modify or repair the Dynamic-class freighter.

# Jedi Interceptor

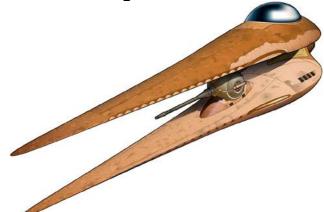
Craft: Kuat Systems Engineering Eta-2 Actis-class Interceptor Affiliation: Jedi Order Era: Rise of the Empire Source: Wizards Website, Starships of the Galaxy -Saga Ed. (page 82) Type: Interceptor Scale: Starfighter Length: 5.47 meters Skill: Starfighter piloting: Eta-2 Crew: 1 and astromech droid (can coordinate) Cargo Capacity: 60 kilograms **Consumables:** 2 days (1 week with booster ring) **Cost:** 290,000 (new), 140,000 (used) Hyperdrive Multiplier: x1 (with booster ring, see below) Nav Computer: Uses astromech droid programmed with 10 jumps Maneuverability: 4D+2 **Space:** 13 Atmosphere: 515; 1,500 kmh Hull: 2D+1 Sensors: Passive: 10/0D Scan: 15/1D Search: 20/2D Focus: 2/2D+1



Weapons: 2 Laser Cannons (fire-linked) *Fire Arc:* Front *Skill:* Starship gunnery *Fire Control:* 3D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D **2 Light Ion Cannons** (fire-linked) Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/10/20 Atmosphere Range: 100-300/1/2 km Damage: 4D

**Notes:** The Eta-7 requires a separate hyperdrive module in the form of a booster ring (the TransGalMeg Industries hyperdrive booster ring). Docking with the ring takes 3 rounds to accomplish, and requires a Difficult *starfighter piloting* skill check (the fighter's maneuverability counts for this roll).

# **Geonosian Starfighter**



Craft: Huppla Pasa Tisc Shipwrights Collective's Nantex-class Territorial Defense Fighter **Affiliation:** Separatists Era: Rise of the Empire Source: Starhips of the Galaxy – Saga Ed. (page 85) **Type:** Light interceptor starfighter Scale: Starfighter Length: 9.8 meters Skill: Starfighter piloting: Nantex-class starfighter **Crew:** 1 Crew Skill: Starfighter piloting 3D+1, starship gunnery 3D+2, starship shields 3DCargo Capacity: 50 kilograms Consumables: 2 days Cost: Not available for sale (estimated value 72,000 credits) Maneuverability: 3D **Space:** 10 Atmosphere: 435, 1,250 kmh Hull: 3D+1 Sensors: Passive: 20/0D Scan: 45/1D+1 *Search:* 85/2D+2 Focus: 4/4D Weapons: Laser Cannon Fire Arc: Front Skill: Starship gunnery *Fire Control:* 1D+2 Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km

#### Damage: 3D

**Game Notes:** From the time each Geonosian pilot is hatched, he or she is paired with a specific starfighter flight computer. This, and the ship's pheromone emitters and scent stimulators, make it impossible for any species other than a Geonosian to pilot.

# **Fanblade Starfighter**



Craft: Huppla Pasa Tisc Shipwrights Collective Ginivex-class Starfighter Affiliation: Separatists Era: Rise of the Empire Source: Starships of the Galaxy – Sag Ed. (page 87) **Type:** Aggressive starfighter Scale: Starfighter Length: 8.7 meters Skill: Starfighter piloting: Fanblade **Crew:** 1 Cargo Capacity: 50 kilograms Consumables: 1 week Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: None Nav Computer: Yes, limited to 5 jumps Maneuverability: 3D+2 **Space:** 10 **Atmosphere:** 436; 1,250 kmh Hull: 2D+2 Shields: 2D Fanblades: When the fanblades are deployed the ship gains an additional 1D of shields, though all other ships gain a +2D to detect the ship on all sensors rolls. Sensors: Passive: 15/0D Scan: 25/+1 Search: 50/1D+2 Focus: 2/2D Weapons:

**2 Double Laser Cannons** (fire-linked) *Fire Arc:* Front *Skill:* Starship gunnery *Fire Control:* 4D *Space Range:* 1-3/15/25 *Atmosphere Range:* 100-300/1.5/2.5 km *Damage:* 6D

# **Gozanti Cruiser**

Craft: Gozanti-class Cruiser **Affiliation:** General Era: Old Republic Source: Starships of the Galaxy – Saga Ed. (page 90) Type: Cruiser transport Scale: Starfighter Length: 42 meters Skill: Space transports: Gozanti Cruiser Crew: 6, gunners: 6 Crew Skill: Varies Passengers: 12 Cargo Capacity: 75 metric tons Consumables: 1 month Cost: 150,000 (used) Hyperdrive Multiplier: x3 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+2 Space: 3 Atmosphere: 138; 400 kmh Hull: 6D Shields: 1D **Sensors:** Passive: 15/0D Scan: 30/1D Search: 55/2D Focus: 4/4D Weapons: **4 Laser Cannons** Fire Arc: front Crew: 1 Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/1.5 km Damage: 4D 2 Ouad Laser Cannons Fire Arc: Turret Crew: 1 Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/1.5 km Damage: 5D **Proton Torpedo Launcher** Fire Arc: Front Skill: Starship gunnerv Fire Control: 1D Space Range: 1/3/7



Atmosphere Range: 30-100/300/700 Damage: 9D

# Pellaeon Star Destroyer

Craft: Kuat Drive Yards' Pellaeon-class Star Destroyer **Affiliation:** New Empire Era: Legacy Source: Starships of the Galaxy - Saga Ed. (page 99) Type: Star Destroyer Scale: Capital Length: 1,300 meters Skill: Capital ship piloting: Star Destroyer Crew: 8,450, gunners: 355 Passengers: 2,700 (troops) Cargo Capacity: 11,000 metric tons Consumables: 6 months Hyperdrive Multiplier: x0.75 Hyperdrive Backup: x5 Nav Computer: Yes Maneuverability: 1D Space: 6 Hull: 7D+2 Shields: 3D Sensors: Passive: 50/2D Scan: 200/3D Search: 300/4D Focus: 7/5D Weapons: **50 Heavy Turbolaser Batteries** Fire Arc: 20 front, 15 left, 15 right Crew: 1 (20), 2 (30) Skill: Capital ship gunnery Fire Control: 1D Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 11D **50 Heavy Turbolaser Cannons** Fire Arc: 20 front, 10 left, 10 right, 10 back Crew: 3 Skill: Capital ship gunnery Fire Control: 1D+1 Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 7D **20** Ion Cannons Fire Arc: 10 front, 5 left, 5 right Crew: 1 (10), 2 (10) Skill: Capital ship gunnery

Fire Control: 4D Space Range: 1-10/25/50 Atmosphere Range: 2-20/50/100 km Damage: 6D **15 Tractor Beam Projectors** Fire Arc: 9 front, 3 left, 3 right Crew: 3 Skill: Capital ship gunnery Fire Control: 4D Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60 km Damage: 6D 50 Proton Torpedo Launchers (4 torpedoes each) Fire Arc: 20 front, 10 left, 10 right, 10 back Crew: 1 Skill: Capital ship gunnery Fire Control: 2D Space Range: 2-5/30/60 Atmosphere Range: 4-24/60/120 km Damage: 10D Starfighter **Complement:** 48 Predator-class starfighters, 6 shuttles

# **Naboo Star Skiff**



Craft: Theed Palace Space Vessel Engineering Corps J-type Star Skiff **Owner:** Senator Amidala Era: Rise of the Empire Source: Starships of the Galaxy - Saga Ed. (page 103) Type: Personal starship Scale: Starfighter Length: 29.2 meters, 49.3-meter wingspan **Skill:** Space transports: J-type starship **Crew:** 3, skeleton: 1/+5Passengers: 3 Cargo Capacity: 10 metric tons Consumables: 1 month Cost: Not for sale (5,000,000 used in black market) Hyperdrive Multiplier: x0.5 Hyperdrive Backup: x5 Nav Computer: Yes Maneuverability: 3D+1 Space: 7 **Atmosphere:** 350; 1,050 kmh Hull: 5D Shields: 3D **Sensors:** Passive: 30/1D Scan: 70/2D

Search: 80/3D+1 Focus: 5/3D+2 **2 Laser Cannons** (fire-linked) Fire Arc: Front Fire Control: 2D+2 Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 7D

