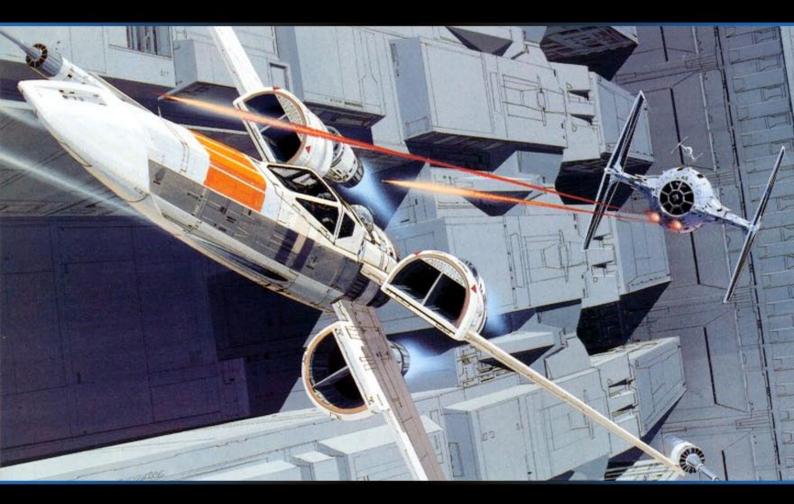
# STAR WARS

# ROLEPLAYING GAME



# STARSHIPS STATS

THIAGO S. ARANHA

REVISED & EXPANDED



# STARSHIPS STATS

# **REVISED & EXPANDED**

by Thiago S. Aranha



#### **Includes:**

Images and stats by West End Games • Images and converted stats by Wizards of the Coast Images from LucasFilms • Converted stats by Gary Astleford - The Rebellion Stats by Dean Magill - TORIS • Stats by High Admiral Christopher Deck Stats from SWRPGNetwork • Adventure Journal stats supplied by Grimace

This "Censored Edition" contains numerous glaring blank spaces where fan-made artworks were removed at the request of the authors, who didn't want their work included in this sourcebook. The removed material belonged to Frank Bonura, of Deckplans Alliance, and the Admiral, of TORIS.

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#### **Star Wars Eras**



Old Republic - Before Episode I



**Rise of the Empire** - Episode I to Episode IV



**Rebellion** - Episode IV to Episode VI



New Republic - After Episode VI



New Jedi Order - 21 years after Episode VI

# **STARFIGHTERS**



# Sith Fighter Craft: StarForge Starfighter Affiliation: Sith Era: Old Republic

starfighter
Scale: Starfighter
Length: 13 meters
Skill: Starfighter piloting

Crew: 1

Type: Combat

Cargo Capacity: 15 kilograms

**Consumables:** 1 day **Cost:** Not available for sale **Maneuverability:** 3D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 2D Sensors: Passive: 5/0D Scan: 15/1D Weapons:

#### Twin Laser Cannons

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/5/12



# Sith Starfighter

**Craft:** Sith Starfighter **Affiliation** Sith **Era:** Old Republic

Source: Star Wars Gamer Issue 5

**Type:** Starfighter **Scale:** Starfighter **Length:** 45 meters long

Skill: Starfighter piloting: Sith Starfighter

Crew: 1

Crew Skill: Typically 4D in all relevant skills

Cargo Capacity: 0.5 metric tons

**Consumables:** 5 days **Cost:** Not available for sale **Maneuverability:** 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 6D

#### Sensors:

Passive: 15/0D Scan: 30/1D **Weapons:** 

#### Triple Blaster Cannon

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D

*Space Range:* 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 2D+2

# **Drake Starfighter**



Craft: Kuat Systems Engineering Drake-class Starfighter

Affiliation: General Era: Old Republic Type: Light interceptor Scale: Starfighter Length: 8.9 meters

**Skill:** Starfighter piloting: Drake

**Crew:** 1

Crew Skill: Starfighter piloting 3D, starship gunnery 3D+2,

sensors 3D

Cargo Capacity: 30 kilograms Consumables: 1 week Cost: 88,000 (new), 57,000 (used) Hyperdrive Multiplier: 1.5

Nav Computer: No Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 1D+2 Shields: 2D Sensors: Passive: 5/0D Scan: 15/1D Search: 25/2D Focus: 1/3D Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D+1 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

# **Cinnagar Interceptor**



Craft: Cinnagar Security Engineering Division's Defense

Interceptor

Affiliation: Cinnagar / General

Era: Old Republic

Type: Planetary defense starfighter

Scale: Starfighter Length: 13 meters

Skill: Starfighter piloting: Cinnagar Interceptor

Crew: 1

Crew Skill: Sensors 2D, starfighter piloting 2D+2, starship

shields 2D+1, starship gunnery 3D

Cargo: 80 kilograms Consumables: 2 days Cost: 70,000 (new) Maneuverability: 2D+2

Space: 8

**Atmosphere:** 365; 1,050 kmh

**Hull:** 2D+2 **Shield:** 2D+2; 2D **Sensors:** 

Passive: 20/1D Scan: 40/1D+2 Search: 70/2D+1 Focus: 4/3D

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/5/12

Atmosphere Range: 1-300/500/1.2 km

Damage: 4D
Ion Cannon
Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1-3/5/8

Atmosphere Range: 1-300/500/800

Damage: 3D

## **Star Sabre**

Craft: Republic Fleet Systems Star Saber XC-01

Affiliation: Old Republic / Jedi Order

Era: Old Republic

**Source:** Power of the Jedi Sourcebook (pages 60-61)

**Type:** Starfighter **Scale:** Starfighter **Length:** 6.75 meters

**Skill:** Starfighter piloting: Star Saber **Crew:** 1

**Crew Skill:** 4D in all applicable skills **Passengers:** None

Cargo Capacity: 25 kilograms Consumables: 1 week Cost: Not available for sale Hyperdrive Multiplier: x1.5

Nav Computer: Can store coordinates for 2 hyperspace

jumps

Maneuverability: 1D+2

Space: 9

**Atmosphere:** 380; 1,100 kmh **Hull:** 4D

Shields: 2D+1 Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/4D Weapons:

2 Heavy 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: 6D

Stinger

Craft: Corellian Engineering Corp S-100 Stinger-class

Starfighter

Affiliation: Jedi Order / General

Era: Old Republic

Source: Power of the Jedi Sourcebook (page 60)

Type: Starfighter Scale: Starfighter Length: 3.5 meters

**Skill:** Starfighter piloting: S-100 Stinger

Crew:

Crew Skill: 5D in all applicable skills Cargo Capacity: 10 kilograms Consumables: 1 month

Cost: 465,000 (new), 310,000 (used)

Hyperdrive Multiplier: x1Nav Computer: Limited to 1 jump

Maneuverability: 3D+2

Space: 9

**Atmosphere:** 400; 1,150 kmh

Hull: 3D Shields: 2D Sensors: Passive: 25/0D Scan: 50/1D Search: 75/2D

Focus: 3/4D **Weapons:** 

2 Assault 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: 8D

2 Proton Torpedo Launchers (4 missiles each)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

#### C-73 Tracker

Craft: Subpro C-73 Tracker

**Affiliation:** General **Era:** Old Republic

Source: Alliance Intelligence Reports (page 50) Pirates &

Privateers (pages 52-53)

**Type:** Multi-purpose starfighter

Scale: Starfighter Length: 11.5 meters

Skill: Starfighter piloting: C-73 Tracker

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery

3D+2

Cargo Capacity: 60 kilograms

**Consumables:** 1 day **Cost:** 20,000 credits (used) **Maneuverability:** 1D

Space: 6

Atmosphere: 330;

950 kmh Hull: 2D Sensors:

Passive: 10/0D Scan: 15/1D Search: 20/1D+1 Focus: 2/3D **Weapons:** 

Weapons: Double Laser Cannon

Fire Arc: Front Skill: Starship gunnery

Fire Control: 1D+1 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

# Dagger

Craft: Republic Sienar Systems Dagger Starfighter

Affiliation: General Era: Old Republic Type: Escort starfighter Scale: Starfighter Length: 12.1 meters

**Skill:** Starfighter piloting: Dagger

Crew: 1

Crew Skill: Starfighter piloting 2D+1, starship gunnery 2D,

starship shields 3D

Cargo Capacity: 55 kilograms

Consumables: 1 week



Cost: 32,000

Hyperdrive Multiplier: x2

Nav Computer: Programmed with 5 jumps

Maneuverability: 2D

Space: 7
Hull: 2D
Sensors:
Passive: 15/

Passive: 15/1D Scan: 35/2D Search: 65/2D+2 Focus: 3/3D+2 Weapons:

Three Laser Cannons (fire-linked)

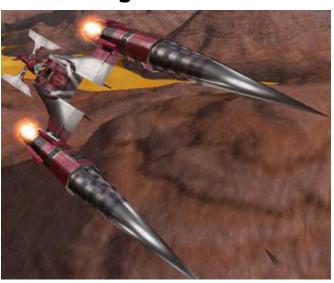
Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D+1 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

# Sigil Courier



Craft: Sigil Affiliation: General Era: Old Republic

**Type:** Reconnaissance Courier

**Scale:** Starfighter **Length:** 12.3 meters

Skill: Starfighter piloting: Sigil

Crew: 1

Crew Skill: Starfighter piloting 3D, starship gunnery 3D,

starship shields 2D+1

Cargo Capacity: 60 kilograms

Consumables: 1 week

**Cost:** 42,000

Hyperdrive Multiplier: x2Hyperdrive Backup: x10Nav Computer: Yes Maneuverability: 2D

Space: 9

Move: 330; 950 kmh

Hull: 2D Shields: 1D Sensors: Passive: 15/1D Scan: 35/2D Search: 70/2D+2 Focus: 4/3D+2 Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery

Fire Control: 1D+1
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

# Dianoga

Craft: Koensayr Dianoga Affiliation: General Era: Old Republic Type: Assault starfighter Scale: Starfighter Length: 16.1 meters

Skill: Starfighter piloting: Dianoga

Crew: 1

Crew Skill: Starfighter piloting 2D+1, starship gunnery 2D,

starship shields 3D

Cargo Capacity: 90 kilograms

Consumables: 3 days Cost: 46,000 Hyperdrive Multiplier: x2 Nav Computer: Programmed

with 5 jumps

Maneuverability: 1D

Space: 6

**Move:** 330; 950 kmh

Hull: 2D+2
Shields: 1D
Sensors:

Passive: 20/1D Scan: 40/2D Search: 70/2D+2 Focus: 3/3D+2

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery
Fire Control: 1D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

**Heavy Ion Cannon** 

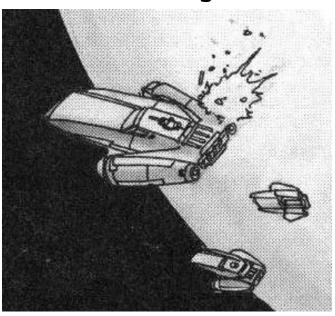
Fire Arc: Front Skill: Starship gunnery Fire Control: 1D

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 6D

# **Gun Tug**



**Craft:** SoroSuub Gun Tug **Affiliation:** General **Era:** Old Republic

Source: Starships of the Galaxy (pages 67-68)

Type: Utility fighter Scale: Starfighter Length: 12 meters

Skill: Starfighter piloting: Gun Tug

Crew: 1, gunners: 1 Crew Skill: Varies

Cargo Capacity: 500 kilograms

Consumables: 1 week
Cost: 142,000 (new)
Hyperdrive Multiplier: x2

Nav Computer: Limited to 2 jumps

Maneuverability: 2D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 3D Shields: 1D Sensors: Passive: 20/0D Scan: 35/1D Search: 40/2D Focus: 2/3D

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: 5D **2 Tractor Beams**Fire Arc: Front

Scale: Capital Skill: Capital ship gunnery

Fire Control: 1D

*Space Range:* 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 4D

# CloakShape Fighter



Craft: Kuat Systems Engineering CloakShape Fighter

**Affiliation:** General **Era:** Old Republic

**Source:** Dark Empire Sourcebook (page 111), Starships of the Galaxy (pages 65-66), The Essential Guide to Vehicles

and Vessels (pages 22-23)

Type: Stock multi-purpose Starfighter

Scale: Starfighter Length: 15 meters

Skill: Starfighter piloting: CloakShape

Crew: 1

Cargo Capacity: 40 kilograms

Consumables: 1 day

**Cost:** 15,000 (stock and used) **Maneuverability:** 1D+1

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D+2 Weapons:

Double Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D+2

*Space Range:* 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

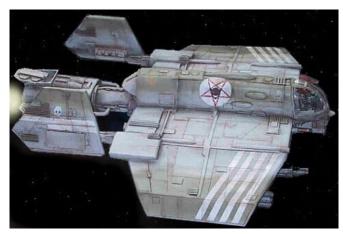
Damage: 4D+2

Dual Concussion Missile Launchers (fire-linked)

Fire Arc: Front Skill: Missile weapons Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D



#### **Modification Notes:**

- Maneuvering Fin

**Cost:** 5,000

Maneuverability: 2D+2
- Hyperdrive Sled
Cost: 15,000

Hyperdrive Multiplier: x3
Nav Computer: Uses R1 unit

# Whitecloak Fighter



Craft: Modified Kuat Systems Engineering Cloakshape

**Affiliation:** Jedi Order **Era:** Old Republic

**Source:** Power of the Jedi Sourcebook (page 58)

**Type:** Custom starfighter **Scale:** Starfighter **Length:** 15 meters

Skill: Starfighter piloting: Cloakshape

Crew:

**Crew Skill:** 7D in all applicable skills

Passengers: 1 or 2 Cargo Capacity: 40 kilograms Consumables: 2 weeks Cost: 150,000 (new), 100,000 (used)

Hyperdrive Multiplier: x1.5

Nav Computer: Astromech programmed with 10 jumps

Maneuverability: 1D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D+2 Shields: 0D+2 Sensors: Passive: 25/1D Scan: 40/2D Search: 60/3D

Weapons:

#### 2 Light Laser Cannons (fire-linked)

Fire Arc: Front

Focus: 4/3D+2

Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

2 Concussion Missile Launchers (8 missiles each)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

# **Mercenary Fighter**



Craft: Kuat Systems Engineering Custom Mercenary

Starfighter

**Affiliation:** General **Era:** Old Republic

Type: Space superiority starfighter

Scale: Starfighter Length: 16 meters Skill: Starfighter piloting

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery

3D+2, starship shields 3D **Cargo Capacity:** 100 kilograms

Consumables: 2 week

Cost: Not available for sale (estimated value 107,000)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D+2

Space: 9

Atmosphere: 400, 1,150 kmh

**Hull:** 4D+1 **Shields:** 1D+1\*

\*The Mercenary Starfighter has 2D of backup shields.

Sensors:

Passive: 20/0D Scan: 45/1D+1 Search: 85/2D+2 Focus: 4/4D Weapons:

Two Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Concussion Missile Launcher (10 missiles)

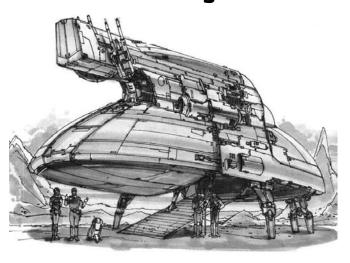
Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D+2 Space Range: 1-3/7/12

Atmosphere Range: 100-300/700/1.2 km

Damage: 8D

# **Phoenix Hawk Light Pinnace**



Craft: Kuat Systems Engineering S40K Phoenix Hawk Light

Pınnac

**Affiliation:** General **Era:** Old Republic

**Source:** Starships of the Galaxy (page 72)

**Type:** Starfighter/transport

**Scale:** Starfighter **Length:** 19.2 meters

**Skill:** Starfighter piloting: S40K

Crew: 1 or 2 Crew Skill: Varies Passengers: 4

Cargo Capacity: 20 metric tons Consumables: 2 months Cost: 112,000 (new) Hyperdrive Multiplier: x2

Nav Computer: Limited to 2 jumps

Maneuverability: 1D

Space: 5

Hull: 5D

Atmosphere: 295; 850 kmh

Shields: 2D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D Weapons:

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery

Fire Control: 1D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 6D

2 Light Ion Cannons (fire-linked)

Fire Arc: Rear

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

#### TL-118 StarHammer



Craft: Subpro Corporation TL-118 "StarHammer" Short-

Range Attack Ship **Affiliation:** General **Era:** Old Republic

Source: Instant Adventures (page 43)

Type: Heavy assault fighter

**Scale:** Starfighter **Length:** 35 meters

**Skill:** Starfighter piloting: TL-118 **Crew:** 1 (can co-ordinate), gunners: 1

Crew Skill: Starfighter piloting 3D+1, ship gunnery 4D+2

Cargo Capacity: 200 kilograms

Consumables: 1 week Cost: 72,000 (used only) Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 105; 300 kmh Hull: 5D

Shields: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

Weapons:

2 Light Laser Cannons

Fire Arc: Front Crew: 1 (gunner) Skill: Starship gunnery Fire Control: 3D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

2 Twin Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

**Concussion Missile Launcher** 

Fire Arc: Front Crew: 1 (gunner) Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Air-To-Surface Bombs

Fire Arc: Front Crew: 1 (gunner) Skill: Starship gunnery Fire Control: 1D Space Range: 1/2/5

Atmosphere Range: 500-2/4/10 km

Damage: 9D

## Naboo Police Cruiser



Craft: Theed Palace Space Vessel Engineering Corps N-X

Police Cruiser **Affiliation:** Naboo **Era:** Old Republic

Type: Space superiority starfighter

Scale: Starfighter Length: 11 meters

**Skill:** Starfighter piloting: Naboo Police Cruiser

Crew: 1 plus astromech Crew Skill: All skills 4D Cargo Capacity: 65 kilograms Consumables: 1 week Cost: Not available for sale

**Hyperdrive Multiplier:** None (x1 when modified) **Nav Computer:** If modified, 10 jumps with astromech

Maneuverability: 3D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 2D+1 Shields: 1D+1 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: 5D

Proton Torpedo Magazine (10 torpedoes)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

# **N-1 Royal Starfighter**



Craft: Theed Palace Space Vessel Engineering Corps N-1

Royal Starfighter **Affiliation:** Naboo **Era:** Old Republic

**Source:** Secrets of Naboo (page 39) **Type:** Space superiority starfighter

Scale: Starfighter Length: 11 meters

**Skill:** Starfighter piloting: N-1 **Crew:** 1 (plus astromech droid)

Crew Skill: Starfighter piloting 4D+1, starship gunnery

4D+1, starship shields 4D+1 Cargo Capacity: 65 kilograms Consumables: 1 week Cost: Not available for sale Hyperdrive Multiplier: x1

Nav Computer: Uses Astromech with 10 jumps

Maneuverability: 2D

Space: 9

Atmosphere: 380; 1,100 kmh Hull: 2D

Shields: 1D Sensors: Passive: 20/0D Scan: 35/1D Search: 40/2D Focus: 2/3D Weapons:

2 Laser Cannons (fire-linked)

 $\textit{Fire Arc:} \ \mathsf{Front}$ 

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Proton Torpedo Magazine (10 torpedoes)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

# **G-1 Starfighter**

Craft: BullbaBong/Theed Palace Space Vessel Engineering

Corps G-1 Starfighter **Affiliation:** Naboo / General **Era:** Rise of the Empire **Source:** Wizards Website **Type:** Starfighter

**Type:** Starfighter **Scale:** Starfighter **Length:** 11 meters

**Skill:** Starfighter piloting: G-1 Starfighter **Crew:** 1 plus astromech droid **Crew Skill:** Typically 4D in all skills

**Cargo Capacity:** 90 kilograms **Consumables:** 2 weeks **Cost:** 125,000 (new), 80,000 (used)

**Hyperdrive Multiplier:** x4

Nav Computer: Limited to 10 jumps with Astromech droid

Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 2D Shields: 1D+1

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+2 Space Range: 1-3/12/25 Atmosphere Range: 100-300/

1.2/2.5 km Damage: 5D

**Proton Torpedo Launcher** 

(10 torpedoes) Fire Arc: Front Skill: Starship G

Skill: Starship Gunnery Fire Control: 2D+2 Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

# **Naboo Bomber**

**Craft:** Naboo Bomber **Affiliation:** Naboo **Era:** Rise of the Empire

**Source:** Gamer Magazine Issue 5 **Type:** Starfighter/bomber

Scale: Starfighter Length: 20 meters

Skill: Starfighter piloting: Naboo bomber

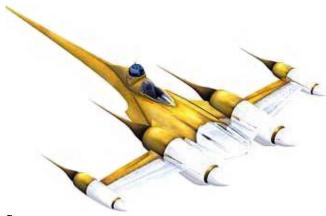
Crew: 1 Passengers: 2

Cargo Capacity: 5 metric tons Consumables: 2 weeks Cost: Not available for sale Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 5DShields: 1D+1



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: 1D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Bomb Chute (30 ion bombs)

Fire Arc: Ventral

Skill: Missile weapons: Ion Bombs

Fire Control: 1D Space Range: 1/2/3

Atmosphere Range: 500/1/2 km (altitude)

Damage: 7D (actual damage, not ionization damage)

# Freefall Bomber



Craft: Royal Nubian Freefall-class Bomber

Affiliation: Naboo Era: Rise of the Empire Type: Bomber fighter Scale: Starfighter Length: 30 meters

**Skill:** Starfighter piloting: Freefall **Crew:** 2, gunners: 2, skeleton: 1/+5

Crew Skill: Starfighter piloting 4D+1, starship gunnery

4D+1, starship shields 4D+1 **Cargo Capacity:** 20 metric tons

Passengers: 8

Consumables: 1 month Cost: 220,000 (new) Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D Shields: 1D Sensors: Passive: 20/0D Scan: 35/1D Search: 40/2D Focus: 2/3D

Weapons:
4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Bomb Chute (20 bombs)

Fire Arc: Ventral Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 13D

# Jedi Starfighter



Craft: Kuat Systems Engineering Delta-7 Aethersprite-class

Starfighter

**Affiliation:** Jedi Order **Era:** Rise of the Empire

Source: d20 Rulebook (page 229)

**Type:** Starfighter **Scale:** Starfighter **Length:** 8 meters

**Skill:** Starfighter piloting: Delta-7

Crew: 1 and modified astromech droid (can coordinate)

**Crew Skill:** All skills typically at 4D **Cargo Capacity:** 60 kilograms

Consumables: 1 week

**Cost:** 180,000 (new), 145,000 (used), both prices are black

market value

**Hyperdrive Multiplier:** x1 (with booster ring, see below) **Nav Computer:** Uses a modified astromech droid

programmed with 10 jumps

Maneuverability: 3D

Space: 8

**Atmosphere:** 365; 1,050

kmh Hull: 2D Shields: 1D Sensors: Passive: 25/1D

Scan: 45/2D Search: 65/2D+2 Focus: 3/3D+1



Weapons:

2 Dual Lasers (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: 6D

**Notes:** The Delta-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). Additionally, the Delta-7 incorporates a speciallydesigned astromech droid (R4-P series), which is hardwired into the starfighter. Without the proper droid, the pilot suffers a -1D penalty to his astrogation skill checks. The droid suffers the same penalty to both its astrogation and starfighter repair skill checks.

# Jedi Interceptor



Craft: Kuat Systems Engineering Eta-2 Actis-class

Interceptor

Affiliation: Jedi Order Era: Rise of the Empire Source: Wizards Website

Type: Interceptor Scale: Starfighter **Length:** 5.47 meters

**Skill:** Starfighter piloting: Eta-2

**Crew:** 1 and astromech droid (can coordinate)

Cargo Capacity: 20 kilograms

Consumables: 2 days

Cost: Not available for sale (valued at 140,000)

Hyperdrive Multiplier: x1 (with booster ring, see below) Nav Computer: Uses a modified astromech droid

programmed with 10 jumps Maneuverability: 4D+2

Space: 16

**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: 2D 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: 2D Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 4D

Notes: The Eta-2 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, and requires a Difficult starfighter piloting roll (the fighter's maneuverability counts for this roll).

#### V-19 Torrent



Craft: Slayn & Korpil V-19 Torrent Clone Fighter

Affiliation: Old Republic / Empire

Era: Rise of the Empire

Type: Short range assault starfighter

Scale: Starfighter Length: 6 meters

Skill: Starfighter piloting: V-19 Torrent

Crew: 1

Crew Skill: Sensors 3D, starfighter piloting 3D, starship

gunnery 3D, starship shields 3D Cargo Capacity: 20 kilograms

Consumables: 2 days

Hyperdrive Multiplier: x1 (escort model only) Nav Computer: Yes (escort model only)

Maneuverability: 3D+1

Space: 9

Atmosphere: 400; 1,150 kmh

**Hull:** 3D+1 Shields: 1D+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: 1D Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

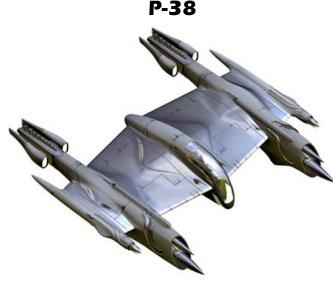
Damage: 5D

2 Concussion Missile Launchers (3 missiles each)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 2-15/35/50

Atmosphere Range: 200-1500/3.5/5 km

Damage: 8D



Craft: Buuper Torsckil Abbey Devices Porax-38 Starfighter

Affiliation: Utapaun / General Era: Rise of the Empire Source: Wizards Website 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) 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

2 Laser Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

# T-36 Skyfighter



**Craft:** Incom T-36 Skyfighter **Affiliation:** General

**Era:** Rise of the Empire

**Source:** Secrets of Tatooine (page 94) **Type:** Near-orbit planetary defense fighter

Scale: Starfighter Length: 8.2 meters

**Skill:** Starfighter piloting: T-36

Crew: 1

Crew Skill: Varies

**Cargo Capacity:** 30 kilograms **Consumables:** 2 hours

**Cost:** 64,000 (new), 16,000 (used)

Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 1D+1 Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D

Weapons: Double Laser Cannon

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

**Game Notes:** the T-36 tends to spin in turns or other tight maneuvers when in atmosphere. To reflect this, increase the difficulty of maneuvers in atmosphere by +10.

#### Toscan 8-Q

Craft: Shobquix Yards Toscan 8-Q Starfighter

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 53), Alliance Intelligence

Reports (page 50)

**Type:** Multi-purpose starfighter

Scale: Starfighter



Length: 10.2 meters

Skill: Starfighter piloting: Toscan 8-Q

Crew:

Crew Skill: All skills 3D+2 Cargo Capacity: 75 kilograms

Consumables: 1 day Cost: 35,000 (used) Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 2D Sensors: Passive: 15/0D Scan: 25/+1 Search: 50/1D+2 Focus: 2/2D Weapons:

2 Laser Cannons

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 km

Damage: 5D

#### Zebra



Craft: Hyrotii Vehicle Works Zebra Starfighter

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Planets Collection (page 62) **Type:** Light short range starfighter

Scale: Starfighter Length: 12.3 meters

Skill: Starfighter piloting: Zebra

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D

Cargo Capacity: 65 kilograms

Consumables: 1 day

Cost: 65,000 (new), 32,000 (used)

Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh **Hull:** 2D

Sensors: Passive: 15/0D Scan: 25/1D+1 Search: 45/2D Focus: 3/2D+2

Weapons:
2 Laser 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: 5D

# **TIE-Y Ugly**



**Craft:** Average TIE-Y Ugly **Affiliation:** General **Era:** Rise of the Empire

**Source:** Pirates & Privateers (pages 54)

Type: Patchwork starfighter

**Scale:** Starfighter **Length:** 12 meters

Skill: Starfighter piloting: TIE-Y

Crew: 1

Crew Skill: Varies widely
Cargo Capacity: 65 kilograms

Consumables: 2 days Maneuverability: 2D

**Space:** 13

Atmosphere: 295; 850 kmh Hull: 2D

Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

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: 5D

# **Patrol StarSpeeder**

**Craft:** Echnos Protector StarSpeeder **Affiliation:** Echnos Patrol / General

Era: Rise of the Empire

**Source:** Adventure Journal 4 (page 203)

**Type:** Patrol fighter **Scale:** Starfighter

Skill: Starfighter piloting: StarSpeeder

Length: 12 meters

Crew: 1

Crew Skill: Starfighter piloting 4D+2, starship gunnery 4D

Cargo Capacity: 50 kilograms

Consumables: 1 week Cost: Not available for sale Maneuverability: 3D Space: 9

**Atmosphere:** 195; 560 kmh **Hull:** 3D

Sensors: Passive: 25/0D Scan: 50/1D Search: 75/2D Focus: 3/4D

Weapons:

2 Laser Canons (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 4D

#### **PTR-3 Vedette**

Craft: Core Galaxy Systems PTR-3 Vedette

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Star Wars Gamer Issue 10

**Type:** Snubfighter **Scale:** Starfighter **Length:** 10.5 meters

Skill: Starfighter piloting: PTR-3

Crew: 1

**Crew Skill:** Varies widely **Cargo Capacity:** 50 kilograms

Consumables: 1 day

Cost: 75,000 (new), 30,000 (used)

Maneuverability: 2D

Space: 9

**Atmosphere:** 375; 1,080 kmh

Hull: 3D+1 Shields: 0D+2 Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D

Scan: 25/1D Search: 40/2D Focus: 1/2D Weapons: Laser Cannon

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

# **Hornet Interceptor**



Craft: Modified Tenloss Hornet Interceptor

**Affiliation:** General **Era:** Rise of the Empire

**Source:** The Jedi Academy Sourcebook (pages 126-128), The Essential Guide to Vehicles and Vessels (pages 64-65)

**Type:** Space superiority starfighter

**Scale:** Starfighter **Length:** 14 meters

Skill: Starfighter piloting: Hornet

Crew: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 4D+1

Cargo Capacity: 80 kilograms

Consumables: 5 days

Cost: 75,000 (new), 32,000 (used)

Maneuverability: 3D+2

Space: 9

**Atmosphere:** 400; 1,150 kmh **Hull:** 1D+2

Shields: 2D+2 Sensors: Passive: 20/0D Scan: 40/1D Search: 65/2D

Focus: 3/3D **Weapons:** 

#### 2 Turbo-charged Laser Cannons (fire linked)\*

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-4/14/27

Atmosphere Range: 100-400/1.4/2.7 km

Damage: 10D

\*Once fired more than three times in a dogfight, the turbocharged laser cannons rupture on a wild die roll of one,

causing 6D damage to the ship itself. Alternate Weapon Configuration:

**2 Laser Cannons** (fire linked) *Fire Arc:* Front *Skill:* Starship gunnery *Fire Control:* 1D

Space Range: 1-3/15/25

Atmosphere Range: 100-300/1.5/2.5 km

Damage: 5D+2

# **Authority IRD**



Craft: Authority IRD

Affiliation: Corporate Sector Authority / General

**Era:** Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook

(pages 102-103)

Type: Multipurpose starfighter

**Scale:** Starfighter **Length:** 8.5 meters

Skill: Starfighter piloting: IRD

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D

Cargo Capacity: 15 kilograms

**Consumables:** 1 day **Cost:** Not available for sale

Maneuverability: 2D (+2 in atmosphere)

Space: 9

Atmosphere: 295; 850 kmh Hull: 4D

Sensors: Passive: 25/0D Scan: 45/1D Search: 65/1D+2 Focus: 2/2D+1 Weapons:

2 Twin Blaster 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

# **Authority IRD-A**

Craft: Authority IRD-A

Affiliation: Corporate Sector Authority / General

**Era:** Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook

(pages 102-103)

Type: Multipurpose aerospace fighter

Scale: Starfighter Length: 10 meters

Skill: Starfighter piloting: IRD

Crew: 1

Crew Skill: Starfighter piloting 5D+2, ship gunnery 4D+1

Cargo Capacity: 25 kilograms

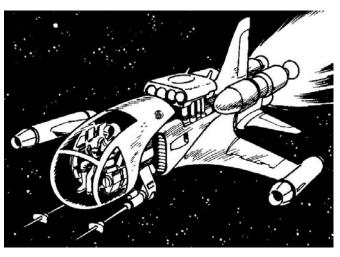
**Consumables:** 2 days **Cost:** Not available for sale

Maneuverability: 2D+1 (2D in atmosphere)

Space: 9

**Atmosphere:** 400; 1,150 kmh

Hull: 4D



#### Sensors:

Passive: 20/0D Scan: 40/1D Search: 50/1D+2 Focus: 2/2D Weapons:

#### Twin Blaster Cannon

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

#### **Concussion Missile Tube**

Fire Arc: Front

Skill: Missile weapons: concussion missiles

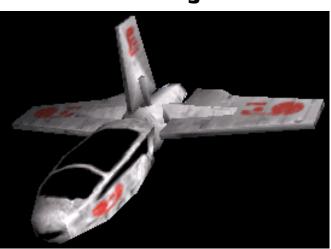
Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

# **Pinook Fighter**



Craft: Joraan Drive Systems Pinook Starfighter

Affiliation: General Era: Rise of the Empire Type: Escort starfighter Scale: Starfighter Length: 9.5 meters

Skill: Starfighter piloting: Pinook

Crew: 1



Crew Skill: Astrogation 3D, starship gunnery 3D+2, starfighter piloting 3D+2, starship shields 3D, sensors 3D.

Cargo Capacity: 100 kilograms

Consumables: 1 week

Cost: 85.000

Hyderdrive Multiplier: x2

Nav Computer: Limited to 4 jumps

Maneuverability: 2D

**Space:** 7.5

**Atmosphere:** 355; 1,025 kmh

Hull: 3D Shields: 1D Sensors: Passive: 15/1D Scan: 30/2D Search: 60/3D Focus: 2/3D+2

Weapons:

#### 2 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 5D

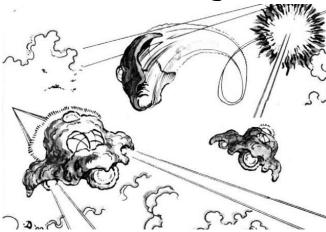
#### Concussion Missile Launcher

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 7D

# Charon Starfighter



Craft: Charon Starfighter **Affiliation:** Charon Era: Rise of the Empire **Source:** Otherspace (page 40)

Scale: Starfighter **Length:** 9 meters

Skill: Starfighter piloting

 $\textbf{Crew:}\ 1$ 

Crew Skill: starfighter piloting 5D, starship shields 5D,

starship gunnery 4D+2 Cargo Capacity: 50 kilograms Consumables: 1 day Cost: Not available for sale Maneuverability: 2D

Space: 11

**Atmosphere:** 435; 1,300 kmh

**Hull:** 3D+2 Shields: 1D Weapons:

#### Tri-Laser Pulse-Cannon (fire linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5 km

Damage: 7D

## Z-95 Mark I Headhunter



Craft: Incom/Subpro Z-95 Mark I Headhunter

Affiliation: General Era: Old Republic

**Source:** Planets Collection (page 62) Type: Multi-purpose starfighter

Scale: Starfighter Length: 11.8 meters

Skill: Starfighter piloting: Z-95

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery

3D+2, starship shields 3D+1 Cargo Capacity: 50 kilograms

Consumables: 1 day

Cost: 23,000 (in current condition)

Maneuverability: 1D

Space: 5

Hull: 4D

**Atmosphere:** 365; 1,050 kmh

Shields: 1D Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D

#### Weapons: 2 Triple Blasters (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: 3D

#### **Concussion Missiles**

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 7D

#### **Z-95 Headhunter**



Craft: Incom/Subpro Z-95 I3 (Improved Model 3

Headhunter

Affiliation: General / Rebel Alliance

Era: Rise of the Empire

**Source:** Rulebook (page 250), Rebel Alliance Sourcebook (pages 82-83), The Star Wars Sourcebook (page 15), Dark Force Rising Sourcebook (pages 128-129), The Thrawn Trilogy Sourcebook (pages 229), Han Solo and the Corporate Sector Sourcebook (pages 103-104), Alliance Intelligence Reports (page 50), The Essential Guide to Vehicles and Vessels (pages 200-201)

**Type:** Multi-purpose starfighter

Scale: Starfighter Length: 11.8 meters

Skill: Starfighter piloting: Z-95

Crew: 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery

3D+2, starship shields 3D+1 **Cargo Capacity:** 85 kilograms

Consumables: 1 day Cost: 45,000 (used) Maneuverability: 1D

Space: 7
Atmosph
Hull: 4D

**Atmosphere:** 400; 1,150 kmh

Shields: 1D Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D

Weapons:

2 Triple Blasters (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: 3D

Concussion Missiles

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 7D

#### **Z-95XT Trainer**

**Craft:** Incom/Subpro Z-95XT **Affiliation:** Rebel Alliance / General

**Era:** Rise of the Empire

Source: Rebel Alliance Sourcebook (pages 82-83)

Type: In-system courier/training vessel

Scale: Starfighter Length: 12.2 meters

**Skill:** Starfighter piloting: Z-95

Crew: 1

Crew Skill: All skills 3D+2

Passengers: 1

Cargo Capacity: 200 kilograms

Consumables: 1 week
Cost: 49,860 (as modified)
Maneuverability: 1D

Space: 6
Atmosph
Hull: 4D

**Atmosphere:** 350; 1,000 kmh

Shields: 1D+2 Sensors: Passive: 15/0D Scan: 25/1D

Search: 40/2D Focus: 1/2D **Weapons:** 

Two Triple Blasters (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: 3D

#### Gauntlet

**Craft:** Shobquix Yards' Gauntlet Starfighter **Affiliation:** General / Rebel Alliance

Era: Rise of the Empire

Source: Planets Collection (page 62)

**Type:** Multi-purpose short range Starfighter

Scale: Starfighter Length: 14 meters Skill: Starfighter piloting Crew: 1, gunners: 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D

Cargo Capacity: 85 kilograms

Consumables: 2 days

Cost: 165,000 (new), 85,000 (used)

Maneuverability: 2D

Space: 6

Atmosphere: 295; 850 kmh

**Hull:** 3D+2 **Shields:** 1D **Sensors:** *Passive:* 20/1D *Scan:* 35/1D+2

Search: 45/2D Focus: 5/3D

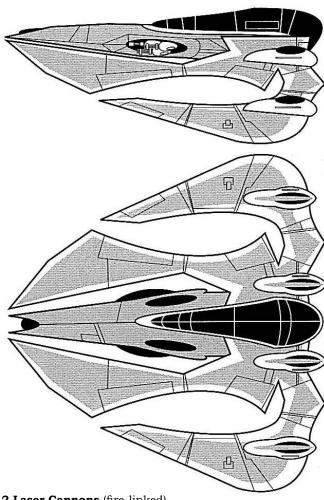
Weapons:

2 Laser Cannons (fire linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/10/17

Atmosphere Range: 100-300/1/1.7 km

Damage: 4D



2 Laser Cannons (fire-linked)

Fire Arc: Turret

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

**Proton Torpedo Launcher** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

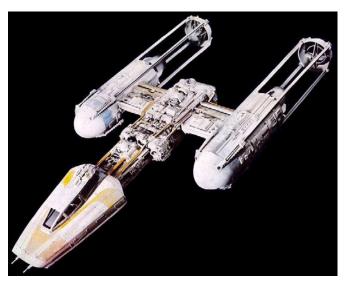
Y-Wing

**Craft:** Koensayr BTL-S3 Y-wing **Affiliation:** General / Rebel Alliance

Era: Rise of the Empire

**Source:** Rulebook (page 249), Rebel Alliance Sourcebook (pages 85-86), Star Wars Trilogy Sourcebook SE (pages 122-124), The Star Wars Sourcebook (pages 18-19), Galaxy Guide 1 – A New Hope (page 69), Dark Force Rising Sourcebook (pages 127-128), The Thrawn Trilogy Sourcebook (page 229), The Essential Guide to Vehicles

and Vessels (pages 198-199) **Type:** Attack starfighter **Scale:** Starfighter



Length: 16 meters

Skill: Starfighter piloting: Y-wing

**Crew:** 1, gunners: 1, 1 astromech droid (can coordinate) **Crew Skill:** Astrogation 3D+2, starfighter piloting 4D+2,

starship gunnery 4D+1, starship shields 3D

Cargo Capacity: 110 kilograms Consumables: 1 week

Cost: 135,000 (new), 65,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: No (uses astromech droid programmed

with 10 jumps)

Maneuverability: 2D

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: 5D

2 Proton Torpedo Launchers

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 9D

2 Light Ion Cannons (fire linked)

Fire Arc: Turret (may be fixed to forward to be fired by pilot

at only 1D fire control)

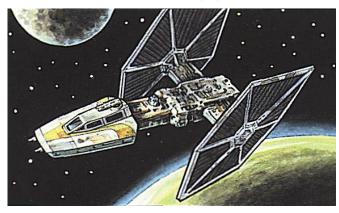
Crew: 1

Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

# **Y-TIE Ugly**



**Craft:** Avarage Y-TIE Ugly **Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (pages 53-54)

Type: Patchwork starfighter

**Scale:** Starfighter **Length:** 10 meters

Skill: Starfighter piloting: Y-TIE

Crew: 2

Crew Skill: Varies widely Cargo Capacity: 110 kilograms

Consumables: 1 week

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D+2 Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

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: 5D

Weapons:

Nav Computer: Yes Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D Shields: 1D Sensors:

Passive: 35/1D+1 Scan: 55/2D+1 Search: 80/3D+1 Focus: 3/4D+1

Weapons:

Twin Blaster Cannon (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

2 Ion Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

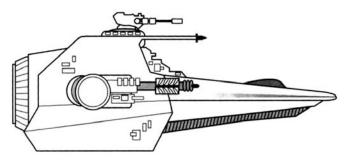
Damage: 4D

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# **Pursuer Enforcement Ship**



## **Corsair Cruiser**



Craft: SoroSuub Corsair-class Cruiser

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Galaxy Guide 9 - Fragments from the Rim (pages

63-64)

Type: Heavy assault starfighter

Scale: Starfighter Length: 18 meters

Skill: Starfighter piloting: Corsair

Crew: 2, gunners: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 4D

Cargo Capacity: 90 kilograms

Consumables: 2 days Cost: 275,000 credits Hyperdrive Multiplier: x3

Nav Computer: Limited to 3 jumps

Maneuverability: 1D

Space: 8 Atmosph Hull: 4D

**Atmosphere:** 365; 1,050 kmh

Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D

Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons:

#### 2 Heavy Laser Cannons

Fire Arc: Front Crew: 1 (gunner) Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/12/25

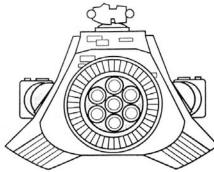
Atmosphere: 100-300/1.2/2.5 km Damage: 5D

2 Ion Cannons
Fire Arc: Turret
Crew: 1 (co-pilot)
Skill: Starthip gunnery

Fire Control: 3D Space Range: 1-3/7/36

Atmosphere: 100-300/700/3.6 km

Damage: 3D







Craft: MandalMotors StarViper Assault Fighter

Affiliation: Black Sun / General

Era: Rise of the Empire

Source: The Essential Guide to Vehicles and Vessels (pages

124-125)

**Type:** Assault fighter **Scale:** Starfighter **Length:** 21 meters

Skill: Starfighter piloting: StarViper

Crew: 1 Passengers: 1

Cargo Capacity: 1 metric ton Consumables: 2 months Cost: 350,000 credits Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes

Maneuverability: 3D+2 (1D in atmosphere with wings

extended) **Space:** 11

Atmosphere: 435; 1,200 kmh Hull: 6D (front), 3D (back) Shields: 1D (front), 4D (back)

Sensors:

Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 4/4D+1 Weapons:

#### 2 Double Heavy Laser Cannons

Fire Arc: Front (wings retracted); wings extended: 1 front/

left/back, 1 front/right/back Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D (6D if fire-linked)

2 Proton Torpedo Launchers (3 torpedoes)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

#### Vanguard Heavy Assault Gunship

Craft: Corellian Vanguard-class Heavy Assault Gunship

**Affiliation:** General **Era:** Rise of the Empire

Source: Polyhedron Magazine 161 (pages 12-13)

Type: Fighter Scale: Starfighter Lengthn 47 meters

Skill: Starfighter piloting: Vanguard

Crew Skill: All appropriate skills at 4D+1

Passengers: 6

Cargo Capacity: 220 kilograms Consumablesn 2 weeks

**Cost:** 115,700 (new), 69,500 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

**Hull:** 5D+1 Shields: 2D Sensors: Passive: 20/0D

Scan: 35/1D Search: 40/2D Focus: 2/3D Weapons:

2 Turbolasers (fire-linked)

Fire Arc: Front Scale: Capital

Skill: Capital Ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

2 Blaster Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

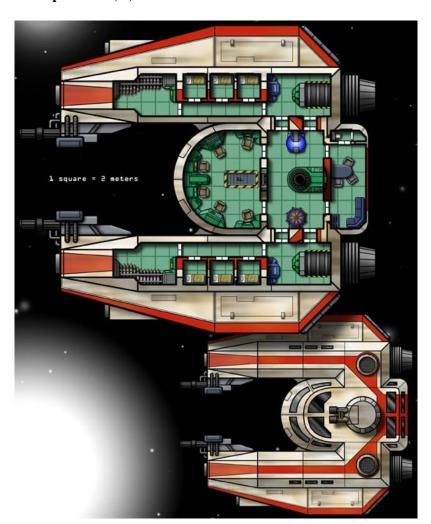
Damage: 5D

4 Proton Torpedo Launchers (8 missiles each)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D



# Dagger-D Police Fighter

Craft: Duro Defense Force Dagger-D Police

Fighter

Affiliation: Duro / General

Era: Rebellion

Source: Coruscant and the Core Worlds (page

**Type:** Starfighter Scale: Starfighter Length: 11.8 meters

Skill: Starfighter piloting: Dagger-D Crew: 1

Crew Skill: 5D in all applicable skills Passengers: 2

Cargo Capacity: 85 kilograms

Consumables: 2 days Cost: 27,500 credits Maneuverability: 2D+1

Space: 10

**Atmosphere:** 415; 1,200 kmh

Hull: 2D Shields: 1D Sensors:

Passive: 30/0D Scan: 55/1D Search: 85/2D+1 Focus: 5/4D

Weapons:

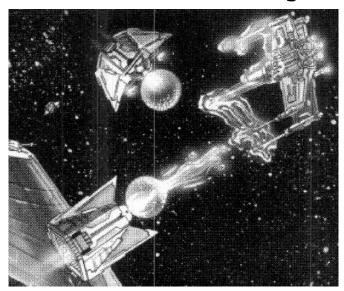
2 Triple Blasters (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

## **Qektoth Confederation Starfighter**



Craft: Modified Zebra Starfighter **Affiliation:** Oektoth Confederation

Era: Rebellion

Source: The DarkStryder Campaign: Kathol Rift (page 84)

Type: Qektoth starfighter Scale: Starfighter Length: 12.3 meters

Skill: Starfighter piloting: Zebra

Crew Skill: Starfighter piloting 5D, starship gunnery 5D+2

Cargo Capacity: 65 kilograms

Consumables: 1 day Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 2D Shields: 1D Sensors: Passive: 15/0D Scan: 25/1D+1 Search: 45/2D

Focus: 3/2D+2

Weapons:

2 Laser 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: 5D

Bio-Plasmatic Gel Torpedo Launcher (3 torpedoes)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/6/10

Atmosphere Range: 100-300/600/1 km

Damage: 5D\*

Note: This gel clings to the hull of a starship, and continues burning until it freezes in space, or burns off in an atmosphere. While stuck to a ship, the gel does 5D damage for the first round, and 1D less damage each additional round. Resourceful pilots can remodulate their ship's particle shields to "buck" the gel off the ship. This requires a Moderate starship shields roll, during which the vessel's particle shields are down.

# M3-A Scyk



Craft: MandalMotors M3-A Scyk Light Hutt Fighter

**Affiliation:** General Era: Rebellion Type: Light fighter Scale: Starfighter **Length:** 10 meters

Skill: Starfighter piloting: M3-A Scyk

Crew Skill: Varies widely Consumables: 2 days Cargo Capacity: 12 kilograms

Nav Computer: Yes Hyperdrive Multiplier: x3 Maneuverability: 3D+2

Space: 10

Hull: 2D

**Atmosphere:** 415; 1,200 kmh

Shields: 1D Sensors: Passive: 10/1D Scan: 20/2D Search: 40/3D Focus: 3/4D Weapons:

2 Light Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 4D

**Concussion Missile Launcher** 

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 8D

## **G1-M4-C Dunelizard**



Craft: MandalMotors G1-M4-C Dunelizard Medium Hutt

Fighter

Affiliation: General Era: Rebellion Type: Medium fighter Scale: Starfighter Length: 11 meters

Skill: Starfighter piloting: G1-M4-C Dunelizard

Crew: 1

Crew Skill: Varies widely Consumables: 4 days Cargo Capacity: 85 kilograms

Nav Computer: Yes Hyperdrive Multiplier: x3 Maneuverability: 2D+2

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/1D Scan: 20/2D Search: 40/3D Focus: 3/4D Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 5D

2 Concussion Missile Launchers

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 8D

# M12 Kimogila



Craft: MandalMotors M12-L "Kimogila" Heavy Hutt Fighter

Affiliation: General Era: Rebellion Type: Heavy fighter Scale: Starfighter Length: 12 meters

Skill: Starfighter piloting: M12 Kimogila

Crew: 1

Crew Skill: Varies widely Consumables: 1 week Cargo Capacity: 110 kilograms Nav Computer: Yes

Hyperdrive Multiplier: x3
Maneuverability: 1D+2

Space: 6

**Move:** 330; 950 kmh **Hull:** 5D

Shields: 2D Sensors: Passive: 10/1D Scan: 20/2D Search: 40/3D Focus: 3/4D

Weapons:
2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 6D

2 Ion Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-5/1/17

Atmospheric Range: 100-500/1/1.7 km

Damage: 5D

2 Concussion Missile Launchers

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 8D

# X-TIE Ugly



Craft: Incom T-65B X-wing-TIE Fighter

**Affiliation:** General **Era:** Rebellion

Source: Cracken's Threat Dossier (page 144)

Type: Patchwork starfighter

Scale: Starfighter Length: 12.5 meters Skill: Starfighter piloting

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2,

starship shields 3D

Cargo Capacity: 110 kilograms

Consumables: 1 week Hyperdrive Multiplier: x1

Nav Computer: Limited to one jump

Maneuverability: 3D+1

Space: 9

**Atmosphere:** 365; 1,050 kmh **Hull:** 4D

Shields: 1D Sensors: Passive: 25/1D Scan: 50/1D Search: 75/2D Focus: 4/3D+1

Weapons:
4 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: 6D

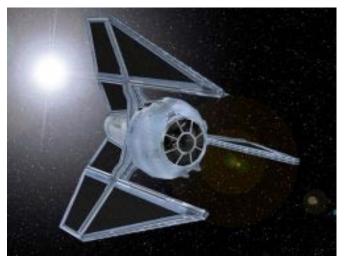
# "Clutch" Ugly

Craft: Custom Modified TIE Fighter

**Affiliation:** General **Era:** Rebellion

Type: Space superiority starfighter

Scale: Starfighter Length: 6.2 meters



Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 3D+2,

starship shields 2D+2 Cargo: 60 kilograms Cost: Not available for sale Maneuverability: 3D+1

Space: 11

**Atmosphere:** 435; 1,350 kmh

Hull: 2D+2 Shields: 1D+2 Sensors: Passive: 15/0D Scan: 30/1D Search: 50/2D

Focus: 3/3D Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/25

Atmosphere Range: 1-500/1.5/2.5 km

Damage: 6D
Ion Cannon
Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

*Space Range:* 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 4D

# **Manta Assault Starfighter**



Craft: Tapani Starship Cooperative Manta-class Starfighter

**Affiliation:** Tapani Sector / General

Era: Rebellion

**Source:** Lords of the Expanse: Sector Guide (pages 39-40)

Type: Intermediate assault starfighter

Scale: Starfighter Length: 12 meters

Skill: Starfighter piloting: Manta-class starfighter

Crew: 1, gunners: 1

Crew Skill: Starfighter piloting 4D+2, starship gunnery 4D,

starship shields 4D, sensors 4D **Cargo Capacity:** 100 kilograms

**Consumables:** 1 week **Cost:** 95,000 (new)

 $\textbf{Maneuverability:} \ 3D+1 \ (attack \ form.), \ 1D \ (intercept \ form.)$ 

Space: 7 (attack formation), 10 (intercept speed)

Hull: 2D+1 Shields: 2D+1 Sensors: Passive: 20/0D Scan: 40/1D Search: 80/1D+2 Focus: 2/2D+1

2 Light Ion Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-250/1/1.5 km

Damage: 3D

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 100-300/1.2/1.7 km

Damage: 4D+1

2 Heavy Laser Cannons

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/10/20

Atmosphere Range: 100/750/1.2 km

Damage: 6D

R-41 Starchaser

**Craft:** FreiTek Inc. R-41 Starchaser **Affiliation:** General / Rebel Alliance

Era: Rebellion

**Type:** Space superiority fighter

Scale: Starfighter Length: 11 meters

**Skill:** Starfighter piloting: R-41

**Crew:** 1

Crew Skill: Starfighter piloting 3D+2, starship gunnery

3D+2, starship shields 3D+1 **Cargo Capacity:** 35 kilograms

Consumables: 2 days Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 2D+1

**Space:** 10

Atmosphere: 415; 1,200 kmh

Hull: 2D Shields: 2D+1



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: 5D

2 Ion Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

# **Razor Fighter**



**Craft:** Starypon/SunHui Spacework Razor Fighter

**Affiliation:** General **Era:** Rebellion

**Type:** Attack starfighter **Scale:** Starfighter **Lenght:** 13.6 meters

Skill: Starfighter piloting: Razor fighter

Crew: 1

Cargo Capacity: 100 kilograms

Consumables: 2 days

Cost: 140.000 (new), 80.000 (used) Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x10

Nav Computer: Limited to 5 Jumps

Maneuverability: 2D

 $\mathbf{Space:}\ 7$ 

**Atmosphere:** 350; 1,000 kmh

Hull: 3D Shields: 1D Sensors:

Passive: 20/0D Scan: 35/1D Search: 40/2D Focus: 2/3D **Weapons:** 

Dual Lasers
Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+2 **Dual Ion Cannons**Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/7/36 Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

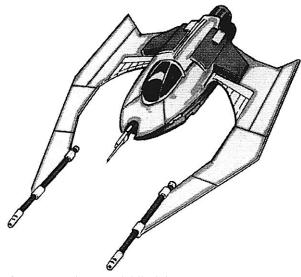
2 Concussion Missile Tubes (8 missiles)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 8D

# Miy'til Fighter



**Craft:** Hapan Cluster Miy'til Fighter **Affiliation:** Hapes Consortium

Era: Rebellion

**Source:** Cracken's Threat Dossier (page 45), Starships of the Galaxy (pages 70-71), The Essential Guide to Vehicles

and Vessels (pages 160-161) **Type:** Heavy combat starfighter

Scale: Starfighter Length: 7.5 meters

Skill: Starfighter piloting: Miy'til fighter

Crew: 1 (plus astromech droid)

Crew Skills: Astrogation 3D+2, Starship gunnery 3D+1,

starfighter piloting 4D, starship shields 3D+2

Cargo Capacity: 25 kilograms

Consumables: 1 week Cost: 210,000

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: Yes

Nav Computer: Astromech droid holds 10 jumps

Maneuverability: 3D

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 3D+1 Shields: 1D+1 Sensors: Passive: 25/0D Scan: 50/1D

Search: 75/1D+2 Focus: 3/3D+1 **Weapons:** 

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-4/15/30

Atmosphere Range: 100-300/1.2/1.5 km

Damage: 5D

Concussion Missile Tube (5 missiles)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 9D

# Miy'til Assault Bomber

Craft: Hapes Consortium Miy'til Assault Bomber

Affiliation: Hapes Consortium

Era: Rebellion

**Source:** Starships of the Galaxy (page 71)

Type: Bomber
Scale: Starfighter
Length: 20 meters

Skill: Starfighter piloting: Miy'til assault bomber

Crew: 2

Cargo Capacity: 400 kilograms

Consumables: 2 days Cost: 200,000 (new) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12

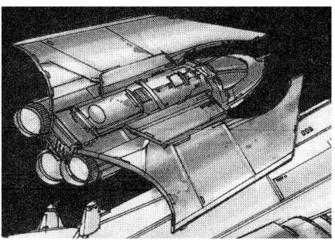
Nav Computer: Astromech droid holds 10 jumps

Maneuverability: 1D+2

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 4DShields: 2D



Sensors:

Passive: 25/0D Scan: 50/1D Search: 75/1D+2 Focus: 3/3D+1

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-4/15/30

Atmosphere Range: 100-400/1.5/3 km

Damage: 5D

2 Concussion Missile Tubes (fire-linked, 16 heavy

concussion missiles each)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 10D

# **Planetary Fighter**



Craft: Sorosuub Planetary Fighter

**Affiliation:** General **Era:** Rebellion

Type: Short range starfighter

Scale: Starfighter Length: 17.4 meters

 $\textbf{Skill:} \ \text{starfighter piloting: planetary fighter}$ 

Crew: 1, gunners: 1

Crew Skill: starfighter piloting 3D+2, starship gunnery

3D+1, starship shields 2D+1 **Cargo Capacity:** 75 kilograms

Consumables: 2 days

Cost: 68,000

Maneuverability: 2D

Space: 9

**Atmosphere:** 400; 1,150 kmh

Hull: 3D+2 Shields: 2D Sensors: Passive: 25/1D Scan: 50/2D

Search: 80/3D Focus: 4/4D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Proton Torpedo Launcher (6 torpedoes)

Fire Arc: Front Skill: starship gunnery Fire Control: 2D+2 Space Range: 1-3/7/13

Atmosphere Range: 100-300/700/1.3 km

Damage: 9D

# Supa Fighter



Craft: Joraan Drive Systems Supa-class Starfighter

Affiliation: General / Black Sun

Era: Rebellion Scale: Starfighter Lenght: 19 meters

Skill: Starfighter piloting: Supa fighter

Crew:

Cargo Capacity: 250 kilograms

Cost: 180.000 (new)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x7
Nav Computer: Yes
Maneuverability: 1D+1

Space: 8

**Atmosphere:** 365; 1.050 kmh

Hull: 3D+2 Shields: 1D+2 Sensors: Passive: 20/0D Scan: 40/1D Search: 80/1D+2 Focus: 2/2D+1

Weapons: Dual Lasers Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 100-300/1.2/1.7 km

Damage: 6D
Ion Cannon

Fire Arc: Front

Skill: Starship gunnery Fire Control: 4D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-250/1/1.5 km

Damage: 4D

Two Proton Torpedo Launchers (8 torpedoes)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

# **Preybird Fighter**



**Craft:** Sorosuub *Preybird*-class Starfighter **Affiliation:** General / New Republic

Era: Rebellion

Source: The Last Command Sourcebook (pages 132-133),

The Thrawn Trilogy Sourcebook (pages 225-226)

Type: Heavy assault starfighter

Scale: Starfighter Length: 21 meters

Skill: Starfighter piloting: Preybird

Crew: 1, gunners: 1

Crew Skill: Astrogation 4D, starfighter piloting 4D+2,

starship gunnery 5D, starship shields 4D

Cargo Capacity: 15 kilograms

Consumables: 4 days Cost: 200,000 credits Hyperdrive Multiplier: x3

Nav Computer: Limited to five jumps

Maneuverability: 1D

Space: 8

**Atmosphere:** 365; 1,050 kmh **Hull:** 4D

Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Concussion Missile Launchers

Fire Arc: 1 front, 1 rear Skill: Starship gunnery Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

#### Ssi-ruuvi Battle Droid

Craft: Ssi-ruuvi Swarm-class Battle Droid

**Affiliation:** Ssi-ruuk **Era:** New Republic

**Source:** The Truce at Bakura Sourcebook (pages 123-124), The Essential Guide to Vehicles and Vessels (pages 150-

151)

**Type:** Alien drone fighter

**Scale:** Starfighter **Length:** 2 meters

**Skill:** Special (see below) **Maneuverability:** 4D+2

Space: 10 Atmosphere: 415;

1,200 kmh Hull: 1D Shields: 1D+2 Sensors:

Passive: 20/2D Scan: 40/2D+2 Search: 60/3D Focus: 3/4D

Weapons: 4 Laser Cannons

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

**Notes:** When controlled directly by Ssi-ruuvi cruisers, battle droids use the following skill die codes: starfighter piloting 4D, starship gunnery 3D+1, starship shields 3D+2. When acting on their own - and merely relaying on data back to Ssi-ruuvi Cruisers - Battle droids have the following skill die codes: starfighter piloting 5D, starship gunnery 4D+1, starship shields 4D+2.

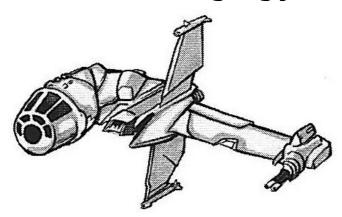
Weapon Damage: A single laser cannon does 3D damage. Two or three of the cannons may be linked together to do 4D damage, while all four cannons may be linked for 5D damage. Fire-linking these weapons can be accomplished automatically.

Energy Absorption: If a battle droid is hit by an incoming laser or Turbolaser blast (does not apply for ion cannons, tractor beams, concussion missiles or proton torpedoes) and the intelligence controlling the shields makes a Moderate starship shields roll, the micro-filament grid has been properly aligned to absorb part of the incoming energy. If this is successful, on the next round an extra 1D may be added to either shields or weapon damage or the droid's speed can be improved to Space: 11, Atmosphere: 435; 1,250 kmh for one round. If the ship is heavily damaged or worse, the micro-filament grid is overloaded and the energy is not absorbed.

Sensor Tracking: The highly-radioactive exhaust of Ssiruuvi battle droids makes them east to track. Enemy sensor operators get a +2D bonus to sensors when searching for and tracking these ships.

**Gamemaster Notes:** Ssi-ruuvi battle droids are extremely agile and move erratically in combat. The first time a character battle Ssi-ruuvi droids, he suffers a -1D penalty to starship gunnery (or -2D penalty for capital ship gunnery) for the first five rounds of combat. After this period of time has elapsed, the character has "accustomed" to the odd movements of battle droids and can use his or her full gunnery skill.

# Corellian B-Wing "Ugly"



Craft: Average Corellian/B-wing "Ugly"

**Affiliation:** General **Era:** New Republic

Source: Cracken's Threat Dossier (page 140)

Type: Patchwork starfighter

Scale: Starfighter Length: 16.9 meters Skill: Starfighter piloting Crew: 1, gunners: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2,

starship shields 3D+1

Passengers: 6

Cargo Capacity: 65 kilograms Consumables: 1 week Hyperdrive Multiplier: x2

Nav Computer: Limited to two jumps

Maneuverability: 1D+1

Space: 6

**Atmosphere:** 330; 750 kmh **Hull:** 2D

Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 4/4D+1

#### **Anti-Infantry Turbolaser Cannon**

Fire Arc: Turret Scale: Speeder Crew: 1

Weapons:

Skill: Vehicle blasters/starship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### **LAF-250**

**Craft:** Corellian Light Attack Fighter-250 **Affiliation:** Corellian Defense Force / General

Era: New Republic

Source: Cracken's Threat Dossier (page 141)

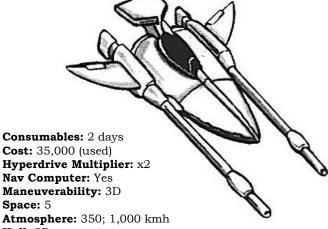
**Type:** Multi-purpose starfighter

Scale: Starfighter Length: 12 meters

 $\textbf{Skill:} \ \textbf{Starfighter piloting: light attack fighter}$ 

 $\textbf{Crew:}\ 1$ 

**Crew Skill:** Varies widely **Cargo Capacity:** 65 kilograms



Atmosphere: 350; 1,000 kmr Hull: 2D Shields: 1D

Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 50/1D+2
Focus: 2/2D
Weapons:
2 Laser Cannons

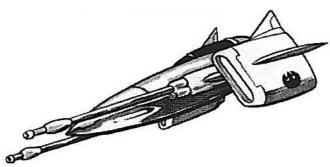
2 Laser Cannon Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 5D

#### **HLAF-500**



**Craft:** Corellian Heavy/Light Attack Fighter-500 **Affiliation:** Corellian Defense Force / General

Era: New Republic

**Source:** Cracken's Threat Dossier (page 142)

**Type:** Multi-purpose starfighter

Scale: Starfighter Length: 12 meters

Skill: Starfighter piloting: HLAF-500

Crew: 1

Crew Skill: Varies widely
Cargo Capacity: 65 kilograms
Consumables: 2 days
Cost: 40,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 4D

**Space:** 12

**Atmosphere:** 450; 1,300 kmh

Hull: 2D Shields: 2D



Sensors:

Passive: 15/0D Scan: 25/1D Search: 50/1D+2 Focus: 2/2D

Weapons:

2 Laser Cannons

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 5D

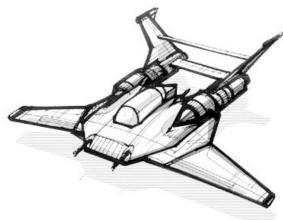
2 Proton Torpedo Launchers

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

#### Blade-32



Craft: Tarrvin-on-Kallik Blade-32 Starfighter

**Affiliation:** Adumar Era: New Republic

Type: Aerospace superiority starfighter

Scale: Starfighter Length: 12.6 meters

**Skill:** Starfighter piloting: Blade-32

Crew Skill: starfighter piloting 4D, starship gunnery 5D+1

Cargo: 65 kilograms Consumables: 2 days

Cost: 55,000 (new), 25,000 (used)

Maneuverability: 2D+2

Space: 7

Atmosphere: 295; 850 kmh Hull: 5D

Sensors: Passive: 15/1D Scan: 45/1D+2 Search: 75/2D+1

Focus: 4/3D Weapons:

4 Laser Cannons (fire-linked by pairs)

Fire Arc: 2 front, 2 rear Skill: Starship gunnery Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

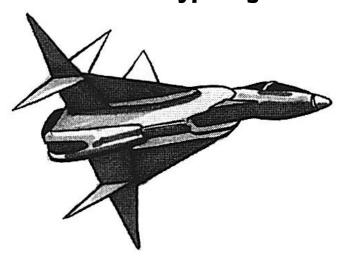
#### 2 Concussion Missile Launchers (5 missiles each)

Fire Arc: Front Skill: Starship gunnery Fire Control: 4D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

## Yevethan D-type Fighter



Craft: Yevethan "D-type" Starfighter

Affiliation: Yevethan Era: New Republic

**Source:** Cracken's Threat Dossier (page 97)

Type: Space superiority starfighter

Scale: Starfighter Length: 12 meters Skill: Starfighter piloting

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2

Cargo Capacity: 50 kilograms

Consumables: 1 day Cost: Not available for sale Maneuverability: 3D+2

Space: 12

Hull: 4D

Atmosphere: 450; 1,300 kmh

Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D Search: 80/2D Focus: 4/4D Weapons:

3 Laser Cannons (fire-linked)

Fire Arc: Front

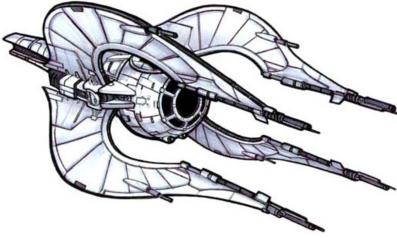
Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

#### **Clawcraft**



Craft: Chiss Nssis-class Clawcraft

**Affiliation:** Chiss Empire **Era:** New Jedi Order

Source: Gamer Magazine Issue 5

**Type:** Starfighter **Scale:** Starfighter **Length:** 7.65 meters

**Skill:** Starfighter piloting: Clawcraft

Crew: 1

Crew Skill: Typically 8D in relevant skills

Passengers: None

Cargo Capacity: 25 kilograms Consumables: 1 week Cost: Not available for sale Hyperdrive Multiplier: x1.5

Nav Computer: No Maneuverability: 3D+1

Space: 10

**Atmosphere:** 415; 1,200 kmh

Hull: 2D Shields: 1D+1 Sensors:

Passive: 25/1D+1 Scan: 40/2D+1 Search: 60/3D+1 Focus: 4/4D Weapons:

4 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

Daniel 7D

Damage: 7D

## Yorik-et Coralskipper

Craft: Yuuzhan Vong Yorik-et Coralskipper

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (pages 31-32), d20 Core Rulebook (page 184)

Type: Starfighter Scale: Starfighter Length: 13 meters

Skill: Starfighter piloting: Yorik-et

Crew: 1

Crew Skill: 5D in all appropriate skills

Passengers: None

Cargo Capacity: 1.3 metric tons

Consumables: 1 day
Cost: Not available for sale
Maneuverability: 2D+1

Space: 9

Atmosphere: 295; 850 kmh

**Hull:** 3D+1 **Shields:** 1D+2 (dovin basal)

Sensors: Passive: 30/0D Scan: 60/1D Search: 90/2D Focus: 3/4D

2 Volcano Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

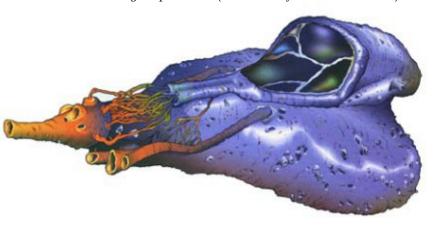
Dovin Basal "Tractor"

Fire Arc: Any

Skill: Starship gunnery Fire Control: 0D Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/2.5 km

Damage: Up to 1D+2 (see the entry on "Dovin Basals")



# Separatists

## **Droid Starfighter**



Craft: Xi Char Variable Geometry Self-Propelled Battle

Droid, Mk. 1

Affiliation: Trade Federation / Separatists

Era: Old Republic

Source: Secrets of Naboo (page 8), d20 Rulebook (page

229)

Type: Autonomous starfighter

Scale: Starfighter Length: 3.5 meters Skill: Starfighter piloting Crew: 0 (droid brain) Crew Skill: All skills 4D+1 Cargo Capacity: None Consumables: None

Cost: 19,000 (new), 5000 (used)

Maneuverability: 3D

Space: 10

Hull: 4D

Atmosphere: 415; 1,200 kmh

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: 0D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

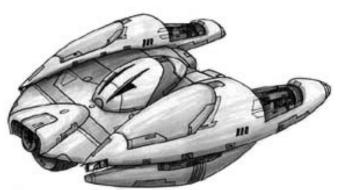
2 Energy Torpedo Launchers (4 torpedoes each)

Fire Arc: Front Skill: Starship gunnery

Space Range: 1/3/7 Atmosphere Range: 30-100/300/700

Damage: 9D

#### **Droid Bomber**



Craft: Xi Char Cathedral Factories Droid Bomber

Affiliation: Trade Federation

**Era:** Old Republic **Type:** Surface bomber **Scale:** Starfighter **Length:** 3.9 meters

**Skill:** Droid programming: droid bomber

Crew: None (droid control ship)

Crew Skill: Starfighter piloting 2D, starship gunnery 3D,

starship shields 2D **Cargo:** 80 kilograms

Cost: 74,000 for four; 5,000 for control unit

Maneuverability: 1D+1

Space: 7
Atmosph
Hull: 3D

Atmosphere: 500; 1,350 kmh

Sensors: Passive: 20/0D Scan: 35/1D Search: 50/2D Focus: 3/2D+1 Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5km

Damage: 4D

2 Energy Torpedo Launchers (fire-linked)

Fire Arc: Front Skill: Starship gunnery

Fire Control: 2D+1 Space Range: 1/3/5

Atmosphere Range: 50-100/300/500 km

Damage: 9D

**Proton Bomb Launcher** 

Fire Arc: Ventral Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1/3/5

Atmosphere Range: 1-100/300/500 km

Damage: 13D

#### Scarab



**Craft:** Xi Char Scarab **Affiliation:** Trade Federation

Era: Old Republic Type: Drone starfighter Scale: Starfighter Length: 3.8 meters

**Skill:** Starfighter piloting: Scarab

Crew: None (droid brain)

Crew Skill: Starfighter piloting 2D, starship gunnery 3D,

sensors 3D

Cost: 21,000 (new), 4,000 (used)

Maneuverability: 1D+2

Space: 4

**Hull:** 3D+2

**Atmosphere:** 350; 1,000 kmh

Shields: 2D Sensors: Passive: 5/0D Scan: 15/1D Search: 25/2D Focus: 1/3D Weapons:

4 Blaster Cannons (fire-linked in pairs)

Fire Arc: Front Scale: Speeder Skill: Vehicle blasters Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5 km

Damage: 5D

## **Advanced Droid Starfighter**

Craft: Xi Char Variable Geometry Self-Propelled Battle

Droid, Mk. 2

**Affiliation:** Trade Federation **Era:** Rise of the Empire

Type: Advanced droid starfighter

**Scale:** Starfighter **Length:** 3.5 meters

 $\textbf{Skill:} \ \textbf{Starfighter piloting:} \ \textbf{advanced droid starfighter}$ 

Crew: None (droid brain)

Crew Skill: Starfighter piloting 4D, starship gunnery 3D+2,

sensors 3D

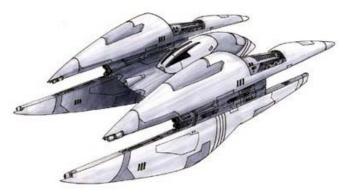
Cost: 60,000 (new), 19,000 (used)

Maneuverability: 2D+2

**Space:** 10

**Atmosphere:** 415; 1,180 kmh

Hull: 4D



#### Sensors:

Passive: 5/0D Scan: 15/1D Search: 25/2D Focus: 1/3D **Weapons:** 

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Proton Torpedo Launchers (4 torpedoes each)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5 km

Damage: 9D

#### **Advanced Droid Bomber**



Craft: Xi Char Cathedral Factories Advanced Droid

Bomber

**Affiliation:** Trade Federation **Era:** Rise of the Empire

Type: Anti-capital ship and surface bomber

Scale: Starfighter Length: 3.9 meters

Skill: Droid programming: advanced droid bomber

Crew: None (droid control ship)

Crew Skill: Starfighter piloting 2D, starship gunnery 3D

**Cargo:** 60 kilograms

Cost: 80,000 for four; 5,000 for control unit

Maneuverability: 1D+2

Space: 9

**Atmosphere:** 500;1,350 kmh

**Hull:** 3D+2

#### Sensors:

Passive: 20/0D Scan: 35/1D Search: 50/2D Focus: 3/2D+1

Weapons:

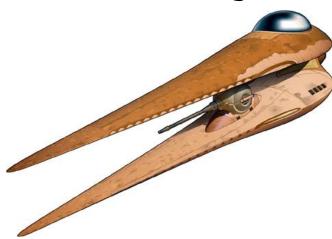
2 Heavy Proton Missile Launchers (fire-linked, 16

carried)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/15

Atmosphere Range: 1-300/700/1.5 km

Damage: 10D

## **Geonosian Starfighter**



Craft: Huppla Pasa Tisc Shipwrights Collective's Nantex-

class Territorial Defence Fighter

**Affiliation:** Separatists **Era:** Rise of the Empire

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 3D **Cargo Capacity:** 40 kilograms

Consumables: 1 day

Cost: Not available for sale (estimated value 72,000

credits)

Maneuverability: 2D+1

**Space:** 10

**Atmosphere:** 415, 1,200 kmh **Hull:** 2D

Shields: 1D Sensors: Passive: 20/0D Scan: 45/1D+1 Search: 85/2D+2 Focus: 4/4D

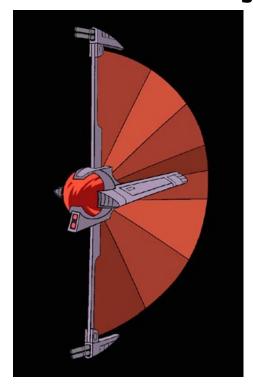
Weapons: Laser Cannon Fire Arc: Front

Skill: Starship gunnery Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### **Geonosian Fanblade Starfighter**



Craft: Huppla Pasa Tisc Shipwrights Collective Ginivex-

class Starfighter **Affiliation:** Separatists **Era:** Rise of the Empire **Type:** Aggressive starfighter

**Scale:** Starfighter **Length:** 8.7 meters

**Skill:** Starfighter piloting: Fanblade

Crew: 1

Cargo Capacity: 20 kilograms Consumables: 1 week Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 4D

**Space**: 13

Atmosphere: 475; 1,350 kmh

Hull: 2D Shields: 1D

**Fanblades:** When in combat mode with fans extended, shields gain a +2D bonus, but attackers gain a +2 bonus to hit. Sensor rolls to detect the ship gain a +3D bonus.

Sensors:

Passive: 15/0D Scan: 25/+1 Search: 50/1D+2 Focus: 2/2D

Ion Bafflers: When not in combat mode, baffled drive adds

 $+1{
m D}$  to sensors difficulty to detect ship.

Weapons:

2 Double Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/15/25

Atmosphere Range: 100-300/1.5/2.5 km

Damage: 3D+2

#### Mankvim-814



Craft: Feethan Ottraw Scalable Assemblies Mankvim-814

**Affiliation:** Techno Union **Era:** Rise of the Empire **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: 11

**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

#### **Belbullab-22**

Craft: Feethan Ottraw Scalable Assemblies Belbullab-22

Starfighter

**Affiliation:** Separatists / General

**Era:** Rise of the Empire **Type:** Heavy fighter **Scale:** Starfighter **Length:** 6.71 meters

Skill: Starfighter piloting: Belbullab-22

 $\textbf{Crew:}\ 1$ 

Cargo Capacity: 15 kilograms Consumables: 1 week

Maneuverability: 2D

Space: 7

**Atmosphere**: 350; 1,000 kmh

Hull: 4D+2 Shields: 1D



Sensors

Weapons:

Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D

2 Triple 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+1

## Tri-Fighter



Craft: Colla Designs/Phlac-Arphocc Automata Industries

Tri-Fighter

Alignment: Separatists Era: Rise of the Empire Source: Wizards Website Type: Droid starfighter Scale: Starfighter Length: 5.4 meters

**Skill:** Starfighter piloting: Tri-fighter

Crew: None (droid brain)

Crew Skill: Starfighter piloting 4D+1, starship gunnery

4D+1

Cost: 20,000 (new), 8,000 (used)

Maneuverability: 2D+1

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 4D

Sensors:

Passive: 20/0D Scan: 45/1D Search: 60/2D+1 Focus: 3/3D

Weapons:

**Medium Laser Cannon** 

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/12/20

Atmosphere Range: 100-500/1.2/2 km

Damage: 5D

3 Light 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: 4D

Buzz Droid Missile Launcher (2-6 carried)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700 m

Damage: For every 3 points by which the attack roll beats the difficulty, an additional buzz droid lands on the target, to a maximum of five buzz droids. See buzz droid stats in

the Droids Stats book, pages 26-27.

# **Imperial**

#### **V-Wing**



Craft: Kuat Systems Engineering Alpha-3 Nimbus-class "V-

wing" Starfighter

Affiliation: Old Republic / Empire

Era: Rise of the Empire Source: Wizards Website 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+1

**Space:** 15

**Atmosphere:** 500; 1,450 kmh **Hull:** 2D

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

#### **ARC-170**



Craft: Incom/Subpro ARC-170 (Aggressive ReConnaissance)

Affiliation: Old Republic / Empire

**Era:** Rise of the Empire **Source:** Wizards Website **Type:** Space superiority fighter

**Scale:** Starfighter **Length:** 14.5 meters

Skill: Starfighter piloting: ARC-170

Crew: 2 and astromech droid (can coordinate), gunners: 1,

skeleton: 1/+10

Cargo Capacity: 110 kilograms

Consumables: 5 days

Cost: 155,000 (new), 70,000 (used) Hyperdrive Multiplier: x1.5

Nav Computer: No (uses astromech with 10 jumps)

Maneuverability: 3D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 5D Shields: 1D+2 Sensors: Passive: 25/0D

Passive: 25/0D Scan: 50/1D Search: 70/2D Focus: 3/3D+1

Weapons:

 $\textbf{2 Medium Laser Cannons} \; (fire \; linked)$ 

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: 6D

2 Laser Cannons (fire linked)

Fire Arc: Rear turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/10/20

Atmosphere Range: 100-300/12/2 km

Damage: 5D

Proton Torpedo Launcher (6 torpedoes)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

#### T.I.E. Starfighter



Craft: Sienar Fleet Systems T.I.E.

**Affiliation:** Empire **Era:** Rise of the Empire **Source:** Adventure Journal **Type:** Space superiority starfighter

Scale: Starfighter Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D

Cargo Capacity: 65 kilograms

Consumables: 2 days
Cost: Not available for sale
Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

Weapons:

**Double Laser Cannon** 

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

## **TIE Fighter**

Craft: Sienar Fleet Systems TIE/ln

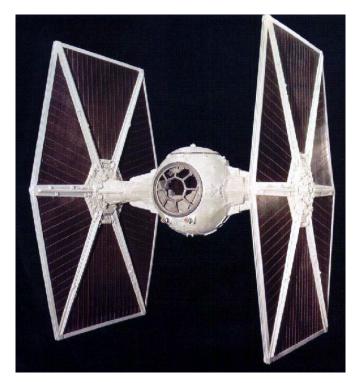
**Affiliation:** Empire **Era:** Rise of the Empire

**Source:** Core Rulebook (pages 249-250), Star Wars Trilogy Sourcebook SE (pages 124-126), The Star Wars Sourcebook (pages 25-27), Galaxy Guide 1 – A New Hope (page 56), Dark Force Rising Sourcebook (pages 126-127), Heir to the Empire Sourcebook (pages 136-137), The Thrawn Trilogy Sourcebook (pages 226-227), The Essential Guide to

Vehicles and Vessels (pages 180-181) **Type:** Space superiority fighter

Scale: Starfighter

Length: 6.3 meters



Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D

Cargo Capacity: 65 kilograms

Consumables: 2 days

Cost: 60,000 (new), 25,000 (used)

Maneuverability: 2D

**Space:** 10

**Atmosphere:** 415; 1,200 kmh

Hull: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D 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: 5D

## TIE Ground Targeting

Craft: Sienar Fleet Systems TIE/gt

**Affiliation:** Empire **Era:** Rise of the Empire **Source:** Adventure Journal

Type: Ground-targeting starfighter/bomber

**Scale:** Starfighter **Length:** 6.3 meters

**Skill:** Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D

Cargo Capacity: 10 metric tons

Consumables: 2 days Maneuverability: 1D

Space: 4



Atmosphere: 280; 800 kmh

Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

Hull: 2D

Weapons: Laser Cannon

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: 2D+2

Concussion Missile Launcher \*

Fire Arc: Front

Skill: Starship gunnery: concussion missiles

Fire Control: 1D Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 8D

\* The usual payload is 12 concussion missiles, but the missile launcher can also handle other specially packed payloads, including six proton torpedoes, 18 air-deployed mines, two cluster bombs, and, in unusual cases, 20,000 plastic leaflets.

#### TIE Reconnaissance

Craft: Sienar Fleet Systems TIE/rc

Affiliation: Empire
Era: Rise of the Empire
Source: Adventure Journal
Type: Reconnaissance starfighter

Scale: Starfighter Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Sensors 4D+2, starfighter piloting 4D+1,

starship gunnery 4D

Cargo Capacity: 65 kilograms

Consumables: 2 days Maneuverability: 2D+2

 $\textbf{Space:}\ 10$ 



Atmosphere: 415; 1,200 kmh

Sensors: Passive: 30/1D Scan: 60/2D Search: 90/3D Focus: 6/4D

Hull: 2D

Weapons: Laser Cannon

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: 2D+2

#### **TIE Fire Control**

Craft: Sienar Fleet Systems TIE/fc

**Affiliation:** Empire **Era:** Rise of the Empire **Source:** Adventure Journal **Type:** Fire control starfighter

**Scale:** Starfighter **Length:** 6.3 meters

**Skill:** Starfighter piloting: TIE

Crew: 1

Crew Skill: Sensors 4D+2, starfighter piloting 4D+1,

starship gunnery 4D

Cargo Capacity: 65 kilograms

**Consumables:** 2 days **Maneuverability:** 3D

Space: 8

**Atmosphere:** 365; 1,050 kmh **Hull:** 2D

Sensors: Passive: 30/0D Scan: 40/1D Search: 80/3D+2 Focus: 6/4D

Weapons: Laser Cannon 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: 2D+2

**Note:** The TIE/fc improves the fire control of another capital ship gunner by +2D, or a starfighter gunner by +1D. The TIE/fc must make a search scan of the designated target - a Moderate sensors skill difficulty, modified by circumstance and the TIE/fc's search value of 3D+2 - and be within sensor search range (80 units). Target acquisition can be dodged as if it were enemy fire. The improved fire control has no effect on the firing gun's range. Only one target can be painted and one gun guided at a time. New targets can be acquired and different guns guided in any round, as actions.