# **K-Wing Assault Bomber**



Craft: Koensayr Manufacturing BTL-S8 K-Wing Assault Starfighter Affiliation: New Republic Era: New Republic Source: Starships of the Galaxy - Saga Ed. (page 105)Type: Heavy bomber Scale: Starfighter Length: 16 meters Skill: Starfighter piloting: K-wing Crew: 1, gunners: 3 Crew Skill: Starfighter piloting 4D, starship gunnery 4D Cargo Capacity: 440 kilograms Consumables: 1 day Cost: 250,000 (new), 120,000 (used) Maneuverability: 2D Space: 7 (9 when engaging SLAM) Atmosphere: 350; 1,000 kmh Hull: 5D Shields: 2D Sensors: Passive: 20/1D Scan: 35/2D Search: 70/3D *Focus:* 3/3D+2 **Twin Laser Cannon** Fire Arc: Dorsal turret Crew: 1 *Skill:* Starship gunnery Fire Control: 2D Space Range: 1-3/13/25 Atmosphere Range: 100-300/1.3/2.5 km Damage: 4D **Quad Laser Cannon** Fire Arc: Ventral turret Crew: 1 Skill: Starship gunnery Fire Control: 2D Space Range: 1-2/8/1.5

Atmosphere Range: 100-200/800/1.5 km Damage: 6D

Ordnance Emplacements \* (typical 18 proton torpedoes, 4 concussion missiles and 6 plasma torpedos) *Fire Arc:* Front *Crew:* 1 *Skill:* Starship gunnery *Fire Control:* 2D *Space Range:* 1-2/8/15 (missiles), 1/3/7 (torpedoes)

*Atmosphere Range:* 100-200/800/1.5 km (missiles), 50-100/300/700 (torpedoes)

*Damage:* 9D (proton torpedoes), 8D (concussion missiles and shieldbuster torpedoes)

\* Can be configured to carry any compatible armament load.

# Mankvim-814



Craft: Feethan Ottraw Scalable Assemblies Mankvim-814 Light Interceptor Affiliation: Techno Union Era: Rise of the Empire Source: Starships of the Galaxy - Saga Ed. (page 109) Type: Light interceptor Scale: Starfighter Length: 10.7 meters Skill: Starfighter piloting: Mankvim-814 **Crew:** 1 Cargo Capacity: None **Cost:** 15,000 (new), 6,000 (used) **Consumables:** 2 hours Maneuverability: 2D+2 **Space:** 10 Atmosphere: 500; 1,450 kmh **Hull:** 1D+2 Shields: 1D Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D Weapons: **Twin Laser Cannons** Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17 Atmosphere Range: 100-500/1/1.7 km Damage: 2D

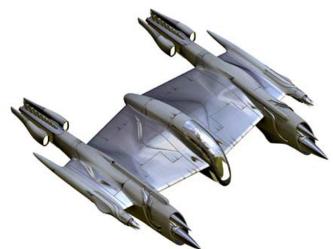
# Nebula Star Destroyer



Craft: Republic Engineering Corporation Nebulaclass Fleet Carrier **Affiliation:** New republic **Era:** New Republic Source: Cracken's Threat Dossier (pages 79-80), Starships of the Galaxy – Saga Ed. (page 93). Starships of the Galaxy – Saga Ed. (page 119) Type: Star Destroyer Scale: Capital Length: 1,040 meters Skill: Capital ship piloting: Star Destroyer Crew: 6,795, gunners: 244, skeleton: 2,265/+10 Crew Skill: Varies Passengers: 1,600 (troops) Cargo Capacity: 15,000 metric tons **Consumables:** 6 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D Space: 7 Atmosphere: 350; 1,000 kmh Hull: 7D Shields: 5D Sensors: Passive: 50/1D Scan: 100/2D Search: 150/3D Focus: 5/3D+2 Weapons: **40 Heavy Turbolaser Batteries** Fire Arc: 10 front, 10 left, 10 right, 10 back Crew: 2 Skill: Capital ship gunnery Fire Control: 2D Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 10D **40 Heavy Turbolaser Cannons** Fire Arc: 10 front, 10 left, 10 right, 10 back Crew: 2 Skill: Capital ship gunnery Fire Control: 2D Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 7D **20** Ion Cannons Fire Arc: 5 front, 5 left, 5 right, 5 back Crew: 1 Skill: Capital ship gunnery

Fire Control: 3D Space Range: 1-10/25/50 Atmosphere Range: 2-20/50/100 km Damage: 4D **8 Tractor Beam Projectors** Fire Arc: 3 front, 2 left, 2 right, 1 back Crew: 6 Skill: Capital ship gunnery Fire Control: 3D Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60 km Damage: 4D 8 Concussion Missile Tubes (30 missiles each) *Fire Arc:* Turret Crew: 2 Skill: Capital ship gunnery Fire Control: 3D Space Range: 2-12/30/60 Atmosphere Range: 200-1.2/3/6 km Damage: 9D Carried Craft: 60 starfighters, 12 space transports

P-38



Craft: Buuper Torsckil Abbey Devices Porax-38 Starfighter Affiliation: Utapaun / General Era: Rise of the Empire Source: Starships of the Galaxy - Saga Ed. (page 121) **Type:** Patrol starfighter **Scale:** Starfighter Length: 12.7 meters Skill: Starfighter piloting: P-38 **Crew:** 1 Cargo Capacity: 65 kilograms Consumables: 2 days Cost: 120,000 (new), 50,000 (used) Hyperdrive Multiplier: x1 Nav Computer: Limited to 4 jumps Maneuverability: 2D+1 **Space:** 10 Atmosphere: 415; 1,200 kmh Hull: 3D Shields: 1D+2 Sensors: *Passive:* 15/+2 Scan: 50/1D+1

Search: 80/3D+2 Focus: 5/4D Weapons: 2 Laser Cannons (fire-linked) Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17 Atmosphere Range: 100-500/1/1.7 km Damage: 5D

# **Predator Fighter**



Craft: Sienar Fleet Systems' Predator-class Starfighter **Affiliation:** New Empire Era: Legacy **Type:** Space superiority fighter Scale: Starfighter Length: 5 meters Skill: Starship piloting: Predator **Crew:** 1 Crew Skill: All skills 4D+2 Cargo Capacity: 70 kilograms Consumables: 1 week Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 5D+2 **Space:** 16 Atmosphere: 515; 1,500 kmh Hull: 3D+1 Shields: 1D **Sensors:** *Passive:* 30/1D+2 Scan: 50/2D+1 Search: 90/3D+2 Focus: 6/4D Weapons: 4 Laser Cannons (fire linked) Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D

# Alliance Assault Frigate Mk II

Craft: Rendili StarDrive Assault Frigate Mark II Affiliation: Rebel Alliance Era: Rebellion Source: Starships of the Galaxy – Saga Ed. (page 125) Type: Modified Dreadnaught Scale: Capital Length: 700 meters



**Skill:** Capital ship piloting: assault frigate **Crew:** 4,820, gunners: 118, skeleton: 1,320/+20 **Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting: Assault Frigate 5D, capital ship shields 4D, sensors 3D

Passengers: 100 (troops) Cargo Capacity: 7,500 metric tons Consumables: 1.5 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+2 Space: 6

Space: 6 Hull: 5D

Shields: 3D\*

\* Mon Cal shield system provides 4D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shield back to 3D.

Sensors:

*Passive:* 20/1D *Scan:* 50/2D *Search:* 80/3D *Focus:* 5/4D **Weapons:** 

15 Laser Cannons

*Fire Arc:* 5 front, 5 left, 5 right *Crew:* 1(4), 2(8), 3(3) *Skill:* Capital ship gunnery *Fire Control:* 3D *Space Range:* 1-3/12/25 *Atmosphere Range:* 100-300/1.2/2.5 km *Damage:* 3D

20 Quad Laser Cannons

*Fire Arc:* 8 front, 6 left, 6 right *Crew:* 3 *Skill:* Capital ship gunnery *Fire Control:* 2D *Space Range:* 1-5/10/17 *Atmosphere Range:* 100-500/1/1.7 km *Damage:* 4D **15 Turbolaser Batteries** 

*Fire Arc:* 5 front, 5 left, 5 right *Crew:* 1(8), 3(7) *Skill:* Capital ship gunnery *Fire Rate:* 1/3 *Fire Control:* 1D *Space Range:* 3-10/30/60 *Atmosphere Range:* 300-1/3/6 km *Damage:* 7D **Carries:** A modified Assault Shuttle may be carried through hyperspace atop the superstructure.

# Sith Interceptor



Craft: StarForge Sith Interceptor Affiliation: Sith Era: Old Republic Source: Starships of the Galaxy - Saga Ed. (page 130) Scale: Starfighter Length: 13 meters Skill: Starfighter piloting: Sith Interceptor **Crew:** 1 **Crew Skill:** Starfigther piloting 4D+1, starship gunnery 3D+2 Passengers: None Cargo Capacity: 40 kg Consumables: 1 day Cost: Not available for sale Maneuverability: 3D Space: 8 Atmosphere: 436; 1,250 kmh Hull: 1D+2 **Sensors:** Passive: 20/0D Scan: 35/1D Weapons: Laser Cannon Fire Arc: Front Skill: Starhip gunnery Fire Control: 2D Space Range: 1-5/10/17 Atmosphere Range: 100-500/1/1.7 km Damage: 3D

# **Cutlass-9**

Craft: Sorosuub Cutlass-9 Patrol Fighter Affiliation: General Era: Old Republic Source: Starships of the Galaxy – Saga Ed. (page132) Type: Space superiority starfighter Scale: Starfighter Length: 12 meters Skill: Starfighter piloting Crew: 1



Crew Skill: Varies widely Cargo Capacity: 110 kilograms **Consumables:** 2 weeks Cost: 140,000 (new), 65,000 (used) Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 1D Space: 4 Atmosphere: 280; 800 kmh **Hull:** 2D+2 Shields: 1D Sensors: Passive: 20/0D Scan: 45/1D+1 Search: 85/2D+2 Focus: 4/4D Weapons: 2 Laser Cannons (fire-linked) Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 4D **Concussion Missile Launcher** (8 missiles) Fire Arc: Front Skill: Starship gunnery *Fire Control:* 1D+2 Space Range: 1/3/7 Atmospheric Range: 50-100/300/700 Damage: 8D

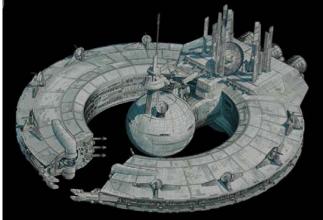
# **Trade Federation Battleship**



Craft: Modified Hoersch-Kessel Drive, Inc., *Lucrehulk*-class LH-3210 cargo hauler Affiliation: Trade Federation Era: Old Republic Source: Secrets of Naboo (page 6), Starships of the Galaxy – Saga Ed. (page 146)

Type: Battleship Scale: Capital Length: 3,170 meters Skill: Capital ship piloting: Lucrehulk Crew: 150 droids, 25 Neimoidian command staff Crew Skill: Capital sip piloting 4D+1, capital sip gunnery 4D+1, capital ship shields 4D+1Passengers: 139,000 battle droids Cargo Capacity: 5 million metric tons Consumables: 500 days Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D Space: 4 Hull: 6D Shields: 3D Sensors: Passive: 30/1D Scan: 60/2D *Search:* 90/3D+2 Focus: 6/4D Weapons: 42 Quadlasers Fire Arc: 14 front, 14 rear, 7 right, 7 left. Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/20 Atmosphere Range: 100-500/1/2 km Damage: 5D Weapons during Clone Wars: **51** Turbolasers Fire Arc: 13 front, 13 right, 13 left, 12 rear Skill: Capital ship gunnery Fire Control: 2D Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 5D **520** Assault Laser Cannons Fire Arc: 92 front, 184 right, 184 left, 60 rear Scale: Starfighter Skill: Starship gunnery Fire Control: 1D+1 Space Range: 2-10/20/40 Atmosphere Range: 0.2-1/2/4 km Damage: 7D **185 Quadlaser Batteries** Fire Arc: 51 front, 55 right, 55 left, 24 rear Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/20 Atmosphere Range: 100-500/1/2 km Damage: 4D Starship Complement: 50 landing ships, 1500 droid starfighters Ground Assault Complement: 550 MTTs, 1500 troop carriers, 6250 ATTs

# **Trade Federation Droid Control Ship**



Craft: Modified Hoersch-Kessel Drive, Inc., Lucrehulk-class LH-3210 cargo hauler Affiliation: Trade Federation Era: Old Republic Source: Secrets of Naboo (page 7), Starships of the Galaxy – Saga Ed. (page 147) Type: Command ship Scale: Capital Length: 3,170 meters Skill: Capital ship piloting: LH-3210 Lucrehulk Crew: 150 droids, 25 Neimoidian command staff **Passengers:** 10 plus 139,000 battle droids **Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1Cargo Capacity: 4.3 million metric tons Consumables: 500 days Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D Space: 4 Hull: 6D Shields: 3D **Sensors:** Passive: 30/1D Scan: 60/2D Search: 90/3D+2 Focus: 6/4D Weapons: **42 Quadlasers** Fire Arc: 14 front, 14 rear, 7 right, 7 left. Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/20 Atmosphere Range: 100-500/1/2 km Damage: 5D Starship Complement: 50 landing ships, 1500 droid starfighters Ground Assault Complement: 550 MTTs, 1500 troop carriers, 6250 ATTs

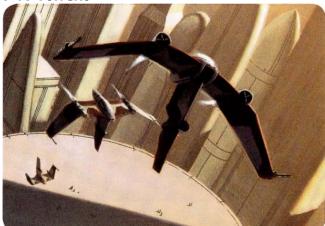
# **Trade Federation Core Ship**



Craft: Hoersch-Kessel Drive, Inc., Lucrehulk-class modular control core Affiliation: Trade Federation Source: Starships of the Galaxy – Saga Ed. (page 147) Type: Battleship cruiser Scale: Capital Length: 696 meters diameter Skill: Capital ship piloting: Core Ship Crew: 150 Crew Skill: Capital sip piloting 4D+1, capital sip gunnery 4D+1, capital ship shields 4D+1Passengers: 30,000 battle droids Cargo Capacity: 75,000 kilograms Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D Space: 4 Atmosphere: 175; 500 kmh Hull: 5D Shields: 2D+2 **Sensors:** Passive: 30/1D Scan: 60/2D Search: 90/3D+2 Focus: 6/4D Weapons: **3** Turbolasers Fire Arc: 1 front, 1 right, 1 left Skill: Capital ship gunnery Fire Control: 2D Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km Damage: 5D 48 Assault Laser Cannons Fire Arc: 12 front, 12 right, 12 left, 12 rear Scale: Starfighter Skill: Starship gunnery Fire Control: 1D+1 Space Range: 2-10/20/40 Atmosphere Range: 0.2-1/2/4 km Damage: 7D **21 Ouadlaser Batteries** *Fire Arc:* 7 front, 5 right, 5 left, 4 rear Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/10/20 Atmosphere Range: 100-500/1/2 km Damage: 4D

# V-19 Torrent



Craft: Slavn & Korpil V-19 Torrent Starfighter Affiliation: Old Republic / Empire Era: Rise of the Empire Source: Starships of the Galaxy – Saga Ed. (pg 146) Type: Short range assault starfighter Scale: Starfighter Length: 6 meters Skill: Starfighter piloting: V-19 Torrent **Crew:** 1 Crew Skill: All skills 3D Cargo Capacity: 70 kilograms **Consumables:** 1 week Cost: 135,000 (new), 70,000 (used) Hyperdrive Multiplier: x1 (escort model only), or uses x1 booster ring Nav Computer: Limited to 2 jumps (escort model) Maneuverability: 3D+2 Space: 9 **Atmosphere:** 400; 1,150 kmh Hull: 3D+1 **Sensors:** Passive: 20/1D Scan: 35/2D Search: 55/3D *Focus:* 4/3D+2 Weapons: **2** Blaster Cannons Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25 Atmosphere: 100-300/1.2/2.5 km Damage: 5D 2 Concussion Missile Launchers (3 missiles each) Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 2-15/35/50 Atmosphere Range: 200-1500/3.5/5 km Damage: 8D

# V-Wing



Craft: Kuat Systems Engineering Alpha-3 Nimbusclass "V-wing" Starfighter Affiliation: Old Republic / Empire Era: Rise of the Empire Source: Wizards Website, Starships of the Galaxy -Saga Ed. (page 150) Type: Starfighter Scale: Starfighter Length: 7.9 meters Skill: Starfighter piloting: V-wing Crew: 1 and astromech droid (can coordinate) Cargo Capacity: 60 kilograms Consumables: 15 hours Cost: 102,500 (new), 45,000 (used) Maneuverability: 4D Space: 8 Atmosphere: 500; 1,450 kmh **Hull:** 2D+2 Shields: 1D Sensors: Passive: 20/0D Scan: 30/1D Search: 50/2D Focus: 3/3D Weapons: 2 Twin Laser Cannons Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 3D

# X-83 TwinTail

Craft: Incom Corporation X-83 TwinTail Starfighter Era: Legacy Affiliation New Jedi Order / General Source: Starships of the Galaxy - Saga Ed. (page 151) Type: Space superiority starfighter Scale: Starfighter Length: 12.5 meters Skill: Starfighter piloting: TwinTail Crew: 1 plus astromech Crew Skill: All appropriate skills at 5D Cargo Capacity: 70 kilograms Consumables: 6 days



Cost: 160,000 (new), 75,000 (used) Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 3D+2 **Space:** 10 **Atmosphere:** 415; 1,200 kmh **Hull:** 5D+2 Shields: 2D **Sensors:** Passive: 30/1D Scan: 80/1D+2 Search: 120/2D+1 Focus: 5/4D Weapons: 4 Heavy Laser Cannons (fire-linked) Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 8D 3 Proton Torpedo Launchers (4 heavy torpedoes each) Fire Arc: Front Skill: Starship gunnery *Fire Control:* 2D+2 Space Range: 1/3/7 Atmosphere Range: 100/300/700 Damage: 10D