#### TIE Advanced x1

**Craft:** Sienar Fleet Systems TIE Advanced x1

**Affiliation:** Empire **Era:** Rise of the Empire

**Source:** Star Wars Trilogy Sourcebook SE (pages 126-127), Galaxy Guide 1 – A New Hope (page 57), Starships of the Galaxy (page 75), The Essential Guide to Vehicles and

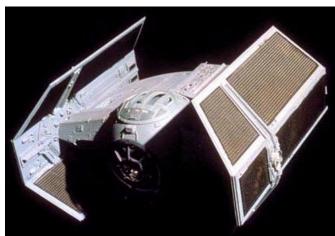
Vessels (pages 30-31)

Type: Space superiority starfighter

Scale: Starfighter Length: 7.8 meters

**Skill:** Starfighter piloting: TIE

 $\textbf{Crew:}\ 1$ 





Crew Skill: Starfighter piloting 6D, starship gunnery 5D

Cargo Capacity: 150 kilograms

Consumables: 5 days Cost: Not available for sale Hyperdrive Multiplier: x4

Nav Computer: limited to 10 jumps

Maneuverability: 1D+1

Space: 10

**Atmosphere:** 415, 1,200 kmh

Hull: 3D Shields: 1D+1 Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

2 Heavy 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: 6D

Weapons:

## TIE Aggressor



Craft: Santhe/Sienar Fleet Systems TIE/agg

**Affiliation:** Empire **Era:** Rise of the Empire Type: Heavy fighter/bomber

Scale: Starfighter Length: 7.8 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery

Cargo Capacity: 150 kilograms

Consumables: 5 days Cost: Not available for sale Hyperdrive Multiplier: x4

Nav Computer: limited to 10 jumps

Maneuverability: 2D

Space: 9

Atmosphere: 400, 1,150 kmh

**Hull:** 3D Shields: 1D+1 Sensors:

Passive: 0/0D Scan: 35/1D Search: 50/2D Focus: 3/3D

Weapons:

2 Medium 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+1

2 Concussion Missile Launchers (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Twin Blaster Cannons Fire Arc: Rear turret Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D+1

## Skypray Blastboat

Craft: Sienar Fleet Systems GAT-12j Skypray

**Affiliation:** Empire / General **Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 50-51), Heir to the Empire Sourcebook (pages 139-142), The Thrawn Trilogy Sourcebook (pages 239-242), Pirates & Privateers (page 86), Starships of the Galaxy (pages 84-85), The Essential Guide

to Vehicles and Vessels (pages 142-143) Type: Defense and patrol blastboat Scale: Capital (due to power output)

Length: 25 meters

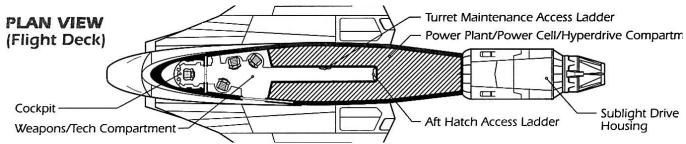
Skill: Starfighter piloting: skypray blastboat

Crew: 2 (1 can coordinate), gunners: 2, skeleton:1/+5 Crew Skill: Astrogation 4D, capital ship gunnery 5D, starfighter piloting 4D, starship gunnery 5D+1, starship shields 4D+1

Cargo Capacity: 20 metric tons Consumables: 1 month

Cost: 285,000 (new), 150,000 (used)





Hyperdrive Multiplier: x2

Nav Computer: Limited to 4 jumps

Maneuverability: 1D+2 (2D+2 in atmosphere)

Space: 8

**Atmosphere:** 415; 1,200 kmh **Hull:** 2D+1

Shields: 2D Sensors: Passive: 35/1D Scan: 60/1D+2 Search: 100/2D Focus: 3/2D+2

Weapons:

3 Medium Ion Cannons (fire linked)

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

**Proton Torpedo Launcher** 

Fire Arc: Front

Crew: 1 (same gunner as ion cannon)

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

2 Laser Cannons (fire-linked)

Fire Arc: Turret Crew: 1 Scale: Starfighter Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Concussion Missile Launcher (GAT-12j model only) (24

missiles carried)
Fire Arc: Front

Crew: 1 (same gunner as ion cannon)

Scale: Starfighter Skill: Starship gunnery Fire Control: 1D Space range: 1/3/7

Atmosphere Range: 1-50/100/250

Damage: 6D

Tractor Beam Projector (GAT-12g model only)

Fire Arc: Front

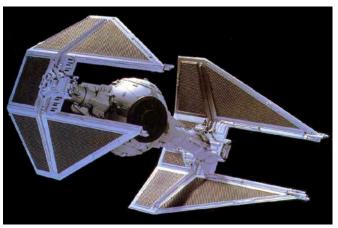
Crew: 1 (same gunner as ion cannon)

Scale: Starfighter Skill: Starship gunnery Fire Control: 4D Space range: 1-3/8/12

Atmosphere Range: 100-300/800/1.2 km

Damage: 6D

## **TIE Interceptor**



**Craft:** Sienar Fleet Systems TIE Interceptor

**Affiliation:** Empire **Era:** Rebellion

**Source:** Core Rulebook (page 250), Star Wars Trilogy Sourcebook SE (pages 127-129), The Star Wars Sourcebook (page 27), Galaxy Guide 5: Return of the Jedi (page 50), Dark Force Rising Sourcebook (page 127), Heir to the Empire Sourcebook (page 137), The Thrawn Trilogy Sourcebook (page 227), Starships of the Galaxy (page 76), The Essential Guide to Vehicles and Vessels (pages 182-183)

**Type:** Space superiority starfighter

Scale: Starfighter
Length: 6.6 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2

Cargo Capacity: 75 kilograms

Consumables: 2 days

Cost: 120,000 (new), 75,000 (used)

Maneuverability: 3D+2

Space: 11

Hull: 3D

**Atmosphere:** 435; 1,250 kmh

Sensors: Passive: 25/1D Scan: 40/2D Search: 60/2D Focus: 4/3D+2

Weapons:

4 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

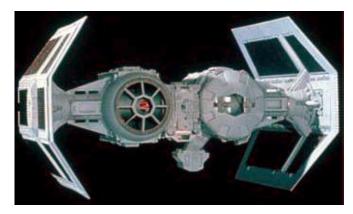
Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

#### **TIE Bomber**



Craft: Sienar Fleet Systems TIE Bomber

**Affiliation:** Empire **Era:** Rebellion

**Source:** Star Wars Trilogy Sourcebook SE (page 127), The Star Wars Sourcebook (page 28), Galaxy Guide 3 – The Empire Strikes Back (page 49), Starships of the Galaxy (pages 75-76), The Essential Guide to Vehicles and Vessels (pages 172-173)

Type: Dedicated light space bomber

Scale: Starfighter Length: 7.8 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Missile weapons 4D+1, starfighter piloting 4D,

starship gunnery 5D

Cargo Capacity: 15 metric tons (bomb bay)

Consumables: 2 days

Cost: 150,000 (new), 75,000 (used)

Space: 6

**Atmosphere:** 295; 850 kmh **Hull:** 4D+1

Sensors: Passive: 20/0D Scan: 35/1D Search: 50/2D Focus: 3/2D+2 Weapons:

2 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/2

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

Damage: 3D

Concussion Missiles Launcher (16 carried)

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 3D+2 Space Range: 1/3/7

Atmosphere Range: 50-100/1/5 km

Damage: 9D

**TIE Shuttle** 

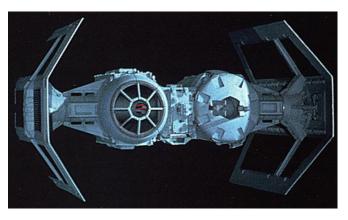
Craft: Sienar Fleet Systems TIE shuttle

**Affiliation:** Empire **Era:** Rebellion

Source: Star Wars Trilogy Sourcebook SE (page 129),

Galaxy Guide 3 – The Empire Strikes Back (page 49)

Type: Priority personnel shuttle



**Scale:** Starfighter **Length:** 7.8 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D

Passengers: 2

Cargo Capacity: 1 metric ton Consumables: 2 days Cost: Not available for sale Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons:

Laser Cannon 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: 2D+2

## **TIE Vanguard**

Craft: Sienar Fleet Systems TIE/va Vanguard

**Affiliation:** Empire **Era:** Rebellion

Type: Reconnaissance starfighter

Scale: Starfighter



Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 3D+1,

sensors 4D
Cargo: 35 kilograms
Consumables: 3 Days
Maneuverability: 1D+2

Space: 11

**Atmosphere:** 435; 1,350 kmh **Hull:** 2D+1

Sensors: Passive: 25/1D Scan: 60/2D Search: 90/3D Focus: 5/4D+1

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 4D

#### **TIE Raptor**



Craft: Zsinj TIE/rpt
Affiliation: Empire
Era: Rebellion

Source: Cracken's Threat Dossier (page 47)

**Type:** Combat starfighter **Scale:** Starfighter **Length:** 6.8 meters

Skill: Starfighter piloting: Raptor Fighter

Crew Skill: Starfighter piloting 5D+1, starship gunnery 5D

Cargo Capacity: 50 kilograms

**Consumables:** 2 days **Maneuverability:** 3D+2

Space: 8

Atmosphere: 355, 1,050 kmh

Hull: 4D Sensors: Passive: 20/0D Scan: 35/1D Search: 50/2D Focus: 3/2D+2 Weapons:

#### **4 Laser Cannons**

Fire Arc: front Skill: starship gunnery

Fire Control: 2D+2 Space Range: 1-5/14/27

Atmosphere Range: 100-500/1.4/2.7 km

Damage: 3D+2

#### 2 Concussion Missile Tubes

Fire Arc: front Skill: starship gunnery Fire Control: 3D Space Range: 1/4/7

Atmosphere Range: 0.05-0.5/1/5 km

Damage: 9D

#### TIE Phantom



**Craft:** Sienar Fleet Systems V-38 TIE

Affiliation: Empire
Era: Rebellion
Type: Strategic fighter
Scale: Starfighter
Lenght: 14.6 meters

**Skill:** Starfighter piloting: V-38 TIE

Crew: 1

Cargo Capacity: 50 kilograms Consumables: 3 days Hyperdrive Multiplier: x1 Hyperdrive Backup: x15

Nav Computer: Limited to 5 jumps

Maneuverability: 3D

Space: 11

**Atmosphere:** 415; 1,000 kmh

Hull: 2D Shields: 1D+2 Sensors: Passive: 40/3D Scan: 80/5D Search: 130/5D+2 Focus: 7/6D

Cloaking Device: When activated, all sensors and visual contact is lost. Additionally, starfighter is invisible to all

sensors and visual scanning while cloaked.

Weapons:

3 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: 6D

## **TIE Oppressor**



Craft: Sienar Fleet Systems TIE/opp

**Affiliation:** Empire **Era:** Rebellion

Type: Space superiority starfighter

Scale: Starfighter Length: 9.2 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 5D

Cargo Capacity: 150 kilograms

Consumables: 5 days Cost: Not available for sale Hyperdrive Multiplier: x3

Nav Computer: limited to 10 jumps

Maneuverability: 1D+2

Space: 8

**Hull:** 3D+1

**Atmosphere:** 355, 1,050 kmh

Shields: 1D+2 Sensors: Passive: 20/0D Scan: 35/1D Search: 50/2D Focus: 3/2D+2

Weapons:

2 Medium 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+1

2 Concussion Missile Launchers (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

**Twin Blaster Cannons** *Fire Arc:* Rear turret *Skill:* Starship gunnery *Fire Control:* 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D+1

#### **Assault Gunboat**

Craft: Cignus SpaceWorks Alpha Class Xg-1 Star Wing

**Affiliation:** Empire **Era:** Rebellion

**Type:** Assault fighter/gunboat

Scale: Starfighter Length: 15 meters

Skill: Starfighter piloting: Assault Gunboat

Crew: 1

Cargo Capacity: 40 metric tons Consumables: 1 week Cost: Not available for sale Hyperdrive Multiplier: x1

Nav Computer: Limited to 4 jumps

Maneuverability: 1D+2

Space: 6

Hull: 3D+2 Shields: 2D

Atmosphere: 330; 950 kmh

Sensors: Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 4/4D+1

2 Laser Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Ion Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 3D

2 General Purpose Warhead Launchers

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D



#### Missile Boat



**Craft:** Cygnus Spaceworks Xg-13 Missile Boat

**Affiliation:** Empire **Era:** Rebellion

Type: Heavy assault starfighter

Scale: Starfighter Length: 15 meters

Skill: Starfighter piloting: missile boat

Crew:

Crew Skill: starfighter piloting 3D+2, starship gunnery 4D,

starship shields 2D+1

Cargo Capacity: 130 kilograms

Consumables: 1 week

Cost: 96,000 Hyperdrive: x2 Nav Computer: Yes Maneuverability: 2D

**Space:** 9 (12 when engaging SLAM) **Atmosphere:** 400; 1,150 kmh

Shields: 1D+2 Sensors: Passive: 25/1D Scan: 45/2D

Search: 80/3D Focus: 6/4D Weapons:

**Hull:** 4D+2

**Heavy Laser Cannon** 

Fire Arc: Front

Skill: starship gunnery Fire Control: 1D+1 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

16 Concussion Missile Launchers (5 missiles per tube)

Fire Arc: Front

Skill: starship gunnery Fire Control: 2D+2 Space Range: 1-3/7/13

Atmosphere Range: 100-300/700/1.3 km

Damage: 9D

## **Space Battle Droid**

Craft: Arakyd Space Battle Droid

**Affiliation:** Empire **Era:** Rebellion

Source: Supernova (page 74)

Type: Space combat droid

Scale: Starfighter
Length: 10.3 meters
Skill: Battle droid piloting
Crew: Droid brain

Crew Skill: Battle droid piloting 4D, starship gunnery

5D

Cost: 125,000 Maneuverability: 1D

Space: 2 Hull: 6D Weapons: Blaster Cannon Fire Arc: Turret

Skill: Starship gunnery Space Range: 1-3/12/25

Damage: 6D+2

#### Scimitar Assault Bomber



Craft: Sienar Fleet Systems Scimitar

**Affiliation:** Empire **Era:** New Republic

**Source:** Dark Force Rising Sourcebook (pages 125-126), The Thrawn Trilogy Sourcebook (page 226), Starships of the Galaxy (pages 72-73), The Essential Guide to Vehicles and

Vessels (pages 136-137) **Type:** Assault bomber **Scale:** Starfighter **Length:** 13.8 meters

Skill: Starfighter piloting: Scimitar

Crew: 2

**Crew Skill:** Starfighter piloting 4D, starfighter gunnery 4D+2, Starship shields 2D+1, missile weapons 4D+2

Cargo Capacity: 200 kilograms

Consumables: 2 days Maneuverability: 2D+1

Space: 9

Atmosphere: 295; 850 kmh

Hull: 5D Shields: 1D+2 Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D

Focus: 3/3D **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



Concussion Missile Launcher (16 missiles)

Fire Arc: Front

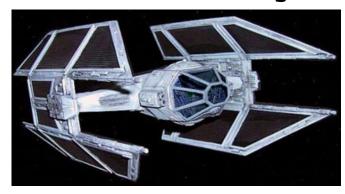
Skill: Missile weapons: concussion missiles

Fire Control: 3D+2 Space Range: 1/3/7

Atmosphere Range: 50-500/1/5 km

Damage: 9D

#### TIE Advanced / Avenger



Craft: Sienar Fleet Systems' TIE/ad

**Affiliation:** Empire Era: Rebellion

Type: Space superiority fighter

Scale: Starfighter Length: 6.4 meters

Skill: Starship piloting: TIE

Crew Skill: Astrogation 4D, Starfighter piloting 5D+2,

starship gunnery 4D, starship shields 4D+1

Cargo Capacity: 70 kilograms Consumables: 2 days Hyperdrive Multiplier: x1Nav Computer: Yes Maneuverability: 5D

**Space:** 15

**Atmosphere:** 515; 1,450 kmh

Hull: 3D Shields: 2D Sensors:

Passive: 25/1D+1 Scan: 40/2D Search: 60/3D+2 Focus: 4/4D

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: 6D

2 General Purpose Warhead Launchers

Fire Arc: Front Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7 for missile and torpedoes, 1/2/5 for

rockets and bombs

Atmosphere Range: 50-500/1/5 km if a missile, 30-100/

300/700 if a torpedo

Damage:

9D if a concussion missile or proton torpedo is used

10D if a heavy rocket is used

11D if a heavy proton bomb is used.

#### **Tractor Beam**

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

## TIE Defender Prototype

Craft: Sienar Fleet Systems TIE/Ad x7 Prototype

**Affiliation:** Empire Era: Rebellion

Source: Coruscant and the Core Worlds (pages 77-78)

Type: Prototype starfighter

Scale: Starfighter Length: 9.2 meters

**Skill:** Starfighter piloting: TIE/Ad x7

Crew: 1

Crew Skill: 5D in all applicable skills

Cargo Capacity: 85 kilograms

Consumables: 2 days

Cost: Prototype, not available for sale

Hyperdrive Multiplier: x1

Nav Computer: Limited to 2 jumps

Maneuverability: 3D

**Space:** 10 Hull: 3D

**Atmosphere:** 415; 1,200 kmh

Sensors: Passive: 25/1D Scan: 40/2D Search: 60/3D Focus: 4/3D+2

Weapons: 4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

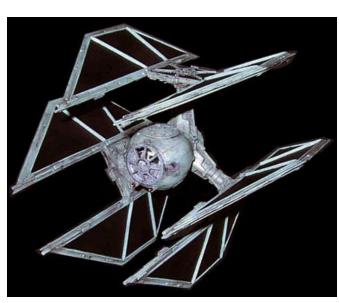
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

## TIE Defender



Craft: Sienar Fleet Systems' TIE Defender

**Affiliation:** Empire Era: Rebellion

Source: Starships of the Galaxy Web Enhancement (pages 2-3), The Essential Guide to Vehicles and Vessels (pages

176 - 177

Type: Multi-role starfighter

Scale: Starfighter Length: 7.2 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Astrogation 4D, sensors 4D+2, Starfighter piloting 6D, starship gunnery 5D, starship shields 4D Cargo Capacity: 200 kilograms (can be modified depending

on missions) Consumables: 2 days Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 6D

Space: 17

Atmosphere: 520; 1,550 kmh

Hull: 4D Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 4/4D+1

4 Laser Cannons (fire linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Ion Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

2 General Purpose Warhead Launchers

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D

Space Range: 1/3/7 for missiles and torpedoes, 1/2/5 for

rockets and bombs

Atmosphere Range: 50-500/1/5 km for missiles, 30-100/

300/700 for torpedoes

Damage: 9D for concussion missiles or proton torpedoes, 10D for heavy rockets, 11D for heavy proton bombs

**Tractor Beam Projector** 

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

Super TIE/In

Craft: Customized Sienar Fleet Systems TIE/ln

**Affiliation:** Empire Era: New Republic

Source: The Jedi Academy Sourcebook (pages 128-129)

Type: Space superiority fighter

Scale: Starfighter Length: 6.3 meters

Skill: Starfighter piloting: TIE

Crew: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 3D

Cargo Capacity: 55 kilograms Consumables: 2 days Maneuverability: 2D+2

Space: 11

**Atmosphere:** 435; 1,250 kmh

Hull: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons:

2 Laser Cannons (fire linked)

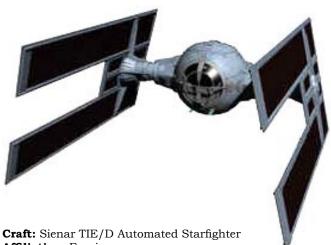
Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### TIE Droid



**Affiliation:** Empire **Era:** New Republic

Source: Dark Empire Sourcebook (pages 109-110), The Essential Guide to Vehicles and Vessels (pages 178-179) Type: Multi-environment automated attack fighter

Scale: Starfighter Length: 6.1 meters Crew: None (droid brain) Skill: Starfighter piloting: TIE

Crew Skill: Starfighter piloting 2D+2, starship gunnery 3D

Consumables: 1 day Cost: 170,000

Maneuverability: 2D+1

Space: 10

**Atmosphere:** 450; 1,300 kmh

Hull: 3D Sensors: Passive: 20/1D Scan: 25/1D+2 Search: 40/2D Focus: 2/3D

Weapons:

#### 2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

#### **I-7 Howlrunner**



Craft: Incom I-7 "Howlrunner"

**Affiliation:** Empire **Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 110-111), Starships of the Galaxy (pages 68-69), The Essential Guide

to Vehicles and Vessels (pages 74-75) **Type:** Multi-environment attack fighter

Scale: Starfighter Length: 11.4 meters

**Skill:** Starfighter piloting: I-7

Crew: 1

Crew Skill: Starfighter piloting 4D, starship gunnery 4D+1

Cargo Capacity: 80 kilograms

Consumables: 2 days Cost: 165,000

Maneuverability: 3D+1

Space: 9

Atmosphere: 450; 1,300 kmh

**Hull:** 4D **Shields:** 1D+1 **Sensors:** *Passive:* 20/0D *Scan:* 40/1D *Search:* 55/2D

Focus: 3/3D **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

#### **Shadow Droid**



Craft: Imperial Research Division SHD-66 Shadow Droid

**Affiliation:** Empire **Era:** New Republic

Type: Multi-environment cybernetic attack fighter

Scale: Starfighter Length: 4.2 meters

Crew: None; cybernetic brain

**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D, Sense 3D (Combat Sense, Danger Sense, Instinctive Astrogation, Life Detection, Life sense, Sense Path)

Maneuverability: 3D

**Space:** 12

**Atmosphere:** 450; 1,300 kmh **Hull:** 5D

Shields: 3D Sensors: Passive: 30/1D Scan: 55/2D Search: 85/3D Focus: 5/3D

Weapons:

Twin 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 **2 Laser Turrets** 

Fire Arc: Turret Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

2 Ion 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

**Concussion Missile Launcher** 

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 km

Damage: 8D

**Note:** Because of Advanced Sensor Masking and Baffling, Shadow Droids are +6D to detect by enemy sensors. Sensor Baffling provides +2D+1, and the Sensor Mask provides +3D+2, in case damage disables one of the systems.

## Alliance

#### X-Wing



**Craft:** Incom T-65B X-Wing **Affiliation:** Rebel Alliance

Era: Rebellion

**Source:** Core Rulebook (page 249), Rebel Alliance Sourcebook (pages 86-87), Star Wars Trilogy Sourcebook SE (pages 120-122), The Star Wars Sourcebook (pages 19-25), Galaxy Guide 1 – A New Hope (page 68), Heir to the Empire Sourcebook (pages 137-138), Dark Empire Sourcebook (page 106), The Thrawn Trilogy Sourcebook (pages 227, 229), The Essential Guide to Vehicles and Vessels (pages 196-197)

Type: Space superiority fighter

Scale: Starfighter Length: 12.5 meters

**Skill:** Starfighter piloting: X-wing

**Crew:** 1 and astromech droid (can coordinate)

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2,

starship shields 3D

Cargo Capacity: 110 kilograms

Consumables: 1 week Cost: 150,000 (new) Hyperdrive Multiplier: x1

Nav Computer: No (uses astromech droid programmed

with 10 jumps)

Maneuverability: 3D

Space: 8

Weapons:

**Atmosphere:** 365; 1,050 kmh

Hull: 4D Shields: 1D Sensors: Passive: 25/0D Scan: 50/1D Search: 75/2D Focus: 3/4D 4 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: 6D

2 Proton Torpedo Launchers

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

## Y-Wing Longprobe

Craft: Koensayr BTL-A4 Y-Wing (LP)

Affiliation: Rebel Alliance

Era: Rebellion

**Source:** Rebel Alliance Sourcebook (page 83) **Type:** Long-range reconnaissance fighter

**Scale:** Starfighter **Length:** 16 meters

Skill: Starfighter piloting: Y-wing

Crew: 1, 1 Astromech droid (can coordinate)

**Crew Skill:** Astrogation 3D+2, sensors 4D, starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 3D

Cargo Capacity: 80 kilograms Consumables: 3 weeks

Cost: 142,000 (new), 73,500 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh **Hull:** 4D+1

Shields: 1D Sensors: Passive: 40/0D Scan: 70/1D Search: 80/2D Focus: 4/3D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: Front Skill: Starship gunnery

Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

2 Light Ion Cannons (fire-linked)

Fire Arc: Must be fixed to one facing: front, left, right or

back.

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

#### A-Wing



**Craft:** Alliance A-wing Starfighter **Affiliation:** Rebel Alliance

Era: Rebellion

**Source:** Core Rulebook (pages 247-248), Rebel Alliance Sourcebook (page 87), Star Wars Trilogy Sourcebook SE (pages 117-118), The Star Wars Sourcebook (pages 15-16), Galaxy Guide 5: Return of the Jedi (page 38), Dark Force Rising Sourcebook (pages 123-125), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 63), The Essential Guide to Vehicles and Vessels (pages 10-11)

Type: Interceptor and multi-purpose starfighter

**Scale:** Starfighter **Length:** 9.6 meters

**Skill:** Starfighter Piloting: A-wing

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2,

starship shields 3D+1

Crew: 1

Cargo Capacity: 40 kilograms

Consumables: 1 week Cost: 175,000 (new) Hyperdrive Multiplier: x1

Nav Computer: Yes (limited to 2 jumps)

Maneuverability: 4D

**Space:** 12

Atmosphere: 450; 1,300 kmh

Hull: 2D+2 Shields: 1D Sensors:

Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 4/4D+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

#### **Enemy Targeting Jammer**

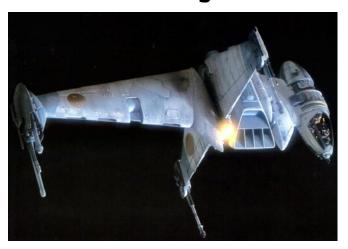
Fire Arc: All Skill: Sensors

*Space Range:* 1-3/7/15

Atmosphere Range: 100-300/700/1.5 km

Damage: -2D from Fire Control

## **B-Wing**



**Craft:** Slayn & Korpil B-Wing **Affiliation:** Rebel Alliance

Era: Rebellion

**Source:** Core Rulebook (page 248), Rebel Alliance Sourcebook (page 88), Star Wars Trilogy Sourcebook SE (pages 118-120), The Star Wars Sourcebook (pages 16-17), Galaxy Guide 5: Return of the Jedi (page 39), Heir to the Empire Sourcebook (page 136), The Thrawn Trilogy Sourcebook (page 225), Starships of the Galaxy (page 64), The Essential Guide to Vehicles and Vessels (pages 14-15)

Type: Heavy assault starfighter

Scale: Starfighter Length: 16.9 meters

Skill: Starfighter piloting: B-wing

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2,

starship shields 3D+1

Cargo Capacity: 45 kilograms

Consumables: 1 week Cost: 220,000 (new) Hyperdrive Multiplier: x2

Nav Computer: Yes (limited to 2 jumps)

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 kmh Hull: 3D

Shields: 2D Sensors: Passive: 30/0D

Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 4/4D+1 Weapons:

Laser Cannon

Fire Arc: Front Skill: Starship gunnery

Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

#### 2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

#### 3 Medium Ion Cannons

Fire Arc: Front Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D **2 Auto Blasters**Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D

Space Range: 1-8/25/40

Atmosphere Range: 100-800/2.5/4 km

Damage: 3D

## **Expanded B-Wing**

Craft: Slayn & Korpil B-Wing/E Assault Fighter

Affiliation: Rebel Alliance

Era: Rebellion

**Source:** The Jedi Academy Sourcebook (pages 125-126), Starships of the Galaxy (page 64), The Essential Guide to

Vehicles and Vessels (pages 52-53) **Type:** Heavy assault starfighter

Scale: Starfighter Length: 16.9 meters

Skill: Starfighter piloting: B-wing

Crew: 1, gunners: 1

Crew Skill: Starfighter piloting 4D+1, starship gunnery

4D+2, starship shields 3D **Cargo Capacity:** 50 kilograms

Consumables: 1 week Cost: 250,000 (new) Hyperdrive Multiplier: x2

Nav Computer: Yes (limited to 2 jumps)

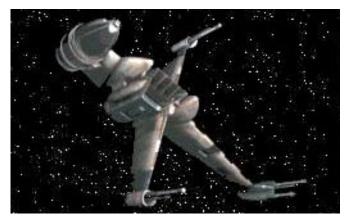
Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 5D Shields: 2D+2 Sensors: Passive: 30/0D

Passive: 30/0D Scan: 65/1D Search: 80/2D Focus: 4/3D+2



#### Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 8D

3 Medium Ion Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 4D Space Range: 1-5/9/40

Atmosphere Range: 100-500/900/4 km

Damage: 4D

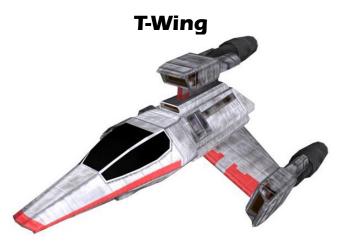
Proton Torpedo Launcher (8 torpedoes)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 9D

**Note:** The New Republic B-Wing/E2 is identical to the B-Wing/E except that it adds a second proton torpedo launcher. The optional ammo magazine attachment carries 12 more proton torpedoes, but lowers the B-Wing/E2's maneuverability to +2.



**Craft:** Rebel Alliance T-wing

Affiliation: Rebel Alliance / General

Era: Rebellion

**Type:** Space superiority fighter

Scale: Starfighter Length: 10 meters

Skill: Starfighter piloting: T-wing

Crew: 1

Cargo Capacity: 35 kilograms Consumables: 2 days Hyperdrive Multiplier: x1

Nav Computer: Limited to two jumps

Maneuverability: 3D

Space: 11

**Atmosphere:** 435; 1,300 kmh

Hull: 2D 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: 5D

**H-Wing** 

**Craft:** Koensayr BTS-A2 H-Wing **Affiliation:** Rebel Alliance

Era: Rebellion

**Source:** Challenge Magazine (pages 58-59) **Type:** Long-range strike fighter/bomber

Scale: Starfighter Length: 17.1 meters Crew: 1, gunners: 2

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2

Cargo Capacity: 220 kilograms

Consumables: 2 weeks Cost: 105,000 (new) Hyperdrive Multiplier: x1

Nav Computer: Limited to 4 Jumps

Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 5D Shields: 2D Weapons: Sensors:

Passive: 30/0D Scan: 65/1D Search: 80/2D Focus: 4/3D+2

**Heavy Laser Cannon** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Medium Ion Cannons (fire-linked)

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 1D

*Space Range:* 1-3/7/36

Atmosphere Range: 100-300/0.7/3.6 km

Damage: 4D



2 Proton Torpedo Launchers (8 torpedoes each)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

A-9 Vigilance Interceptor



Craft: Kuat Drive Yards A-9 Vigilance Interceptor

Affiliation: New Republic / Empire

Era: New Republic

**Source:** Dark Empire Sourcebook (pages 106-107), Starships of the Galaxy (pages 62-63), The Essential Guide

to Vehicles and Vessels (pages 8-9) **Type:** Territorial defense interceptor

Scale: Starfighter Length: 7.4 meters

Skill: Starfighter piloting: A-9

Crew: 1

Crew Skill: Starfighter piloting 4D+2, starship gunnery

4D+1

Cargo Capacity: 55 kilograms

Consumables: 1 day Cost: 185,000

Maneuverability: 4D+1

**Space:** 12

**Atmosphere:** 450; 1,300 kmh

**Hull:** 2D+2

Sensors:

Passive: 10/1D Scan: 35/2D+1 Search: 60/3D+1 Focus: 3/4D

Weapons:

2 Heavy Turbolaser Cannons (can be 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 (6D when fire-linked)

#### E-Wing



Craft: FreiTek Inc. E-wing Starfighter: Type A

**Affiliation:** New Republic

Era: New Republic

**Source:** Dark Empire Sourcebook (pages 108-109), Starships of the Galaxy (page 67), The Essential Guide to Vehicles and

Vessels (pages 44-45)

Type: Attack and close support fighter

Scale: Starfighter Length: 11.2 meters

Skill: Starfighter piloting: E-wing

Crew: 1

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2

Cargo Capacity: 110 kilograms

Consumables: 1 week

**Cost:** 185,000

Hyperdrive Multiplier: x2

Nav Computer: Uses R7 Astromech Droid

Maneuverability: 3D+1

Space: 11

Hull: 5D

**Atmosphere:** 435; 1,300 kmh

Shields: 1D Sensors: Passive: 30/0D Scan: 55/1D Search: 85/2D+1 Focus: 5/4D

Weapons:

Triple Heavy Blaster Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D+2 Space Range: 1-3/5/8

Atmosphere Range: 100-300/500/800

Damage: 6D

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 9D

## E-Wing: Type B

Identical stats as the Type A except for:

Triple Heavy Blaster Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D+2 Space Range: 1-5/10/25

Atmosphere Range: 100-500/1/2.5 km

Damage: 6D

Note:

When a pilot rolls a mishap while firing the blaster cannon, roll on the table below:

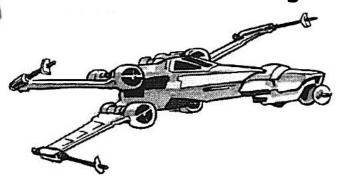
1-3 - Blaster cannon functions normally.

4 - Blaster cannon shorts out for one round but can be repaired with a Very Easy *starship weapons repair* roll by R7 unit.

5 - Blaster cannon burns out. Cannot be repaired in battle. With replacement parts, *starship weapons repair* difficulty is Moderate and takes one hour.

6 - Blaster cannon will explode in 1D rounds doing 8D damage to ship (and pilot).

#### **Reconnaissance X-Wing**



**Craft:** Incom T-65BR X-wing **Affiliation** New Republic **Era:** New Republic

Source: Cracken's Threat Dossier (page 82)

Type: Reconnaissance fighter

**Scale:** Starfighter **Length:** 12.5 meters

**Skill:** Starfighter piloting: X-wing

Crew: 1 and astromech droid (can coordinate)

Crew Skill: Starfighter piloting 4D+2, starship gunnery

4D+2, starship shields 3D, sensors 4D+2

Cargo Capacity: 110 kilograms

Consumables: 1 week Cost: 150,000 (new) Hyperdrive Multiplier: x1

Nav Computer: Astromech droid stores 10 jumps

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1,050 kmh Hull: 4D

Shields: 1D Sensors: Passive: 50/1D Scan: 75/2D Search: 100/3D Focus: 5/4D

Weapons:

Four 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: 6D **Self Destruct**Space Range: 1
Atmosphere Rai

Atmosphere Range: 100

Damage: 10D

## T-65AC4 X-Wing

Craft: Incom T-65AC4 X-Wing Affiliation: New Republic

Era: New Republic

Source: The Jedi Academy Sourcebook (page 125),

Starships of the Galaxy (page 74) **Type:** Space superiority fighter

Scale: Starfighter Length: 12.5 meters

**Skill:** Starfighter piloting: X-wing

Crew: 1 and astromech droid (can coordinate)

Crew Skill: Starfighter piloting 4D+1, starship gunnery

4D+2, starship shields 3D Cargo Capacity: 150 kilograms Consumables: 1 week **Cost:** 200,000 credits (new) Hyperdrive Multiplier: x1

Nav Computer: Uses astromech droid programmed with

10 jumps

Maneuverability: 3D+2

Space: 12

Weapons:

**Atmosphere:** 450; 1,300 kmh

Hull: 4D Shields: 1D+2 Sensors: Passive: 30/0D Scan: 60/1D Search: 85/2D Focus: 4/4D

4 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D+2 Space Range: 1-4/15/27

Atmosphere Range: 100-400/1.5/2.7 km

Damage: 6D+2

2 Proton Torpedo Launchers

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1/4/8

Atmosphere Range: 30-100/400/800

Damage: 9D

## K-Wing Assault Bomber

Craft: Koensayr BTL-S8 K-Wing Assault Starfighter

**Affiliation:** New Republic Era: New Republic

**Type:** Close/precision aero-space bomber

Scale: Starfighter Length: 16 meters

Skill: Starfighter piloting: K-wing

Crew: 1, gunners: 1

Cargo Capacity: 50 kilograms

Consumables: 4 days **Cost:** 210,000 credits Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

**Hull:** 4D+2 Shields: 2D Sensors:

Passive: 20/1D Scan: 35/2D

Search: 70/3D Focus: 3/3D+2

Twin Laser Cannon

Fire Arc: Dorsal turret Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/13/25

Atmosphere Range: 100-300/1.3/2.5 km

Damage: 5D **Quad Turbolaser** 

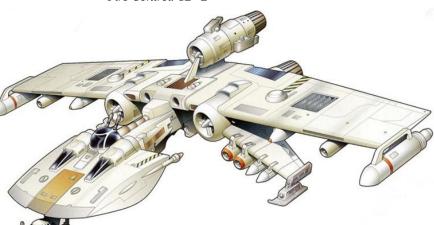
Fire Arc: Ventral turret Skill: Starship gunnery Fire Control: 3D Space Range: 1-2/8/1.5

Atmosphere Range: 100-200/800/1.5 km

Damage: 6D

18 Configurable Hardpoints \*

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D+2



Space Range: 1-2/8/15 for missiles, 1/3/7 for torpedoes, 1/2/5 for heavy rockets, 1/2/3 for heavy proton bombs. Atmosphere Range: 100-200/800/1.5 km for missiles, 50-100/300/700 for torpedoes, 50-100/200/500 for heavy rockets, 50-100/200/300 for heavy proton bombs.

Damage: The K-wing may carry up to 18 proton torpedoes (9D), 18 concussion missiles (8D) (or any combination of the two), 2 heavy bombs (10D, capital scale), 8 heavy rockets

(8D), or 4 heavy space bombs (11D).

#### **Corellian Lancet**

Craft: Corellian Engineering Corporation LX-980 Lancet

Affiliation: New Republic Era: New Republic

Type: Judicial enforcement craft

Scale: Starfighter Length: 14.1 meters

Skill: Starfighter piloting: LX-980 Lancet

Crew: 1

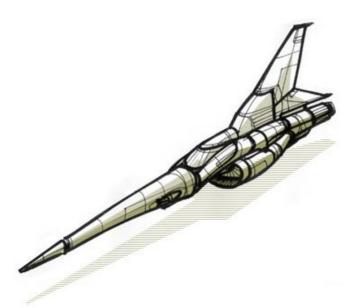
Crew Skill: Starfighter piloting 3D, starship gunnery 3D,

starship shields 3D Passengers: 1

Cargo Capacity: 60 kilograms

Consumables: 1 week Cost: Not available For sale Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 2D

Space: 9



Hull: 2D+2 Shields: 2D 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: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### Defender

Craft: Republic Engineering Corporation Defender

Starfighter

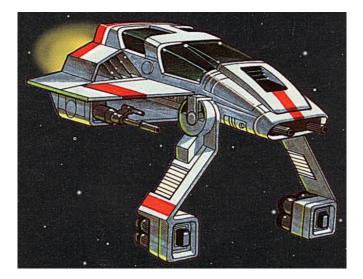
**Affiliation:** New Republic **Era:** New Republic

Source: The DarkStryder Campaign - Boxed Set (pages

77-79)

Type: Short-range defense fighter

Scale: Starfighter



Length: 5.3 meters

Skill: Starfighter piloting: Defender

Crew: 1, gunners: 1 Crew Skill: Varies widely Cargo Capacity: 50 kilograms Consumables: 1 week

Maneuverability: 4D (1D+2 in atmosphere)

Space: 8

**Atmosphere:** 350; 1,000 kmh **Hull:** 2D+2

Shields: 1D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/3D Focus: 4/4D Weapons:

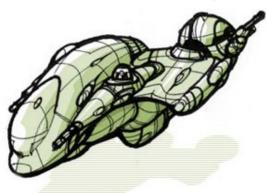
3 Laser Cannons (fire linked)

Fire Arc: Front Crew: 1 (gunner) Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/20/35

Atmosphere Range: 100-500/2/3.5 km

Damage: 6D

## **Cal Medium Starfighter**



Craft: MCS107 Cal-class Medium Starfighter

**Affiliation:** New Republic **Era:** New Republic **Type:** Medium starfighter **Scale:** Starfighter

**Length:** 15.6 - 17.2 meters

**Skill:** Starfighter pilotinging: Cal Starfighter

Crew: 1, gunners: 1, 1 astromech droid (can coordinate and

repair)

Crew Skill: Starfighter piloting 6D\*, starship gunnery

5D+1\*, starship shields 4D\*

\*Mon Calamari Cal Starfighters are configured to provide Mon Calamari with their +1D bonus for being in moist environments. These skill levels do not reflect these bonuses.

Cargo Capacity: 100 kilograms

 $\textbf{Consumables:} \ 1 \ week$ 

Cost: Not available for sale (Black Market only: 400,000

(new), 300,500 (used)) **Hyperdrive Multiplier:** x1

Nav Computer: Uses astromech droid programmed with

10 jumps

Maneuverability: 4D

**Space:** 10

Atmosphere: 400; 1,200 kmh

Hull: 4D Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 4/4D+1

Stealth Mode: +2D to sensor difficulty, but -4 to Space

Weapons: 3 Laser Cannons

Fire Arc: 2 front, 1 turret

Crew: 2 front (pilot), 1 turret (gunner)

Skill: Starship gunnery Fire Control: 3D (back: 1D) Space Range: 1-4/16/35

Atmosphere Range: 2-8/32/70 km

Damage: 5D **2 Ion Cannons**Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Concussion Missile Tube (12 missiles)

Fire Arc: Turret Crew: 1

Skill: Missile weapons: concussion missiles

Fire Control: 3D Space Range: 1-3/7/14

Atmosphere Range: 100-300/700/1.4 km

Damage: 7D

## **Starlancer Project Starship**

Craft: Starlancer Project Starship

**Affiliation:** New Republic **Era:** New Republic

Type: Superweapon starfighter

**Scale:** Starfighter **Length:** 8.7 meters

**Skill:** Starfighter piloting: Starlancer

Crew: 1

Crew Skill: Starfighter piloting 3D+1, capital ship gunnery 4D

Cargo Capacity: 15 kilograms

Consumables: 1 day

Cost: Not available for sale (estimated value 159,000

credits) **Space:** 3

**Hull:** 1D

Atmosphere: 260; 750 kmh

Shields: 1D Sensors Passive: 30/1D+1 Scan: 80/2D+2 Search: 130/4D Focus: 10/4D+2

Weapons:

Starlancer Cannon

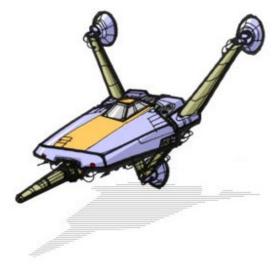
Fire Arc: Front Crew: Pilot Scale: Capital

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 10-15/30/60

Damage: 7D



**Notes:** When three Starlancer Project Starships fire their Starlancer Cannons at a focusing ship and make a successful attack, the damage from their attacks is combined and redirected at a target of the focusing ship's choice, and the focusing ship takes no damage. Starlancer ships may fire at targets at and beyond sensor range when fed data from another source.

## XJ X-Wing

**Craft:** Incom T65XJ X-Wing **Affiliation:** New Republic

Era: New Republic

Source: Power of the Jedi Sourcebook (page 59)

Type: Space superiority starfighter

Scale: Starfighter Length: 12.5 meters

Skill: Starfighter piloting: X-Wing

Crew: 1

Crew Skill: All appropriate skills at 6D

Cargo Capacity: 25 kilograms

Consumables: 3 days

Cost: 140,000 (new), 125,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: Astromech droid programmed with 10

jumps

Maneuverability: 3D+2

Space: 9

**Atmosphere:** 400; 1,150 kmh

**Hull:** 5D **Shields:** 1D+2





Sensors:

Passive: 30/0D Scan: 60/1D Search: 90/2D Focus: 4/4D

Weapons:

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

3 Proton Torpedo Launchers (3 torpedoes each)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

XJ3 X-Wing

Craft: Incom T65XJ3 X-Wing

Era: New Jedi Order

Affiliation New Republic / Jedi Order

**Source:** New Jedi Order Sourcebook (page 140)

Type: Space superiority starfighter

Scale: Starfighter Length: 12.6 meters

Skill: Starfighter piloting: X-Wing

 $\textbf{Crew:}\ 1$ 

Crew Skill: All appropriate skills at 6D

Cargo Capacity: 35 kilograms

Consumables: 3 days

**Cost:** 315,000 (new), 220,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: Astromech droid programmed with 10

jumps

Maneuverability: 4D

Space: 10

**Atmosphere:** 415; 1,200 kmh

Hull: 5D

Shields: 2D (plus back-up generators)

Sensors: Passive: 30/0D Scan: 60/1D Search: 90/2D Focus: 4/4D Weapons:

4 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

3 Proton Torpedo Launchers (4 heavy torpedoes each)

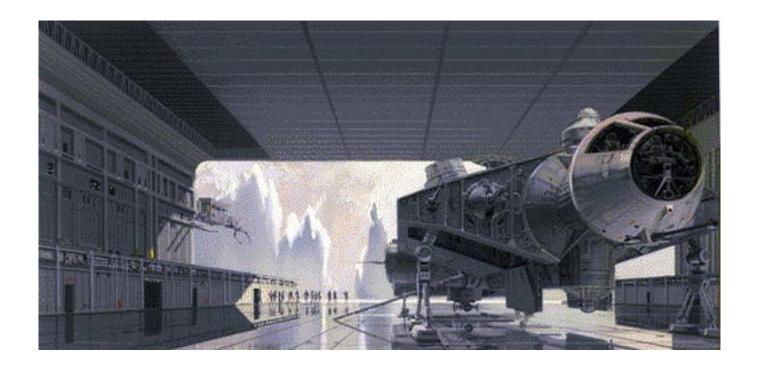
Fire Arc: Front

Skill: Starship gunnery Fire Control: 4D Space Range: 1/3/7

Atmosphere Range: 100/300/700

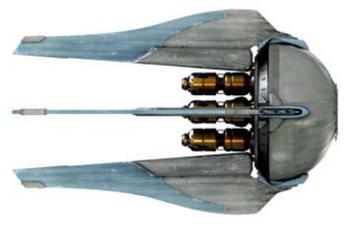
Damage: 10D (14D if loaded with "shadow bombs")

# **SPACE TRANSPORTS**



## Pods

#### E3 Lifeboat E



Craft: His Grace the Duke Gadal-Herm's Safety Inspectorate

E3-Standard Starship Lifeboat E

**Affiliation:** General **Era:** Rise of the Empire **Type:** Escape pod **Scale:** Starfighter

**Length:** 3.5 meters diameter **Skill:** Space transports: escape pod

Crew: 1

Passengers: None

Cargo Capacity: 60 kilograms Consumables: 2 weeks Maneuverability: 1D

Space: 3

Atmosphere: 250; 700 kmh

Hull: 1D Sensors: Passive: 15/1D

## **One-Man Escape Pod**

# PICTURE REMOVED

Craft: Faberstien-Lago PES-550

Affiliation: General Era: Rise of the Empire Type: Escape pod Scale: Speeder Length: 1.5 meters

**Skill:** Space transports: PES-550

Crew: 1

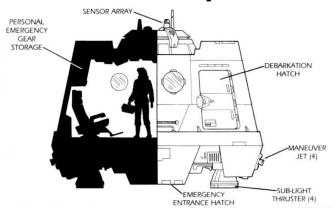
Cargo capacity: 100 kg Consumables: 1 week Cost: 800 (new), 200 (used)

Weight: 700 kg

**Space:** 1 (launch booster: 4) **Atmosphere:** 210; 600 kmh

**Hull:** 3D **Sensors:** *Passive:* 5/0D

## **Corellian Escape Pod**



Craft: Corellian Engineering Corporation Escape Pod

**Affiliation:** General **Era:** Rise of the Empire

Source: Cracken's Rebel Field Guide (page 46)

Type: Escape pod Scale: Starfighter Crew: None Passengers: 6

Cargo Capacity: 18 kilograms (personal gear for six)

Consumables: 1 week (for six passengers)

Hyperdrive Multiplier: No Hyperdrive Backup: No Nav Computer: None

Space: 0

Maneuverability: 0D

Hull: 1D

## **Escape Pod**





**Craft:** Escape Pod **Affiliation:** General **Era:** Rise of the Empire

Source: Starships of the Galaxy (pages 66-67), The Essential

Guide to Vehicles and Vessels (pages 50-51)

**Type:** Ship lifeboat **Scale:** Starfighter **Length:** 3.5 meters **Crew:** 0

Crew: 0
Passengers: 8

Cargo Capacity: None Consumables: 1 day Cost: 20,000 (new) Maneuverability: 0D

Space: 1

Atmosphere: 210; 600 kmh

**Hull:** 1D+1

#### Lifeboat

**Craft:** Corellian Engineering Corporation Survivor **Affiliation:** General **Era:** Old Republic

**Source:** Han Solo and the Corporate Sector Sourcebook

p.99

**Type:** Emergency Lifeboat

**Scale:** Starfighter **Length:** 10 meters

**Skill:** Space transports:

Lifeboat

Crew Skill: Varies by passengers

Crew: 1

Passengers: 14

Cargo Capacity: None but emergency gear

Consumables: 1 week

Cost: 18,000 (new), 5,600 (used)

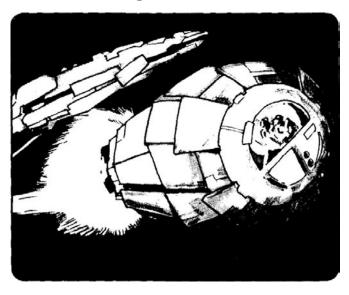
Space: 2

Atmosphere: 225; 650 kmh

Maneuverability: 1D

**Hull:** 1D **Sensors:** Passive: 10/1D

## Squad Pod



**Craft:** Alliance Squad Pod **Affiliation:** Rebel Alliance

Era: Rebellion

Source: Rules of Engagement: The Rebel SpecForce

Handbook (page 48)

Type: Modified escape pod

Scale: Starfighter Length: 6 meters Skill: None Crew: None Passengers: 10

Cargo Capacity: 100 kilograms

Consumables: 1 day Maneuverability: 2D

Space: 10

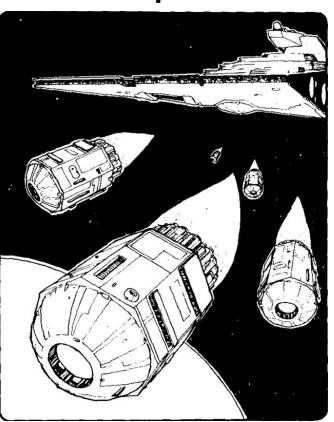
Atmosphere: 415; 1,200 kmh (drop)

**Hull:** 1D

**Note:** The pods are automatic, and head toward their landing point at full speed, with evasive maneuvers

programmed in.

## **Troop Pod**



**Craft:** Imperial Troop Pod **Affiliation:** Empire **Era:** Rise of the Empire

Source: Rules of Engagement: The Rebel SpecForce

Handbook (pages 103-104)

Type: Orbit-to-surface deployment pod

Scale: Starfighter Length: 10 meters Skill: None Crew: None Passengers: 20

Cargo Capacity: 200 kilograms

Consumables: 1 day



Maneuverability: 3D

Space: 10

Atmosphere: 415; 1,200 kmh (drop)

Hull: 2D

Note: +2D to sensor operator's difficulty to identify; failure usually indicates the pod is a meteor or stray hunk of

scrap.

## Supply Pod

Craft: Imperial Troop Drop Pod

Affiliation: Empire **Era:** Rise of the Empire

Source: Rules of Engagement: The Rebel SpecForce

Handbook (pages 104)

Type: Orbit-to-surface deployment pod

Scale: Starfighter Length: 10 meters Skill: None Crew: None Passengers: None

Cargo Capacity: 1 metric ton

Maneuverability: 3D

Space: 10

Atmosphere: 415; 1,200 kmh (drop)

Hull: 2D Weapons:

**Self-Destruct Charge** Blast Radius: 50/150/300

Damage: 4D

# **Yachts**

#### Jemlaat Sail Yacht

Craft: Hyrotil Jemlaat-class In-System Sail Yacht

Affiliation: General Era: Old Republic

Source: Adventure Journal 15

Type: Sail yacht Scale: Starfighter Length: 22 meters

Skill: Arcahic starship piloting

Crew: 1

Crew Skill: Varies widely, but typically 3D-5D

Passengers: 6

Cargo Capacity: 35 metric tons Consumables: 2 months Cost: 48,000 credits (used only)

Maneuverability: 1D

Space: 2 (sublight engines), 3 (sails)

Atmosphere: 225; 650 kmh Hull: 3D

Shields: 1D Sensors: Passive: 10/0D Scan: 20/1D Search: 40/2D Focus: 2/3D

#### Mindabaal Custom Pleasure Yacht

Craft: Mindabaal Custom Pleasure Yacht

Affiliation: General Era: Rise of the Empire

Source: Pirates & Privateers (page 71)

Type: Personal yacht Scale: Starfighter Length: 30.1 meters

Skill: Space transports: Mindabaal Custom yacht

Crew: 2

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 35 metric tons

Consumables: 5 weeks

Cost: 400,000 (new), 200,000 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 2D

Space: 8



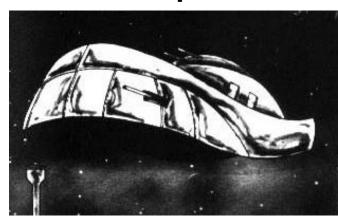


**Atmosphere:** 365; 1,050 kmh

Hull: 3D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Note: Modification rolls gain a +5 bonus, and the system can be modified up to 2D, more than the usual maximum.

## 1550-LEX Space Yacht



Craft: SoroSuub 1550-LEX Space Yacht

Affiliation: General Era: Rise of the Empire Source: Adventure Journal 13

**Type:** Space Yacht Scale: Starfighter Length: 30.4 meters

Skill: Space transports: SoroSuub 1550

Crew: 2

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 50 metric tons Consumables: 2 months

Cost: 200,000 credits (new), 100,000 credits (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+2

Space: 5

Atmosphere: 295; 850 kmh Hull: 3D

Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D

Focus: 3/3D

WUD-500 Star Yacht

Craft: Modified WUD-500 Star Yacht

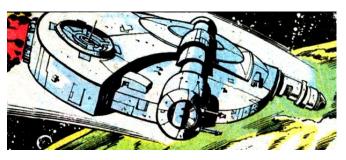
**Affiliation:** General Era: Rise of the Empire

Source: Gamer Magazine Issue 4

Type: Star yacht Scale: Starfighters **Length:** 18.5 meters

Skill: Space transports: WUD-500

Crew: 1



Crew Skill: Varies widely

Passengers: 7

Cargo Capacity: 10 metric tons Consumables: 4 months

Cost: 185,000 (mew), 92,500 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh **Hull:** 3D+2

Shields: 1D Sensors: Passive: 20/1D Scan: 40/2D Search: 60/3D Focus: 3/3D+2

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

## Luxurious Space Yacht

Craft: Ghtroc Industries Luxurious-class Space Yacht

Affiliation: General Era: Rebellion

Source: Classic Campaigns (page 67)

**Type:** Private space yacht

Scale: Starfighter Length: 31 meters

**Skill:** Space transports: Luxurious space yacht

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 30 metric tons Consumables: 2 months **Cost:** 350,000 (new), 120,000 (used)

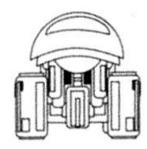
Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 2D Shields: 1D Sensors: Passive: 15/1D Scan: 30/2D Search: 45/3D





#### **Starwind Yacht**

Craft: Kuat Drive Yards Starwind-class Pleasure Yacht

**Affiliation:** General **Era:** Rebellion

Source: Stock Ships (pages 9-11), Pirates & Privateers (page

72)

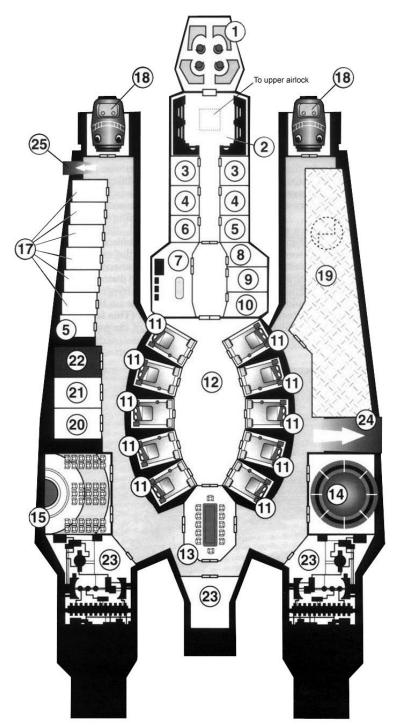
**Type:** Space yacht **Scale:** Starfighter **Length:** 50 meters

Skill: Space transports: Starwind

Crew: 5

Crew Skill: Varies widely

Passengers: 10





Cargo Capacity: 20 metric tons

Consumables: 2 months

Cost: 1,000,000 (new), 450,000 (used)

Hyperdrive Multiplier: x1Hyperdrive Backup: x15Nav Computer: Yes Maneuverability: 1D

Space: 4

Hull: 3D

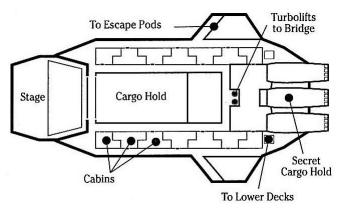
Atmosphere: 280; 800 kmh

Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 35/2D Focus: 2/2D+2

#### Deckplan Key:

- 1. Cockpit
- 2. Computer/Life Support
- 3. Equipment Storage
- 4. Armory
- 5. Crew Refresher
- 6. Crew Galley
- 7. Passenger Galley
- 8. Pantry/Backup Autochef
- 9. Equipment Storage
- 10. Autochef Computer
- 11. Stateroom
- 12. Passenger Lounge
- 13. Dining Room
- 14. Zergo-G Relaxation Chamber
- 15. Holotheater
- 16. Crew Area
- 17. Crew Quarters
- 18. Escape Pod
- 19. Cargo Bay
- 20. Audio-Visual Library
- 21. Game Room
- 22. Sensory Deprivation Chamber
- 23. Engineering Deck
- 24. Passenger Boarding Ramp
- 25. Crew Boarding Ladder

#### Aavman Extravagance 11-S



Craft: Aavman Extravagance 11-S

**Affiliation:** General **Era:** Old Republic

**Source:** Pirates & Privateers (page 71)

**Type:** Space yacht **Scale:** Starfighter **Length:** 44 meters

Skill: Space transports: Aavman Extravagance 11-S

**Crew:** 2, skeleton: 1/+10 **Crew Skill:** Varies widely

Passengers: 24
Cargo Capacity: 40 metric tons
Consumables: 1 month
Cost: 250,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D

## **Luxury 2800 Yacht**



Craft: SoroSuub Luxury 2800

Affiliation: General
Era: Rise of the Empire
Source: Adventure Journal 11
Type: Private space yacht

Scale: Starfighter Length: 37 meters

Skill: Space transports: SoroSuub 2800

Crew: 1

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 75 metric tons

Consumables: 1 month

Cost: 225,000 credits (new), 110,000 credits (used)

Hyperdrive Multiplier: x2Hyperdrive Backup: x12Nav Computer: Yes Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 2D+2 Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D

Focus: 2/3D

## **Luxury 3000 Yacht**



Craft: SoroSuub Luxury 3000

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (pages 70-71), The Essential

Guide to Vehicles and Vessels (pages 98-99)

**Type:** Private space yacht **Scale:** Starfighter **Length:** 50 meters

Skill: Space transports: Luxury 3000 yacht

Crew: 1

Crew Skill: Varies widely

Passengers: 10

Cargo Capacity: 100 metric tons

Consumables: 1 month

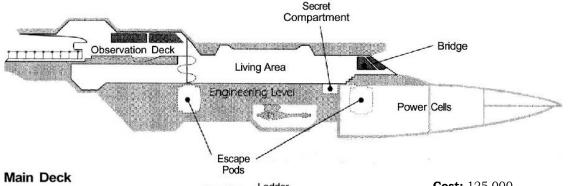
Cost: 250,000 (new), 150,000 (used)

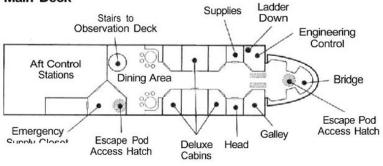
Hyperdrive Multiplier: x2 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 2D+2 Shields: 1D Sensors: Passive: 25/1D Scan: 50/2D Search: 75/2D+2 Focus: 3/3D





**Cost:** 125,000

Hyperdrive Multiplier: x2Hyperdrive Backup: x12Nav Computer: Yes Maneuverability: 1D

Space: 4

Main Deck

**Atmosphere:** 280; 800 kmh **Hull:** 6D

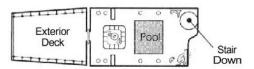
Bridge

Guest Cabins

Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Crew Quarters

#### **Observation Deck**



## **Luxury Cruiser 200**



Dining Room Stage

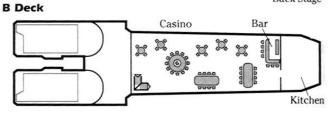
Kitchens

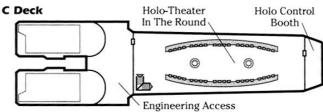
Dining Room

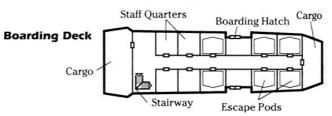
Stage

Dance
Floor

Back Stage







Craft: SoroSuub Luxury Cruiser 200

**Affiliation:** General **Era:** Rebellion

Source: Pirates & Privateers (page 71)

**Type:** Personal yacht **Scale:** Starfighter **Length:** 100 meters **Crew:** 2, skeleton: 1/+10

Skill: Space transports: Luxury Cruiser 200 yacht

Crew Skill: Varies widely

Passengers: 28

Cargo Capacity: 15 metric tons Consumables: 3 months



**Luxury 5000 Yacht** 

Craft: SoroSuub Luxury 5000

**Affiliation:** General **Era:** Rebellion

**Type:** Private space yacht **Scale:** Starfighter

Length: 65 meters

**Skill:** Space transports: Luxury 3000 yacht

Crew: 2, skeleton: 1/+5 Crew Skill: Varies widely

Passengers: 16

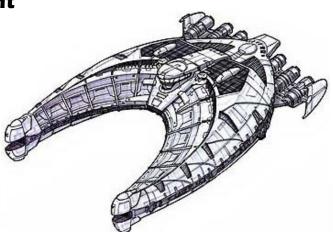
**Cost:** 1 million (new), 500,000 (used) **Cargo Capacity:** 100 metric tons

Consumables: 6 month Hyperdrive Multiplier: x: Hyperdrive Backup: x14 Nav Computer: Yes

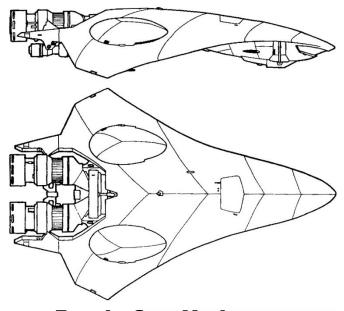
Space: 4

**Atmosphere:** 280; 800 kr

Hull: 5D Shields: 3D Sensors: Passive: 25/1D Scan: 50/2D Search: 75/2D+2 Focus: 3/3D



# PICTURE REMOVED



### **Baudo Star Yacht**

Craft: Baudo-class

Star Yacht

Affiliation: General Era: Rise of the Empire Source: Pirates & Privateers (pages 71-72) Type: Space yacht Scale: Starfighter Length: 32 meters

Skill: Space transports: Baudo yacht

 $\textbf{Crew:}\ 1$ 

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 35 metric tons

Consumables: 1 month

Cost: 400,000 (new), 250,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x7 Nav Computer: Yes Maneuverability: 1D

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 2D Shields: 1D Sensors: Passive: 10/0

Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D **Weapons:** 

Laser Cannon
Fire Arc: Turret

Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

# PICTURE REMOVED

## **Minstrel Space Yacht**



Craft: Ubrikkian Minstrel-class Space Yacht

**Affiliation:** General /Hutts **Era:** Rise of the Empire

Source: Instant Adventures (page 25), Tempest

Feud (page 126), The Essential Guide to Vehicles and Vessels (pages 92-93) **Type:** Interstellar pleasure craft

Scale: Capital
Length: 160 meters
Skill: Space transports:
Minstrel-class space yacht
Crew: 35, gunners: 2, skeleton:

10/+10

Crew Skill: All skills 4D Passengers: 112

Cargo Capacity: 90 metric tons Consumables: 3 months Cost: 1,450,000 (new) Hyperdrive Multiplier: x1 Hyperdrive Backup: x10

Maneuverability: 1D Space: 4

Atmosphere: 280; 800 kmh

Hull: 2D Shields: 1D Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D

Nav Computer: Yes

#### Weapons:

2 Triple Blasters (fire-linked)

Fire Arc: Front Scale: Starfighter Skill: Starship gunnery Fire Control: 1D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

#### **Tractor Beam Projector**

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

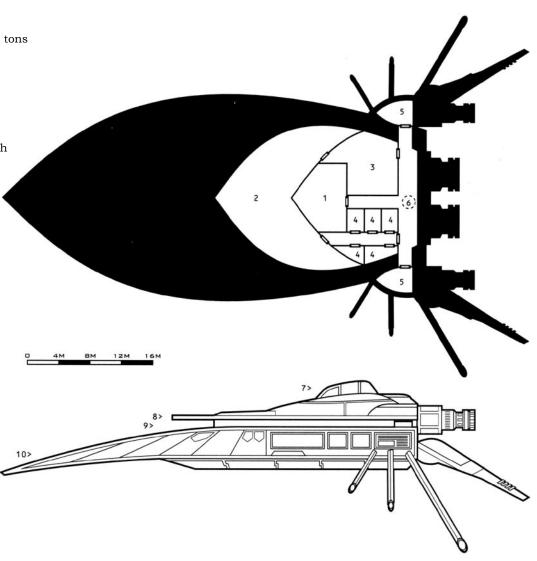
Damage: 5D

Deckplan Key:

- 1. Audience Chamber
- 2. Observation Deck
- 3. Master Suite
- 4. Passenger Quarters
- 5. Engine Power Feed Chambers
- 6. Lift (Up to Observation Dome, Deck, Down to Crew and

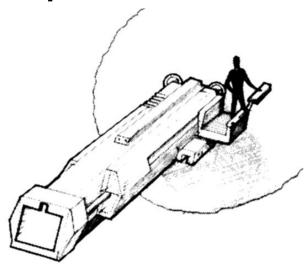
Cargo Levels)

- 7. Observation Dome Deck
- 8. Passenger Deck
- 9. Crew Deck
- 10. Cargo Deck



# Freighters

#### **Verpine Asteroid Director**



Craft: SlaynRoche Co. Verpine Asteroid Director

**Affiliation:** General **Era:** Old Republic

Source: Galladinium's Fantastic Technology (pages 57-58)

Type: Asteroid propulsion unit

**Scale:** Starfighter **Length:** 10 meters **Skill:** Thrust unit piloting

Crew: 1

Cargo Capacity: 50 metric tons (hauled)

Consumables: None Cost: 12,500 Availability: 2 Space: 1

**Note:** Capable of mining and moving asteroids.

## **Delaya Courier Ship**



Craft: Hoersch-Kessel Delaya-class Courier Ship

Affiliation: General / Jedi Order

Era: Old Republic

Source: Tales of the Jedi Companion (pages 117-118),

Power of the Jedi Sourcebook (page 59)

Type: Standard courier ship

**Scale:** Starfighter **Length:** 70 meters

Skill: Space transports: Delaya Courier Ship

Crew: 2, skeleton: 1/+5

Passengers: 8

Cargo Capacity: 10 metric tons

Consumables: 2 weeks

Cost: 85,000 (new), 45,000 (used)

Hyperdrive Multiplier: x7Hyperdrive Backup: x15Maneuverability: 4D

Space: 7

Hull: 4D

Atmosphere: 325; 950 kmh

**Shields:** 4D; 3D **Sensors:** Passive: 10/0D Scan: 15/1D

Weapons:

**Proton Torpedo Launcher** 

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/2/5

Atmosphere Range: 25-70/100/150 Damage: 10D (high-yield), 7D (normal)

**2 Laser Cannons** *Fire Arc:* Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-2/10/20

Atmosphere Range: 50-100/250/400

Damage: 4D

## Vanya Jedi Courier Ship

Craft: Hoersch-Kessel Vanya-class Jedi Courier Ship

**Affiliation:** Jedi Order **Era:** Old Republic

**Source:** Power of the Jedi Sourcebook (page 59)

**Type:** Jedi courier ship **Scale:** Starfighter **Length:** 70 meters

Skill: Space transports: Vanya Courier Ship

Crew: 2, skeleton: 1/+5

Passengers: 6

Cargo Capacity: 10 metric tons Consumables: 1 month Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Maneuverability: 4D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 4D Sensors: Passive: 12/0D

Scan: 25/1D Search: 35/2D Focus: 3/3D



Weapons:

Proton Torpedo Launcher (14 missiles)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 10D

2 Laser Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### YG-4210 Transport



Craft: Corellian YG-4210 Transport

**Affiliation:** General **Era:** Old Republic

**Source:** Star Wars Gamer Issue 2

Type: Exploration freighter

Scale: Starfighter Length: 24 meters

Skill: Space transports: YG-4210

**Crew:** 1, gunners: 2 **Crew Skill:** Varies widely

Passengers: 12

Cargo Capacity: 25 metric tons

Consumables: 1 year Cost: 40,000 (used) Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 1D

Space: 3 Atmosph Hull: 4D

Atmosphere: 260; 750 kmh

Sensors: Passive: 10/+1 Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

2 Blaster Cannons (fire-linked)

Fire Arc: Partial turret (front, right, left)

Skill: Starship gunnery Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

2 Light Ion Cannons (fire linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

#### **Gozanti Cruiser**



Craft: Gozanti-class Cruiser

Affiliation: General Era: Old Republic Type: Cruiser transport Scale: Starfighter Length: 41.8 meters

Skill: Space transports: Gozanti

Crew: 2, skeleton: 1/+5

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 1 month Hyperdrive Multiplier: x3 Hyperdrive Backup: x21 Nav Computer: Yes

Space: 3

Hull: 6D

Atmosphere: 260; 750 kmh

Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D Search: 50/2D Focus: 3/3D

### **Barloz Medium Freighter**



Craft: Corellian Engineering Corporation Barloz-class

Freighter

**Affiliation:** General **Era:** Old Republic

Source: Stock Ships (pages 53-55), Pirates & Privateers

(page 65), Starships of the Galaxy (page 78)

Type: Medium freighter Scale: Starfighter Length: 41 meters

Skill: Space transports: Barloz

freighter

Crew: 2, skeleton: 1/+5 Crew Skill: Varies widely

Passengers: 4

Cargo Capacity: 120 metric tons

Consumables: 2 months Cost: 17,500 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/2D Weapons:

#### Laser Cannon

Fire Arc: Turret

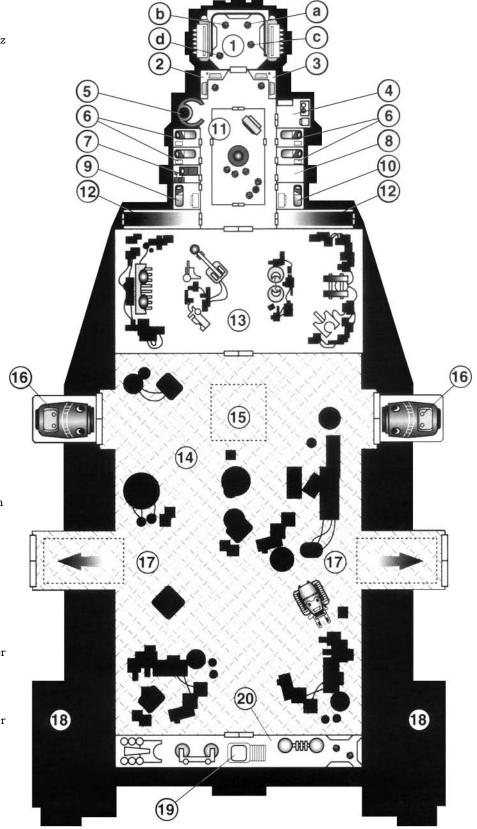
Skill: Starship gunnery

Fire Control: 1D

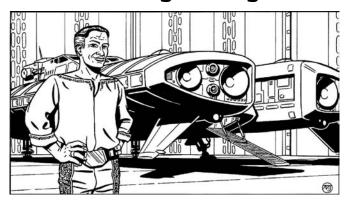
Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 3D

### Deckplan Key

- 1. Cockpit
  - a. Pilot's Station
  - b. Co-pilot's Station
  - c. Sensors/Communication Station
  - d. Shields/Weapons Station
- 2. Ship's Computer
- 3. Life Support Station
- 4. Galley
- 5. Refresher/Sonic Shower
- 6. Crew Cabin
- 7. Medical Bay
- 8. Storage Locker/Armory
- 9. Captain's Cabin
- 10. First Mate's Cabin
- 11. Common Room (with holoprojector entertainment computer)
- 12. Boarding Ramp
- 13. Machine Shop
- 14. Cargo Bay
- 15. Cargo Elevator (to upper and lower loading hatches)
- 16. Escape Pod
- 17. Cargo Loading Ramps
- 18. Main Engines/Power Core
- 19. Upper Gunwell
- 20. Engineering Section



### **Anxarta Light Freighter**



Craft: Sienar Fleet Systems Anxarta-class Light Freighter

Affiliation: General Era: Old Republic Type: Light freighter Scale: Starfighter Length: 28 meters

Skill: Space transports: Anxarta-class freighter

**Crew:** 1, gunners: 1 **Crew Skill:** Varies widely

Passengers: 6

Cargo Capacity: 100 metric tons Consumables: 2 months

Cost: 32,000 (used, difficult to locate)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D+2 Sensors: Passive: 10/0D Scan: 25/1D

Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

Double Laser Cannon

Fire Arc: Turret Crew: 1

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 3D

### Squib Momship

Craft: Squib Merchandising's Thrifty

**Affiliation:** Squibs **Era:** Old Republic

**Source:** Scavenger Hunt (page 6) **Type:** Squib reclamation flagship

Scale: Starfighter Length: 50 meters

Skill: Space transports: Thrifty

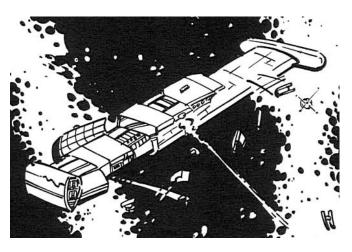
**Crew:** 20

Crew Skill: Space transports 3D, tractor beam operation

4D, astrogation 3D, starship shields 3D

Passengers: 0 (but always room for paying customers)

Cargo Capacity: 500 metric tons



Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 1D

Space: 8
Atmosph
Hull: 4D

**Atmosphere:** 365; 1,050 kmh

Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1

Weapons:

10 Tractor Beam Projectors

Fire Arc: 2 left, 2 right, 2 top, 2 bottom, 1 front, 1 back

Crew: 1

Skill: Tractor beam operation

Fire Control: 3D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.3/2.5 km

Damage: 4D

## YT-700 Light Freighter

Craft: Corellian Engineering Corp. YT-700 Transport

**Affiliation:** General **Era:** Old Republic

**Source:** Adventure Journal 5

Type: Light freighter Scale: Starfighter Length: 21.7 meters Crew: 1 (co-pilot optional)

Passengers: 4

Cargo Capacity: 75 metric tons Consumables: 2 months Cost: 18,000 (used only) Hyperdrive Multiplier: x2 Hyperdrive Backup: x20

Nav Computer: Yes Space: 3

Atmosphere: 210; 600 kmh

Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Hull: 4D

#### Weapons: Laser Cannon

Fire Arc: Turret

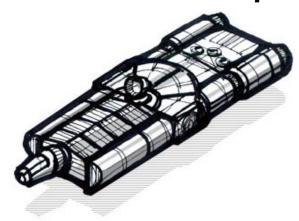
Crew: 1

Skill: Starship gunnery Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### YT-1150 Medium Transport



Craft: Corellian Engineering Corporation YT-1150 Medium

Transport

Affiliation: General Era: Old Republic Type: Space transport Scale: Starfighter **Length:** 31.2 meters

Skill: Space transports: YT-1150

Crew Skill: Space transports 3D+2, starship gunnery

3D+1, space transports repair 3D

Passengers: 6

Cargo Capacity: 95 metric tons Consumables: 1 month

Cost: 74,000 (new), 15,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Maneuverability: 1D Space: 4

Hull: 3D Shields: 1D Sensors: Passive: 15/1D Scan: 40/1D+2 Search: 80/2D+1 Focus: 2/3D+1

Weapons: 2 Laser Cannons (fire-linked)

Fire Arc: Front Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-10/20/30 Atmosphere Range: 100-1/2/3 km

Damage: 4D

### B'zabuu Transport

Craft: SoroSuub B'zabuu-class Transport

Affiliation: General Era: Old Republic Source: Wizards Website

**Type:** Transport Scale: Starfighter Length: 22 meters

Skill: Space transports: B'zabuu-class transport

Crew: 2, skeleton: 1/+5

Passengers: 6

Cargo Capacity: 60 metric tons Consumables: 3 months Cost: 95,000 (new), 35,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12Nav Computer: Yes

Maneuverability: 1D+2 Space: 6

Atmosphere: 330; 950 kmh

**Hull:** 4D+2 Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D Search: 50/2D

Focus: 3/3D Weapons:

**Dual Laser Cannon** 

Fire Arc: Turret Skill: Starship gunnery Fire Control: 1D *Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## **Zuraco Cargo Hauler**

Craft: Zuraco Cargo Hauler **Affiliation:** General Era: Old Republic

**Source:** Pirates & Privateers (page 66)

Type: Stock medium freighter

Scale: Starfighter Length: 87.3 meters

Skill: Space transports: Zuraco hauler

Crew: 4

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 200 metric tons

Consumables: 2 months Cost: 55,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 6

Atmosphere: 330; 950 kmh

Hull: 5D Shields: 2D Sensors: Passive: 30/1D Scan: 80/2D

Search: 100/3D Focus: 4/4D

#### **Citadel Cruiser**

Craft: Koensayr ILH-KK Citadel Civilian Cruiser

**Affiliation:** General **Era:** Old Republic

Source: Starships of the Galaxy (page 79)

**Type:** Civilian transport **Scale:** Starfighter **Length:** 36 meters

Skill: Space transports: ILH-KK Citadel

Crew: 1 or 2 Crew Skill: Varies Passengers: 14

Cargo Capacity: 50 metric tons

Consumables: 6 months

**Cost:** 205,000

Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 1D+1

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D Shields: 2D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D

Weapons:

#### 2 Dual Heavy Ion Cannons

Fire Arc: Turrets Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 5D

#### 2 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

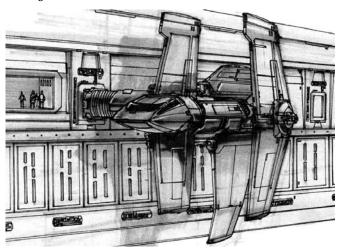
Damage: 5D

#### Concussion Missile Tube (12 missiles)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D



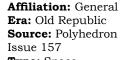
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## **CT-200 Medium Transport**

## **Wayfarer Medium Transport**

Craft: Kuat Systems Engineering Wayfarer-class Medium

Transport



Type: Space transport Scale: Starfighter Length: 82 meters

Crew: 8, gunners: 2, skeleton: 2/+5 Crew Skill: All appropriate skills at 4D

Passengers: 6

Cargo Capacity: 220 metric tons Consumables: 3 months

**Skill:** Space transports: Wayfarer

**Cost:** 202,500 (new), 130,000 (used)

Hyperdrive Multiplier: x2Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh **Hull:** 5D+1

Shields: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 50/2D

Focus: 3/3D Weapons: Laser Cannon

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D *Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D Quad Laser Cannon Fire Arc: Left Skill: Starship gunnery

Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Craft: Corellian Engineering Corporation CT-200 Medium

Transport **Affiliation:** General Era: Old Republic

**Type:** Space transport Scale: Starfighter Length: 38.4 meters

Skill: Space transports: CT-200 Crew: 2, gunners: 2, skeleton 1/+15

Crew Skill: Space transports 4D, starship gunnery 3D,

starship shields 2D+2

Passengers: 6

Cargo Capacity: 120 metric tons

Consumables: 1 month

Cost: 100,000 (new), 25,000 (used)

Hyperdrive Multiplier: x3 Nav Computer: Yes

Space: 3

Atmosphere: 260; 750 kmh

Maneuverability: 2D Hull: 4D

Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons: Quad Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 3D *Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

2 Laser Cannons (fire-linked)

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D



### **Nella 330 Heavy Scout**

Craft: SoroSuub Nella 330 Affiliation: General Era: Old Republic Type: Scout ship Scale: Starfighter Length: 26 meters

Skill: Space transports: Nella 330

Crew: 1, gunners: 1
Passengers: 4

Cargo Capacity: 30 metric tons Consumables: 3 months Cost: 122,000 (new), 30,500 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D+1

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D+1 Shields: 1D Sensors: Passive: 15/

Passive: 15/1D+1 Scan: 30/2D Search: 45/2D Focus: 2/3D

Weapons:

**Heavy Blaster Cannon** 

Fire Arc: Turret

Crew: 1 Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

### **Nella 342 Light Freighter**

**Craft:** SoroSuub Nella 342 **Affiliation:** General **Era:** Old Republic

**Source:** Pirates & Privateers (page 61)

**Type:** Light freighter **Scale:** Starfighter **Length:** 29.7 meters

Skill: Space transports: Nella 342

Crew: 1

Crew Skill: Varies widely

Passengers: 5

Cargo Capacity: 50 metric tons Consumables: 2 months Cost: 22,500 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D Sensors: Passive: 15/1D Scan: 30/2D Search: 45/2D

Focus: 2/2D+1

PICTURE REMOVED

## Nella 352 Light Freighter

Craft: SoroSuub Nella 352
Affiliation: General
Era: Rise of the Empire
Type: Light freighter
Scale: Starfighter

**Length:** 29.7 meters

Skill: Space transports: Nella 352

Crew: 1, gunners: 1 Passengers: 4

Cargo Capacity: 60 metric tons Consumables: 2 months

Cost: 98,000 (new), 24,500 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12



Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D Sensors: Passive: 15/1D Scan: 30/2D Search: 45/2D Focus: 2/2D+1 Weapons:

Light Laser Cannon

Fire Arc: Turret

Crew: 1

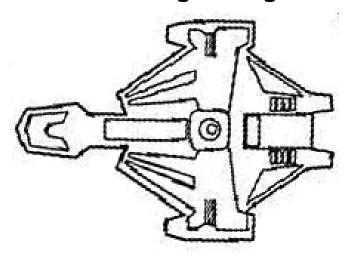
Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

## **Ghtroc 440 Light Freighter**



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Nella 342/352

Ghtroc 440

Craft: Ghtroc Industries class 440 freighter

**Affiliation:** General **Era:** Old Republic

Source: Planets Collection (page 73)

Type: Stock light freighter

**Scale:** Starfighter **Length:** 28 meters

Skill: Space transports: Gthroc Freighter

**Crew:** 1 to 2 (can coordinate) **Crew Skill:** Varies widely

Passengers: 4

Cargo Capacity: 100 metric tons

Consumables: 2 months
Cost: 18,500 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D Sensors: Passive: 12/0D Scan: 25/1D Search: 35/2D Focus: 3/3D Weapons: Laser Cannon Fire Arc: Turret

Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## PICTURE REMOVED

## **Ghtroc 580 Light Freighter**

Craft: Ghtroc 580 Light Freighter

**Affiliation:** General **Era:** Old Republic

**Source:** Pirates & Privateers (page 62)

**Type:** Light freighter **Scale:** Starfighter **Length:** 37 meters

**Skill:** Space transports: Ghtroc 580

Crew: 1

**Crew Skill:** Varies widely

Passengers: 6

Cargo Capacity: 200 metric tons Consumables: 6 months

Cost: 20,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D+2 Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D

Search: 50/3 Focus: 2/4D **Weapons:** 

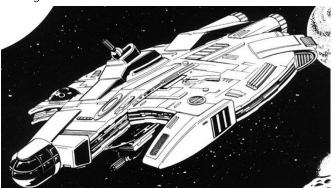
#### Laser Cannon

Fire Arc: Turret
Skill: Starship gunnery

Fire Control: 1D+2
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D



### **Ghtroc 720 Freighter**



Craft: Ghtroc Industries class 720 Freighter

Affiliation: General **Era:** Rise of the Empire

Source: Core Rulebook (page 256), Platt's Smugglers Guide

Scale: Starfighter

Skill: Space transports: Ghtroc freighter

(pages 32-33) **Type:** Light freighter

Length: 35 meters

Cargo Capacity: 135 metric tons Consumables: 2 months Cost: 98,500 (new), 23,000 (used) Hyperdrive Multiplier: x2

Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh **Hull:** 3D+2

Shields: 1D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D

Weapons:

#### **Double Laser Cannon**

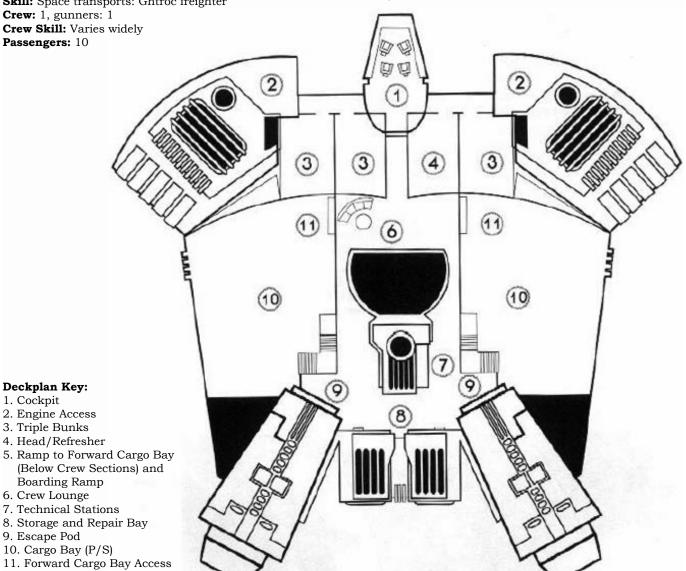
Fire Arc: Front

Crew: 1

Skill: Starship gunnery Fire Control: 1D+2 *Space Range:* 1-3/12/25

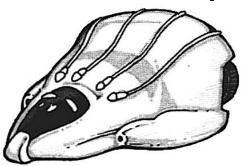
Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D



12. Galley

## **Selonian Coneship**



Craft: Selonian Hunchzuc Den Coneship

Affiliation: Selonia Era: Rise of the Empire

Source: Cracken's Threat Dossier (page 143), Coruscant

and the Core Worlds (page 147) Type: Homemade coneship Scale: Starfighter

Length: 20.5 meters

Skill: Archaic starship piloting: Selonian coneship

Crew Skill: Archaic starship piloting 3D+1

Passengers: 2

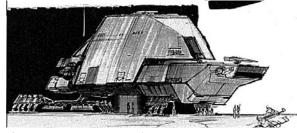
Cargo Capacity: 1 metric ton Consumables: 1 week

Space: 5

Atmosphere: 225; 650 kmh

Hull: 3D

### X-23 Space Barge



Craft: Incom X-23 StarWorker Affiliation: General Era: Rise of the Empire

Source: Pirates & Privateers (pages 56-60), The Star Wars

Sourcebook (pages 38-39) **Type:** Intra-system space barge

Scale: Starfighter Length: 38 meters

Skill: Space transports: X-23 barge Crew: 2, plus labor droid, skeleton: 1/+10

Crew Skill: Varies widely Cargo Capacity: 5,000 metric tons

Consumables: 1 week

Cost: 325,000 (new), 145,000 (used)

Nav Computer: Yes

Space: 2

Atmosphere: 225; 650 kmh

Hull: 3D Sensors: Passive: 5/0D Scan: 10/1D Search: 15/2D

#### X-26 StarHaul

Craft: Incom X-26 StarHaul **Affiliation:** General Era: Rise of the Empire

Source: Pirates & Privateers (page 60)

Type: Space barge Scale: Starfighter Length: 55 meters

Skill: Space transports: X-26 barge

Crew: 2, plus droid

Crew Skill: Varies, typically 3D-5D Cargo Capacity: 5,000 metric tons Consumables: 1 week

Cost: 400,000 (new), 175,000 (used)

Hyperdrive Multiplier: x4 Nav Computer: Yes

Space: 2

Atmosphere: 70; 200 kmh

Hull: 3D Sensors:

Passive: 10/1D Scan: 20/2D Search: 30/2D+2

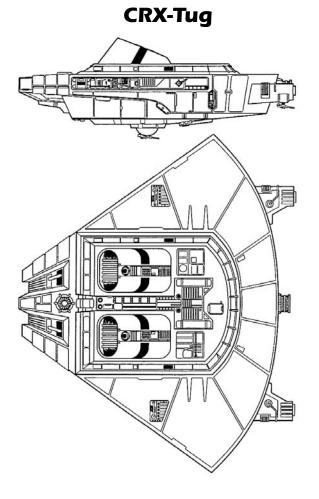
Weapons: Laser Cannon

Fire Arc: Turret Skill: Starship gunnery

Fire Control: 1D *Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5

Damage: 3D



Craft: Cuirilla-Raye Xylines-class Spacetug

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 56)

**Type:** Spacetug **Scale:** Starfighter **Length:** 42 meters

Skill: Space transports: Xylines Spacetug

**Crew:** 2

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 255 metric tons

Consumables: 2 weeks Cost: 20,000 (used) Maneuverability: 1D

Space: 2

Atmosphere: 80; 230 kmh

Hull: 3D Sensors: Passive: 5/+1 Scan: 15/1D Search: 25/1D+1 Focus: 1/2D Weapons:

#### 2 Tractor Beam Projectors

Fire Arc: Turret Skill: Starship gunnery Fire Control: 3D Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D

#### Gun Control (P/S) Ladder Sanitary Station Communications Cockpit Ladder Crew 0 Quarters Cargo Hatch Boarding Cargo Bay Tube Engineering Navigation Captain's Quarters Storage Closet Turret Airlock Lounge Ladder Hatch (P/S) Down Ladder Escape Pod (P/S) Down

Tractor Beam/

## Z-10 Seeker

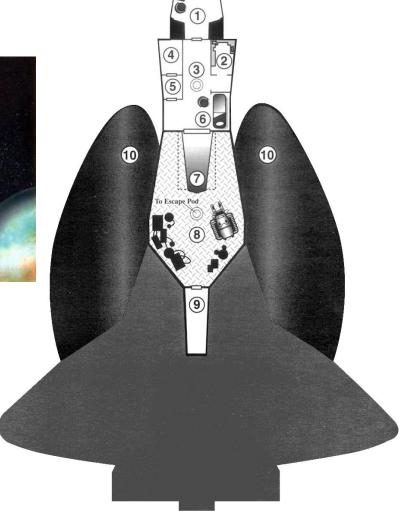


#### Deckplan Key

- 1. Cockpit
  - a. Pilot/Gunner Station
  - b. Co-pilot/Navigation Station
- 2. Galley
- 3. Ventral Autoblaster Access Hatch
- 4. Storage
- 5. Refresher
- 6. Bunks
- 7. Entry Ramp
- 8. Cargo Bay
- 9. Engineering Crawlspace

10. External Cargo Pods

Craft: Starfeld Industries Z-10 Seeker





**Affiliation:** General **Era:** Rise of the Empire

Source: Stock Ships (pages 13-15), Pirates & Privateers

(pages 63-64)

Type: Small scouting vessel Scale: Starfighter

Length: 20.3 meters

Skill: Space transports: Z-10 Seeker

Crew: 1

Crew Skill: Varies, typically 3D-5D

Passengers: 2

Cargo Capacity: 45 metric tons Consumables: 2 months Cost: 86,000 (new), 69,000 (used) Hyperdrive Multiplier: x1

Hyperdrive Multiplier: x Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 3D

Space: 7 Atmosphere: 350; 1,000 kmh

Hull: 3D Sensors: Passive: 20/1D Scan: 40/1D+2 Search: 65/2D Focus: 3/3D

Weapons: Autoblaster Fire Arc: Turret Skill: Starship gunnery

Fire Control: 2D (0D if sensors inoperable)

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 3D+1

**Notes:** All difficulty numbers to modify the Z-10 add +10. Without cargo pods Space increases +2 and Maneuverability

increases 1D+1.