# YT-2000 Transport



**Craft:** Corellian Engineering Corporation YT-2000 Transport **Affiliation:** General

Era: Rebellion Source: Starships of the Galaxy – Saga Ed. (page 154)**Type:** Stock freighter Scale: Starfighter Starships of the Galaxy – Saga Ed. (page 154) Length: 29.4 meters Skill: Space transports: YT-2000 Crew: 1 or 2 (can co-ordinate), gunners: 2 **Passengers:** 7 Cargo Capacity: 115 metric tons **Consumables:** 3 months Cost: 150,000 (new), 45,000 (used) Hyderdrive Multiplier: x2 Hyderdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+2 Space: 4 Atmosphere: 280; 800 kmh Hull: 6D Shields: 2D Sensors: Passive: 15/0D Scan: 35/1D Search: 60/2D Focus: 3/3D Weapons: **2 Quad Laser Cannons** Fire Arc: 1 dorsal turret, 1 ventral turret (may be fixed to forward to be fired by the pilot at only 1D Fire Control) Crew: 1 Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D

# **Y-Wing Courier**

Craft: Modified Koensayr BTL-S3 Y-wing **Affiliation:** General Era: Rise of the Empire Source: Starships of the Galaxy – Saga Ed. (page 158) Type: Custom transport fighter Scale: Starfighter Length: 16.5 meters **Skill:** Starfighter piloting: Y-wing Crew: 1, gunners: 1, 1 astromech droid (can coordinate) Crew Skill: All skills 3D Passengers: 3 Cargo Capacity: 800 kilograms Consumables: 1 month Cost: 210,000 (new), 90,000 (used) Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: No (uses astromech droid programmed with 10 jumps) Maneuverability: 1D+2 Space: 7 Atmosphere: 350; 1,000 kmh Hull: 4D

Shields: 1D+2 Sensors: Passive: 20/0D Scan: 35/1D Search: 40/2D Focus: 2/3D Weapons: 2 Laser Cannons (fire linked) Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 4D+2 2 Proton Torpedo Launchers (2 torpedoes each) Fire Arc: Front Crew: 1 Skill: Starship gunnery *Fire Control:* 1D+2 Space Range: 1/3/7 Atmosphere Range: 50-100/300/700 Damage: 9D

# Equipment

# Optional Rule: Outfitting Capital Ships and Starfighters

Unless otherwise noted, the equipment described is designed to be installed on starfighter scale transports, freighters, yachts, and other similar craft. They are not designed to be installed into snub fighters or capital ships (unless specifically noted otherwise). Follow the following guidelines to convert the equipment for outfitting starfighters and capital ships:

# **Converting to Snubfighters**

**Cost:** x1.5 (for miniaturization costs) **Space:** (# of metric tons) +12 = # of kilograms

# **Converting to Capital Ships**

**Cost:** x20 **Space:** (# of metric tons) x20 = # of metric tons

These conversion rules are not necessarily designed to be convert previously existing West End Games supplements, or with equipment described outside of this conversion guide. However, it can serve as a general guideline for installing equipment in this guide in other starship types.

# x5 Hyperdrive

Model: Sienar Fleet Systems Lifesaver 1000 Reserve Hyperdrive Type: Commercial propulsion system Cost: 2,500 plus installation costs Weight: 8 metric tons Availability: 1 Game Notes: The Lifesaver 100 is only recommended as a backup hyperdrive and must be overhauled after *each* use. Source: Galaxy Guide 6: Tramp Freighters (pages 39-40), Starships of the Galaxy – Saga Ed. (page 40-41)

# x4 Hyperdrive

Model: Rendili StarDrive's ATX-5 Type: Commercial propulsion system Cost: 4,000 plus installation costs Weight: 10 metric tons Availability: 1 Source: Galaxy Guide 6: Tramp Freighters (page 39), Starships of the Galaxy – Saga Ed. (page 40-41)

# x3 Hyperdrive

Model: Incom Horizon-Hopper Light Stardrive Type: Commercial propulsion system Cost: 7,000 plus installation costs Weight: 12 metric tons Availability: 2 Source: Galaxy Guide 6: Tramp Freighters (page 39), Starships of the Galaxy – Saga Ed. (page 40-41)

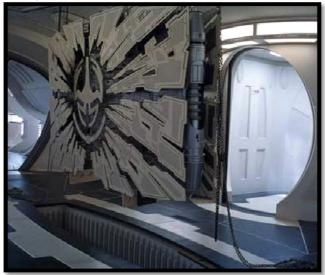
# x2 Hyperdrive

**Model:** Corellian Avatar-10 **Type:** Commercial propulsion system **Cost:** 10,000 plus installation costs **Weight:** 15 metric tons **Availability:** 2

**Game Notes:** Space transports rpair rolls to install an Avatar-10 receive a +1D bonus.

**Source:** Galaxy Guide 6: Tramp Freighters (page 39), Starships of the Galaxy – Saga Ed. (page 40-41)

# x1 Hyperdrive



Model: SoroSuub Griffyn-XTG Lightspeed Unit Type: Commercial hyperdrive Cost: 15,000 plus installation costs Weight: 18 metric tons Availability: F

**Game Notes:** Any non-SoroSuub vessels attempting to install this type of drive suffer an increase of one difficulty level during the attempt. **Source:** Galaxy Guide 6: Tramp Freighters (page 39),

**Source:** Galaxy Guide 6: Tramp Freighters (page 39), Starships of the Galaxy – Saga Ed. (page 40-41)

# **Hyperdrive Sled**

**Type:** Specialized propulsion system **Cost:** x5 cost of standard class hyperdrive **Weight:** 0

# Availability: 3

**Game Notes:** Hyperdrive sleds are bolted to the exterior of a starfighter. Installing or removing the hyperdrive sled requires one hour and a Moderate *starfighter repair* roll. While the sled is installed, all piloting rolls suffer a -2 penalty. The price is dependent on the class of hyperdrive the player selects (Found in *Galaxy Guide 6: Tramp Freighters* pages 40-41). The gamemaster should multiply the standard price by x5 to determine the cost of the hyperdrive sled.

Source: Starships of the Galaxy – Saga Ed. (page 42)

# **Hyperdrive Ring**

Type: Specialized propulsion system Cost: Special Weight: 0 Availability: 3 Came Notes: Hyperdrive rings a

**Game Notes:** Hyperdrive rings are removable, temporary exterior hyperdrive devices. They are intended for temporary use, and prevent the starfighter from entering a planet's atmosphere



(meaning the hyperdrive ring is vulnerable to theft while left in orbit). Docking with the hyperdrive ring requires an Easy *starfighter piloting* roll. Failing the docking roll causes damage to the hyperdrive ring. When the ring is attached all piloting rolls suffer a -1D+1 penalty. If the starfighter takes damage of Heavily Damaged or worse, then the hyperdrive ring is destroyed. The price is dependent on the class of hyperdrive the player selects. The price is the same as a standard freighter hyperdrive unit.

**Source:** Starships of the Galaxy – Saga Ed. (page 42)

**Maneuvering Jets** – Rules for improving maneuverability can be found in Galaxy Guide 6: Tramp Freighter (page 35).

# Advanced Navicomputer

Model: Sienar Fleet Systems Compustar-94 Type: Advanced Navigation Computer Cost: 20,000 plus installation costs Weight: 5 metric tons Availability: 2 Game Notes: The advanced navicomputer adds +3D to all *astrogation* rolls. Source: Starships of the Galaxy – Saga Ed. (page 42)

# Starfighter Navicomputer

Model: Sienar Fleet Systems 56B-1 Nav Type: Basic Starfighter Navigation Computer Cost: 500 plus installation costs Weight: 12 kg Availability: 1 Game Notes: The starfighter navicomputer is limited to 5 jumps. Source: Starships of the Galaxy – Saga Ed. (page 42)

# Sublight Accelerator Motor

Model: Corellean IP-10 SLAM Type: Sublight engine booster Cost: 25,000 plus installation costs Weight: 12 tons Availability: 3, X

**Game Notes:** A Sublight Accelerator Motor (SLAM) temporarily redirects power from unused systems to a powerful capacitor. The capacitor can only be charged if more than one ship system (weapons, sensors, engines, maneuvering thrusters, etc.) is unused for at least 10 rounds. The SLAM can be

activated to direct the stored power and push them into the sublight engines. The accelerator motor can only be used for two consecutive rounds. During those rounds, the starship increases its move by +3. After the two rounds, the drive becomes discharged and automatically shuts down.

Source: Starships of the Galaxy – Saga Ed. (page 42)

# **Sublight drives**

For available sublight drives and installation rules, see *Galaxy Guide 6: Tramp Freighters*, pages 38-39. Saga sublight drives do not convert proportionally in terms of cost and space to movement.

**Armor** - Rules for improving hull die codes can be found in Galaxy Guide 6: Tramp Freighter (page 36).

# **Jamming Suite**

Model: Fabritech StaticStrom 71 Type: Targeting computer jammer Scale: Starfighter Cost: 5,000 plus installation costs Weight: 3 metric tons Availability: 3, X

**Game Notes:** The jamming suite interferes specifically with a targeting computer's ability to gain a solid lock on the starfighter. When the jammer is engaged, it applies a -2D to avoid being detected by scanners, but removes -2D from the fire control of any weapon targeting the freighter or transport. Though the jammer is effective against other starfighter-scale ships, it is ineffective against the larger computer systems of capital scale or higher weapons.

Source: Starships of the Galaxy – Saga Ed. (page 42)

# **Starfighter Jamming Suite**

Model: Fabritech StaticStrom 15 Type: Targeting computer jammer Scale: Starfighter Cost: 6,500 plus installation costs Weight: 15 kilograms Availability: 3, X

**Game Notes:** The jamming suite interferes specifically with a targeting computer's ability to gain a solid lock on the starfighter. When the jammer is engaged, it applies a -2D to avoid being detected by scanners, but removes -2D from the fire control of any weapon targeting the freighter or transport. This model may be installed in a snub fighter, though is incompatible with a freighter or transport's power systems. Though the jammer is effective against other starfighter-scale ships, it is ineffective against the larger computer systems of capital scale or higher weapons.

Source: Starships of the Galaxy – Saga Ed. (page 42)

# **Jamming Array**

Model: Kuat Drive Yards Ichi'bault Jamming Array Type: Targeting computer jammer Scale: Capital Cost: 20,000 plus installation costs Weight: 60 metric tons

# Availability: 3, X

**Game Notes:** The jamming suite interferes specifically with a targeting computer's ability to gain a solid lock on the ship in which it is installed. When the jammer is engaged, it applies a -2D to avoid being detected by scanners, but removes -2D from the fire control of any weapon targeting the vessel. Though the jammer is effective against other capital scale or smaller ships, it is ineffective against the larger computer systems of Death Star scale or higher weapons.

**Source:** Starships of the Galaxy – Saga Ed. (page 42)

# **Regenerating Shield Generator**

**Model:** Mon Calamari *Defender* backup shielding **Type:** Backup shield generator **Cost:** 5,000

Weight: 12 metric tons

Availability: 3, R

**Game Notes:** Regenerating shield generators are designed to be a backup system to an existing shield generator already installed on a starship. The backup shielding provides 2D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the ship back up to its maximum shield die code. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled.

Source: Starships of the Galaxy – Saga Ed. (page 45)

# **Droid Jammer**

Model: Kuat Systems Engineering StaticStorm 6 Type: Droid starship interference device Scale: Starfighter Cost: 8,000 Weight: 4 tons Game Notes: Droid jammers are designed to interfere with droid controlled ships. By using

interfere with droid controlled ships. By using specialized droid-keyed jamming mechanisms, they interfere with droid avionics and sensor mechanisms. All droid operated starships within 5 space units incur a -1D penalty to all rolls.

**Source:** Starships of the Galaxy – Saga Ed. (pages 45)

# **Gravity Well Projectors**

Model: Sienar Flight Systems Halter 560 Type: Starship hyperspace interdictor Scale: Capital Cost: 50,000 Weight: 100 metric tons Availability: 2, X Fire Arc: Turret Skill: Capital ship gunnery Fire Control: 6D Space Range: 1-5/75/150 Damage: Blocks hyperspace travel Game Notes: The cost and weight are the same for starfighter scale freighters and capital ships. Source: Starships of the Galaxy – Saga Ed. (page 45)

# **Tractor Beam**

Model: Bostic Industries 521 Grappler Type: Heavy tractor beam Scale: Capital Cost: 10,000 Weight: 32 metric tons Availability: 1, F *Crew:* 1 *Skill:* Capital ship gunnery *Fire Control:* 2D *Space Range:* 1-5/10/17 *Atmosphere Range:* 100-500/1/1.7 km *Damage:* 4D Source: Starships of the Galaxy – Saga Ed. (page 47)

# Cargo Jettisoning System

Model: Customized Cargo Jettisoning System Type: In-space cargo ejection device Scale: Starfighter Cost: 1,000 Weight: 6 metric tons Availability: 2, F

**Game Notes:** A cargo jettisoning system allows a spacer (usually a smuggler) to eject the cargo while moving in space. The ejection counts as an action, and requires a Very Difficult *sensors* roll to be noticed from another starship.

Source: Starships of the Galaxy – Saga Ed. (page 48)

# **Light Cargo Pod**

Model: Starfire Inc. Eyu'muv 389 Cargopod Type: External cargo carrier Scale: Starfighter Cost: 1,000 Weight: 0 metric tons Availability: 1

**Game Notes:** A light cargo pod is an external cargo carrying container. Each light cargo pod provides an additional 50 tons of cargo space, though these tons may not be used for further upgrades. Each time a cargo pod is added, it removes -2 from a ship's maneuverability. A ship is limited to the amount of cargo containers it may attach to the hull, insofar as a ship cannot reduce its maneuverability below 0D. Cargo pods may be made detachable and reattach-able for five times the cost.

**Source:** Starships of the Galaxy – Saga Ed. (page 48, 49)

# **Light Cargo Pod**

Model: Starfire Inc. Eyu'muv 389 Cargopod Type: External cargo carrier Scale: Starfighter Cost: 500 Weight: 0 metric tons Availability: 1

**Game Notes:** A light cargo pod is an external cargo carrying container. Each light cargo pod provides an additional 50 tons of cargo space, though these tons may not be used for further upgrades. Each time a cargo pod is added, it removes -2 from a ship's maneuverability. A ship is limited to the amount of cargo containers it may attach to the hull,

insofar as a ship cannot reduce its maneuverability below 0D. Cargo pods may be made detachable and reattach-able for five times the cost.

**Source:** Starships of the Galaxy – Saga Ed. (page 48, 49)

# Medium Cargo Pod

Model: Garadian Industries Hauler-81g Type: External cargo carrier Scale: Starfighter Cost: 1,000 Weight: 3 metric tons (for heavy attachment hard points)

# Availability: 1

**Game Notes:** A cargo pod is an external cargo carrying container. Each medium cargo pod provides an additional 250 tons of cargo space, though these tons may not be used for further upgrades. Each time a cargo pod is added, it removes -1D+1 from a ship's maneuverability. A ship is limited to the amount of cargo containers it may attach to the hull, insofar as a ship cannot reduce its maneuverability below 0D. Cargo pods may be made detachable and reattach-able for five times the cost.

**Source:** Starships of the Galaxy – Saga Ed. (page 48, 49)

# Heavy Cargo Pod

Model: Xenostar Engineering Corporation Massmover-60 Type: External cargo carrier Scale: Capital Cost: 1,500 Weight: 10 metric tons (for heavy attachment hard points) Availability: 1 Game Notes: A cargo pod is an external cargo

carrying container. Each heavy cargo pod provides an additional 500 tons of cargo space, though these tons may not be used for further upgrades. Each time a cargo pod is added, it removes -2 from a ship's maneuverability. A ship is limited to the amount of cargo containers it may attach to the hull, insofar as a ship cannot reduce its maneuverability below 0D. Cargo pods may be made detachable and reattach-able for five times the cost.

**Source:** Starships of the Galaxy – Saga Ed. (page 48, 49)

# **Stygium Cloaking Device**

Model: Pygidium Industries Vanisher 7 Type: Stygium crystal cloaking device Scale: Starfighter Cost: 100,000,000 Weight: 5 metric tons Availability: 4, X

**Game Notes:** Any ship hidden by a stygium crystal cloaking device can only be detected by a Heroic *Sensors* roll. However, if the presence of the ship is known, the ship may be attacked normally. Stygium crystal cloaking devices were in use during the Old Republic, however the diminishing supply of stygium

crystals made them effectively non-existent during the Empire.

**Editor's Note:** *Galaxy Guide 6: Tramp Freighters* has the following to say on page 41: "To date, there is no working cloaking device known in Imperial space. The discovery of a working cloaking shield would be worth hundreds of millions of credits for the sentient lucky enough to find or construct one. Of course, for that kind of money, just about every major crimelord, smuggler, bounty hunter, government and scientist would kill to obtain it..." It is highly advisable that the gamemaster think carefully before making such technology available to players.