### **Lantillian Short Hauler**

Craft: Lantillian ShipWrights GX1 Short Hauler

**Affiliation:** General **Era:** Rise of the Empire

Source: Stock Ships (pgs 5-7), Pirates & Privateers (pg 65)

**Type:** Pleasure craft **Scale:** Starfighter **Length:** 27 meters

**Skill:** Space transports: Lantillian short hauler

**Crew:** 4, skeleton: 2/+5 **Crew Skill:** Varies widely

Deckplan Key



1. Cockpit

a. Pilot's Stationb. Co-pilot's Station

c. Sensor/Communication Station

d. Shield Operator's Station

2. Vestibule

e. Entry/Exit Elevator

3. Captain's Quarters

4. Main Computer and Life Support Control

5. Common Room/Crew Lounge

6. Crew Quarters

7. Refresher

8. Zero-G Relaxation Chamber

9. Holotheater 10. Galley

11. Medical Bay

12. Airlock Access Hatch

13. Access to Gun Turret

14. Engineering Section

15. Hyperdrive Engines16. Sublight Engines

17. Repulsorlift Engines

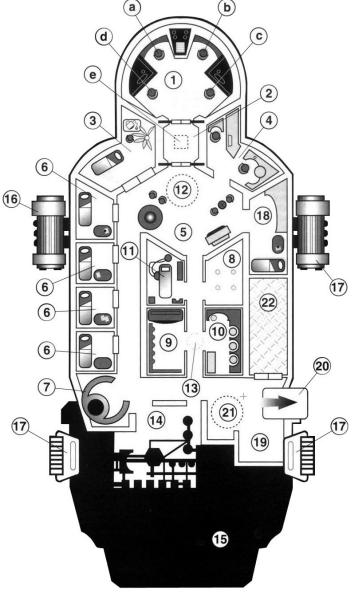
18. Stabilizers

19. Co-pilot's Quarters 20. Foyer/Entry Area

21. Entry/Exit Elevator

22. Access to Escape Pod 23. Storage/Cargo Hold

Passengers: 6



Cargo Capacity: 85 metric tons

Consumables: 1 month **Cost:** 20,500 (used only) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

**Hull:** 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/2D

#### Weapons: Laser Cannon Fire Arc: Turret

Crew: 1 (can be fired by pilot or co-pilot, +5 to difficulty)

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

## Starlight Freighter

Craft: Rendili-Surron Starlight-class Freighter

Source: Stock Ships (pages 37-39), Pirates & Privateers (page 63) Type: Light freighter Scale: Starfighter Length: 34 meters **Skill:** Space transports: Starlight freighter

Affiliation: General

**Era:** Rise of the Empire

Crew: 2

Crew Skill: Varies widely

Passengers: 4

Cargo Capacity: 50 metric tons

Consumables: 3 weeks Cost: 26,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12**Nav Computer:** Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh Hull: 4D

Shields: 1D Sensors: Passive: 10/0D Scan: 20/1D Search: 40/2D Focus: 2/3D Weapons:

**Blaster Cannon** 

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

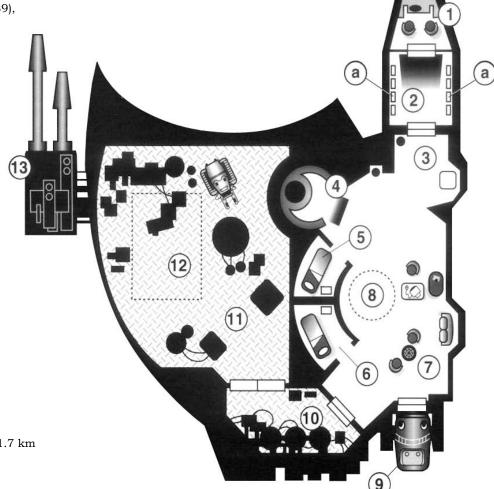
Damage: 3D

Deckplan Key



- 1. Cockpit
- 2. Entry Ramp/Airlock a. Emergency Kits
- 3. Airlock/Vestibule
- 4. Refresher
- 5. Cabin
- 6. Cabin
- 7. Lounge
- 8. Overhead Viewport
- 9. Escape Pod
- 10. Engineering Station
- 11. Cargo Bay
- 12. Repulsorlift Platform

13. Communications/Sensor Array





### XS-800 Light Freighter



Craft: Corellian Engineering Corp. XS-800 Light Freighter

**Affiliation:** General **Era:** Rebellion

Source: Stock Ships (pages 21-23)

Type: Light freighter Scale: Starfighter Length: 30.2 meters

**Skill:** Space transports: XS-800 **Crew:** 1 to 2 (can coordinate)

Passengers: 8

Cargo Capacity: 115 metric tons

Consumables: 2 months Cost: 37,500 (new) Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D Shields: 1D+2 Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D

Double Laser Cannon (fire linked)

Fire Arc: Front Crew: 1

Weapons:

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Deckplan Key

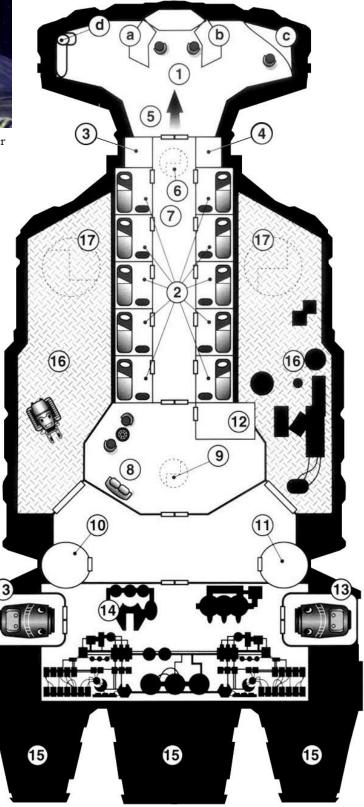
1. Bridge

a. Pilot's Station

b. Co-pilot's Station

- c. Sensors/Communications Station
- d. Shield Operator's Station
- 2. Quarters
- 3. Storage Locker
- 4. Computer/Life Support
- 5. Ramp to cockpit
- 6. Access to Ventral Airlock
- 7. Primary Access Corridor
- 8. Common Room
- 9. Access to Dorsal Sensor Dish

- 10. Refresher
- 11. Galley
- 12. Medical Bay
- 13. Escape Pod
- 14. Engineering Section/Machine Shop
- 15. Engines
- 16. Cargo Bay
- 17. Cargo Bay Loading Elevator



## **Corona Transport**

## PICTURE REMOVED

Craft: Kuat Drive Yards Corona Transport

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 62)

**Type:** Stock light freighter **Scale:** Starfighter **Length:** 28.4 meters

Skill: Space transports: Corona transport

**Crew:** 1 (optional co-pilot) **Crew Skill:** Varies widely

Passengers: 6

Cargo Capacity: 80 metric tons Consumables: 2 months

Cost: 105,000 (new), 27,000 (used)

Hyperdrive Multiplier: x2Hyperdrive Backup: x10Nav Computer: Yes Maneuverability: 1D+2

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D+2 Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

Laser Cannon
Fire Arc: Turret

Skill: Starship gunnery Fire Control: 2D

rue Comroi. 2D

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

Damage: 4D

### **Crinya Light Freighter**

Craft: Gallofree Yards Crinya-class Light Freighter

Affiliation: General / Rebel Alliance

Era: Rise of the Empire

Source: Classic Campaigns (page 90)

**Type:** Light freighter **Scale:** Starfighter **Length:** 29.2 meters

Skill: Space transports: Crinya-class freighter

Crew: 2 (1 can coordinate)

Crew Skill: Varies Passengers: 7

Cargo Capacity: 90 metric tons Consumables: 2 months

# PICTURE REMOVED

Cost: 65,000 credits Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D+2 Shields: 1D





Sensors:

Passive: 10/1D Scan: 25/1D+2 Search: 40/2D Focus: 4/2D+2 Weapons: Laser Cannon

Fire Arc: Turret Crew: 1 (co-pilot) Skill: Starship gunnery

Fire Control: 2D (can be fired by pilot at 0D)

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

### **Mantaris Amphibious Transport**



**Craft:** Theed Palace Space Vessel Eng. Corps/Otoh Gunga Bongowerks *Mantaris*-class Amphibious Medium Transport

Affiliation: Naboo Era: Rise of the Empire Source: Wizards Website Type: Medium transport Scale: Starfighter

**Length:** 68 meters (plus 30 meter long heat sink finials)

**Skill:** Space transports: Mantaris **Crew:** 4 and 1 Astromech droid

Crew Skill: Typically 4D in all applicable skills.

Passengers: 20, plus additional depending on attached

modules (see below)

Cargo Capacity: 250 metric tons, plus additional depending

on attached modules (see below)

Consumables: 3 months, plus additional depending on

attached modules (see below)

Cost: 280,000 (new) Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D

Search: 40/2D Focus: 2/3D **Weapons:** 

2 Concussion Missile Launchers (6 missiles each)

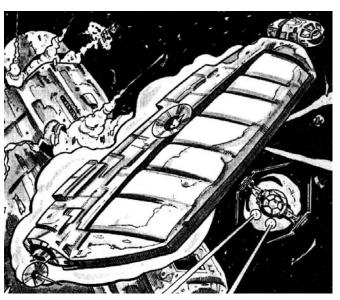
Fire Arc: 1 front, 1 back Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

**Notes:** The *Mantaris*-class transport can be fitted with up to four bubble-shaped, modular sections. These sections can increase cargo or passenger capacity, or be used to transport wildlife. Each modular section can accommodate and additional 30 passengers, or an extra 100 metric tons of cargo.

### **D9 Runner Light Freighter**



Craft: Kuat Drive Yards D9 Runner light freighter

**Affiliation:** General **Era:** Rise of the Empire

Source: Secrets of the Sisar Run (pages 10-11)

**Type:** Light freighter **Scale:** Starfighter **Length:** 23 meters

Skill: Space transports: D9 Runner

**Crew:** 1, gunners: 1 **Crew Skill:** Varies widely

Passengers: 4

Cargo Capacity: 80 metric tons

Consumables: 2 months

Cost: 80,000 (new), 22,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x16 Nav Computer: Yes

Space: 4

**Atmosphere:** 280; 800 kmh **Hull:** 3D+2

Shields: 1D+2 Sensors: Passive: 15/0D Scan: 25/1D Search: 40/3D

Focus: 2/4D **Weapons:** 

**Double Laser Cannon** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

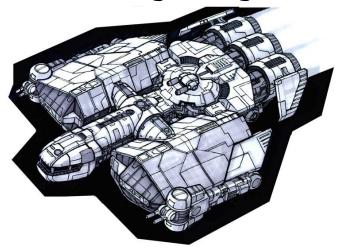
Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

### **YU-410 Light Freighter**



Craft: YU-410 Light Freighter

**Affiliation:** General **Era:** Rise of the Empire

Source: Gamer Magazine Issue 2

**Type:** Light freighter **Scale:** Starfighter **Length:** 44 meters

Skill: Space transports: YU-410

Crew: 4, gunners: 4
Crew Skill: Varies widely

Passengers: 12

Cargo Capacity: 250 metric tons

 $\textbf{Consumables:}\ 2\ months$ 

Cost: 200,000 (new), 80,000 (used)

Hyperdrive Multiplier: x2Hyperdrive Backup: x12Nav Computer: Yes

Space: 4

**Hull:** 4D+2

Atmosphere: 280; 800 kmh

Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

#### 4 Double Laser Cannons

Fire Arc: 2 turret, 1 front/right, 1 front/left

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

### YL-2200 Light Freighter

Craft: Corellian Engineering Corporation YL-2200

**Affiliation:** General **Era:** Rise of the Empire

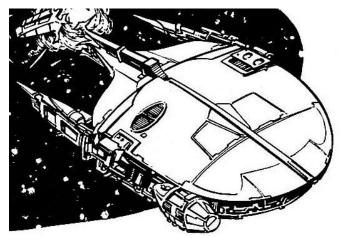
Source: Galaxy Guide 3 - The Empire Strikes Back (page

88)

**Type:** Stock light freighter **Scale:** Starfighter **Length:** 28.2 meters

**Skill:** Space transports: YL-2200 **Crew:** 1 (1 can coordinate), gunners: 1

Passengers: 6



Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 100,000 (new), 25,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 4

Atmosphere: 480; 800 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

2 Laser Cannons

Fire Arc: Turret

Crew: 1

Weapons:

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## **Epoch Light Freighter**

Craft: Shobquix Yards Epoch-class Light Freighter

Affiliation: General Era: Rise of the Empire Source: Adventure Journal Type: Light Freighter Scale: Starfighter Length: 23 meters

Skill: Space transports: Epoch-class freighter

Crew: 1

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 180 metric tons

Consumables: 2 months Cost: 28,000 credits (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons: Laser Cannon

Fire Arc: Turret Crew: Pilot

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 5D

### 3-Z Light Freighter

Craft: Nova-Drive 3-Z Light Freighter Affiliation: General **Era:** Rise of the Empire Source: Stock Ships (pages 33-35) Type: Light freighter Scale: Starfighter Length: 28 meters Skill: Space transports: Nova-Drive 3-Z **Crew:** 2 Passengers: 8 Cargo Capacity: 150 metric tons Consumables: 2 months **Cost:** 60,000 credits (new), 20,000 credits (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes

Space: 4 Atmosphere: 280; 800 kmh

Maneuverability: 1D

Hull: 4D+2 Shields: 1D Sensors: Passive: 20/0D Scan: 30/1D

Search: 40/1D+2 Focus: 2/2D Weapons: 2 Laser Cannons

Fire Arc: Front, right, back Crew: 1 (co-pilot)

Skill: Starship gunnery
Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D
Deckplan Key
1. Cockpit
2. Escape Pod

2. Escape Fou3. Landing Ramp4. Cargo Bay

5. Crew Lounge 6. Crew Cabins

7. Armory

8. Captain's Cabin

9. Cargo Bay

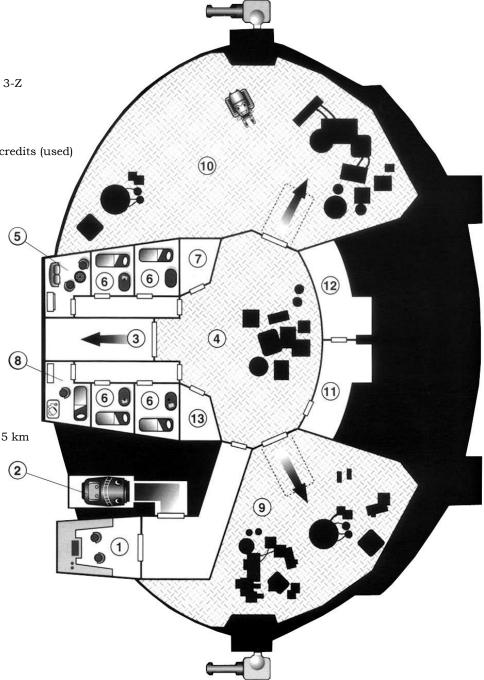
10. Cargo Bay

11. Engineering Station

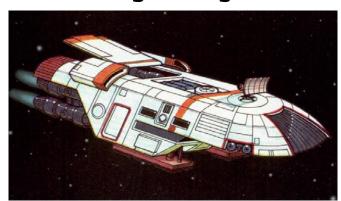
12. Medical Bay

13. Storage Area





### **B-7 Light Freighter**



Craft: Loronar B-7 Light Freighter

**Affiliation:** General **Era:** Rise of the Empire

Source: The DarkStryder Campaign - Boxed Set (pages

79-80)

Type: Light freighter Scale: Starfighter Length: 19 meters

**Skill:** Space transports: B-7 **Crew:** 1, gunners: 1 **Crew Skill:** Varies widely

Passengers: 4

Cargo Capacity: 50 metric tons Consumables: 2 months Cost: 20,000 credits (used only) Hyperdrive Multiplier: x3 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 2

**Atmosphere:** 225; 650 kmh **Hull:** 4D

Shields: 1D Sensors: Passive: 10/+1 Scan: 20/1D Search: 30/1D+2 Focus: 3/2D Weapons:

**Light Laser Cannon** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 1D+2 (may be fired by pilot at 0D fire control)

Space Range: 1-2/7/15

Atmosphere: 100-200/700/1.5 km

Damage: 4D

### Stalwart Light Freighter

Craft: Stalwart-class Light Freighter

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 65)

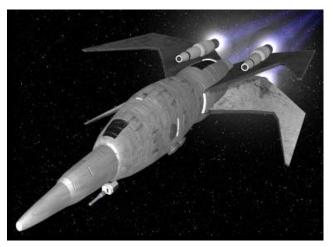
**Type:** Stock light freighter **Scale:** Starfighter **Length:** 19.7 meters

Skill: Space transports: Stalwart freighter

Crew: 2

Crew Skill: Varies widely

Passengers: 5



Cargo Capacity: 120 metric tons

Consumables: 3 months Cost: 21,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D+1

Space: 5

Atmosphere: 290; 850 kmh

Hull: 4D Shields: 1D Sensors: Passive: 15/1D Scan: 30/1D+2 Search: 40/2D Focus: 1/2D+2 Weapons: Laser Cannon

Fire Arc: Turret Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## Jermaguim Light Freighter

Craft: SoroSuub Jermaguim-class Light Freighter

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 62)

**Type:** Light freighter **Scale:** Starfighter **Length:** 25 meters

**Skill:** Space transports: Jermaguim freighter

**Crew:** 2

Crew Skill: Varies widely

Passengers: 8 Cargo Capacity: 85

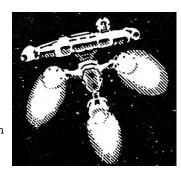
metric tons

Consumables: 2 months Cost: 28,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 1D+1



Sensors:

Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D Weapons: Laser Cannon Fire Arc: Turret Skill: Starship gunnery

Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

### **Gymsnor-2 Freighter**

Craft: CorelliSpace Gymsnor-2 Freighter

Affiliation: General Era: Rise of the Empire Type: Light freighter Scale: Starfighter Length: 31.7 meters

**Skill:** Space transports: Gymsnor-2

Crew: 1

Crew Skill: Varies widely

Passengers: 4

Cargo Capacity: 90 metric tons

Consumables: 1 month Cost: 17,500 (used) Hyperdrive Multiplier: x3 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 0D

Space: 3

Atmosphere: 260; 750 kmh

Hull: 4D Shields: 1D Sensors: Passive: 15/0D

Scan: 30/1D Search: 45/2D Focus: 3/3D Weapons: Blaster Cannon

Fire Arc: Turret Skill: Starship gunnery

Fire Control: 1D

*Space Range:* 1-5/10/17 *Atmosphere:* 100-500/1/

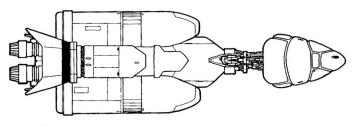
1.7 km Damage: 3D

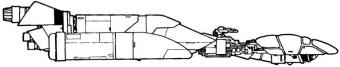
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## **Gymsnor-3 Light Freighter**

## **Nyubba Cargo Barge Driver**





Craft: CorelliSpace Gymsnor-3 Freighter

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (pages 62-63)

**Type:** Light freighter **Scale:** Starfighter **Length:** 34.1 meters

Skill: Space transports: Gymsnor-3 freighter

Crew: 1

Crew Skill: Varies widely

Passengers: 4

Cargo Capacity: 95 metric tons

Consumables: 1 month Cost: 19,000 (used) Hyperdrive Multiplier: x2 Nav Computer: Yes

Space: 4

**Atmosphere:** 280; 800 kmh **Hull:** 5D

Shields: 1D Sensors: Passive: 15/0D Scan: 30/1D Search: 45/2D Focus: 3/3D

Weapons: Laser Cannon Fire Arc: Turret

Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

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Craft: SoroSuub Transport Systems Nyubba-class Cargo

Barge Driver
Affiliation: General
Era: Rise of the Empire
Type: Cargo barge driver
Scale: Starfighter
Length: 22 meters

Skill: Space transports: Nyubba-class

Crew: 2 Passengers: 2

Cargo Capacity: 200 metric tons Consumables: 2 months Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x16

Nav Computer: Yes

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Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh

Hull: 5D Shields: 1D Sensors:

Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons:

2 Double Laser Cannons

Fire Arc: Turret Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

**Note:** Add +1 Difficulty of any *space transports* roll for each of the first eight barges. For each additional barge past

eight, add +1D to difficulties.

## HT-2200 Medium Freighter

Craft: Corellian Engineering Corporation HT-2200

**Affiliation:** General **Era:** Rise of the Empire

Source: Stock Ships (pg 49-51), Pirates & Privateers (pg 66)

**Type:** Medium freighter **Scale:** Starfighter **Length:** 54.8 meters

Skill: Space transports: HT-2200

Crew: 2
Passengers: 8

Cargo Capacity: 800 metric tons, in four cargo bays

Consumables: 3 months

Cost: 240,000 (new), 110,000 (used)

Nav Computer: Yes Hyperdrive Multiplier: x2 Hyperdrive Backup: x12

Space: 3

Atmosphere: 260; 750 kmh

Hull: 5D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D

Search: 40/2D Focus: 2/3D

#### Weapons:

#### 2 Pulse Laser Cannons

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Notes: Since this vessel is easily modified, engineers gain a +5 bonus to their space transports repair rolls when performing modifications on an HT-2200.

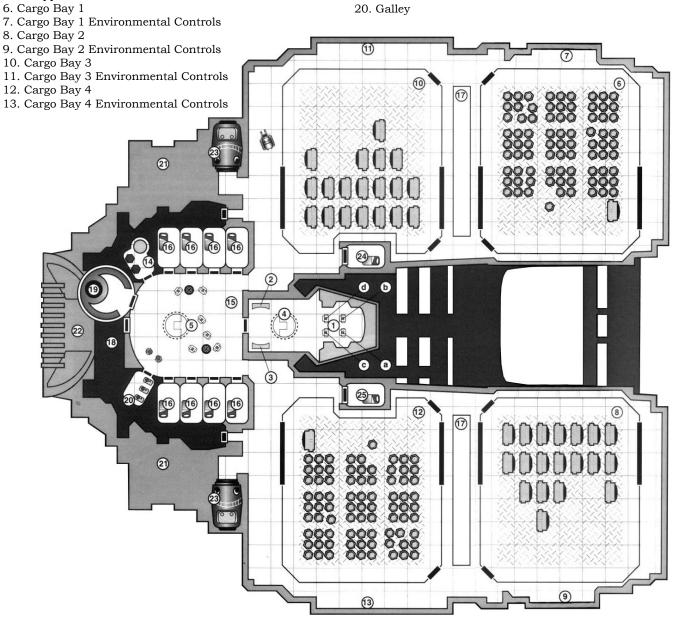
#### Deckplan Key

- 1. Cockpit
  - a. Pilot's Station
  - b. Co-Pilot's Station
  - c. Technical Station
  - d. Shields/Weapons Station
- 2. Life Support Systems Control
- 3. Ship's Main Computer
- 4. To Upper Airlock
- 5. To Upper and Lower Gunwells

- 8. Cargo Bay 2



- 14. Medical Bay
- 15. Common Room
- 16. Crew Quarters
- 17. Cargo/Entry Ramp
- 18. Engineering Section
- 19. Refresher
- 21. Sublight Engines
- 22. Repulsorlift Engines
- 23. Escape Pods
- 24. Pilot's Cabin
- 25. Co-pilot's Cabin





Sensors:

Passive: 20/1D Scan: 50/2D Search: 70/2D+1 Focus: 4/3D Weapons:

Damage: 4D **Deckplan Key** 

2. Refresher

**Quad Laser Cannon** *Fire Arc:* Turret

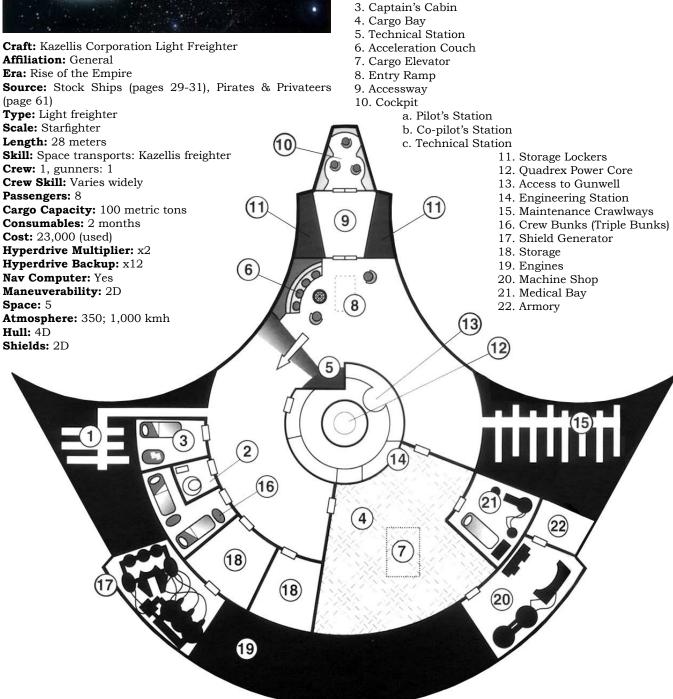
Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

1. Maintenance Crawlway

Atmosphere Range: 100-300/1.2/2.5 km

## **Kazellis Light Freighter**



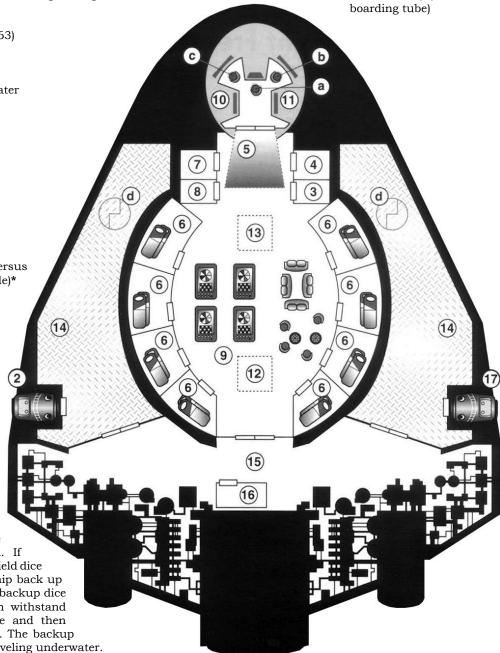


#### **DeepWater Light Freighter**



#### Deckplan Key

- 1. Cockpit
  - a. Pilot's Station
  - b. Co-pilot's Station
  - c. Shield/Communications Station
- 2. Escape Pod
- 3. Galley
- 4. Equipment Storage
- 5. Entry Ramp
- 6. Staterooms
- 7. Refresher
- 8. Medical Bay
- 9. Crew Lounge
- 10. Ship's Computer
- 11. Environment Controls
- 12. Upper Gunwell Access
- 13. Lower Gunwell Access
- 14. Cargo Bay
  - d. Cargo elevator
- 15. Engineering Section
- 16. Tool Locker
- 17. Airlock (w/ extendable



Craft: Mon Calamari DeepWater-class Light Freighter

Affiliation: General **Era:** Rise of the Empire

Source: Stock Ships (pages 61-63) Type: Light freighter

Scale: Starfighter Length: 45 meters

Skill: Space transports: DeepWater

**Crew:** 1 or 2 Passengers: 6

Cargo Capacity: 85 metric tons

Consumables: 2 months

Cost: 99,000

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D

Shields: 2D (in space); (+1 versus physical damage in aquatic mode)\*

Sensors:

Passive: 15/0D Scan: 30/2D Search: 65/2D+2 Focus: 5/2D+2 Weapons:

#### **Laser Turret**

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

100-Atmosphere Range:

300/1.2/2.5 km Damage: 5D

\* The DeepWater has 3D 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 2D in shields. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled. The backup dice cannot be applied when traveling underwater.

#### **TL-1800 Transport**



Craft: Suwantek Systems TL-1800 Transport

Affiliation: General **Era:** Rise of the Empire

Source: Stock Ships (pg 41-43), Pirates & Privateers (pg 64)

Type: Stock light freighter Scale: Starfighter Length: 30 meters

Skill: Space transports: TL-1800 transport

Crew: 1 to 2 (can coordinate) Crew Skill: Varies widely

Passengers: 7

Cargo Capacity: 110 metric tons (internal cargo storage; with cargo pods: 400 metric tons)

Consumables: 3 months **Cost:** 41,500 (new) Hyperdrive Multiplier: x2Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D+2

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D 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: 5D Deckplan Key 1. Cockpit

a. Pilot's station

b. Co-pilot's station

c. Astrogation/communications station

d. Shield/sensors station

2. Life support controls

3. Ship's computer

4. Gunwell

5. Gunwell

6. Landing ramp

7. Landing ramp

8. Crew lounge

8a. Acceleration couch

8b. Holographic gameboard

8c. Entertainment computer

9. Crew cabins

10. Refresher/sonic shower

11. Medical Bay

12. Galley

13. Storage

14. Access crawlways

15. Access to upper airlock

16. Cargo bay

17. Cargo elevator

18. Cargo pod capture mechanism

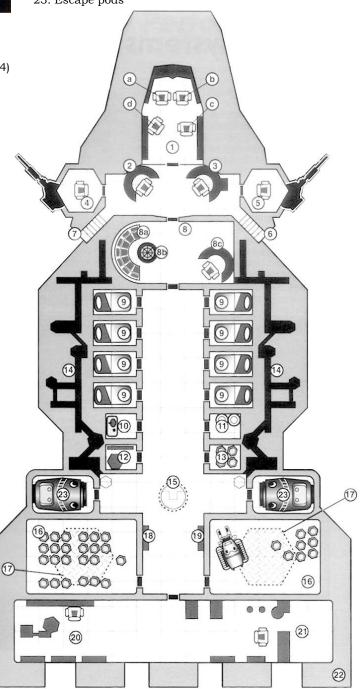
19. Backup cargo pod capture mechanism control

20. Engineering section

21. Machine shop

22. Engines

23. Escape pods



## Subla Ransom Medium Cargo Hauler

Craft: Subla Ransom Cargo Hauler

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 67)

**Type:** Medium freighter **Scale:** Starfighter **Length:** 23 meters

Skill: Space transports: Subla Ransom hauler

Crew: 5

Crew Skill: Varies widely

Passengers: 5

Cargo Capacity: 700 metric tons

Consumables: 3 months Cost: 110,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 335; 950 kmh

Hull: 5D Shields: 2D Sensors: Passive: 30/1D Scan: 65/2D Search: 110/3D Focus: 4/4D Weapons:

Blaster Cannon Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

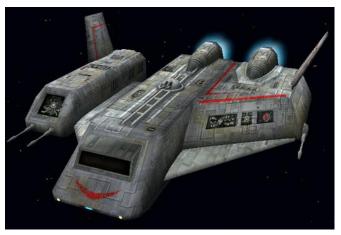
Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

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#### **Muurian Transport**



**Craft:** Muurian Interestellar Transport

Affiliation: General Era: Rise of the Empire Type: Light transport Scale: Starfighter Lenght: 30 meters

Skill: Space transports: Muurian

Crew: 1, gunners: 2 Passengers: 8

Cargo Capacity: 110 metric tons Cost: 150.000 (new), 60.000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 480; 800 kmh

Hull: 3D+2 Shields: 1D Weapons: 2 Quad Lasers Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/28

Atmosphere Range: 100-300/1.2/2.8 km

Damage: 5D

Dual Lasers (fire-linked)

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: 4D+1
Ion Cannon
Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/7/36

Atmosphere Range: 100-300/0.7/3.6 km

Damage: 4D

Concussion Missile Launcher (6 missiles)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

## **Helix Light Freighter**

Craft: Arakyd Helix Light Freighter

Affiliation: Empire Era: Rise of the Empire Type: Light freighter Scale: Starfighter Length: 30.9 meters

Skill: Space transports: Arakyd Helix

**Crew:** 2

Crew Skill: Varies tremendously

Passengers: 4

Cargo Capacity: 35 metric tons

Consumables: 4 weeks

Cost: 215,000(new), 182,000(used)

Hyperdrive Multiplier: x2 (B model is x1)

Hyperdrive Backup: x12 Nav Computer: Yes

Maneuverability: 2D+1 (in space); 0D (in an atmosphere)

Space: 7

Atmosphere: 260; 750 kmh

Hull: 3D+2 Shields: 1D+2 Sensors: Passive: 15/0D Scan: 30/1D Search: 50/2D+1

Focus: 2/3D+1 **Weapons:** 

2 Plasburst Laser Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Ion Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 4D

**Proton Torpedo Launcher** 

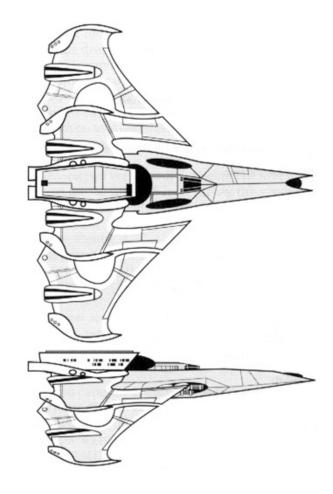
Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

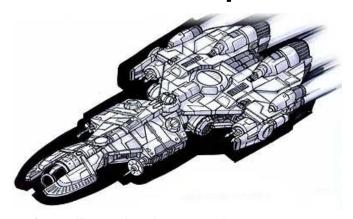
**Notes:** Sensor operators searching for an Arakyd Helix gain a +5 bonus to their *sensors* rolls as long as the Helix is under way using its

main ion drives.



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#### YZ-900 Transport



Craft: Corellian Engineering Corporation YZ-900 Transport

Affiliation: General / Empire Era: Rise of the Empire Type: Light freighter Scale: Starfighter Length: 54.3 meters

Skill: Space transports: YZ-900 **Crew:** 3, gunners: 4, skeleton: 2/+5

Crew Skill: Varies widely

Passengers: 14

Cargo Capacity: 100 metric tons

Consumables: 2 months **Cost:** 300,000 (used) Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes

Space: 3

Atmosphere: 260; 750 kmh

**Hull:** 5D Shields: 3D Sensors: Passive: 10/0D Scan: 25/1D

Search: 40/2D Focus: 2/3D Weapons:

2 Heavy Twin Laser Cannon

Fire Arc: Turret 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

2 Twin Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

**Concussion Missile Launcher** 

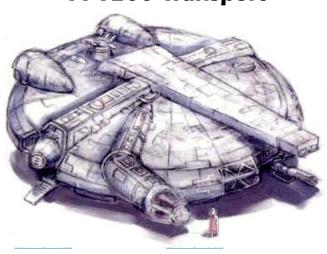
Fire Arc: Front Skill: Missile weapons Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

### **PICTURE REMOVED**

## YT-1200 Transport



Craft: Corellian Engineering Corporation YT-1200

Transport

Affiliation: General **Era:** Rise of the Empire

Source: Star Wars Gamer Issue 1

Type: Light Freighter Scale: Starfighter Length: 35 meters

Skill: Space transports: YT-1200

Crew: 2

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 75 metric tons

Consumables: 2 months Cost: 20,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

Laser Cannon Fire Arc: Turret

Skill: Starship gunnery

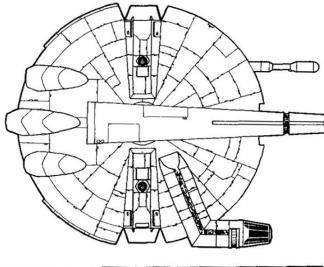
Fire Control: 1D

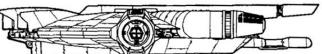
*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## YT-1210 Light Freighter





Craft: Corellian Engineering Corporation YT-1210

Transport

Affiliation: General **Era:** Rise of the Empire

**Source:** Pirates & Privateers (pages 60-61)

Type: Light freighter Scale: Starfighter **Length:** 35 meters

Skill: Space transports: YT-1210

Crew: 2

Crew Skill: Varies widely

Passengers: 4

Cargo Capacity: 100 metric tons

Cost: 20,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons: Laser Cannon Fire Arc: Turret

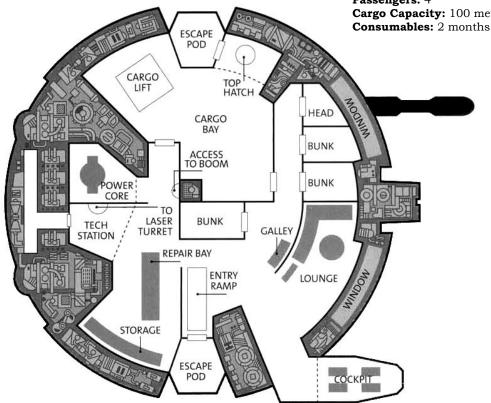
Crew: 1

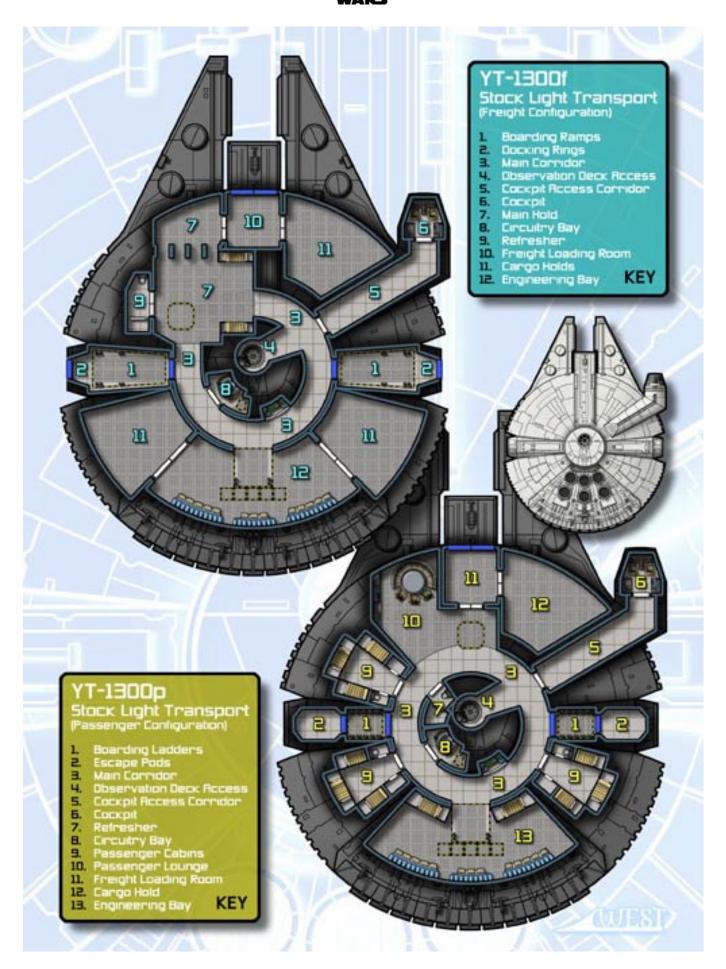
Skill: Starship gunnery

Fire Control: 1D

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

Damage: 4D







#### YT-1300 Transport

Craft: Corellian Engineering Corp. YT-1300 Transport

Affiliation: General Era: Rise of the Empire

Source: Core Rulebook (page 254), Platt's Smugglers Guide (pages 30-32), The Star Wars Sourcebook (pages 39-40), Dark Force Rising Sourcebook (pages 130-131), Heir to the Empire Sourcebook (page 129), The Thrawn Trilogy Sourcebook (page 231), Polyhedron Issue 162

Scale: Starfighter Length: 26.7 meters

**Skill:** Space transports: YT-1300 Crew: 1 (1 can coordinate), gunners: 1

Crew Skill: Varies widely

Passengers: 6; 9 (YT-1300p); None (YT-1300f)

Cargo Capacity: 100 metric tons; 50 (YT-1300p); 150 (YT-

Consumables: 2 months

Cost: 100,000 (new), 25,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 4 Hull: 4D

Atmosphere: 480; 800 kmh

Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons: Laser Cannon Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

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

Damage: 4D

#### YT-1760 Small Transport

Craft: Corellian Engineering YT-1760 Small Transport

Affiliation: General Era: Rise of the Empire Type: Small space transport

Scale: Starfighter Length: 20 meters

**Skill:** Space transports: YT-1760

Crew: 2

Crew Skill: Varies Passengers: 8

Cargo Capacity: 10 metric tons Consumables: 2 months

Cost: 80,000 (new) 20,000 (used) Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 2D

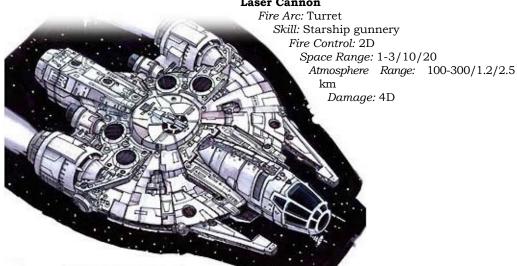
Space: 7

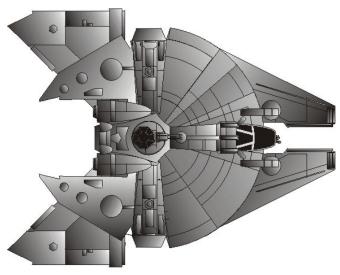
**Atmosphere:** 350; 1,000 kmh

Hull: 3D Shields: 1D Sensors: Passive: 25/0D Scan: 50/1D Search: 60/2D Focus: 2/3D

#### Weapons:

Laser Cannon





## PICTURE REMOVED



Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

Twin Heavy Laser Cannon

Fire Arc: Turret Crew: 1 (co-pilot) Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## YT-1930 Light Freighter

Craft: Corellian Engineering Corporation YT-1930

transport

**Affiliation:** General **Era:** Rebellion

Source: Wretched Hives of Scum and Villainy (page 98),

Starships of the Galaxy Web Enhancement (page 3)

Type: Light freighter Scale: Starfighter Length: 35 meters

Skill: Space transports: YT-1930

Crew: 2

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 200 metric tons

 $\textbf{Consumables:} \ 4 \ months$ 

Cost: 110,000 (new), 50,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

## YT-2000 Transport

Craft: Corellian Engineering Corp. YT-2000 Transport

Affiliation: General Era: Rebellion Type: Light Freighter Scale: Starfighter Length: 29 meters

**Skill:** Space transports: YT-2000 **Crew:** 1 or 2 (can co-ordinate)

Passengers: 6

Cargo Capacity: 110 metric tons

Consumables: 2 months

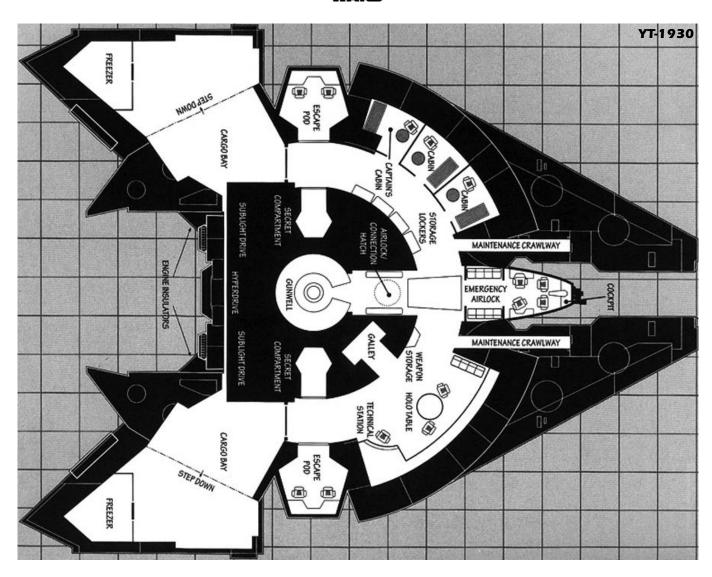
**Cost:** 130,000

Hyderdrive Multiplier: x2 Hyderdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 1D Sensors: Passive: 15/0D Scan: 35/1D



Search: 60/2D Focus: 3/3D **Weapons:** 

#### Quad Laser Cannon

Fire Arc: Dorsal turret (Turret may be fixed to forward to be fired by the Pilot at only 1D Fire Control)

Crew: 1 or pilot Skill: Starship gunnery Fire Control: 3D Space Range: 1-5/10/17 Atmosphere Range: 100-500/1/1.7 km Damage: 5D



YT-2000

# PICTURE REMOVED

## **YT-2400 Transport**

Craft: Corellian YT-2400 Transport

**Affiliation:** General **Era:** Rebellion

**Source:** Stock Ships (pages 17-19), Pirates & Privateers (page 61), Starships of the Galaxy (page 88), The Essential Guide to

Vehicles and Vessels (pages 32-33)

Type: Stock light freighter Scale: Starfighter Length: 21 meters

**Skill:** Space transports: YT-2400 **Crew:** 2, gunners: 1, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 150 metric tons Consumables: 2 months

Cost: 130,000 (new), 32,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes

Space: 4

Atmosphere: 480; 800 kmh

Hull: 5D Shields: 2D Sensors:

Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D **Weapons:** 

#### Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

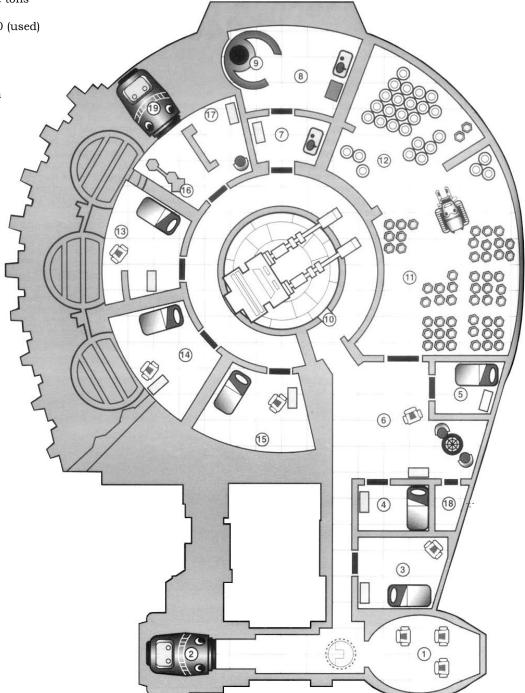
Fire Control: 2D

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

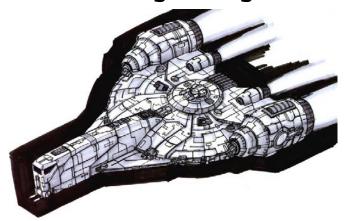
## Damage: 4D **Deckplan Key**

- 1. Cockpit
- 2. Primary Escape Pod
- 3. Captain's Suite
- 4. First Mate's Cabin
- 5. Second Mate's Cabin
- 6. Living Suite
- 7. Galley
- 8. Head
- 9. Refresher
- 10. Turret Access
- 11. Primary Cargo Hold
- 12. Secondary Cargo Hold
- 13. Cabin A
- 14. Cabin B
- 15. Cabin C
- 16. Machine Shop
- 17. Engine Room
- 18. Storage
- 19. Secondary Escape Pod





#### YV-100 Light Freighter



Craft: Corellian Engineering Corporation YV-100

**Affiliation:** General Era: Rise of the Empire

Source: Star Wars Gamer Issue 2

Type: Light freighter Scale: Starfighter Length: 46.5 meters

Skill: Space transports: YV-100

Crew: 2

Crew Skill: Varies Passengers: 10

Cargo Capacity: 150 metric tons

Consumables: 6 months

**Cost:** 150,000 (new), 50,000 (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 6 Hull: 5D

Weapons:

Atmosphere: 330; 950 kmh

Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

2 Blaster Cannons (fire-linked)

Fire Arc: Partial Turret (front, right, left)

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

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: 5D+1

#### YV-260 Transport

Craft: Corellian Engineering Corporation YV-260 Transport

**Affiliation:** General Era: Rebellion

Source: Tempest Feud (page 125)

Type: Light freighter

Scale: Starfighter Length: 41.5 meters

Skill: Space transports: YV-260 Crew: 2, gunners: 2, skeleton: 1/+5

Crew skill: Varies widely

Passengers: 8

Cargo Capacity: 140 metric tons Consumables: 3 months Cost: 140,000 (new), 83,000 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 2D Sensors: *Passive:* 10/+1 Scan: 30/1D Search: 45/2D Focus: 3/3D Weapons:

2 Blaster 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

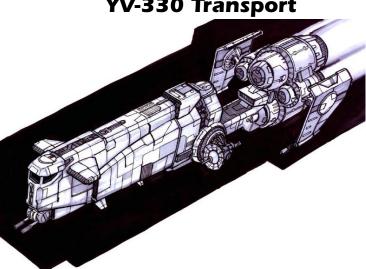
**4 Ion Cannons** (fire-linked in groups of 2)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

## YV-330 Transport



**Craft:** Corellian Engineering Corporation YV-330 Transports

Affiliation: General / CorSec

Era: Rebellion Type: Light freighter Scale: Starfighter Length: 26 meters

Skill: Space transports: YV-330 Crew: 2, gunners: 2, skeleton: 1/+5

Crew skill: Varies widely

Passengers: 6

Cargo Capacity: 20 metric tons

Consumables: 2 months Cost: 100,000 (used) Hyperdrive Multiplier: x2Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 5D Shields: 2D Sensors: *Passive:* 10/+1 Scan: 25/1D Search: 40/2D Focus: 2/3D

#### Weapons: 2 Heavy Laser Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### 4 Light Ion Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D Autoblaster Fire Arc: Front Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 3D

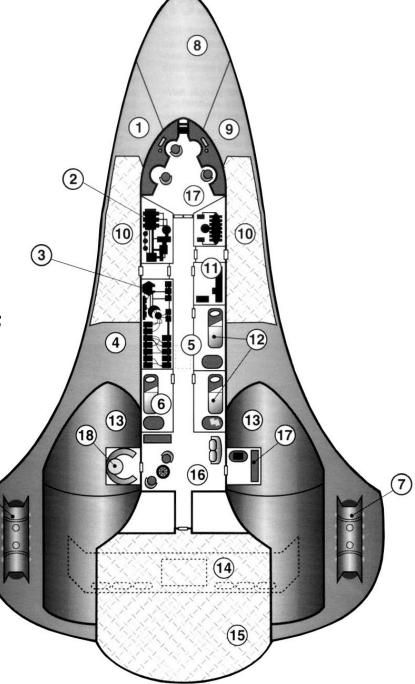


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#### Deckplan Key

- 1. Communications Station
  - a. Pilot's Station
  - b. Co-pilot's Station
  - c. Communications/Shield Station
  - d. Access to Escape Pod
- 2. Main Computer
- 3. Internal Power Routing Conduits
- 4. Hull Armor
- 5. Entry Ramp
- 6. Captain's Bunk
- 7. Deflector Shield Generator
- 8. Active Sensors
- 9. Passive Sensors
- 10. Secure Equipment Storage (with magnetic seals that are controlled from the cockpit)
- 11. Armory
- 12. Crew Barracks (with double bunks)
- 13. Main Engines
- 14. Rollbar S-Foil (above hull)
- 15. Cargo Bay
- 16. Crew Lounge
- 17. Galley
- 18. Refresher





**PICTURE** 

Craft: Hyrotil Crescent-class Transport, Mark II

**Affiliation:** General **Era:** Rebellion

Source: Stock Ships (pages 25-27), Pirates & Privateers

(pages 64-65)

Type: Stock light freighter

**Scale:** Starfighter **Length:** 30 meters

Skill: Space transports: Crescent transpor

Crew: 1

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 80 metric tons

Consumables: 2 months

Cost: 200,000 (new), 125,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 5

Atmosphere: 300; 900 kmh

Hull: 3D Shields: 1D Sensors: Passive: 2/0D Scan: 4/1D Search: 8/2D Focus: 1/3D

Light Blaster Cannon

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D

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

Damage: 1D

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## **Nesst Light Freighter**

Craft: SoroSuub Nesst-class Light Freighte

**Affiliation:** General **Era:** Rebellion

Source: Pirates & Privateers (page 63)

Type: Light freighter Scale: Starfighter Length: 29 meters

Skill: Space transports: Nesst freighter

**Crew:** 1 (optional co-pilot) **Crew Skill:** Varies widely

Passengers: 4

Cargo Capacity: 150 metric tons

Consumables: 1 month

**Cost:** 30,000

Hyperdrive Multiplier: x1 Hyperdrive Backup: x9 Nav Computer: Yes Maneuverability: 1D+2

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D+2 Shields: 1D+1 Sensors: Passive: 15/1D

Passive: 15/1D Scan: 25/2D Search: 50/2D+2 Focus: 4/4D



#### **ZH-25 Questor**



- 1. Cockpit
- 2. Storage
- 3. Refresher
- 4. Tech Center
- 5. Laser Cannon Access Hatch (down)
- 6. Entry Ramp
- 7. Loading Bay
- 8. Escape Pod
- 9. Galley and Common Room
- 10. Captain's Quarters
- 11. Crew Bunks
- 12. Cargo Bay
- 13. Engineering Bay
- 14. External Cargo Pods

Craft: Starfeld Industries ZH-25 Questor Affiliation: General Era: Rebellion
Source: Stock Ships (pages 45-47),
Pirates & Privateers (page 64)
Type: Light freighter
Scale: Starfighter
Length: 22.4 meters
Skill: Space transports:
ZH-25 Questor
Crew: 1
Passengers: 6

Cargo Capacity: 85 metric tons Consumables: 3 months Cost: 136,000 (new),

89,000 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 5

Atmosphere: 295; 850 kmh Hull: 4D

Shields: 1D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/2D Focus: 2/3D

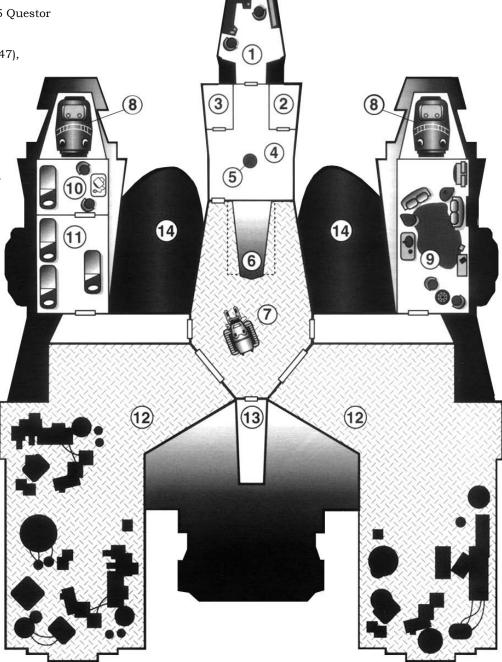
Weapons:

2 Laser Cannons (fire-linked)

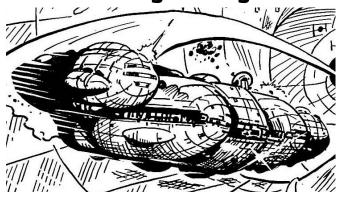
Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D **Deckplan Key** 



## A-Z-Z-3 Light Freighter



Craft: Mon Calamari A-Z-Z-3 Light Freighter

**Affiliation:** General Era: Rebellion

Source: Supernova (page 10)

Type: Light freighter Scale: Starfighter Length: 24 meters

**Skill:** Space transports: A-Z-Z-3 freighter Crew: 1 to 2 (co-pilot optional), gunners: 1

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 110 metric tons

Consumables: 2 months **Cost:** 80,000 credits Hyperdrive Multiplier: x2 Hyperdrive Backup: x12Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 3D

Shields: 2D, backup: 2D

Sensors: Passive: 10/0D Scan: 20/1D Search: 40/2D Focus: 2/3D Weapons: Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 4D

#### **PICTURE REMOVED**

## Simiyiar Light Freighter



Craft: Mon Calamari Shipyards Simiyiar-class Light Freighter

Affiliation: General / Rebel Alliance

Era: Rebellion Type: Light Freighter Scale: Starfighter Length: 26.3 meters

**Skill:** Space transports: Simiyiar freighter

Crew: 1, gunners: 1 Passengers: 8

Cargo Capacity: 150 metric tons

Consumables: 2 months Cost: 96,000 (new) Hyperdrive Multiplier: x2 Hyperdrive Bckup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D

Shields: 2D, backup: 2D

**Sensors:**Passive: 10/1D
Scan: 20/1D+1
Search: 30/1D+2
Focus: 2/2D+2

Weapons:

Double Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/6/10

Atmosphere Range: 100-300/600/1 km

Damage: 5D

## FA-504s Transport

Craft: Corellian Engineering Corp. FA-504s Transport

**Affiliation:** General **Era:** Rebellion

Source: Wizards Website Type: Space transport Scale: Starfighter Length: 28 meters

Skill: Space transports: FA-504s

Crew: 1
Passengers: 10

Cargo Capacity: 120 metric tons

Consumables: 2 months

Cost: 100,000 (new), 30,000 (used)

## PICTURE REMOVED

 $\begin{array}{l} \textbf{Hyperdrive Multiplier: } x2 \\ \textbf{Hyperdrive Backup: } x12 \\ \textbf{Maneuverability: } 1D+2 \end{array}$ 

**Space:** 5

**Atmosphere:** 295; 850 kmh **Hull:** 3D+2

Shields: 1D Sensors: Passive: 30/1D Scan: 50/2D Search: 80/3D

Focus: 3/4D
Weapons:
Laser cannon
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

## **Model 47 Spitrolighter**

Craft: Arden Industries Model 47 Spitrolighter

**Affiliation:** General **Era:** Rebellion

Source: The Politics of Contraband (page 13)

Type: Light freighter Scale: Starfighter Length: 30 meters

Skill: Space transports: Spitrolighter

Crew: 2

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 100 metric tons Consumables: 2 months Cost: 155,000 (new), 45,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 5
Atmosph
Hull: 4D

Atmosphere: 295; 850 kmh

Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons: Laser Cannon

Fire Arc: Turret Crew: 1 (co-pilot) Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### **Kubrai S4 Transport**

Craft: Kubrai Transportation S4 Transport

**Affiliation:** General **Era:** Rebellion

Source: Gamer Magazine Issue 9

Type: Space transport Scale: Starfighter Length: 20 meters

Skill: Space transports: Kubrai S4

Crew: 1, gunners: 2 Passengers: 2

Cargo Capacity: 40 metric tons Consumables: 2 months

Cost: 180,000 (new), 75,000 (used)

Hyperdrive Multiplier: x1Hyperdrive Backup: x8Nav Computer: Yes Maneuverability: 1D

Space: 8

**Atmosphere:** 365; 1,050 km

Hull: 3D Shields: 2D Sensors:

Passive: 25/0D Scan: 50/1D Search: 75/2D Focus: 4/4D



#### 2 Blaster Cannons

Fire Arc: Turret

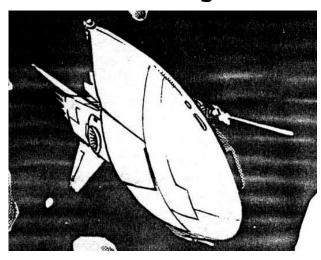
Crew: 1

Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

## Wander Freighter



Craft: Mon Calamari Wander-class Jump Freighter

**Affiliation:** General **Era:** Rebellion

Source: Tatooine Manhunt (page 6)

**Type:** Light freighter **Scale:** Starfighter **Length:** 30 meters

Skill: Space transports: Wander-class freighter

**Crew:** 1 or 2

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 75 metric tons Consumables: 2 months Cost: 85,000 credits Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes

Space: 6
Atmosph
Hull: 4D

Atmosphere: 330; 950 kmh

Maneuverability: 1D

Shields: 2D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D

Weapons: Laser Cannon

Fire Arc: Turret
Crew: 1 (co-pilot)
Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 4D

#### MC-18 Light Freighter



**Craft:** Mon Calamari MC-18 Light Freighter

Affiliation: General / Rebel Alliance

Era: Rebellion

Source: Adventure Journal Type: Light freighter Scale: Starfighter Length: 23.6 meters

Skill: Space transports: MC-18

**Crew:** 1 or 2

Crew Skill: Varies widely

Passengers: 5

Cargo Capacity: 75 metric tons Consumables: 2 months Cost: 110,000 credits (new) Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

**Hull:** 4D

Shields: 2D, backup: 4D

Sensors: Passive: 10/0D Scan: 25/1D Search: 45/3D Focus: 3/4D Weapons:

Laser Cannon
Fire Arc: Turret
Crew: 1 (co-pilot)
Skill: Starship gunnery
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 4D

## Ycaqt Droid Cargo Ship

Craft: CEC/Loronar Ycaqt-class Droid Cargo Ship

**Affiliation:** General **Era:** Rebellion

Source: Gamer Magazine Issue 10

**Type:** Space transport **Scale:** Starfighter **Length:** 21 meters

Skill: Space transports: Ycaqt

Crew: Droid brain

Crew Skill: Astrogation 4D, Sensors 4D, Space Transports

4D, Starship Gunnery 4D, Starship Shields 4D

Passengers: None

Cargo Capacity: 250 metric tons

Consumables: 2 years

Cost: 130,000 (new), 32,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 6

Hull: 4D

Atmosphere: 250; 720 kmh

Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons:
Ion Cannon
Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 5D

## YV-545 Transport

Craft: Corellian Engineering Corporation YV-545

Transport

**Affiliation:** General **Era:** Rebellion

Source: Rebellion Era Sourcebook (pages 14-15)

Type: Space transport Scale: Starfighter Length: 32 meters

Skill: Space transports: YV-545

Crew: 2

Crew Skill: Varies Passengers: 8

Cargo Capacity: 100 metric tons Consumables: 2 months

Cost: 45,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D

Space: 8

Hull: 5D

**Atmosphere:** 360; 1,000 kmh

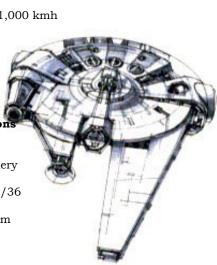
Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons: 2 Heavy Ion Cannons

(fire-linked)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 5D



#### YV-664 Light Freighter



Craft: Corellian Engineering Corporation YV-664 Light

Freighter

Affiliation: General Era: Rebellion Type: Space transport Scale: Starfighter Length: 40 meters

Skill: Space transports: YV-664

Crew: 2, gunners: 1 Crew Skill: Varies Passengers: 10

Cargo Capacity: 130 metric tons

Consumables: 3 months

Cost: 120,000 (new), 40,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes

Space: 7

Atmosphere: 350; 950 kmh **Hull:** 5D

Sensors: Passive: 10/0D Scan: 30/1D Search: 40/2D Focus: 2/3D **Laser Cannon** 

Fire Arc: Turret Crew: 1

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

#### YV-929 Armed Freighter

Craft: Corellian Engineering Corporation YV-929 Armed

Freighter

Affiliation: General Era: New Republic

Source: The New Jedi Order Sourcebook (page 95), Star

Wars Gamer Issue 2 Type: Light freighter Scale: Starfighter Length: 22 meters

Skill: Space transports: YV-929

Crew: 1, gunners: 3

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 150 metric tons

Consumables: 3 months

**Cost:** 250,000 (new), 100,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

**Space:** 5

**Atmosphere:** 350; 1,000 kmh Hull: 1D

Shields: 4D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons:

2 Double Turbolaser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/15/20

Atmosphere Range: 100-500/1.5/2 km

Damage: 5D+1

2 Ion Cannons (fire-linked)

Fire Arc: Partial turret (front, left, right)

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D+1

2 Triple Blasters (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D+2

8 Concussion Missile Launchers (4 sets of 2, each set fire-

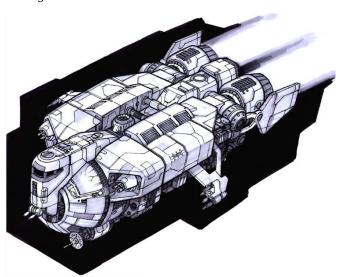
linked, 10 missiles each set) Fire Arc: 2 front, 2 rear

Skill: Missile weapons: concussion missiles

Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D



## L19 Heavy Freighter

Craft: Surronian StarTech L19 Heavy Freighter

**Affiliation:** General **Era:** Rebellion

Source: Stock Ships (pages 57-59), Pirates & Privateers

(pages 65-66)

Type: Heavy freighter Scale: Starfighter Length: 50 meters

Skill: Space transports: L19 freighter

Crew: 1

Crew Skill: Varies widely

Passengers: 10

Cargo Capacity: 150 metric tons

Consumables: 8 weeks

Cost: 75,000 (new), 28,500 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 6D Shields: 1D Sensors: Passive: 30/1D Scan: 80/2D Search: 120/3D Focus: 4/4D Weapons:

#### Twin Blaster Cannon

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D **Deckplan Key** 

1. Entrance Ramp

2. Cockpit

a. Pilot's Station

b. Co-pilot Station

c. Communications/Sensors Station

d. Shield Operator/Astrogation Station

3. Passenger Seats

4. Captain's Suite

5. First Mate's Suite

6. Cabins

7. Refresher

8. Sonic Shower

9. Galley/Lounge

10. Secondary Escape Pod

11. Cargo Bay A

12. Lift to Cargo Bay B

13. Cargo Bay C

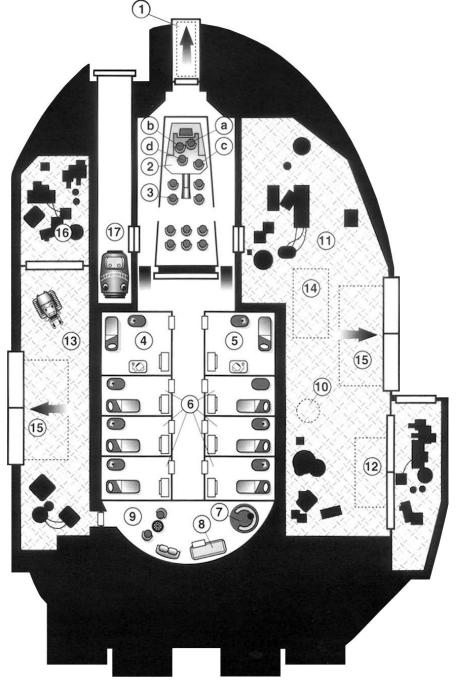
14. Lift to Cargo Bay D

15. Cargo Ramp

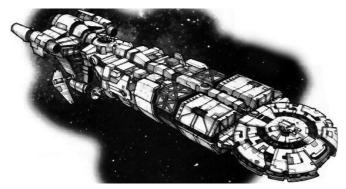
16. Cargo Bay E

17. Primary Escape Pod





## **Space Master Medium Transport**



Craft: Kuat Drive Yards Space Master Medium Transport

**Affiliation:** General **Era:** Rebellion

Source: Star Wars Gamer Issue 4

**Type:** Medium freighter **Scale:** Starfighter **Length:** 80 meters

Skill: Space transports: Space Master medium transport

Crew: 2, gunners: 3 Crew Skill: All skills at 4D

Passengers: 4

Cargo Capacity: 19,000 metric tons

Consumables: 3 months

Cost: 550,000 (new), 175,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes

Space: 4

Atmosphere: 280; 800 kmh

Hull: 5D+1 Shields: 2D Sensors: Passive: 30/1D Scan: 40/2D Search: 50/2D+1 Focus: 4/3D Weapons:

4 Twin Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### YKL-37r Nova Courier

Craft: Gallofree Yards YKL-37R Nova Courier

Affiliation: General / Rebel Alliance

Era: Rebellion Type: Light transport Scale: Starfighter Length: 30 meters

**Skill:** Space transports: Nova Courier **Crew:** 2, gunners: 2, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 4

Cargo Capacity: 50 metric tons Consumables: 3 months Hyperdrive Multiplier: x2 Hyperdrive Backup: x15



Nav Computer: Yes Maneuverability: 1D

Space: 8

Atmosphere: 360; 1,000 kmh

Hull: 5D Shields: 2D Sensors: Passive: 10/1D Scan: 25/2D Search: 40/3D Focus: 3/4D

Sensor Suit: Grants a +1D bonus to sensors to detect other

starships. **Weapons**:

2 Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Concussion Missile Launchers (fire-linked)

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

## YZ-775 Transport

Craft: YZ-775 Transport Affiliation: General Era: Rebellion

**Source:** Gamer Magazine Issue 2

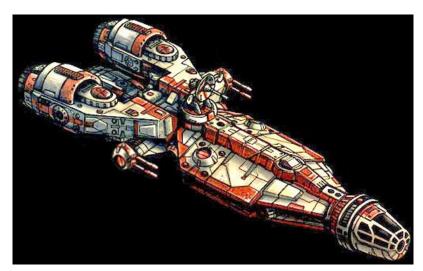
Type: Light freighter Scale: Starfighter Length: 52 meters

Skill: Space transports: YZ-775

Crew: 8

Crew Skill: Varies Passengers: 14

Cargo Capacity: 400 metric tons



Consumables: 6 months

Cost: 500,000 (new), 350,000 (used)

Hyperdrive Multiplier: x1 Hyperdrive BackUp: x12 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 7D Shields: 6D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

#### 2 Turbolaser Cannons (fire-linked)

Fire Arc: Front/right/left

Scale: Capital

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/20

Atmosphere Range: 100-500/1.5/2 km

Damage: 4D+1

#### 2 Twin Laser Cannons (fire separately)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### $\textbf{2 Proton Torpedo Launchers} \ (fire \ separately, \ 12 \ torpedoes$

each)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

#### YT-2550 Medium Freighter

Craft: Corellian Engineering Corporation YT-2550

Transport

Affiliation: General Era: New Republic Type: Medium Transport Scale: Starfighter Length: 65.9 meters **Skill:** Space transports: YT-2550 **Crew:** 4, gunners: 2, skeleton: 2/+5

Crew Skill: Varies widely

Passengers: 10

Cargo Capacity: 1,200 metric tons

Consumables: 4 months

Cost: 220,000 credits (new), 100,000 credits

(used)

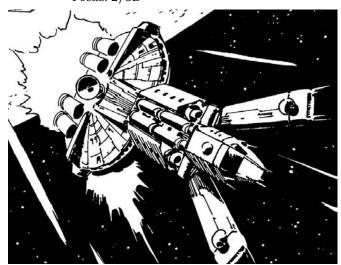
Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D

Search: 40/2D Focus: 2/3D



#### Weapons:

#### 2 Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 4D

## 1A-Telak Light Freighter

Craft: KT 1A-Telak Affiliation: General Era: New Republic

Source: Twin Stars of Kira (page 57)

**Type:** Custom light freighter

**Scale:** Starfighter **Length:** 19 meters

Skill: Space transports: KT 1A-Telak

Crew: 1, gunners: 1 Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 500 kilograms Consumables: 1 month Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 4D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Dual Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Weapons:

Skill: Starship Gunnery Fire Control: 1D Space Range: 1-3/15/30

Atmosphere Range: 100-300/1.5/3 km

Damage: 6D

**Concussion Missile Launcher** 

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/6/10

Atmosphere Range: 100-300/600/1 km

Damage: 7D

#### **VCX-350 Freighter**

Craft: VCX-350 Light Freighter

**Affiliation:** General **Era:** New Republic

Source: Star Wars Gamer Issue 2

**Type:** Light freighter **Scale:** Starfighter **Length:** 31 meters

**Skill:** Space transports: VCX-350

Crew: 2, gunners: 1 Crew Skill: Varies Passengers: 8

**Cargo Capacity:** 250 metric tons **Consumables:** 6 months

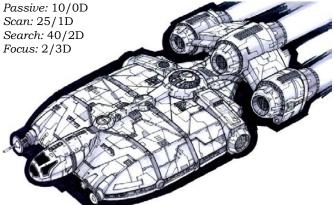
Cost: 300,000 (new), 175,000 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x11 Nav Computer: Yes Maneuverability: 1D+1

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 5D Shields: 2D Sensors: Passive: 10/



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: 5D+1

#### **VCX-700 Heavy Courier**

Craft: VCX-700 Heavy Courier

**Affiliation:** General **Era:** New Republic

Source: Star Wars Gamer Issue 2

Type: Light freighter Scale: Starfighter Length: 26 meters

**Skill:** Space transports: VCX-700

Crew: 1, gunners: 4 Crew Skill: Varies Passengers: 6

Cargo Capacity: 5 metric tons Consumables: 1 month

Cost: 350,000 (new), 250,000 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh **Hull:** 5D

Shields: 3D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+1

4 Light Ion Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery

Fire Control: 1D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 5D **Autoblaster**Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 3D+1

4 Concussion Missile Launchers (fire-linked, 4 missiles)

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 1D
Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

#### **VCX-820 Escort Freighter**

Craft: VCX-820 Escort Freighter

Affiliation: General Era: New Jedi Order Type: Light Freighter Scale: Starfighter Length: 20.2 meters

Skill: Space Transports: VCX-820

Crew: 2+6 gunners Crew Skill: Varies Passengers: None

Cargo Capacity: 1 metric ton Consumables: 6 months

Cost: 450,000 (new), 300,000 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+1

Space: 6

Weapons:

Atmosphere: 330; 950 kmh

Hull: 5D Shields: 6D Sensors: Passive: 20/1D Scan: 35/1D+1 Search: 80/2D+1 Focus: 2/3D

2 Twin Heavy Laser Cannons (fire separately)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

 $Atmosphere\ Range:\ 100\text{-}300/1.2/2.5\ km$ 

Damage: 5D+1

**8 Autoblasters** (4 groups of 2, fire separately) *Fire Arc:* Partial turrets (front, left, right)

Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 3D+2

**Proton Torpedo Launcher** 

Fire Arc: Front

Skill: Projectile weapons: proton torpedoes

Ammo: 16 torpedoes Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

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# **Bulk Freighters**

#### **Superlift Ore Hauler**



**Craft:** Corellian Engineering Superlift Ore Hauler

**Affiliation:** General **Era:** Old Republic

Source: Pirates & Privateers (pages 69-70), Flashpoint!

Brak Sector (page 30) **Type:** Medium ore hauler

Scale: Capital Length: 155 meters

Skill: Space transports: Superlift hauler

**Crew:** 10, skeleton: 5/+5 **Crew Skill:** Varies widely

Passengers: 5

Cargo Capacity: 90,000 metric tons

Consumables: 3 months

Cost: 1.5 million (new), 500,000 (used)

Hyperdrive Multiplier: x4 Hyperdrive Backup: x20

Nav Computer: Limited to 4 jumps

Space: 2

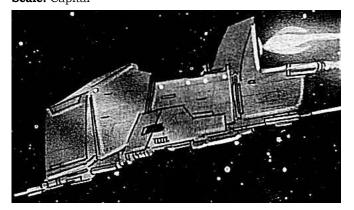
**Atmosphere:** 225; 650 kmh **Hull:** 2D+2

Shields: 1D Sensors: Passive: 20/0D Scan: 30/1D Search: 40/1D+2 Focus: 1/2D

#### Super Transport VII

Craft: Kuat Drive Yards Super Transport VII

**Affiliation:** General **Era:** Old Republic **Type:** Container ship **Scale:** Capital



Length: 280 meters

Skill: Space transports: KDY Super Transport VII

**Crew:** 80, skeleton 20/+10

Crew Skill: Astrogation 4D, space transports 4D

Cargo Capacity: 2.5 million metric tons

Consumables: 500 days

Cost: 5 million (new), 2.5 millions (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x20 Nav Computer: Yes

Space: 2 Hull: 3D Sensors:

Passive: 30/1D Scan: 40/1D+2 Search: 60/2D+1 Focus: 3/3D

#### Rin Assid Bulk Hauler



Craft: EoBaam Shipping Lines Rin Assid Bulk Hauler

**Affiliation:** General **Era:** Old Republic

Source: Han Solo and the Corporate Sector Sourcebook

(pages 96-97), Pirates & Privateers (page 69)

Type: Bulk cargo hauler

Scale: Capital Length: 350 meters

Skill: Space transports: Rid Assid bulk hauler

**Crew:** 15; skeleton 6/+10

Crew Skill: Astrogation 3D, capital ship shields 3D, space

transports 3D+1 **Passengers:** 10

Cargo Capacity: 100,000 metric tons

Consumables: 3 months

**Cost:** 775,000

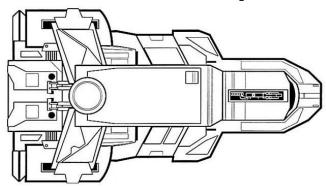
Hyperdrive Multiplier: x5Hyperdrive Backup: x15

Nav Computer: Yes (limited to 4 jumps)

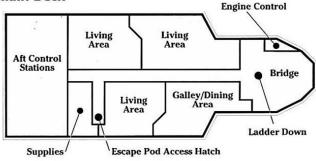
Space: 1 Hull: 3D Shields: 1D Sensors: Passive: 5/+1 Scan: 15/1D Search: 25/1D+1 Focus: 1/2D



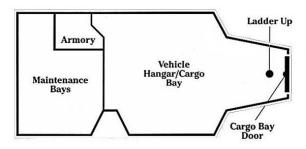
#### **Mark I Bulk Transport**



#### Main Deck



#### **Lower Deck**



Craft: Sienar Ships Mark I Bulk Transport

**Affiliation:** General **Era:** Old Republic

**Source:** Pirates & Privateers (pages 66-67)

**Type:** Bulk transport **Scale:** Starfighter **Length:** 50 meters

**Skill:** Space transports: Mark I bulk transport

Crew: 4

Crew Skill: Varies widely

Passengers: 5

Cargo Capacity: 60,000 metric tons

Consumables: 5 months Cost: 500,000 (used) Hyperdrive Multiplier: x3 Hyperdrive Backup: x20 Nav Computer: Yes Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh Hull: 5D

Sensors: Passive: 20/1D Scan: 50/1D Search: 80/2D Focus: 4/3D

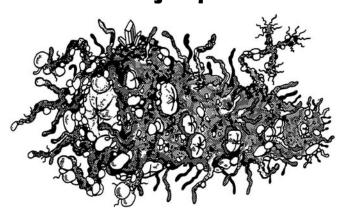
#### Weapons: Laser Cannon

Fire Arc: Turret Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/5/10

Atmosphere Range: 100-300/500/1 km

Damage: 2D

#### Starjumper



**Craft:** Ergesh Starjumper **Affiliation:** Ergesh **Era:** Old Republic

**Source:** Planets Collection (page 214) **Type:** Customized biological vessel

**Scale:** Starfighter **Length:** 200 meters **Skill:** Space transports

Crew: 50, gunners: 5, skeleton: 30/+10

Crew Skill: Space transports 4D, starship gunnery 4D+1

Passengers: 30

Cargo Capacity: 400 metric tons Consumables: 6 momths Cost: Not available for sale Hyperdrive Multiplier: x6 Hyperdrive Backup: x22 Nav Computer: Yes Maneuverability: 1D

Space: 2

Atmosphere: 225; 650 kmh

Hull: 3D Shields: 2D Sensors: Passive: 30/1D Scan: 40/2D Search: 50/2D+2 Focus: 4/3D Weapons:

**Electrical Beam** Fire Arc: Front Crew: 5

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/7/10

Atmosphere Range: 100-300/700/1 km

Damage: 5D

**Note:** Starjumpers are biologically engineered sentient creatures, with the ability to self-repair battle damage with

natural healing rolls made every three hours.