**Source:** Starships of the Galaxy – Saga Ed. (page 48, 49), Galaxy Guide 6: Tramp Freighters (page 41)

# **Hibridium Cloaking Device**

**Model:** Vlastdros Engineering Blackstar Cloaking Device

Type: Hibridium ore cloaking device Scale: Capital Cost: 50,000 Weight: 15 metric tons Availability: 4, X

**Game Notes:** Any ship hidden by a hibridium ore cloaking device renders a starship double-blind. No sensors or visual perception can penetrate the inside or outside of the cloaking field.

Editor's Note: *Galaxy Guide 6: Tramp Freighters* has the following to say on page 41: "To date, there is no working cloaking device known in Imperial space. The discovery of a working cloaking shield would be worth hundreds of millions of credits for the sentient lucky enough to find or construct one. Of course, for that kind of money, just about every major crimelord, smuggler, bounty hunter, government and scientist would kill to obtain it..." It is highly advisable that the gamemaster think carefully before making such technology available to players.

**Source:** Starships of the Galaxy – Saga Ed. (page 48, 49), Galaxy Guide 6: Tramp Freighters (page 41)

# **Cryogenic Chambers**

**Model:** IntelStar ColdCarry Freeze Chamber. **Type:** Starship Cryogenic Chamber.

Scale: Starfighter

**Cost:** 500 per metric ton of cryogenic chambers

Weight: 3 metric tons per metric ton of cryogenic chambers

# Availability: 2

**Game Notes:** Cryogenic chambers allow for the transportation of livestock or of critically injured passengers. Any living being in a cryogenic chamber is kept in stasis or in safe hibernation. This modification carries the same cost and space with both Starfighter and Capital scale ships.

**Source:** Starships of the Galaxy – Saga Ed. (pages 48, 49)

# **Docking Clamp**

**Model:** Corellian Engineering Landing Claw **Type:** Starship docking/landing device **Scale:** Starfighter

# Cost: 800 Weight: 2 metric tons

# Availability: 1

**Game Notes:** Docking clamps allow two ships to dock with one another in space. This may either facilitate the transfer of passengers. However, a docking clamp can allow a starfighter-scale ship to land and attach to any surface regardless of orientation. A significantly larger ship may move, maneuver, and travel through hyperspace with a smaller vessel clamped to it. However, if a ship takes damage of *Heavily Damaged* or worse, the docking clamp will lose its hold and all ships are shaken loose.

**Source:** Starships of the Galaxy – Saga Ed. (pages 48)

# Heavy Docking Clamp

Model: SoroSuub AutoLatch 9 Type: Starship docking device Scale: Capital Cost: 2,000 Weight: 25 metric tons Availability: 1

**Game Notes:** Docking clamps allow two ships to dock with one another in space. This may either facilitate the transfer of passengers. However, larger vessels may use them for makeshift starfighter launches. A significantly larger ship may move, maneuver, and travel through hyperspace with a smaller vessel clamped to it. However, if a ship takes damage of *Heavily Damaged* or worse, docking clamps lose their hold and all ships are shaken loose.

**Source:** Starships of the Galaxy – Saga Ed. (pages 48)

# **Extended Range Package**

Model: Orlean 851 Scout Package Type: Starship consumables and fuel Scale: Starfighter Cost: 100 Weight: 8 metric tons Availability: 2 Game Notes: This modification is a series of tanks and storage container including additional fuel and

and storage containers including additional fuel and atmosphere scrubbers that can extend the Consumables rating of a ship 10% (rounded down) x the number of modifications taken. That is to say, if a starship owner wishes to add multiple extended range packages, it increases the rage 10% of the original Consumables rating of the ship, and the 10% increase will not be incremental.

**Source:** Starships of the Galaxy – Saga Ed. (page 50)

# Hangar Bay

Model: Corellian Engineering VB-12 converted hangar Type: Converted hangar space Cost: 500 Weight: 115 metric tons per starfighter or shuttle Availability: 2 **Game Notes:** A converted hangar bay allows for a small craft to be carried and launched. **Source:** Starships of the Galaxy – Saga Ed. (page 50)

# Hidden Hangar Bay

**Model:** Corellian Engineering VB-12 converted hangar

Type: Converted hangar space

**Cost:** 10,000

**Weight:** 150 metric tons per starfighter or shuttle **Availability:** 2

**Game Notes:** A converted hangar bay allows for a small craft to be carried and launched. A hidden hangar bay requires a Heroic roll to detect from outward observance or scans.

Source: Starships of the Galaxy – Saga Ed. (page 50)

# **HoloNet Transceiver**

Model: Kuat Drive Yards T89-a Holotransceiver Type: HoloNet communications device Cost: 50,000 Weight: 32 tons

Availability: 2, X

**Game Notes:** Allows for full access to HoloNet communication ability, thus allowing for real-time full holographic communications from anywhere and to anywhere in the galaxy. The transceiver does not provide any additional aid to decoding encrypted HoloNet transmissions.

Source: Starships of the Galaxy – Saga Ed. (page 50)

# Hypertransceiver

**Model:** Kuat Drive Yards BT 891 Fastalk **Type:** advanced communications transceiver **Cost:** 2,000

Weight: 5 tons

# Availability: 2

**Game Notes:** Allows for ships to have unlimited range in voice communication, though with recognizable lag. The hypertransceiver will allow access to some information transmitted over the HoloNet, though without full detailed holographic display.

Source: Starships of the Galaxy – Saga Ed. (page 50)

# **Basic Luxury Upgrade**

**Model:** SoroSuub Presidential Luxury Upgrade **Type:** Comfort and luxury interior starship upgrade **Cost:** 10,000

Weight: 1 ton

Availability: 1

**Game Notes:** Provides accommodations, recliners, and comfortable starship accommodations on the level of a comfortable hotel.

Source: Starships of the Galaxy – Saga Ed. (page 50)

# **Advanced Luxury Upgrade**

Model: SoroSuub Royal Luxury Upgrade Type: Comfort and luxury interior starship upgrade Cost: 20,000 Weight: 3 tons Availability: 1 **Game Notes:** Provides accommodations, recliners, and comfortable starship accommodations on the level of an upper end hotel. **Source:** Starships of the Galaxy – Saga Ed. (page 50)

# Extreme Luxury Upgrade

Model: SoroSuub Imperial Luxury Upgrade Type: Comfort and luxury interior starship upgrade Cost: 50,000 Weight: 5 tons Availability: 2 Game Notes: Provides accommodations, recliners, and comfortable starship accommodations on the level fit for an industry's highest executives. Source: Starships of the Galaxy – Saga Ed. (page 50)

# **Medical Suite**

Model: Mon Calamari VitalMax Med Bay Type: On board basic medical bay Scale: Starfighter Cost: 3,000 Weight: 4 tons Availability: 2

**Game Notes:** Allows crew members to stabilize the condition of an injured character with an Easy *first aid* roll for wounded and incapacitated characters, and a Moderate *first aid* roll for mortally wounded characters. A medical suite has sufficient stocks to allow characters with (*A*) *medicine* to perform surgery on board. Medical Suites also contain sufficient medicines and stocks to keep the crew in good physical condition during long space flights. **Source:** Starships of the Galaxy – Saga Ed. (page 51)

# **Medical Suite**

Model: Mon Calamari SolidBody Infirmary package Type: On board medical bay Scale: Capital Cost: 60,000 Weight: 83 tons

# Availability: 2

**Game Notes:** Allows crew members to stabilize the condition of an injured character with an Easy *first aid* roll for wounded and incapacitated characters, and a Moderate *first aid* roll for mortally wounded characters. A medical suite has sufficient stocks to allow characters with (*A*) *medicine* to perform surgery on board. Medical Suites also contain sufficient medicines and stocks to keep the crew in good physical condition during long space flights. Included in the capital scale packages are 15 medical beds, and 3 bacta tanks. Larger capital ships may install multiple medical suite packages.

**Source:** Starships of the Galaxy – Saga Ed. (page 51)

**Passenger Conversion** – For passenger conversion rules, see *Galaxy Guide 6: Tramp Freighters*, page 42.

**Sensory Enhancement Package** – See *Guide 6: Tramp Freighters*, page 41.

# **Remote Slave Circuitry**

Model: Ubbrikian Quickrig 6 Type: Starship slave circuitry Scale: Starfighter Cost: 700 Weight: 0 tons Availability: 1

**Game Notes:** Remote slave circuits allow a starship to be controlled remotely via comm. It allows a port authority to guide a ship into position. Alternatively, it allows two ships to make coordinated hyperspace jumps. There is a concern among some spacers that remote slave rigging will allow thieves to find the slave circuit command codes and steal a ship remotely.

**Source:** Starships of the Galaxy – Saga Ed. (pages 51-52)

# **Basic Slave Circuitry**

Model: Ubbrikian Insta-Crew V-19 Type: Internal slave circuitry Scale: Starfighter Cost: 1,000 Weight: 3 tons Availability: 1

**Game Notes:** Internal slave circuits use massive internal computers to rig various starship operations into a set of large computerized hubs. Starship operations would be automated, and thus reducing the crew size by 1/3 (minimum 1).

**Source:** Starships of the Galaxy – Saga Ed. (pages 51-52)

# **Basic Slave Circuitry**

Model: Ubbrikian Insta-Crew V-19 Type: Internal slave circuitry Scale: Capital Cost: 20,000 Weight: 60 tons Availability: 2

**Game Notes:** Internal slave circuits use massive internal computers to rig various starship operations into a set of large computerized hubs. Starship operations would be automated, and thus reducing the crew size by 1/3.

**Source:** Starships of the Galaxy – Saga Ed. (pages 51-52)

# **Advanced Slave Circuitry**

Model: Iliddian Industries Darkwing 8B Type: Internal slave circuitry Scale: Starfighter Cost: 4,000 Weight: 5 tons Availability: 3

**Game Notes:** Internal slave circuits use massive internal computers to rig various starship operations into a set of large computerized hubs. Starship operations would be automated, and thus reducing the crew size by 2/3 (minimum 1).

**Source:** Starships of the Galaxy – Saga Ed. (pages 50-51)

# **Advanced Slave Circuitry**

Model: Rendili Stardrive Bt-231 Slave system Type: Internal slave circuitry Scale: Capital Cost: 80,000 Weight: 80 tons Availability: 3 Come Notes: Internal slave circuits use t

**Game Notes:** Internal slave circuits use massive internal computers to rig various starship operations into a set of large computerized hubs. Starship operations would be automated, and thus reducing the crew size by 2/3.

**Source:** Starships of the Galaxy – Saga Ed. (pages 50-51)

# **Recall Slave Circuitry**

Model: Starfire Inc. Caller 82c Slave Circuit Type: Slave homing circuit Scale: Starfighter Cost: 4,000 Weight: 0 tons Availability: 2 Come Notee: Any starship with any class

**Game Notes:** Any starship with any slave circuitry can also have a recall slave circuit installed separately. This device allows the owner to use a com signal to call a starship to the character's current location (limited to the range of the com device being used to transmit the signal). The starship can only take off, perform simple maneuvers to the location, and land. Anyone in the pilot's station can disable the recall circuits.

The slave circuit operates with the following stats:

DEXTERITY 0D KNOWLEDGE 0D MECHANICAL 1D

(with one of the following skills:) space transports 1D+2, starfighter piloting 1D+2

# PERCEPTION 1D STRENGTH 0D

TECHNICAL OD

Source: Starships of the Galaxy – Saga Ed. (page 51)

# Weapons

# **Light Blaster Cannon**

Model: Arakyd Gorram Light Blaster Type: Starship blaster cannon Scale: Starfighter Cost: 1,200 Weight: 2 metric tons Availability: 1, F *Skill:* Starship gunnery *Fire Control:* 2D *Space Range:* 1-5/10/17 *Atmosphere Range:* 100-500/1/1.7 km *Damage:* 3D Source: Starships of the Galaxy – Saga Ed. (page 47)

# **Medium Blaster Cannon**

Model: Bostic Industries B-12c Type: Starship blaster cannon Scale: Starfighter Cost: 2,500 Weight: 2 metric tons Availability: 2, R Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17 Atmosphere Range: 100-500/1/1.7 km Damage: 4D Source: Starships of the Galaxy – Saga Ed. (page 47)

# **Heavy Blaster Cannon**

Model: Incom BLR-40 G Type: Starship blaster cannon Scale: Starfighter Cost: 5,500 Weight: 2 metric tons Availability: 2, X *Skill:* Starship gunnery *Fire Control:* 2D *Space Range:* 1-5/10/17 *Atmosphere Range:* 100-500/1/1.7 km *Damage:* 5D Source: Starships of the Galaxy – Saga Ed. (page 47)

**Cannon Enhancements** – See weapon modification rules in *Galaxy Guide 6: Tramp Freighters* page 37.

# **Light Concussion Missile Launcher**

Model: Comar Hunter-3 Concussion Missile Launcher Type: Concussion missile launcher Scale: Starfighter Skill: Starship gunnery Weight: 3 tons Ammo: 6 Cost: 2,000 Availability: 2, X Fire Control: 1D Space Range: 1/3/7 Atmosphere Range: 50-100/300/700 Editor's Note: West End Games sources conflict as to whether concussion missile launchers use the *missile weapons: concussion missile*, skill or the *starship gunnery: concussion missile* skill. However, the majority of ships use the *starship* gunnery Skill. **Source:** Starships of the Galaxy – Saga Ed. (pages 45, 47)

# **Light Concussion Missile**

Model: Comar Impact-3 Concussion Missile Launcher Type: Concussion missile Scale: Starfighter Cost: 500 Availability: 2, X Damage: 7D Source: Starships of the Galaxy – Saga Ed. (pages 45-47)

# Medium Concussion Missile Launcher

Model: Kuat Systems Tara-fy Missile Launcher Type: Concussion missile launcher Scale: Starfighter Skill: Starship gunnery Weight: 21 tons Ammo: 16 Cost: 4,500 Availability: 2, X Fire Control: 2D+1 Space Range: 1/5/9 Atmosphere Range: 50-100/500/900

**Editor's Note:** West End Games sources conflict as to whether concussion missile launchers use the *missile weapons: concussion missile*, skill or the *starship gunnery: concussion missile* skill. However, the majority of ships use the *starship* Gunnery Skill. **Source:** Starships of the Galaxy – Saga Ed. (pages 45-47)

# **Medium Concussion Missile**



Model: Kuatg Systems PXL-2000 Concussion Missile Type: Concussion missile Scale: Starfighter Cost: 750 Availability: 2, X Damage: 8D Source: Starships of the Galaxy – Saga Ed. (pages 45, 47)

# Heavy Concussion Missile Launcher

Model: Kuat Systems Tara-fy Missile Launcher Type: Concussion missile launcher Scale: Capital Skill: Capital ship gunnery Weight: 100 tons Ammo: 30 Cost: 30,000 Availability: 2, X Fire Control: 2D Space Range: 2-12/30/60 Atmosphere Range: 200-1.2/3/6 km Source: Starships of the Galaxy – Saga Ed. (pages 45, 47)

# **Heavy Concussion Missile**

Model: Kuatg Systems PXL-2000 Concussion Missile Type: Concussion missile Scale: Capital Cost: 2,000 Availability: 2, X Damage: 9D Source: Starships of the Galaxy – Saga Ed. (pages 45, 47)

# **Docking Gun**

Type: Starship defense system Scale: Character Skill: Vehicle Blasters Cost: Weapon cost + 1,000 Fire Control: 2D+2

**Game Notes:** A docking gun is a character scale weapon that a character has purchased (usually a blaster rifle) and integrated onto the exterior of his or her ship (such as the Millenum Falcon's underside swivel blaster). The weapon can be engaged from the cockpit to be used where a starfighter scale weapon would cause excess damage to a hanger, or would be too inaccurate. Most of the weapon statistics remain the same (such as range, cost, availability, and damage), though the starship gunnery skill replaces the normal weapon skill, and the weapon gains a Fire Control of 2D+2.

**Source:** Starships of the Galaxy – Saga Ed. (pages 45, 47)

**Fire Linked Weapons** - See *Galaxy Guide 6: Tramp Freighters* pages 40-41.

# Ion Bomb Rack

Model: Comstar 681-Galloway bomb rack Type: Concussion missile launcher Skill: Starship gunnery Weight: 5 tons Ammo: 4 Cost: 1,000 Availability: 2, X Fire Control: 0D Source: Starships of the Galaxy – Saga Ed. (pages 45-47)

# Ion Bomb

Model: Comar 124 Neutralizer Type: Electronics disabling bomb. Scale: Starfighter Cost: 500 Availability: 2, X Radius: 15/25/40 meters Damage: 5D/4D/3D ion damage Game Notes: An ion bomb cannot fired, but must be dropped from a bomb bay from the bottom of a ship. Source: Starships of the Galaxy – Saga Ed. (pages 45)

# **Light Ion Cannon**

Model: Firriad f3-10 ion cannon Type: Starship ion cannon Scale: Starfighter Cost: 2,000 Weight: 1 metric ton Availability: 1, F *Skill:* Starship gunnery *Fire Control:* 3D *Space Range:* 1-3/7/36 *Atmosphere Range:* 100-300/700/3.6 km *Damage:* 3D Source: Starships of the Galaxy – Saga Ed. (page 47)

# Medium Ion Cannon

Model: Firriad f5-15 ion cannon Type: Starship ion cannon Scale: Starfighter Cost: 3,000 Weight: 3 metric ton Availability: 1, R *Skill:* Starship gunnery *Fire Control:* 2D+1 *Space Range:* 1-3/7/36 *Atmosphere Range:* 100-300/700/3.6 km *Damage:* 5D Source: Starships of the Galaxy – Saga Ed. (page 47)