#### **Banshee Heavy Transport**

Craft: Hoersch-Kessel Drive Inc. Banshee-Class Heavy

Cargo Transport Affiliation: General **Era:** Old Republic Type: Space transport Scale: Starfighter **Length:** 49.2 meters

**Skill:** Space transports: HKD heavy transport

**Crew:** 2, gunners: 3, skeleton 1/+15

Crew Skill: Space transports 3D, starship gunnery 3D+1,

starship shields 3D Passengers: 10

Cargo Capacity: 350 metric tons Consumables: 4 months Cost: 200,000 (new), 85,000 (used)

Hyperdrive Multiplier: x2 Nav Computer: Yes

Space: 4

Weapons:

Atmosphere: 280; 800 kmh Maneuverability: 1D

Hull: 6D Shields: 2D Sensors: Passive: 10/1D Scan: 30/1D+2 Search: 60/2D+2 Focus: 3/3D+2

2 Light Turbolasers (fire-linked)

Fire Arc: Front Crew: 1 (copilot) Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D 2 Quad Lasers Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D

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

Damage: 4D

**Tractor Beam Projector** 

Fire Arc: Turret Crew: 1

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/20

Atmosphere Range: 30-100/300/500 km

Damage: 4D

#### **Action IV Bulk Freighter**

Craft: Corellian Action IV Transport

Affiliation: General Era: Old Republic

Source: Pirates & Privateers (page 68), The Star Wars Sourcebook (pages 44-45), Starships of the Galaxy (page

Type: Medium bulk freighter

Scale: Capital Length: 100 meters

Skill: Space transports: Action IV transport

Crew Skill: Varies widely

Cargo Capacity: 75,000 metric tons Consumables: 3 months Cost: 945,000 (new), 345,000 (used)

Hyperdrive Multiplier: x3

Nav Computer: No (uses droid or starport computations)

Space: 2 Hull: 2D Sensors: Passive: 15/0D Scan: 20/1D Search: 30/1D+2

## Imperial Patrol Ship

Craft: Modified Corellian Action IV Transport

**Affiliation:** Empire Era: Rise of the Empire

Source: Platt's Starport Guide (page 131) Type: Modified medium bulk freighter

Scale: Capital Length: 100 meters **Skill:** Space transports Crew: 8, gunners: 2

Crew Skill: Astrogation 4D, space transports 4D+2,

starship gunnery 4D

Passengers: 4

Cargo Capacity: 74,000 metric tons

Consumables: 3 months Cost: Not for sale Hyperdrive Multiplier: x3

Nav Computer: Yes

Space: 2 Hull: 2D Shields: 1D Sensors: Passive: 15/0D

Scan: 20/1D+2 Search: 30/2D Weapons:



#### 2 Laser Cannons

Fire Arc: Turret Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25 Atmosphere Range: 2-

6/24/50 km Damage: 2D



## Action V Bulk Freighter

Craft: Corellian Action V Transport

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Pirates & Privateers (pages 68-69), Dark Force Rising Sourcebook (pages 131-132), The Thrawn Trilogy

Sourcebook (pages 231-232) **Type:** Medium bulk freighter

Scale: Capital Length: 115 meters

**Skill:** Space transports: Action V transport

**Crew:** 10

Crew Skill: Varies widely

Cargo Capacity: 80,500 metric tons

Consumables: 3 months

Cost: 965,000 (new), 435,000 (used)

Hyperdrive Multiplier: x4

Nav Computer: No (uses droid or starport computations)

Space: 2

Atmosphere: 225; 650 kmh

Hull: 2D+2 Shields: 1D Sensors: Passive: 20/0D Scan: 30/1D Search: 40/1D Focus: 1/1D

#### **Action VI Bulk Freighter**



**Craft:** Corellian Action VI Transport **Affiliation:** General / Rebel Alliance

Era: Rise of the Empire

**Source:** Rebel Alliance Sourcebook (pages 136-137), Pirates & Privateers (page 69), Heir to the Empire Sourcebook (pages 130-131), The Essential Guide to Vehicles and

Vessels (pages 190-191) **Type:** Medium bulk freighter

Scale: Capital Length: 125 meters

Skill: Space transports: Action VI transport

**Crew:** 10, skeleton: 6/+10

Crew Skill: Astrogation 3D, capital ship shields 2D+2,

space transports 3D

Cargo Capacity: 90,000 metric tons

Consumables: 3 months

Cost: 1,000,000 (new), 500,000 (used)

Hyperdrive Multiplier: x3

Nav Computer: No (uses droid or starport computations)

Space: 2

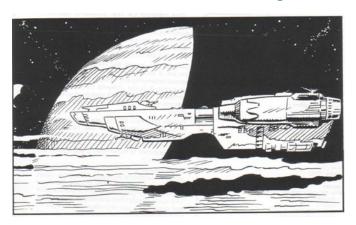
Atmosphere: 225; 650 kmh

Hull: 3D Shields: 1D

#### Sensors:

Passive: 20/0D Scan: 30/1D Search: 40/1D+1 Focus: 1/2D

#### **Loronar Medium Transport**



Craft: Loronar Corporation Medium Transport

**Affiliation:** General **Era:** Rise of the Empire

Source: Gamemaster Handbook

Type: Medium transport

Scale: Capital Length: 75 meters

Skill: Space transports: Loronar Medium Transport

**Crew:** 4, skeleton 2/+10

**Crew Skill:** Astrogation 3D, capital ship piloting 3D+2, capital ship shields 2D+2, space transports 4D

Passengers: 10

Cargo Capacity: 17,000 metric tons

Consumables: 3 months

Cost: 320,000 credits (new), 110,000 credits (used)

Hyperdrive Multiplier: x3Hyperdrive Backup: x15Nav Computer: Yes

Space: 2

Atmosphere: 225; 650 kmh

Hull: 2D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 35/2D Focus: 2/3D **Action VI** 

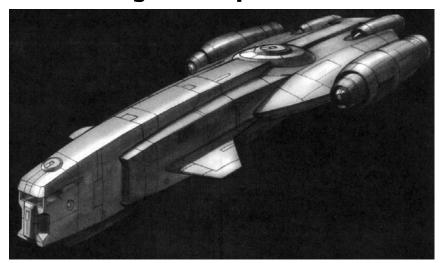
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Loronar

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#### **Etti Light Transport**



Craft: Etti Light Transport Affiliation: General Era: Rise of the Empire Type: Medium freighter Scale: Capital Length: 125 meters

Skill: Space transports: Etti light transport

Crew: 5

Crew Skill: Varies widely

Passengers: 50

Cargo Capacity: 2,000 metric tons

Consumables: 3 months

Cost: 425,000 (new), 200,000 (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x15

Nav Computer: Yes (limited to 4 jumps)

Space: 3

Atmosphere: 260; 750 kmh

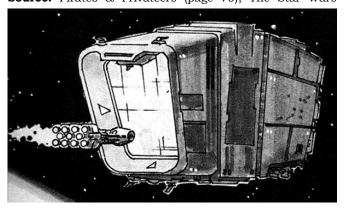
Hull: 3D Shields: 1D Sensors: Passive: 20/0D Scan: 30/1D Search: 40/2D Focus: 2/3D

#### **Container Ship**

Craft: Kuat Drive Yards Super Transport XI

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 70), The Star Wars



Sourcebook (pages 45-46) **Type:** Large container ship

Scale: Capital Length: 840 meters

Skill: Space transports: Super Transport

ΧI

**Crew:** 100, skeleton: 50/+10 **Crew Skill:** Varies widely

Cargo Capacity: 25,000,000 metric tons

Consumables: 500 days

Cost: 35,000,000 (new), 17,000,000 (used)

Hyperdrive Multiplier: x3Hyperdrive Backup: x20Nav Computer: Yes Space: 2

Hull: 3D+2 Sensors: Passive: 30/1D Scan: 40/2D Search: 50/2D+2 Focus: 4/3D

#### **Brayl Bulk Freighter**

Craft: SoroSuub Brayl-class Bulk Freighter



Affiliation: General / Rebel Alliance

**Era:** Rise of the Empire **Source:** Instant Adventures **Type:** Bulk cargo hauler

Scale: Capital Length: 100 meters

**Skill:** Space transports: *Brayl*-class freighter

Crew: 8 (1 pilot, 7 subsidiary crew)

Crew Skill: Astrogation 3D, capital ship shields 2D+2,

space transports 4D **Passengers:** none

Cargo Capacity: 75,000 metric tons

Consumables: 3 months

Cost: 1 million (new), 420,000 (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes

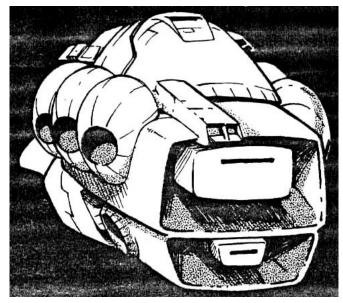
Space: 1

Hull: 3D

Atmosphere: 210; 600 kmh

Shields: 1D Sensors: Passive: 20/0D Scan: 30/1D Search: 40/1D+2 Focus: 2/2D

#### **Barge Driver**



Craft: Corellian Engineering BD-27 Transport

Affiliation: General Era: Rise of the Empire Source: Adventure Journal Type: Medium freighter Scale: Starfighter Length: 110 meters

Skill: Space transports: BD-27 Transport

**Crew:** 2, skeleton: 1/+10

Crew Skill: Astrogation 3D, capital ship shields 3D, space

transports 3D+2

Cargo Capacity: 75,000 metric tons Consumables: 3 months Cost: 800,000(new), 350,000(used) Hyperdrive Multiplier: x3

Hyperdrive Backup: x15Nav Computer: Yes

Space: 2 Hull: 3D Shields: 1D Sensors: Passive: 10/0D Scan: 20/1D Search: 25/1D+1 Focus: 1/1D+2

#### X46-7 Ore Carrier

Craft: Damorian Manufacturing X46-7-class Ore Carrier

**Affiliation:** General **Era:** Rise of the Empire

Source: Operation: Elrood (page 69)

**Type:** Ore carrier **Scale:** Capital **Length:** 175 meters

**Skill:** Space Transports: Ore carrier

**Crew:** 20, skeleton 6/+10

Crew Skill: Astrogation 4D, space transports 4D

Passengers: 8

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Cost: 2.5 million (new), 1 million (used)

Hyperdrive Multiplier: x3



Hyperdrive Backup: x20 Nav Computer: Yes

Maneuverability: 0D (-1D when fully loaded)

Space: 5

Atmosphere: 125; 360 kmh

Hull: 3D Shields: 1D Sensors: Passive: 4/0D Scan: 8/1D Search: 16/1D+2 Focus: 2/2D

## W-23 Space Barge

Craft: Incom W-23 Star Hauler

**Affiliation:** General **Era:** Rise of the Empire

Source: Dark Force Rising Sourcebook (pages 129-130),

The Thrawn Trilogy Sourcebook (page 230)

Type: Intra-system space barge

Scale: Capital Length: 80 meters

**Skill:** Space transports: W-23 **Crew:** 2, plus labor droid

Crew Skill: Space transports 4D, starship shields 3D

Cargo Capacity: 15,000 metric tons

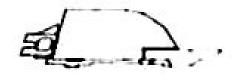
Consumables: 1 month Nav Computer: Yes Maneuverability: 1D+1

Space: 3

Atmosphere: 260; 750 kmh

Hull: 3D+2 Shields: 1D Sensors: Passive: 15/0D Scan: 30/1D Search: 30/1D+2

Focus: 1/1D



## **Cargo Empress Super Freighter**

Craft: Ghtroc Industries Cargo Empress-class Super

Freighter

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 68)

Type: Medium bulk freighter

**Scale:** Starfighter **Length:** 110 meters

Skill: Space transports: Cargo Empress freighter

Crew: 4

Crew Skill: Varies widely

**Cargo Capacity:** 50,000 metric tons **Consumables:** 2 months **Cost:** 1,000,000 (new), 825,000 (used)

**Hyperdrive Multiplier:** x2

Nav Computer: Yes

Space: 2 Atmosphere: 225; 650 kmh Hull: 3D+2 Shields: 1D Sensors: Passive: 15/0I

Passive: 15/0D Scan: 30/1D Search: 40/2D Focus: 2/2D

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## **Xiytiar Transport**



Craft: TransGalMeg Xiytiar-class Transport

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 68), The Essential Guide

to Vehicles and Vessels (pages 72-73)

**Type:** Large transport **Scale:** Starfighter **Length:** 164.8 meters

Skill: Space transports: Xiytiar transport

**Crew:** 10

Crew Skill: Varies widely

Passengers: 2

Cargo Capacity: 5,000 metric tons

Consumables: 3 months Cost: 800,000 (used) Hyperdrive Multiplier: x3 Hyperdrive Backup: x16 Nav Computer: Yes

Space: 3

Atmosphere: 280; 800 kmh

Hull: 4D+2 Shields: 4D Sensors: Passive: 20/0D Scan: 35/1D+1 Search: 40/3D

Focus: 2/3D

## Mining Ship



Craft: Arakyd Stellar Mag V Mining Vessel

Affiliation: General
Era: Rise of the Empire
Source: Supernova (page 75)
Type: Mine repair and supply vessel

Scale: Capital Length: 542 meters

**Skill:** Space transports: Mag V **Crew:** 3, droids: 19, gunners: 1

Crew Skill: Varies Passengers: 10

Cargo Capacity: 500,000 metric tons

Consumables: 1 month Cost: 5 million credits Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D+1 Sensors: Passive: 20/0D Scan: 50/1D Search: 70/2D Focus: 2/3D Weapons:

**Turbolaser Battery** 

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

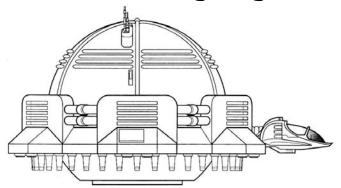
Fire Control: 2D+2

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150 km

Damage: 3D

## **Trilon Mining Barge**



Craft: Trilon Inc. Mobile Mining Vehicle

**Affiliation:** General **Era:** Rise of the Empire

Source: Galaxy Guide 8 – Scouts (page 43)

Type: Work ship Scale: Starfighter Length: 80 meters Skill: Space transports

Crew: 3
Passengers: 6

Cargo Capacity: 3,000 metric tons; 1,000 cubic meters

Consumables: 4 months Hyperdrive Multiplier: x4 Hyperdrive Backup: x9 Nav Computer: Yes

Space: 2

Atmosphere: 100; 400 kmh

Hull: 3D Shields: 1D Sensors:

Passive: 100/1D Scan: 200/2D Search: 400/3D Focus: 50/4D Weapons:

Turbolaser
Fire Arc: Front

Crew: 1 (pilot or gunner) Skill: Starship gunnery Fire Control: 1D

Fire Control: 1D

 $Space\ Range: 3\text{-}15/35/75$ 

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 2D

Heavy Mining Laser\*

Fire Arc: Bottom Scale: Capital Crew: 1 (gunner)

Skill: Capital ship gunnery

Fire Control: 0D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 3D

\*Note: While the Heavy Mining Laser was designed for strip mining on planets, it has occasionally been adapted by daring and unscrupulous scouts and pirates as a deadly ship-destroying weapon. If a pilot can "land" it on top of another vessel – or fly right above it – the laser can cut through the hull of most small ships quite easily.

#### **Gallofree Medium Transport**

**Craft:** Gallofree Yards Transport **Affiliation:** General / Rebel Alliance

Era: Rise of the Empire

**Source:** Rebel Alliance Sourcebook (page136), Star Wars Trilogy Sourcebook SE (pages 140-141), The Star Wars Sourcebook (pages 48-49), Pirates & Privateers (page 67-68), Heir to the Empire Sourcebook (pages 129-130), Starships of the Galaxy (page 82), The Essential Guide to Vehicles and Vessels (pages 134-135)

Type: Medium transport

Scale: Capital
Length: 90 meters

**Skill:** Space transports: Gallofree Yards transport

Crew: 6, gunners: 1, skeleton: 3/+10

Crew Skill: Astrogation 4D, space transports 4D, starship

gunnery 3D+1, starship shields 3D **Cargo Capacity:** 19,000 metric tons

Consumables: 6 months

Cost: 350,000 (new), 125,000 (used)

Hyperdrive Multiplier: x4

Space: 2

Atmosphere: 225; 650 kmh

Hull: 2D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D

Focus: 2/3D **Weapons:** 

4 Twin Laser Cannons (fire-linked)

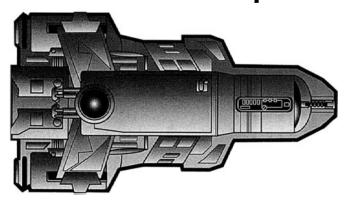
Fire Arc: Turret Crew: 1 Scale: Starfighter Skill: Starship gun

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### **Mark III Bulk Transport**



Craft: Sienar Ships Mark III Bulk Transport

**Affiliation:** General **Era:** Rise o the Empire

**Source:** The Far Orbit Project (pages 142-143)

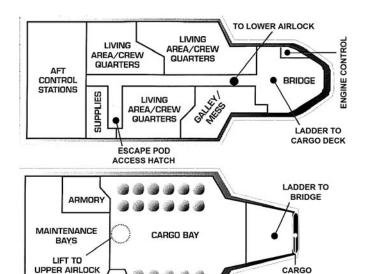
Type: Bulk transport Scale: Capital Length: 300 meters

**Skill:** Space transports: Mark III bulk transport

**Crew:** 10

Crew Skill: Astrogation 4D, capital ship piloting 5D, capital





ship shields 5D, starship gunnery 4D **Cargo Capacity:** 160,000 metric tons

Consumables: 5 months Cost: 400,000 (used) Hyperdrive Multiplier: x3 Hyperdrive Backup: x20 Nav Computer: Yes Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh

Hull: 5D Sensors: Passive: 20/1D Scan: 50/1D Search: 80/2D Focus: 4/3D Weapons: Laser Cannon

Fire Arc: Turret Skill: Starship gunnery Fire Control: 1D

Space Range: 1-3/5/10

Atmosphere Range: 100-300/500/1 km

Damage: 2D

## **Atmospheric Gas Mining Ship**

Craft: Corellian Engineering Garman-class Gas Miner

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Flashpoint! Brak Sector (pages 28-29)

Type: Atmospheric mining vessel

Scale: Capital Length: 300 meters

**Skill:** Space transports: Garman mining vessel **Crew:** 300, gunners: 4, skeleton: 150/+5

**Crew Skill:** Capital ship shields 3D+2, mining: atmospheric mining 4D, sensors 3D, space transports 3D, starship

gunnery 2D+1

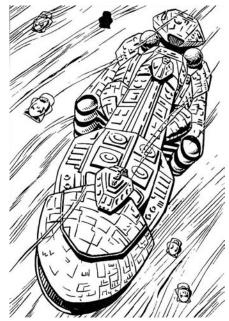
Passengers: 20

Cargo Capacity: 70,000 metric tons

Consumables: 2 years

Cost: 7.5 million (new), 5.8 million (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes



Space: 4

**BAY DOOR** 

Atmosphere: 280; 800 kmh

Hull: 3D Shields: 2D

Sensors: (Space, atmosphere ranges)

Passive: 3, 3 km/1D Scan: 6, 6 km/1D+2 Search: 10, 10 km/2D Focus: 1, 1 km/3D

Weapons:

#### 4 Quad Laser Cannons

Fire Arc: 1 front, 1 left, 1 right, 1 back

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-5/10/15

Atmosphere Range: 100-500/10/15 km

Damage: 2D+2

Carried Craft: 20 Atmospheric Gas Skimmers

#### **Y164 Slave Transport**

Craft: Y164 Thalassian Slave Transport

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Galaxy Guide 9 - Fragments from the Rim (page 7)

Type: Medium slave transport

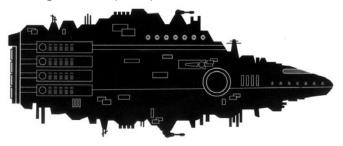
**Scale:** Capital **Length:** 90 meters

**Skill:** Space transports: Y164 slave transport **Crew:** 5, gunners: 2, support (for slaving): 8

Crew Skill: Astrogation 3D+2, starship gunnery 3D, space

transports 4D

Passengers: 9,800 (slaves)



Cargo Capacity: 200 metric tons

Consumables: 2 months Cost: 245,000 (used only) Hyperdrive Multiplier: x3 Hyperdrive Backup: x25 Nav Computer: Yes Maneuverability: 1D

Space: 1

Atmosphere: 210; 600 kmh

Hull: 3D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 45/3D Focus: 3/4D Weapons:

**2 Laser Cannons** *Fire Arc:* Turret

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 4D

#### **Class-7 Repair Vessel**

Craft: KDY Class-7 Repair Vessel

Affiliation: General
Era: Rise of the Empire
Source: Supernova (page 80)
Type: Mine repair and supply vessel

Scale: Capital Length: 560 meters

Skill: Space transports: Class-7 repair vessel

Crew: 3, 15 droids, gunners: 1

Crew Skill: Varies Passengers: 10

Cargo Capacity: 400,000 metric tons

Consumables: 3 months Cost: 4,5 million credits Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 5

**Atmosphere:** 295; 850 kmh **Hull:** 5D+2

Shields: 1D Sensors: Passive: 25/1D Scan: 50/2D Search: 75/2D+2 Focus: 3/4D

Weapons: Turbolaser Battery

Fire Arc: Turret

Crow 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/36/75

Atmosphere Range: 6-15/72/150 km

Damage: 5D

## **Asteroid Mining Ship**

Craft: Kuat Drive Yards Asteroid Prospector AP-300

**Affiliation:** General / Empire **Era:** Rise of the Empire

Source: Pirates & Privateers (page 69), Flashpoint! Brak

Sector (page 28)

Type: Asteroid mining starship

Scale: Capital Length: 350 meters

**Skill:** Space transports: Prospector AP-300 **Crew:** 500, gunners: 36, skeleton: 300/+15

Crew Skill: Varies widely

Passengers: 50 Cargo Capacity: 80,000 metric tons

**Consumables:** 2 years **Cost:** 8 million (new), 6 million (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Hull: 5D Shields: 3D Sensors: Passive: 45/1D Scan: 70/2D

Scan: 70/2D Search: 120/2D+1 Focus: 5/3D



Space: 4

**8 Laser Cannons** (fire separately) Fire Arc: 2 front, 2 left, 2 right, 2 back

Crew: 3

Skill: Capital ship gunnery Fire Control: 2D+2 Space Range: 1-5/10/17

Damage: 3D

4 Tractor Beam Projectors (fire separately)

Fire Arc: 2 front, 1 left, 1 right

Crew: 3

Skill: Capital ship gunnery Space Range: 1-5/15/30

Damage: 4D

## **Mobquet Medium Cargo Hauler**

Craft: Mobquet Custom Medium Cargo Hauler

**Affiliation:** General **Era:** Rise of the Empire

Source: Pirates & Privateers (page 67), The Essential Guide

to Vehicles and Vessels (pages 158-159)



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**Type:** Medium transport **Scale:** Starfighter **Length:** 79.3 meters

Skill: Space transports: Mobquet Custom hauler

**Crew:** 2, skeleton: 1/+10 **Crew Skill:** Varies widely

Passengers: 8

Cargo Capacity: 700 metric tons

Consumables: 2 months
Cost: 120,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x11
Nav Computer: Yes
Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 7D Shields: 2D Sensors: Passive: 20/0D Scan: 50/1D Search: 80/2D Focus: 4/3D Weapons:

2 Laser Cannons
Fire Arc: Turret

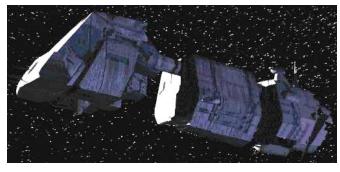
Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

**Game Notes**: +5 to modification and replacement rolls.

#### **CE-2 Transport**



**Craft:** Corellian Engineering Corporation CE-2 Transport

**Affiliation:** General **Era:** Rebellion

**Source:** Pirates & Privateers (page 66)

**Type:** Light freighter **Scale:** Starfighter **Length:** 100 meters

Skill: Space transports: CE-2 transport

**Crew:** 2

Crew Skill: Varies widely

Passengers: 2

Cargo Capacity: 50,000 metric tons

Consumables: 2 months

Cost: 200,000 (new), 95,000 (used)

Hyperdrive Multiplier: x2Hyperdrive Backup: x12Nav Computer: Yes Maneuverability: 1D

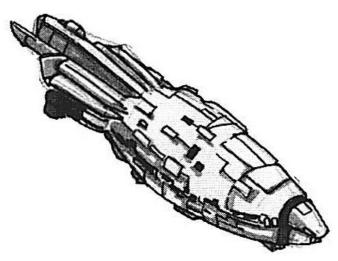
Space: 3

Atmosphere: 260; 750 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/1D Scan: 25/1D

Search: 40/2D Focus: 2/2D+2

#### **Junker**



**Craft:** Gallofree Yards Transport **Affiliation:** New Republic

Era: New Republic

**Source:** Cracken's Threat Dossier **Type:** Modified medium transport

**Scale:** Starfighter **Length:** 90 meters **Skill:** Space transports

**Crew:** 6

**Crew Skill:** Varies, typically 3D-5D **Passengers:** 20 (specialists), 48 (droids) **Cargo Capacity:** 15,000 metric tons

Consumables: 3 months Cost: 150,000 (used) Hyperdrive Multiplier: x3 Nav Computer: Yes

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons: 4 Laser Cannons

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

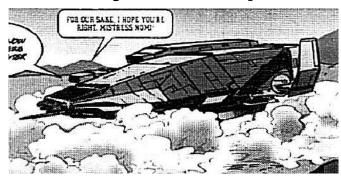
*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## Scouts

#### Vaya Scout Ship



Craft: Hoersch-Kessel Vaya-class Scout Ship

Affiliation: Old Republic / General

Era: Old Republic

Source: Tales of the Jedi Companion (page 115)

Type: Scout ship Scale: Starfighter Length: 30 meters **Skill:** Space Transports Crew: 1, gunners: 2 Passengers: 4

Cargo Capacity: 60 metric tons

Consumables: 1 month **Cost:** 45,000(new), 15,000 (used)

Hyperdrive Multiplier: x8 Hyperdrive Backup: x15 Maneuverability: 3D+1

Space: 2

Atmosphere: 450; 700 kmh

Hull: 3D Shields: 3D; 2D Sensors: Passive: 6/0D Scan: 15/1D

Laser Cannon

Weapons:

Fire Arc: Front

Crew: 1 Skill: Starship gunnery

Fire Control: 2D Space Range: 1-2/8/18

Atmosphere Range: 50-100/350/650

Damage: 3D

Concussion Projectile Launcher

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 3D Space Range: 1/2/5

Atmosphere Range: 24-60/90/120

Damage: 5D

#### Star Cab

Craft: Orlean Star Explorer **Affiliation:** General

Era: Old Republic

**Source:** Galaxy Guide 8 – Scouts (page 41)

Type: Ancient exploration vessel

Scale: Starfighter Length: 70 meters **Skill:** Space transports Crew: 1 plus 3 droids Passengers: 11

Cargo Capacity: 100 metric tons; 40 cubic meters

Consumables: 5 years Hyperdrive Multiplier: x10

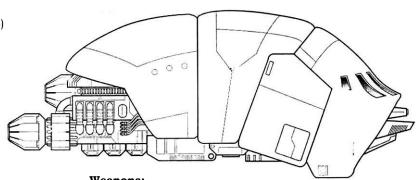
Nav Computer: None (astromech droid)

Maneuverability: 1D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 4D Sensors: Passive: 10/1D Scan: 15/2D Search: 25/3D Focus: 3/3D+2



#### Weapons:

#### **4 Blaster Cannons**

Fire Arc: 2 front, 2 rear Crew: 1 (usually droids) Skill: Starship gunnery Fire Control: 0D

Space Range: 1-4/15/20

Atmosphere Range: 100-400/1.5/2 km

Damage: 2D

## **Redthorn Scoutship**

Craft: Tykannin Drive Redthorn-class Scout Ship

**Affiliation:** General Era: Old Republic

Source: Planets Collection (page 118)

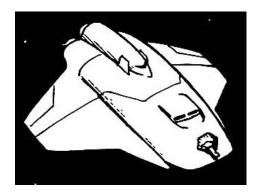
Type: Scout ship Scale: Starfighter Length: 24 meters

Skill: Space Transports: Redthorn scout ship

**Crew:** 1 or 2 (can coordinate) Crew Skill: Varies widely

Passengers: 2

Cargo Capacity: 20 metric tons Consumables: 6 months Cost: 55,000 credits (used only) Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D+2



Space: 5

Weapons:

Atmosphere: 295; 850 kmh

**Hull:** 3D Shields: 1D Sensors: Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 5/3D

Laser Cannon Fire Arc: Front Crew: 1 (co-pilot) Skill: Starship gunnery Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 4D

#### Laser Cannon

Fire Arc: Turret

Skill: Starship gunnery Space Range: 1-5/15/20

Atmosphere Range: 2-10/30/60 km

Damage: 3D (Special)

Note: The laser cannon's special damage is that for each shot absorbed by the shields, the damage of the cannon goes up by +1. When the shields absorb 3 hits, the generator overloads and shuts down for 3 rounds while it recalibrates. Both the +1 and the overload effect reset to zero after ten rounds automatically. The generator can be replaced for 10,000 credits, however, it then loses its additive damage

#### A-24 Sleuth Scout Vessel

Craft: Incom Corporation A-24 Sleuth

Affiliation: General Era: Old Republic

Source: Wanted by Cracken (page 81), Galaxy Guide 10

- Bounty Hunters (page 111)

Type: Scout Ship Scale: Starfighter Length: 14 meters

Skill: Space transports: A-24 Sleuth

Crew: 1 (Astromech droid may serve as a co-pilot)

Passengers: 1

Cargo Capacity: 2 metric tons Consumables: 3 months Hyperdrive Multiplier: x1

Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 8

**Atmosphere:** 350; 1,000 kmh **Hull:** 3D+2

Shields: 2D Sensors: Passive: 20/0D Scan: 35/1D Search: 40/2D Focus: 2/3D

2 Laser Cannons (fire-linked)

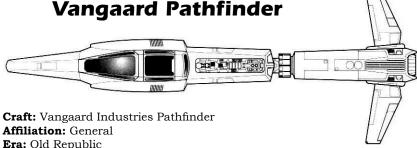
Fire Arc: Front

Weapons:

Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D



Era: Old Republic

**Source:** Galaxy Guide 8 – Scouts (page 40)

Type: Small fighter/scoutship

Scale: Starfighter Length: 36 meters Skill: Space transports

Crew: 1

Passengers: 2

Cargo Capacity: 100 metric tons; 40 cubic meters

Consumables: 6 months

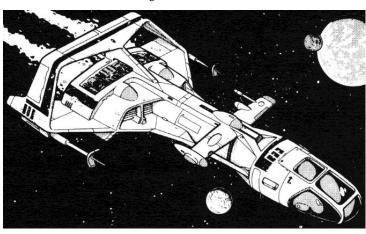
Cost: 35,000

Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 350; 950 kmh

Hull: 3D Shields: 3D Sensors: Passive: 30/0D Scan: 45/1D Search: 60/2D Focus: 5/3D Weapons:



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# **Mining Survey Ship**

Craft: SoroSuub MKI Mining Survey Vessel

**Affiliation:** General **Era:** Old Republic

Source: Tapani Sector Instant Adventures

**Type:** Exploration vessel **Scale:** Starfighter **Length:** 45 meters

**Skill:** Space transports: MKI **Crew:** 6, gunners: 1, skeleton 2/+10

Crew Skill: Astrogation 3D+2, space transports 5D, starship

gunnery 4D+1, starship shields 4D, sensors 4D+2

Passengers: 8

Cargo Capacity: 200 metric tons

Consumables: 6 months

Cost: 300,000 credits (new), 120,000 credits (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes

Nav Computer: Yes Maneuverability: 1D Space: 5 Atmosphere:

295; 850 kmh Hull: 4D Shields: 1D Sensors: Passive: 30/1D

Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1 Weapons:

Heavy Laser Cannon

Fire Arc: Turret Crew: 1

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/15/30 Atmosphere: 100-500/1.5/3 km

Damage: 6D

## **Yvarema Scout Ship**

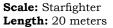
Craft: Royal Yvarema Scout Ship

**Affiliation:** Yvarema **Era:** Rise of the Empire

**Source:** The DarkStryder Campaign: The Kathol Rift (page

84)

Type: Medium-range exploration craft



Skill: Archaic starship piloting: Yvarema

scout ship **Crew:** 2

**Crew Skill:** Archaic starship piloting 5D, astrogation 4D, starship shields 4D+1

Passengers: 3

Cargo Capacity: 20 metric tons Consumables: 1 month Cost: Not available for sale Hyperdrive Multiplier: x4

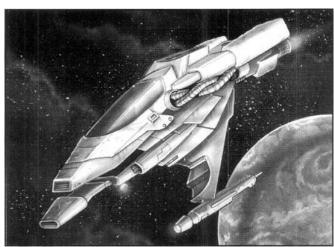
Nav Computer: Yes, limited to 3 jumps

Maneuverability: 1D

Space: 5

Atmosphere: 295; 800 kmh

Hull: 2D+2 Shields: 1D



#### Sensors:

Passive: 25/0D Scan: 35/1D Search: 50/2D+1 Focus: 3/3D Weapons:

#### **Navigational Deflector**

Fire Arc: Front Crew: 1

Skill: Starship gunnery Space Range: 1-3/8/15

Atmosphere Range: 100-300/800/1.5 km

Damage: 2D

**Note:** Immune to ionization damage.

#### **Lone Scout**



Craft: Sienar Fleet Systems "Lone Scout-A"

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Core Rulebook (page 256), Galaxy Guide 8 – Scouts

(page 35

**Type:** Stock scout vessel **Scale:** Starfighter **Length:** 24 meters

Skill: Space transports: Lone Scout

Crew: 1

**Crew Skill:** Astrogation: 3D+2, sensors: 3D, space transports 4D, starship gunnery 4D, starship shields 3D+2

Passengers: 3

Cargo Capacity: 150 metric tons

Consumables: 1 year

Cost: 125,000 (new), 30,000 (used)

Hyperdrive Multiplier: x2Hyperdrive Backup: x15Nav Computer: Yes

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D Sensors: Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 5/3D Weapons:

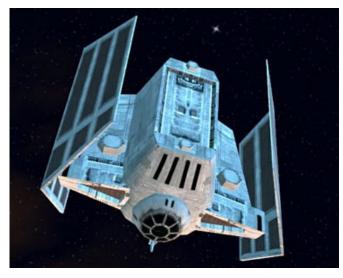
Laser Cannon Fire Arc: Front

Skill: Starship gunnery Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### TIE Scout



Craft: Sienar Fleet Systems TIE/sr "Lone Scout-B"

**Affiliation:** Empire **Era:** Rise of the Empire **Type:** Military scout vessel

Scale: Starfighter Length: 24 meters

**Skill:** Space transports: TIE/sr

Crew: 1
Passengers: 3

Cargo Capacity: 150 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D Sensors: Passive: 45/1D Scan: 90/2D Search: 120/2D+2 Focus: 10/3D+2 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: 4D

## Far Reach Survey Vessel

Craft: Loronar Far Reach IV PQR

**Affiliation:** Empire **Era:** Rise of the Empire

Source: The Isis Coordinates (page 21)

Type: Imperial survey vessel

**Scale:** Starfighter **Length:** 80 meters

Skill: Space transports: Far Reach

Crew: 2, gunners: 4

**Crew Skill:** Astrogation 4D+1, space transports: Imperial Survey Vessel 6D, starship gunnery 4D, starship shields

4D, sensors 5D **Passengers:** None

Cargo Capacity: 150 metric tons Consumables: 6 months Cost: Not available for sale Hyperdrive Multiplier: x4 Nav Computer: Yes Maneuverability: 2D

Space: 6 Atmosphere: 330; 950 kmh Hull: 3D Shields: 1D Sensors: Passive: 40/1D

Passive: 40/1D Scan: 80/2D Search: 120/4D Focus: 4/4D+2



#### Weapons:

4 Laser Cannons (fire separately)

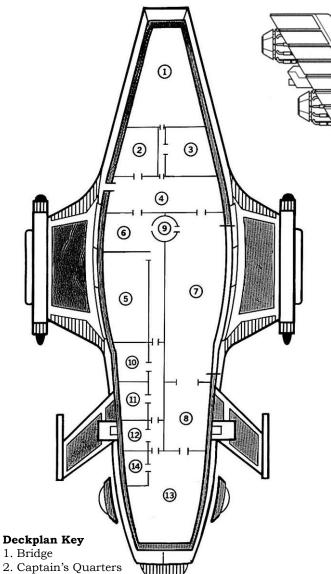
Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D

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

Damage: 4D



Crew Skill: Varies widely

Passengers: 2

Cargo Capacity: 4 metric tons Consumables: 1 month

Cost: 150,000 credits (new), 80,000 credits (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D+2 Sensors: Passive: 35/1D

Scan: 50/2D Search: 75/2D+2 Focus: 5/3D Weapons:

**Dual Laser Cannon** 

Fire Arc: Turret Crew: 1 (co-pilot) Skill: Starship gunnery Fire Control: 3D

Space Range: 1-3/12/20 Atmosphere: 100-300/1.2/2 km

Damage: 4D

## Corellian OreSeeker

Craft: Corelian Engineering Corporation OreSeeker-class

Survey Ship Affiliation: General Era: Rise of the Empire

Source: Graveyard of Alderaan (page 31)

Scale: Starfighter Length: 22.5 meters

Skill: Space transports: OreSeeker

Crew: 2 (can coordinate)

Crew Skill: Varies widely, but usually 3D-5D

Passengers: 4

Cargo Capacity: 80 metric tons Consumables: 2 months

Cost: 180,000 (new), 67,500 (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes

Space: 3

Atmosphere: 260; 750 kmh

**Hull:** 5D+2 Shields: 2D Sensors: Passive: 10/0D

Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

1. Bridge

3. Pilot's Quarters

4. Entrance Bay

5. Cargo Hold

6. Lounge/Galley

7. Skiff Hangar

8. Repair Bay

9. Gun Well

10. Crewman's Quarters

11. Crewman's Quarters

12. Crewman's Quarters

13. Engine Room

14. Engineer's Quarters

## "Explorer" Scout Ship

Craft: Incom Corporation "Explorer" Scout Ship

**Affiliation:** General Era: Rise of the Empire

Source: Wanted by Cracken (page 58), Galaxy Guide 10

- Bounty Hunters (page 71)

Type: Scout vessel Scale: Starfighter Length: 15 meters Skill: Space transports Crew: 1 or 2 (can combine)

#### **Heavy Laser Cannon**

Fire Arc: Turret Crew: 1 (co-pilot) Skill: Starship gunnery

Fire Control: 2D (0D when fired by pilot)

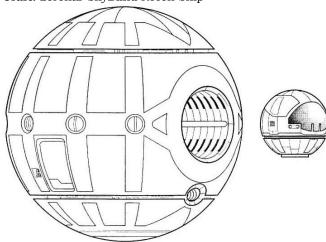
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

## **SkyBlind Recon Ship**

Craft: Loronar SkyBlind Recon Ship



**Aligment:** General **Era:** Rise of the Empire

Source: Galaxy Guide 8 - Scouts (page 38)

Type: Reconnaissance scoutship

Scale: Starfighter Length: 21 meters

Skill: Space transports: SkyBlind

Crew: 1 Passengers: 7

Cargo Capacity: 50 metric tons; 20 cubic meters

Consumables: 6 months

Cost: 1,120,000 (new), 560,000 (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x20 Nav Computer: Yes Maneuverability: 0D

Space: 2

Atmosphere: 225; 650 kmh

**Hull:** 6D

**Shields:** 3D (shields apply to defense against sensors as well)

Sensors: Passive: 50/2D Scan: 30/1D Search: 50/2D Focus: 3/3D

Weapons:

**Proton Torpedo Launcher** 

Fire Arc: All

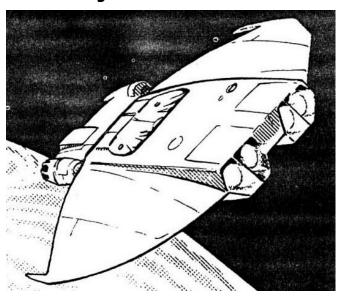
Skill: Starship gunnery Fire control: 0D Space range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D Landing Sphere

Carried Craft: 1 Landing Sphere (Vehicles Stats - page 88)

## **Out System Scout Vessel**



Craft: Loronar "Out System" Scout Vessel

Affiliation: Empire / General

Era: Rebellion

Source: Supernova (pages 81-82)

Type: Light scout ship Scale: Starfighter Length: 63 meters

Skill: Space transports: "Out System" Scout Vessel

Crew: 4, gunners: 1

Crew Skill: Astrogation 4D, space transports 5D, starship

gunnery 5D **Passengers:** 4

Cargo Capacity: 70 metric tons Consumables: 8 months Cost: 500,000 (new) Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes

Space: 4

Hull: 3D+2

Atmosphere: 280; 800 kmh

Maneuverability: 2D

Shields: 1D Sensors: Passive: 30/1D Scan: 50/2D Search: 75/2D+2 Focus: 5/4D Weapons:

Laser Cannon
Fire Arc: Turret

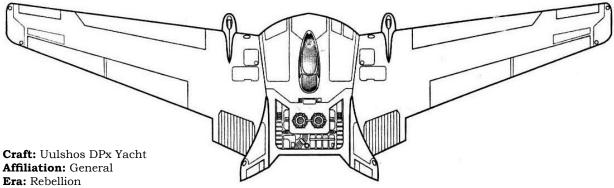
Crew: 1

Skill: Starship gunnery Fire Control: 1D+2 Space Range: 3-5/15/30

Atmosphere Range: 75200/1/2 km

Damage: 3D+2

# **Deep-X Explorer**



Source: Galaxy Guide 8 - Scouts (page 36)

**Type:** Modified space yacht **Scale:** Starfighter

**Length:** 12 meters **Skill:** Space transports: DPx

Crew: 1

**Passengers:** 5 (including two to operate blaster cannon **Cargo Capacity:** 50 metric tons; 20 cubic meters

Consumables: 6 months Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 2D Sensors: Passive: 20/0D Scan: 30/1D Search: 50/2D Focus: 3/3D Weapons:

2 Blaster Cannons (fire separately)

Fire Arc: Front Crew: 1 per gun Skill: Starship gunnery Fire Control: 0D Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 1D

# "Flatfish" Astrogator Probe Ship

Craft: Astrogator-class Probe Ship

**Affiliation:** New Republic **Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 86-87)

Type: Astrographic charting vessel

**Scale:** Starfighter **Length:** 35 meters **Skill:** Space transports

Crew: 3

Crew Skill: Varies; typically space transports 3D, sensors

4D+2

Cargo Capacity: 1 metric ton Consumables: 1 week Cost: 60,000 (new) Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes

Space: 10

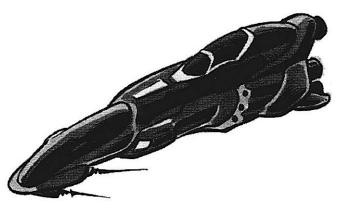
Hull: 3D

**Atmosphere:** 415; 1,200 kmh

Sensors: Passive: 50/1D Scan: 100/3D Search: 150/4D Focus: 5/4D+2

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#### **Ferret**



Craft: Republic Engineering Corporation Reconnaissance

Vesse.

**Affiliation:** New Republic **Era:** New Republic

Source: Cracken's Threat Dossier (page 83)

**Type:** Stealth spyship **Scale:** Starfighter **Length:** 28 meters **Skill:** Space transports

**Crew:** 3

Crew Skill: Astrogation 5D, sensors 5D

**Cargo Capacity:** 2 metric tons **Consumables:** 3 months

Cost: Not available for sale (890,000 credits for government

sale)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D

**Space:** 10 (5 using baffled drive)

Hull: 2D Sensors: Passive: 50/1D Scan: 100/3D Search: 200/4D Focus: 6/4D+2

Stealth: +5D to sensor difficulties

Weapons:

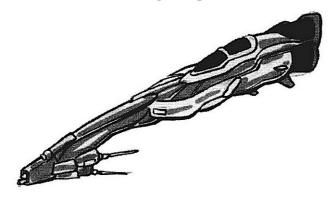
2 Missile Launchers

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 7D

#### **Prowler**



Craft: Republic Engineering Corporation Prowler-class

Reconnaissance Vessel **Affiliation:** New Republic **Era:** New Republic

Source: Cracken's Threat Dossier (page 84)

**Type:** Long term spy ship **Scale:** Starfighter **Length:** 48 meters **Skill:** Space transports

Crew: 6

Crew Skill: Astrogation 5D, space transports 4D, sensors

5D

Cargo Capacity: 3 metric tons Consumables: 5 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

**Space:** 5 (2 using baffled drive) **Hull:** 3D

Sensors: Passive: 100/1D Scan: 125/2D Search: 150/3D Focus: 5/4D+2 Stealth: +3D

Weapons:

2 Missile Launchers

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 7D

# **Shuttles**

#### SST-67 Shuttle

Craft: Republic Sienar Systems SST-67 Short Range

Transit Shuttle Affiliation: General Era: Old Republic

Source: Star Wars Gamer Issue 1

Type: Transport shuttle Scale: Starfighter Length: 14 meters

Skill: Space transport: SST-67 shuttle

Crew: 1

Crew Skill: Varies widely

Passengers: 18

Cargo Capacity: 1 metric ton

Consumables: 2 days

Cost: 82,000 (new), 20,000 (used)

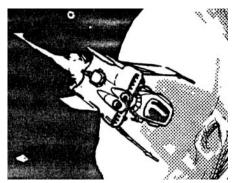
Maneuverability: 0D

Space: 4

Atmosphere: 280; 800 kmh

**Hull:** 4D Sensors:

Passive: 20/0D Scan: 30/1D Search: 40/1D+2 Focus: 4/3D



#### **BB-2 Shuttle**

Craft: BullbaBong BB-2 Shuttle

Affiliation: General Era: Old Republic Source: Wizards Website Type: Space shuttle Scale: Starfighter Length: 13 meters

Skill: Space transports: BB-2 Shuttle

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 550 kilograms

Consumables: 3 days

Cost: 25,000 (new), 11,000 (used)

Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

**Hull:** 1D+2 Shields: +1 Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D

Focus: 1/2D

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: 3D

# **Sheathipede Shuttle**



Craft: Trade Federation Sheathipede-class Lapiz Cutter

Affiliation: Neimoidians Era: Old Republic

Source: Secrets of Naboo (page 18)

Type: Transport shuttle Scale: Starfighter Length: 15 meters

**Skill:** Space transports: Sheathipede shuttle

Crew: 2 pilot droids Crew Skill: As pilot droid Passengers: 5

Cargo Capacity: 500 kilograms

Consumables: 5 days

Cost: 22,000 (new), 9,000 (used)

Space: 5

Atmosphere: 295; 850 kmh

Hull: 2D Shields: 1D Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D

Weapons: **Blaster Cannon** 

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7km

Damage: 3D

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# **Luxury Shuttle 001**

Craft: SoroSuub Ambassador-class luxury shuttle 001

**Affiliation:** General **Era:** Rise of the Empire **Source:** Adventure Journal 3

Scale: Starfighter Length: 50 meters Skill: Space transports Crew: 2; gunners: 1 Passengers: 10

Cargo Capacity: 100 metric tons

Consumables: 1 month Hyperdrive Multiplier: x2 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 3D Shields: 1D Sensors: Passive: 15/1D Scan: 25/1D+2

Search: 45/2D Focus: 4/3D **Weapons:** 

2 Double Laser Cannons (fire linked)

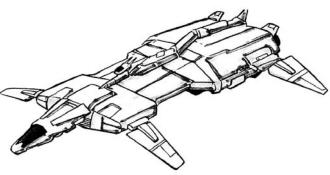
Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire control: 3D+1 Space Range: 1-5/10/25

Atmosphere Range: 100-500/1/2.5 km

Damage: 4D

#### **BR-23 Courier**



Craft: Republic Sienar Systems BR-23 Courier

Affiliation: Old Republic / Empire / General / Alliance

Era: Old Republic

Source: Rules of Engagement: The Rebel SpecForce

Handbook (page 49)

Type: Long-range troop transport

**Scale:** Starfighter **Length:** 20.7 meters

Skill: Space transports: BR-23 Courier

Crew: 1, gunners: 1 Crew Skill: Varies Passengers: 40

Cargo Capacity: 40 metric tons Consumables: 2 weeks Hyperdrive Multiplier: x2 Hyperdrive Backup: x12

Nav Computer: Yes Maneuverability: 1D

Space: 5
Atmospher
Hull: 3D+2

Atmosphere: 295; 850 kmh

Shields: 1D+2 Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

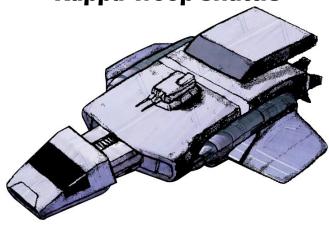
Weapons: 2 Laser cannons

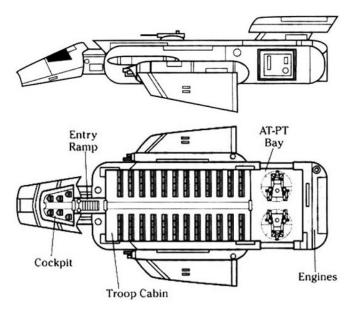
Fire Arc: Turret Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

# **Kappa Troop Shuttle**





**Craft:** Republic Sienar Systems *Kappa*-class Shuttle **Affiliation:** Old Republic / Empire / Alliance / General

Era: Old Republic

Source: Rules of Engagement: The Rebel SpecForce

Handbook (pages 46-47) **Type:** Troop Shuttle **Scale:** Starfighter **Length:** 35 meters

Skill: Space transports: Kappa shuttle

Crew: 2, gunners: 2

Crew Skill: Space transports 4D, starship gunnery 4D,

starship shields 3D **Passengers:** 40

Cargo Capacity: 50 metric tons (rarely + 2 AT-PTs)

Consumables: 1 month Cost: Not generally for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D Sensors: Passive: 20/0D Scan: 40/D Search: 80/2D Focus: 4/2D+2

#### 2 Double Blaster Cannons

Fire Arc: Turret

Weapons:

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### 2 Repeating Blaster Cannons (fire-linked)

Fire Arc: Front Scale: Speeder Skill: Starship gunnery

Fire Control: 2D Atmosphere Range: 1-50/100/250

Damage: 3D+2

#### **Theta Shuttle**



Craft: Cygnus Spaceworks Theta-class T-2c Personnel

Transport

Affiliation: Old Republic / Empire

Era: Rise of the Empire Source: Wizards Website Type: Personnel shuttle Scale: Starfighter Length: 18.5 meters

Skill: Space transports: Theta Shuttle

**Crew:** 5, skeleton: 1/+10

Passengers: 16

Cargo capacity: 50 metric tons Consumables: 2 months

**Cost:** Not available for sale (valued at 210,000)

Hyperdrive multiplier: x1 Hyperdrive backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4 Atmosph Hull: 4D

Atmosphere: 285; 825 kmh

Shields: 1D+1 Sensors: Passive: 20/0D Scan: 40/1D Search: 75/2D Focus: 4/2D+1 Weapons:

#### 2 Quadlaser Cannons

Fire arc: Front

Skill: Starship gunnery

Fire control: 2D (Can be set to automated computer-

controlled fire)

Space range: 1-3/12/25

Atmosphere range: 100-300/1.2/2.5 km

Damage: 6D **Laser Cannon** Fire arc: Rear

Skill: Starship gunnery

Fire control: 2D (Can be set to automated computer-

controlled fire)

Space range: 1-4/12/25

Atmosphere range: 100-400/1.2/2.5 km

Damage: 4D

### **Service Shuttle 23K**

Craft: Gallofree Yards Service Shuttle 23K

**Affiliation:** General **Era:** Rise of the Empire

Source: Galaxy Guide 7: Mos Eisley (pages 30-31)

Type: Orbital service shuttle

Scale: Starfighter Length: 18 meters

Skill: Space transports: Service Shuttle 23K

Crew: 1

Crew Skill: Space transports 4D

Passengers: 6\*

Cargo Capacity: 1 metric ton\*

Consumables: 1 day

Hyperdrive Multiplier: none
Hyperdrive Backup: none
Nav Computer: none
Maneuverability: 1D

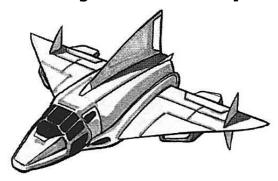
Space: 2

Atmosphere: 225; 650 kmh

Hull: 1D+1 Sensors: Passive: 10/1D Scan: 15/1D+2 Search: 20/2D Focus: 1/2D+2

Note: Service shuttle can hold either passengers or cargo.

## Paranji Orbital Jumper



Craft: Paranji Orbital Jumper

**Affiliation:** General **Era:** Rise of the Empire

Source: Cracken's Threat Dossier (page 86)

Type: Personal air-space ship

Scale: Starfighter Length: 3 meters Skill: Space transports

 $\textbf{Crew:}\ 1$ 

Crew Skill: Varies drastically

Passengers: 3

Cargo Capacity: 500 kilograms

Consumables: 1 day

**Cost:** 35,000 (new), 20,000 (used)

Maneuverability: 1D

Space: 2

Hull: 2D

Atmosphere: 225; 650 kmh

Sensors: Passive: 10/0D Scan: 20/1D Search: 30/2D Focus: 2/2D+2

# **Space Skiff**

Craft: Telex-Delcor SS-29 Space Skiff

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Operation – Elrood (page 107)

**Type:** Space work skiff **Scale:** Speeder **Length:** 9.6 meters

Skill: Space transports: SS-39

Crew: 1, gunners: 1 (patrol craft variants)

Passengers: 8 (in powersuits)
Cargo Capacity: 3 metric tons
Consumables: 30 hours

Cost: 12,500 (new), 7,000 (used)

Nav Computer: Yes Maneuverability: 2D

Space: 2 Hull: 1D Sensors: Passive: 1/0D Scan: 2/1D

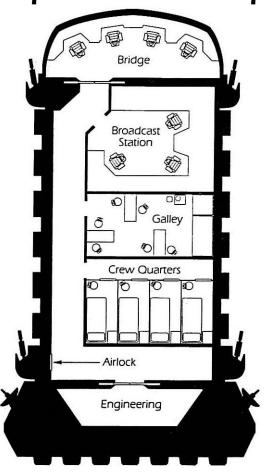
Weapons: (SS-39L variants only)

Light Laser Cannon

Fire Arc: Turret Crew: 1 Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/6/9

Damage: 2D

# **Imperial Broadcast Ship**



Craft: 'Merthyog Communication' II-xC Maintenance/

Broadcast Ship **Affiliation:** Empire **Era:** Rise of the Empire

Source: The Abduction of Crying Dawn Singer (page 27)

Type: Maintenance and broadcast ship

**Scale:** Starfighter **Length:** 30 meters

Skill: Space transports: broadcast ship

**Crew:** 4, skeleton: 2/+10

**Crew Skill:** Space transports 3D, sensors 4D **Passengers:** 10 (normally technicians) **Cargo Capacity:** 10 metric tons

Consumables: 2 weeks

Cost: 9,000

Hyperdrive Multiplier: x4

Nav Computer: Limited to 5 jumps

Maneuverability: 2D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 2D Shields: 1D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D

### **Tribune Shuttle**

Craft: Sienar Fleet Systems Tribune-class Shuttle

**Affiliation:** Empire / General **Era:** Rise of the Empire

**Source:** Goroth, Slave of the Empire (page 66)

Type: Light shuttle Scale: Starfighter Length: 18.5 meters

Skill: Space transports: Tribune shuttle

Crew: 3, skeleton 4D

Crew Skill: Space transports 4D

Passengers: 14

Cargo Capacity: 30 metric tons

Consumables: 3 weeks

**Cost:** 150,000 (new), but generally for sale only to the military and corporations

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 3D Shields: 1D Sensors: Passive: 30/0D Scan: 50/1D Search: 75/2D

Focus: 5/3D

## **Taylander Shuttle**

Craft: Joraan Drive Systems Taylander Shuttle

**Affiliation:** General **Era:** Rise of the Empire

Type: General transport shuttle

Scale: Starfighter Length: 43.5 meters



Skill: Space transports: Taylander shuttle

Crew: 4, skeleton: 2 (+5) Crew Skill: Varies Passengers: 22

Cargo Capacity: 700 metric tons

Consumables: 4 weeks Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 0D

Space: 3

Atmosphere: 260; 750 kmh

Hull: 3D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D

Search: 40/2I Focus: 2/3D **Weapons:** 

**2 Autoblasters** *Fire Arc:* Turret

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 3D

# **Grek Troop Shuttle**

Craft: Corellian Engineering Grek-class troop shuttle

**Affiliation:** General / Empire **Era:** Rise of the Empire

Source: Pirates & Privateers (pages 87-88), The Far Orbit

Project (pages 31-32)

Type: Ship-to-ship troop shuttle

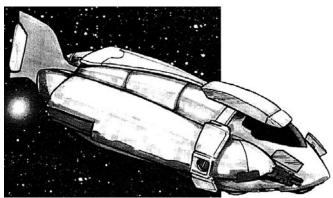
**Scale:** Starfighter **Length:** 30 meters

**Skill:** Space transports: Grek shuttle

**Crew:** 2

Crew Skill: Varies widely

Passengers: 50





Cargo Capacity: 500 kilograms

Consumables: 1 day

Cost: 40,000 (new), 18,000 (used)

Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D

Focus: 2/3D+2 Weapons: Laser Cannon Fire Arc: Front

Crew: 1

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

# PeopleMover Personnel Transport

**Craft:** Incom CX-5011 PeopleMover **Affiliation:** Empire / General **Era:** Rise of the Empire

**Source:** Planet of the Mists (page 53) **Type:** Long-range personnel transport

Scale: Starfighter Length: 42 meters Skill: Space transports

Crew: 1

Passengers: 20

Cargo Capacity: 75 metric tons Consumables: 1 month Hyperdrive Multiplier: x2 Nav Computer: Yes

Space: 3

Atmosphere: 260; 750 kmh

Hull: 3D Shields: 1D Sensors: Passive: 5/0D Scan: 20/1D Search: 40/2D+1 Focus: 4/2D+2

Weapons: Laser Cannon Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/12/25

Atmosphere Range: 100-500/1.2/2.5 km

Damage: 4D

## JS-77B Starhound

Craft: Subpro Corporation JS-77B Starhound

**Affiliation:** General **Era:** Rise of the Empire

Source: Challenge Magazine 35 (page 57)

Type: Interstellar shuttle Scale: Starfighter Length: 18 meters

Skill: Space transports

Crew: 2

Crew Skill: Varies widely

Passengers: 4-6

Cargo Capacity: 10 metric tons Consumables: 1 month Hyperdrive Multiplier: x1

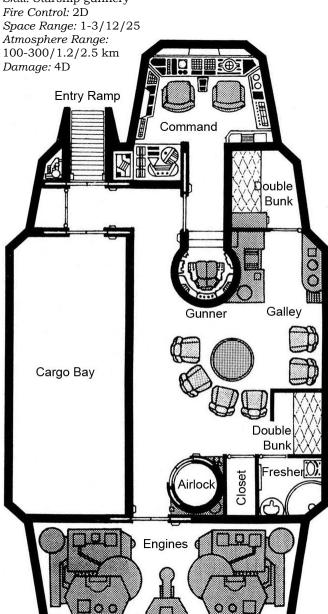
Nav Computer: No, stores 20 jump coordinates

Space: 6
Atmosph
Hull: 4D

Atmosphere: 330; 950 kmh

Shields: 1D Sensors: Passive: 10/1D Scan: 15/1D+2 Search: 30/2D Focus: 1/3D Weapons: Laser Cannon Fire Arc: Front

Skill: Starship gunnery



# Sigma Shuttle

Craft: Koensayr Sigma-class shuttle Affiliation: Empire Era: Rise of the Empire Source: Alliance Intelligence Reports (pages 35-36) Type: Sigma shuttle Scale: Starfighter Length: 21.6 meters **Skill:** Space transports: Sigma-class shuttle Crew: 2, gunners: 1, skeleton: 1/+5 Crew Skill: Varies widely Passengers: 8 Cargo Capacity: 100 metric tons Consumables: 2 months Cost: Not available for sale Hyperdrive Multiplier: x2Hyperdrive Backup: x15 Nav Computer: Yes

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D Shields: 2D Sensors: Passive: 20/1D Scan: 25/1D+2 Search: 30/2D+1

Maneuverability: 2D

Focus: 4/2D+2 Weapons: Laser Cannon Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

### AIC-4

Craft: Sonda Armament's Armored Interface Craft-4

**Affiliation:** Empire **Era:** Rise of the Empire **Source:** Adventure Journal 2

**Scale:** Starfighter **Length:** 40 meters

**Skill:** Space transports: dropship

Crew: 6

Passengers: 44 (troops)
Cargo Capacity: 10 metric tons

Consumables: 3 days Cost: Not available for sale Maneuverability: 2D

**Space:** 9 (during drop); 3 (on return flight)

**Atmosphere:** 400; 1,150 kmh (during drop); 260; 750 kmh

(on return flight)

Hull: 5DShields: 1D

#### Sensors:

Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D **Weapons:** 

#### 2 Laser Cannons

Fire Arc: Turret Skill: Starship gunnery Fire control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### 2 Heavy Repeating Blasters

Fire Arc: Turret Crew: 1 each Scale: Character Ranges: 3-75/200/500

Damage: 8D

### **Churic Shuttle**

Craft: Sienar Fleet Systems Churich-class Shuttle

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Classic Campaigns (pages 45-47)

**Type:** Cargo shuttle **Scale:** Starfighter **Length:** 54 meters

**Skill:** Space transports: Churic shuttle

Crew: 3, gunners: 1

Crew Skill: Space transports 4D, starship gunnery 3D

Passengers: 50

Cargo Capacity: 300 metric tons

Consumables: 1 month

Cost: 250,000 (new), 112,000 (used)

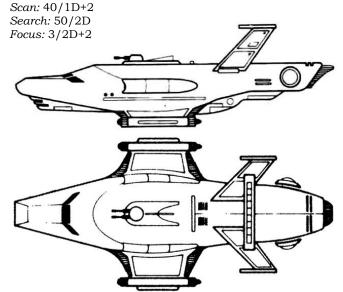
Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

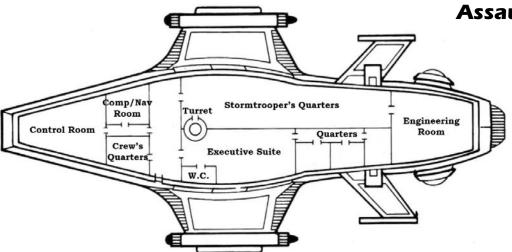
Space: 4

Hull: 4D

Atmosphere: 280; 800 kmh

Shields: 2D Sensors: Passive: 20/1D





### **Assault Shuttle Beta**

Craft: Telgorn Corp Betaclass Assault Shuttle Affiliation: Empire Era: Rise of the Empire Source: The Last Command

Source: The Last Command Sourcebook (page 131), The Thrawn Trilogy Sourcebook (pages 235, 237)

Type: Assault shuttle

Scale: Capital (due to power

output)

**Length:** 30 meters

**Skill:** Space transports:

assault shuttle

**Crew:** 5, skeleton: 3/+10

#### Weapons:

#### Heavy Blaster Cannon

Fire Arc: Front, left, right

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 6-30/1.2/2.5 km

Damage: 6D

# **Quick Ship Shuttle**

Craft: Heckson Industries "Quick Ship" Shuttle

Affiliation: General / Rebel Alliance

Era: Rise of the Empire

**Source:** Classic Campaigns (page 89)

**Type:** Transport shuttle **Scale:** Starfighter **Length:** 17 meters

Skill: Space transports: Quick Ship

Crew: 1, gunners: 1 Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 100 kilograms

Consumables: 5 days

Cost: 75,000 (new), 35,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Astromech droid stores 10 jumps

Maneuverability: 1D+2

Space: 4

Atmosphere: 280; 800 kmh

Hull: 6D Shields: 2D Sensors: Passive: 10/1D Scan: 25/1D+2 Search: 40/2D Focus: 3/2D+2

Weapons:
2 Triple Blasters (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D+2

**Crew Skill:** Varies, but typically capital ship gunnery 5D,

capital ship shields 4D, space transports 5D+1 **Passengers:** 40 (spacetroopers)

Cargo Capacity: 500 kilograms

Consumables: 5 days
Cost: Not available for sale
Hyperdrive Multiplier: x3

Nav Computer: Limited to 3 jumps

Maneuverability: 1D+2

Space: 8

**Atmosphere:** 365; 1,050 kmh **Hull:** 3D

Shields: 3D+2 Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

Weapons:

#### 4 Laser Cannons

Fire Arc: 2 front, 2 rear Skill: Capital ship gunnery Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 1D+2

#### **Tractor Beam Projector**

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D

#### Concussion Missile Launcher

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D+2

#### Assault Shuttle



Affiliation: Empire Era: Rise of the Empire

Source: Imperial Sourcebook (pages 49-50), Starships of

the Galaxy (page 78) Type: Assault shuttle

Scale: Capital (due to power output)

Length: 30 meters

Skill: Space transports: assault shuttle Crew: 2, gunners: 3, skeleton: 1/+10

Crew Skill: Capital ship gunnery 3D+2, capital ship shields

4D, space transports 5D Passengers: 40 (spacetroopers) Cargo Capacity: 5 metric tons Consumables: 1 week Cost: Not available for sale

Hyperdrive Multiplier: x2Hyperdrive Backup: x18 Nav Computer: Limited to 3 jumps

Maneuverability: 2D

Space: 8 **Hull:** 3D+2 Shields: 4D+2 Sensors: Passive: 40/1D Scan: 80/1D+2 Search: 130/3D Focus: 4/3D

#### Weapons: 4 Laser Cannons

Fire Arc: Turret

Crew: 2 guns are handled by "gunner 1," two guns are

handled by "gunner 2" Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

#### **Tractor Beam Projector**

Fire Arc: Front Crew: 1 (gunner 3) Skill: Capital ship gunnery Fire Control: 4D

*Space Range:* 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

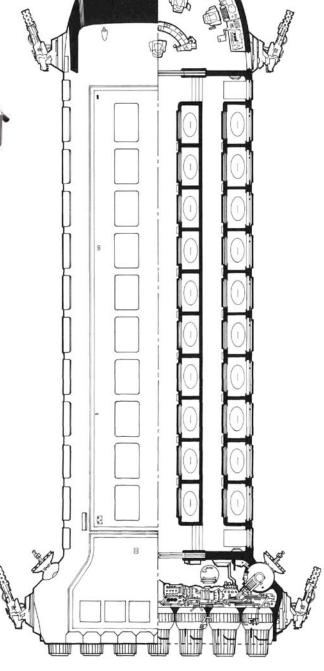
Damage: 5D+2

#### **Concussion Missile Launcher**

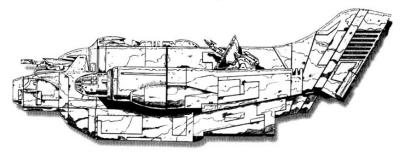
Fire Arc: Front Crew: 1 (gunner 3) Skill: Capital ship gunnery Fire Control: 2D+1 Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 4D



## **Katarn Boarding Shuttle**



Craft: Rendili StarDrive's Katarn-class Boarding Shuttle

Affiliation: Empire / Rebel Alliance / General

Era: Rise of the Empire

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 48), Pirates & Privateers (page 88), The Far

Orbit Project (page 32) **Type:** Boarding shuttle **Scale:** Starfighter **Length:** 28 meters

Skill: Space transports: Katarn shuttle

**Crew Skill:** Varies widely **Crew:** 2, gunners: 1 **Passengers:** 50

Cargo Capacity: 500 kilograms

Consumables: 1 day

Cost: 10,000 (new), 55,000 (used)

Maneuverability: 1D+2

Space: 8

**Atmosphere:** 365; 1,050 kmh **Hull:** 5D

Shields: 2D Sensors: Passive: 10/0D Scan: 20/1D Search: 40/2D Focus: 2/3D Weapons:

#### **Double Laser Cannon**

Fire Arc: Front 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

#### Plasma Torch Boarding Device

Fire Arc: Front Crew: 2

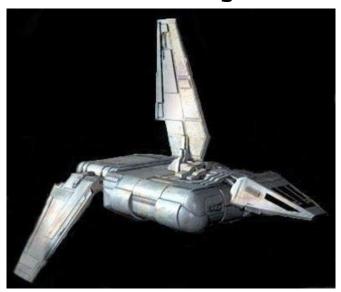
Skill: Starship gunnery Fire Control: 0D

Range: 4 meters Damage: 8D

**Note:** The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torches roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms and airtight seal in 30 seconds.

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# **Sentinel Landing Craft**



Craft: Sienar Fleet Systems Sentinel-class troop carrier

**Affiliation:** Empire **Era:** Rise of the Empire

**Source:** Star Wars Trilogy Sourcebook SE (pages 133-134), The Essential Guide to Vehicles and Vessels (pages 78-79)

Type: Heavily armed landing craft

Scale: Starfighter Length: 20 meters

**Skill:** Space transports: Sentinel-class shuttle

**Crew:** 2; 2 can coordinate, gunners: 3, skeleton: 1/+10 **Crew Skill:** Space transports 5D, starship gunnery 5D,

starship shields 4D **Passengers:** 54 (troops)

Cargo Capacity: 180 metric tons

Consumables: 1 month Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh **Hull:** 4D+2

Shields: 3D+2 Sensors: Passive: 20/0D Scan: 40/1D Search: 80/2D Focus: 4/2D+2 Weapons:

8 Laser Cannons

(retractable, fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Concussion Missile Tubes

(fire-linked)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 3D
Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

2 Repeating Blaster Cannons (retractable)

Fire Arc: Turret Scale: Speeder

Crew: 1

Skill: Vehicle blasters

Fire Control: 4D

Atmosphere Range: 1-50/100/250

Damage: 3D+2

Ion Cannon (retractable)

Fire Arc: Turret

Crew: 1

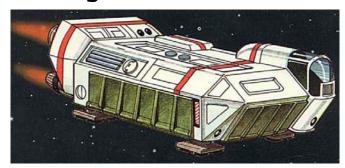
Skill: Starship gunnery Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

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## **Aegis Combat Shuttle**



Craft: Telgorn Corp. Aegis-class Combat Shuttle

Affiliation: General / Rebel Alliance

Era: Rise of the Empire

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 47-48), The DarkStryder Campaign

- Boxed Set (page 80)

**Type:** Ship-to-ship combat transport

**Scale:** Starfighter **Length:** 29 meters

**Skill:** Space transports: Aegis shuttle **Crew:** 2, gunners: 2, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 120 metric tons

Consumables: 4 days Cost: 40,000 (used) Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 6D Shields: 2D Sensors: Passive: 30/1D Scan: 45/2D Search: 60/2D+2 Focus: 4/3D Weapons:

**2 Laser Cannons** *Fire Arc:* Turret

Crew: 1

Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

2 Concussion Missile Launchers

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

**Game Notes:** The interior cargo bay has room for 3 light combat vehicles, 2 medium-sized vehicles, or 1 fairly compact heavy vehicle, or up to 40 troopers and their gear.

## **Sub-Orbital Luxury Shuttle**

Craft: Larjh StarCorporation Felpajh 10A

**Affiliation:** General **Era:** Rebellion

Source: Galladinium's Fantastic Technology (pages 17-18)

Type: Sublight passenger shuttle



Length: 31 meters

**Skill:** Space transports: Felpajh 10A

Crew: 1 Passengers: 8

Cargo Capacity: 5 metric tons Consumables: 10 days

Cost: 225,000 (new), 100,000 (use)

Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh

Hull: 3D Shields: 1D

#### **Med Runner**

**Craft:** SoroSuub *Sprint*-class Rescue Craft **Affiliation:** General / Rebel Alliance

Era: Rebellion

Source: The Truce at Bakura Sourcebook (pages 113-116)

Type: Fast response emergency ship

**Scale:** Starfighter **Length:** 30 meters

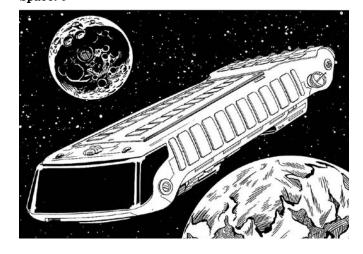
Skill: Space transports: Sprint rescue craft

**Crew:** 3, skeleton: 1/+10

Crew Skill: Astrogation 4D+2, sensors 6D, space transports

5D, starship shields 4D+2, first aid 6D+1
Passengers: 5 (medics), 40 (patients)
Cargo Capacity: 2 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12

Nav Computer: Yes Maneuverability: 2D+1 Space: 9



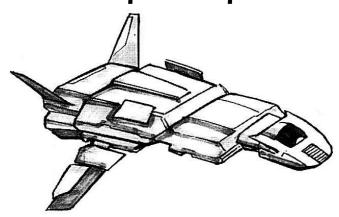
Atmosphere: 400; 1,150 kmh

Hull: 3D+1 Shields: 2D Sensors: Passive: 40/1D Scan: 80/1D+2 Search: 130/2D Focus: 6/3D

**Life-Form Indicators:** Med runners have sophisticated life-form sensors to find survivors in starship wreckage. Sensor operators receive a +1D+2 bonus when in focus mode and

searching for life-forms only.

## **Kleeque Transport**



Craft: Corellian Engineering's Kleeque-class Inter-system

**Transport** 

Affiliation: Rebel Alliance

Era: Rebellion

Source: Rules of Engagement: The Rebel SpecForce

Handbook (page 49)

Type: Modified ferry-regimental troopship

**Scale:** Starfighter **Length:** 250 meters

**Skill:** Space transports: Kleeque transport

Crew: 16, skeleton: 4/+10 Crew Skill: Varies Passengers: 1,000

Cargo Capacity: 5,000 metric tons

Consumables: 1 month Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 480; 800 kmh

Hull: 3D Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/2D+2

2 Laser Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D

Weapons:

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

## **AT-ST Dropship**

Craft: AT-ST Drop Ship Affiliation: Empire Era: Rebellion

Source: Adventure Journal

**Scale:** Starfighter **Length:** 50 meters

Skill: Space transports: AT-ST dropship

Crew: 2

Passengers: 20 (troops)
Cargo Capacity: 2 AT-ST
Consumables: 1 day
Maneuverability: 0D

Space: 8 (during drop); 2 (on return flight)

Atmosphere: 365; 1,050 kmh (during drop); 225; 650 kmh

(on return flight) **Hull:** 4D

Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

Weapons:

Light Laser Cannon

Fire Arc: Front Skill: Starship gunnery Fire control: 1D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 1D

# MT/191 Drop-Ship

**Craft:** Meller & Dax MT/191 Drop-Ship **Affiliation:** Empire / Rebel Alliance

Era: Rebellion

 $\textbf{Source:} \ Imperial \ Source book \ (pg\ 137), \ Rules \ of \ Engagement:$ 

The Rebel SpecForce Handbook (pages 104-105) **Type:** Special-purpose shuttle and troop transport

**Scale:** Starfighter **Length:** 52.5 meters

Skill: Space transports: drop-ship

Crew: 1

Crew Skill: Varies greatly

Passengers: 160

Cargo Capacity: 200 metric tons

**Consumables:** 1 day **Space:** 10 (drop), 2 (return)

**Atmosphere:** 415; 1,200 kmh (drop), 225; 650 kmh

(return) **Hull:** 4D **Shields:** 1D **Sensors:**Passive: 10/0D
Scan: 20/1D
Search: 30/1D+2

Focus: 1/2D+2 Weapons:

Light Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 1D

# F7 "Landing Brick" Drop-Ship

Craft: Kuat Drive Yards F7 Drop-ship

**Affiliation:** Empire **Era:** Rebellion

**Source:** Dark Force Rising Sourcebook (pages 134), The Thrawn Trilogy Sourcebook (page 242), Rules of Engagement: The Rebel SpecForce Handbook (page 105)

Type: Medium troop drop-ship

Scale: Starfighter Length: 60 meters

Skill: Space transports: drop-ship

Crew: 3

Crew Skill: Space transports 4D, starship gunnery 3D+1,

starship shields 3D **Passengers:** 40

Cargo Capacity: 250 metric tons

Consumables: 2 days (emergency rations)

Cost: Not available for sale

Space: 10 (during drop), 2 (on return flight)

Atmosphere: 415; 1,200 kmh (during drop), 225; 650 kmh

(on return flight) **Hull:** 5D **Shields:** 1D **Sensors:**Passive: 10/0D

Passive: 10/0D Scan: 20/1D Search: 30/1D+2 Focus: 1/2D+2 Weapons:



Skill: Starship gunnery Fire Control: 1D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D+2

## **Zeta Shuttle**

Craft: Telgorn Corp Zeta-class Long-Range Shuttle

**Affiliation:** General **Era:** Rebellion

**Source:** Adventure Journal

**Type:** Zeta-class long-range shuttle

Scale: Starfighter Length: 35 meters Skill: Space transports

Crew: 2

Crew Skill: Astrogation 3D+2, space transports 4D+2

Passengers: 10

Cargo Capacity: 25 metric tons Consumables: 4 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 3D+2 Shields: 2D Sensors:

Passive: 20/1D Scan: 40/2D Search: 60/3D Focus: 3/4D 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: 5D

### Lambda Shuttle



Craft: Sienar Fleet Systems Shuttle

**Affiliation:** Empire **Era:** Rebellion

**Source:** Star Wars Trilogy Sourcebook SE (pages 135-136), The Thrawn Trilogy Sourcebook (pages 237-238), Heir to the Empire Sourcebook (pages 132-134), Starships of the Galaxy (pages 69-70), The Essential Guide to Vehicles and

Vessels (pages 100-101) **Type:** *Lambda*-class Shuttle

Scale: Starfighter Length: 20 meters

 $\textbf{Skill:} \ \textbf{Space transports:} \ Lambda \ \textbf{Shuttle}$ 

**Crew :** 2 (2 can coordinate), gunners: 4, Skeleton: 1/+10 **Crew skill:** Space transports 5D, starship gunnery 5D,

starship shields 4D

Passengers: 10 (modifiable to hold up to 20)

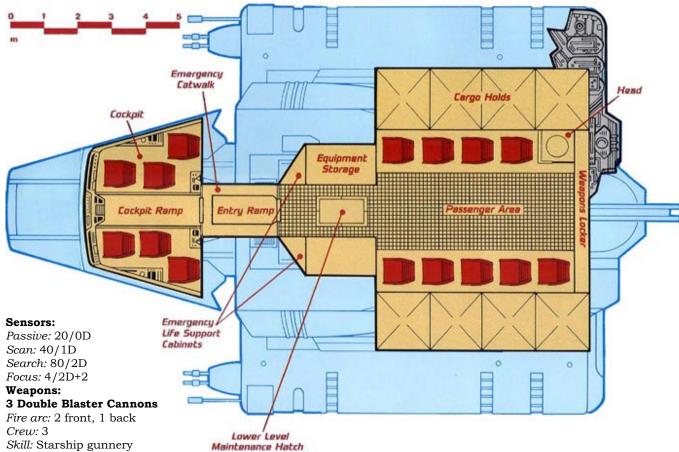
Cargo capacity: 80 metric tons Consumables: 2 months

Cost: No available for sale (500,000 credits aprox.)

Hyperdrive multiplier: x1 Hyperdrive backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 5 Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D+2



Skill: Starship gunnery

Fire control: 2D

*Space range:* 1-3/12/25

Atmosphere range: 100-300/1.2/2.5 km

Damage: 4D

#### 2 Double Laser Cannons (Fire-linked)

Fire arc: Front

Crew: 1

Skill: Starship gunnery Fire control: 3D+1 *Space range:* 1-4/12/25

Atmosphere range: 100-400/1.2/2.5 km

Damage: 4D

#### **Scout Shuttle**

Craft: Sienar Fleet Systems Mu-2 Long Range Shuttle

Affiliation: Empire / New Republic

Era: Rebellion

**Source:** Galaxy Guide 8 – Scouts (page 37) **Type:** Long range shuttle (Modified Lambda-C)

Scale: Starfighter Length: 20 meters

**Skill:** Space transports: Mu-2

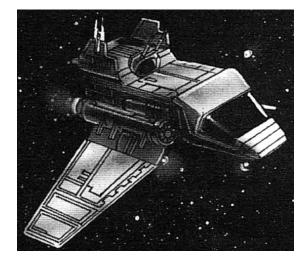
Crew: 2 Passengers: 14

Cargo Capacity: 100 metric tons; 40 cubic meters

Consumables: 6 months Cost: 30,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x20 **Nav Computer:** Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh



Hull: 4D Shields: 1D+2 Sensors:

Passive: 25/1D Scan: 50/2D Search: 60/2D Focus: 3/3D Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front Crew: 1 (co-pilot) Skill: Starship gunnery Fire Control: 2D

Space Range: 1-2/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

#### Mu-3 Shuttle

Craft: Sienar Fleet Systems Mu-3 Shuttle

**Affiliation:** Empire **Era:** Rebellion

Source: Rules of Engagement: The Rebel SpecForce

Handbook (page 104) **Type:** Long range shuttle **Scale:** Starfighter **Length:** 20 meters **Skill:** Space transports

Crew: 2

Crew Skill: Varies Passengers: 40

Cargo Capacity: 50 metric tons Consumables: 2 months Hyperdrive Multiplier: x2 Hyperdrive Backup: x20 Nav Computer: Yes Maneuverability: 1D

Space: 5
Atmosph
Hull: 4D

Atmosphere: 295; 850 kmh

Shields: 2D Sensors: Passive: 25/1D Scan: 50/2D Search: 60/2D Focus: 3/3D

Weapons:

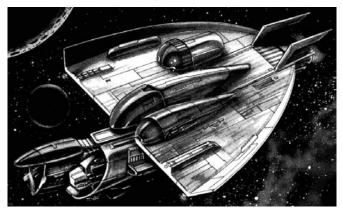
2 Laser Cannons (fire-linked)

Fire Arc: Front Crew: 1 (co-pilot) Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

# Mneffe Superluminal Passenger Shuttle



Craft: DuroTech Mneffe-class Superluminal

**Affiliation:** General **Era:** Rebellion

**Source:** No Disintegrations (page 90) **Type:** Rapid passenger shuttle

Scale: Starfighter Length: 27 meters

Skill: Space transports: Mneffe Superluminal

**Crew:** 2, gunners: 1, skeleton 1/+10

Crew Skill: Varies, but typically all stats at 3D

Passengers: 6

Cargo Capacity: 20 metric tons

Consumables: 1 month

Cost: 200,000 (new), 100,000 (used)

Hyperdrive Multiplier: x1Hyperdrive Backup: x10Nav Computer: Yes Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D+2 Shields: 2D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D Weapons:

**Double Laser Cannon** 

Fire Arc: Turret

Crew: 1 (can be fired from cockpit at fire control 0D)

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 5D

# Spiral Assault Ship



**Craft:** Sienar Ships *Spiral*-class Assault Ship

**Affiliation:** Empire **Era:** Rebellion

**Source:** Black Ice (page 21) **Type:** Single-use boarding ship

Scale: Starfighter

Length: 12 meters long, 20 meters wide

**Skill:** Space transports

Crew: 2

Crew Skill: Space transports 4D, starship shields 3D

Passengers: 4

 $\textbf{Cargo Capacity:} \ 2 \ \text{metric tons (600 kilograms in overhead}$ 

bin; 1,400 kilograms in rear cargo compartment)

**Consumables:** 1 week **Cost:** Not available for sale **Maneuverability:** 1D+2

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 5D Shields: 2D+2 Sensors: Passive: 25/0D Scan: 40/1D Search: 60/2D Focus: 3/3D Stealth: +4D sensor difficulties

Weapons:

**One-Shot Proton Charge** 

Fire Arc: Front Crew: 1 (co-pilot) Skill: Starship gunnery Fire Control: OD

Damage: Penetrates hull and shielding

## **Ipc Personnel Shuttle**

Craft: Telgorn II Ipc Gamma-class Light Personnel Carrier

**Affiliation:** Empire **Era:** Rebellion

Source: The Abduction of Crying Dawn Singer (page 22)

Type: Personnel shuttle

Scale: Capital (due to power output)

Length: 30 meters

**Skill:** Space transports: assault shuttle **Crew:** 2, gunners: 3, skeleton: 1/+10

Crew Skill: Capital ship gunnery 3D+2, capital ship shields

4D, space transports 5D

Passengers: 40

Cargo Capacity: 1 metric ton Consumables: 3 days Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x18

Nav Computer: Limited to 3 jumps

Maneuverability: 3D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 5D+2 Shields: 2D+2 Sensors:

Passive: 40/1D Scan: 80/1D+2 Search: 130/3D Focus: 4/3D Weapons:

**4 Laser Cannons** 

Fire Arc: 2 front, 2 rear

Crew: 2 guns are handled by "gunner 1," two guns are

handled by "gunner 2" Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

Warlord Dropship

Craft: Telgorn Warlord Dropship

**Affiliation:** Empire **Era:** Rebellion

Source: Adventure Journal 2

Scale: Capital Length: 110 meters Skill: Capital ship piloting

Crew: 200

Passengers: 360 (troops)

Cargo Capacity: 180 metric tons, or 4 AT-ATs

Consumables: 3 days Cost: Not available for sale Maneuverability: 0D Space: 10 (during drop); 4 (on return flight)

Atmosphere: 415; 1,200 kmh (during drop), 280; 800 kmh

(on return flight) **Hull:** 3D **Shields:** 1D **Sensors:** 

Passive: 30/1D Scan: 60/2D Search: 80/3D Focus: 3/4D

Weapons:

**6 Double Turbolaser Cannons** 

Fire Arc: 1 Front, 2 left, 2 right, 1 rear

Crew: 2

Skill: Capital ship gunnery

Fire control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2

### **Svelte Shuttle**

Craft: Silviut Corporation Svelte-class Shuttle

**Affiliation:** Empire **Era:** New Republic

Source: The Jedi Academy Sourcebook (pages 128-130),

Starships of the Galaxy (page 73) **Type:** *Svelte*-class shuttle

Scale: Starfighter Length: 17 meters

Skill: Space transports: Svelte shuttle

Crew Skill: Space transports 5D, starship gunnery 4D+2

**Crew Skill:** Space transports 5D, starship gunnery 4D+2, starship shields 4D+1

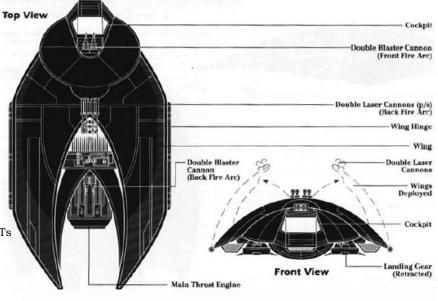
Passengers: 15

Cargo Capacity: 50 metric tons Consumables: 2 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x5 Nav Computer: Yes

Space: 6

Atmosphere: 330; 950 kmh

Maneuverability: 2D



## **PICTURE REMOVED**

Hull: 4D+2 Shields: 2D Sensors:

Passive: 30/0D Scan: 45/1D Search: 80/2D Focus: 4/2D+2 Weapons:

2 Double Blaster Cannons

Fire Arc: 1 front, 1 back Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/28

Atmosphere Range: 100-300/1.2/2.8 km

Damage: 5D

2 Double Laser Cannons (fire-linked)

Fire Arc: Back Crew: 2 Skill: Starship gunnery Fire Control: 3D Space Range: 1-8/14/30

Atmosphere Range: 100-800/1.4/30 km

Damage: 4D+1

# Yorik-trema **Landing Craft**

Craft: Yuuzhan Vong Yorik-trema Transport

Carrier

Affiliation: Yuuzhan Vong Era: New Jedi Order

Source: The New Jedi Order Sourcebook (page

Type: Troop transport Scale: Starfighter Length: 48 meters

Skill: Space transports: Yorik-trema

Crew: 4

Crew Skill: 5D in all applicable skills

Passengers: 36

Cargo Capacity: 35 metric tons

Consumables: 3 days Cost: Not available for sale Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

**Hull:** 5D+1 Shields: 2D Sensors: Passive: 30/0D Scan: 60/1D Search: 90/2D

Focus: 3/4D Weapons:

2 Volcano 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: 6D

Dovin Basal "Tractor"

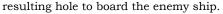
Fire Arc: Any

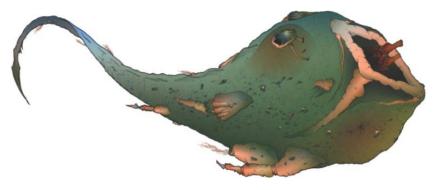
Skill: Starship gunnery Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/2.5 km

Damage: Up to 2D (see the entry on "Dovin Basals")

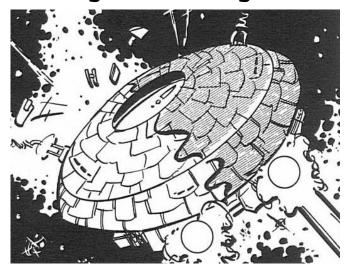
Note: The Yorik-trema can punch through the hull of an opposing ship and clamp its "mouth" over the resulting breach. The troops aboard the ship can then use the





# **Military Transports**

### **Ugor Battle-Wagon**



Craft: Ugor Salvage Company Captain's Pride

**Affiliation:** Ugor **Era:** Old Republic

Source: Scavenger Hunt (page 6)

Type: Black-hole class salvage dreadnaught

Scale: Capital Length: 150 meters

Skill: Space transports: Black-hole dreadnaught

**Crew:** 48

Crew Skill: All skills 4D

Passengers: 0

Cargo Capacity: 3,000 metric tons

Consumables: 4 months Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes

Space: 2

Atmosphere: 225; 650 kmh

Hull: 2D Shields: 1D Sensors: Passive: 20/0D Scan: 30/1D Search: 40/1D+2 Focus: 1/2D Weapons:

16 Antique Torpedo Launchers

Fire Arc: All Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1/2/5

Atmosphere Range: 10-50/200/500

Damage: 4D

## **Jedi Justice Cruiser**

Craft: Republic Shipyards Jedi Justice Cruiser

**Affiliation:** Jedi Order / General

Era: Old Republic

Source: Power of the Jedi Sourcebook (page 61)

**Type:** Space transport **Scale:** Starfighter **Length:** 68 meters

Skill: Space transports: Jedi Justice Cruiser

Crew: 5

Crew Skill: 7D in all applicable skills

Passengers: 7

Cargo Capacity: 100 metric tons

Consumables: 3 months

Cost: 775,000 (new), 525,000 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 2D+1

Space: 8

**Hull:** 2D+2

**Atmosphere:** 365; 1,050 kmh

Shields: 1D+2 Sensors: Passive: 40/1D Scan: 60/2D Search: 85/2D+2

Focus: 5/4D **Weapons:** 

Double Turbolaser Cannon

Fire Arc: Turret Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Ion Cannon
Fire Arc: Front
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 5D

2 Concussion Missile Launchers (16 missiles each)

Fire Arc: Front Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

### **Coruscant Heavy Courier**



Craft: Corellia StarDrive Coruscant-class Heavy Courier

Affiliation: Old Republic / General

Era: Old Republic

**Source:** Tales of the Jedi Companion (page 116), The Essential Guide to Vehicles and Vessels (pages 122-123)

**Type:** Heavy courier **Scale:** Starfighter **Length:** 150 meters

Skill: Space transports: Coruscant Heavy Courier

Crew: 1, gunners: 1 Passengers: 6

Cargo Capacity: 25 metric tons

Consumables: 2 weeks

Cost: 50,000 (new), 23,000 (used) Hyperdrive Multiplier: x11 Hyperdrive Backup: x17 Maneuverability: 3D

Space: 4

Atmosphere: 275; 850 kmh

Hull: 3D Shields: 4D Sensors: Passive: 26/1D Scan: 50/3D Weapons:

Pulse-Wave Cannon

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 3D

Space Range: 1-2/7/12

 $Atmosphere\ Range:\ 25\text{-}75/150/200$ 

Damage: 5D

3 Laser Cannons (fire-linked)

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1-3/10/18

Atmosphere Range: 50-100/200/300

Damage: 9D

**4 Proton Torpedo Launchers** 

Fire Arc: Front

Crew: 1

Skill: Starship gunnery Fire Control: 1D Space Range: 1/2/6

Atmosphere Range: 25-50/70/90

Damage: 8D

2 Short-range Concussion-sphere Launchers

Fire Arc: Front

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-2/4/6

Atmosphere Range: 20-40/60/100

Damage: 7D



Craft: Kuat Drive Yards Amphibious Interstellar Assault

Transport/infantry starship

Affiliation: Old Republic/Mandalorians

**Era:** Old Republic **Type:** Gunship **Scale:** Starfighter **Length:** 31.5 meters

Skill: Space transports: AIAT/i

Crew:

Space: 3

**Passengers:** 50 (troops), 6 (prisoners) **Cargo Capacity:** 350 cubic meters

Consumables: 1 month Hyperdrive Multiplier: x3 Hyperdrive Backup: x20 Nav Computer: Yes

Atmosphere: 245; 700 kmh

Hull: 5D+2 Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D

Focus: 2/3D **Weapons:** 

2 Twin Laser Cannons

Fire Arc: Frontal turrets Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 5D

Laser Cannon

Fire Arc: Rear turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 5D

Concussion Missile Launcher (5 missiles)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

#### TIS Zeta 19

Craft: CSA TIS Zeta 19

Affiliation: Corporate Sector Authority / General

Era: Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook

(pages 100-101)

Type: Light aerospace patrol fighter

Scale: Starfighter Length: 15 meters

Skill: Space transports: TIS Zeta 19

Crew: 1, gunners: 1

Crew Skill: Space transports: 3D+1, starship gunnery

2D+2

Passengers: 2

Cargo Capacity: 200 kilograms

Consumables: 1 day

Cost: 45,000 (new), 4,500 (used)

Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 2D+2 Sensors: Passive: 10/0D Scan: 15/1D Search: 20/1D+1 Focus: 2/3D Weapons:

2 Laser Cannons (fire linked)

Fire Arc: Turret Crew: 1

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Warpod #2

**Craft:** Ulig Abaha Ltd. #2 Warpod **Affiliation:** Corporate Sector Authority

Era: Rise of the Empire

**Source:** Han Solo and the Corporate Sector Sourcebook (page 101), Pirates &

Privateers (page 52) **Type:** Pinnace **Scale:** Starfighter **Length:** 20 meters

**Skill:** Space transports: Warpod

Crew: 1, gunners: 4

**Crew Skill:** Space transports: 3D, starship gunnery 3D+2, starship shields 1D



Troops: 6 (troops)

Cargo Capacity: 1 metric ton

Consumables: 1 day

**Cost:** 23,000

Maneuverability: 2D+1

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 3D Shields: 1D Sensors: Passive: 15/0D Scan: 25/+1 Search: 50/1D+1 Focus: 2/2D Weapons:

2 Laser Cannons (may be fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D (6D if fire-linked)

Plasma Torch Boarding Device\*

Fire Arc: Bottom

Crew: 2

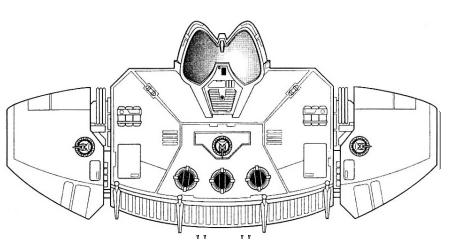
Skill: Starship gunnery: plasma torch

Fire Control: 0D Space Range: 4 meters

Damage: 8D

**Note:** The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torches roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms and airtight seal in 30 seconds.

## **MRX-BR** Pacifier



# PICTURE REMOVED

Craft: Sydon Vehicle Works

MRX-BR Pacifier Combat/Contact Vessel

**Affiliation:** Empire / General **Era:** Rise of the Empire

Source: Galaxy Guide 8 - Scouts (page 42), Lord of the

Expanse: Gamemaster Guide (page 42)

Type: Exploration fighter Scale: Starfighter Length: 25 meters Skill: Space transports

Crew: 1 Passengers: 3

Cargo Capacity: 25 metric tons; 10 cubic meters

Consumables: 1 year Cost: 170,000 (new) Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

Space: 7

**Atmosphere:** 600; 1,200 kmh

Hull: 2D Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 120/3D Focus: 10/3D+2 Weapons:

3 Laser Cannons

Fire Arc: 1 rear, 1 left, 1 right

Crew: 1 each (can be fired remotely from cockpit)

Fire Control: 3D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

2 Proton Torpedo Launchers

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

# Firespray Patrol/Attack Craft

Craft: Kuat Systems Engineering Firespray-class Patrol

Vessel

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 75), Starships of the Galaxy (page 81), The Essential Guide to Vehicles and

Vessels (pages 144-145)

Scale: Starfighter Lenght: 21.5 meters

Skill: Space transports: Firespray patrol/attack craft

Crew: 1; gunners: 2 Passengers: 4

Cargo Capacity: 70 metric tons

Consumables: 1 month



Cost: 120,000 (new); 45,000 (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 50/1D+1 Focus: 2/2D

#### 2 Twin-Mounted Blaster Cannons (fire separately)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 4D

Weapons:

# **SkySlayer Light Assault Ship**

**Craft:** Aratech SkySlayer **Affiliation:** General **Era:** Rise of the Empire

Source: Scavenger Hunt (page 16)

Type: Light assault ship Scale: Starfighter Length: 20 meters

Skill: Space transports: SkySlayer

Crew: 7
Crew Skill:

Cargo Capacity: 50 metric tons Consumables: 4 months Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 1D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 4D Shields: 2D Sensors: Passive: 10/

Passive: 10/0D Scan: 15/1D Search: 20/1D+1 Focus: 2/3D **Weapons:** 

#### 2 Quad Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Space Range. 1-5/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### 4 Blaster Cannons (fire-linked)

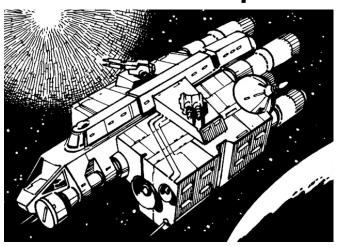
Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

### **RX4 Patrol Ship**



**Craft:** Trianii RX4 Patrol Ship **Affiliation:** Trianii Rangers **Era:** Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook

(pages 99-100), Pirates & Privateers (page 77)

Type: Light patrol craft Scale: Starfighter Length: 33 meters

**Skill:** Space transports: RX4 Scout Ship **Crew:** 2, gunners: 2, skeleton: 1/+5

Crew Skill: Astrogation 3D+2, space transports: RX4 4D+1,

starship gunnery 5D+2, starship shields 4D

Passengers: 6

Cargo Capacity: 30 metric tons

Consumables: 2 years Cost: Not for sale Hyperdrive Multiplier: x1

Hyperdrive Multiplier: x1 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 1D+1 Space: 4

Atmosphere: 295; 850 kmh

Hull: 5D Shields: 2D+1 Sensors: Passive: 20/1D Scan: 35/1D+1

Search: 80/2D+1 Focus: 2/3D

#### Weapons:

#### 2 Twin Turbolasers (may be fire linked)

Fire Arc: Turret

Crew: 1 (may be locked forward but fire control is 0)

Skill: Starship gunnery

Fire Control: 2D Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/2 km Damage: 4D (5D when fire-linked)

Ion Cannon\*

Fire Arc: Back Scale: Capital

Skill: Capital ship gunnery

Fire Control: 2D

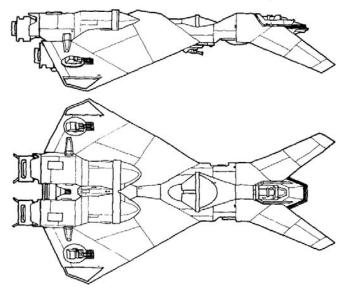
Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D+1

\* The ion cannon draws off a special power generator and can only fire once per day.

# **Imperial Customs Frigate**



**Craft:** Rendili StarDrive's Imperial Customs Frigate **Affiliation:** Empire **Era:** Rise of the Empire

Source: Pirates & Privateers (page 83),

The Far Orbit Project (page 77) **Type:** Imperial customs vessel

Scale: Starfighter Length: 35 meters Skill: Space transports: Imperial customs frigate

**Crew:** 6, gunners: 6, skeleton: 3/+10 **Crew Skill:** Varies, generally 4D

Passengers: 10

Cargo Capacity: 100 metric tons

 $\textbf{Consumables:} \ 3 \ months$ 

 $\textbf{Cost:} \ \textbf{Whatever the black market can bear}$ 

Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 3D+1 Shields: 3D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1 Weapons:

#### 6 Heavy Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.3/2.5 km

Damage: 5D

# PICTURE REMOVED

# **Light Privateer Frigate**

Craft: Sienar Fleet Systems Light Frigate

**Affiliation:** Privateers **Era:** Rise of the Empire

Source: The Best of the Adventure Journals: Issues 1-4

(page 120)

Type: Converted customs vessel

Scale: Starfighter Length: 40 meters

**Skill:** Space transports: light frigate **Crew:** 6, gunners: 6, skeleton: 3/+10

**Crew Skill:** Astrogation 3D+2, sensors 3D, space transports

4D+1, starship gunnery 4D, starship shields 4D

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months Cost: 1 million (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh **Hull:** 3D+1

Shields: 3D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D

#### 4 Heavy Laser Cannons

Fire Arc: 2 front, 1 left, 1 right

Crew: 1

Weapons:

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.3/2.5 km

Damage: 5D
Ion Cannon
Fire Arc: Front
Crew: 1 to 3

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 3D

#### **Tractor Beam Emplacement**

Fire Arc: Front Crew: 1 or 2

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.3/2.5 km

Damage: 3D

## **Armored Transport**

Craft: Kuat Drive Yards Armored Transport

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Pirates & Privateers (page 68)

**Type:** Medium freighter **Scale:** Starfighter **Length:** 50 meters

**Skill:** Space transports: Imperial armored transport

Crew: 10

**Crew Skill:** Varies widely **Passengers:** 20 (troops)

Cargo Capacity: 30,000 metric tons

Consumables: 3 months

Cost: 240,000 (new), 110,000 (used)

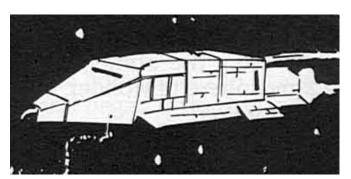
Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 4

Atmosphere: 280; 800 kmh

Hull: 5D Shields: 1D

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#### Sensors:

Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D **Weapons:** 

### 2 Laser Cannons

Fire Arc: Turret

Skill: Starship gunnery

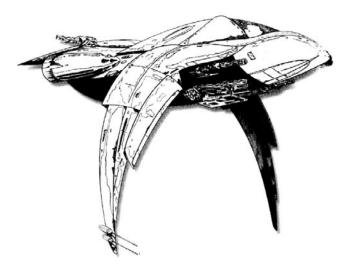
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## **Law Light Patrol Craft**



Craft: Kuat Drive Yards Law-class Light Patrol Craft

**Affiliation:** Empire Era: Rise of the Empire

Source: Pirates & Privateers (page 81), The Far Orbit Project

Type: Advanced scout patrol craft

Scale: Starfighter Length: 51 meters

Skill: Space transports: Law patrol craft

**Crew:** 15, skeleton: 4/+5

Crew Skill: Varies, typically 3D-5D

Passengers: 10 (brig)

Cargo Capacity: 250 metric tons

Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 kmh

Hull: 5D Shields: 1D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1 Weapons:

#### **4 Laser Cannons**

Fire Arc: 2 front, 2 turret Skill: Starship gunnery Fire Control: 2D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Proton Torpedo Launcher (5 torpedoes)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 0D Space Range: 1-5/10/15

Atmosphere Range: 100-500/1/1.5 km

Damage: 9D

### **Guardian Light Cruiser**

Craft: Sienar Fleet Systems Guardian-class light cruiser

**Affiliation:** Empire Era: Rise of the Empire

Source: Core Rulebook (page 256), Pirates & Privateers

(page 84), The Far Orbit Project (pages 77-78)

**Type:** Inter-system customs vessel

Scale: Starfighter Length: 42 meters

Skill: Space transports: Guardian cruiser

Crew: 16 (3 can coordinate), gunners: 4, skeleton: 8/+10 Crew Skill: Space transports 5D, starship gunnery 5D+2,

starship shields 5D+1

Passengers: 6 (prisoners in brig) Cargo Capacity: 200 metric tons

Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 9

**Atmosphere:** 400; 1,150 kmh Hull: 5D

Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1

**4 Laser Cannons** 

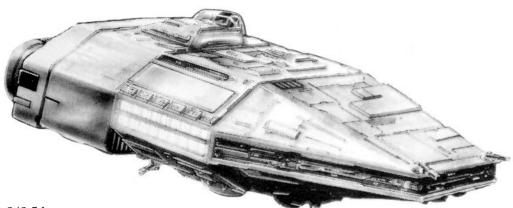
Fire Arc: 2 front, 2 turret

Weapons:

Skill: Starship gunnery Fire Control: 2D+2 *Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D



## 344 Light Cruiser

Craft: Sienar Fleet Systems Guardian 344-class Light Cruiser

Affiliation: Empire Era: Rise of the Empire

Source: Planets Collection (pages 117-118) Type: Imperial customs light cruiser

Scale: Starfighter **Length:** 42 meters

Skill: Space transports: 344 light cruiser



**Guardian Light Cruiser** 

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Crew: 4, gunners: 4, skeleton: 2/+10

Crew Skill: Space transports 4D, starship gunnery 4D,

starship shields 3D

Passengers: 10 (troops), 6 (prisoner cells)

Cargo Capacity: 150 metric tons

Consumables: 3 months

Cost: Not available for sale (375,000 black market)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 5D Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1 Weapons:

4 Laser Cannons

Fire Arc: 2 front, 2 turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

**Security Cruiser** 

Craft: Sienar Fleet Systems Warden-class light cruiser

**Affiliation:** Empire **Era:** Rise of the Empire **Source:** Adventure Journal 5 **Type:** Multipurpose security vessel

**Scale:** Starfighter **Length:** 42 meters

Skill: Space transports: Warden cruiser

**Crew:** 16, gunner: 1, skeleton: 8/+10

Crew Skill: Starship gunnery 4D, starship piloting 4D,

starship shields 4D, sensors 6D

Passengers: 14

**Cargo Capacity:** 100 metric tons **Consumables:** 2 months

Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D

**Space:** 10

**Atmosphere:** 415; 1,200 kmh

Hull: 5D Shields: 3D Sensors:

Passive: 35/1D+1 Scan: 70/2D+1 Search: 140/4D+1 Focus: 4/4D+2

Weapons:

2 Twin Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 6D

ISB Operations Ship

Craft: Sienar Fleet Systems ISB Operations Ship

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Platt's Starport Guide (page 56)

**Type:** Special operartions vessel

Scale: Starfighter Length: 42 meters

Skill: Space transports: ISB ship



Crew: 6, gunners: 4, skeleton 3/+10

Crew Skill: Astrogation 5D, space transports 5D, starship

gunnery 4D+1, starship shields 4D

Passengers: 16 (troops) Cargo Capacity: 150 metric tons

Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 10

**Atmosphere:** 415; 1,200 kmh

Hull: 5D Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1

Stealth: +2D sensor difficulties

Weapons:

**4 Laser Cannons** 

Fire Arc: 2 front, 2 turret

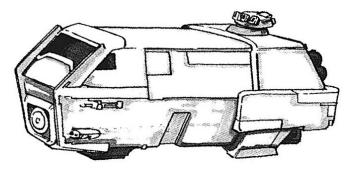
Crew: 1

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 5D

#### **Corellian Assault Boat**



Craft: Corellian Mynock-class assault boat Affiliation: Corellian Defense Force / General

**Era:** Rise of the Empire

Source: Cracken's Threat Dossier (page 139)

Type: Assault boat Scale: Starfighter Length: 44 meters

Skill: Space transports: assault boat Crew: 2, gunners: 1, skeleton: 1/+10

Crew Skill: Varies widely Passengers: 24 (troops) Cargo Capacity: 40 metric tons

Consumables: 1 month

Cost: 250,000 (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 4D Shields: 3D Sensors:

Passive: 301D Scan: 60/2D Search: 90/4D Focus: 4/4D+1 Weapons:

**Quad Laser Cannon** 

Fire Arc: Turret

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

**Concussion Missile Tube** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

2 Medium Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 1 (pilot or co-pilot) Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D 2 Chin Guns Fire Arc: Front

Crew: 1

Skill: Starship gunnery Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

# Concealer Prison Ship

Craft: Sienar Fleet Systems Concealer-class Prison Ship

**Affiliation:** Empire Era: Rise of the Empire

Source: Flashpoint! Brak Sector (page 78)

Type: Prison transport ship

Scale: Starfighter **Length:** 50 meters

Skill: Space transports: Concealer prison ship

Crew: 3, gunners: 4

Crew Skill: Astrogation 3D, sensors 3D, space transports

4D, starship gunnery 4D, starship shields 4D Passengers: 15 (guards), 60 (prisoners)

Cargo Capacity: 25 metric tons

Consumables: 2 months Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh

**Hull:** 4D+2 Shields: 3D Sensors:

Passive: 20/0D Scan: 40/1D Search: 75/2D Focus: 3/2D+2

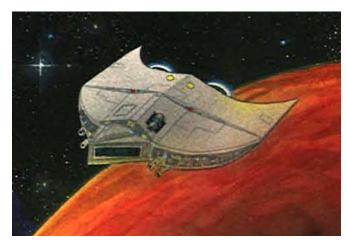
Weapons: 6 Laser Turrets

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## **Mansk Escort Frigate**



Craft: Tallaani Shipyards Mansk-class Escort Frigate

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Tapani Sector Instant Adventures (page 34)

**Type:** Light escort frigate **Scale:** Starfighter **Length:** 100 meters

Skill: Space transports: Mansk escort frigate

**Crew:** 5, gunners: 7, skeleton 2/+10

Crew Skill: Space transports 5D, starship shields 4D+2,

starship gunnery 5D **Passengers:** 30 (troops) **Cargo Capacity:** 80 metric tons **Consumables:** 1 month

Cost: 135,000 credits (used only) Hyperdrive Multiplier: x3 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 5D+2 Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/3D

Focus: 4/4D **Weapons:** 

6 Dual Laser Cannons

Fire Arc: Turret

Crew: 1 Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 5D Ion Cannon

Fire Arc: Front

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/7/36

Atmosphere: 100-300/700/3.6 km

Damage: 3D

# INT-66 Heavy Interceptor

Craft: Corellian Engineering Corporation INT-66

Affiliation: General
Era: Rise of the Empire
Source: Adventure Journal 4
Type: Heavy Interceptor
Scale: Starfighter

Length: 50 meters

Skill: Space transports: INT-66

Crew: 1, gunners: 2

Crew Skill: Space transports 5D, starship gunnery 5D+1,

starship shields 4D+2

Passengers: 3

**Cargo Capacity:** 50 metric tons

Consumables: 4 months

Cost: 350,000 credits (new), 275,000 credits (used)

Hyperdrive Multiplier: x2Hyperdrive Backup: x12Nav Computer: Yes Maneuverability: 2D

Space: 5

**Atmosphere:** 295; 850 kmh **Hull:** 5D

Shields: 2D Sensors: Passive: 20/1D Scan: 45/1D+2 Search: 75/2D+2 Focus: 3/3D+2

Weapons:

2 Turbolasers (fire-linked)

Fire Arc: Front Crew: 1 (pilot)

Skill: Starship gunnery Fire Control: 2D Space Range: 1-4/15/30 Atmosphere: 100-400/1.5/3 km

Damage: 7D

4 Multi-Repeat Blasters (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/20 Atmosphere: 100-300/1.2/2 km

Damage: 4D

Double Pulse Laser Cannon

Fire Arc: Turret

Crew: 1

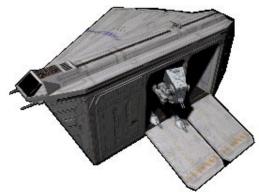
Skill: Starship gunnery

Fire Control: 3D Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 5D+2

# Y-4 "Raptor" Transport



Craft: Incom Corporation Y-4 Military Transport Affiliation: Empire / Rebel Alliance / General

**Era:** Rise of the Empire

Source: Cracken's Threat Dossier (page 48), The Essential

Guide to Vehicles and Vessels (pages 84-85)

Type: Military troop transport

Scale: Starfighter Length: 28 meters

**Skill:** Space transports: Y-4 transport

Crew: 1, gunners: 2

**Crew Skill:** Astrogation 4D, sensors 3D+1, space transports: Y-4 Transport 5D+1, starship gunnery 4D and starship

shields 3D.

Passengers: 40 (troops)

Cargo Capacity: 300 metric tons

Consumables: 1 month

Cost: 250,000 (black market) 160,000 (civilian model -

carries no weapons)

Hyperdrive Multiplier: x1.5 or x2

Hyperdrive Backup: x8

Nav Computer: Yes, astromech droid adds +1D to

astrogation roll

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 kmh **Hull:** 5D+2

Shields: 3D Sensors: Passive: 40/1D Scan: 80/2D Search: 100/3D Focus: 5/4D

Weapons:

2 Double Laser Cannons

Fire Arc: 1 front, 1 turret

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/12/20

Atmosphere Range: 100-300/1.2 /2.5 km

Damage: 3D

### **PB-950 Patrol Boat**

Craft: Corellian PB-950 **Affiliation:** Empire Era: Rise of the Empire

Source: Pirates & Privateers (pages 81-82), The Far Orbit

Project (pages 81-82) Type: Stock patrol boat Scale: Starfighter Length: 37 meters

Skill: Space transports: PB-950 patrol boat

Crew: 2, gunners: 2

Crew Skill: varies, typically 3D-5D

Passengers: 8

Cargo Capacity: 180 metric tons

Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x1Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 8

Hull: 5D

**Atmosphere:** 365; 1,050 kmh

Shields: 3D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1

Weapons:

**Quad Laser Cannon** 

Fire Arc: Turret

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

**Concussion Missile Tube** 

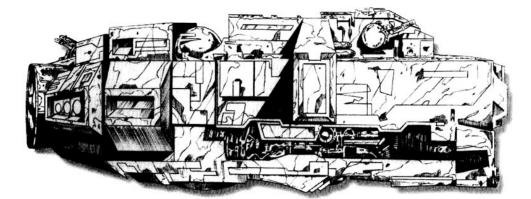
Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D



#### 2 Medium Ion Cannons (fire-linked)

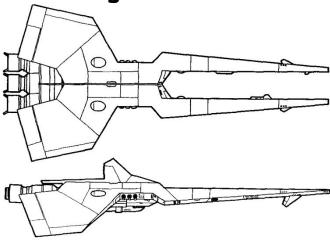
Fire Arc: Front

Crew: 1 (pilot or co-pilot) Skill: Starship gunnery Fire Control: 3D *Space Range:* 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

**Light Corvette** 



Craft: Rendili StarDrive's Light Corvette

**Affiliation:** Empire **Era:** Rise of the Empire

**Source:** Galaxy Guide 6: Tramp Freighters (pages 76-77), Pirates & Privateers (page 83), The Far Orbit Project (pages

76-77)

Type: Imperial customs vessel

Scale: Starfighter Length: 180 meters **Skill:** Space transports: light corvette **Crew:** 52, gunners: 6, skeleton: 18/+10

Crew Skill: Space transports 5D, starship gunnery 5D+2,

starship shields 5D+1 **Passengers:** 20

Cargo Capacity: 500 metric tons

Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh **Hull:** 5D+1

Shields: 3D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1

Weapons:

6 Double Turbolaser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D

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# **Stormtrooper Transport**



Craft: Telgorn Corporation Dx-9 Transport

**Affiliation:** Empire Era: Rise of the Empire Type: Assault fighter/gunboat

Scale: Starfighter Length: 20 meters

Skill: Space transports: Dx-9 transport

Crew: 2, gunners: 3

Crew Skill: Astrogation 3D, starship gunnery 4D+1, space

transports 4D, starship shields 3D, sensors 3D

Passengers: 40

Cargo Capacity: 60 metric tons

Consumables: 2 months

Cost: Not available for sale (black market: 575,000)

Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 295; 850 kmh

Hull: 5D Shields: 2D+2 Sensors:

Passive: 30/1D Scan: 60/2D Search: 80/3D Focus: 4/4D Weapons:

#### 2 Quad Laser Cannons

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 6D Quad Ion Cannon Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/7/36

Atmosphere Range: 1-300/700/3.6 km

Damage: 5D

#### 2 Proton Torpedo Launchers (may be linked)

Fire Arc: Front

Crew: Pilot or Co-pilot Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

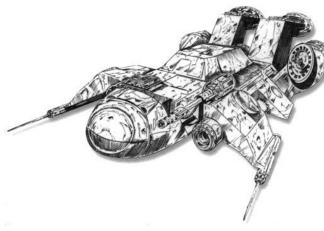
Atmosphere Range: 100/300/700

Damage: 9D

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**PICTURE** 

# **Etti Lighter**



Craft: CSA Etti Light Transport

Affiliation: Corporate Sector Authority / General

Era: Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook

(pages 97-98), Pirates & Privateers (page 79)

Type: Modified medium freighter

Scale: Capital Length: 125 meters

**Skill:** Space transports: Etti Lighter **Crew:** 25, gunners: 13, skeleton: 15/+10 **Crew Skill:** Capital ship gunnery 4D, capital ship shields 3D+2, space transports 3D+2, starship gunnery 4D

Passengers: 15

Cargo Capacity: 400 metric tons

Consumables: 3 days

Cost: 425,000 (new), 650,000 (as modified)

Hyperdrive Multiplier: x2Hyperdrive Backup: x10

Nav Computer: Yes (limited to 4 jumps)

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/3D+2 Focus: 6/4D

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#### Weapons:

#### 10 Quad Laser Cannon

Fire Arc: 4 front, 2 left, 2 right, 2 back

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 1D Space Range: 1-5/10/20

Atmosphere Range: 100-500/1/2 km

Damage: 5D

Tractor Beam emplacement

Fire Arc: Turret Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/20/40 Atmosphere Range: 100-1/2/4 km

Damage: 4D

# **Conqueror Assault Ship**



Craft: Surronian Conqueror-class Assault Ship

**Affiliation:** General / Empire

Era: Rebellion

Source: Pirates & Privateers (pages 74-75), The Essential

Guide to Vehicles and Vessels (pages 58-59)

**Type:** Assault ship **Scale:** Starfighter

**Length:** 28 meters

Skill: Space transports: Conqueror

assault ship

**Crew:** 2, skeleton: 1/+5

**Crew Skill:** Varies, typically 3D-5D

Passengers: 1

Cargo Capacity: 25 metric tons Consumables: 1 month Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh **Hull:** 4D

Shields: 2D Sensors: Passive: 20/1D Scan: 35/1D+1 Search: 80/2D+1 Focus: 2/3D

Weapons:

2 Ion Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/7/36

Atmosphere Range:

300/700/3.6 km

100-

Damage: 4D

2 Double Laser Cannons (fire

separately)
Fire Arc: Turret
Crew: 1 (or from a

Crew: 1 (or from cockpit) Skill: Starship gunnery

Fire Control: 2D (0D if fired from

cockpit)

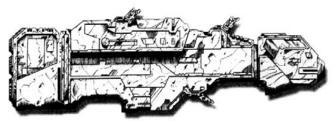
Space Range: 1-3/12/25

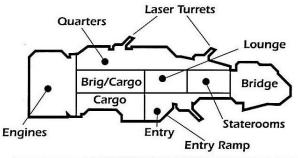
AtmosphereRange: 100-300/1.2/2.5

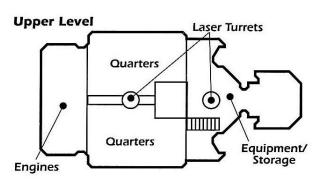
km

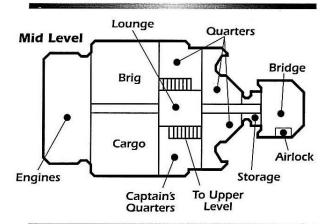
Damage: 5D

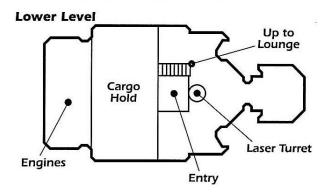
# **Light Patrol Ship**











Craft: Sienar Fleet Systems Light Patrol Ship

**Affiliation:** Empire **Era:** Rebellion

Source: Pirates & Privateers (page 82), The Far Orbit Project

(page 83) **Type:** Patrol ship **Scale:** Starfighter

**Length:** 38 meters **Skill:** Space transports: Light patrol ship

Crew: 3, gunners: 3

Crew Skill: Varies, typically 3D-5D

Passengers: 8 (brig)

Cargo Capacity: 100 metric tons

Consumables: 1 month Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 8

**Hull:** 4D+1

**Atmosphere:** 365; 1,050 kmh

Shields: 2D Sensors: Passive: 30/1D Scan: 60/1D+2 Search: 90/2D+2

Focus: 4/3D+1
Weapons:

2 Twin Laser Cannons

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

*Space Range:* 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D+2
3 Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D

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

Damage: 5D

# **Iskallon Light Frigate**

Craft: Iskallon Light Frigate

**Affiliation:** Iskallon **Era:** Rebellion

Source: Twin Stars of Kira (page 91)

Type: Light frigate Scale: Starfighter Length: 83 meters

**Skill:** Space transports: Iskallon Light Frigate **Crew:** 39, gunners: 3, skeleton: 15/+10

**Crew Skill:** Astrogation 3D+2, space transports: Iskallon Light Frigate 5D, starship gunnery 4D, starship shields 4D

Passengers: 15

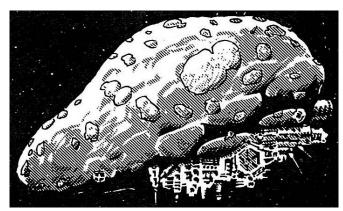
Cargo Capacity: 400 metric tons

Consumables: 4 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D

**Space:** 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 3D



Sensors:

Passive: 10/0D Scan: 20/1D Search: 40/2D Focus: 3/3D Weapons:

2 Double Laser Cannons (fire separately)

Fire Arc: Front Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-2/10/30 Atmosphere: 100-200/1/3 km

Damage: 4D

**Heavy Laser Cannon** 

Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 2D+1 Space Range: 1-5/15/45

Atmosphere: 100-500/1.5/4.5 km

Damage: 5D

### **YQ-400 Monitor Droid**

Craft: CEC/Loronar YQ-400 Monitor Droid Patrol Ship

Affiliation: General Era: Rebellion

Source: Gamer Magazine Issue 10

Type: Space transport Scale: Starfighter Length: 36 meters

Skill: Space transports: YQ-400

Crew: Droid brain

Crew Skill: Sensors 3D+1, space transports 4D, starship

gunnery 4D, starship shields 3D+2

Consumables: 20 years

Cost: 175,000 (new), 100,000 (used)

Maneuverability: 1D

Space: 6

Hull: 4D

Atmosphere: 340; 960 kmh

Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D

Search: 90/4D Focus: 4/4D+1

Weapons:

2 Dual Heavy Ion Cannons (fire separately) Fire Arc: Partial Turret (front, left, right)

Skill: Starship gunnery

Fire Control: 1D *Space Range:* 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 8D

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

# Mestapol Zephyer

Craft: Mestapol Zephyer Light Combat Fighter

Affiliation: General Era: Rebellion

**Source:** The Politics of Contraband (page 50)

Type: Light combat fighter

Scale: Starfighter Length: 50 meters Skill: Space transports

Crew: 1

Crew Skill: Space transports 2D

Passengers: 2

Cargo Capacity: 300 kilograms

Consumables: 1 month

Cost: 70,000

Hyperdrive Multiplier: x1 Hyperdrive Backup: x4 Nav Computer: Yes Maneuverability: 3D+1

Space: 8

Hull: 4D

**Atmosphere:** 365; 1,050 kmh

Shields: 3D 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: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

**Proton Torpedo Launcher** 

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

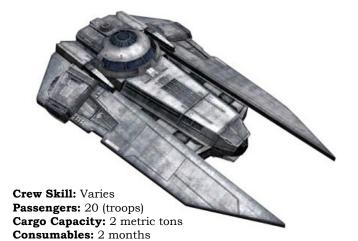
Damage: 9D

# VT-49 Decimator

Craft: Sienar Fleet Systems VT-49 Decimator Assault Ship

**Affiliation:** Empire Era: Rebellion Type: Assault ship Scale: Starfighter **Length:** 40 meters

Skill: Space transports: VT-49 Decimator Crew: 3, gunners: 5, skeleton: 2/+10



Cost: 1,610,000 (including modification costs)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+1

Space: 5

Atmosphere: 295; 850 kmh

Hull: 5D+1 Shields: 3D Sensors: Passive: 15/+2 Scan: 35/1D Search: 60/3D

2 Quad Laser Cannons

Fire Arc: Turret

Focus: 5/4D

Crew: 1

Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

3 Concussion Missile Launchers

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

# **Speeder Transport**

Craft: Slayn & Korpil V-Wing Speeder Transport, Model A

**Affiliation:** New Republic **Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 120-121)

**Type:** Orbital interface transport

Scale: Starfighter Length: 20 meters

Skill: Space transports: V-wing transport

Crew: 2, skeleton: 1/+5

Crew Skill: Space transports 5D, starship shields 4D

Passengers: 4(pilots)

Cargo Capacity: 2 metric tons, docking sleeves for 4 V-

Wings

Consumables: 3 days Cost: 175,000 credits Maneuverability: 1D+2

Space: 4



Atmosphere: 350; 1,000 kmh

Hull: 5D Shields: 2D

# Speeder Transport, Model B

The Model B is identical to the Model A with the following modifications:

Craft: Slayn & Korpil V-win Speeder Transport, Model B

**Length:** 27 meters **Passengers:** 6 (pilots)

Cargo Capacity: 4 metric tons (internal), docking sleeves

for 6 V-wings **Cost:** 195,000

# Ssi-ruuvi Planetary Lander

Craft: Ssi-ruuvi D'kee-class Planetary Lander

Affiliation: Ssi-ruuk Era: New Republic

Source: The Truce at Bakura Sourcebook (pages 126-127)

Type: Planetary lander Scale: Starfighter Length: 70 meters

**Skill:** Space transports: D'kee Lander **Crew:** 4, gunners: 8, skeleton: 2/+10

Crew Skill: Sensors 3D+2, space transports 5D, starship

gunnery 3D+2, starship shields 3D+1 **Passengers:** 100 (P'w'eck collectors)

Cargo Capacity: 10,000 humans in confinement pens

Consumables: 1 day Maneuverability: 1D

Space: 3

Atmosphere: 260; 750 kmh

**Hull:** 1D+1

Shields: 3D (upon landing),

2D (upon return)

Sensors:

Passive: 10/0D Scan: 20/1D Search: 30/1D+2 Focus: 1/2D+2

Weapons:

**6 Light Ion Cannons** 

Fire Arc: 3 front, 1 left, 1 right, 1 back

Crew: 1

Skill: Starship gunnery

Fire Control: 1D

*Space Range:* 1-5/10/17



Atmosphere Range: 100-500/1/1.7 km

Damage: 3D **2 Laser Cannons**Fire Arc: Front
Crew: 1

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

**Note:** 3 kilometers from population centers, releases paralysis canisters, each lander carries 100 canisters. Each canister can affect 9 square kilometer area. A Person is conscious but not able to move or talk, immobile. Can last up to 8 hours.

### Yvarema Warship

Craft: Modified Royal Yvarema Scout Ship

**Affiliation:** Yvarema **Era:** New Republic

Source: The DarkStryder Campaign: Endgame (page 90)

Type: Short-range attack craft

Scale: Starfighter Length: 20 meters

Skill: Archaic starship piloting: Yvarema scout ship

Crew: 2

Crew Skill: Archaic starship piloting 5D, astrogation 4D,

starship shields 4D+1

Passengers: 3

Cargo Capacity: 10 metric tons Consumables: 2 weeks Hyperdrive Multiplier: x4

Nav Computer: Yes, limited to 3 jumps

Maneuverability: 2D+2

**Space:** 5

Atmosphere: 295; 800 kmh Hull: 3D

Shields: 2D Sensors: Passive: 25/0D Scan: 35/1D Search: 50/2D+1 Focus: 3/3D

Weapons:

Navigational Deflector

Fire Arc: Front Crew: 1

Skill: Starship gunnery Space Range: 1-3/8/15

Atmosphere Range: 100-300/800/1.5 km

Damage: 2D

Quad Laser Cannon

Fire Arc: Front

Crew: 1 (pilot or co-pilot) Skill: Starship gunnery Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

**Tactical Fusion Missile** 

Fire Arc: Front Crew: 1 (co-pilot)

Skill: Missile weapons: fusion missile

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

Note: Immune to ionization damage.

# Ssi-ruuvi Picket Ship



Craft: Ssi-ruuvi Fw'Sen-class Picket Ship

**Affiliation:** Ssi-ruuk **Era:** New Republic

**Source:** The Truce at Bakura Sourcebook (page 125), The Essential Guide to Vehicles and Vessels (pages 152-153)

**Type:** Picket ship **Scale:** Starfighter **Length:** 45 meters

Skill: Space transports: Fw'Sen

Crew: 3 (P'w'ecks), gunners: 10, Skeleton: 2/+10

Crew Skill: Space transports: Fw'Sen 4D+2, starship

gunnery 4D, starship shields 3D+2

Consumables: 3 months Hyperdrive Multiplier: x2 Nav Computer: Limited to 4 jumps

Maneuverability: 2D+1

Space: 5 Hull: 2D+2 Shields: 3D+1 Sensors: Passive: 40/1D

Passive: 40/1D Scan: 80/1D+2 Search: 130/2D Focus: 4/3D **Weapons:** 

6 Ion Cannon (may be fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-5/10/15

Atmosphere Range: 100-500/1/1.5 km

Damage: 4D (if fire-linked in groups of 2-3, 5D damage, if fire-linked in groups of 4-5, 6D damage, if all six cannons

are fire-linked, 7D damage)

2 Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery Fire Control: 1D

Space Range: 1-5/10/15

Atmosphere Range: 100-500/1/1.5 km

Damage: 4D
2 Turbolasers
Fire Arc: Turret

Crew: 1

Scale: Capital

Skill: Capital ship gunnery

Fire Control: 1D

*Space Range:* 1-5/10/15

Atmosphere Range: 100-500/1/1.5 km

Damage: 2D+1

Ssi-ruuvi Picket Ship

# **PICTURE REMOVED**

#### Yorik-vec Assault Cruiser

Craft: Yorik-vec Assault Cruiser Affiliation: Yuuzhan Vong Era: New Jedi Order

Source: Gamer Magazine Issue 8

Type: Transport Scale: Starfighter Length: 30 meters

Skill: Space transports: Yorik-vec

Crew: 2 pilots, 3 gunners

Crew Skill: Up to 8D in all applicable skills

Passengers: 8

Cargo Capacity: 100 metric tons

Consumables: 1 month

Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

**Hull:** 5D Shields: 2D Sensors: Passive: 30/0D Scan: 60/1D Search: 90/2D

Focus: 3/4D Weapons:

#### Quad Volcanic Cannon

Fire Arc: Turret Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

2 Twin Volcanic Cannons Fire Arc: 1 left, 1 right Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

# **CAPITAL SHIPS**



# **Transports**

#### Sun Jammer

**Craft:** Modified Starshipwrights and Aerospace Engineers Incorporated (SAEI) Sun Skipper 2000 Sun Jammer

**Affiliation:** General **Era:** Old Republic

**Source:** Galladinium's Fantastic Technology (page 90)

**Type:** Sun jammer **Scale:** Starfighter

Length: 1,000 meters wide (solar collector dish), 450 meters

long (command pylon)

Skill: Archaic starship piloting: sun jammer

**Crew:** 2

Crew Skill: Varies widely

Passengers: 1

Cargo Capacity: 300 kilograms

Consumables: 1 week

Cost: 250,000 (new); 150,000 (used)

Maneuverability: +1

Space: 2

Hull: 1D (command pylon), 0D (solar collector)

**Sensors:** Passive: 35/0D

Passengers: 35

Cargo Capacity: 500 metric tons

Consumables: 1 month

Cost: 200,000 (new), 120,000 (used)

Hyperdrive Multiplier: x15 Hyperdrive Backup: x25 Maneuverability: 1D

Space: 2 Hull: 4D+2 Shields: 2D; 4D Sensors:

Passive: 15/1D Scan: 25/2D

Weapons:

#### 2 Heavy Turbolasers

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 1-8/15/30

Atmosphere Range: 25-50/75/100 km

Damage: 7D

12 Defensive Blasters

Fire Arc: 6 left, 6 right

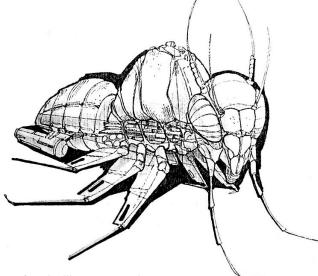
Crew: 12

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-2/4/8

Atmosphere Range: 10-30/50/70

Damage: 2D+1

# Ithullian Ore Hauler



Craft: Ithullian Ore Hauler

**Affiliation:** General **Era:** Old Republic

**Source:** Tales of the Jedi Companion (pages 114-115), The Essential Guide to Vehicles and Vessels (pages 88-89)

Type: Cargo ship Scale: Capital Length: 1.1 kilometers

**Skill:** Capital ship piloting: ore-hauler **Crew:** 15, gunners: 14, skeleton: 10/+10

**Crew Skill:** Astrogation 3D+1, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+2,

sensors 3D

# Star Shuttle



Craft: Corellian Star Shuttle

**Affiliation:** General **Era:** Old Republic

**Source:** Starships of the Galaxy (pages 86-87)

Type: Transport Scale: Capital Length: 80 meters

Skill: Capital ship piloting: star shuttle

Crew: 8

Crew Skill: Varies Passengers: 200

Cargo Capacity: 900 metric tons

Consumables: 3 years Cost: 2,650,000 (new) Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 4

Atmosphere: 280; 800 kmh Hull: 4D

Shields: 2D Sensors: Passive: 40/1D Scan: 80/2D Search: 100/3D Focus: 5/4D

## **Republic Cruiser**

**Craft:** Corellian Engineering Corporation

Consular-class Space Cruiser

Affiliation: Old Republic / General

Era: Old Republic

**Source:** Starships of the Galaxy (pages 91-92)

Type: Diplomatic transport

Scale: Capital Length: 115 meters

Skill: Capital ship piloting: Corellian space cruiser

**Crew:** 8

 $\textbf{Crew Skill:} \ \textbf{Typically 6D in applicable skills}$ 

Passengers: 16

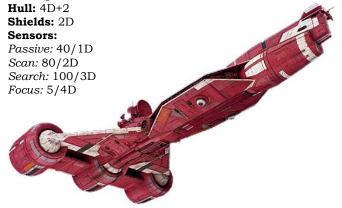
Cargo Capacity: 1,000 metric tons

Consumables: 6 months Cost: 1.25 million

Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 0D+2

Space: 6

Atmosphere: 330; 950 kmh



# PICTURE REMOVED

# Manollium Herdship

Craft: Brafthflen Corporation's Manollium-class

Herdship

**Affiliation:** Ithorians **Era:** Old Republic

Source: Adventure Journal 15 (page 166)

Type: Ithorian herdship

Scale: Capital Length: 980 meters

**Skill:** Capital ship piloting: Herdship **Crew:** 800; gunners: 24, skeleton 375/+5

**Crew Skill:** Capital ship gunnery 3D, capital ship piloting 3D, capital ship shields 4D, sensors 3D+2

Passengers: 1,050

Cargo Capacity: 500,000 metric tons

Consumables: 1 month Hyperdrive Multiplier: x4 Hyperdrive Backup: x14 Nav Computer: Yes Power **Lower Level** Maneuverability: +1 Cells Space: 1 **Hull:** 4D Repulsorlift Engines Shields: 4D Hyperdrive Engines Sensors: Passive: 40/0D Life Support Scan: 60/1D and Power Search: 100/2D Focus: 3/2D+1 Weapons: Mother 10 Ion Cannons Jungle Fire Arc: 3 front, 2 left, 2 right, 3 rear Crew: 2 Skill: Capital ship gunnery Fire Control: 1D Repulsorlift Space Range: 1-10/25/50 Engines Damage: 3D 2 Tractor Beam Projectors Repulsorlift Turbolift Engines Fire Arc: 1 left, 1 right Banks Crew: 2 Storage Skill: Capital ship gunnery Fire Control: 2D Defense Stations Space Range: 1-5/15/30 (along perimeter) Damage: 5D Middle Level Ship Repair/Refuel **Herd Ship** Station Craft: Ithorian SkyYards Herd Ship Affiliation: Ithorians Era: Old Republic Source: Gamer Magazine Issue 4 Type: Ithorian herd ship Control Control Scale: Capital Tower Tower Length: 1,800 meters Skill: Capital ship piloting: Herd Ship **Crew:** 1,500 to 3,000 Crew Skill: Capital ship piloting 4D Passengers: 10,000 Plastisteel Viewports Hangar Bay **Upper Level** Space Doors Middle Level Hangar Bay Lower Level Space Doors Turbolift Cargo Capacity: 20,000 metric tons Defense Stations Consumables: 5 years (along perimeter) Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x9 Nav Computer: Yes Space: 2 Hull: 5D Shields: 3D Sensors: Passive: 40/1D Scan: 60/2D Search: 120/3D Market Place Villages Focus: 5/4D Weapons: 20 Laser Cannons Upper Level Fire Arc: 5 front, 5 left, 5 right, 5 back

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-4/13/28

Atmosphere Range: 100-400/1.3/2.8 km

Damage: 4D

**4 Tractor Beam Projectors** 

Fire Arc: 1 front, 1 left, 1 right, 1 back

Crew: 3

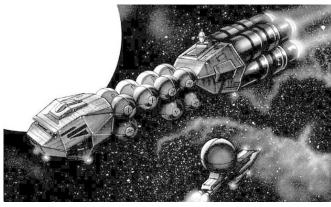
Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D+2

# **Bacta Transport**



Craft: Kuat Drive Yard's B-12 Transport

**Affiliation:** General **Era:** Rise of the Empire

Source: Lord of the Expanse: Sector Guide (page 42),

Tapani Sector Instant Adventures (pages 28-29)

Type: Bacta transport ship

Scale: Capital Length: 238 meters

Skill: Capital ship piloting: B-12 Transport

**Crew:** 26, skeleton: 4/+10

Crew Skill: Astrogation 4D+2, capital ship piloting 4D,

capital ship shields 3D+2, sensors 4D

Passengers: 6

Cargo Capacity: 600,000 metric tons

Consumables: 1 year Cost: 1.2 million (new) Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 3D Shields: 2D Sensors: Passive: 40/0D Scan: 80/1D Search: 120/2D Focus: 3/3D

Weapons:

Concealed Laser Cannon (Theta-2Y modified model only)

Fire Arc: Turret

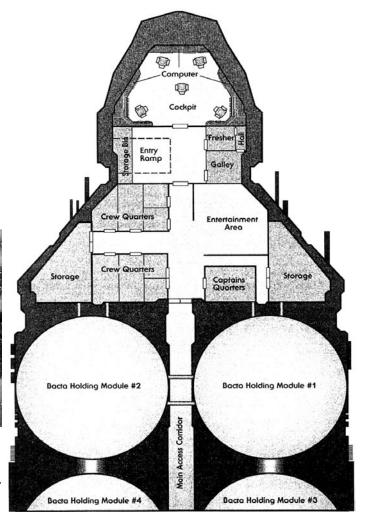
Crew: 1

Scale: Starfighter
Skill: Starship gunnery

Fire Control: 1D

Space Range: 100-300/450/1 km

Damage: 4D



# **MOD-17 Container Freighter**

Craft: Loronar MOD-17 Container Freighter

**Affiliation:** General **Era:** Old Republic

Source: Gamer Magazine Issue 8

Type: Container freighter

Scale: Capital Length: 550 meters

**Skill:** Capital ship piloting: MOD-17

**Crew:** 50

Crew Skill: All applicable skills at 4D

Passengers: 30

Cargo Capacity: 200,000 metric tons

Consumables: 6 months

Cost: 6 million (new), 3 million (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes

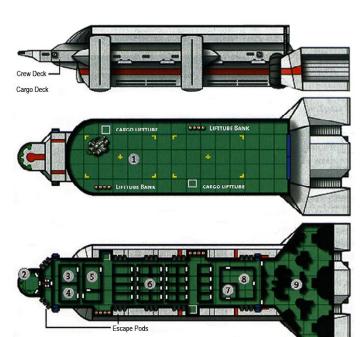
Space: 3

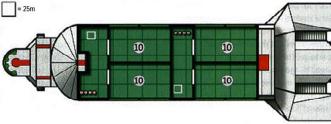
Atmosphere: 260; 750 kmh Hull: 4D

Shields: 1D Sensors: Passive: 30/1D Scan: 40/2D Search: 50/2D+2 Focus: 4/3D

MOD-17 Deckplan Key:

# STAR





- 1. Landing Bay
- 2. Bridge
- 3. Sick Bay
- 4. Storage
- 5. Crew Mess
- 6. Crew Quarters
- 7. Droid Garage
- 8. Tech Shop
- 9. Engineering
- 10. Cargo Habitats

# **Ferryboat Liner**



Craft: SoroSuub Corp. Ferryboat Liner

Affiliation: General Era: Rise of the Empire Type: Passenger liner Scale: Capital Lenght: 363 meters

Skill: Capital ship piloting: Ferryboat

Crew: 98
Passengers: 500

Cargo Capacity: 5,000 metric tons

Cost: 6 million

Hyperdrive Multiplier: x2.5

Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 0D

**Space:** 5

Atmosphere: 295; 850 kmh

Hull: 2D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

# **Eliall Container Ship**

Craft: Elliall-class Cargo Barge

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Tapani Sector Instant Adventures (page 26)

Type: Container ship Scale: Capital Length: 100 meters

Skill: Capital ship piloting: container ship

Crew: 5

Crew Skill: Capital ship

piloting 6D

Passengers: 5

Cargo Capacity: 300 metric tons

Consumables: 3 months Hyperdrive Multiplier: x3 Hyperdrive Backup: x20 Nav Computer: Yes Maneuverability: 1D

Space: 4

**Atmosphere:** 280; 800 kmh **Hull:** 3D

Shields: 1D Sensors: Passive: 0/1D Scan: 20/1D+2 Search: 30/2D Focus: 40/3D



# AA-9 Starfreighter



Craft: Botajef AA-9 Freightliner

**Affiliation:** General **Era:** Rise of the Empire

Type: Refitted passenger vessel

Scale: Capital Length: 330 meters

**Skill:** Capital ship piloting: starfreighter

**Crew:** 70

Passengers: 30,000

Cargo Capacity: 90 metric tons

Consumables: 2 years

Cost: 740, 000 (new), 407,000 (used)

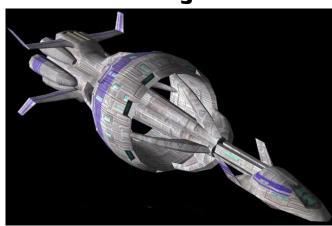
Hyperdrive Multiplier: x3 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 0D

Space: 2

Atmosphere: 225; 650 kmh

Hull: 3D Shields: 1D Sensors: Passive: 40/0D Scan: 60/1D Search: 90/2D Focus: 4/3D

# **C-3 Passenger Liner**



**Craft:** Leonore Luxury Liners C-3

Affiliation: General
Era: Rise of the Empire
Type: Passenger liner
Scale: Capital
Lenght: 400 meters
Skill: Capital ship piloting

**Crew:** 290

Passengers: 1000

**Cargo Capacity:** 5.000 metric tons **Cost:** 8 million (new); 3,5 million (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D+2

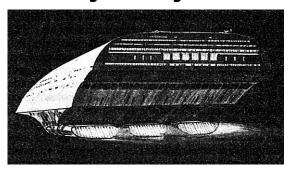
Space: 7

**Atmosphere:** 350; 1,000 kmh

Atmosphere: 35 Hull: 4D Shields: 1D+2 Sensors: Passive: 40/0D Scan: 80/1D Search: 120/2D

Focus: 3/3D

# **Lady Luxury Liner**



Craft: Shobquix Yards Lady-class Luxury Liner

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 101-102), The Star Wars Sourcebook (pages 47-48)

**Type:** Luxury passenger liner

Scale: Capital Length: 310 meters

**Skill:** Capital ship piloting: *Lady*-class liner **Crew:** 117, gunners: 4, skeleton: 47/+15

Crew Skill: Capital ship gunnery 3D+2, capital ship

piloting: Lady-class liner 3D

Passengers: 600

Cargo Capacity: 1,000 metric tons

Consumables: 300 days Cost: 19 million credits Hyperdrive Multiplier: x2 Hyperdrive Backup: x20 Nav Computer: Yes

Space: 6
Hull: 2D
Sensors:

Passive: 20/0D Scan: 30/1D Search: 40/2D Focus: 2/2D+2

# Weapons:

 $\textbf{4 Twin Blaster Cannons} \ (fire\mbox{-linked})$ 

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

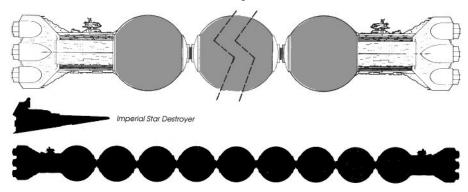
Fire Control: 1D Space Range: 1-3/6/9

Damage: 4D

### **Container Train**

Craft: Rendili StarDrive's Container Train

**Affiliation:** General **Era:** Rise of the Empire





Source: Black Ice (pages 16-20)

**Type:** Container train

Scale: Capital

Length: 7,800 meters (9 cargo pods: 600 meters each; 2

engine pods: 1,200 meters each)

Skill: Capital ship piloting: container train

**Crew:** 200, skeleton 100/+10

Crew Skill: Astrogation 3D, capital ship piloting 4D

Passengers: None

Cargo Capacity: 1,210,000,000 metric tons (110,000,000 metric tons in each of the 9 cargo balls; 110,000,000 metric

tons in each of the 2 engine pods)

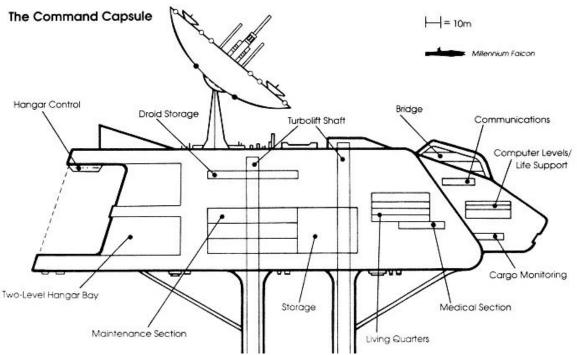
Consumables: 6 months

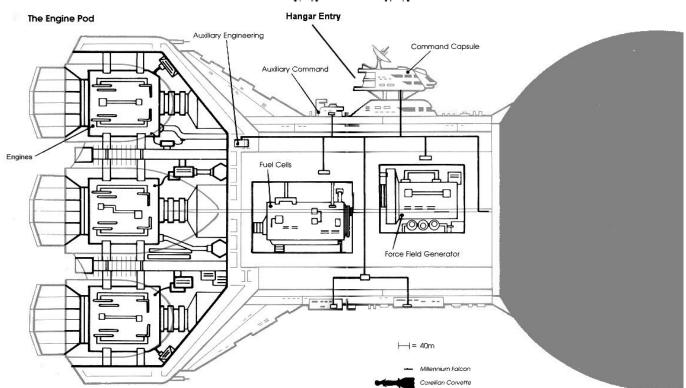
Cost: Not available for sale Hyperdrive Multiplier: x6 Hyperdrive Backup: x24 Nav Computer: Yes

Space: 1 (increases always +1, when two cargo balls are

removed)
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D

Scan: 20/1D+1 Search: 40/1D+2 Focus: 2/2D





# **Corellian Passenger Liner**

Craft: Stock Corellian Engineering Corporation Passenger

Liner

**Affiliation:** General **Era:** Rise of the Empire

Source: The New Jedi Order Sourcebook (page 86)

Type: Luxury liner Scale: Capital Length: 150 meters

**Skill:** Capital ship piloting: CEC Passenger Liner **Crew:** 120 (includes servants and wait staff) **Crew Skill:** All applicable skills at 4D

Passengers: 600

Cargo Capacity: 2,000 metric tons

Consumables: 3 months

Cost: 1,600,000 (new), 1,200,000 (used)

Hyperdrive Multiplier: x3Nav Computer: Yes

Space: 3 Hull: 2D Shields: 1D Sensors: Passive: 20/0D Scan: 30/1D Search: 40/2D Focus: 2/2D+2

Weapons:

2 Double Turbolaser Cannons

Fire Arc: 1 front, 1 back Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

# **ZD-8000 Luxury Liner**

Craft: Corellian Engineering Corporation ZD-8000 Cruise

Ship

**Affiliation:** General **Era:** Rebellion

Source: The Politics of Contraband (page 23)

Type: Luxury liner Scale: Capital Length: 500 meters

**Skill:** Space transports: luxury liner **Crew:** 350, skeleton: 50/+10

Crew Skill: Astrogation 3D, sensors 2D, space transports:

luxury liner 4D **Passengers:** 2,200

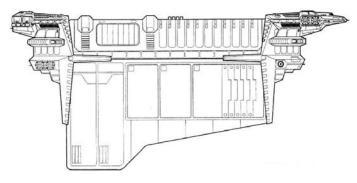
Cargo Capacity: 20,000 metric tons

Consumables: 6 months Cost: 19 million credits Hyperdrive Multiplier: x2 Hyperdrive Backup: x4 Nav Computer: Yes

Space: 4 Hull: 6D Shields: 2D Sensors:

Passive: 40/1D Scan: 60/2D Search: 90/3D Focus: 5/4D

### **Star Seeder**



Craft: Kuat Drive Yards Star Seeder

**Affiliation:** General **Era:** Rebellion

Source: Galaxy Guide 8 - Scouts (page 39)

**Type:** Colony ship **Scale:** Capital **Length:** 250 meters

**Skill:** Capital ship piloting: KDY Seedship **Crew:** 550, skeleton: 143, with *command* 4D+2

**Crew Skill:** Capital ship piloting 3D+2, starship shields 3D, sensors 3D+2, scanning planets 4D+1, astrogation 4D, capital ship gunnery 3D, survival 4D, medicine 4D+2

Passengers: 800

Cargo Capacity: 7,500 metric tons; 3,000 cubic meters

Consumables: 5 years Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4 Atmosph Hull: 2D

Atmosphere: 280; 800 kmh

Shields: 1D Sensors: Passive: 40/0D Scan: 75/1D Search: 250/4D Focus: 5/5D

Weapons:

#### 6 Turbolaser Batteries

Fire Arc: 2 front, 2 back, 1 left, 1 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 3-15/35/75

 $Atmosphere\ Range:\ 6\text{-}30/70/150\ km$ 

Damage: 3D

Tractor Beam Projector

Fire Arc: Front/down

Crew: 2

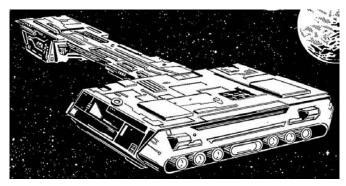
Scale: Starfighter Skill: Starship gunnery Fire Control: 1D

Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60 km

Damage: 4D



#### **Quasar Fire Bulk Cruiser**



Craft: SoroSuub Quasar Fire-class Bulk Cruiser

**Affiliation:** General **Era:** Rebellion

Source: The Truce at Bakura Sourcebook (pages 111-113)

Type: Bulk cruiser Scale: Capital Length: 350 meters

Skill: Capital ship piloting: Quasar Fire bulk cruiser

**Crew:** 96, gunners: 8, skeleton: 14/+10

Crew Skill: Varies widely

Passengers: 220

Cargo Capacity: 4,000 metric tons

Consumables: 1 year Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 3D+2 Shields: +2 Sensors: Passive: 30/1D

Passive: 30/1D Scan: 60/1D+2 Search: 90/2D Focus: 3/3D Weapons:

2 Laser Cannons

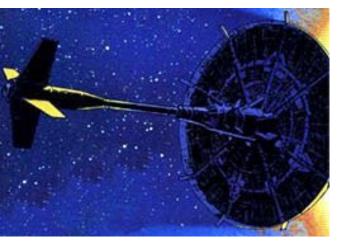
Fire Arc: Left/front/right

Crew: 4

Scale: Starfighter Skill: Starship gunnery Fire Control: 1D+1 Space Range: 1-4/8/12

Damage: 4D

# Shieldship



Craft: Republic Engineering Corporation Heat-Resistant

Escort Vehicle **Affiliation:** General **Era:** New Republic

**Source:** The Thrawn Trilogy Sourcebook (page 239), Heir to the Empire Sourcebook (pages 138-139), The Essential

Guide to Vehicles and Vessels (pages 138-139)

**Type:** Shieldship **Scale:** Capital

Length: 800 meters wide (dish), 400 meters long (tug

pylon)

Skill: Capital ship piloting: shieldship

Crew: 1

Cargo Capacity: 25 kilograms Consumables: 1 month Hyperdrive Multiplier: x2 Hyperdrive Backup: x20 Nav Computer: Yes

Space: 4 Hull: 4D Shields: 2D Sensors:

Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D **Weapons:** 

Turbolaser

Fire Arc: Turret
Scale: Starfighter
Skill: Starship gunnery
Fire Control: OD

Fire Control: 2D

*Space Range:* 1-5/10/17

Damage: 4D

# **Battleships**

# Sith Gunship

Craft: Sith Gunship Affiliation: Sith Era: Old Republic

**Source:** Gamer Magazine Issue 5 **Type:** Sith escort gunship

Scale: Capital Length: 75 meters

Skill: Capital ship piloting: Sith Gunship

**Crew:** 18

Crew Skill: Typically 6D in all relevant skills

Passengers: 30

Cargo Capacity: 250 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x4 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D+2 Sensors: Passive: 30/1D Scan: 60/2D Weapons: 6 Autoblasters

Fire Arc: 3 front, 1 left, 1 right, 1 rear

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-8/25/40

Atmosphere Range: 100-800/2.5/4 km

Damage: 3D

### **Sith Personnel Carrier**

Craft: Sith Personnel Carrier

**Affiliation:** Sith **Era:** Old Republic

Source: Gamer Magazine Issue 5

**Type:** Space transport **Scale:** Capital **Length:** 215 meters

Skill: Capital ship piloting: Sith Personnel Carrier

**Crew:** 12

Crew Skill: Typically 6D in all relevant skills

Passengers: 360 (troops)

Cargo Capacity: 1,000 metric tons (6 troop containers, see

below)

Consumables: 6 months Cost: Not available for sale Hyperdrive Multiplier: x6 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 0D+2

**Space:** 5

Atmosphere: 295; 850 kmh

Hull: 3D+2 Sensors:

Passive: 20/0D+1 Scan: 40/1D

Weapons:

**8 Light Blaster Cannons** 

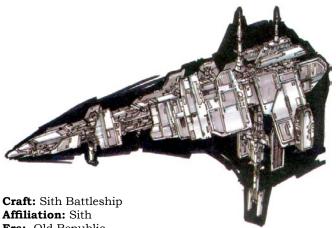
Fire Arc: 1 front, 3 left, 3 right, 1 rear

Scale: Walker Skill: Vehicle blasters Fire Control: 1D Space Range: 1-3/5/10

Atmosphere Range: 100-300/500/1 km

Damage: 3D

# Sith Battleship



Era: Old Republic

Source: The Dark Side Sourcebook (page 63)

Type: Battle cruiser Scale: Capital Length: 215 meters

Skill: Capital ship piloting: Sith battleship

Crew: 25

Crew Skill: 6D in relevant skills

Passengers: 850

Cargo Capacity: 5,000 metric tons

Consumables: 1 year Hyperdrive Multiplier: x4 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 4D+1 Sensors: Passive: 25/1D Scan: 50/2D Weapons:

6 Blaster Cannons

Fire Arc: 3 left, 3 right Scale: Starfighter Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

3 Concussion Missile Launchers

Fire Arc: Front

Skill: Missile weapons: concussion missiles

Fire Control: 0D+2 Space Range: 1/3/7

Atmosphere Range: 50-500/1/5 km

Damage: 8D

#### Mere Cruiser



Craft: Mere Cruiser Affiliation: General Era: Old Republic Type: Armed cruiser Scale: Capital Length: 195 meters

Skill: Capital ship piloting: Mere cruiser

**Crew:** 35

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital

ship repair 3D, sensors 3D+1

Passengers: 300

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Cost: 1.24 million (new), 620,000 (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 4

Move: 250; 800 kmh Maneuverability: 1D

Hull: 3D+2 Shields: 1D+2 Sensors: Passive: 40/1D Scan: 70/2D

Scan: 70/2D Search: 100/3D Focus: 4/3D+2

Weapons:

6 Turbolaser Cannons

Fire Arc: 2 front, 2 left, 2 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

**Tractor Beam Projector** 

Fire Arc: Front/right/left

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+2 Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

#### **Marauder Corvette**

Craft: Republic Sienar Systems Marauder-class

Corvette

**Affiliation:** General / Corporate Sector

Authority

Era: Old Republic

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 94-95), Pirates & Privateers (pages 78-79), Starships of the Galaxy (page 101), The Essential Guide to Vehicles and

Vessels (pages 108-109) **Type:** Light combat cruiser

Scale: Capital Length: 195 meters

**Skill:** Capital ship piloting: Marauder **Crew:** 129; gunners: 48, skeleton: 52/+10

**Crew Skill:** Astrogation 2D+2, capital ship gunnery 3D+2, capital ship piloting 3D+2, capital ship shields 3D, sensors

3D+1

Passengers: 40 (troops)

Cargo Capacity: 300 metric tons

Consumables: 3 months Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 2D+1

Space: 5

**Atmosphere:** 295; 850 kmh **Hull:** 3D+2

Shields: 2D+1 Sensors: Passive: 40/1D Scan: 80/1D+2 Search: 100/2D+2 Focus: 5/3D+1

Weapons:

8 Double Turbolaser Cannons

Fire Arc: 2 Front, 2 left, 2 right, 2 rear

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 3-15/35/70

*Atmosphere Range:* 300-1.5/3.5/7 km

Damage: 5D

**3 Tractor Beam Projectors** 

Fire Arc: 2 front, 1 rear

Crew: 8

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

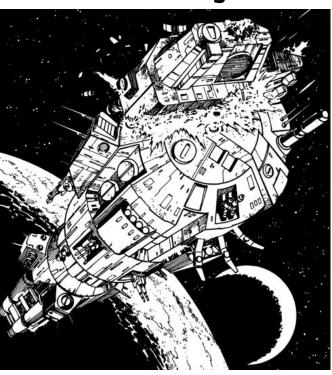
Damage: 4D

Starfighter Complement: 12 fighters



# PICTURE REMOVED

# **Invincible Dreadnaught Cruiser**



# **PICTURE REMOVED**

Rendili/Vaufthau Shipyards Invincible-class

Dreadnaught Heavy Cruiser

Affiliation: General / Corporate Sector Authority

Era: Old Republic

Source: Han Solo and the Corporate Sector Sourcebook

(pages 92-94) **Type:** Heavy cruiser Scale: Capital **Length:** 2,011 meters

Skill: Archaic starship piloting: Invincible Dreadnaught **Crew:** 23,014, gunners: 114, skeleton: 12,795/+20 Crew Skill: Astrogation 4D+1, capital ship gunnery 4D, archaic starship piloting 4D, capital ship shields 3D+1,

sensors 3D

Passengers: 6,000 (troops) Cargo Capacity: 700 metric tons

Consumables: 1 year

Cost: Not available for sale to civilians

Hyperdrive Multiplier: x4 Hyperdrive Backup: x25 Nav Computer: Yes Maneuverability: 1D

**Hull:** 3D+2 Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D

Space: 2

Search: 100/2D Focus: 4/3D

Weapons:

**6 Concussion Missile Tubes** 

Fire Arc: 2 front, 2 left, 2 right

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 2-5/10/15

Atmosphere Range: 200-500/1/1.5 km

Damage: 3D

#### 12 Turbolaser Cannons

Fire Arc: 4 front, 3 right, 3 left, 2 right

Crew: 3

Skill: Capital ship gunnery Fire Control: 2D+1 Space Range: 3-5/7/10

Atmosphere Range: 3-5/7/10 km

Damage: 2D

#### 30 Quad Laser Cannons

Fire Arc: 7 front, 10 left, 10 right, 3 back

Crew: 1

Skill: Capital ship gunnery

Scale: Starfighter Fire Control: 2D

*Space Range:* 1-5/10/17

Atmosphere Range: 100-500/1/1.7km

Damage: 6D

#### **6 Tractor Beam Projectors**

Fire Arc: 2 front, 2 left, 2 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/30

Atmosphere Range: 1-5/15/30 km

Damage: 4D

#### **Discril Cruiser**

**Craft:** Duapherm *Discril*-class Attack Cruiser **Affiliation:** Duapherm Planet States / General

Era: Old Republic

Source: Pirates & Privateers (pages 55-56)

Type: System attack cruiser

Scale: Capital Length: 85 meters

**Skill:** Capital ship piloting: Discril cruiser **Crew:** 150, gunners: 51, skeleton: 75/+10

Crew Skill: Varies widely
Passengers: 60 (troops)
Cargo Capacity: 7,800 tons
Consumables: 2 weeks
Cost: 500,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D

Space: 5 Hull: 4D Shields: 1D Sensors: Passive: 30/

Passive: 30/0D Scan: 60/1D+2 Search: 90/2D Focus: 3/3D **Weapons:** 

#### **5 Laser Cannons**

Fire Arc: Turret

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D+1

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

#### 4 Tri-Particle Beamers

Fire Arc: Front Crew: 2

Skill: Capital ship gunnery

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Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 1-20/50/100 km

Damage: 3D

#### 4 Tri-Laser Cannons

Fire Arc: Front Crew: 6

Scale: Starfighter Skill: Starship gunnery

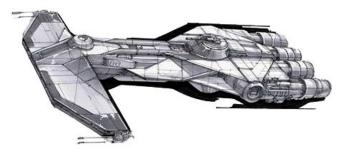
Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D



# Corellian Support Frigate



Craft: Corellian Engineering Corporation Support Frigate

Affiliation: Old Republic / General

**Era:** Old Republic **Type:** Support frigate **Scale:** Capital **Length:** 185 meters

Skill: Capital ship piloting: Support frigate

**Crew:** 40 to 180, depending on configuration, 13 gunners **Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital

ship repair 3D, sensors 3D+1

Passengers: Up to 600 troops, depending on configuration.

Cargo Capacity: 2300 metric tons

Consumables: 1 year Cost: 1.3 million (new) Hyperdrive Multiplier: x2 Nav Computer: Yes

Space: 5

Maneuverability: 1D

Hull: 4D Shields: 2D Sensors Passive: 40/1D Scan: 70/2D Search: 100/3D

Focus: 4/3D+2

#### Weapons:

6 Turbolaser Cannons (fire-linked by pairs)

Fire Arc: 4 front, 2 turret

Crew: 3 (4), 2 (2)

Skill: Capital ship gunnery

Fire Control: 2D+1 Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

**Tractor Beam Projector** 

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+2 Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

# **Dreadnaught**



Craft: Rendili StarDrive's Dreadnaught

Affiliation: Old Republic / Empire / General / New

Republic

Era: Old Republic

**Source:** Imperial Sourcebook (page 57), The Jedi Academy Sourcebook (page 132), Dark Force Rising Sourcebook (pages 137-139), Heir to the Empire Sourcebook (pages 121-123), The Thrawn Trilogy Sourcebook (pages 215-216), Starships of the Galaxy (pages 94-95), The Essential Guide to Vehicles and Vessels (pages 42-43)

**Type:** Heavy cruiser **Scale:** Capital **Length:** 600 meters

**Skill:** Capital ship piloting: Dreadnaught

Crew: 16,113, gunners: 97, skeleton: 9,000/+15

**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2,

sensors 4D

Passengers: 3,000 (troops)

Cargo Capacity: 9,000 metric tons

Consumables: 2 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x18 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 5D+2 Shields: 2D+1 Sensors: Passive: 30/0D

Passive: 30/0D Scan: 50/1D Search: 100/3D Focus: 4/3D Weapons:

10 Turbolaser Cannons

Fire Arc: 5 left, 5 right Crew: 1(5), 2(5) Skill: Capital ship gunnery

Fire Control: 3D Space Range: 3-15/35/75

Damage: 2D

20 Quad Turbolaser Cannons

Fire Arc: 6 front, 7 left, 7 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-20/40/80

Damage: 4D

10 Turbolaser Batteries

Fire Arc: 5 front, 5 back Crew: 1(2), 2(4), 3(4) Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-10/30/60

Damage: 7D

Starfighter Complement: 1 squadron

# Sabaoth Destroyer



**Craft:** Ubrikkian Custom Destroyer **Affiliation:** Sabaoth Mercenaries / General

**Era:** Old Republic **Type:** Fleet Destroyer **Scale:** Capital **Length:** 275 meters

Skill: Capital ship piloting: Sabaoth Destroyer

Crew: 65, gunners: 20

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D+1, capital

ship repair 2D, sensors 3D+2 **Passengers:** 50; 200 (troops) **Cargo Capacity:** 1,750 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes

Space: 4

Maneuverability: 1D

Hull: 4D Shields: 4D+2 Sensors:

Passive: 30/1D+1 Scan: 60/2D+1 Search: 90/3D+2 Focus: 6/4D+2

Weapons:

14 Double Turbolaser Cannons

Fire Arc: 7 left, 7 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 4-20/50/110

Damage: 5D

2 Proton Torpedo Launchers

Fire Arc: Turret Crew: 4 Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/15/30

Damage: 9D

2 Tractor Beam Projectors

Fire Arc: Front

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 1-5/10/20

Damage: 5D

# Cal Battleship

Craft: Kumauri Cal-class Battleship

**Affiliation:** General **Era:** Old Republic

**Source:** Cracken's Rebel Operatives

Type: Cal-class Battleship

Scale: Capital

**Length:** 3,000 meters

**Skill:** Archaic starship piloting: *Cal*-class **Crew:** 6,450, gunners: 206, skeleton 3,225/+10

**Crew Skill:** Archaic starship piloting 4D, astrogation 3D+2, capital ship gunnery 4D, capital ship gunnery: mass driver 5D, starship gunnery 4D, capital ship shields 3D+2,

sensors 3D

Passengers: 4,000 (troops)

Cargo Capacity: 3,000 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x6 Hyperdrive Backup: x18 Nav Computer: Yes

Space: 1 Hull: 4D Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D

Search: 80/2D Focus: 4/3D Weapons: Mass Driver Fire Arc: Front Crew: 10

Skill: Capital ship gunnery: mass driver

Fire Control: 1D Space Range: 2-15/4

Space Range: 2-15/45/90 Damage: 8D

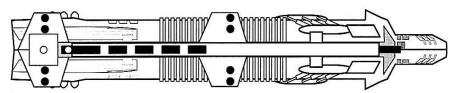
52 Turbolaser Cannons

Fire Arc: 6 front, 20 left, 20 right, 6 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D





Space Range: 3-5/7/10 Atmosphere: 200-500/1/1.5 km

Damage: 4D **30 Laser Cannons** 

Fire Arc: 6 front, 10 left, 10 right, 4 back

Crew: 1

Skill: Starship gunnery Scale: Starfighter Fire Control: 2D

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 2D

**6 Tractor Beam Projectors** 

Fire Arc: 2 front, 1 left, 1 right, 2 back

Crew: 5

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 1-10/15/25 *Atmosphere:* 2-10/30/60 km

Damage: 4D

#### **Huntress Pursuit Cruiser**



Craft: Loronar Huntress-class Pursuit Cruiser

**Affiliation:** Old Republic **Era:** Rise of the Empire **Type:** Pursuit cruiser **Scale:** Capital **Length:** 375 meters

Skill: Capital ship piloting: pursuit cruiser

**Crew:** 845, gunners: 13

Crew Skill: Capital ship gunnery 3D+2, capital ship piloting

4D, capital ship shields 3D **Passengers:** 200 (troops)

Cargo Capacity: 3,100 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x3 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 6

Maneuverability: 1D+2

Hull: 5D Shields: 2D Sensors Passive: 30/0D

Scan: 50/1D Search: 100/2D Focus: 3/3D Weapons:

20 Turbolaser Batteries

Fire Arc: 1 front, 8 left, 8 right, 3 back

Crew: 3 (19), 2 (1) Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

5 Quad Laser Batteries

Fire Arc: 1 front, 4 turret

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Damage: 4D

**Tractor Beam Projector** 

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+2 Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

# **CR20 Republic Carrier**

Craft: Corellian Engineering Corp. CR20 Light Cruiser

Affiliation: General / Old Republic

Era: Rise of the Empire Type: Troop carrier Scale: Capital Length: 60 meters

Skill: Capital ship piloting: Republic Carrier

Crew: 6

Crew Skill: Astrogation 3D, capital ship piloting 4D+2,

capital ship shields 3D+1, sensors 3D+2

Passengers: 40 (troops)

Cargo Capacity: 50 metric tons

Consumables: 2 months

Cost: Not Available for Sale (45,000 on invisible market)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 2D

**Space:** 5

Atmosphere: 450; 700 kmh

Hull: 3D+1 Shields: 2D+1 Sensors:

Passive: 25/1D+1 Scan: 50/2D Search: 75/2D+2 Focus: 3/3D Weapons:

2 Double Turbolaser Cannons

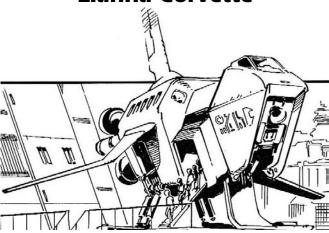
Fire Arc: Turret (left and right) Skill: Capital Ship Gunnery Fire Control: 1D+2 Space Range: 1-8/17/60

Atmosphere Range: 100-800/1.7/6 km

Damage: 3D+2



#### **Lianna Corvette**



Craft: Santhe/Sienar Fleet Technologies Lianna-class

Corvette

**Affiliation:** General **Era:** Rise of the Empire

**Source:** Mission to Lianna (page 58) **Type:** Multi-purpose Corvette

Scale: Capital Length: 150 meters Skill: Capital ship piloting

Crew: 65, gunners: 12, skeleton 25/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D, sensors

3D+2

Passengers: 40 (troops)

Cargo Capacity: 800 metric tons

Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 4 Atmosph Hull: 3D

Atmosphere: 280; 800 kmh

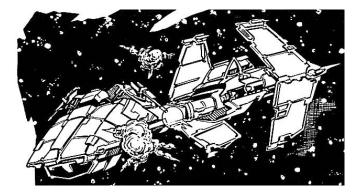
Shields: 1D Sensors: Passive: 20/1D Scan: 40/1D+2 Search: 80/2D+2 Focus: 3/3D

Weapons:
6 Double Turbolaser Cannons (fire separately)

Fire Arc: 3 front, 1 left, 1 right, 1 back

Crew: 2 Skill: Capital ship gunnery Fire Control: 3D Space Range: 3-15/35/75 Atmosphere: 6-30/70/150 km

Damage: 4D+2



Length: 140 meters

**Skill:** Capital ship piloting: Aramand Cruiser

**Crew:** 15, gunners: 4, skeleton: 7/+5

Crew Skill: Capital ship gunnery 3D, capital ship piloting

4D, capital ship shields 4D, sensors 3D+2

Passengers: 10 (troops)
Cargo Capacity: 250 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15

Nav Computer: Limited to Aramand Cluster systems

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D Shields: 2D+1 Sensors: Passive: 30/1D

Scan: 60/1D+1 Search: 100/1D+2 Focus: 3/2D+2

Weapons:

**4 Laser Cannons** *Fire Arc:* Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 1D+2

*Space Range:* 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 3D+1

# **IR-3F Patrol Ship**

Craft: Sienar Fleet Systems IR-3F
Affiliation: General / Empire

Era: Rise of the Empire

**Source:** Pirates & Privateers (page 74), The Far Orbit Project (pages 83-84), The Truce at Bakura Sourcebook (page 119)



# **Aramand Patrol Cruiser**

Craft: Aramand System Cruiser III

**Affiliation:** Aramandi **Era:** Rise of the Empire

**Source:** Flashpoint! Brak Sector (pages 64/66)

Type: Light defensive ship

Scale: Capital

Type: Intra-system patrol/customs craft

Scale: Capital Length: 110 meters Skill: Capital ship piloting

**Crew:** 3, gunners: 8, skeleton: 1/+5

Passengers: 10 (troops)

Cargo Capacity: 180 metric tons

**Consumables:** 3 months **Cost:** Not available for sale **Maneuverability:** 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 3D Shields: 2D+2 Sensors: Passive: 40/1D Scan: 80/1D+1 Search: 130/2D Focus: 4/2D+2 Weapons:

#### 4 Turbolaser Cannons

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

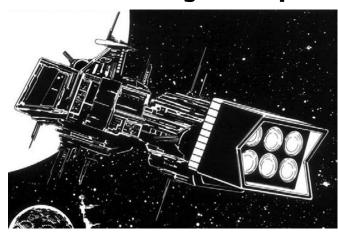
Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D

# **Kiltirin Dungeon Ship**



Craft: Rendili StarDrive's Kiltirin-class

**Affiliation:** General **Era:** Rise of the Empire

Source: Alliance Intelligence Reports (page 57)

Type: Mandalorian dungeon ship

Scale: Capital Length: 150 meters

**Skill:** Capital ship piloting: *Kiltirin*-class **Crew:** 115, gunners: 21, skeleton 75/+15

Crew Skill: Varies

Passengers: 50 (security wardens), 1,250 (prisoners)

Cargo Capacity: 275 metric tons

Consumables: 2 months Cost: 3.6 million credits Hyperdrive Multiplier: x2

Nav Computer: Limited to two jumps

Maneuverability: 3D+1

Space: 4 Hull: 3D Shields: 1D+2 Sensors:

Passive: 20/0D Scan: 40/1D Search: 50/2D Focus: 4/3D Weapons:

**5 Quad Turbolaser Batteries** 

Fire Arc: 1 front, 2 left, 2 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75 Atmosphere: 6-30/70/150 km

Damage: 4D

**Tractor Beam Projector** 

Fire Arc: front Crew: 6

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/10/15 *Atmosphere:* 1-5/10/15 km

Damage: 4D

# **Lictor Dungeon Ship**

Craft: Rendili StarDrive's Lictor-class

**Affiliation:** General / Empire **Era:** Rise of the Empire

Source: Dark Empire Sourcebook (pages 95-96)

Type: Mandalorian dungeon ship

Scale: Capital Length: 764 meters

**Skill:** Capital ship piloting: *Lictor*-class **Crew:** 860, gunners, 46, skeleton: 370/+15

**Crew Skill:** Astrogation 2D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors

3D

**Passengers:** 400 (security wardens), 8,000 (prisoners in standard cells), 1,000 (prisoners in special holding cells)

Cargo Capacity: 1,500 metric tons

Consumables: 2 months Cost: 7.8 million credits Hyperdrive Multiplier: x2

Nav Computer: Limited to two jumps

Maneuverability: 3D

Space: 3 Hull: 5D Shields: 1D+2 Sensors: Passive: 40/0D Scan: 75/1D Search: 150/3D

Focus: 4/4D+2 **Weapons:** 

10 Quad Turbolaser Batteries

Fire Arc: 2 front, 4 left, 4 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: 1 front/left, 1 right/back\*

\*May be used on only one fire arc per round

Crew: 8

Skill: Capital ship gunnery

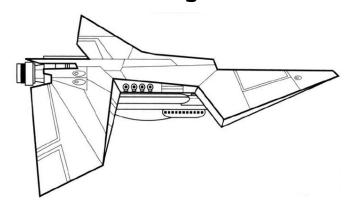
Fire Control: 2D

*Space Range:* 1-5/15/35

Atmosphere Range: 2-10/30/60 km

Damage: 4D

## **Trenchant Light Cruiser**



Craft: Merkuni Drives Trenchant-class Cruiser

**Affiliation:** General **Era:** Rise of the Empire

Source: Alliance Intelligence Reports

**Type:** Light cruiser **Scale:** Capital **Length:** 215 meters

**Skill:** Capital ship piloting: Trenchant cruiser **Crew:** 140, gunners: 20, skeleton 64/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 3D, starship

gunnery 4D

Passengers: 80 (troops)