# **Heavy Ion Cannon**

Model: Firriad f9-36 ion cannon Type: Starship ion cannon Scale: Capital Cost: 6,000 Weight: 20 metric ton Availability: 2, X *Crew:* 2 *Skill:* Capital ship gunnery *Fire Control:* 2D *Space Range:* 1-5/15/30 *Atmosphere Range:* 2-20/30/60 km *Damage:* 3D Source: Starships of the Galaxy – Saga Ed. (page 47)

# Hapan Heavy Ion Cannon

Model: Hapan Harvracha triple ion cannon Type: Starship ion cannon Scale: Capital Cost: 12,000 Weight: 13 metric ton Availability: 3, X Skill: Capital ship gunnery Fire Control: 3D Space Range: 1-10/25/50 Atmosphere Range: 2-20/30/60 km Damage: 5D

**Game Notes:** A Hapan heavy ion cannon is not available (and illegal) outside of the Hapan cluster. Further, a Hapan will not sell an ion cannon to someone outside the cluster. **Source:** Starships of the Galaxy – Saga Ed. (page 47)

# **Light Laser Cannon**

Model: Czerka 12-25b light laser Type: Starship blaster cannon Scale: Starfighter Cost: 1,500 Weight: 2 metric tons Availability: 1, F *Skill:* Starship gunnery *Fire Control:* 2D *Space Range:* 1-3/12/25 *Atmosphere Range:* 100-300/1.2/2.5 km *Damage:* 3D Source: Starships of the Galaxy – Saga Ed. (page 47)

# **Medium Laser Cannon**

Model: Czerka AF-216 Type: Starship blaster cannon Scale: Starfighter Cost: 4,000 Weight: 2 metric tons Availability: 2, R *Skill:* Starship gunnery *Fire Control:* 3D *Space Range:* 1-3/12/25 *Atmosphere Range:* 100-300/1.2/2.5 km *Damage:* 4D Source: Starships of the Galaxy – Saga Ed. (page 47)

# **Heavy Blaster Cannon**

Model: Czerka BL-4rg Type: Starship blaster cannon Scale: Starfighter Cost: 6,000 Weight: 2 metric tons Availability: 2, X *Skill:* Starship gunnery *Fire Control:* 3D\_2 *Space Range:* 1-3/12/25 *Atmosphere Range:* 100-300/1.2/2.5 km *Damage:* 5D Source: Starships of the Galaxy – Saga Ed. (page 47)

#### **Proton Torpedo Launcher**

Model: H'vrarda Industries G-19L Type: Proton torpedo launcher Scale: Starfighter Skill: Starship Gunnery Weight: 3 tons Ammo: 3 Cost: 2,500 Availability: F Fire Control: 1D

# Space Range: 1/3/7

# Atmosphere Range: 50-100/300/700

**Game Notes:** Additional ammunition racks can be added, which occupy 0.5 metric tons and an increase cost of 1,250 for every two torpedoes. The maximum capacity is 16 proton torpedoes.

**Editor's Note:** West End Games sources conflict as to whether concussion missile launchers use the *missile weapons: proton torpedo*, skill or the *starship gunnery: proton torpedo* skill. However, the majority of ships use the *starship* gunnery skill.

**Source:** Starships of the Galaxy – Saga Ed. (pages 45-47)

# Proton Torpedo



Model: H'vrarda Industries Grak Torpedo Type: Proton Torpedo Scale: Starfighter Cost: 800 Availability: F Damage: 9D Source: Starships of the Galaxy – Saga Ed. (pages 45-47)

#### Shieldbuster Torpedo

Model: H'vrarda Industries T-119C Type: Shield disabling torpedo launcher Scale: Starfighter Skill: Starship Gunnery Weight: 15 tons Ammo: 4 Cost: 10,000 Availability: 2, X Fire Control: 2D Space Range: 1/3/7 Atmosphere Range: 50-100/300/700 Game Notes: Additional ammunition racks can be added, which occupy 0.25 metric tons and an

added, which occupy 0.25 metric tons and an increase cost of 2,500 for every torpedo added. The maximum capacity is eight proton torpedoes. **Editor's Note:** West End Games sources conflict as

Editor's Note: West End Games sources conflict as to whether concussion missile launchers use the *missile weapons: shieldbuster torpedo*, skill or the *starship gunnery: shieldbuster torpedo* skill. However, the majority of ships use the *starship gunnery* skill.

**Source:** Starships of the Galaxy – Saga Ed. (pages 45, 47)

# **Shieldbuster Torpedo**

Model: H'vrarda Industries Horek Shieldbuster Type: Concussion missile Scale: Starfighter Cost: 1,000 Availability: F Damage: 10D

**Game Notes:** Shieldbuster torpedoes are specifically engineered to do considerable damage to starships with their shields engaged by overloading the shield generators. However, once the shields are down, the Shieldbusters are considerably less effective, only doing 5D damage to an unshielded vessel.

**Source:** Starships of the Galaxy – Saga Ed. (pages 45-47)

# **Space Mine Launcher**

Model: Ingrada Technologies F-65 Minelayer Type: Space proximity mine deployment racks Scale: Starfighter Skill: Starship Gunnery Weight: 8 tons Ammo: 6 Cost: 5,000 Availability: 1, X Fire Control: 0D Game Notes: Additional ammunition racks can be

added, which occupy 0.25 metric tons and an increase cost of 1,500 for every mine added. The maximum capacity is 12 mines.

**Source:** Starships of the Galaxy – Saga Ed. (pages 46-47)

# Space Mine

Model: Ingrada Standard Space Mine Type: Space proximity mine Scale: Starfighter Cost: 1,000 Availability: 1, X Blast Radius: 1-3 Damage: 7D Game Notes: When a ship enters within three space units, the mine detonates. Space mines require a Moderate *sensors* roll to detect. Source: Starships of the Galaxy – Saga Ed. (pages 46-47)

# **Advanced Space Mine**

Model: Ingrada Advanced Space Mine Type: Space proximity mine Scale: Starfighter Cost: 5,000 Availability: 1, X Blast Radius: 1-4 Damage: 9D Came Notes: When a chip onters within fou

**Game Notes:** When a ship enters within four space units, the mine detonates. Advanced space mines require a Difficult *sensors* roll to detect.

**Source:** Starships of the Galaxy – Saga Ed. (pages 46-47)

# Heavy Space Mine Launcher

Model: Ingrada Technologies G-89 Minelayer Type: Space proximity mine deployment racks Scale: Capital Skill: Starship Gunnery Weight: 18 tons Ammo: 6 Cost: 5,000 Availability: 1, X Fire Control: 0D Came Notes: Additional ammunition racks car

**Game Notes:** Additional ammunition racks can be added, which occupy 0.25 metric tons and an increase cost of 1,500 for every mine added. The maximum capacity is 12 mines.

**Source:** Starships of the Galaxy – Saga Ed. (pages 46-47)

# Heavy Space Mine

Model: Ingrada Advanced Space Mine Type: Space proximity mine Scale: Capital Cost: 5,000 Availability: 1, X Blast Radius: 1-3 Damage: 6D

**Game Notes:** When a ship enters within three space units, the mine detonates. Advanced space mines require a Moderate *sensors* roll to detect. Starfighter scale craft get an additional +2D to detect capital scale space mines.

**Source:** Starships of the Galaxy – Saga Ed. (pages 46-47)

# Light Turbolaser

Model: Kuat Drive Yards Firestorm 6 Type: Light turbolaser Scale: Capital Cost: 5,000 Weight: 13 metric tons Availability: 1, X *Crew:* 1 *Skill:* Capital Capital ship gunnery *Fire Control:* 2D *Space Range:* 3-15/35/75 *Atmosphere Range:* 6-30/70/150km *Damage:* 3D Source: Starships of the Galaxy – Saga Ed. (page 47)

# **Medium Turbolaser**

Model: Kuat Drive Yards Thunderclap 9 Type: Medium turbolaser Scale: Capital Cost: 10,000 Weight: 22 metric tons Availability: 1, X *Crew:* 3 *Skill:* Capital Capital ship gunnery *Fire Control: 3D Space Range:* 3-15/35/75 *Atmosphere Range:* 6-30/70/150km *Damage:* 5D Source: Starships of the Galaxy – Saga Ed. (page 47)

# Heavy Turbolaser

Model: Kuat Drive Yards Foxfire 12 Type: Heavy turbolaser Scale: Capital Cost: 20,000 Weight: 44 metric tons Availability: 2, X *Crew:* 3 *Skill:* Capital Capital ship gunnery *Fire Control:* 3D *Space Range:* 3-15/35/75 *Atmosphere Range:* 6-30/70/150km *Damage:* 7D Source: Starships of the Galaxy – Saga Ed. (page 47)