Cargo Capacity: 400 metric tons

Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 4D Shields: 1D Sensors: Passive: 30/0D Scan: 60/1D Search: 90/2D

Focus: 3/3D **Weapons:** 

**6 Turbolaser Cannons** 

Fire Arc: 2 forward, 4 back

Crew: 2

Skill: Capital gunnery Fire Control: 3D

Space Range: 3-15/35/75 Atmosphere: 300-1.5/3.5/7.5 km

Damage: 4D+1

8 Quad Laser Cannons

Fire Arc: 4 left, 4 right

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/10/17 Atmosphere: 100-500/1/1.7 km

Damage: 4D+1

### **Nebulon-B Frigate**

**Craft:** Kuat Drive Yards' Nebulon-B Frigate **Affiliation:** General / Rebel Alliance / Empire

Era: Rise of the Empire

**Source:** Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 60-61), Star Wars Trilogy Sourcebook SE (pages 142-143), The Star Wars Sourcebook (pages 31-32), The Jedi Academy Sourcebook (pages 134-135), Pirates & Privateers (page 55, 87), Heir to the Empire Sourcebook (page 123), The Thrawn Trilogy Sourcebook (pages 216-217), The Essential Guide to Vehicles and Vessels (pages 130-131)

Type: Escort starship Scale: Capital Length: 300 meters

**Skill:** Capital ship piloting: Nebulon-B **Crew:** 854, gunners: 66, skeleton: 307/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors

3D+1, starship gunnery 4D+1 **Passengers:** 75 (troops)

Cargo Capacity: 6,000 metric tons

Consumables: 2 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 850 kmh

Hull: 3D+2 Shields: 2D Sensors: Passive: 40/1D Scan: 75/2D

Search: 150/3D Focus: 4/4D+2

Weapons:

12 Turbolaser Batteries

Fire Arc: 6 front, 3 left, 3 right Crew: 1 (2), 2 (8), 4 (2) Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D **12 Laser Cannons** 

Fire Arc: 6 front, 2 left, 2 right, 2 back

Crew: 1 (8), 2 (4) Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

 $Atmosphere\ Range: 2\text{-}6/24/50\ km$ 

Damage: 2D

2 Tractor Beam Projectors

Fire Arc: Front Crew: 12

Skill: Capital ship gunnery

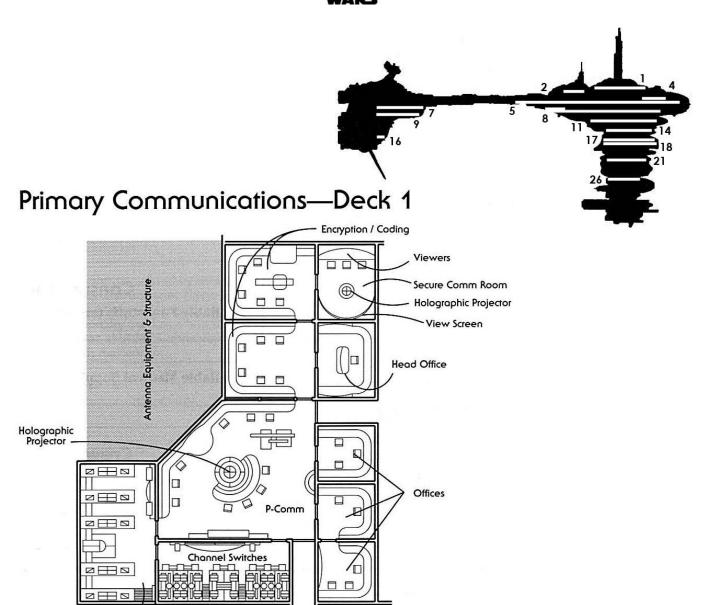
Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

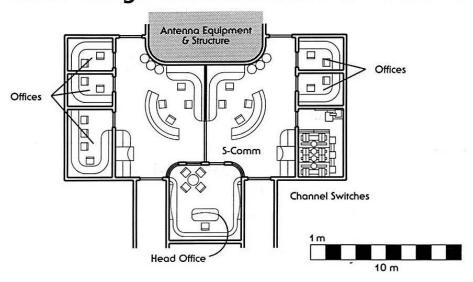
Damage: 4D

Starfighter Complement: 2 squadrons



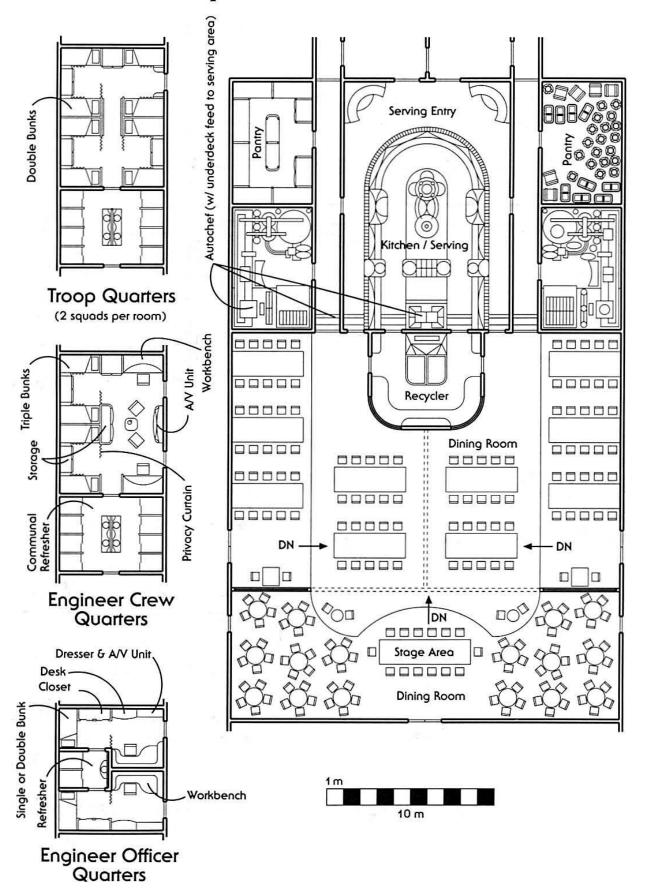
# Short Range Communications—Deck 2

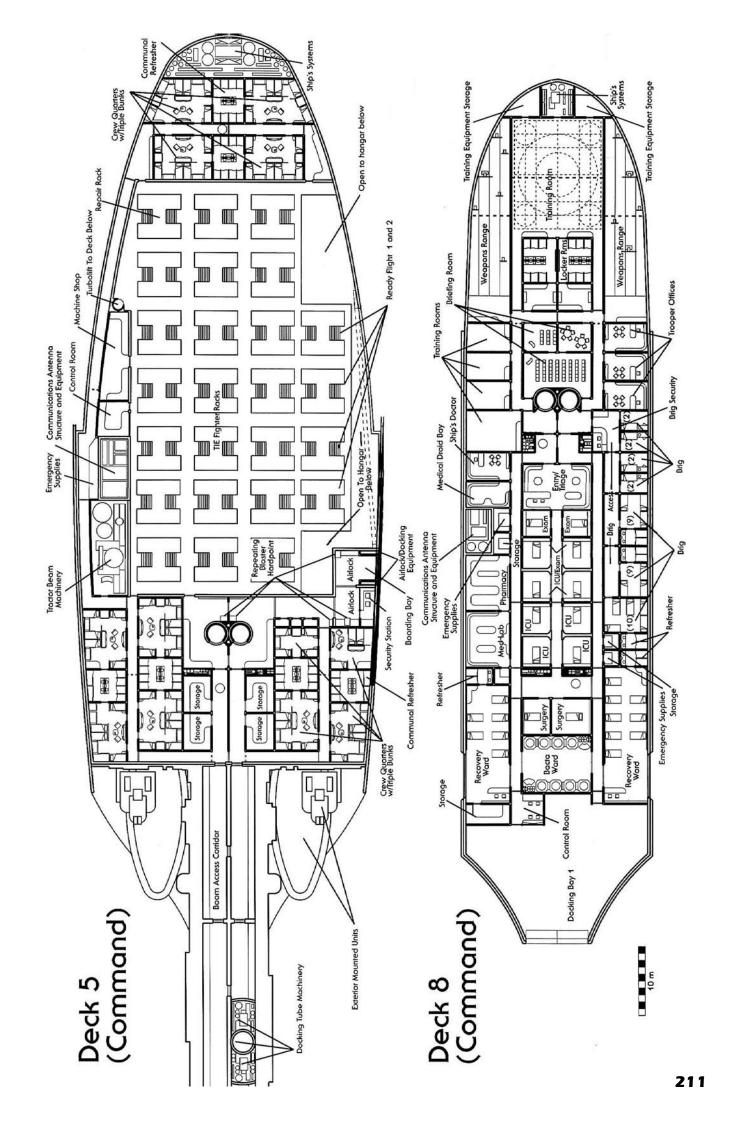
TerexComm Room





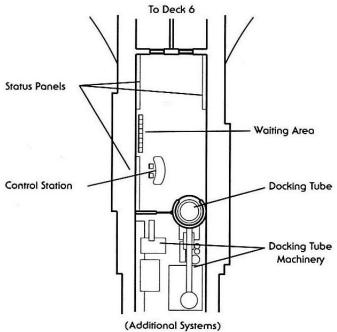
# Crew Galley-Deck 4



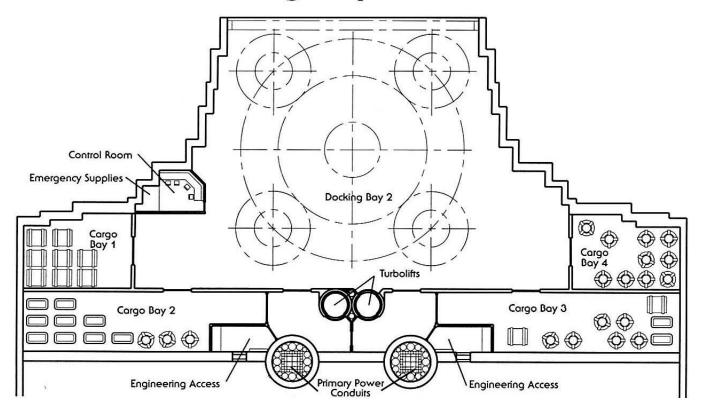


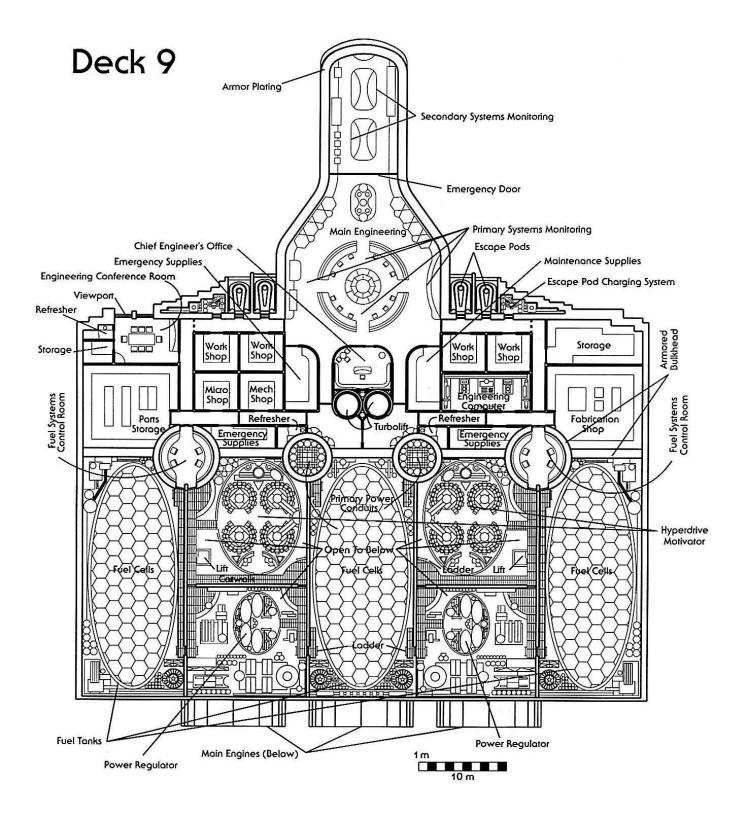


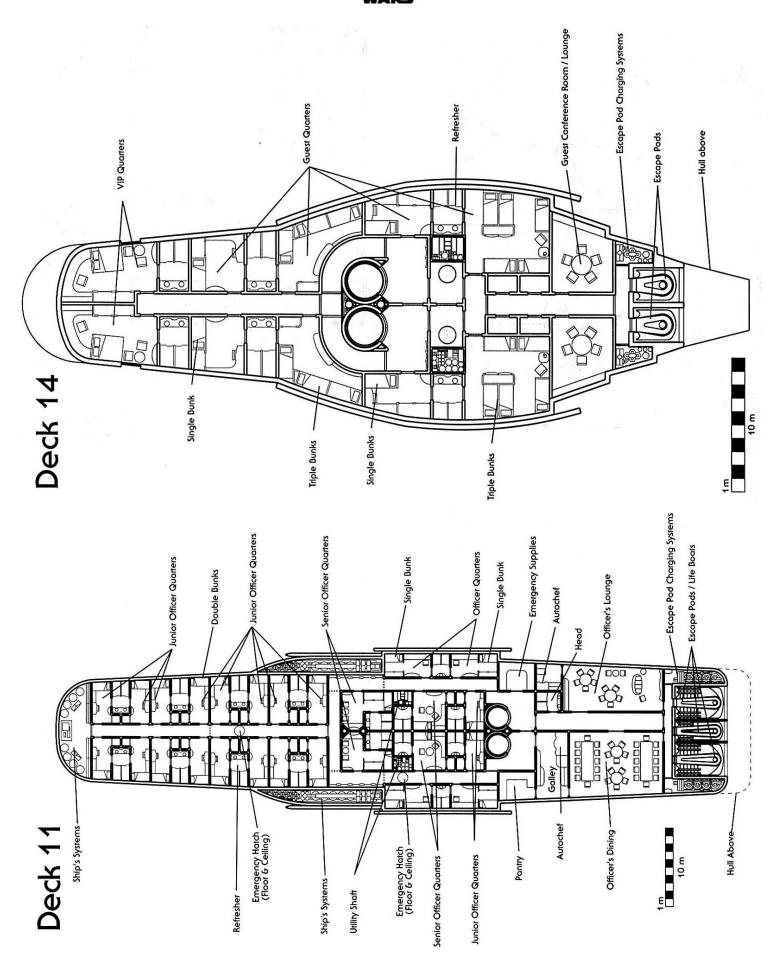
# Deck 6 Forward Docking Tube



# Deck 7—Docking Bay 2

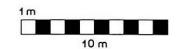


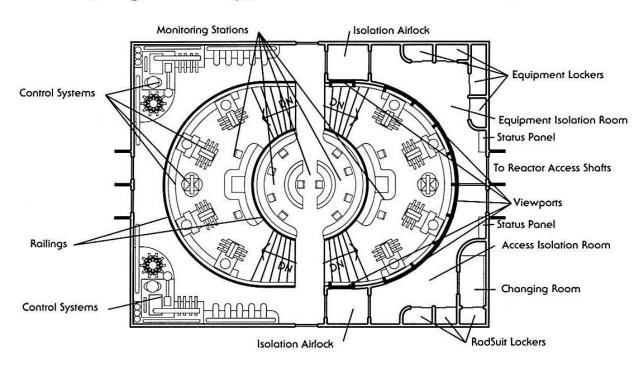


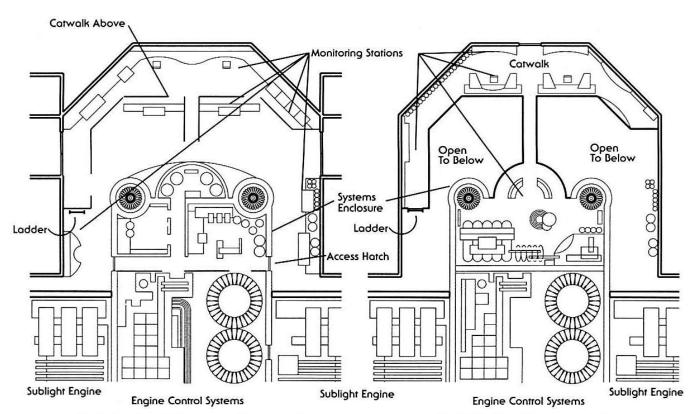




# Main Reactor Control Room— Deck 16 (Engineering)

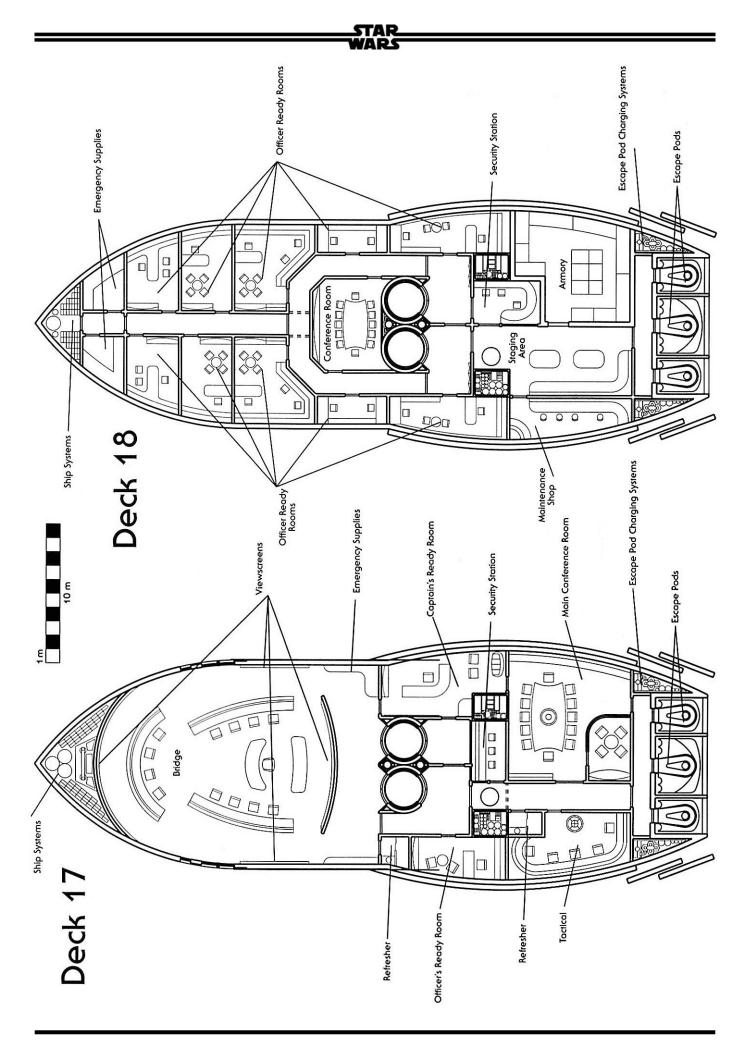


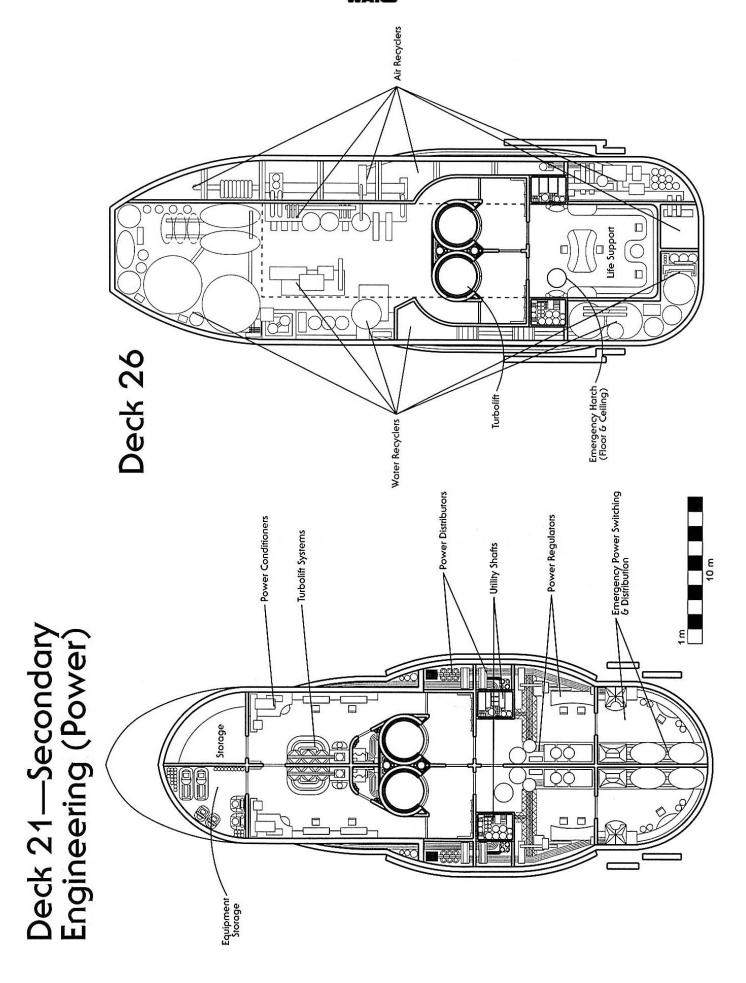




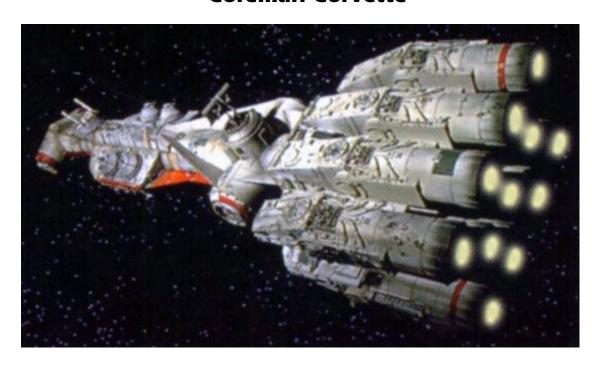
Sublight Engine Control Room—Lower Level

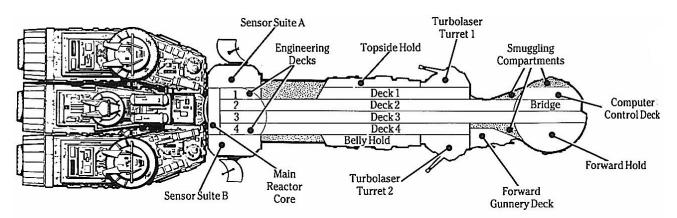
Sublight Engine Control Room—Upper Level

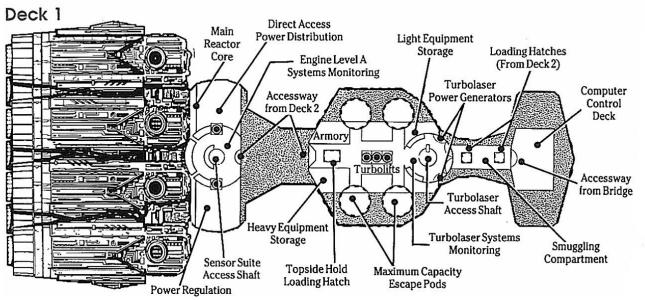


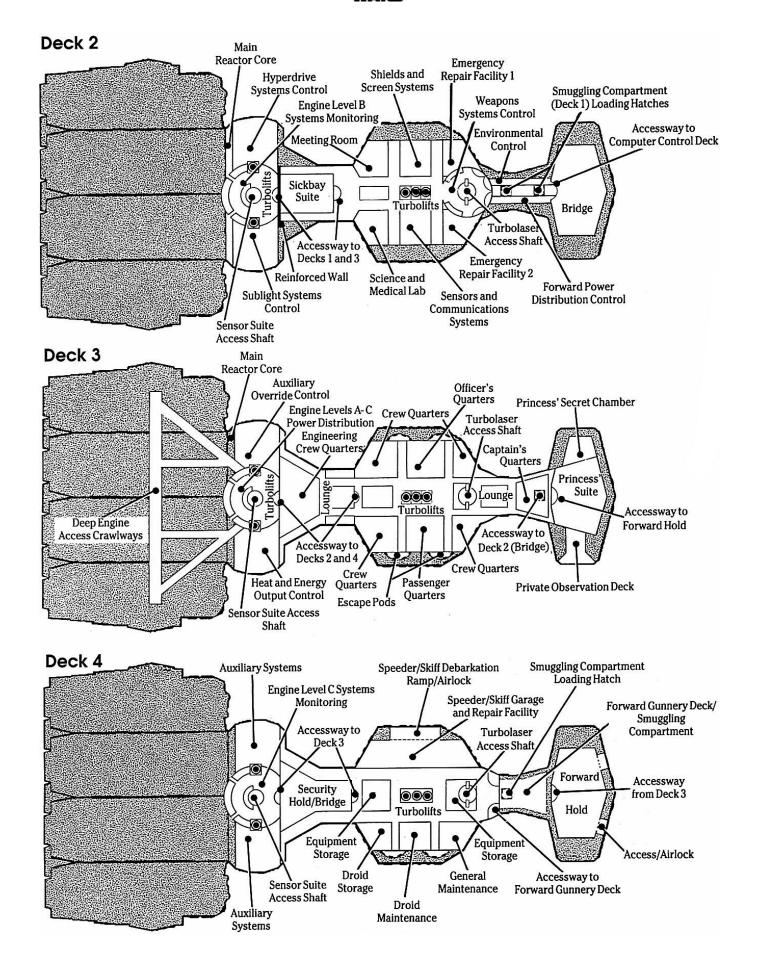


## **Corellian Corvette**









## **Corellian Corvette**

**Craft:** Corellian Engineering Corporation Corvette **Affiliation:** General / Rebel Alliance / Empire

Era: Rise of the Empire

**Source:** Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 63-65), Star Wars Trilogy Sourcebook SE (pages 143-144), The Star Wars Sourcebook (pages 30-31), Pirates & Privateers (pages 54-55), Heir to the Empire Sourcebook (page 121), The Thrawn Trilogy Sourcebook (pages 214-215), The Essential Guide to Vehicles and Vessels (pages 128-129)

Type: Mid-sized multi-purpose vessel

Scale: Capital Length: 150 meters

**Skill:** Capital ship piloting: Corellian Corvette **Crew:** 30 to 165, depending upon configuration

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1

Passengers: Up to 600, depending upon configuration

Cargo Capacity: 3,000 metric tons

Consumables: 1 year

Cost: 3.5 million (new), 1.5 million (used)

Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 2D Sensors: Passive: 40/1D Scan: 80/2D Search: 100/3D Focus: 5/4D

Weapons:

#### 6 Double Turbolaser Cannons

Fire Arc: 3 front, 1 left, 1 right, 1 back

Crew: 1 (3), 3 (3)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2

## **Privateer Corvette**

**Craft:** Corellian Engineering Corporation Corvette

**Affiliation:** Privateers **Era:** Rise of the Empire

Source: The Best of the Adventure Journals: Issues 1-4

(page 119)

Type: Modified corvette Scale: Capital

Length: 150 meters

**Skill:** Capital ship piloting: Corellian corvette **Crew:** 50, gunners: 12, skeleton: 20/+5

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting 3D+2, capital ship shields 3D, sensors

3D+1

Passengers: 20

Cargo Capacity: 3,000 metric tons

Consumables: 1 year Cost: 1.5 million (used) Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 2D Sensors: Passive: 40/1D Scan: 80/2D

Search: 100/3D Focus: 5/4D

#### Weapons:

#### **4 Double Turbolasers**

Fire Arc: 1 front, 1 left, 1 right, 1 back

Crew: 1 to 3

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2
Ion Cannon
Fire Arc: Front
Crew: 1 to 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D

Fire Control: 3D Space Range: 1-3/7/36 Atmosphere Range: 100-300/700/3.6 km

Damage: 3D

### **Tractor Beam Emplacement**

Fire Arc: Front Crew: 1 or 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 3D

## **Akorec Strike Cruiser**

**Craft:** Scillal Designs 89lc Akorec Strike Cruiser **Affiliation:** General

Era: Rise of the Empire

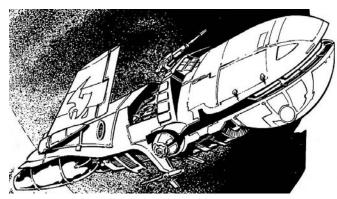
**Source:** Gamer Magazine Issue 5

**Type:** Strike cruiser **Scale:** Capital **Length:** 250 meters

**Skill:** Capital ship piloting: Akorec Strike Cruiser **Crew:** 205, gunners: 15, skeleton 70/+10 **Crew Skill:** Typically 4D in all relevant skills **Passengers:** 700 (100-200 troops as standard)

Cargo Capacity: 4,000 metric tons

Consumables: 1 year



Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 7 **Hull:** 4D+1 Shields: 1D+2 Sensors: Passive: 40/1D Scan: 60/2D Search: 120/3D Focus: 5/4D Weapons:

12 Laser Cannons

Fire Arc: 6 front, 2 right, 2 left, 2 rear

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

**Tractor Beam Projector** 

Fire Arc: Front Crew: 3

Skill: Capital ship gunnery

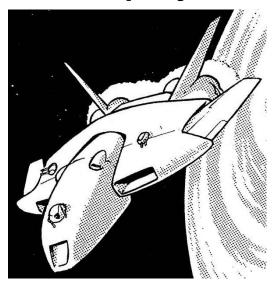
Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D

## **Elrood Prosperity Cruiser**



Craft: Elrood StarYards Ltd. Prosperity-class Customs

Cruiser

Affiliation: General **Era:** Rise of the Empire

Source: Planets Collection (page 124)

Type: Light cruiser Scale: Capital **Length:** 300 meters

Skill: Capital ship piloting: Prosperity-class light cruiser

**Crew:** 100, gunners: 24, skeleton: 35/+15

Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, sensors 5D

Passengers: 40

Cargo Capacity: 2,500 metric tons

Consumables: 6 weeks

Cost: 12 million (new), 7 million (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 3D

Space: 9

**Atmosphere:** 400; 1,150 kmh

Hull: 4D Shields: 2D Sensors: Passive: 50/1D Scan: 90/2D Search: 200/3D Focus: 10/4D Weapons:

**6 Heavy Turbolasers** 

Fire Arc: 3 front, 1 left, 1 right, 1 back

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D+2 *Space Range:* 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: Front

Crew: 6

Skill: Capital ship gunnery

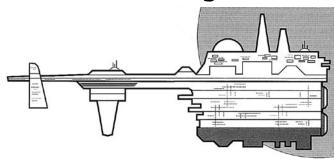
Fire Control: 1D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

# Class C Frigate



Craft: Kuat Drive Yards Class C Frigate

Affiliation: General Era: Rise of the Empire Type: Class C Frigate Scale: Capital Length: 330 meters

Skill: Capital ship piloting: C Frigate **Crew:** 940, gunners: 56, skeleton 315/+10

Crew Skill: Astrogation 4D, capital ship piloting 3D+2, capital ship gunnery 4D+2, capital ship shields 3D, starship

gunnery 4D+1, sensors 3D Passengers: 120 (troops)

Cargo Capacity: 8,000 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D Shields: 2D Sensors: Passive: 30/0D Scan: 60/1D Search: 120/2D Focus: 4/3D

Weapons:

10 Turbolaser Cannons

Fire Arc: 4 Front, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 3-15/35/75 *Atmosphere:* 6-30/70/150 km

Damage: 5D
8 Laser Cannons

Fire Arc: 2 Front, 2 left, 2 right, 2 back

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/12/25 *Atmosphere:* 2-6/24/50 km

Damage: 4D **6 Ion Cannons** 

Fire Arc: 4 front, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 3D

2 Tractor Beam Projectors

Fire Arc: Front Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/30 *Atmosphere:* 2-10/30/60 km

Damage: 4D

Starfighter Complement: 1 squadron

# Tapani Carrier

Craft: Tapani Starship Cooperative Tapani-class Carrier

**Affiliation:** Tapani sector **Era:** Rise of the Empire

**Source:** Lord of the Expanse: Sector Guide (page 41)

Type: Heavy starfighter carrier

Scale: Capital Length: 375 meters

**Skill:** Capital ship piloting: *Tapani*-class carrier **Crew:** 1,855, gunners: 53, skeleton: 715/+15

Crew Skill: Capital ship piloting 4D+1, capital ship gunnery

3D+2, capital ship shields 5D, sensors 3D+1

**Passengers:** 100 (troops), 120 (pilots) **Cargo Capacity:** 75 metric tons

Consumables: 2 years

**Cost:** 760 millions (without starfighters)

Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D+1

Space: 7 Hull: 2D+1 Shields: 4D+1
Sensors:

Passive: 25/0D Scan: 60/1D Search: 120/2D Focus: 4/4D **Weapons:** 

6 Turbolaser Batteries

Fire Arc: 2 front, 4 turret mounted (on tower)

Crew: 3 (2), 4 (4) Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 3-15/35/75

Atmosphere Range: 100-500/1/2 km

Damage: 4D+1

10 Ion Cannon Batteries

Fire Arc: 5 left, 5 right (bottom-mounted)

Crew: 3 (10)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-15/40/80

Atmosphere Range: 2-20/50/120 km

Damage: 4D

Starfighter Complement: 20 Manta fighters

## Tapani Assault Frigate



Craft: Tapani Starship Cooperative Tapani-class Frigate

**Affiliation:** Tapani sector **Era:** Rise of the Empire

Source: Lord of the Expanse: Sector Guide (pages 40-41)

Type: Heavy assault frigate

Scale: Capital Length: 750 meters

**Skill:** Capital ship piloting: *Tapani*-class frigate **Crew:** 3,550, gunners: 114, skeleton: 988/+15

Crew Skill: Capital ship piloting 5D, capital ship gunnery

4D, capital ship shields 3D+1, sensors 3D+1

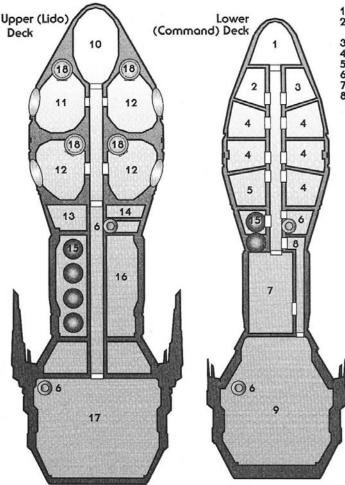
Passengers: 800 (troops)

Cargo Capacity: 12,500 metric tons

Consumables: 1 year Cost: 1,6 billion (new) Hyperdrive Multiplier: x2 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 1D+1

Space: 5 Hull: 4D Shields: 2D+2 Sensors: Passive: 50/1D

Scan: 75/2D+1 Search: 125/3D+2 Focus: 6/4D+1 Weapons:



#### 20 Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 rear

Crew: 1 (5), 2 (15) Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/1.75 km

Damage: 3D+1

#### 15 Turbolaser Batteries

Fire Arc: 5 front, 5 left, 5 right

Crew: 3 (5), 4 (10)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 100-500/1/2 km

Damage: 4D

#### **6 Quad Turbolaser Batteries**

Fire Arc: 3 left, 3 right

Crew: 4 (6)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 5-10/50/100 km

Damage: 5D+2

## Aing-Tii Sanhedrim Ship

Craft: Aing'Tii Pilgrimage Vessel

Affiliation: Aing-Tii Era: Rise of the Empire 1. Bridge

2. Hypertransceiver and Computer Room

Captain's Cabin

4. Crew Quarters
5. Machine Shop
6. Elevator/Access Tube

7. Main Cargo Bay

8. Pantry and Corridor to Engineering

9. Engineering, Lower Deck 10. Main Lounge

11. Main Passenger Cabin

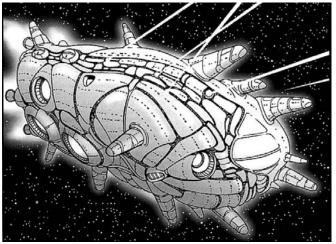
12. Other Passenger Cabins

13. Galley 14. Main Airlock

15. Escape Pods 16. Medbay

17. Main Engineering

18. Refreshers



Source: The DarkStryder Campaign - The Kathol Outback

(pages 16-17) Type: Heavy cruiser Scale: Capital Length: 300 meters

Skill: Capital ship piloting: Aing-Tii vessel **Crew:** 150, gunners: 66, skeleton: 75/+10

Crew Skill: Capital ship gunnery 5D, capital ship piloting

4D+2, capital ship shields 4D+1, sensors 6D

Cargo Capacity: 900 metric tons

Consumables: 1 month Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x5 Nav Computer: Yes Maneuverability: 2D

Space: 4 Hull: 5D Shields: 1D+2 Sensors:

Passive: 60/0D Scan: 100/1D Search: 200/2D Focus: 6/3D

#### Weapons:

#### 30 Aing-Tii Energy Web Generators

Fire Arc: 5 front, 10 left, 10 right, 5 back

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/7/10 Damage: 7D/6D/5D

## **6 Null-Burst Projectors**

Fire Arc: 1 front, 2 left, 2 right, 1 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-40/50/75

Damage: All aboard target vessel are stunned for 1D hours,

and take no actions during that period.

### **Bulk Cruiser**



Craft: Rendili StarDrive's Neutron Star-class bulk cruiser

Affiliation: General / Rebel Alliance

Era: Rise of the Empire

**Source:** Dark Force Rising Sourcebook (pg 136), The Thrawn Trilogy Sourcebook (pages 211, 214), Flashpoint! Brak Sector (pages 29-30), Rebel Alliance Sourcebook (page 59)

Type: Modified bulk cruiser

Scale: Capital Length: 600 meters

**Skill:** Capital ship piloting: bulk cruiser **Crew:** 1,993, gunners: 57, skeleton: 840/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors

3D+2, starship gunnery 4D **Passengers:** 200 (troops)

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Cost: 6.5 million (new), 3 million (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 5D Shields: 2D Sensors: Passive: 40/1D Scan: 80/2D Search: 125/3D Focus: 5/3D+2

Weapons:

30 Quad Laser Cannons (fire separately)

Fire Arc: 10 front, 10 left, 10 right

Crew: 1 (15), 2 (10), 3 (5) Scale: Starfighter Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: Front Crew: 1 (1), 6 (1)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Damage: 4D

Starfighter Complement: 3 squadrons

## **Corellian Gunship**

Craft: Corellian Engineering Corporation Gunship

Affiliation: General / Rebel Alliance

**Era:** Rise of the Empire

**Source:** Rebel Alliance Sourcebook (pages 61-62), Dark Force Rising Sourcebook (pages 136-137), The Thrawn Trilogy Sourcebook (page 215), Starships of the Galaxy (page 91)

Type: Mid-sized anti-starfighter warship

Scale: Capital Length: 120 meters

**Skill:** Capital ship piloting: Corellian Gunship **Crew:** 45, gunners: 46, skeleton: 10/+15

**Crew Skill:** Astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors

3D

Cargo Capacity: 300 metric tons

Consumables: 8 months

Cost: 4.8 million (new), 2.4 million (used)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 2D+1

Space: 7

Hull: 4D+2

**Atmosphere:** 350; 1,000 kmh

Shields: 2D+1 Sensors: Passive: 20/0D Scan: 40/0D Search: 80/1D Focus: 2/2D Weapons:

#### 8 Double Turbolaser Cannons

Fire Arc: 2 front, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D+2

**6 Quad Laser Cannons** 

Fire Arc: 3 left, 3 right

Crew: 3

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

### 4 Concussion Missile Tubes

 $Fire\ Arc:\ 2\ front,\ 2\ back$ 

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

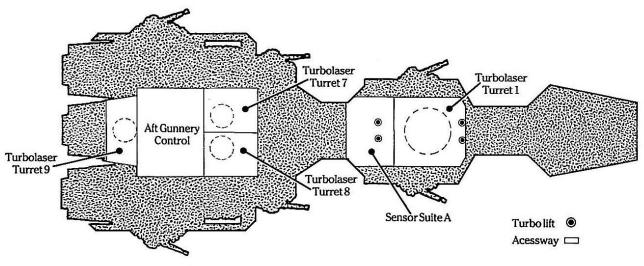
Space Range: 2-12/30/60

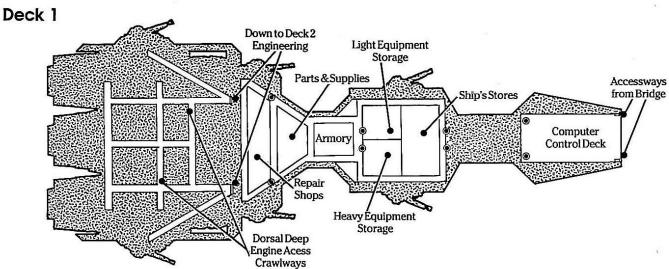
Atmosphere Range: 200-1.2/3/6 km

Damage: 9D

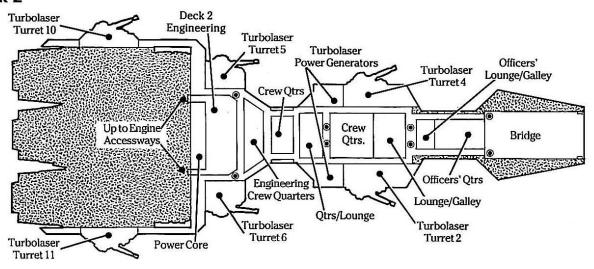


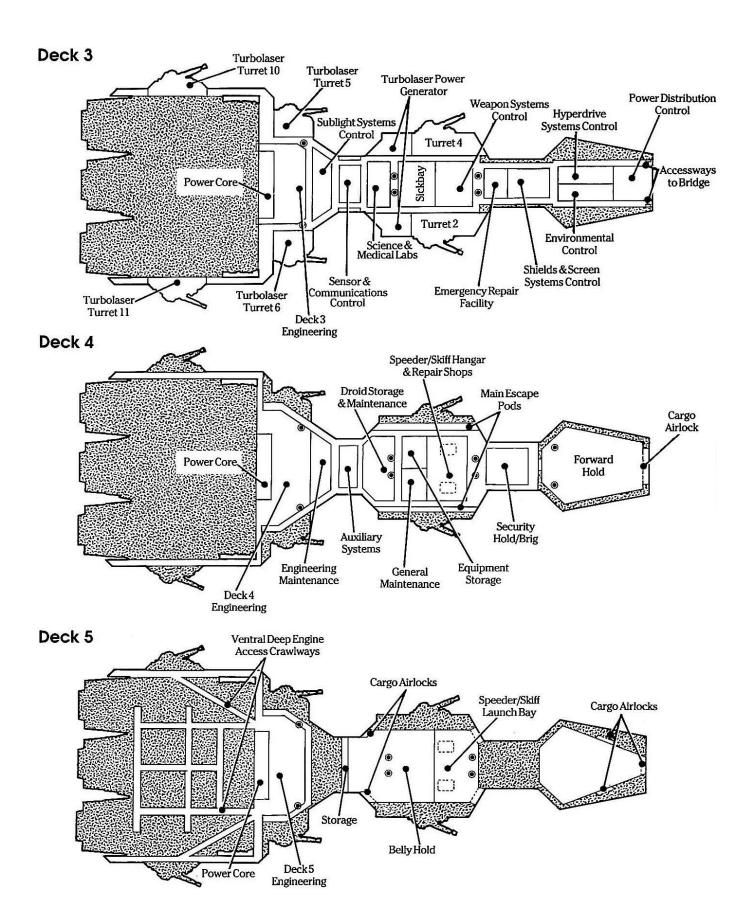
## **Dorsal Gunnery Decks**

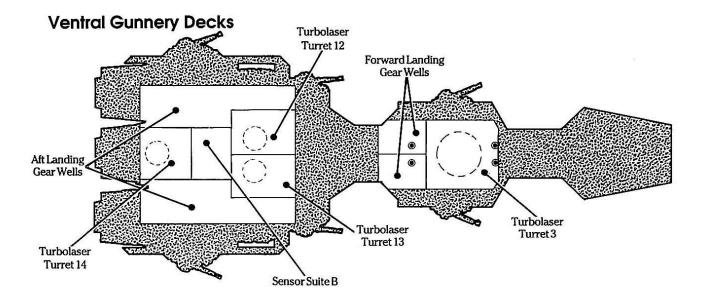


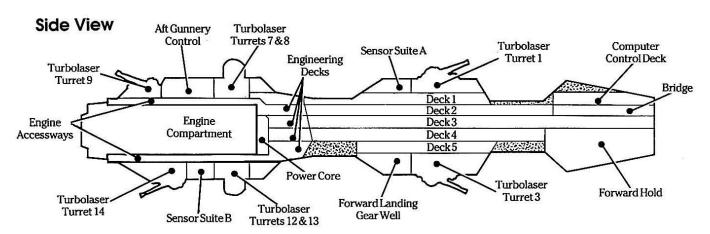


### Deck 2









# **Dornean Gunship**

Craft: Dornean Braha'ket Fleetworks Conglomerate

Braha'tok-class Gunship

**Affiliation:** General / Rebel Alliance

Era: Rebellion

Type: Anti-starfighter gunship

Scale: Capital Length: 90 meters

**Skill:** Capital ship piloting: Braha'tok gunship **Crew:** 35, gunners: 40, skeleton: 10/+10

Cargo Capacity: 200 metric tons

Consumables: 5 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 2D Sensors: Passive: 25/1D Scan: 50/2D Search: 80/3D Focus: 3/2D+1



#### Weapons:

### 8 Double Turbolaser Cannons

Fire Arc: 2 front, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D+1

*Space Range:* 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D+2

### 8 Concussion Missile Launchers

Fire Arc: 4 front, 4 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 9D

# Virgillian Quasar Fire Cruiser-Carrier



Craft: Modified SoroSuub Quasar Fire-class Bulk Cruiser

Affiliation: General / Rebel Alliance

Era: Rebellion

Source: The Truce at Bakura Sourcebook (pages 111-113)

Type: Modified bulk cruiser

Scale: Capital Length: 350 meters

Skill: Capital ship piloting: Quasar Fire cruiser-carrier

**Crew:** 96, gunners: 8, skeleton: 14/+10

Crew Skill: Capital ship gunnery 4D, capital ship piloting

4D, capital ship shields 4D, starship gunnery 4D **Passengers:** 140 (starfighter technicians), 85 (troops)

Cargo Capacity: None Consumables: 1 year Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 3D+2 Shields: 1D Sensors:

Passive: 30/1D+1 Scan: 60/2D Search: 90/2D+1 Focus: 3/3D+1

Weapons:

2 Heavy Turbolasers

Fire Arc: Left/front/right

Crew: 4

Skill: Capital ship gunnery Fire Control: 1D+2 Space Range: 1-5/10/14

Damage: 3D

Starfighter Complement: 4 squadrons (48 fighters)

## **Hapes Nova Battlecruiser**

**Craft:** Hapan Consortium *Hapes Nova*-class Battlecruiser

Affiliation: Hapes Consortium

Era: Rebellion

**Source:** Cracken's Threat Dossier (page 44), Starships of the Galaxy (page 95), The Essential Guide to Vehicles and

Vessels (pages 62-63) **Type:** Heavy combat frigate

Scale: Capital Length: 400 meters Crew: 1,700, gunners: 90

**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Hapan Nova 6D, capital ship shields

6D+2, communications 5D+2, sensors 4D+2 **Passengers:** 600 (troops/support personnel)

Cargo Capacity: 600 metric tons

Consumables: 1 month Cost: 15 millions (new) Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+1

Space: 4 Hull: 5D Shields: 2D\*

\*The Hapan Nova has backup shields (4D). When a die of shields is lost, can make an easy capital ships shield roll to use one of the backup dice to bring the strength back to 2D.

Sensors:

Weapons:

Passive: 40/0D Scan: 55/2D Search: 80/2D+2 Focus: 5/3D

**25 Hapan Turbolaser Batteries** (Hapan turbolaser technology is archaic. Once fired a Hapan TL takes 3 times

as long to recharge)

Fire arc: 5 front, 5 left, 5 right, 5 rear, 5 turret

Skill: Capital ship gunnery

Fire Control: 1D+2

Space Range: 3-15/35/75

Damage: 7D



#### 10 Laser Cannons

Fire arc: Front Scale: Starfigther

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Damage: 5D
10 Ion Cannons

Fire arc: Front Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

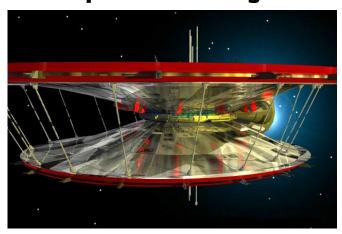
Atmosphere Range: 2-20/50-100 km

Damage: 3D

Starfighter Complement: 2 fighter squadrons (24

starfighters)

## **Hapan Battle Dragon**



Craft: Olanjii/Charubah Battle Dragon

Affiliation: Hapes Consortium

Era: Rebellion

**Source:** Cracken's Threat Dossier (pages 42-43), Starships of the Galaxy (page 95), The Essential Guide to Vehicles and

Vessels (pages 60-61)

Type: Heavy assault warship

Scale: Capital

Length: 500 meters in diameter

**Crew:** 1,200 gunners: 190, skeleton: 700/+10

**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Hapan Battle Dragon 6D, capital ship

shields 6D+2, communications 5D+2, sensors 4D+2

Passengers: 500 (troops)

Cargo Capacity: 6,000 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 7D+2 Shields: 3D Sensors:

Passive: 50/0D Scan: 100/3D Search: 200/4D Focus: 6/4D+2

Weapons:

**40 Hapan Turbolaser Batteries** (Hapan turbolaser technology is archaic. Once fired a Hapan TL takes 3 times

as long to recharge)

Fire arc: 360 degree rotational Skill: Capital ship gunnery

Fire Control: 1D+2 Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150km

Damage: 7D **40 Ion Cannons** 

Fire arc: Turret

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range*: 1-10/25/50

Atmosphere Range: 2-20/50/100km

Damage: 3D

**4 Mass Pulse Generator Tubes** 

Fire arc: 1 front, 1 left, 1 right, 1 back

Skill: Capital ship gunnery

Fire Control: 5D

Space Range: 1-5/75/150

Damage: Blocks hyperspace travel. Each mine equals a 30

unit diameter.

2 Triple Ion Cannons

Fire arc: Turret Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 2-20/50/80

Damage: 3D+2

1 Tractor Beam Projector

Fire arc: Turret

Skill: Capital ship gunnery

Fire Control: 4D

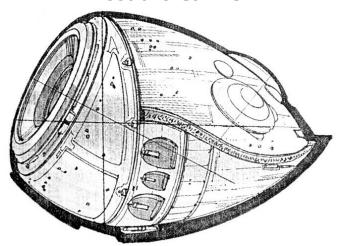
*Space Range*: 1-5/15/30

Damage: 6D

Starfighter Complement: 3 fighter squadrons (36

starfighters)

# Ssi-ruuvi Planetary Assault Carrier



Craft: Ssi-ruuvi Sh'ner-class Carrier

**Affiliation:** Ssi-ruuk **Era:** New Republic

**Source:** The Truce at Bakura Sourcebook (pages 125-126), The Essential Guide to Vehicles and Vessels (pgs 154-155)

Type: Planetary assault carrier

Scale: Capital Length: 750 meters

**Skill:** Capital ship piloting: Sh'ner

Crew: 60 (Ssi-ruuk), 500 (P'w'ecks), gunners: 30, skeleton:

30 (Ssi-ruuk) 250 (P'w'ecks)/+10

Crew Skill: Astrogation 4D, starship gunnery 3D+2, capital

ship piloting 4D+1, capital ship shields 3D+2

Cargo Capacity: 5,000 metric tons

Consumables: 1 month Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 1D+2

Space: 3 Hull: 2D Shields: 2D+2 Sensors: Passive: 30/0D Scan: 50/1D Search: 100/2D

Focus: 4/3D **Weapons:** 



#### 6 Ion Cannons

Fire Arc: Turret

Crew: 3 front/right/back, 3 front/left/back

Skill: Capital ship gunnery

Fire Control: 4D *Space Range:* 1-5/10/15

Atmosphere Range: 100-500/1/1.5 km

Damage: 5D

2 Tractor beam Projectors

Fire Arc: 1 front/right/back, 1 front/left/back

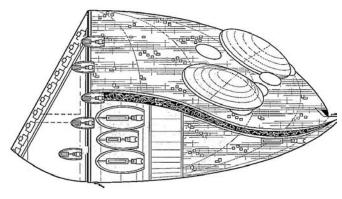
Crew: 6

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-5/15/30

Damage: 4D

# Ssi-ruuvi Manufacturing Ship



Craft: Ssi-ruuvi Lwhekk-class Manufacturing Ship

Affiliation: Ssi-ruuk Era: New Republic

**Source:** The Truce at Bakura Sourcebook (page 124)

**Type:** Manufacturing ship

Scale: Capital Length: 624 meters

Skill: Capital ship piloting: Lwhekk manufacturing ship Crew: 300 (Ssi-ruuk), 1,000 (P'w'ecks), gunners: 126,

skeleton: 150 (Ssi-ruuk), 500 (P'w'ecks)/+10

Crew Skill: Astrogation 4D+1, capital ship gunnery 3D, capital ship piloting 4D, capital ship shields 3D+2, sensors

Passengers: 7,500 (P'w'eck manufacturing workers)

Cargo Capacity: 30,000 metric tons

Consumables: 3 months Hyperdrive Multiplier: x2 Hyperdrive Backup: x16

Nav Computer: Limited to 3 jumps

Maneuverability: 1D

Space: 3 Hull: 3D Shields: 2D Sensors: Passive: 15/1D Scan: 45/1D+1 Search: 90/2D Focus: 3/2D+1

Weapons:

3 Turbolaser Batteries

Fire Arc: 1 front, 2 back

Crew: 2

Skill: Capital ship gunnery Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

**20 Tractor Beam Projectors** 

Fire Arc: 10 front/right/back, 10 front/left/back

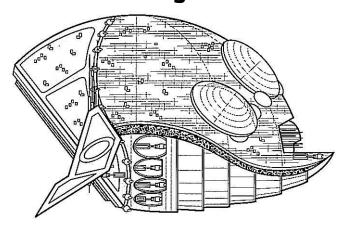
Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Damage: 4D

# Ssi-ruuvi Light Cruiser



Craft: Ssi-ruuvi Wurrif-class Light Cruiser

Affiliation: Ssi-ruuk Era: New Republic

Source: The Truce at Bakura Sourcebook (pages 122-123)

Type: Ssi-ruuvi light cruiser

Scale: Capital Length: 400 meters

Skill: Capital ship piloting: Wurrif cruiser

**Crew:** 200 (Ssi-ruuk), 1,500 (P'w'ecks), gunners: 156, skeleton: 100 (Ssi-ruuk), 700 (P'w'ecks)/+10

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D, sensors

3D+1

Cargo Capacity: 2,000 metric tons

Consumables: 3 months Hyperdrive Multiplier: x1

Nav Computer: Limited to 3 jumps

Maneuverability: 2D+2

Space: 6 Hull: 3D Shields: 1D+2 Sensors: Passive: 35/1D

Scan: 60/1D+1 Search: 100/2D Focus: 3/2D+1

Weapons:

**6 Heavy Turbolasers** 

Fire Arc: 3 front, 3 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D 24 Ion Cannons

Fire Arc: 6 front, 6 right, 6 left, 6 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

12 Tractor Beam Projectors

Fire Arc: 6 front, 3 left, 3 right

Crew: 6

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-5/15/30

Damage: 4D



with a Very Difficult capital ship piloting roll for each round the vessel is attempting to travel. In addition, the hyperdrive speed of the vessel is reduced to x12. Failure to make at least an Easy total results in a mishap.

## Namana Bakuran Cruiser

Craft: Namana-class Bakuran Light Cruiser

Affiliation: Bakuran Defense Force

**Era:** New Republic

Source: Cracken's Threat Dossier (pages 138-139)

Type: Light cruiser Scale: Capital Length: 400 meters Skill: Capital ship piloting

**Crew:** 1,200, gunners: 100, skeleton: 500/+10

Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors

4D+1

Passengers: 150 (troops)

Cargo Capacity: 3,500 metric tons

Consumables: 1 year Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 8 Hull: 5D Shields: 2D+2 Sensors:

Passive: 30/0D Scan: 50/1D Search: 100/2D Focus: 4/3D Weapons:

10 Heavy Turbolasers

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/36/75

Atmosphere Range: 3-15/35/75 km

Damage: 7D

20 Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 1-5/15/30 km

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: Front Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/30 Atmosphere Range: 2-10/30/60 km

Damage: 4D

Hyperwave Sustainer: Allows travel in an interdiction field

## Bakura Destroyer

Craft: Bakura-class Destroyer Affiliation: Bakuran Defense Force

Era: New Republic

Source: Cracken's Threat Dossier (pages 136-138)

Type: Star destroyer Scale: Capital Length: 850 meters **Skill:** Capital ship piloting

**Crew:** 8,250, gunners: 275, skeleton: 5,000/+20

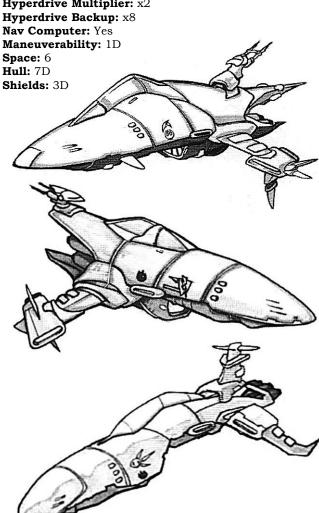
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1,

sensors 4D

Passengers: 2,000 (troops)

Cargo Capacity: 36,000 metric tons

Consumables: 6 years Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes



Sensors:

Passive: 50/1D Scan: 100/3D Search: 200/4D Focus: 6/4D+2

Weapons:

**60 Turbolaser Batteries** Fire Arc: 20 front, 20 left, 20 right

Crew: 1 (20), 2 (40) Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150 km

Damage: 5D 60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back

Crew: 1 (15), 2 (45) Skill: Capital ship gunnery Fire Control: 4D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right Crew: 1 (2), 4 (2), 10 (6) Skill: Capital ship gunnery Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Hyperwave Sustainer: Allows travel in an interdiction field with a Very Difficult capital ship piloting roll for each round the vessel is attempting to travel. In addition, the hyperdrive speed of the vessel is reduced to x12. Failure to make at least an Easy total results in a mishap.

## Yevethan Thrustship

Craft: Yevethan Armadia-class Thrustship

Affiliation: Yevethan Era: New Republic

Source: Cracken's Threat Dossier (pages 95-96)

Type: Combat cruiser

Scale: Capital

Length: 240 meter diameter sphere

**Skill:** Capital ship piloting Crew: 6,810, gunners: 49

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors

4D

Passengers: 1,600

Cargo Capacity: 10,000 metric tons

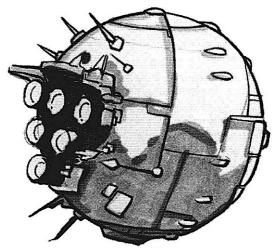
Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 6D Shields: 5D Sensors: Passive: 50/1D

Scan: 100/3D Search: 200/4D Focus: 5/4D+2



#### Weapons:

#### **8 Turbolaser Batteries**

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

#### 3 Proton Torpedo Launchers

Fire Arc: Front

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

## 4 Gravity Bomb Launchers

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 2-12/30/60 (Move: 6 units per round) Atmosphere Range: 4-24/60/120 km (Move: 12 km per

round) Damage: 7D

## 4 Missile Launcher Batteries

Fire Arc: Front Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24-60/120 km

Damage: 9D 6 Ion Cannons

Fire Arc: Turret Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Damage: 5D

# Separatists

## Lucrehulk Freighter

Craft: Hoersch-Kessel Drive, Inc., Lucrehulk-class LH-3210

cargo hauler

Affiliation: Trade Federation

Era: Old Republic

Source: Secrets of Naboo (page 6)

**Type:** Cargo freighter **Scale:** Capital **Length:** 3,170 meters

Skill: Capital ship piloting: LH-3210

**Crew:** 500

Passengers: 200 battle droids or troops, 50 sapients

(typically diplomats or trade reps) **Crew Skill:** All appropriate skills at 4D **Cargo Capacity:** 25 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

Weapons: 28 Quadlasers

Focus: 6/4D

Fire Arc: 7 front, 7 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

## 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)

Type: Battleship Scale: Capital Length: 3,170 meters

Skill: Capital ship piloting: LH-3210

Crew: 150 droids, 25 Neimoidian command staff

Crew Skill: Capital sip piloting 4D+1, capital sip gunnery

4D+1, capital ship shields 4D+1 **Passengers:** 139,000 battle droids **Cargo Capacity:** 5 million metric tons

Consumables: 500 days Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10Nav 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 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)

**Type:** Command ship **Scale:** Capital **Length:** 3,170 meters

Skill: Capital ship piloting: LH-3210

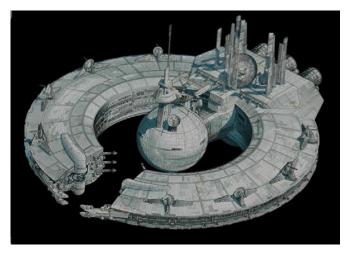
**Crew:** 150 droids, 25 Neimoidian command staff **Passengers:** 10 plus 139,000 battle droids

**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery

4D+1, capital ship shields 4D+1 **Cargo Capacity:** 4 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

# C-9979 Landing Craft

Craft: Haor Chall Engineering C-9979

**Affiliation:** Trade Federation

Era: Old Republic

Source: Secrets of Naboo (page 8)

**Type:** Heavy transport Scale: Capital Length: 370 meters

Skill: Capital ship piloting: C-9979 Crew: 88 droids or 140 sapients Crew Skill: All appropriate skills at 6D

Passengers: 30 repair droids, 40 commander battle droids,

39 pilot battle droids, 15 security droids,



Cargo Capacity: 1800 metric tons (used primarily for

storing ATTs)

Consumables: 1 day

**Cost:** 200,000 (new), 75,000 (used)

Maneuverability: 1D+1

Space: 5

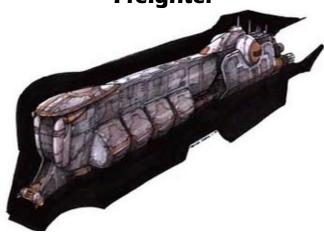
Atmosphere: 295; 850 kmh

Hull: 2D Shields: 1D Sensors: Passive: 15/0D

Ground Assault Complement: 28 troop carriers (each containing 112 battle droids), 11 MTTs (each containing

112 battle droids)

Trade Federation Armed **Freighter** 



Craft: Hoersch-Kessel Drive Armed Freighter

Affiliation: Trade Federation

Era: Old Republic Type: Cargo freighter Scale: Capital Length: 390 meters

Skill: Capital ship piloting: armed freighter

**Crew:** 40

Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+1, capital

ship repair 2D, sensors 3D+2

Passengers: 50

Cargo Capacity: 30,000 metric tons

Consumables: 4 months

Cost: 230,000

Hyperdrive Multiplier: x3 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 4

Maneuverability: 1D

Hull: 3D Shields: 1D+1 Sensors

Passive: 20/1D Scan: 50/2D Search: 80/3D Focus: 4/3D+2

Weapons:

2 Double Laser Cannons

Fire Arc: Front

Skill: Capital ship gunnery



Fire Control: 1D+2 Space Range: 2-10/20/30 Atmosphere Range: 200-1/2/3 km

Damage: 5D

**2 Quad Laser Cannons** *Fire Arc:* 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D+2 Space Range: 2-10/20/30

Atmosphere Range: 200-1/2/3 km

Damage: 4D

# Trade Federation Missile Frigate



Craft: Hoersch-Kessel Drive Missile Frigate

Affiliation: Trade Federation

Era: Old Republic

Type: Heavy assault frigate

Scale: Capital Length: 260 meters

Skill: Capital ship piloting: missile frigate

Crew: 65, 20 gunners

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+1, capital

ship repair 2D, sensors 3D+2 **Passengers:** 100 (troops)

Cargo Capacity: 1300 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x2

Nav Computer: Yes

Space: 4

Maneuverability: 1D

Hull: 4D+2 Shields: 2D Sensors:

Passive: 30/1D+1 Scan: 60/2D+1 Search: 90/3D+2 Focus: 6/4D+2

Weapons:

6 Concussion Missile Batteries (12 missiles per battery)

Fire Arc: 2 front, 2 left, 2 right, 2 rear

Crew: 3 (5), 2 (1)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 5-20/50/110

Atmosphere Range: 5-50/100/300 km

Damage: 9D

4 Laser Cannons (fire-linked by pairs)

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

# **Skanaw Patrol Frigate**

Craft: Dylath-Leen *Skanaw*-class **Affiliation:** Trade Federation **Era:** Rise of the Empire **Type:** Patrol frigate

Scale: Capital
Length: 217 meters

Skill: capital ship piloting: patrol frigate

Crew: 44 (4 organic, 40 droid)

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+2, capital

ship repair 1D, sensors 3D+3

Passengers: 100 (50 battle droids, 25 super battle droids,

25 droid starfighters)

Cargo Capacity: 1,100 metric tons

Consumables: 6 months Cost: Not available for sale Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 4D Shields: 2D+1 Sensors:

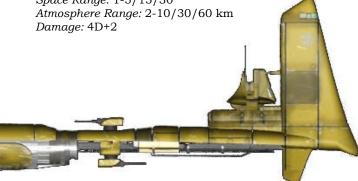
Passive: 30/1D+1 Scan: 60/2D+1 Search: 90/3D+2 Focus: 6/4D+2 Weapons:

2 Medium Laser Cannons (fire-linked by pairs)

Fire Arc: Turret Crew: 4 (droid)

Skill: Capital ship gunnery

Fire Control: 2D+1 Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/9



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## **Trade Federation Core Ship**



Craft: Modified Hoersch-Kessel Drive, Inc., Lucrehulk-class

LH-1740 modular control core **Affiliation:** Trade Federation Era: Rise of the Empire Type: Battleship cruiser

Scale: Capital

**PICTURE** 

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**Length:** 696 meters diameter

Skill: Capital ship piloting: Core Ship

Crew: 60, 3,000 crew droids, 200,000 maintenance droids Crew Skill: Capital sip piloting 4D+1, capital sip gunnery

4D+1, capital ship shields 4D+1 Passengers: 40,000 battle droids Cargo Capacity: 1 million metric tons

Consumables: 100 days Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 6 Hull: 4D Shields: 1D+2 Sensors: Passive: 30/1D Scan: 60/2D

Search: 90/3D+2 Focus: 6/4D Weapons: 12 Quadlasers

Fire Arc: 3 front, 3 rear, 3 right, 3 left

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-5/10/20

Atmosphere Range: 100-500/1/2 km

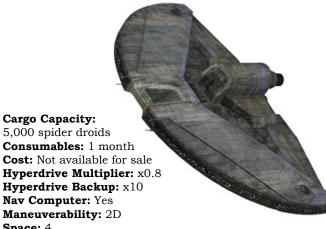
Damage: 5D

# **Commerce Guild Starship**

Craft: Diamond-class Cruiser Affiliation: Commerce Guild **Era:** Rise of the Empire Type: Transport cruiser Scale: Capital

Length: 120 meters Skill: Capital ship piloting

**Crew:** 95



Space: 4

**Hull:** 2D+1

Atmosphere: 280; 800 kmh

Shields: 2D Sensors: Passive: 15/1D Scan: 30/2D Search: 60/3D Focus: 3/4D

Weapons:

**8 Laser Cannons** Fire Arc: 4 front, 2 left, 2 right

Skill: Capital ship gunnery *Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 3D+2

## Techno Union Starship

Craft: Techno Union Hardcell-class Starship

Affiliation: Techno Union Era: Rise of the Empire Type: Armed transport

Scale: Capital Length: 220 meters

Skill: Capital ship piloting: Techno Union Starship

Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital

ship repair 3D, sensors 3D+1 Passengers: 600 droid troops Cargo Capacity: 130 metric tons Consumables: 4 months



Cost: Not available for sale (estimated cost 2.63 million

Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 4

Atmosphere: 330; 950 kmh

Maneuverability: 1D **Hull:** 3D+2

Shields: 2D Sensors: Passive: 20/1D Scan: 60/2D Search: 80/3D Focus: 4/3D+2

Weapons: 16 Turbolaser Cannons

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D+1

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

Fire Arc: Sides

**6 Point Defense Laser Cannons** 

Crew: 2 Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/7/10

Atmosphere Range: 100-300/700/1 km

Damage: 4D

**Tractor Beam Projector** 

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+2 Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

# Banking Clan Starship

Craft: InterGalactic Banking Clan Starship **Affiliation:** Intergalactic Banking Clan

**Era:** Rise of the Empire Type: Space cruiser Scale: Capital **Length:** 235 meters

Skill: Capital ship piloting: IBC Starship

**Crew:** 120

Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital







ship repair 3D, sensors 3D+1

Passengers: 400 troops

Cargo Capacity: 100 metric tons

Consumables: 3 months

Cost: Not available for Sale (estimated 2.64 million credits)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes

Space: 5

Maneuverability: 1D

Hull: 3D+1 Shields: 1D+2 Sensors Passive: 40/1D Scan: 70/2D Search: 100/3D Focus: 4/3D+2



#### 20 Turbolaser Cannons

Fire Arc: 1 battery front, 1 battery left, 1 battery right

Skill: Capital ship gunnery

Fire Control: 2D+1 Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

#### 16 Point Defense Laser Cannons

Fire Arc: 4 front, 6 left, 6 right

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/7/10

Atmosphere Range: 100-300/700/1 km

Damage: 4D

#### **3 Tractor Beam Projectors**

Fire Arc: 1 front, 1 left, 1 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+2 Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

# **Banking Clan** Communications Frigate

Craft: Hoersch-Kessel Drive/Gwori Revolutionary Industries

Munificent-class Star Frigate

Affiliation: Intergalactic Banking Clan

Era: Rise of the Empire Source: Wizards Website Type: Communications frigate

Scale: Capital Length: 825 meters Skill: Capital ship piloting

Crew: 200, gunners: 114, skeleton: 75/+15

Passengers: 150,000 (deactivated battle droids, no more

than 2,000 can be activated on-board at once)

Cargo Capacity: 40,000 metric tons

Consumables: 2 years

Cost: Not available for sale (valued at 57 millions)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 6

**Hull:** 3D+2 Shields: 3D+1 Sensors: Passive: 40/1D

Scan: 70/2D Search: 100/3D Focus: 4/3D+2



#### Weapons:

#### 2 Heavy Turbolaser Cannons (fire-linked)

*Fire Arc:* Front Crew: 35

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Damage: 11D

#### 2 Heavy Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 20

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Damage: 9D

#### 26 Twin Turbolaser Cannons

Fire Arc: 5 batteries left, 5 batteries right, 3 batteries rear

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Damage: 4D

## 20 Light Turbolasers

Fire Arc: 2 batteries front/left, 2 batteries front/right

(partial turrets)

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Damage: 2D

#### 38 Point-Defense Laser Cannons

Fire Arc: 4 batteries front, 5 batteries left, 5 batteries right,

5 batteries rear

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 4D

Space Range: 1-3/10/20

Damage: 2D

### Hyperwave Jammer

Fire Arc: All Crew: 10

Skill: Communications Space Range: 3-15/35/75

Damage: The powerful communications arrays can also be used to jam enemy craft in nearby space, causing a penalty on sensors and communications rolls (-2D for starfighters, -1D+1 for space transports, -2 for capital ships). The same penalty is applied to the fire control of any weapon fired at the communications frigate (although fire control can't be reduced to less than 0D). The jammer is selective enough not to affect friendly ships, but it isn't powerful enough to affect space stations.

## **Commerce Guild Support Ship**



Craft: Hoersch-Kessel Drive/Free Dac Volunteers Recusant-

class Light Destroyer

Affiliation: Commerce Guild

Era: Rise of the Empire

Source: Wizards Website

Type: Light destroyer

Scale: Capital

**Length:** 1,187 meters **Skill:** Capital ship piloting

**Crew:** 300, gunners: 110, skeleton: 100/+15

Passengers: 40,000 (deactivated battle droids, no more

than 3,000 can be activated on-board at once)

Cargo Capacity: 10,000 metric tons

Consumables: 2 years

Cost: Not available for sale (valued at 61 millions)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D+1

Space: 8 Hull: 4D+1 Shields: 3D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/3D+2

**Prow Heavy Turbolaser Cannon** 

Fire Arc: Front Crew: 30

Focus: 6/4D

Weapons:

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Damage: 10D

10 Heavy Turbolaser Cannons

Fire Arc: 6 turret, 2 front, 2 rear

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Damage: 7D

5 Turbolaser Cannons

Fire Arc: 2 left, 2 right, 1 rear

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Damage: 2D

30 Dual Laser Cannons

Fire Arc: 1 battery front, 2 batteries left, 2 batteries right, 1

battery rear *Crew:* 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/20

Damage: 5D

12 Dual Light Laser Cannons

Fire Arc: 1 battery front, 1 battery left, 1 battery right

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-5/10/20

Damage: 4D

**60 Point-Defense Laser Cannons** 

Fire Arc: 3 batteries front, 3 batteries left, 3 batteries right,

3 batteries rear *Crew*: 1

Scale: Starfighter
Skill: Starship gunnery

Fire Control: 4D Space Range: 1-5/10/20

Damage: 2D

## **Trade Federation Cruiser**

Craft: Free Dac Volunteers/Pammant Docks Providence-

class carrier/destroyer

Affiliation: Trade Federation
Era: Rise of the Empire
Source: Wizards Website
Type: Carrier/destroyer
Scale: Capital

**Length:** 1,088 meters **Skill:** Capital ship piloting

**Crew:** 600, gunners: 329, skeleton: 200/+15

Crew Skill: Astrogation 5D, capital ship piloting 4D+1,

capital ship gunnery 4D+1

Passengers: 1.5 million (deactivated battle droids, no more

than 6,000 can be activated on-board at once)

Cargo Capacity: 50,000 metric tons, 160 MTTs and 280

assorted droid armored vehicles

Consumables: 4 years

Cost: Not available for sale (valued at 125 millions)

Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D+1

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 6D Shields: 3D+2 Sensors: Passive: 30/1D+1

Scan: 60/2D+1 Search: 90/3D+2 Focus: 6/4D+2

Weapons:

14 Quad Turbolasers

Fire Arc: 4 front, 5 left, 5 right

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D



#### 34 Dual Laser Cannons

Fire Arc: 6 batteries turret, 2 batteries front, 4 batteries left,

4 batteries right, 1 battery rear

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 4D Space Range: 1-5/10/20

Atmosphere Range: 100-500/1/2 km

Damage: 5D

2 Heavy Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

*Space Range:* 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

12 Point-Defense Ion Cannons

Fire Arc: 2 batteries left, 2 batteries right

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 4D

*Space Range:* 1-5/10/20

Atmosphere Range: 100-500/1/2 km

Damage: 3D

**8 Tractor Beam Projectors** 

Fire Arc: 4 left, 4 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

102 Proton Torpedo Tubes (16 torpedoes each)

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 5-20/50/110

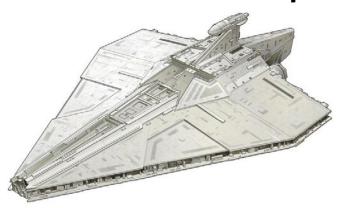
Atmosphere Range: 5-50/100/300 km

Starfighter Complement: 120 Tri-fighters, 120 "Vulture"



# **Imperial**

## **Acclamator Assault Ship**



Craft: Rothana Heavy Engineering Acclamator-class

Military Transport

Affiliation: Old Republic / Empire

Era: Rise of the Empire

Source: d20 Core Rulebook (page 234)

**Type:** Assault ship **Scale:** Capital **Length:** 752 meters

**Skill:** Capital ship piloting: Acclamator-class

**Crew:** 700

**Crew Skill:** All skills typically at 4D **Passengers:** 16,000 (troops) **Cargo Capacity:** 2,000 metric tons

Consumables: 20 days

Cost: 29 million (new), 19 million (used)

Hyperdrive Multiplier: x2 Hyperdrive Backupp: x10 Nav Computer: Yes

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D+1 Shields: 2D+1 Sensors: Passive: 40/1D Scan: 70/2D Search: 150/3D Focus: 4/3D+2

Weapons:

12 Turbo Quadlasers

Fire Arc: Partial Turret (6 front/left, 6 front/right)

Skill: Capital ship gunnery Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/15 0km

Damage: 6D

4 Assault Concussion Missile Tubes (20 missiles each)

Fire Arc: Front Skill: Capital ship gunnery Fire Control: 3D Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

#### 24 Point Laser Cannons

Fire Arc: 2 batteries front, 2 batteries left, 2 batteries right

Scale: Starfighter Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

# **Venator Star Destroyer**

Craft: Kuat Drive Yards Venator-class Star Destroyer

Affiliation: Old Republic / Empire

Era: Rise of the Empire Source: Wizards Website Type: Star destroyer Scale: Capital Length: 1,137 meters

**Skill:** Capital ship piloting: Star Destroyer **Crew:** 7,400, gunners: 124, skeleton 3,025/+15

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors

3D+2

Passengers: 2,000 (troops)

Cargo Capacity: 20,000 metric tons, 40 LAAT/I gunships,

and 24 heavy walkers of various makes

Consumables: 2 years

Cost: Not available for sale (valued at 59 millions)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D+1

Space: 6

Atmosphere: 340; 975 kmh

Hull: 5D+1 Shields: 3D+1 Sensors: Passive 40/1D Scan 70/2D Search 150/3D Focus 4/3D+2 Weapons:

#### 8 Heavy Turbolasers

Fire Arc: 1 battery front/right, 1 battery front/left (partial

turrets)
Crew: 5

Skill: Capital ship gunnery Fire Control: 3D Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

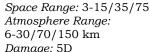
Damage: 6D+1

#### 2 Medium Dual Turbolasers

Fire Arc: 1 front/left, 1 front/right (partial turrets)

Crew: 3

Skill: Capital ship gunnery Fire Control: 5D





26 Point-Defense Laser Cannons

Fire Arc: 12 front, 6 left, 6 right, 2 rear

Crew: 3 Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/10/20

Atmosphere Range: 400-1/5/10 km

Damage: 3D

**6 Tractor Beam Projectors** *Fire Arc:* 4 front, 1 left, 1 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

4 Proton Torpedo Tubes (16 torpedoes each)

Fire Arc: Front Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

Starfighter Complement: 192 V-wings, 192 Eta-2 Actis

interceptors, 36 ARC-170

## **Armed Cargo Barge**

Craft: Kuat Drive Yards Cargo Barge

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Death Star Technical Companion (page 94)

Type: Armed cargo barge

Scale: Capital Length: 100 meters Skill: Capital ship piloting

Crew: 12, gunners: 2, skeleton 6/+10

Crew Skill: Capital ship piloting, capital ship gunnery 3D

Passengers: 10

Cargo Capacity: 70,000 metric tons

Consumables: 2 months

Cost: 1.1 million (new), 500,000 (used)

Hyperdrive Multiplier: x3 Hyperdrive Backup: x20 Nav Computer: Yes Maneuverability: OD

Space: 2 Atmosph Hull: 2D

Atmosphere: 225; 650 kmh

Shields: 0D Sensors: Passive: 20/0D Scan: 30/1D Search: 40/2D Focus: 2/2D+2

Weapons:

2 Twin Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 1D

*Space Range:* 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 2D

## X-Q1 Patrol Craft

**Craft:** Loronar X-Q1 Patrol Craft **Affiliation:** Empire / General **Era:** Rise of the Empire **Type:** Patrol craft

Scale: Capital Length: 80 meters

**Skill:** Capital ship piloting: Patrol craft **Crew:** 6, gunners: 4, skeleton 3/+10

Crew Skill: Capital ship piloting 5D, capital ship gunnery

5D, capital ship shields 4D, sensors 3D+2

Passengers: 16 (troops)

Cargo Capacity: 300 metric tons Consumables: 3 months Cost: Not available for sale Maneuverability: 2D+1

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 3D Shields: 3D Sensors:

Passive: 40/1D Scan: 80/1D+2 Search: 130/2D+1 Focus: 4/3D

Weapons:

2 Turbolaser Cannons

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 3-15/35/75 *Atmosphere:* 6-30/70/150 km

Damage: 4D



# X-Q2 System Patrol Cruiser

Craft: Loronar Regulator X-Q2 System Patrol Cruiser

Affiliation: Empire / General

Era: Rebellion

Source: The Far Orbit Project (page 82), Classic Campaigns

(page 71)

Type: Inter-system patrol/customs cruiser

Scale: Capital Length: 150 meters

**Skill:** Capital ship piloting: X-Q2 **Crew:** 9, gunners: 5, skeleton: 5/+15

Crew Skill: Astrogation 5D, capital ship gunnery 5D, capital

ship piloting 4D+2, capital ship shields 4D+2

Passengers: 15

Cargo Capacity: 500 metric tons Consumables: 3 months Cost: Not available for sale Maneuverability: 2D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D Shields: 2D+2 Sensors: Passive: 40/1D

Passive: 40/1D Scan: 80/2D Search: 100/3D Focus: 5/4D **Weapons:** 

5 Laser Cannons

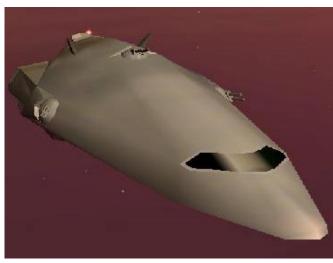
Fire Arc: 1 front, 1 left, 1 right, 1 back, 1 turret

Skill: Capital ship gunnery Fire Control: 2D+2 Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

# **System Patrol Craft**



**Craft:** Sienar Fleet Systems IPV 1 **Affiliation:** Empire / General **Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 51), Pirates & Privateers (page 74), Dark Force Rising Sourcebook (page 140), The Thrawn Trilogy Sourcebook (page 222), Flashpoint! Brak Sector (pages 30-31), Starships of the Galaxy (pages 102-103)

Type: Inter-system patrol/customs craft

Scale: Capital Length: 120 meters

**Skill:** Capital ship piloting: IPV 1 **Crew:** 4, gunners: 8, skeleton: 3/+5

Crew Skill: Capital ship gunnery 4D, capital ship piloting

5D, capital ship shields 4D, sensors 3D

Passengers: 10 (troops)

Cargo Capacity: 200 metric tons

Consumables: 3 months Cost: Not available for sale Maneuverability: 2D+1

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 3D+1 Shields: 3D Sensors: Passive: 40/1D Scan: 80/1D+2 Search: 130/2D

Search: 130/21 Focus: 4/3D **Weapons:** 

4 Turbolaser Cannons

Fire Arc: Turret Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D

## **Tartan Patrol Cruiser**



Craft: Damorian Manufacturing Corporation Tartan

Cruiser

**Affiliation:** Empire **Era:** Rise of the Empire

Type: Anti-starfighter patrol cruiser

Scale: Capital Length: 600 meters Skill: Capital ship piloting

Crew: 1,800, gunners: 20, skeleton: 1,000/+5

Passengers: 100 (troops)

Cargo Capacity: 4,000 metric tons

**Consumables:** 6 months **Cost:** Not available for sale **Maneuverability:** 2D

Space: 7
Atmosph
Hull: 5D

**Atmosphere:** 350; 1,000 kmh

Shields: 1D Sensors: Passive: 40/1D Scan: 80/1D+1 Search: 120/2D Focus: 5/3D Weapons:

20 Laser Cannons

Fire Arc: 10 left, 10 right

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 7D

## **Broadside Missile Cruiser**

Craft: Kuat Drive Yards' Broadside Missile Cruiser

**Affiliation:** Empire **Era:** Rise of the Empire

Type: Heavy Long range missile assault cruiser





Scale: Capital **Length:** 500 meters

Skill: Capital ship piloting: Broadside Cruiser Crew: 860, gunners: 44, skeleton: 530/+10

Passengers: 200 (troops) Cargo Capacity: 800 metric tons

Consumables: 2 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 3D Shields: 2D Sensors: Passive: 30/+2 Scan: 50/2D Search: 140/2D+1 Focus: 4/3D Weapons:

40 Concussion Missile Launchers

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D 2 Turbolasers

Fire Arc: 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

**Bayonet Cruiser** 

Craft: Sienar Fleet Systems' Bayonet-class Cruiser

**Affiliation:** Empire **Era:** Rise of the Empire

Source: Planets Collection (page 103)

Type: Light cruiser Scale: Capital Length: 200 meters

**Skill:** Capital ship piloting: Bayonet Crew: 120, gunners: 30, skeleton: 40/+10

Crew Skill: Astrogation 5D, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1

Passengers: 48 (troops)

Cargo Capacity: 3,500 metric tons

Consumables: 1 year

Cost: 5 million (new), 2.3 million (used)

Hyperdrive Multiplier: x1Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 8

Atmosphere: 175; 500 kmh

Hull: 4D Shields: 2D+2 Sensors: Passive: 40/1D Scan: 80/3D Search: 160/4D Focus: 6/3D+2

Weapons:

**8 Heavy Turbolasers** Fire Arc: 2 front, 3 left, 3 right

Crew 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D **6 Laser Cannons** 

Fire Arc: 2 front, 2 left, 2 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 2-10/30/60 km

Damage: 2D

2 Tractor Beam Projectors

Fire Arc: Front Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

## **Carrack Light Cruiser**



Craft: Damorian Manufacturing's Carrack-class light

cruiser

**Affiliation:** Empire Era: Rise of the Empire

Source: Imperial Sourcebook (pages 57-58), Heir to the Empire Sourcebook (pages 120-121), The Thrawn Trilogy Sourcebook (page 214), Starships of the Galaxy (pages 89-90), The Essential Guide to Vehicles and Vessels (pages

16-17)

Type: Light cruiser Scale: Capital Length: 350 meters

Skill: Capital ship piloting: Carrack

Crew: 1,007, gunners: 85, skeleton: 500/+10

Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors

4D+1

Passengers: 142 (troops)

Cargo Capacity: 3,500 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x1Hyperdrive Backup: x12

Nav Computer: Yes Maneuverability: 2D

Space: 8 Hull: 5D Shields: 2D+2 Sensors: Passive: 30/0D Scan: 50/1D Search: 100/2D Focus: 4/3D Weapons:

#### 10 Heavy Turbolasers

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D **20 Laser Cannons** 

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 2D

**5 Tractor Beam Projectors** *Fire Arc:* 1 front, 2 left, 2 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Starfighter Complement: 4 recon fighters

## **Victory Star Destroyer**

**Craft:** Rendili Star Drive's Victory I **Affiliation:** Empire / General **Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 59-60), The Star Wars Sourcebook (pages 32-34), Han Solo and the Corporate Sector Sourcebook (pages 91-92), Dark Force Rising Sourcebook (pages 141-142), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 103), The Essential Guide to Vehicles and Vessels (pages 188-180)

Type: Victory-class Star Destroyer

Scale: Capital Length: 900 meters

**Skill:** Capital ship piloting: Star Destroyer **Crew:** 4,798, gunners: 402, skeleton 1,785/+15

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2

3D+2

Passengers: 2,040 (troops)
Cargo Capacity: 8,100 metric tons

Consumables: 4 years Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh



Hull: 4D Shields: 3D+1 Sensors: Passive 40/1D Scan 70/2D Search 150/3D

Focus 4/3D+2

#### Weapons:

#### 10 Quad Turbolaser Batteries

Fire Arc: 5 left, 5 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

#### **40 Double Turbolaser Batteries**

Fire Arc: 10 front, 15 left, 15 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 2D+2

#### 80 Concussion Missile Launchers

Fire Arc: 20 front, 20 left, 20 right, 20 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

### 10 Tractor Beam Projectors

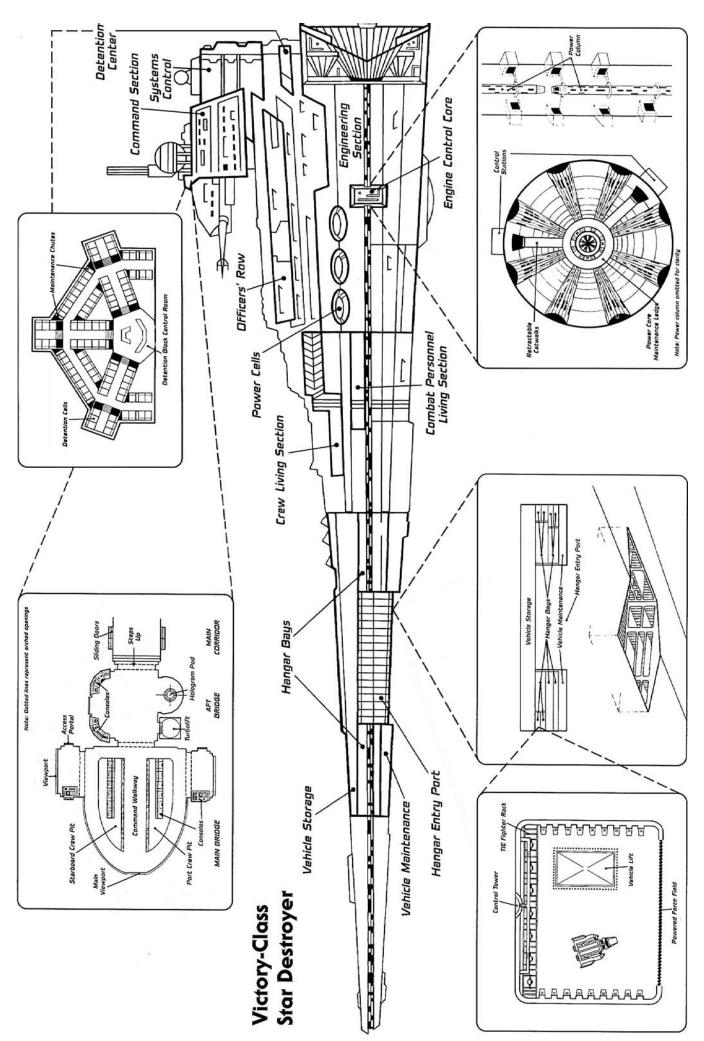
Fire Arc: 6 front, 2 left, 2 right Crew: 2 (2), 4 (2), 10 (6) Skill: Capital ship gunnery Fire Control: 4D

*Space Range:* 1-5/15/30

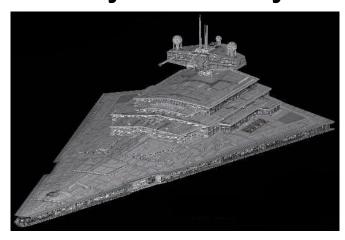
Atmosphere Range: 2-10/30/60 km

Damage: 5D

Starfighter Complement: 2 squadrons



## **Victory II Star Destroyer**



**Craft:** Rendili StarDrive's Victory II **Affiliation:** Empire / General **Era:** Rise of the Empire

Source: Imperial Sourcebook (pages 60-61), Starships of

the Galaxy (pages 103)

**Type:** Victory-class Star Destroyer

Scale: Capital Length: 900 meters

**Skill:** Capital ship piloting: Star Destroyer **Crew:** 5.881, gunners: 226, skeleton: 2,100/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors

3D+2

Passengers: 1,600 (troops)
Cargo Capacity: 8,100 metric tons

Consumables: 4 years Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 6 Hull: 4D+2 Shields: 3D Sensors: Passive: 40/1D Scan: 70/2D Search: 150/3D Focus: 4/3D+2

Weapons: 20 Turbolaser Batteries

Fire Arc: 10 front, 5 left, 5 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

20 Double Turbolaser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D
10 Ion Cannons

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 2 (2), 3 (2), 4 (6)

Skill: Capital ship gunnery

Fire Control: 4D

*Space Range:* 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right Crew: 2 (2), 4 (2), 10 (6) Skill: Capital ship gunnery

Fire Control: 2D

 $Space\ Range:\ 1\text{-}5/15/30$ 

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement: 2 squadrons

## **Vindicator Heavy Cruiser**



Craft: Sienar Fleet Systems Vindicator-class Heavy Cruiser

**Affiliation:** Empire / General **Era:** Rise of the Empire

**Source:** Starships of the Galaxy (pages 99-100)

**Type:** Vindicator-class heavy cruiser

Scale: Capital Length: 600 meters

Skill: Capital ship piloting: Vindicator

**Crew:** 2,551

Crew Skill: Varies, typically 4D in all applicable skills

Passengers: 400 (troops)

Cargo Capacity: 8,000 metric tons

Consumables: 1.5 years

**Cost:** Not available for sale (43 million estimated)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

Space: 6 Hull: 6D Shields: 3D Sensors: Passive: 30/1D Scan: 75/2D Search: 150/3D Focus: 5/4D

Weapons:

25 Light Turbolasers

Fire Arc: 2 batteries front, 1 battery right, 1 battery left, 1

battery rear

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

20 Light Turbo Quadlasers

Fire Arc: 2 batteries front, 1 battery right, 1 battery left, 1



battery rear

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

10 Point-Defense Lasers

Fire Arc: 2 front, 3 right, 3 left, 2 rear

Scale: Starfighter Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

20 Light Ion Cannons

Fire Arc: 2 batteries front, 1 battery right, 1 battery left, 1

battery rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 3D+2

**3 Tractor Beam Projectors** 

Fire Arc: 1 front, 1 right, 1 left Skill: Capital ship gunnery

Fire Control: 1D

*Space Range:* 1-5/15/30

Atmosphere Range: 1-5/15/30 km

Damage: 4D

## **Star Destroyer**

Craft: Kuat Drive Yards' Imperial I Star Destroyer

**Affiliation:** Empire **Era:** Rise of the Empire

**Source:** Core Rulebook (page 252), Imperial Sourcebook (pages 61-62), Star Wars Trilogy Sourcebook SE (pages 138-139), The Star Wars Sourcebook (pages 34-36), Heir to the Empire Sourcebook (pages 128-129), The Thrawn Trilogy Sourcebook (page 219), The Essential Guide to Vehicles

and Vessels (pages 80-81) **Type:** Star Destroyer **Scale:** Capital

**Length:** 1,600 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 36,810, gunners: 275, skeleton: 5,000/+20

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1,

sensors 4D

Passengers: 9,700(troops)

Cargo Capacity: 36,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D Space: 6

Hull: 7D Shields: 3D Sensors: assive: 50/1D Scan: 100/3D Search: 200/4D Focus: 6/4D+2

Weapons:

60 Turbolaser Batteries

Fire Arc: 20 front, 20 left, 20 right

Crew: 1 (20), 2 (40) Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

**60 Ion Cannons**Fire Arc: 20 front, 15 left, 15 right, 10 back

Crew: 1 (15), 2 (45) Skill: Capital ship gunnery Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right Crew: 1 (2), 4 (2), 10 (6) Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement: 72 TIE starfighters

Ground/Air Complement: 20 AT-ATs and 30 AT-STs

# Star Destroyer II

Craft: Kuat Drive Yards' Imperial II Star Destroyer

**Affiliation:** Empire **Era:** Rebellion

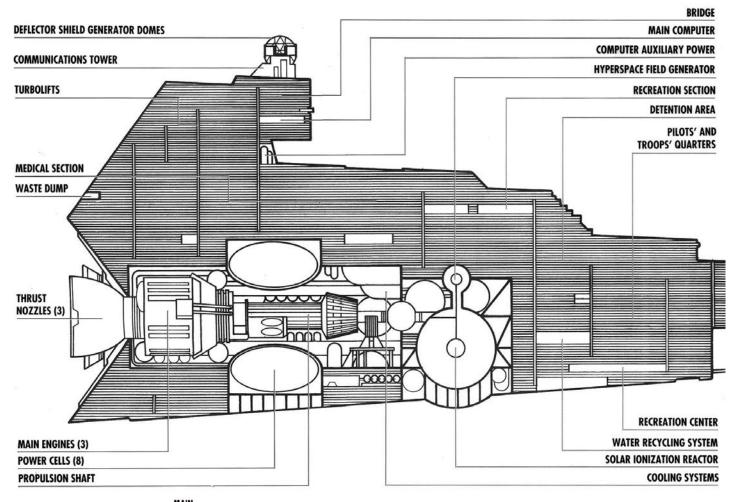
Source: Imperial Sourcebook (page 62), Starships of the

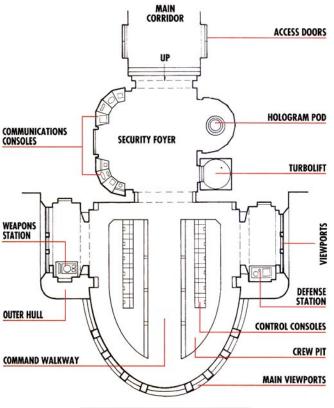
Galaxy (page 97) **Type:** Star Destroyer **Scale:** Capital **Length:** 1,600 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 36,755, gunners: 330, skeleton 5,000 /+10







**MAIN BRIDGE PLAN** 

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 9,700 (troops)

Cargo Capacity: 36,000 metric tons

Consumables: 6 years Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

Space: 6 **Hull:** 7D+1 Shields: 2D+2 Sensors:

Passive: 50/1D Scan: 100/3D Search: 200/4D Focus: 6/4D+1

#### Weapons:

#### **50 Heavy Turbolaser Batteries**

Fire Arc: 20 front, 15 left, 15 right

Crew: 1 (20), 2 (30) Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 10D

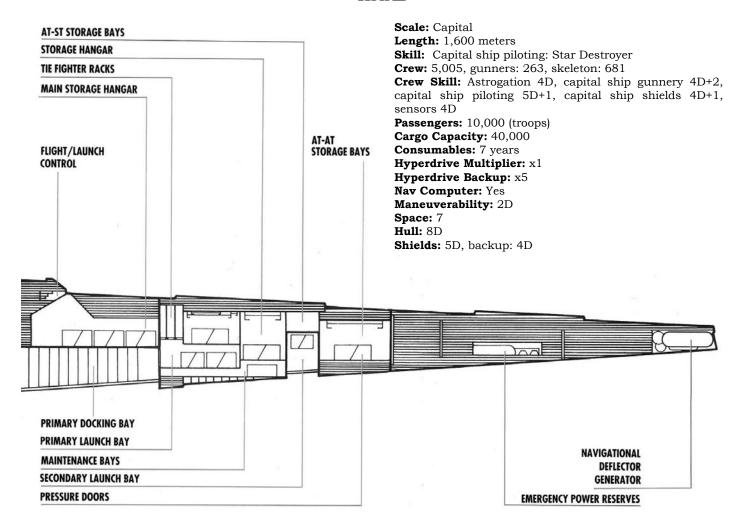
#### **50 Heavy Turbolaser Cannons**

Fire Arc: 20 front, 10 left, 10 right, 10 back

Crew: 3

Skill: Capital ship gunnery





Fire Control: 1D

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: 4D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right Crew: 1 (2), 4 (2), 10 (6) Skill: Capital ship gunnery Fire Control: 4D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

**Starfighter Complement:** 36 TIE/ln, 12 TIE Interceptors, 12 TIE Bombers, 8 TIE/rc, 4 TIE/fc, 1 Assault Shuttle **Ground/Air Complement:** 20 AT-ATs, 30 AT-STs

## Star Destroyer III

Craft: Kuat Drive Yards' Imperial III Star Destroyer

**Affiliation:** Empire **Era:** New Republic **Type:** Star Destroyer

#### Sensors:

Passive: 50/1D Scan: 100/3D+2 Search: 200/4D+1 Focus: 6/5D

#### Weapons:

#### 36 Double Turbolaser Cannons

Fire Arc: 9 front, 9 left, 9 right, 9 back

Crew: 1

Skill: Capital ship gunnery

Scale: Starfighter Fire Control: 3D

*Space Range:* 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

#### **30 Turbolaser Batteries**

Fire Arc: 6 front, 5 left, 5 right

Crew: 1 (15), 2 (15) Skill: Capital ship gunnery

Fire Control: 4D

 $Space\ Range: 3\text{-}15/36/75$ 

Atmosphere Range: 6-15/72/150km

Damage: 6D

#### 20 Heavy Turbolaser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

#### **6 Concussion Missile Tubes**

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 9D **50 Ion Cannons** 

Fire Arc: 20 front, 15 left, 15 right, 10 back

Crew: 1 (15), 2 (45) Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D+2

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right Crew: 1 (2), 4 (2), 10 (6) Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D+2

Standard Fighter Complement:

24 TIE Interceptors, 12 A-9 Vigilance, 12 TIE Advanced, 12 Scimitar Assault Bombers, 12 TIE/rc, 12 TIE/D, 1 Assault

Shuttle

Ground/Air Complement: 20 AT-ATs, 30 AT-STs

## Imperial Patrol Vessel/h

Craft: Sienar Fleet Systems IPV/h

Affiliation: Empire Era: Rebellion Type: Patrol vessel Scale: Capital Length: 130 meters

**Skill:** Capital ship piloting: IPV/h **Crew:** 12, gunners: 10, skeleton 8/+10

Crew Skill: Capital ship piloting 5D, capital ship gunnery

4D+1, starship gunnery 5D **Passengers:** 20 (troops), 2 (pilots) **Cargo Capacity:** 250 metric tons **Consumables:** 3 months

Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes

Maneuverability: 2D (1D with TIE hangar attached)

Space: 5

Atmosphere: 295; 850 kmh

**Hull:** 3D+1 **Shields:** 3D **Sensors:** *Passive:* 40/1D *Scan:* 80/1D+2

Scan: 80/1D+2 Search: 130/2D Focus: 4/2D+2

Weapons:

4 Turbolaser Cannons

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75 Atmosphere: 6-30/70/150 km Damage: 4D+2

#### 2 Medium Ions Cannons

Fire Arc: Turret

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

## **Lancer Frigate**



Craft: Kuat Drive Yard's Lancer-class Frigate

**Affiliation:** Empire **Era:** Rebellion

**Source:** Imperial Sourcebook (page 55), Dark Force Rising Sourcebook (pages 139-140), The Thrawn Trilogy Sourcebook (page 220), The Essential Guide to Vehicles

and Vessels (pages 102-103)

Type: Anti-Starfighter screening vessel

Scale: Capital Length: 250 meters

Skill: Capital ship piloting: Lancer

Crew: 810, gunners: 40, skeleton: 375/+10

Crew Skill: Astrogation 3D+2, capital ship piloting 3D+2,

capital ship shields 4D, starship gunnery 4D

Passengers: 40 (troops)
Cargo Capacity: 300 metric tons

Consumables: 1 week Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 4D Shields: 2D+2 Sensors: Passive: 35/1D Scan: 60/1D

Passive: 35/1D Scan: 60/1D Search: 100/2D Focus: 3/2D+1

Weapons:

20 Quad Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 1(5), 2(10), 3(5) Scale: Starfighter Skill: Starship gunnery Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### Star Galleon



Craft: Kuat Drive Yards' Star Galleon

**Affiliation:** Empire **Era:** Rebellion

**Source:** Imperial Sourcebook (pages 56-57), Pirates & Privateers (page 70), Dark Force Rising Sourcebook (pages 140-141), The Thrawn Trilogy Sourcebook (page 222-223),

Starships of the Galaxy (pages 98-99)

Type: Cargo / escort frigate

Scale: Capital Length: 300 meters

**Skill:** Capital ship piloting: Star Galleon **Crew:** 130, gunners: 20, skeleton 50/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital

ship piloting 5D, capital ship shields 5D, sensors 3D  $\,$ 

Passengers: 300 (troops)

Cargo Capacity: 100,000 metric tons

Consumables: 6 months

 $\textbf{Hyperdrive:}\ x2$ 

Hyperdrive Backup: Yes Nav Computer: Yes Maneuverability: 1D

Space: 3 Hull: 5D+2 Shields: 2D Sensors: Passive: 15/1D

Scan: 45/1D+1 Search: 90/2D Focus: 3/2D+1 Weapons: 10 Turbolasers

Fire Arc: 5 left, 5 right Crew: 1 (6), 2 (2), 3 (2) Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

**Concussion Missiles Launcher** 

Fire Arc: Front Crew: 4

Skill: Capital ship gunnery

Fire Control: 5D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 5D

#### **Escort Carrier**

Craft: Kuat Drive Yards' Escort Carrier

**Affiliation:** Empire **Era:** Rebellion



Source: Imperial Sourcebook (pages 54-55), Starships of

the Galaxy (page 96)

Type: Heavy Starfighter/shuttle carrier

Scale: Capital Length: 500 meters

**Skill:** Capital ship piloting: KDY Escort Carrier **Crew:** 3,485, gunners: 20, skeleton: 1,500/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2,

sensors 3D+2

Passengers: 800 (troops)
Cargo Capacity: 500 metric tons

Consumables: 9 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 7D+1 Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D

Search: 100/2D Focus: 4/3D Weapons:

10 Twin Laser Cannons

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/25/50 km

Damage: 3D

**Starfighter Complement:** 4 TIE/In squadrons, 1 TIE Interceptor squadron, 1 TIE Bomber squadron, 6 shuttles

#### **Interdictor Cruiser**

Craft: Sienar Fleet Systems' Immobilizer 418

**Affiliation:** Empire **Era:** Rebellion

**Source:** Imperial Sourcebook (pages 55-56), Heir to the Empire Sourcebook (page 123-127), The Thrawn Trilogy Sourcebook (pages 219-220), Wanted by Cracken (pages 17-20), Starships of the Galaxy (pages 99-100), The Essential

Guide to Vehicles and Vessels (pages 86-87)

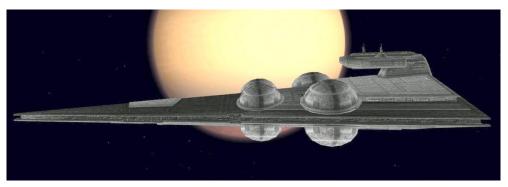
**Type:** Interdictor-class heavy cruiser

Scale: Capital Length: 600 meters

**Skill:** Capital ship piloting: Interdictor Cruiser **Crew:** 2,783, gunners: 24, skeleton: 1,500/+10

Crew Skill: Astrogation 5D, capital ship gunnery 5D,

capital ship piloting 5D, capital ship shields 4D



Passengers: 80 (troops)

Cargo Capacity: 5,500 metric tons

Consumables: 1.2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D

Space: 6 Hull: 5D Shields: 3D Sensors: Passive: 30/1D Scan: 75/2D Search: 150/3D Focus: 5/4D

#### Weapons: 20 Laser Cannons

Fire Arc: 10 front, 5 left, 5 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 4D

#### **4 Gravity Well Projector**

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 1-5/75/150

Damage: Blocks hyperspace travel Starfighter Complement: 2 squadrons

#### **Strike Cruiser**

Craft: Loronar Strike-class Cruiser

Affiliation: Empire / General / Rebel Alliance

Era: Rebellion

**Source:** Imperial Sourcebook (pages 51-54), Heir to the Empire Sourcebook (page 128), The Thrawn Trilogy



Sourcebook (page 222)

Type: Strike-class medium

cruiser

Scale: Capital Length: 450 meters

Skill: Capital ship piloting:

Strike-class cruiser

**Crew:** 1,972, gunners: 140,

skeleton: 800/+10

**Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting 5D, capital ship

shields 3D+2

Passengers: 340 (troops)

Cargo Capacity: 6,000 metric tons

Consumables: 1.5 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 6 Hull: 6D Shields: 2D+2 Sensors: Passive: 30/0D

Scan: 50/1D Search: 100/2D Focus: 4/3D

#### Weapons: 20 Turbolasers

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

#### 10 Turbolaser Batteries

Fire Arc: 4 front, 3 left, 3 right

Crew: 4

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

#### 10 Tractor Beam Projectors

Fire Arc: 2 front, 3 left, 3 right, 2 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/30

Atmosphere Range: 1-5/15/30 km

Damage: 4D

10 Ion Cannons

Fire Arc: 4 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: 4D

Starfighter Complement: 1 squadron Ground/Air Complement: 1 At-AT, 2 AT-STs

#### **Abolisher Cruiser**



Craft: Sienar Fleet Systems' Neutralizer 418

**Affiliation:** Empire Era: Rebellion

Type: Abolisher-class heavy cruiser

Scale: Capital Length: 600 meters

Skill: Capital ship piloting: Abolisher Cruiser Crew: 2,799, gunners: 40, skeleton: 1,500

Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 4D+1

Passengers: 80 (troops)

Cargo Capacity: 5,000 metric tons

Consumables: 1.5 years Hyperdrive Multiplier: x1 Hyperdrive Backup: x5 Nav Computer: Yes Maneuverability: 2D+2

Space: 7 Hull: 6D Shields: 3D Sensors: Passive: 30/1D Scan: 75/2D Search: 150/3D Focus: 5/4D

Weapons:

15 Quad Laser Cannons

Fire Arc: 5 front, 5 left, 5 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 5D

20 Turbolaser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 rear

Scale: Starfighter

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

**5 Hyperspace Pulsemass Generators** 

Fire Arc: Turret Crew: 1

Skill: Capital ship gunnery Space Range: 1-5/75/150

Damage: Destroys any ship in hyperspace within range (see

Imperial Sourcebook page 67 for details) Starfighter Complement: 3 squadrons

#### **Liberator Cruiser**

Craft: SoroSuub Liberator

Affiliation: Empire / New Republic

Era: Rebellion



Type: Cruiser Scale: Capital Length: 1,040 meters

Skill: Capital ship piloting: Liberator

**Crew:** 6,795, gunners: 244, skeleton: 2,265/+10

Crew Skill: Varies

Passengers: 9,600 (troops)

Cargo Capacity: 15,000 metric tons

Consumables: 5 months Cost: Not available for sale Hyperdrive Multiplier: x1Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

**Hull:** 6D+2 Shields: 3D+2 Sensors: Passive: 50/1D Scan: 100/2D

Search: 150/3D Focus: 5/3D+2 Weapons:

160 Heavy Turbolaser Batteries

Fire Arc: 30 front, 50 left, 50 right, 30 back

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 10D 50 Ion Cannons

Fire Arc: 20 front, 10 left, 10 right, 10 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100

Damage: 4D

**6 Tractor Beam Projectors** 

Fire Arc: 1 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

**5 Concussion Missile Tubes** 

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

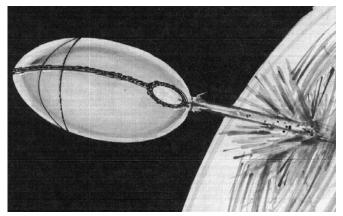
Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 9D

## **Torpedo Sphere**



Craft: Loronar's Torpedo Sphere

**Affiliation:** Empire **Era:** Rebellion

**Source:** Lords of the Expanse: Campaign Guide (pages 30-38), Imperial Sourcebook (pages 58-59), Starships of the

Galaxy (pages 109-110) **Type:** Dedicated siege platform

Scale: Capital

Length: 1,900 meters

Skill: Capital ship piloting: Torpedo Sphere

**Crew**: 61,245, gunners: 2,030, skeleton: 20,415/+15 **Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 3D+2, capital ship shields 4D, sensors

4D+1

Passengers: 8,540 (troops)

Cargo Capacity: 3.8 million metric tons

Consumables: 4 years Hyperdrive Multiplier: x3 Hyperdrive Backup: x18 Nav Computer: Yes

Space: 2 Hull: 9D+2 Shields: 2D Sensors:

Passive: 50/1D Scan: 75/3D Search: 150/4D Focus: 5/4D+2

Weapons:

10 Turbolaser Batteries

Fire Arc: Front Crew: 3

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 3-15/35/75

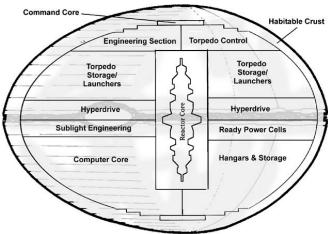
Atmosphere Range: 6-30/70/150 km

Damage: 9D

**500 Proton Torpedo Tubes** 

Fire Arc: Front Crew: 4

Skill: Capital ship gunnery



Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D against planetary shields, 4D against other

vessels

## **Super Star Destroyer**

Craft: Kuat Drive Yards' Executor-class Star Dreadnought

**Affiliation:** Empire **Era:** Rebellion

**Source:** Imperial Sourcebook (pages 62-63), Galaxy Guide 5: Return of the Jedi (page 51), Starships of the Galaxy (pages 105-106), The Essential Guide to Vehicles and Vessels (pages 54-55)

Type: Executor-class Star Destroyer

Scale: Capital

Length: 19,000 meters

**Skill:** Capital ship piloting: Super Star Destroyer **Crew:** 279,144, gunners: 1,590, skeleton: 50,000/+10 **Crew Skill:** Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D

Passengers: 38,000 (troops)

Cargo Capacity: 250,000 metric tons

Consumables: 6 years Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes

Space: 4 Hull: 10D Shields: 8D Sensors:

Passive: 75/1D+2 Scan: 150/3D+2 Search: 300/5D Focus: 8/6D+2

Weapons:

250 Turbolaser Batteries

Fire Arc: 100 front, 75 left, 75 right

Crew: 1 (100), 2 (150) Skill: Capital ship gunnery



Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

250 Heavy Turbolaser Batteries

Fire Arc: 100 front, 50 left, 50 right, 50 back

Crew: 2

Skill: Capital ship gunnery Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

250 Concussion Missile Tubes

Fire Arc: 50 front, 75 left, 75 right, 50 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D **250 Ion Cannons** 

Fire Arc: 100 front, 50 left, 50 right, 50 back

Crew: 1 (100), 2 (150) Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-50/50/100 km

Damage: 4D

**40 Tractor Beam Projectors** 

Fire Arc: 20 front, 10 left, 10 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

100 Point Laser Cannon Batteries

Fire Arc: 25 batteries each arc

Scale: Starfighter Skill: Starship gunnery Fire Control: 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

**Starfighter Complement:** 

Pre-Thrawn Empire:

96 TIE/ln, 24 TIE Interceptors, 24 TIE Bombers

Post-Thrawn Empire:

60 TIE/ln, 48 TIE Interceptors, 24 Scimitar Assault

Bombers, 24 TIE Advanced, 12 TIE Bombers

Ground/Air Vehicle Complement:

25 AT-AT, 50 AT-STs, 3 prefabricated garrison bases

Class 1000 Cruiser

Craft: KDY's Class 1000 Cruiser

**Affiliation:** Empire **Era:** New Republic

Source: Galaxy Guide 6: Tramp Freighter (pages 63-64)

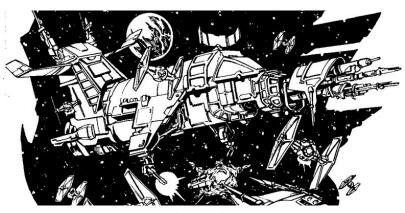
Type: Light cruiser Scale: Capital Length: 300 meters

**Skill:** Capital ship piloting: Class 1000 cruiser **Crew:** 580, gunners: 80, skeleton: 200/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 5D+2, capital ship piloting 5D, capital ship shields 4D+2, sensors

4D+2

Passengers: 200(troops)



Cargo Capacity: 500 metric tons

Consumables: 2 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 6 Hull: 2D Shields: 1D Sensors: Passive: 40/1D Scan: 70/2D Search: 150/3D Focus: 4/3D+2 Weapons:

**28 Turbolasers** *Fire Arc:* 10 front, 6 left, 6 right, 6 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D
12 Ion Cannons

Fire Arc: 3 front, 3 left, 3 right, 3 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 3D

#### **Modular Taskforce Cruiser**

Craft: Tagge Industries Shipyards Ltd. Modular Taskforce

Cruiser

**Affiliation:** Empire **Era:** New Republic

Source: Dark Empire Sourcebook (pages 96-98)

Type: Multi-task medium transport

Scale: Capital Length: 1,150 meters

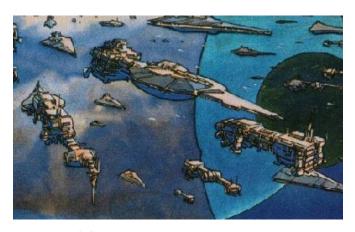
**Skill:** Capital ship piloting: taskforce cruiser **Crew:** Varies according to mission profile **Passengers:** Varies according to mission profile **Cargo Capacity:** Varies according to mission profile

Consumables: 6 months

Cost: 2.5 million (base cruiser), additional cost for

individual modules **Hyperdrive Multiplier:** x3

Hyperdrive Backup: x7 Nav Computer: Yes



Maneuverability: 2D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D+1
Shields: 2D
Sensors:

Standard sensor suite; more advanced sensors can be

installed as needed Passive: 40/1D Scan: 75/2D Search: 150/3D Focus: 4/4D+2

Weapons:

15 Medium Turbolasers

Fire Arc: 10 front, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D
Hospital Module

Crew: 225 doctors, 400 nurses, 1,500 emergency medical

technicians, 1,000 medical droids

Passengers: 2,750(bacta tanks), 1,000(quarentine ward),

19,600(patients)

Cargo Capacity: 5,000 metric tons

Cost: 750,000 credits Survey Module

Crew: 2,000 scouts, 1,500 techs, 5,000 droids

Cost: 1 million credits

Sensors: Passive: 60/3D Scan: 80/4D Search: 175/5D Focus: 6/5D+2 Observation Module

Crew: 1,550 Intelligence officers and COM scan specialists

Cost: 6.3 million credits

Sensors:

Passive: 250/3D Scan: 800/4D Search: 1,500/5D Focus: 18/6D

Note: The ship has 12 TIE fighters for defense and 500

probots and observation droids,.

Rescue Module

**Crew:** 140 doctors, 2,130 techs **Cargo Capacity:** 40,000 metric tons **Cost:** 500,000 credits (plus parts)

**Inquisition Module** 

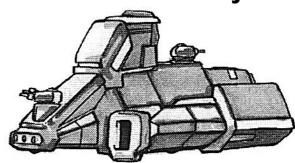
Crew: 100 Inquisitors, 3,660 COMPForce/observation staff,

10,000 interrogation droids

**Cost:** 425,000 credits

**Note:** Holds 15,000 pre-fabricated disintegration chambers, two garrison bases, an Orbital Data Net Eraser unit, probes with sterilization spores, five cluster bombs with magnipulse bombs, and a complete orbital nightcloak system.

## **Adz Patrol Destroyer**



Craft: Imperial Adz-class Patrol Destroyer

**Affiliation:** Empire **Era:** New Republic

**Source:** Cracken's Threat Dossier (page 90)

Type: Border patrol craft Scale: Capital Length: 150 meters Skill: Capital ship piloting

**Crew:** 24, gunners: 12, skeleton: 6/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors

3D+1

Passengers: 8 (troopers), 4 (brig) Cargo Capacity: 400 metric tons Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x2

Hyperdrive Backup: x12, limited to four jumps

Nav Computer: Yes Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh **Hull:** 3D+2

Shields: 3D Sensors: Passive: 40/1D Scan: 80/2D

Search: 120/2D+2 Focus: 4/3D+2

Weapons:

3 Quad Laser Cannon Batteries

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

3 Ion Cannon Batteries

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

## **Imperial Patrol Frigate**



Craft: Modified KDY Escort Frigate

**Affiliation:** Empire **Era:** New Republic

**Source:** Cracken's Threat Dossier **Type:** Deep space patrol vessel

Scale: Capital Length: 300 meters

**Skill:** Capital ship piloting: Nebulon-B

Crew: 458, gunners: 56

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1; **Tow crew:** astrogation 4D,

towed array steering 4D, sensors 4D

Passengers: 40

Cargo Capacity: 6,000 metric tons

Consumables: 2 years Cost: Not for sale

Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D+2 Shields: 2D Sensors: Passive: 40/0D

Scan: 75/1D Search: 150/3D Focus: 4/4D+2

Weapons:

9 Turbolaser Batteries

Fire Arc: 3 front, 3 left, 3 right

Crew: 1 (2), 2 (7)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75 Atmosphere Range: 2-6/24/50 km

Damage: 4D

#### 7 Laser Cannons

Fire Arc: 3 front, 2left, 2 right

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 2D **3 Ion Cannons**Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D **3 Ion Cannons**Fire Arc: Front

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

#### 2 Tractor Beam Projectors

Fire Arc: Front Crew: 12

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

#### **Towed Sensor Array**

Crew: 3

Passive: 100/1D Scan: 200/2D Search: 500/3D Focus: 10/4D+2

## Vibre Assault Cruiser

Craft: Silviut Corporation Vibre-class Assault Cruiser

**Affiliation:** Empire **Era:** New Republic

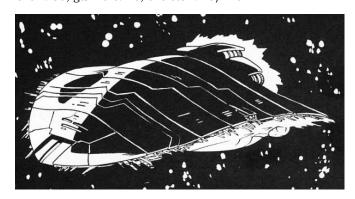
**Source:** The Jedi Academy Sourcebook (pages 130-132), Pirates & Privateers (page 87), Starships of the Galaxy (page

87)

Type: Assault cruiser Scale: Capital Length: 100 meters

Skill: Capital ship piloting: Vibre-class assault cruiser

**Crew:** 30, gunners: 15, skeleton: 10/+10



**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 3D+2, sensors 3D+1

Passengers: 60 (spacetroopers)
Cargo Capacity: 500 metric tons

Consumables: 5 months Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 2D+1

 $\textbf{Space:}\ 7$ 

**Atmosphere:** 350; 1,000 kmh

Hull: 3D Shields: 4D+2 Sensors: Passive: 40/1D Scan: 80/1D+2 Search: 130/2D Focus: 4/3D

Sensor Stealth: +2D to difficulty at ranges greater than 40

units
Weapons:

4 Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-4/13/28

Atmosphere Range: 100-400/1.3/2.8 km

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: 1 left, 1 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D+2
4 Ion Cannons

Fire Arc: 2 front, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

**Enforcer Picket Cruiser** 

Craft: Sienar/KDY Enforcer-class Picket Cruiser

**Affiliation:** Empire **Era:** New Republic

**Source:** Classic Adventures – Volume 4 (pages 101-102)

Type: Heavy cruiser Scale: Capital Length: 600 meters Skill: Capital ship piloting

**Crew:** 3,000, gunners: 60, skeleton: 1,000/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 4D

Passengers: 300 (troops)

Cargo Capacity: 10,000 metric tons

Consumables: 2 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes



Maneuverability: 1D+2

Space: 6 Hull: 5D Shields: 3D Sensors:

Passive: 50/1D Scan: 100/3D Search: 200/4D Focus: 6/4D+2

Weapons:

20 Turbolaser Batteries

Fire Arc: 4 front, 3 left, 3 right

Crew: 1 or 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 6-15/72/150 km

Damage: 3D

10 Quad Laser Cannons

Fire Arc: 4 front, 4 left, 4 right, 2 back

Crew: 1 or 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/36/75

Atmosphere Range: 6-15/72/150 km

Damage: 4D

6 Ion Cannon Batteries

Fire Arc: 2 front, 1 left, 1 right, 2 back

Crew: 1 or 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

**4 Tractor Beam Projectors** 

Fire Arc: 2 front, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery Fire Control: 2D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Starfighter Complement: 2 squadrons

# "Broadsword" Heavy Troop Transport

Craft: IMS' AP-13A "Broadsword" Heavy Troop Transport

**Affiliation:** Empire **Era:** New Republic

Type: Heavy troop transport

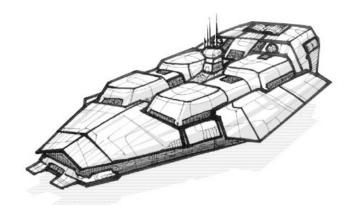
Scale: Capital

**Length:** 1,475 meters

**Skill:** Capital ship piloting: "Broadsword" **Crew:** 8,163, gunners: 53, skeleton 1,200/+20

**Crew Skill:** Astrogation 3D, Capital ship gunnery 5D, Capital ship piloting 4D+1, Capital ship shields 3D+2,

Starship gunnery 3D, sensors 3D



Passengers: 10,000 (troops)

Cargo Capacity: 15,000 metric tons

Consumables: 6 months Cost: Not Available For Sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D+1

Space: 5 Hull: 6D Shields: 3D Sensors: Passive: 45/1D Scan: 90/2D+1 Search: 150/3D+2 Focus: 6/4D

15 Turbolaser Batteries

Fire Arc: 5 front, 5 left, 5 right

Crew: 1 (5), 2 (10)

Skill: Capital ship gunnery

Fire Control: 3D

Weapons:

*Space Range:* 3-15/35/75

Atmosphere Range: 6-30/72/150 km

Damage: 5D

10 Laser Cannons
Fire Arc: Turret

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 2D+2

4 Tractor Beam Projectors (one for each hangar)

Fire Arc: 2 left, 2 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Starship Complement: 20 drop-ships, 4 modified TIE/rc,

2 Lambda shuttles

**Interdictor II Cruiser** 

Craft: Sienar Fleet Systems' Immobilizer 419

**Affiliation:** Empire **Era:** New Republic

Type: Interdictor II-class heavy cruiser

Scale: Capital

**Length:** 1,100 meters

**Skill:** Capital ship piloting: Interdictor II Cruiser **Crew:** 32,411, gunners: 225, skeleton: 4,500/+15

Crew Skill: Astrogation 5D, capital ship gunnery 5D,

capital ship piloting 5D, capital ship shields 4D+1

Passengers: 2,200(Troops)

Cargo Capacity: 28,500 metric tons

Consumables: 5 years Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 2D+1

Space: 5 Hull: 6D Shields: 4D+2 Sensors: Passive: 50/1D Scan: 75/3D Search: 150/4D

Focus: 5/4D+2 **Weapons:** 

**30 Turbolaser Batteries** 

Fire Arc: 15 left,15 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150 km

Damage: 5D

10 Quad Laser Cannons

Fire Arc: 10 front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 4D

**5 Gravity Well Projectors** 

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 7D+2

Space Range: 1-5/75/150/300

Damage: Blocks hyperspace travel

10 Tractor Beam Projectors

Fine Area 6 front - 0 left 0 right

Fire Arc: 6 front, 2 left, 2 right Crew: 2(2), 4(2), 10(6) Skill: Capital ship gunnery

Fire Control: 4D

*Space Range:* 1-5/15/30

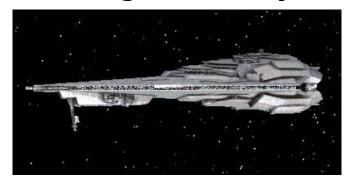
Atmosphere Range: 2-10/30/60 km

Damage: 6D

**Starfighter Complement:** Default arrangement is 24 TIE Interceptors and 12 TIE Bombers or Scimitar Assault

Bombers

## Sovereign Star Destroyer



Craft: KDY's Sovereign-class Super Star Destroyer

**Affiliation:** Empire **Era:** New Republic

Source: Dark Empire Sourcebook (page 93)

Type: Super star destroyer

Scale: Capital

**Length:** 15,000 meters **Skill:** Capital ship piloting

**Crew:** 601,670, gunners: 4,075, skeleton: 86,000/+10 **Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors

3D+1

Passengers: 130,100 (troops)
Cargo Capacity: 400,000 metric tons

Consumables: 5 years Cost: Not available for sale Hyperdrive Multiplier: x3 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

Space: 3 Hull: 11D Shields: 8D Sensors:

Passive: 250/2D Scan: 350/3D Search: 500/4D Focus: 70/5D **Weapons:** 

**Axial Superlaser** *Fire Arc:* Front

Crew: 75

Scale: Death Star

Skill: Capital ship piloting: superlaser

Fire Control: 5D

*Space Range:* 5-25/75/150

Damage: Gradational output can fire once every minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D. Current reactor can only

generate 8D total per day. **500 Heavy Laser Cannons** 

Fire Arc: 200 front, 150 left, 150 right

Crew: 4

Fire Control: 2D

*Space Range:* 3-15/35/75

Atmosphere Range: 6-15/72/150 km

Damage: 8D

**500 Turbolaser Batteries** 

Fire Arc: 150 front, 125 left, 125 right, 100 back

Crew: 2

Scale: Starfighter Skill: Starship gunnery

Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 600-1.5/7/15 km

Damage: 5D **75 Ion Cannons** 

Fire Arc: 25 front, 25 left, 25 right

Crew: 6

Skill: Capital ship gunnery

Fire Control: 2D+2 Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

100 Tractor Beam Emplacements

Fire Arc: 55 front, 20 left, 20 right, 5 back

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

5 Gravity Well Projectors

Fire Arc: 3 front, 1 left, 1 right

Crew: 10

Skill: Capital ship gunnery: gravity well projector

Fire Control: 4D

Space Range: 1-5/15/30

Damage: Block hyperspace travel

**Starfighter Complement:** 35 TIE Interceptor squadrons, 5

TIE Bomber squadrons

Ground/Air Vehicle Complement: 75 AT-ATs

## **Eclipse Star Destroyer**

Craft: KDY's Eclipse-class Super Star Destroyer

**Affiliation:** Empire **Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 91-93), The Essential Guide to Vehicles and Vessels (pages 46-47)

Type: Super star destroyer

Scale: Capital

Length: 17,500 meters

**Skill:** Capital ship piloting: Super Star Destroyer **Crew:** 708,470, gunners: 4,175, skeleton: 88,500/+10 **Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 4D+2, sensors 4D+1

Passengers: 150,000 (troops)

Cargo Capacity: 600,000 metric tons

Consumables: 10 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 15D+2 Shields: 11D+1 Sensors:

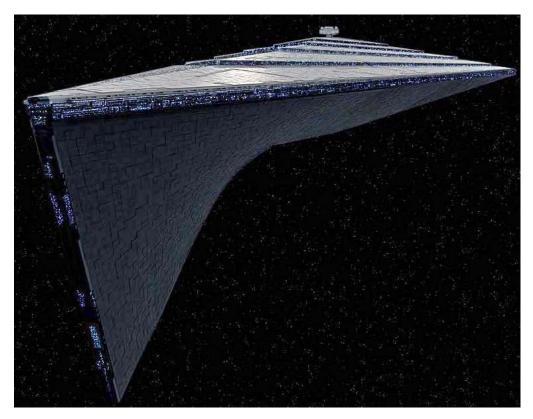
Passive: 250/2D Scan: 350/3D Search: 500/4D Focus: 75/5D

Weapons: Axial Superlaser

Fire Arc: Front Crew: 75

Scale: Death Star

Skill: Capital ship piloting: superlaser



Fire Control: 5D

Space Range: 5-25/75/150

Damage: Gradational output can fire once every minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D. Current reactor can only generate 11D total per day.

#### 550 Heavy Laser Cannons

Fire Arc: 200 front, 150 left, 150 right, 50 back

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-15/72/150 km

Damage: 8D

#### 500 Turbolaser Batteries

Fire Arc: 150 front, 125 left, 125 right, 100 back

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 600-1.5/7/15 km

Damage: 5D **75 Ion Cannons** 

Fire Arc: 25 front, 25 left, 25 right

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

#### 100 Tractor Beam Emplacements

Fire Arc: 55 front, 20 left, 20 right, 5 back

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

#### 10 Gravity Well Projectors

Fire Arc: 3 front, 2 left, 2 right, 3 back

Crew: 10

Skill: Capital ship gunnery: gravity well projector

Fire Control: 4D

Space Range: 1-5/15/30

Damage: Blocks hyperspace travel

Starfighter Complement: 50 TIE Interceptor squadrons, 8

TIE Bomber squadrons

**Ground/Air Complement:** Imperial Royal Guards legion, COMPForce Assault Battalion, 5 prefabricated garrison

bases, 100 AT-ATs

## Alliance

## Medical Frigate

Craft: Modified Nebulon-B Frigate

Affiliation: Rebel Alliance

Era: Rebellion

Source: Rebel Alliance Sourcebook (page 138)

Type: Escort starship Scale: Capital Length: 300 meters

Skill: Capital ship piloting: Nebulon-B

Crew: 850, skeleton: 307/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors

3D+1, starship gunnery 4D+1 **Passengers:** 745 (patients)

Cargo Capacity: 1,000 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x3 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 1D

Space: 4

**Atmosphere:** 280; 850 kmh **Hull:** 4D+2

Shields: 2D Sensors: Passive: 40/1D Scan: 75/2D Search: 150/3D Focus: 4/4D+2

Weapons:

6 Turbolaser Batteries

Fire Arc: 2 front, 2 left, 2 right

Crew: 1(3), 4(3)

Skill: Capital ship gunnery

Fire Control: 3D

 $Space\ Range: 3\text{-}15/35/75$ 

Atmosphere Range: 6-30/70/150 km

Damage: 4D

**8 Laser Cannons** 

Fire Arc: 2 front, 2 left, 2 right, 2 back

Crew: 1(4), 2(4) Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 2D

2 Tractor Beam Projectors

Fire Arc: Front Crew: 12

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

**Note:** The Alliance Medical Frigate has 745 beds, with 80 medics and 30 medical droids (a variety of Emdee and Two-Onebee models). The Frigate has 15 bacta tanks. It also has

five operating theaters equipped to handle everything from microsurgery to prosthetic replacement to childbirth.

## **Mon Calamari Escort Frigate**

Craft: Mon Calamari MCE-10 Escort Frigate

Affiliation: Rebel Alliance

Era: Rebellion

Type: Escort Starship Scale: Capital Length: 350 meters Skill: Capital ship piloting Crew: 1,000, skeleton: 360

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting, capital ship shields 3D, sensors 3D+1

Passengers: 100 troops

Cargo Capacity: 5,000 metric tons

Consumables: 1 year Hyperdrive Multiplier: x2 Hyperdrive Backup: x9 Nav computer: Yes Maneuverability: 2D

Space: 6 Hull: 4D Shields: 2D Sensors: Passive: 40/1D Scan: 60/2D Search: 120/3D Focus: 5/4D

Weapons: 20 Turbolaser Batteries

Fire Arc: 10 front, 5 right, 5 left (blisters give 160 degree

arc)

Crew: 1 to 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D **10 Ion Cannons** 

Fire Arc: 4 front, 3 right, 3 left (blisters give 160 degree arc)

Crew: 1 to 7

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D
3 Tractor Beams

Fire Arc: 1 front, 1 right, 1 left (blisters give 160 degree arc)

Crew: 1 to 10

Skill: Capital ship gunnery

Fire Control: 2D+2 Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60

Damage: 4D

Starfighter Complement: 1 squadron

## Mon Calamari MC40 Light Cruiser

Craft: Mon Calamari MC40 Light Cruiser

Affiliation: Rebel Alliance

Era: Rebellion

Type: Light star cruiser

Scale: Capital Length: 800 meters

**Skill:** Capital ship piloting: MC40 cruiser **Crew:** 3,619, gunners: 116, skeleton: 800/+10

**Crew Skill:** Capital ship piloting 5D, capital ship shields 4D, sensors 3D, astrogation 4D, capital ship gunnery 4D+1

Passengers: 500 (troops)

Cargo Capacity: 13,000 metric tons

Consumables: 2 years Hyperdrive Multiplier: x1 Hyperdrive Backup: x9 Nav Computer: Yes Maneuverability: 2D

Space: 7 Hull: 4D Shields:  $2D^*$ 

\* Mon Cal star cruisers have 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 increasing the shield back to 2D.

Passive: 40/1D Scan: 60/2D Search: 120/3D

Focus: 5/4D **Weapons:** 

Sensors:

24 Turbolaser Batteries (fire separately)

Fire Arc: 6 front, 6 left, 6 right, 6 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

**12 Ion Cannons** (fire separately) *Fire Arc:* 6 front, 2 left, 2 right, 2 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 2D

4 Tractor Beam Projectors (fire separately)

Fire Arc: 2 front, 1 left, 1 right

Crew: 8

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 3D

## CC-7700 Frigate



Craft: Corellian Engineering Corporation CC-7700 Frigate

Affiliation: Rebel Alliance / General

Era: Rebellion Type: Frigate Length: 180 meters Scale: Capital

**Skill:** Capital ship piloting: CC-7700 **Crew:** 56, gunners: 35, skeleton: 15/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+1,

sensors 3D+2, starship gunnery 3D

Passengers: None

Cargo Capacity: 300 metric tons

Consumables: 4 months Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 2D

Space: 6 Hull: 3D Shields: 3D Sensors: Passive: 20/0D Scan: 40/0D

Search: 80/1D Focus: 2/2D **Weapons:** 

25 Turbolasers

Fire Arc: 5 front, 10 left, 10 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

24 Laser Cannons

Fire Arc: 6 front, 6 left, 6 right, 6 back

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/

2.5 km Damage: 3D

**Gravity Well Projector** 

Fire Arc: Turret

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D+1 Space Range: 1/75/150

Damage: Blocks hyperspace travel



### Rebel Assault Frigate



**Craft:** Rebel Assault Frigate **Affiliation:** Rebel Alliance

Era: Rebellion

**Source:** Rebel Alliance Sourcebook (pages 57-59), Heir to the Empire Sourcebook (page 120), The Thrawn Trilogy

Sourcebook (page 211) **Type:** Modified Dreadnaught

Scale: Capital Length: 700 meters

**Skill:** Capital ship piloting: assault frigate **Crew:** 4,882, gunners: 118, skeleton: 1,500/+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 Hull: 5D Shields: 3D Sensors: Passive: 20/1D Scan: 40/2D Search: 80/3D Focus: 5/3D+2

#### 15 Laser Cannons

Weapons:

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: 2D

#### 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

**Starfighter Complement:** 20 Starfighter scale craft at a time may dock, but none may be carried through hyperspace. A modified Assault Shuttle may be carried through hyperspace atop the superstructure.

## Alliance Assault Frigate Mark II



Craft: Rendili StarDrive Assault Frigate Mk II

Affiliation: Rebel Alliance

Era: Rebellion

Type: Modified Dreadnaught

Scale: Capital Length: 700 meters

**Skill:** Capital ship piloting: assault frigate **Crew:** 4,920, gunners: 118, skeleton: 1,500/+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: 7,000 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 7 Hull: 5D

Shields: 3D (+2D booster)\*

\* Advanced Mon Calamari-designed deflector shield subsystems can increase overall shield output for limited stints without burning out the shield projectors. A Moderate capital ship shields roll is necessary to boost the shields to full output. The difficulty increases one level for every 3 rounds the shields remain boosted, failing this roll means the shields flicker out for one round, and can't be boosted again for the duration of the encounter.

#### 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: 2D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D+1

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: 2D

Space Range: 3-10/30/60 Atmosphere Range: 300-1/3/6 km

Damage: 6D

## Mon Calamari MC80 Star Cruiser

Craft: Mon Calamari MC80 Star Cruiser

Affiliation: Rebel Alliance

Era: Rebellion

**Source:** Core Rulebook (page 252), Rebel Alliance Sourcebook (pages 56-57), Star Wars Trilogy Sourcebook SE (pages 141-142), The Star Wars Sourcebook (pages 36-37), Heir to the Empire Sourcebook (pages 127-128), The Thrawn Trilogy Sourcebook (pages 220, 222), The Essential

Guide to Vehicles and Vessels (pages 116-117)

**Type:** Star cruiser **Scale:** Capital **Length:** 1,200 meters

**Skill:** Capital ship piloting: Mon Calamari cruiser **Crew:** 5,156, gunners 246, skeleton: 1,230/+10

**Crew Skill:** Capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1, astrogation 4D, capital ship gunnery 5D

Passengers: 1,200 (troops)

Cargo Capacity: 20,000 metric tons; 5,000 cubic meters

Consumables: 2 years

Hyperdrive Multiplier: x1 Hyperdrive Backup: x9 Nav Computer: Yes Maneuverability: 2D

Space: 6 Hull: 6D Shields: 3D \*

\* Mon Cal star cruisers have 6D 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

Sensors:

Weapons:

Passive: 40/1D Scan: 60/2D Search: 120/3D Focus: 5/4D

**48 Turbolaser Batteries** (fire separately) *Fire Arc:* 12 front, 12 left, 12 right, 12 back

Crew: 1 to 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

**20 Ion Cannons** (fire separately) *Fire Arc:* 8 front, 4 left, 4 right, 4 back

Crew: 1 to 7

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

6 Tractor Beam Projectors (fire separately)

Fire Arc: 4 front, 1 left, 1 right

Crew: 1 to 10

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D



## Mon Calamari Evacuation Cruiser

Craft: Modified Mon Calamari MC80 Star Cruiser

**Affiliation:** New Republic

Era: New Republic

Source: Dark Empire Sourcebook (page 100)

Type: Evacuation carrier

Scale: Capital Length: 1,200 meters

Skill: Capital ship piloting: Mon Calamari Star Cruiser

**Crew:** 1,011, skeleton: 429/+10

Crew Skill: Astrogation 3D+2, capital ship piloting 5D,

capital ship shields 5D, sensors 3D

Passengers: 75,000(safely; this number can be doubled if

absolutely necessary, but is extremely risky)

Cargo Capacity: 16,000 metric tons

Consumables: 6 weeks Cost: Not available for sale Hyperdrive Multiplier: x4 Hyperdrive Backup: x14 Nav Computer: Yes Maneuverability: 0D

Space: 6
Atmosphere: 210, 600 kmh

Hull: 3D Shields: 3D Sensors: Passive: 10/1D Scan: 20/2D Search: 30/3D

#### **Bulwark Battlecruiser**



Craft: TransGalMeg Industries Bulwark Battlecruiser

Affiliation: Rebel Alliance / General

Era: Rebellion Type: Cruiser Length: 3,200 meters Scale: Capital

Skill: Capital ship piloting: Bulwark Battlecruiser

**Crew:** 9,252

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, sensors

4D, starship gunnery 4D **Passengers:** 4,300 (troops)

Cargo Capacity: 39,000 metric tons

**Consumables:** 5 years **Cost:** Not available for sale

Space: 4

 $\begin{array}{l} \textbf{Atmosphere:} \ N/A \\ \textbf{Hyperdrive:} \ x1 \end{array}$ 

Hyperdrive Backup: x8

Nav Computer: Yes

Hull: 8D Shields: 3D Sensors: Passive: 20/0D

Scan: 40/0D Search: 80/1D Focus: 2/2D **Weapons:** 

130 Turbolaser

Fire Arc: 12 batteries front, 6 batteries left, 6 batteries right,

2 batteries back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D **60 Ion Cannons** 

Fire Arc: 8 batteries front, 2 batteries left, 2 batteries right

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

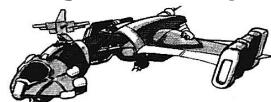
Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Starship Compliment: 10 starfighter squadrons, 15 light

transports

## **Agave Picket Ship**



Craft: Republic Engineering Corp. Agave-class Picket Ship

**Affiliation:** New Republic **Era:** New Republic

Source: Cracken's Threat Dossier (page 76)

Type: Tactical reconnaissance ship

Scale: Capital Length: 190 meters Skill: Capital ship piloting

**Crew:** 28, gunners: 8, skeleton: 10/+10

Crew Skill: Varies Passengers: 5

Cargo Capacity: 500 metric tons

Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 3D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 3D Shields: 1D Sensors: Passive: 50/1D Scan: 100/2D

*Search:* 150/4D *Focus:* 5/4D+2

Stealth: +2D to sensor difficulties



Weapons:

2 Turbolaser Cannons

Fire Arc: Front

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D **4 Laser Cannons**Fire Arc: Turret
Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D

Space Range: 1-3/12/25 Atmosphere Range: 2-6/24/50 km

Damage: 5D

## **Solo Combat Freighter**



Craft: Republic Engineering Corporation/SoroSuub Solo-

class Combat Freighter

Alignment: New Republic / General

Era: New Republic Source: Wizards Website Type: Space transport Scale: Capital Length: 96.5 meters

**Skill:** Capital ship piloting: *Solo*-class **Crew:** 6, gunners; 8, skeleton: 3/+11

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 6D, capital ship shields 3D+2, sensors 3D **Passengers:** 10 (cargo bay full) 100 (cargo bay empty)

Cargo Capacity: 22,000 tons

Consumables: 1 year

Cost: 700,000 (new), 500,000 (used)

Hyperdrive Multiplier: x2 Maneuverability: 1D+1

Space: 4

Atmosphere: 280, 800 kmh

Hull: 3D Shields: 2D Sensors: Passive: 40/1D Scan: 80/2D Search: 100/3D Focus: 5/4D

6 Dual Turbolaser Cannons

Fire Arc: 3 left, 3 right

Crew: 1

Weapons:

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 5D

2 Concussion Missile Launchers (6 missiles each)

Fire Arc: 1 front, 1 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 8D

## Hajen Fleet Tender



Craft: Republic Engineering Corporation Hajen-class Fleet

Tender

**Affiliation:** New Republic

Era: New Republic

Source: Cracken's Threat Dossier (pages 77-78)

Type: Resupply vessel Scale: Capital Length: 375 meters Skill: Capital ship piloting

Crew: 6 (plus extensive droid complement), skeleton: 2/

+15

**Crew Skill:** Varies **Passengers:** 6

Cargo Capacity: 300,000 metric tons

Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D

Space: 7

Hull: 5D

**Atmosphere:** 350; 1,000 kmh

Shields: 3D Sensors: Passive: 20/1D Scan: 60/2D Search: 100/3D Focus: 4/3D+2

## Corona Frigate

Craft: Kuat Drive Yards Corona-class Frigate

**Affiliation:** New Republic

Era: New Republic

**Source:** Cracken's Threat Dossier (page 72)

**Type:** Line frigate **Scale:** Capital **Length:** 275 meters

Skill: Capital ship piloting: Corona

Crew: 782, gunners: 56, skeleton: 281/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D, sensors

4D+1

Passengers: 80 (troops)

Cargo Capacity: 4,000 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

**Space:** 5 **Atmosphere:** 295; 850 kmh

Hull: 4D
Shields: 2D
Sensors:

Passive: 40/0D Scan: 75/1D Search: 150/2D Focus: 4/3D

Weapons: 10 Turbolaser Cannons

Fire Arc: 5 front, 2 left, 2 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D **10 Laser Cannons** 

Fire Arc: 5 front, 2 left, 2 right, 1 back

Crew: 2

Scale: Starfighter Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 4D
4 Ion Cannons

Fire Arc: 1 front, 1 left, 1 right, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

2 Tractor Beam Projectors

Fire Arc: Front Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement: 36 starfighters

## CC-9600 Frigate

Craft: Corellian Engineering Corporation CC-9600 Frigate

**Affiliation:** New Republic

**Era:** New Republic **Type:** Heavy frigate **Length:** 250 meters



Scale: Capital

**Skill:** Capital ship piloting: CC-9600 **Crew:** 120, gunners: 100, skeleton: 30/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+1,

sensors 3D+2, starship gunnery 3D

Passengers: 120 (troops)
Cargo Capacity: 500 metric tons

Consumables: 4 months Cost: Not Available for Sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 2D

Space: 7 Hull: 4D Shields: 3D Sensors: Passive: 20/0D

Scan: 40/0D Search: 80/1D Focus: 2/2D Weapons:

20 Turbolasers

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D
20 Ion Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 1

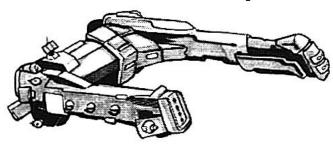
Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

## **Warrior Gunship**



Craft: Republic Engineering Corp. Warrior-class Gunship

**Affiliation:** New Republic

Era: New Republic

Source: Cracken's Threat Dossier (pages 76-77)

Type: Heavy assault ship

Scale: Capital Length: 190 meters

**Crew:** 44, gunners: 36, skeleton: 22/+10

Crew Skill: Astrogation 4D, capital ship gunnery 4D+1,

capital ship piloting 4D, capital ship shields

3D, starship gunnery 4D

Cargo Capacity: 500 metric tons

Passengers: 10

Consumables: 3 months



Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 3D

Space: 8

**Atmosphere:** 365; 1,050 kmh **Hull:** 5D

Shields: 3D Sensors: Passive: 40/1D Scan: 80/2D Search: 100/4D Focus: 4/4D+2

Weapons:

#### 10 Turbolaser Cannons

Fire arc: 4 forward, 3 left, 3 right Skill: Capital ship gunnery

Fire control: 2D

*Space range*: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D
8 Laser Cannons

Fire arc: 2 forward, 3 left, 3 right

Scale: Starfighter Skill: Starship gunnery Fire control: 3D

Space range: 1-3/12/25

Atmosphere Range: 200-600/24/50 km

Damage: 5D

#### **4 Concussion Missile Tubes**

Fire arc: 2 forward, 2 back Skill: Capital ship gunnery

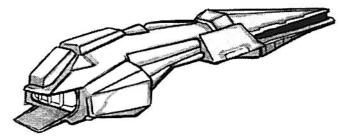
Fire control: 3D

*Space range*: 2-12/30/60

Atmopheres Range: 200-1.2/3/6 km

Damage: 9D

### Sacheen Escort



Craft: Republic Engineering Corp. Sacheen-class Escort

**Affiliation:** New Republic **Era:** New Republic

Source: Cracken's Threat Dossier (page 77)

Type: Escort cruiser Scale: Capital Length: 375 meters Skill: Capital ship piloting

Crew: 64, gunners: 46, skeleton: 22/+10

Crew Skill: Varies Passengers: 6

Cargo Capacity: 4,000 metric tons

Consumables: 5 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 5D Shields: 3D Sensors: Passive: 40/1D Scan: 80/2D Search: 120/3D Focus: 6/4D

#### 10 Heavy Turbolaser Cannons

Fire Arc: 4 front, 3 left, 3 right

Crew: 3

Weapons:

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D
8 Laser Cannons

Fire Arc: 2 front, 3 left, 3 right

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 5D
8 Ion Cannons

Fire Arc: 2 front, 2 left, 2 right, 2 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

Starfighter Complement: 1 squadron

## **Belarus Medium Cruiser**

Craft: Loronar Belarus-class Medium Cruiser

**Affiliation:** New Republic **Era:** New Republic

Source: Cracken's Threat Dossier (page 73)

**Type:** Medium line cruiser

Scale: Capital
Length: 400 meters
Skill: Capital ship piloting

**Crew:** 1,753, gunners: 125, skeleton: 718

Crew Skill: Astrogation 4D, capital ship gunnery 4D+1,

capital ship piloting 4D, capital ship shields 3D

Passengers: 410 (troops)
Cargo Capacity: 7,500 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 295;
850 kmh

Hull: 6D Shields: 2D Sensors: Passive: 30/0D Scan: 50/1D

Search: 100/2D Focus: 4/3D Weapons:

15 Turbolaser Cannons

Fire Arc: 5 front, 5 left, 5 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

10 Turbolaser Batteries

Fire Arc: 5 left, 5 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D **5 Ion Cannons** 

Fire Arc: 1 front, 2 left, 2 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

10 Tractor Beam Projectors

Fire Arc: 4 front, 2 left, 2 right, 2 back

Crew: 4

Skill: Capital ship gunnery

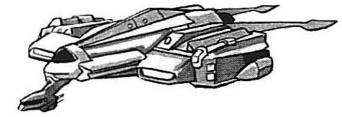
Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

### **Defender Carrier**



Craft: Republic Engineering Corporation Defender-class

Assault Carrier

Affiliation: New Republic

Era: New Republic

Source: Cracken's Threat Dossier (page 79)

Type: Assault carrier Scale: Capital Length: 700 meters Skill: Capital ship piloting

Crew: 4,050, gunners: 20, skeleton: 1,350/+10

Crew Skill: Varies
Passengers: 700 (troops)

Cargo Capacity: 12,000 metric tons

Consumables: 5 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: 7DShields: 4D Sensors:

Passive: 50/1D Scan: 100/2D Search: 150/3D Focus: 5/3D+2

Weapons:

20 Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 1

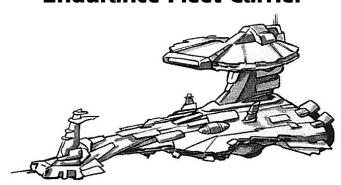
Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 5D

Starfighter Complement: 3 squadrons

## **Endurance Fleet Carrier**



Craft: Republic Engineering Corporation Endurance-class

Fleet Carrier

**Affiliation:** New Republic **Era:** New Republic

Source: Cracken's Threat Dossier (pages 80-81)

**Type:** Fleet carrier **Scale:** Capital **Length:** 1,040 meters

**Skill:** Capital ship piloting: Endurance carrier **Crew:** 6,795, gunners: 76, skeleton: 2,265/+10

Crew Skill: Varies

Passengers: 1,600 (troops)

Cargo Capacity: 15,000 metric tons

Consumables: 5 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: 8D Shields: 3D Sensors: Passive: 50/1D Scan: 100/2D Search: 150/3D

Focus: 5/3D+2

Weapons:

12 Turbolaser Cannons

Fire Arc: 4 front, 4 left, 4 right

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 Laser Cannons

Fire Arc: 10 front, 5 left, 5 right, 5 back

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 2-6/24/50 km

Damage: 5D 8 Ion Cannons

Fire Arc: 5 front, 1 left, 1 right, 1 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

**4 Tractor Beam Projectors** 

Fire Arc: 1 front, 1 left, 1 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

Starfighter Complement: 12 squadrons

## Majestic Heavy Cruiser



Craft: Republic Engineering Corporation Majestic-class

Heavy Cruiser

Affiliation: New Republic Era: New Republic

Source: Cracken's Threat Dossier (pages 78-79)

Type: Heavy capital combat cruiser

Scale: Capital Length: 700 meters

Skill: Capital ship piloting: Majestic heavy cruiser

**Crew:** 4,050; gunners: 132; 1,350/+10

Crew Skill: Varies Passengers: 640 (troops)

Cargo Capacity: 12,000 metric tons

Consumables: 5 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: 3D Sensors: Passive: 50/1D Scan: 100/2D Search: 150/3D Focus: 5/3D+2

Weapons:

40 Turbolaser Batteries Fire Arc: 5 front, 10 left, 10 right, 5 back

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D 20 Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 200-500/24/50 km

Damage: 5D 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 Concussion Missile Tubes\*** 

Fire Arc: 3 front, 2 left, 2 right, 1 back

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

**4 Tractor Beam Projectors** 

Fire Arc: 1 front, 1 left, 1 right, 1 back

Crew: 6

Skill: Capital ship gunnery

Fire Control: 3D

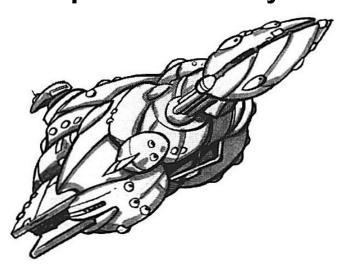
Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

\* Concussion Missile Launchers typically fire "smart" missiles able to track targets. They have an effective Fire Control of 4D once launched.

## Republic Star Destroyer



Craft: Rendili StarDrive Republic-class Star Destroyer

**Affiliation:** New Republic **Era:** New Republic

Source: Cracken's Threat Dossier (page 74)

**Type:** Star Destroyer **Scale:** Capital **Length:** 1,250 meters

**Skill:** Capital ship piloting: Star Destroyer **Crew:** 8,168, gunners: 260, skeleton: 2,917/+10

Crew Skill: Astrogation 4D, capital ship gunnery 4D+1,

capital ship piloting 4D, capital ship shields 3D

Passengers: 3,200 (troops)
Cargo Capacity: 11,000 metric tons

Consumables: 2 years Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 6D Shields: 3D Sensors: Passive: 50/1D Scan: 100/3D Search: 200/4D Focus: 6/4D+2 Weapons:

**40 Heavy Turbolaser Batteries** 

Fire Arc: 20 front, 10 left, 10 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 8D

**40 Heavy Turbolaser Cannons** 

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D **20 Ion Cannons** 

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 5D

10 Tractor Beam Projectors

Fire Arc: 4 front, 2 left, 2 right, 2 back

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

#### **Bothan Assault Cruiser**

**Craft:** Bothan Assault Cruiser **Affiliation:** Bothans / New Republic

Era: New Republic

Source: Starships of the Galaxy (page 89), The New Jedi

Order Sourcebook (page 57) **Type:** Assault cruiser **Scale:** Capital **Length:** 850 meters **Skill:** Capital ship piloting

Crew: 1.240

Crew Skill: Typically 6D in applicable skills

**Passengers:** 250 (troops and pilots) **Cargo Capacity:** 5,000 metric tons

Consumables: 2 years

Cost: Not available for sale (97 million estimated)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D

Space: 6
Hull: 7D
Shields: 4D+2
Sensors:
Passive: 50/2D

Passive: 50/2D+1 Scan: 100/3D+1 Search: 200/4D+1 Focus: 6/5D

Weapons: 20 Turbolasers

Fire Arc: 8 front, 4 left, 4 right, 4 rear

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

24 Heavy Double Turbolaser Cannons

Fire Arc: 1 battery front, 2 batteries left, 2 batteries left, 1

battery rear

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D
10 Ion Cannons

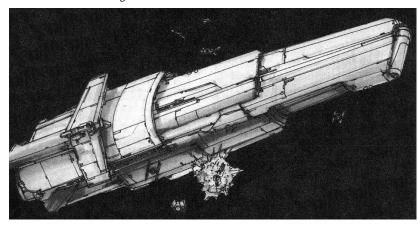
Fire Arc: 4 front, 3 left, 3 right Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D





20 Proton Torpedo Launchers (16 torpedoes each)

Fire Arc: 10 front, 5 right, 5 left

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

**4 Tractor Beam Projectors** 

Fire Arc: 1 front, 1 left, 1 right, 1 rear

Skill: Capital ship gunnery

Fire Control: 1D Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Mon Calamari MC90 Star Cruiser

Craft: Mon Calamari MC90 Star Cruiser

Affiliation: New Republic Era: New Republic

Source: The Jedi Academy Sourcebook (pages 132-134),

Dark Empire Sourcebook (pages 94-95), Starships of the

Galaxy (pages 101-102) Type: Star cruiser Scale: Capital **Length:** 1,255 meters

Skill: Capital ship piloting: Mon Calamari cruiser **Crew:** 5,560, gunners: 605, skeleton: 1,350/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 3D+1

Passengers: 1,700 (troops)

Cargo Capacity: 30,000 metric tons

Consumables: 2 years Cost: Not available for sale Hyperdrive Multiplier: x1Hyperdrive Backup: x9 Nav Computer: Yes Maneuverability: 3D

Space: 7 Hull: 7D Shields: 6D\*

\* The MC90 has 6D 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 added to the reduced shield code up to its original 6D value.

Sensors:

Passive: 40/1D Scan: 60/2D Search: 120/3D Focus: 5/4D Weapons:

75 Turbolaser Batteries

Fire Arc: 30 front, 15 left, 15 right, 15 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D



Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

30 Ion Cannon Batteries

Fire Arc: 10 front, 8 left, 8 right, 4 back

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

**8 Tractor Beam Projectors** 

Fire Arc: 5 front, 1 left, 1 right, 1 back

Skill: Capital ship gunnery Fire Control: 2D+2 Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

6 Proton Torpedo/Missile Tubes

Fire Arc: Front Crew: 15

Skill: Capital ship gunnery

Fire Control: 3D+2

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 6D+1

**Starfighter Complement:** 2 wings of 3 squadrons each, 2 stock light freighters. Always include one recon squadron.

## Defender Star Destroyer

Craft: Republic Engineering Corporation Defender-class

Fleet Carrier

Affiliation: New republic Era: New Republic

Source: Cracken's Threat Dossier (pages 79-80), Starships

of the Galaxy (page 93) 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: 5 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** 

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

Mon Calamari Super Star Cruiser

Craft: Mon Calamari Super Star Cruiser

**Affiliation:** New Republic **Era:** New Republic

Type: Super Star Cruiser

Scale: Capital

Length: 7,500 meters

Skill: Capital ship piloting: Mon

Calamari super cruiser

Crew: 183,647, gunners: 1728,

skeleton: 32,894/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D+2, capital ship shields

5D, sensors 3D+1 **Passengers:** 25,000(troops)

Cargo Capacity: 234,000 metric

tons

Consumables: 2 years Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 9D

Shield: 8D, backup: 4D

Sensors:

Passive: 65/1D+2 Scan: 110/2D+2

Search: 220/4D Focus: 7/6D **Weapons:** 

300 Turbolaser Batteries

Fire Arc: 100 front, 100 left, 100 right

*Crew:* 1 (75), 2 (62), 3 (163) *Skill:* Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

200 Heavy Turbolaser Batteries

Fire Arc: 75 front, 50 left, 50 right, 25 back

Crew: 2

Skill: Capital ship gunnery Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

200 Proton Torpedo Launchers

Fire Arc: 175 front, 25 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 7D

250 Ion Cannons

Fire Arc: 75 front, 75 left, 75 right, 25 back

Crew: 1(100), 2(150) Skill: Capital ship gunnery Fire Control: 4D

*Space Range:* 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

**40 Tractor Beam Projectors** 

Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 7D

Starfighter Complement: 12 squadrons

### **Viscount Star Defender**

Craft: Mon Calamari Viscount-class Star Defender

**Affiliation:** New Republic **Era:** New Republic **Source:** Wizards' Website

Type: Viscount-class Star Defender

Scale: Capital

**Length:**  $\overline{17,000}$  meters

**Skill:** Capital ship piloting: Viscount Star Defender **Crew:** 66,634, gunners: 1,540, skeleton: 15,000/+10 **Crew Skill:** Astrogation 4D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 6D, sensors

5D

Passengers: 12,500 (troops)

Cargo Capacity: 200,000 metric tons

Consumables: 6 years Hyperdrive Multiplier: x1 Hyperdrive Backup: x12 Nav Computer: Yes

Space: 5 Hull: 9D Shields: 8D Sensors:

Passive: 75/1D+2 Scan: 150/3D+2 Search: 300/5D Focus: 8/6D+2

Weapons:

#### 250 Turbolaser Batteries

Fire Arc: 50 front, 100 left, 100 right

Crew: 1 (200), 2 (50) Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

#### 250 Heavy Turbolaser Batteries

Fire Arc: 100 front, 75 left, 75 right

Crew: 2

Skill: Capital ship gunnery Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

#### 200 Concussion Missile Tubes

Fire Arc: 100 front, 50 left, 50 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-5/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

#### 300 Heavy Ion Cannons

Fire Arc: 50 front, 100 left, 100 right, 50 back

Crew: 1 (200), 2 (100) Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-50/50/100 km

Damage: 5D

#### **40 Tractor Beam Projectors**

Fire Arc: 20 front, 10 left, 10 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

#### 100 Point Laser Cannon Batteries

Fire Arc: 20 batteries front, 30 batteries left, 30 batteries

right, 20 batteries rear *Scale:* Starfighter *Skill:* Starship gunnery *Fire Control:* 4D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

**Starfighter Complement:** 60 T65-A3 X-wings, 12 T65-XJ X-wings, 48 A-wings, 48 E-wings, 48 B-wings or K-wings, and about 84 additional shuttles, troop transports, drop

ships, and landing barges.



# Yuuzhan Vong

## Yorik-stronha Spy Ship



Craft: Yuuzhan Vong Yorik-stronha Spy Ship

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

Source: The New Jedi Order Sourcebook (pages 123-124)

Type: Spy ship Scale: Capital Length: 228 meters

Skill: Capital ship piloting: Yorik-stronha

Skill: Capital s Crew: 12

**Crew Skill:** 6D\* in all applicable skills

Passengers: 12

Cargo Capacity: 142 metric tons

Consumables: 2 months Cost: Not available for sale Hyperdrive Multiplier: x3 Nav Computer: Yes

Space: 4 Hull: 2D+1 Shields: 0D+2 Sensors:

Passive: 40/1D Scan: 80/2D Search: 120/3D Focus: 4/3D+2

Weapons:

10 Volcano Cannons

Fire Arc: 4 front, 2 left, 2 right, 2 rear

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Dovin Basal "Tractor"

Fire Arc: Any

Skill: Starship gunnery Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/2.5 km

Damage: Up to 0D+2 (see the entry on "Dovin Basals")
\* The +2D bonus from the ship's yammosk has been applied

to this total.

## I'Friil Ma-Nat Corvette

Craft: Yuuzhan Vong I'Friil Ma-Nat Corvette

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

Source: The New Jedi Order Sourcebook (pages 67-68)

**Type:** Corvette **Scale:** Capital **Length:** 315 meters

Skill: Capital ship piloting: I'Friil Ma-Nat Corvette

**Crew:** 110

Crew Skill: 6D\* in all applicable skills

Passengers: 225

Cargo Capacity: 510 metric tons

Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 3D Shields: 1D Sensors: Passive: 30/0D Scan: 60/1D Search: 90/2D Focus: 3/4D

Weapons:

20 Volcano Cannons

Fire Arc: 8 front, 4 left, 4 right, 4 rear

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Dovin Basal "Tractor"

Fire Arc: Any

Skill: Capital ship gunnery Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 1D (see the entry on "Dovin Basals")

\* The +2D bonus from the ship's yammosk has been applied to this total.

## Chuun M'arh Frigate

Craft: Yuuzhan Vong Chuun M'arh Frigate

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (page 67)

Type: Frigate Scale: Capital Length: 440 meters

**Skill:** Capital ship piloting: Chuun M'arh Frigate

**Crew:** 225

Crew Skill: 6D\* in all appropriate skills

Passengers: 370



Cargo Capacity: 980 metric tons

Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D+1 Shields: 1D+1 Sensors: Passive: 35/1D Scan: 70/2D Search: 105/3D Focus: 3/3D+2

30 Plasma Projectors

Fire Arc: 15 front, 5 left, 5 right, 5 rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

Weapons:

Dovin Basal "Tractor"

Fire Arc: Any

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 1D+1 (see the entry on "Dovin Basals")
\* The +2D bonus from the ship's yammosk has been applied

to this total.

## **Vua'spar Interdictor**

Craft: Yuuzhan Vong Vua'spar Interdictor

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (page 118)

Type: Interdictor Scale: Capital Length: 908 meters

Skill: Capital ship piloting: Vua'spar Interdictor

**Crew:** 638

Crew Skill: 6D\* in all applicable skills

Passengers: 1,144

Cargo Capacity: 17,450 metric tons

Consumables: 9 months Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x6 Nav Computer: Yes

Space: 4

Atmosphere: 280; 800 kmh

Hull: 4D+1 Shields: 1D+2 Sensors: Passive: 40/1D

Scan: 80/2D Search: 120/3D Focus: 4/3D+2

Weapons:

20 Plasma Projectors

Fire Arc: 8 front, 4 left, 4 right, 4 rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

**Heavy Plasma Projector** 

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 3-10/25/50

Atmosphere Range: 6-20/50/100 km

Damage: 10D

**Gravity Well Projector** 

Fire Arc: Any

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/75/150

Damage: Blocks hyperspace travel

**Note:** Not only do the Yuuzhan Vong gravity well projectors force ships out of hyperspace, but they also short out electronic components (including droids) and cause intense brain-wave distortion in living creatures. Both living and droid characters aboard a ship that is forced out of hyperspace by a Yuuzhan Vong interdictor must attempt a Very Difficult *Strength* check, or lose consciousness for 10D

\* The +2D bonus from the ship's yammosk has been applied to this total.

## **Uumufalh Gunship**

Craft: Yuuzhan Vong Uumufalh Gunship

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (page 105)

Type: Escort ship Scale: Capital Length: 615 meters

Skill: Capital ship piloting: Uumufalh

**Crew:** 335

Crew Skill: 7D\* in all applicable skills

Passengers: 840

Cargo Capacity: 1,380 metric tons

Consumables: 6 months Cost: Not available for sale Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 1D

Space: 6 Hull: 5D+2 Shields: 1D+2 Sensors: Passive: 40/1D Scan: 80/2D Search: 120/3D

Focus: 4/3D+2

Weapons:

40 Plasma Projectors

Fire Arc: 15 front, 10 left, 10 right, 5 rear

Skill: Capital ship gunnery Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

Dovin Basal "Tractor"

Fire Arc: Any

Skill: Capital ship gunnery Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 2D (see the entry on "Dovin Basals")

\* The +2D bonus from the ship's yammosk has been applied to this total.

## A-vek liluunu Fighter Carrier



Craft: Yuuzhan Vong A-vek Iiluunu Fighter Carrier

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

Source: The New Jedi Order Sourcebook (page 90)

**Type:** Fighter carrier **Scale:** Capital **Length:** 800 meters

Skill: Capital ship piloting: A-vek Iiluunu fighter carrier

**Crew:** 320

Crew Skill: All appropriate skills at 6D\*

Passengers: 480

Cargo Capacity: 280 metric tons

Consumables: 6 months Cost: Not available for sale Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 1D

Space: 5
Hull: 6D+1
Shields: 2D
Sensors:

Passive: 40/1D Scan: 80/2D Search: 120/3D Focus: 4/3D+2

Weapons: 20 Plasma Projectors

Fire Arc: 8 front, 4 left, 4 right, 4 rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

Dovin Basal "Tractor"

Fire Arc: Any

Skill: Capital ship gunnery Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 2D (see the entry on "Dovin Basals")
\* The +2D bonus from the ship's yammosk has been applied

to this total.

Starfighter Complement: Four wings of 36 coralskippers

each.

## Suuv Ban D'Krid Cruiser

Craft: Yuuzhan Vong Suuv Ban D'Krid Cruiser

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

Source: The New Jedi Order Sourcebook (page 105)

**Type:** Cruiser **Scale:** Capital **Length:** 720 meters

Crew: 480

Skill: Capital ship piloting: Suuv Ban D'Krid

**Crew Skill:** 7D\* in all applicable skills **Passengers:** 1,930 **Cargo Capacity:** 2,000 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 1D+1

Space: 6 Hull: 6D+1 Shields: 2D Sensors:

Passive: 40/1D Scan: 80/2D Search: 120/3D Focus: 4/3D+2

Weapons:

**40 Plasma Projectors** 

Fire Arc: 15 front, 10 left, 10 right, 5 rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

**Dovin Basal "Tractor"** 

Fire Arc: Any

Skill: Capital ship gunnery Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 2D (see the entry on "Dovin Basals")

 $^{\ast}$  The +2D bonus from the ship's yammosk has been applied

to this total.

Starfighter Complement: 36 coralskippers

## Sh'rip Sh'pa Spawn Ship

Craft: Yuuzhan Vong Sh'rip Sh'pa Spawn Ship

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

Source: The New Jedi Order Sourcebook (page 75)

**Type:** War freighter **Scale:** Capital **Length:** 810 meters

Skill: Capital ship piloting: Sh'rip Sh'pa Spawn Ship

**Crew:** 525

Crew Skill: 7D\* in all applicable skills

Passengers: 2,044

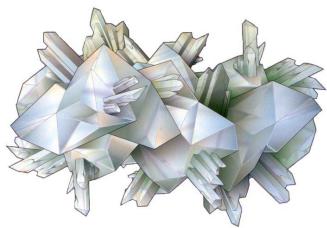
Cargo Capacity: 2,460 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x3 Nav Computer: Yes

Space: 4

Atmosphere: 280; 800 kmh

Hull: 7D Shields: 2D+2



Sensors:

Passive: 40/1D Scan: 80/2D Search: 120/3D Focus: 4/3D+2 Weapons:

#### 40 Plasma Projectors

Fire Arc: Any (no more than 20 in any one direction)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

#### Dovin Basal "Tractor"

Fire Arc: Any

Skill: Capital ship gunnery Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 2D+2 (see the entry on "Dovin Basals")

**Note:** The Sh'rip Sh'pa can configure the fire arcs of its plasma projectors. Moving a plasma projector from one fire arc to another takes one turn, during which that projector cannot fire.

\* The +2D bonus from the ship's yammosk has been applied to this total.

## **Sunulok Flagship Interdictor**

Craft: Yuuzhan Vong Sunulok Flagship Interdictor

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

Source: The New Jedi Order Sourcebook (page 122)

**Type:** Interdictor **Scale:** Capital **Length:** 908 meters

Skill: Capital ship piloting: Vua'spar Interdictor

**Crew:** 638

Crew Skill: 7D\* in all appropriate skills

Passengers: 1,144

Cargo Capacity: 17,450 metric tons

Consumables: 9 months Cost: Not available for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 350; 1000 kmh

Hull: 7D+1 Shields: 3D Sensors: Passive: 40/1D Scan: 80/2D Search: 120/3D Focus: 4/3D+2 Weapons:

#### 20 Plasma Projectors

Fire Arc: 8 front, 4 left, 4 right, 4 rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

#### **Heavy Plasma Projector**

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 6D

Space Range: 3-10/25/50

Atmosphere Range: 6-20/50/100 km

Damage: 10D

#### 4 Gravity Well Projectors

Fire Arc: Any

Skill: Capital ship gunnery

Fire Control: 4D

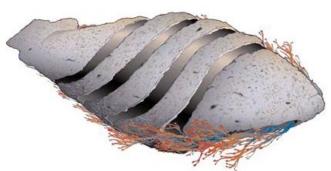
Space Range: 1-5/75/150

Damage: Blocks hyperspace travel

**Note:** Not only do the Yuuzhan Vong gravity well projectors force ships out of hyperspace, but they also short out electronic components (including droids) and cause intense brain-wave distortion in living creatures. Both living and droid characters aboard a ship that is forced out of hyperspace by a Yuuzhan Vong interdictor must attempt a Very Difficult *Strength* check, or lose consciousness for 10D rounds.

\* The +2D bonus from the ship's yammosk has been applied to this total.

## Miid Ro'ik Warship



Craft: Yuuzhan Vong Miid Ro'ik Warship

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

Source: The New Jedi Order Sourcebook (page 67)

Type: Warship Scale: Capital Length: 1,620 meters

Skill: Capital ship piloting: Miid Ro'ik

**Crew:** 1,280

Crew Skill: 7D\* in all applicable skills

Passengers: 1,950

Cargo Capacity: 8,200 metric tons

Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D

Space: 6 Hull: 7D+2 Shields: 3D Sensors: Passive: 40/1D Scan: 80/2D

Scan: 80/2D Search: 120/3D Focus: 4/3D+2 Weapons:

60 Plasma Projectors

Fire Arc: 20 front, 15 left, 15 right, 10 rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

Dovin Basal "Tractor"

Fire Arc: Any

Skill: Capital ship gunnery Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 3D (see the entry on "Dovin Basals")
\* The +2D bonus from the ship's yammosk has been applied

to this total.

Starfighter Complement: 72 coralskippers

## Uro-ik V'alh Battleship

Craft: Yuuzhan Vong Uro-ik V'alh Battleship

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (page 85)

**Type:** Battleship **Scale:** Capital **Length:** 2,240 meters

Skill: Capital ship piloting: Uro-ik V'alh

**Crew:** 1,640

Crew Skill: 7D\* in all applicable skills

Passengers: 3,150

Cargo Capacity: 16,480 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x3 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 8D Shields: 3D+2 Sensors:

Passive: 60/2D Scan: 120/3D Search: 240/4D Focus: 6/5D+2

Weapons:

**80 Plasma Projectors** 

Fire Arc: 20 front, 20 left, 20 right, 20 rear

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

Dovin Basal "Tractor"

Fire Arc: Any

Skill: Capital ship gunnery Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 3D+2 (see the entry on "Dovin Basals")

\* The +2D bonus from the ship's yammosk has been applied to this total.

#### **Kor Chokk Grand Cruiser**

Craft: Yuuzhan Vong Kor Chokk Grand Cruiser

**Affiliation:** Yuuzhan Vong **Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (pages 66-67)

**Type:** Grand cruiser **Scale:** Capital **Length:** 8,180 meters

**Skill:** Capital ship piloting: Kor Chokk

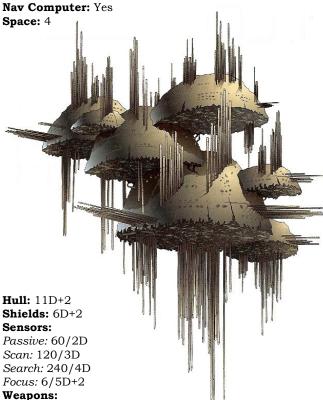
**Crew:** 2,140

Crew Skill: 8D\* in all applicable skills

Passengers: 4,640

Cargo Capacity: 26,880 metric tons

Consumables: 1 year Cost: Not available for sale Hyperdrive Multiplier: x3



#### 120 Plasma Projectors

Fire Arc: 40 front, 30 left, 30 right, 20 rear

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

Dovin Basal "Tractor"

Fire Arc: Any

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

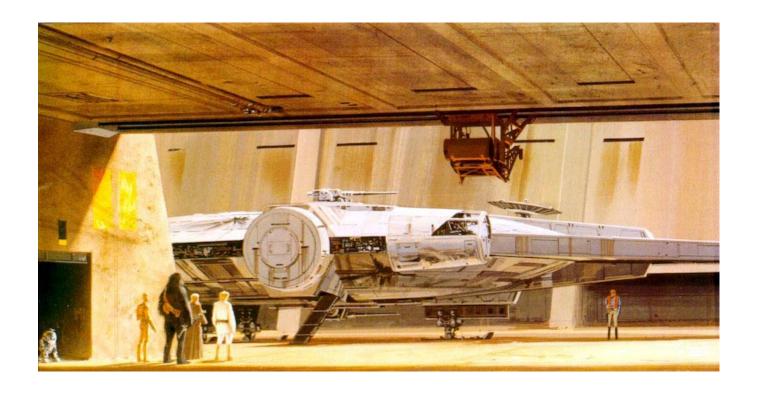
Damage: Up to 6D+2 (see the entry on "Dovin Basals")
\* The +2D bonus from the ship's yammosk has been applied

to this total.

Carried Craft: 216 coralskippers, 30 yorik-trema landing

craft

# **INDIVIDUAL SHIPS**



# Starfighters

## **Azure Angel**



Craft: Modified Kuat Systems Engineering Delta-7

Aethersprite-class Starfighter Affiliation: Anakin Skywalker Era: Rise of the Empire Type: Customized starfighter

Scale: Starfighter Length: 8 meters

**Skill:** Starfighter piloting: Delta-7

Crew: 1 and modified astromech droid (can coordinate)

Cargo Capacity: 10 kilograms

**Consumables:** 1 week **Cost:** Not for sale

Hyperdrive Multiplier: x2 (limited range)

Nav Computer: Uses a modified astromech droid

programmed with 10 jumps **Maneuverability:** 3D+2

Space: 10

**Atmosphere:** 400; 1,150 kmh

Hull: 2D Shields: 1D Sensors: Passive: 25/1D Scan: 45/2D Search: 65/2D+2 Focus: 3/3D+1

Weapons:

4 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D

*Space Range:* 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 6D+2 (5D+2 in pairs) **Proton Torpedo Launcher** 

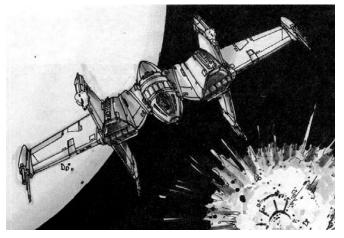
Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

#### **Deathraven**



Craft: Heavily-Modified Slayn & Korpil B-Wing/E2

Affiliation: Erron Kell (mercenary pilot)

Era: New Jedi Order

**Source:** Starships of the Galaxy (page 80)

**Type:** Heavy starfighter **Scale:** Starfighter **Length:** 32 meters

Skill: Starfighter piloting: Deathraven

Crew: 1

Crew Skill: Unique Passengers: 1

Cargo Capacity: 250 kilograms

Consumables: 2 months

**Cost:** Not available for sale (609,000 estimated)

Hyperdrive Multiplier: x1

Nav Computer: Limited to 2 jumps

Maneuverability: 1D+1

Space: 8

**Atmosphere**: 365; 1,050 kmh **Hull:** 5D

Shields: 5D Sensors: Passive: 30/0D Scan: 65/1D Search: 80/2D Focus: 4/3D+2

Weapons:

4 Assault Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/15/25

Atmosphere Range: 100-300/1.5/2.5 km

Damage: 8D+2

4 Proton Torpedo Launchers (fire-linked)

Fire Arc: Front Skill: Starship gunnery Ammo: 10 torpedoes each Fire Control: 3D

Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 9D

8 Light Ion Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1-5/9/40

Atmosphere Range: 100-500/900/4 km

Damage: 5D+2



## **Dharus' Corsairs**

Craft: SoroSuub Corsair-class Cruiser

**Affiliation:** Dharus (pirate) **Era:** Rise of the Empire

Source: Galaxy Guide 9 - Fragments from the Rim (pages

63-64)

Type: Heavy assault starfighter

**Scale:** Starfighter **Length:** 18 meters

Skill: Starfighter piloting: Corsair

Crew: 2, gunners: 1

Crew Skill: Astrogation 6D, sensors 5D, starfighter piloting

6D, capital ship gunnery 6D+2, starship shields 5D

Cargo Capacity: 15 kilograms

Consumables: 2 days Cost: 275,000 credits Hyperdrive Multiplier: x3

Nav Computer: Limited to 3 jumps

Maneuverability: 1D

Space: 8 Hull: 4D+2 Shields: 1D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D

Focus: 3/3D **Weapons:** 

2 Turbolaser Batteries (fire-linked)

Fire Arc: Front Scale: Capital

Skill: Capital ship gunnery

Fire Control: 1D+2 Space Range: 3-15/35/50

Damage: 5D **2 Ion Cannons**Fire Arc: Turret
Crew: 1 (co-pilot)

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/30

Damage: 3D

Scale: Capital

## Goonga Munt Goonga

Craft: Modified Incom Shock Hauler 33

Affiliation: Scranton Toon (rodian mercenary pilot)

Era: Rebellion

Source: Star Wars Gamer Issue 6

**Type:** Heavy fighter **Scale:** Starfighter **Length:** 14.5 meters

Skill: Starfighter piloting: Shock Hauler 33

Crew: 1

Crew Skill: Astrogation 4D, starfighter pilot 5D, starship

gunnery 4D+1, starship shields 3D+2

Passengers: None

Cargo Capacity: 70 kilograms. Consumables: 4 days Cost: Not available for sale Hyperdrive Multiplier: x0.75

Nav Computer: Yes Maneuverability: 2D+2

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 4D Shields: 1D+1 Sensors: Passive: 15/0D

Scan: 25/1D Search: 40/2D Focus: 1/2D **Weapons:** 

4 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: 6D

2 Concussion Missile Launchers (fire-linked, 3 missiles

each)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/600

Damage: 7D

#### **Guardian Mantis**



**Craft:** Custom Xi Char Designed Fighter **Affiliation:** Vana Sage (mercenary pilot)

Era: Old Republic

Type: Space superiority fighter

**Scale:** Starfighter **Length:** 14 meters

Skill: Starfighter piloting: Guardian Mantis

Crew: 2

Cargo Capacity: 70 kg Consumables: 1 week Cost: Not for Sale Hyperdrive Multiplier: x1

Hyperdrive Multiplier: x1
Hyperdrive Backup: x5

Nav Computer: Astromech programmed with 10 jumps

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 1D+2 Shields: 1D\*

\* The Mantis' shields replenish at double the normal rate

thanks to the hard-wired astromech droid

Sensors:

Passive: 35/1D+1 Scan: 55/2D+2 Search: 70/3D+1 Focus: 5/4D

**Ion-Enabled Sensor Tags:** When attached to a ship via proton torpedo launcher, these provide +3D to sensors rolls against the target; additionally, they subtract 1D from

all ship electronic systems rolls, and can only be

removed physically. Multiple tags can be

attached to the same vessel.

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery

Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 4D

Nano-Missile Magazine

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1/3/5

Atmosphere Range: 50-100/300/500 km Damage: 3D or 1D ion (see IES tags above)

Havoc

Craft: Modified Nubian Design Collective Scurrg H-6

Prototype Bomber

Affiliation: Nym (feeorin pirate)

**Era:** Old Republic **Type:** Surface bomber **Scale:** Starfighter **Length:** 22 meters

Skill: Starfighter piloting: Nubian Prototype

**Crew:** 2, gunners: 1 (navigator and gunner may be replaced

by 2 astromechs)

Crew Skill: Astrogation 5D, starship gunnery 4D+2,

starfighter piloting 6D, starship shields 4D+2

Cargo: 10 metric tons Cost: Not for sale

Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x10 Nav Computer: Yes Consumables: 2 weeks Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D+1 Shields: 1D+2 Sensors: Passive: 25/1D

Scan: 40/1D+2 Search: 70/2D+1 Focus: 4/3D

Weapons:

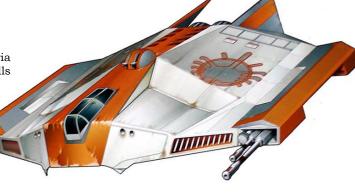
6 Laser Cannons (2 fire-linked groups)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 5D+2 (per group) **Twin Laser Cannon**Fire Arc: Turret



Skill: Starship gunnery
Fire Control: 3D\*
Space Range: 1-3/12/25

Atmosphere Range: 1-300/1.2/2.5 km

Damage: 5D

**Energy Bomb Launcher** 

Fire Arc: Ventral

Crew: 1

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/5

Atmosphere Range: 50-100/300/500

Damage: 13D

\*Can be set on auto-fire using only fire control to hit.

## Kintan Gunrunners "Uglies"

**Source:** Star Wars Gamer Issue 9 **Affiliation:** Kintan Gunrunners

Era: Rebellion

**Craft:** Kintan Gunrunner "Uglies" **Type:** Scratch-built starfighters

**Scale:** Starfighter **Length:** 16 meters

Skill: Starfighter piloting: Uglies

Crew: 1

Crew Skill: 4D in all applicable skills

Passengers: None

Cargo Capacity: 80 kilograms

Consumables: 1 day

**Cost:** 25,000 to 40,000 credits **Hyperdrive Multiplier:** x2

**Nav Computer:** Capable of storing coordinates for 2 jumps

Maneuverability: 2D+1

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 3D+1 Shields: 1D+1





Sensors:

Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D

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: 5D

## **Sharp Spiral**



Craft: Sorosuub Cutlass-9

Affiliation: Saesse Tiin (lannik Jedi master)

Era: Old Republic

Type: Space superiority starfighter

Scale: Starfighter Length: 12 meters Skill: Starfighter piloting

Crew: 1

Crew Skill: See Saesee Tiin Cargo Capacity: 45 kilograms Consumables: 2 weeks

Cost: 138,000 credits estimated cost

Hyperdrive Multiplier: x1 (x0.6 with Saesse Tiin piloting)

Nav Computer: Yes Maneuverability: 3D

**Space:** 10

Move: 415, 1,200 kmh

Hull: 2D+2 Shields: 1D+2 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: 1D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

**Proton Torpedo Launcher** 

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 9D

#### Slave II

Craft: Modified MandalMotors Pursuer-class Enforcement

Ship

**Affiliation:** Boba Fett (bounty-hunter)

Era: New Republic

Source: Dark Empire Sourcebook (page 104), The Essential

Guide to Vehicles and Vessels (pages 146-147)

Scale: Starfighter Lenght: 30.1 meters

Skill: Starfighter piloting: Pursuer

Crew: 1

Crew Skill: Astrogation 6D+1, space transports 7D,

starship gunnery 8D, starship shields 6D

Passengers: 2; 5 (prison cells)
Cargo Capacity: 35 metric tons

Cost: Not for sale

Hyperdrive Multiplier: x1 Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 1D

Space: 7

Atmosphere: 350; 1.000 kmh

Hull: 5D Shields: 1D Sensors:

Passive: 35/1D+1 Scan: 55/2D+1 Search: 80/3D+1 Focus: 3/4D+1

Weapons:

Twin Blaster Cannon (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 Ion Cannon

Fire Arc: Turret Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/7/36

Atmosphere Range: 50-100/200/500

Damage: 8D

Proton Torpedo Launcher

Fire Arc: Back Skill: Starship gunnery Fire Control: 3D+2

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 7D

#### Sun Crusher

Craft: Sun Crusher Prototype

**Affiliation:** Empire **Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 66-68), The Essential Guide to Vehicles and Vessels (pages 162-163)

 $\textbf{Type:} \ \text{Imperial superweapon prototype}$ 

**Scale:** Starfighter **Length:** 13.5 meters

Skill: Starfighter piloting: Sun Crusher

Crew: 1, gunners: 5

Crew Skill: Starfighter piloting 4D, starship gunnery 4D

Cargo Capacity: 65 kilograms

Consumables: 4 days
Cost: Not for sale
Hyperdrive Multiplier: x1

Nav Computer: Limited to three jumps

Maneuverability: 3D+2

**Space:** 12

Atmosphere: 450; 1,300 kmh

Hull: 50D Shields: 1D Sensors:

Passive: 30/0D Scan: 40/1D Search: 60/3D Focus: 4/3D+2

Weapons:

11 Resonance Torpedoes\*

Fire Arc: Front Scale: Capital

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-15/30/45 Atmosphere Range: 1-15/30/25 km

Damage: 4D+2 **5 Laser Cannons** 

Fire Arc: 1 turret, 1 left/front/right, 1 front/left/back, 1 left/back/right, 1 front/right/back

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/10/25

Atmosphere Range: 100-500/1/2.5 km

Damage: 4D

**Tractor Beam Projector** 

Fire Arc: Front

Skill: Starship gunnery Fire Control: 4D

Space Range: 1-5/15/30 Atmosphere Range: 2-10/30/60

Damage: 5D

**Note:** These stats describe the torpedo as used against a ship or other target. When fired into a star, the torpedo's sophisticated tracking system guarantees impact with a star, and its devastating impact on a star has very little to do with its explosive or kinetic power – it simply triggers a chain reaction which ignites a supernova, destroying the

star and anything in the system.

#### **Tallon's Headunters**

**Craft:** Modified Incom/Subpro Z-95 Headhunter **Affiliation:** Adar Tallon (old republic commander)

Era: Rise of the Empire

**Source:** Tatooine Manhunt (page 31) **Type:** Modified multi-purpose starfighter

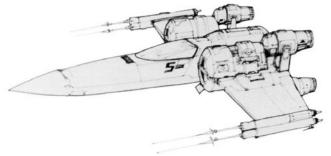
Scale: Starfighter Length: 11.8 meters

**Skill:** Starfighter piloting: Z-95

Crew: 1

Cargo Capacity: 30 kilograms

Consumables: 1 day



Cost: Not for sale

Hyperdrive Multiplier: x3
Nav Computer: Limited to 1 jump

Maneuverability: 2D

Space: 7
Atmosph
Hull: 4D

**Atmosphere:** 400; 1,150 kmh

Shields: 1D Sensors: Passive: 15/0D Scan: 25/1D Search: 40/2D Focus: 1/2D Weapons:

2 Triple Blasters (fire linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

 $Space\ Range:\ 1\text{-}5/10/17$ 

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

## **Toth's Starfighter**

Craft: Toth's Starfighter

Onwer: Cavik Toth (mercenary leader)

Era: Old Republic

Type: Custom starfighter Scale: Starfighter Length: 12.5 meters Skill: Starfighter piloting

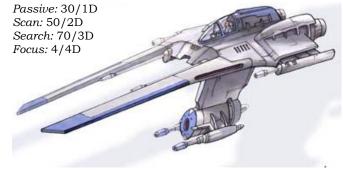
Crew: 1

Crew Skill: See Cavik Toth Cargo Capacity: 60 kg Consumables: 2 week Cost: Not for Sale Hyperdrive Multiplier: x2 Nav Computer: Yes Move: 400, 1,150 kmh

Space: 9

Maneuverability: 2D

Hull: 2D+2 Shields: 2D+1 Sensors





Weapons:

3 Twin Laser Cannons

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D+1 Space Range: 2-5/15/25

Damage: 5D

**Concussion Missile Launcher** 

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/8/15

Damage: 8D

Virago

Craft: Modified MandalMotors StarViper Assault Fighter

**Affiliation:** Prince Xizor (Falleen crimelord)

Era: Rebellion

**Source:** Shadows of the Empire Sourcebook (pages 123-125), The Essential Guide to Vehicles and Vessels (pages

124-125)

Type: Modified Assault Fighter

Scale: Starfighter Length: 21 meters

Skill: Starfighter piloting: StarViper

Crew: 1

Crew Skill: Astrogation 4D, starfighter piloting 6D, starship

gunnery 5D, starship shields 5D

Consumables: 2 months
Cargo Capacity: 1 metric ton

Cost: Not for sale

Nav Computer: Yes Hyperdrive Multiplier: x1 Hyperdrive Backup: x10

**Maneuverability:** 3D+2 in space and in atmosphere with wings retracted. 1D in atmosphere with wings extended

Space: 11

Atmosphere: 1,200 kmh with wings retracted. 600 kmh

with wings extended

**Hull:** 6D Forward and 3D Aft **Shields:** 1D Forward and 4D Aft.

Sensors: Passive: 25/1D Scan: 40/2D Search: 60/3D Focus: 4/4D Weapons:

2 Double Heavy Laser Cannons (single or fire-linked)

Fire Arc: When fire-linked can only fire to front or back facings, also cannons can rotate 180 degrees. The cannons remained locked forward when wings are retracted)

Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 5D (6D if Fire-Linked)
2 Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery *Ammo:* 3 torpedoes each

Fire Control: 1D Space Range: 1/3/7

Atmospheric Range: 50-100/300/700

Damage: 9D

# **Space Transports**

## Alliance Modified Light Freighter

Craft: Modified Corellian YT-1300 Transport (with strap-on

cargo pods

**Affiliation:** Rebel Alliance

Era: Rebellion

Source: Rebel Alliance Sourcebook (page 135)

Type: Modified light freighter

Scale: Starfighter Length: 26.7 meters

**Skill:** Space transports: YT-1300 **Crew Skill:** Varies widely

Crew: 1 (1 can coordinate), gunners: 1

Passengers: 4

Cargo Capacity: 200 metric tons Consumables: 2.5 months Cost: 35,000 (used, as modified) Hyperdrive Multiplier: x3 Hyperdrive Backup: x15 Nav Computer: Yes

Space: 4

Atmosphere: 480; 800 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1 Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

## Battered Freighter

Craft: Corellian YT-1300 Transport

Affiliation: Dr. Langstyn Kraay (facility director)

Era: Rebellion

Source: The DarkStryder Campaign: The Kathol Rift (page 39)

Type: Damaged light freighter

Scale: Starfighter Length: 26.7 meters

**Skill:** Space transports: YT-1300

Crew: 2 Passengers: 4

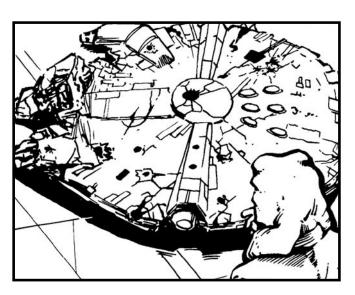
Cargo Capacity: 100 metric tons

Consumables: 1 week

Hyperdrive Multiplier: x2 (non-functional)

Hyperdrive Backup: None Nav Computer: Yes

Space: 2



**Atmosphere:** 80; 230 kmh (usually 480; 800 kmh)

**Hull:** 4D **Sensors:** *Passive:* 10/0D

Scan: 25/1D Search: 40/2D Focus: 2/3D Weapons: Laser Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## **Best Cargo**

**Craft:** Modified Light Freighter **Affiliation:** Rebel Alliance

Era: Rebellion

**Source:** Graveyard of Alderaan (page 31)

Scale: Starfighter Length: 35 meters Skill: Space transports

Crew: 4, gunners:1, skeleton:1/+5

Passengers: 6

**Cargo Capacity:** 150 metric tons **Consumables:** 2 months

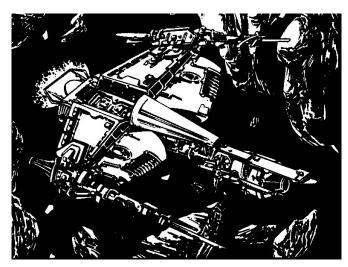
Cost: Not for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes

Maneuverability: 6D

Space: 3

Atmosphere: 260; 750 kmh

Hull: 6D Shields: 2D



Sensors:

Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D Weapons:

2 Laser Cannons (fire separately)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

**Heavy Laser Cannon** 

Fire Arc: Front

Crew: 1 (can be fired by pilot) Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### **Cannibal**

Craft: Cutom-made cannibalized freighter Affiliation: Barosa Warren (GOSS instructor)

Era: Rise of the Empire

Source: Alliance Intelligence Reports (pages 18-19)

**Type:** Unique freighter Scale: Starfighter Length: 24 meters Skill: Space transports

Crew: 2, gunners: 3, skeleton: 1/+15

Crew Skill: Space transports 5D+1, starship gunnery 4D

Passengers: 8

Cargo Capacity: 45 metric tons Consumables: 4 months

Cost: Not for sale

Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh

**Hull:** 4D+2 Shields: 3D Sensors: Passive: 20/1D Scan: 40/1D+1 Search: 50/2D Focus: 4/2D+2

Twin-Mounted Blaster Cannon

Fire Arc: Turret

Crew: 1

Weapons:

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-7/20/30

Atmosphere Range: 100-700/2/3 km

Damage: 5D Ion Cannon Fire Arc: Front

Crew: 1; may be fire by pilot at a fire control of only 1D

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/10/15 Atmosphere Range: 100-500/1/1.5 km

Damage: 5D

**Tractor Beam Projector** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

#### Chaser

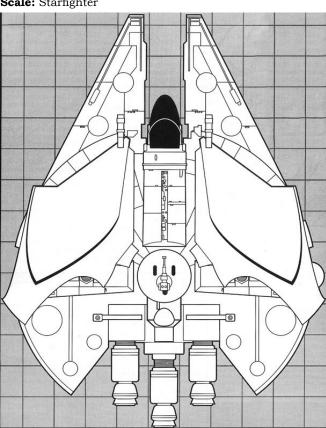
**Affiliation:** Modified Corellian YT-1300 Transport

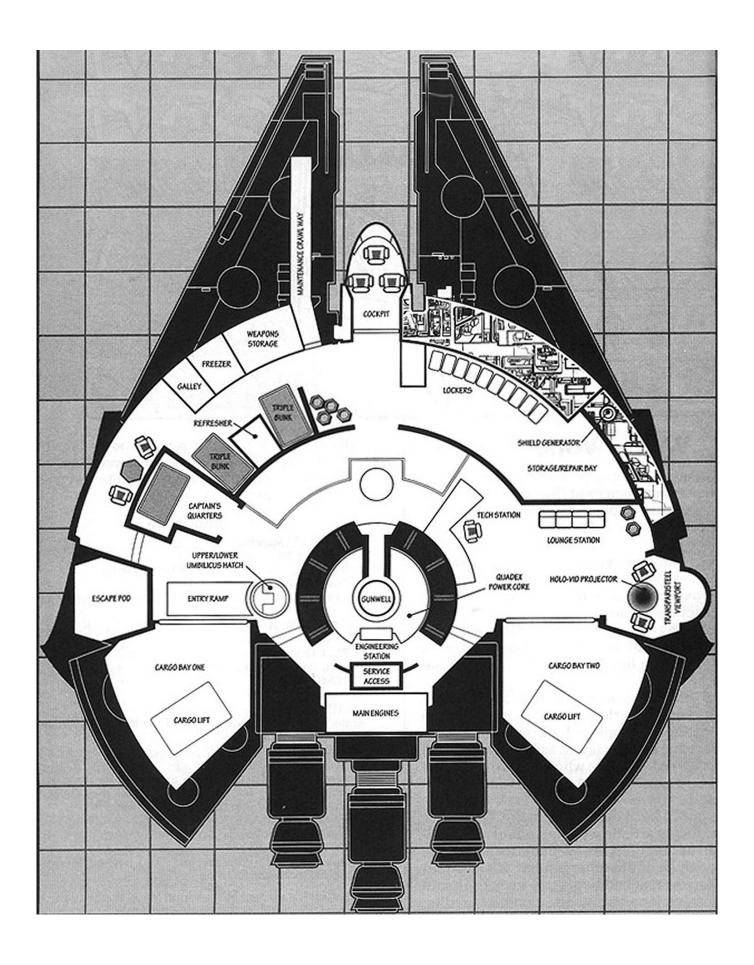
Owner: Baydo Chasdy (gambler)

Era: Rebellion

Source: Wretched Hives of Scum and Villainy (pgs 48-49)

Type: Light freighter Scale: Starfighter





Length: 26.7 meters

**Skill:** Space transports: YT-1300

Crew: 1

Crew Skill: Space transports 6D+1, starship gunnery

4D+2

Passengers: 6

Cargo Capacity: 40 metric tons Consumables: 5 weeks Hyperdrive Multiplier: x1/2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 3D

Space: 8

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 2D Sensors: Passive: 15/1D Scan: 30/2D Search: 45/3D Focus: 3/4D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 3D Space Range: 1-5/10/17

Atmosphere Range: 1005500/1/1.7 km

Damage: 4D

Heavy Quad Laser Cannon

Fire Arc: Turret Skill: Starship gunnery Fire Control: 3D

*Space Range:* 11-3/7/15

Atmosphere Range: 100-300/700/1.5 km

Damage: 6D

#### **Ebon Hawk**

Affiliation: Davik Kang / Revan / The Exile

Era: Old Republic

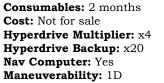
Type: Modified light freighter

Scale: Starfighter Length: 24 meters

**Skill:** Space transports: Ebon Hawk

**Crew:** 2, gunners: 1 **Passengers:** 10

Cargo Capacity: 50 metric tons



Space: 5

Atmosphere: 295; 850 kmh

Hull: 4D Shields: 1D Sensors: Passive: 10/1D Scan: 20/2D Weapons:

Dual Turbolasers

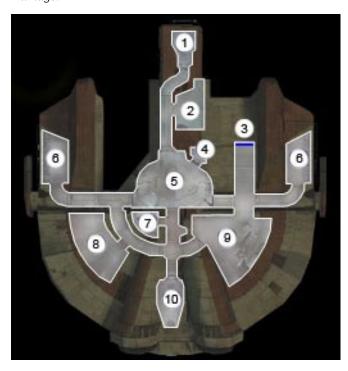
Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-2/5/10

Atmosphere Range: 100-200/500/1 km

Damage: 4D

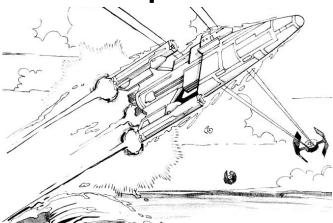




#### Deckplan Key:

- 1. Bridge
- 2. Systems
- 3. Ramp
- 4. Storage
- 5. Galley
- 6. Quarters
- 7. Room
- 8. Cargo Hold
- 9. Tech Area
- 10. Engine

**Explorer** 



**Craft:** Modified Space Boat **Affiliation:** Rebel Alliance

Era: Rebellion

**Source:** Battle for the Golden Sun (page 22) **Type:** Modified multi-environment space boat

Scale: Starfighter Length: 35 meters Skill: Space transports Crew: 4, gunners: 2 Passengers: 6

Cargo Capacity: 150 metric tons

**Consumables:** 4 months **Cost:** Not for sale

Hyperdrive Multiplier: x 1/2

Nav Computer: Yes Maneuverability: 1D+1

Space: 4

**Hull:** 4D+1

Atmosphere: 480; 800 kmh

Shields: 2D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D Focus: 2/4D Weapons:

2 Double Laser Cannons (fire separately)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Note: Can operate in space, atmosphere or liquid

environment.

Vehicle Complement: 2 speeder-rafts, 6 glider-sails

Feeg Liat

**Type:** Custom Space Transport **Affiliation:** Jedi Order

Era: Old Republic Length: 23 meters Scale: Starfighter

Skill: Space transports: Feeg Liat

Crew: 1

Crew Skill: Varies
Cargo Capacity: 500 kg
Consumables: 2 weeks



Hyperdrive Multiplier: x2 Nav Computer: Yes Maneuverability: 1D

Space: 5

Atmosphere: 350; 1000 kmh

Hull: 2D Shields: 1D Sensors: Passive: 10/1D Scan: 20/2D Search: 40/2D+2 Focus: 3/3D+1

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/7/12

Atmosphere Range: 100-300/700/1.2 km

Damage: 4D

#### Hell's Anvil



Craft: Modified Corellian KR-TB "Doomtrader"

**Affiliation:** Montross (bounty hunter)

**Era:** Rise of the Empire **Type:** Medium transport **Scale:** Starfighter **Length:** 50 meters

**Skill:** Space transports: KR-TB Doomtrader

**Crew:** 1, plus astromech **Passengers:** 6 prisoners

Cargo Capacity: 350 cubic meters

**Consumables:** 2 months **Cost:** Not for sale

Hyperdrive Multiplier: x1.5Hyperdrive Backup: x10Nav Computer: Yes Maneuverability: 2D+2



Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 4D Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1 Weapons:

Solar Ionization Cannons

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 4D+2 (ignores target's shield rating)

## **Hound's Tooth**



## PICTURE REMOVED



Craft: Modified YV-666 Light Freighter

**Affiliation:** Bossk (trandoshan bounty-hunter)

Era: Rebellion

**Source:** Ultimate Adversaries (page 12)

Type: Transport Scale: Starfighter **Length:** 41 meters

Skill: Space transports: YV-666

Crew: 1

Crew Skill: Astrogation 5D+1, space transports 7D+1,

starship gunnery 6D+1, starship shields 4D+1

Passengers: 4 (prisoners) Cargo Capacity: 20 metric tons Consumables: 6 months

Cost: Not for sale (480,000 estimated)

Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 1D+2

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 6D Shields: 4D Sensors: Passive: 25/0D Scan: 50/1D Search: 75/2D Focus: 4/4D Weapons:

Quad Laser Cannon

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Concussion Missile Launcher (6 missiles)

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D

Notes: The Hound's Tooth carries the Z-95 Headhunter

Nashtah Pup.

## Hyperspace Marauder

Craft: TransGalMeg Xiytiar-class Transport

Affiliation: Lo Kahn (smuggler) Era: Rise of the Empire

Source: Dark Empire Sourcebook (pages 103-104), The

Essential Guide to Vehicles and Vessels (pages 72-73)

Type: Modified large transport

Scale: Capital Length: 164.8 meters

Skill: Space transports: Xiytiar-class transport

Crew Skill: Lo Kahn: astrogation 5D+1, space transports 7D+1, starship gunnery 4D, starship shields 6D+2; Luwingo: astrogation 5D, communications 6D, space transports 5D+1, starship gunnery 4D+2, starship shields 5D

Passengers: 12

Cargo Capacity: 5,000 metric tons

Consumables: 3 months Cost: Not for sale

Hyperdrive Multiplier: x3

Hyperdrive Backup: x16 Nav Computer: Yes

Space: 3

Atmosphere: 280; 800 kmh **Hull:** 2D+1

Shields: 2D Sensors: Passive: 20/0D Scan: 35/1D+1 Search: 40/3D Focus: 2/3D

Note: The Hyperspace Marauder has a custom-made multiband computer interface antenna. With this, Luwingo has +3D to computer programming and security rolls when attempting to take over any opponent 's shipboard computer. The antenna has a broadcast range of 500 meters; therefore, this tactic is only practical on attempted boarding actions or on a planet 's surface.

#### **IG-2000**



Craft: Modified Trilon, Inc. Aggressor Assault Fighter

Affiliation: IG-88 (bounty-hunter)

Era: Rebellion

Source: Gamer Magazine, Issue 7

Type: Transport Scale: Starfighter Length: 20 meters

Skill: Space transports: Aggressor

Crew Skill: Astrogation 4D+2, space transports 5D+2,

starship gunnery 3D+2, starship shields 3D

Passengers: 8 (prisoners) Cargo Capacity: 465 kilograms

Consumables: 1 week

Cost: Not for sale (650,000 estimated)

Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 2D+1

Space: 10

Atmosphere: 415; 1,200 kmh

Hull: 5D Shields: 3D Sensors:

Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/3D

Weapons:

2 Assault Lasers (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 8D
Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D
2 Tractor Beams
Fire Arc: Front
Scale: Capital

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

#### Inferno

Craft: Custom-built "Villie Special" Big Wing

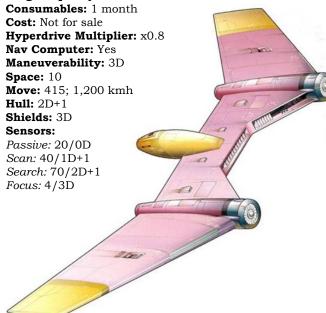
Affiliation: Vilmarh "Villie" Grahrk (devaronian smuggler)

**Era:** Rise of the Empire **Type:** Scout freighter **Scale:** Starfighter

**Length:** 27 meters wingspan **Skill:** Space transports

Crew: 1 (NT 600 astronavigation droid acts as co-pilot)

Cargo Capacity: 40 metric tons



#### Weapons:

6 Concealed 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

#### **Concealed Ion Cannon**

Fire Arc: Front Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/7/15

Atmospheric Range: 100-300/700/1.5 km

Damage: 3D+2



Craft: Hand-Crafted Sekotan Personal Starship

Affiliation: Anakin Skywalker Era: Rise of the Empire Source: Wizards Website Type: Organic space transport

Scale: Starfighter Length: 25 meters

Skill: Space transports: Jabitha

Crew: 1

Crew Skill: Space transports 5D

Passengers: 6

Cargo Capacity: 22 metric tons

Consumables: 1 month Cost: 1,000,000 (new)

Hyperdrive Multiplier: x1 (x0.4 with Anakin)

Nav Computer: Yes Maneuverability: 1D+2

**Space:** 10

**Atmosphere:** 415; 1,200 kmh

Hull: 3D+1 Shields: 4D Sensors: Passive: 30/1D Scan: 60/2D Search: 120/3D Focus: 10/3D+2

## Jade Sabre

Craft: Jade Sabre

Owner: Mara Jade Skywalker (Jedi knight)

Era: New Jedi Order

Source: Starships of the Galaxy (page 83)

**Type**: Custom space transport

Scale: Starfighter Length: 50 meters Skill: Space transports

Crew: 1

**Crew Skill**: Astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery

9D+2, starship shields 8D

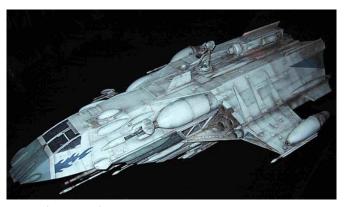
Passengers: 15

Cargo Capacity: 100 metric tons

Consumables: 6 months

Cost: Not for sale (1,675,500 estimated)

Hyperdrive Multiplier: x1



Hyperdrive Backup: x4 Nav Computer: Yes Maneuverability: 3D

Space: 9

**Atmosphere**: 400; 1,150 kmh

Hull: 6D Shields: 4D+2 Sensors: Passive: 30/1D Scan: 60/2D Search: 75/3D Focus: 4/4D

4 Quad Laser Cannons

Fire Arc: Turret Skill: Starship gunnery Fire Control: 3D

*Space Range:* 1-3/15/25

Atmosphere Range: 100-300/1.5/3 km

Damage: 6D

Weapons:

Tractor Beam Projector

Fire Arc: Front Scale: Capital

Skill: Capital ship gunnery

Fire Control: 2D

*Space Range:* 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 4D+2

#### Jade Shadow

**Craft:** Modified SoroSuub *Horizon*-class Yacht **Affiliation:** Mara Jade Skywalker (Jedi master)

Era: New Jedi Order

Source: The New Jedi Order Sourcebook (page 136)

**Type:** Space transport **Scale:** Starfighter **Length:** 55 meters

Skill: Space transports: Horizon yacht

**Crew:** 1 or 2

**Crew Skill:** Astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery

9D+2, starship shields 8D

Passengers: 10

Cargo Capacity: 95 metric tons Consumables: 2 months

Cost: 230,000 (new), 80,000 (used) Hyperdrive Multiplier: x0.5 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh



Fire Arc: Retractable turret Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D
Blaster Cannon

Fire Arc: Retractable turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-2/10/20

Atmosphere Range: 100-300/1/2 km

Damage: 4D

Concussion Missile Tube (4 missiles)

Fire Arc: Front Skill: Starship gunnery Ammo: 4 missiles Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 9D

**Tractor Beam Projector** *Fire Arc:* Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1,5/3 km

Damage: 4D

## Jade's Fire

**Craft:** SoroSuub Luxury 3000 **Affiliation:** Mara Jade (trader)

Era: New Republic

**Source:** Cracken's Threat Dossier (pages 140-141)

Type: Private space yacht

Scale: Starfighter Length: 50 meters

Skill: Space transports: Luxury 3000 yacht

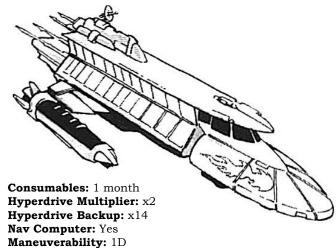
Crew: 1

Crew Skill: Space transports 9D+2, starship gunnery

9D+2

Passengers: 10

Cargo Capacity: 100 metric tons



Space: 8

**Atmosphere:** 365; 1,050 kmh **Hull:** 4D

Shields: 4D Sensors: Passive: 30/1D Scan: 80/2D Search: 100/3D Focus: 4/4D

Weapons:

3 Quad Turbolasers (fire separately)

Fire Arc: 1 front, 1 left, 1 right

Skill: Starship gunnery Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300/1.5/3.5/7.5 km

Damage: 5D

"Shoot-Back" Blaster

Fire Arc: Turret

Fire Control: 2D (automatically fires when ship is hit)

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 2D

**Tractor Beam Projector** 

Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5 km

Damage: 2D

## **Lady Luck**

**Craft:** Modified SoroSuub Luxury 3000 **Affiliation:** Lando Calrissian (gambler)

Era: New Republic

**Source:** Dark Force Rising Sourcebook (pages 132-134), Heir to the Empire Sourcebook (page 132), The Thrawn Trilogy Sourcebook (pages 232-234), The Essential Guide to

Vehicles and Vessels (pages 98-99) **Type:** Modified private space yacht

Scale: Starfighter Length: 50 meters

Skill: Space transports: Luxury 3000 yacht

Crew: 1

**Crew Skill:** Astrogation 7D, communications 5D+1, sensors 5D+1, space transports 9D, starship gunnery 8D, starship

shields 8D+1
Passengers: 10

Cargo Capacity: 100 metric tons

Consumables: 1 month
Cost: Not for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 2D+2 Shields: 1D Sensors: Passive: 25/1D Scan: 50/2D Search: 75/2D+2 Focus: 3/3D

Laser Cannon (retractable)

Fire Arc: Turret

Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 2D+2

#### **Last Chance**

**Craft:** Corellian YT-1300 Transport **Affiliation:** Platt Okeefe (smuggler)

Era: Rebellion

Source: Platt's Starport Guide (page 7)

**Scale:** Starfighter **Length:** 27 meters

Skill: Space transports: YT-1300

Crew: 1 to 2 (can coordinate), gunners: 2

**Crew Skill:** Space transports 6D+2, starship gunnery 5D

Passengers: 6

Cargo Capacity: 100 metric tons Consumables: 2 months Hyperdrive Multiplier: x1 Hyperdrive Backup: x10

Nav Computer: Yes Maneuverability: 2D

Space: 4 Atmospher Hull: 4D+2

Atmosphere: 480; 800 kmh

Shields: 2D Sensors: Passive: 10/1D Scan: 25/2D Search: 40/3D

Focus: 2/3D **Weapons:** 

#### 2 Quad Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

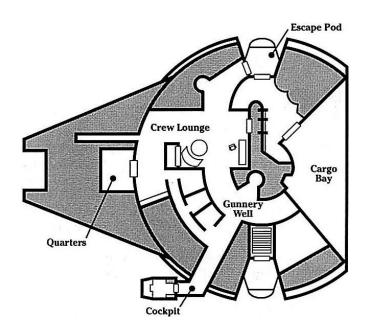
Damage: 6D

#### **Concussion Missile Tube**

Fire Arc: Front Skill: Missile weapons Fire Control: 2D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D



## **Long Shot**

Craft: Modified Lantillan Short Hauler

Affiliation: Reekeene's Roughnecks (Rebel Irregulars)

Era: Rebellion

Source: Classic Campaigns, Campaign Pack

Type: Modified space yacht

**Scale:** Starfighter **Length:** 27 meters

Skill: Space transports: Lantillan short hauler

Crew: 2, gunners: 1, skeleton: 1/+10

Crew Skill: Space transports 4D+2, starship gunnery

3D+2

Passengers: 6

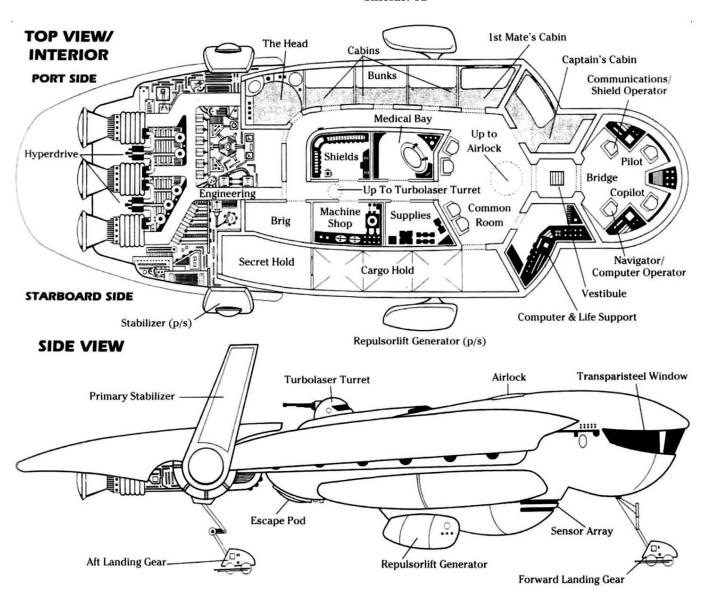
Cargo Capacity: 85 metric tons

Consumables: 1 month
Cost: 85,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 3D



Sensors:

Passive: 15/0D Scan: 35/1D Search: 55/1D+2 Focus: 6/2D+2

Weapons:

2 Turbolaser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D (may be fired from co-pilot position at fire control 1D) Space Range: 1-15/35/50 Atmosphere Range: 200-3/7/10 km

Damage: 5D

Note: Carries one escape pod which can carry 6

passengers.

## Luke's Freighter

Craft: Modified Ghtroc Industries class 720 freighter

Affiliation: Luke Skywalker (Jedi knight)

Era: New Republic

**Source:** The Last Command Sourcebook (pages 133-135),

The Thrawn Trilogy Sourcebook (page 236)

Type: Modified light freighter

Scale: Starfighter Length: 35 meters

**Skill:** Space transports: Ghtroc freighter

Crew: 1 (1 can coordinate), gunners: 1, 1 astromech droid Crew Skill: Luke Skywalker: astrogation 7D, sensors 4D+1, starship gunnery 8D+1, starship shields 7D+1, space transports 4D; R2-D2: astrogation 12D, communications 6D+1, sensors 7D+1, starship gunnery 5D, starship shields

Cargo Capacity: X-Wing and 15 kilograms

Consumables: 1 week

Cost: 98,500 (for new freighter), 45,000 (for additional

modifications)

Hyperdrive Multiplier: x2 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 1D

Space: 3

**Hull:** 2D+2

Atmosphere: 260; 750 km/h

Shields: 1D Sensors: Passive: 15/0D Scan: 30/1D Search: 50/3D

Focus: 2/4D Weapons:

**Double Laser Cannon** 

Fire Arc: Front

Skill: Starship gunnery Fire Control: 1D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

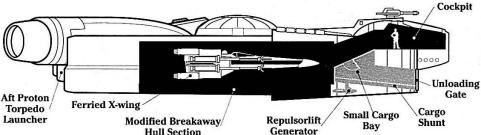
**Proton Torpedo Launcher** 

Fire Arc: back

Skill: Starship gunnery Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 150-100/300/700 m

Damage: 7D



#### **Special Modifications:**

Starfighter Storage System: The modified cargo bay vessel has storage space for one Incom T-65 X-wing fighter and is capable of releasing the starfighter while in flight.

Shroud Package: A small repulsor shunt helps distribute a cloud of metallic particles that foils sensors and tractor beams. It adds +1D to the difficult of all sensors checks and adds +3D to the difficulty of any tractor beam attempts within or through the cloud of particles.

#### Millennium Falcon

Craft: Modified Corellian Engineering Corporation YT-1300

Affiliation: Han Solo (smuggler/rebel)

**Era:** Rise of the Empire

Source: Core Rulebook (page 254), Star Wars Trilogy Sourcebook SE (pages 130-133), The Star Wars Sourcebook (pages 40-44), Han Solo and the Corporate Sector Sourcebook (pages 95-96), Shadows of the Empire Sourcebook (pages 118-119), Heir to the Empire Sourcebook (pages 131-132), Dark Empire Sourcebook (pages 101-102), Dark Force Rising Sourcebook (pages 130-131), The Thrawn Trilogy Sourcebook (page 231), Cracken's Threat Dossier (pages 85-86), The Essential Guide to Vehicles and Vessels (pages 114-115)

Type: Modified light freighter

Scale Starfighter Length: 26.7 meters

**Skill:** Space transports: YT-1300 transport

Crew: 2, gunners: 2, skeleton: 1/+5

Crew Skill: Han Solo (as of the Battle of Yavin: astrogation 8D, communications 4D, sensors 4D+2, space transports: YT-1300 10D, starships gunnery 9D, starship shields 6D+2) and Chewbacca (as of the Battle of Yavin: astrogation 8D, communications 3D+1, sensors 5D, space transports:YT-1300 8D, starships gunnery 7D, starship shields 6D)

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months Cost: Not for sale

Hyperdrive Multiplier: x3/4 (Rise of the Empire), x1/2

(Rebellion)

Hyperdrive Backup: x16 (Rise of the Empire), x10

(Rebellion)

Nav Computer: Yes

Maneuverability: 1D (Rise of the Empire), 2D (Rebellion)

Space: 8 (Rebellion), 11 (New Republic)

**Atmosphere:** 365; 1,050 kmh (Rebellion), 435; 1,300 kmh

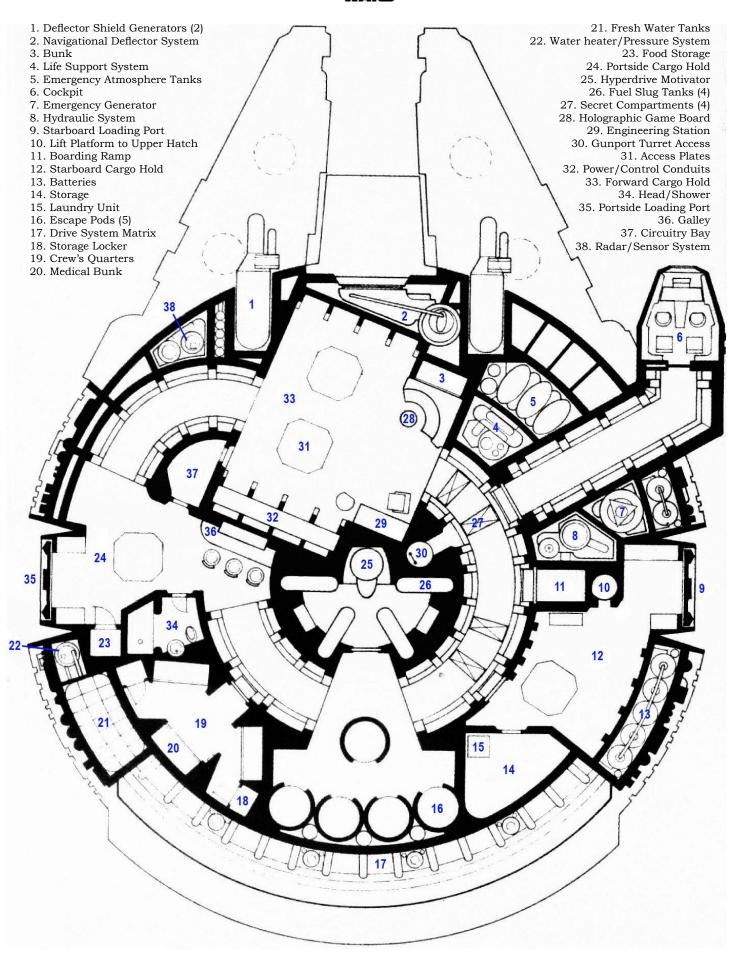
(New Republic)

Hull: 5D+2 (Rise of the Empire), 6D (Rebellion) **Shields:** 2D+1 (Rise of the Empire), 3D (Rebellion)

Sensors:

Passive: 20/1D (Rise of the Empire), 30/1D (Rebellion) Scan: 40/1D+2 (Rise of the Empire), 60/2D (Rebellion) Search: 45/2D (Rise of the Empire), 75/3D (Rebellion) Focus: 2/3D (Rise of the Empire), 4/4D (Rebellion)





Weapons:

2 Quad Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12-25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

2 Concussion Missile Tubes (fire linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 9D

Blaster Cannon (retractable) (Rebellion only)

Fire Arc: Turret Scale: Speeder Skill: Vehicle blasters

Fire Control: 4D (fired from cockpit) Atmosphere Range: 1-50/100/250

Damage: 3D+2

Light Laser Cannon (retractable) (New Republic)

Fire Arc: Turret Scale: Speeder Skill: Vehicle blasters

Fire Control: 4D (fired from cockpit) Atmosphere Range: 1-50/100/250

Damage: 3D

Tractor Beam Projector (New Republic)

Fire Arc: Front Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15-30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

Mine Layer (16 mines) (New Republic)

Fire Arc: Right

Skill: Starship gunnery

Fire Control: 0D (can be detonated by remote or timer)

Space Range: 1-3/7

Atmosphere Range: 50-100/300/700

Damage: 6D (each)

**Mist Hunter** 

Craft: Modified Byblos Drive Yards G-1A Transport

**Affiliation:** Zuckuss (Gand bounty-hunter)

Era: Rebellion

**Type:** Modified transport **Scale:** Starfighter **Length:** 15 meters

**Skill:** Space transports: G-1A

**Crew:** 1 or 2

Crew Skill: All skills 3D

Passengers: 8 (in concealed compartment)

Cargo Capacity: 1 metric ton

Consumables: 1 month

**Cost:** Not available for sale (307,500 estimated)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 1D+1

Space: 7

Atmosphere: 350; 1,000 kmh



Shields: 3D Sensors: Passive: 30/0D Scan: 50/1D Search: 75/2D Focus: 4/4D+1

Weapons:

2 Assault Lasers (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: 8D Tractor Beam Fire Arc: Turret Scale: Capital

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

## **Moldy Crow**

Craft: Corellian Engineering Corporation HWK-290 light

freighter

Affiliation: Kyle Katarn (mercenary)

Era: Rebellion

Source: Wizards Website

**Type:** Transport **Scale:** Starfighter **Length:** 29 meters

**Skill:** Space transports: HWK-290 light freighter

**Crew:** 1 to 2



Crew Skill: See Kyle Katarn and Jan Ors

Passengers: 6

Cargo Capacity: 150 metric tons

Consumables: 1 month Cost: Not for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 75/3D Focus: 4/4D Weapons:

#### 4 Double Laser Cannons

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: 4D **Blaster Cannon**Fire Arc: Turret
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 3D

Atmosphere Range: 1-50/100/250

Damage: 4D

## **Naboo Royal Cruiser**

Craft: Theed Palace Space Vessel Engineering Corps J-type

Royal Cruiser

**Affiliation:** Senator Amidala **Era:** Rise of the Empire **Type:** Diplomatic barge **Scale:** Starfighter

**Length:** 39 meters, 91-meter wingspan **Skill:** Space transports: J-type royal starship **Crew:** 5, skeleton: 2/+10, plus 5 astromech droids **Crew Skill:** Varies, usually 4D in all applicable skills

Passengers: 4, plus 6 guards Cargo Capacity: 6 metric tons Consumables: 6 months Cost: Not for sale

Hyperdrive Multiplier: x0.7 Hyperdrive Backup: x1 Nav Computer: Yes Maneuverability: 2D

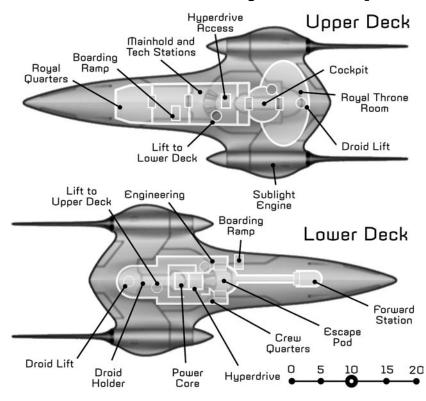
**Space:** 5

**Atmosphere:** 295; 850 kmh **Hull:** 6D

Shields: 4D Sensors: Passive: 30/1D Scan: 65/2D Search: 80/3D Focus: 5/4D

Starfighter Complement: 4 N-1 Starfighters

## **Naboo Royal Starship**



**Craft:** Theed Palace Space Vessel Engineering Corps J-type

327 Nubian

Affiliation: Queen Amidala

Era: Old Republic

Source: Secrets of Naboo (page 39), Starships of the Galaxy

(pages 83-84) **Type:** Royal starship

Scale: Starfighter Length: 76 meters

Skill: Space transports: J-type royal

starship

**Crew:** 1 pilot, 1 navigator/shield operator, 1 communications/security officer, 1 engineer, and 8 astromech

droids

Crew Skill: Varies, usually 4D in all

applicable skills **Passengers:** 10

Cargo Capacity: 4 metric tons

Consumables: 3 months

Cost: Not for sale

 $\textbf{Hyperdrive Multiplier:} \ x1.8$ 

Nav Computer: Yes



Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 6D Shields: 3D Sensors: Passive: 30/1D Scan: 60/2D Search: 75/3D Focus: 4/4D

#### **Naboo Star Skiff**



Craft: Theed Palace Space Vessel Engineering Corps J-type

Star Skiff

**Affiliation:** Senator Amidala **Era:** Rise of the Empire **Type:** Personal starship **Scale:** Starfighter

**Length:** 29.2 meters, 49.3-meter wingspan **Skill:** Space transports: J-type starship

Crew: 1 Passengers: 4

Cargo Capacity: 2 metric tons Consumables: 4 months

Cost: Not for sale

Hyperdrive Multiplier: x0.5Hyperdrive Backup: x5Nav Computer: Yes Maneuverability: 3D+1

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 4D Shields: 3D Sensors: Passive: 30/1D Scan: 70/2D Search: 80/3D+1

2 Laser Cannons (fire-linked)

Fire Arc: Front Fire Control: 2D

Focus: 5/3D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

#### Naboo Yacht



Craft: Theed Palace Space Vessel Engineering Corps H-type

Yacht

Affiliation: Senator Amidala Era: Rise of the Empire Type: Space yacht Scale: Starfighter Length: 47.9 meters

Skill: Space transports: H-type yacht

Crew: 4, skeleton: 2/+5, plus 2 astromech droids

Passengers: 1

Cargo Capacity: 2 metric tons Consumables: 2 months Cost: Not for sale Hyperdrive Multiplier: x0.9 Hyperdrive Backup: x5 Nav Computer: Yes Maneuverability: 3D

Space: 9

**Atmosphere:** 400; 1,150 kmh **Hull:** 3D+2

Shields: 3D Sensors: Passive: 30/1D Scan: 65/2D Search: 80/3D+1 Focus: 4/4D

**Notes:** The ship's narrow profile and sheltered sublight engines grants it considerable sensor stealth abilities,

adding +1D to sensors difficulties to detect it.

## **Nautical Star**

Craft: Mon Calamari Light Freighter

**Affiliation:** General **Era:** Rebellion

Source: Adventure Journal 9

**Scale:** Starfighter **Length:** 30 meters

**Skill:** Space transports: Mon Calamari freighter

Crew: 1 or 2 Passengers: 6

Cargo Capacity: 85 metric tons

Consumables: 2 months
Cost: 99,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D

Space: 4

Atmosphere: 480; 800 kmh

**Hull:** 4D+2

Shields: 2D, backup: 2D

Sensors:

Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons:

2 Laser Cannons (fire linked)

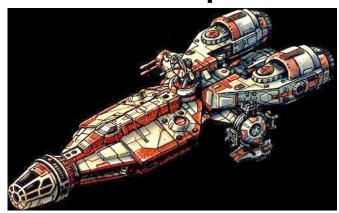
Fire Arc: Turret

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

## **No Luck Required**



**Craft:** Modified Corellian YZ-775 Medium Transport

**Affiliation:** Uldir Lochett **Era:** New Jedi Order

Source: Star Wars Gamer Issue 9

**Type:** Light freighter **Scale:** Starfighter **Length:** 52 meters

**Skill:** Space transports: YZ-775

Crew: 4 Passengers: 8

Cargo Capacity: 150 metric tons

Consumables: 6 months Cost: Not for sale Hyperdrive Multiplier: x1

Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 7D Shields: 6D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D

Search: 40/21 Focus: 2/3D **Weapons:** 

Double Turbolaser Cannon

Fire Arc: Partial turret (front, right, left)

Scale: Capital

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/20

Atmosphere Range: 100-500/1.5/2 km

Damage: 4D

2 Proton Torpedo Launchers (fire separately, 12 torpedoes

each)

Fire Arc: Front

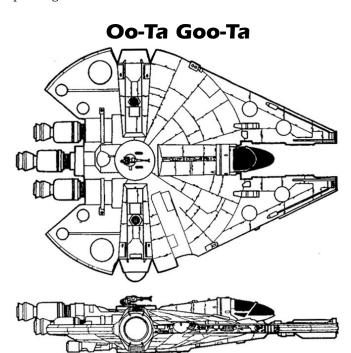
Skill: Missile weapons: proton torpedoes

Fire Control: 1D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D

**Notes:** The *No Luck Required* has been modified with a revolving A-Wing launch bay cylinder that can accommodate four of the little starfighters. Every other round, the ship may launch an A-Wing fighter. All but one of the A-Wings have been modified to accept an additional passenger at the cost of hyperdrive capability. The fourth A-Wing, however, retains its hyperdrive, and can also carry an additional passenger.



Craft: Modified Corellian YT-1300 Light Freighter

**Affiliation:** Chordak (Rodian pirate)

Era: Rebellion

Source: Galaxy Guide 6: Tramp Freighters (pages 84-85)

Type: Modified light freighter

**Scale:** Starfighter **Length:** 26.7 meters

Skill: Space transports: YT-1300

Crew: 1

Crew Skill: Space transports 4D, starship gunnery 3D+2,

starship shields 3D+1, astrogation 3D

Passengers: 1

Cargo Capacity: 50 metric tons Consumables: 3 weeks Cost: Not available for sale Hyperdrive Multiplier: x1/2 Hyperdrive Backup: x5 Nav Computer: Yes

Space: 8

**Atmosphere:** 295; 850 km/h

Hull: 4D Shields: 1D Sensors: Passive: 15/1D

Maneuverability: 3D



Scan: 30/2D Search: 45/3D Focus: 3/4D

Weapons:

2 Modified Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1 Skill: Starship gunnery Fire Control: 3D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 2D **Blaster Cannon** Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 3D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

#### Outrider

**Craft:** Modified Corellian YT-2400 Transport **Affiliation:** Dash Rendar (brash pilot)

Era: Rebellion

**Source:** Shadows of the Empire Sourcebook (pages 119-121), The Essential Guide to Vehicles and Vessels (pages

32-33)

Type: Modified light freighter

Scale: Starfighter Length: 21 meters

**Skill:** Space transports: YT-2400 **Crew:** 2, gunners: 2, skeleton: 1/+10

Crew Skill: Astrogation 7D+2, space transports 9D,

starship gunnery 4D/8D, starship shields 7D+1

Passengers: 4

Cargo Capacity: 75 metric tons Consumables: 2 months Cost: Not for sale

Hyperdrive Multiplier: x3/4 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 5D Shields: 3D+2 Sensors: Passive: 30/1D

Passive: 30/11 Scan: 60/2D Search: 75/3D Focus: 4/4D

Sensor Stealth System: +1D+2 to avoid detection by sensors

at ranges of more than 50 units.

Weapons:

2 Heavy Double Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D (0D if fired from the cockpit)

Space Range: 1-10/20/30 Atmosphere Range: 100-1/2/3 km

Damage: 6D

2 Concussion Missile Tubes (3 missiles each)

Fire Arc: Front

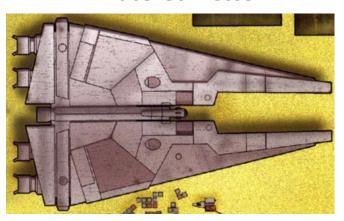
Skill: Starship gunnery

Fire Control: 3D Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 km

Damage: 9D

#### **Pirate Corvette**



Craft: Modified Rendili StarDrive's Light Corvette

**Affiliation:** Vangar (barabel pirate lord)

Era: Rebellion

**Source:** Core Rulebook (page 181) **Type:** Modified Imperial Customs vessel

Scale: Starfighter Length: 180 meters

**Skill:** Space transports: light corvette **Crew:** 52, gunners: 6, skeleton: 18/+10

Crew Skill: Space transports 5D+2, starship gunnery 4D,

starship shields 4D **Passengers:** 20

Cargo Capacity: 500 metric tons Consumables: 2 months Hyperdrive Multiplier: x2 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D+2

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 5D+1 Shields: 2D Sensors: Passive: 30/1D Scan: 60/2D Search: 90/4D Focus: 4/4D+1 Weapons:

4 Double Turbolaser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D

**Tractor Beam Projectors** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

#### **Pulsar Skate**

**Craft:** Modified *Baudo*-class Star Yacht **Affiliation:** Mirax Terrik (smuggler)

Era: Rebellion

Type: Medium freighter Scale: Starfighter Length: 32 meters

Skill: Space transports: Baudo-class star yacht

Crew:

**Crew Skill:** Astrogation 5D, communication 4D+1, sensors 4D+1, space transports: *Pulsar Skate 5D+2*, starship

shields 4D **Passengers:** 4

Cargo Capacity: 75 metric tons

Consumables: 1 month Cost: Not for sale Hyperdrive Multiplier: x1 Hyperdrive Backup: x7 Nav Computer: Yes Manueverability: 2D

**Space:** 10

**Atmosphere:** 415/1200 kmh

Hull: 2D Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons: Laser Cannon

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Atmospheric Range: 100-300/1.2/2.5 km

Damage: 3D

## **Punishing One**



Craft: Modified Corellian Engineering JumpMaster 5000

**Affiliation:** Dengar (bounty-hunter)

Era: Rebellion
Type: Scout Ship
Scale: Starfighter
Length: 20 meters

**Skill:** Space transports: JumpMaster 5000

 $\textbf{Crew:}\ 1$ 

Crew Skill: Starship gunnery 4D+2, other skills 2D+2

Passengers: 1

**Cargo Capacity:** 500 kilograms **Consumables:** 2 months

Cost: Not for sale (416,500 estimated)

Hyperdrive Multiplier: x1Hyperdrive Backup: x10Nav Computer: Yes Maneuverability: 1D+2

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 4D Shields: 5D Sensors: Passive: 20/0D Scan: 40/1D Search: 60/2D Focus: 3/4D

Weapons:
Ion Cannon
Fire Arc: Front

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

**Quad Laser Cannon**Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

Notes: The Punishing One's Quad Laser Cannon is controlled

by an R2 Unit with a starship gunnery score of 4D.

#### Raven's Claw



Craft: Modified Corellian Engineering Corporation CRF-

156T Fast Carrier

Affiliation: Kyle Katarn (Jedi/Merc)

Era: New Republic Type: Transport Scale: Starfighter Length: 26 meters

**Skill:** Space transports: CRF-156T

Crew: 1

Crew Skill: See Jan Ors

Passengers: 2

Cargo Capacity: 10 metric tons Consumables: 3 months

Cost: Not for sale

Hyperdrive Multiplier: x0.5 Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 3D

**Space:** 13

**Atmosphere:** 465; 1,650 kmh

**Hull:** 3D+1



Shields: 4D Sensors:

Passive: 30/1D+1 Scan: 60/2D+1 Search: 90/3D+2 Focus: 6/4D+2

Weapons:

**4 Laser Cannons** *Fire Arc:* Front *Skill:* Starship gunnery *Fire Control:* 1D+1 *Space Range:* 2-5/15/25

Atmosphere Range: 200-500/1.5/2.5 km

Damage: 5D

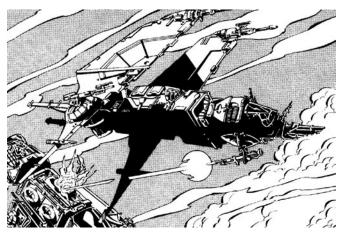
2 Proton Torpedo Launchers

Fire Arc: Front Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 9D

#### Scent of Fear



**Craft:** Modified Taloron Prey Chaser **Affiliation:** Crutag (bounty-hunter)

Era: Rise of the Empire

**Source:** Domain of Evil (page 8) **Type:** Modified prey chaser

Scale: Starfighter Length: 40 meters

Skill: Space transports: Taloron prey chaser

Crew: 1

Crew Skill: All skills 2D

Passengers: 25

Cargo Capacity: 30 metric tons Consumables: 4 months

Cost: Not for sale

Hyperdrive Multiplier: x1Hyperdrive Backup: x15Nav Computer: Yes Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 5D Shields: 4D Sensors: Passive: 35/0D Scan: 60/1D Search: 100/2D Focus: 3/2D+1 Weapons:

2 Laser Cannons (fire sperately)

Fire Arc: Turret

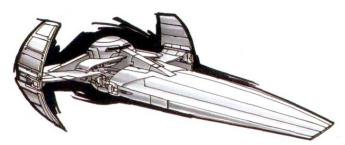
Crew: 1

Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## Scimitar (Sith Infiltrator)



Craft: Heavily modified Republic Sienar Systems Star

Courie

**Affiliation:** Darth Maul (Sith lord)

Era: Old Republic

Source: The Dark Side Sourcebook (pages 62-63)

**Type:** Sith infiltrator **Scale:** Starfighter **Length:** 26.5 meters

Skill: Space transports: Star courier

Crew: 1

**Crew Skill:** Astrogation 4D+2, communications 6D+2, sensors 4D+2, space transports: Sith Infiltrator 6D, starship

gunnery 5D, starship shields 5D

Passengers: 6

Cargo Capacity: 2.5 metric tons

**Consumables:** 30 days **Cost:** Not for sale

Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 3D Shields: 2D Sensors:

Passive: 25/2D+1 Scan: 40/3D+1 Search: 60/4D+1 Focus: 4/5D

Weapons:

6 Light 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: 7D

**Note:** Darth Maul's *Infiltrator* is equipped with a stygium crystal cloaking device. This device bestows a 3D+1 penalty to any Sensors rolls made to detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D, and the difficulty to hit the Infiltrator is increased as if it were under 1/2 cover (Rulebook page 93)

due to the Infiltrator's indistinct lines.

#### Slave I

Craft: Modified Kuat Systems Engineering Firespray-class

**Affiliation:** Boba Fett (bounty-hunter)

Era: Rise of the Empire

Source: Star Wars Trilogy Sourcebook SE (pages 134-135), Galaxy Guide 3 - The Empire Strikes Back (page 54), The Movie Trilogy Sourcebook (page 89), Starships of the Galaxy (page 81), The Essential Guide to Vehicles and Vessels (pages 144-145)

Type: Modified sublight patrol and attack craft

Scale: Starfighter Length: 21.5 meters

**Skill:** Space transport: Firespray

Crew: 1

Crew Skill: Astrogation 6D+1, space transports 7D,

starship gunnery 8D, starship shields 6D

Passengers: 6 (prisoners) Cargo Capacity: 40 metric tons Consumables: 1 month Cost: Not available for sale Hyperdrive Multiplier: x1Hyperdrive Backup: x8Nav Computer: Yes Maneuverability: 1D

Space: 7

**Atmosphere:** 350; 1,000 kmh

**Hull:** 4D+2 Shields: 2D+2 Sensors: Passive: 35/0D Scan: 60/1D Search: 100/2D Focus: 3/2D+1

Sensor Mask: Adds +2D to sensor difficulties to detect Slave

I greater than 50 units away.

Sensor Jamming: When activated, adds +3D to difficulty to identify Slave I, but -2D+2 to difficulty to detect ship.

Weapons:

2 Twin-Mounted Blaster Cannons

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-7/20/30

Atmosphere Range: 100-700/2/3 km

Damage: 5D

**Concussion Missile Tube Launcher** 

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/5/7

Atmosphere Range: 100-300/500/700 Damage: 4D

Ion Cannon Fire Arc: Front Skill: Starship gunnery

Fire Control: 2D

*Space Range:* 1-5/10/15 Atmosphere Range: 100-500/1/1.5 km

Damage: 5D+2

**Tractor Beam Projector** 

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

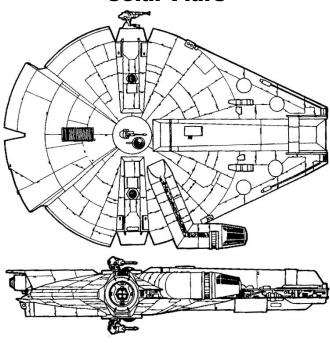
#### 2 Proton Torpedo Launchers

Fire Arc: Turret Skill: Starship gunnery Fire Control: 1D+2 Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: None; attaches homing beacon or S-thread tracker

#### Solar Flare



Craft: Modified Corellian YT-1300 Light Freighter **Affiliation:** Trynic (devaronian tramp freighter captain)

Era: Rise of the Empire

Source: Galaxy Guide 6: Tramp Freighters (page 88)

Type: Modified light freighter

Scale: Starfighter Length: 30.6 meters

**Skill:** Space transports: YT-1300 Crew: 2, gunners: 2, skeleton: 1/+5

Crew Skill: Space transports 6D+1, starship gunnery 5D,

starship shields 4D+2, astrogation 5D+2

Passengers: 6

Cargo Capacity: 150 metric tons

Consumables: 3 months Cost: Not available for sale Hyperdrive Multiplier: x1Hyperdrive Backup: x7 Nav Computer: Yes Maneuverability: 1D

Space: 4

Atmosphere: 480; 800 kmh

Hull: 6D Shields: 2D Sensors: Passive: 10/0D Scan: 25/1D

Search: 40/2D Focus: 2/3D Weapons:

2 Laser Cannons (fire separately)

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

**Heavy Blaster Cannon** 

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

#### **Solar Sailer**



Craft: Huppla Pasa Tisc Shipwrights Collective's Punworcca

116-class Interstellar Sloop Affiliation: Count Dooku Era: Rise of the Empire Type: Custom transport Scale: Starfighter Length: 16.76 meters

Skill: Space transports: solar sailer

Crew Skill: All skills 4D+2 Crew: 1 (1 can coordinate) Passengers: 1 (plus 10 standing) Cargo Capacity: 300 kilograms

Consumables: 1 month Cost: Not for sale

Hyperdrive Multiplier: x1.5 Nav Computer: Yes

Maneuverability: 3D+1 Space: 6

Move: 330, 950 kmh

Hull: 3D Shields: 2D+1 Sensors: Passive: 20/1D

Scan: 45/2D Search: 80/3D Focus: 2/3D+2 Weapons:

Tractor/Repulsor Beam Array

Fire Arc: 14 left, 14 right, 14 top, 14 bottom, 14 front, 14

back Crew: 1

Skill: Tractor beam operation

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.3/2.5 km

Damage: 4D

#### **Starcat**

Craft: Starcat-class freighter

**Affiliation:** Salem Victory (mercenary)

Era: Rebellion

Source: Adventure Journal 13

Scale: Starfighter Length: 32.8 meters

Skill: Space transports: Starcat

Crew: 2 Passengers: 6

Cargo Capacity: 65 metric tons

Consumables: 2 months
Cost: Custom built
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D+1

Space: 6

**Atmosphere:** 330; 950 kmh **Hull:** 4D+2

Shields: 2D+1 Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons:
2 Concussion Missile Launchers

Fire Arc: Front Skill: Starship gunnery Fire control: 1D Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 7D

3 Double Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

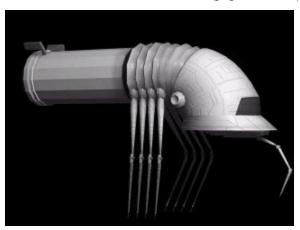
Damage: 5D

## Starjacker

**Craft:** Byblos Drive Yards E-2 Asteroid Miner **Affiliation:** Finhead Stonebone (pirate)

Era: Old Republic

**Source:** Tales of the Jedi Companion (pages 116-117), The Essential Guide to Vehicles and Vessels (pages 110-111)



Type: Modified mining ship

Scale: Starfighter Length: 110 meters

**Skill:** Space transports: E-2 Asteroid Miner **Crew:** 14, gunners: 4, skeleton: 10/+10

Passengers: 150

Cargo Capacity: 200 metric tons

Consumables: 1 week

Cost: 20,000 (new), 12,000 (used)
Hyperdrive Multiplier: x12

Maneuverability: 4D

Space: 6

Atmosphere: 300; 900 kmh

**Hull:** 6D

Shields: 2D; no energy shielding

Sensors: Passive: 6/0D Scan: 15/1D Weapons: Plasma Drills Fire Arc: Front Crew: 1

Skill: Starship gunnery Fire Control: 1D Space Range: 1-3/5/8

Atmosphere Range: 20-40/60/80

Damage: 8D

## Starlight Intruder

Craft: Custom Mobquet Medium Cargo Hauler

**Affiliation:** Salla Zend (smuggler)

Era: Rebellion

**Source:** Dark Empire Sourcebook (pages 102-103), The Essential Guide to Vehicles and Vessels (pages 158-159)

Type: Modified medium transport

Scale: Starfighter Length: 79.3 meters

**Skill:** Space transports: Mobquet medium transport **Crew:** 2 (1 can coordinate), gunners: 2, skeleton: 1/+10 **Crew Skill:** Salla Zend: astrogation 8D, space transports 8D+1, starship gunnery 8D, starship shields 7D; Shug Ninx: astrogation 6D+2, space transports 7D+1, starship

gunnery 7D, starship shields 6D+2

Passengers: 8

Cargo Capacity: 700 metric tons

Consumables: 2 months Cost: Not for sale

Hyperdrive Multiplier: x3/4Hyperdrive Backup: x11Nav Computer: Yes Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 kmh

Hull: 8D Shields: 4D+1 Sensors:

Passive: 30/1D Scan: 80/2D Search: 120/3D Focus: 4/4D

Weapons:

2 Medium Turbolasers

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

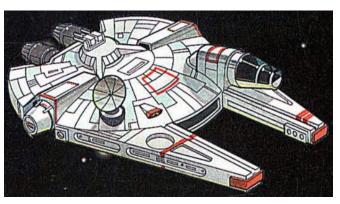
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### **Steel Fist**



Craft: Corellian Engineering Corp. YT-1300 Transport

Affiliation: Kolig (renegade pilot)

Era: New Republic

 $\textbf{Source:} \ \ \textbf{The DarkStryder Campaign-The Adventure Book}$ 

(page 17)

Type: Modified light freighter

**Scale:** Starfighter **Length:** 26.7 meters

Skill: Space transports: YT-1300

**Crew:** 1, gunners: 3

Crew Skill: Space transports 6D, starship gunnery 5D

Passengers: 4

Cargo Capacity: 75 metric tons Consumables: 2 months Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 2D

Space: 4

Hull: 5D

Atmosphere: 480; 800 kmh

Shields: 2D+2 Sensors: Passive: 15/1D Scan: 35/2D Search: 50/3D Focus: 4/4D Weapons:

#### 2 Quad Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### **Proton Torpedo Tube**

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 2D (may be fired from cockpit at fire control

UD)

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700

Damage: 7D

## Stinger

Craft: Modified Surronian Conqueror-class Assault Ship

Affiliation: Guri (black sun android)

Era: Rebellion

**Source:** Shadows of the Empire Sourcebook (pages 121-122), The Essential Guide to Vehicles and Vessels (pages

58-59)

Type: Modified assault ship

Scale: Starfighter Length: 28 meters

Skill: Space transports: Surronian assault ship

Crew:

Crew Skill: Astrogation 4D, space transports 5D, starship

gunnery 4D, starship shields 4D

Passengers: 2

Cargo Capacity: 25 metric tons

Consumables: 1 month
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 3D

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 4D Shields: 2D Sensors: Passive: 40/1D Scan: 80/2D Search: 100/3D Focus: 5/4D

Weapons:

2 Ion Cannons (fire-linked)

Fire Arc: Front Skill: Starship gunnery Fire Control: 3D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

**Double Laser Cannon** 

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D (0D if fired from cockpit)

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

#### Trallus' Rustbucket

Craft: Modified (and rather dilapidated) Ghtroc Freighter

**Affiliation:** Kwenn Space Station

Era: Rise of the Empire

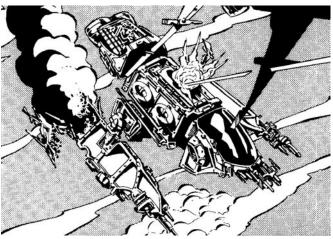
Source: Domain of Evil (page 8)

Type: Modified freighter Scale: Starfighter Length: 35 meters Skill: Space transports Crew: 1 to 2 (can coordinate)

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 3 weeks Cost: 15,000 (used) Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes



Space: 4 Atmosph Hull: 2D

Atmosphere: 480; 800 kmh

Sensors: Passive: 10/0D Scan: 25/1D Search: 40/2D Focus: 2/3D

Weapons:

2 Laser Cannons (fire separately)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery Fire Control: 2D Space Range: 1-3/12/25

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

## **Uwana Buyer**

**Craft:** Modified SoroSuub Luxury 5000 **Affiliation:** Talon Karrde (smuggler)

Era: New Republic

Source: Star Wars Gamer Issue 4

Type: Private space yacht

**Scale:** Starfighter **Length:** 65 meters

Skill: Space transports: Luxury 5000

Crew: 2, gunners: 3 Crew Skill: All skills at 6D

Passengers: 16

Cargo Capacity: 150 metric tons

Consumables: 6 months

**Cost:** 1 million (new), 500,000 (used)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1050 kmh **Hull:** 6D

Shields: 4D Sensors: Passive: 25/1D Scan: 50/2D Search: 75/2D+2

Focus: 3/3D **Weapons:** 

2 Heavy Laser Cannons (fire separately)

Fire Arc: 1 left, 1 right

Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D Ion Cannon Fire Arc: Front Skill: Starship gunnery Fire Control: 4D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

#### Wild Karrde

Craft: Modified Corellian Action VI Transport

Affiliation: Talon Karrde (smuggler)

Era: Rebellion

**Source:** Dark Force Rising Sourcebook (pages 131-132), Heir to the Empire Sourcebook (page 132), The Thrawn Trilogy Sourcebook (pages 231-232), The Essential Guide

to Vehicles and Vessels (pages 190-191)

**Type:** Medium bulk freighter

Scale: Capital Length: 125 meters

Skill: Space transports: Action VI transport

Crew Skill: Talon Karrde: astrogation 7D+2,

communications 6D+2, sensors 7D+2, space transports 8D+2, starship gunnery 5D+2, starship shields 6D; Mara Jade: astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2,

starship shields 8D

Cargo Capacity: 50,000 metric tons

Consumables: 6 months Hyperdrive Multiplier: x1 Hyperdrive Backup: x10 Nav Computer: Yes

Space: 6 Hull: 4D

Atmosphere: 330; 950 kmh

Shields: 3D Sensors: Passive: 40/2D Scan: 80/2D+2 Search: 75/3D Focus: 3/3D+1

3 turbolasers (fire separately)

Fire Arc: Turret Skill: Starship gunnery Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 5D Sensor Mask Fire Arc: All Skill: Sensors

Damage: Adds 4D+2 to difficulty to detect ship with

sensors

#### Zoomer



Craft: Custom-built salvage vessel Affiliation: Reti (toydarian salvager)

Era: Old Republic Type: Light freighter Scale: Starfighter Length: 16 meters Skill: Space transports

Crew: 1 Passengers: 2

Cargo Capacity: 50 metric tons Consumables: 1 month Hyperdrive Multiplier: x2 Nav Computer: Yes

Maneuverability: 2D+1 Space: 5

Atmosphere: 295; 850 kmh Hull: 2D

Shields: 1D+2 Sensors: Passive: 10/0D Scan: 25/1D

Search: 40/2D Focus: 2/3D Weapons:

2 Rapid-Fire 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: 4D

2 Laser Cannons (fire linked)

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: 5D Missile Tube Fire Arc: Front Skill: Starship gunnery Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 Damage: 8D

Chain Gun Fire Arc: Turret Scale: Speeder Skill: Vehicle weapons Fire Control: 2D+1 Space Range: 1/2/5

Atmosphere Range: 10-100/200/500

Damage: 6D

# **Capital Ships**

### **Another Chance**

**Craft:** Refitted Alderaanian War Frigate **Affiliation:** Alderaan Government

Era: Rise of the Empire

Source: Graveyard of Alderaan (page 53)

Type: Armory ship Scale: Capital Length: 250 meters

Skill: Capital ship piloting: Alderaanian war frigate

Crew: 700 (droids)

Crew Skill: Astrogation 3D, capital ship piloting 4D, capital

ship shields 5D

Cargo Capacity: 2,000 metric tons

Cost: Not for sale Hyperdrive Multiplier: x2 Hyperdrive Backup: x15

Consumables: 1 year

Nav Computer: Yes
Maneuverability: 2D

Space: 8

**Atmosphere:** 365; 1,050 kmh

Hull: 6D Shields: 2D+2 Sensors: Passive: 10/0D Scan: 25/1D

Search: 40/2D Focus: 2/3D Weapons:

4 Medium Ion Cannons (fire

separately)
Fire Arc: Front
Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

#### 10 Quad Turbolaser Batteries

(fire separately)

Fire Arc: 3 front, 3 left, 3 right, 1

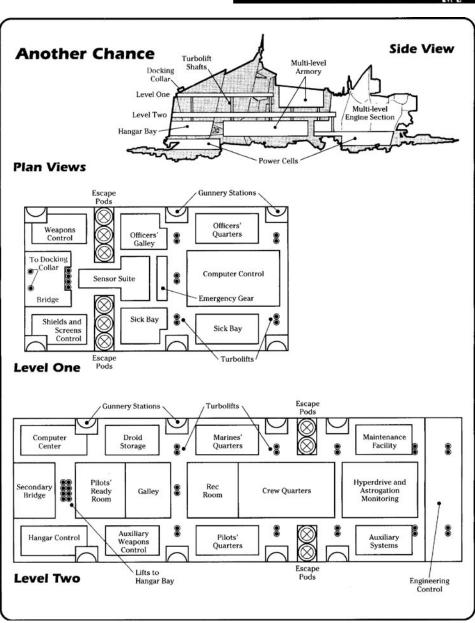
back Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 4D

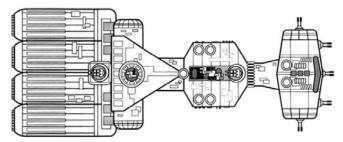
Space Range: 1-5/10/17 Atmosphere Range: 100-500/1/1.7 km

Damage: 5D





#### **Backstab**



Craft: Corellian Engineering Corporation Corvette

Affiliation: Khuiumin Survivors (pirates)

Era: Rise of the Empire

Source: Galaxy Guide 9 - Fragments from the Rim (page 60)

**Type:** Modified mid-sized multi-purpose vessel

Scale: Capital Length: 150 meters

**Skill:** Capital ship piloting: Corellian Corvette **Crew:** 145. gunners: 19, skeleton: 25/+10

**Crew Skill:** Astrogation 7D, capital ship gunnery 7D+2, capital ship piloting 6D, capital ship shields 5D, sensors 5D

Passengers: 40, 20 (troops)

Cargo Capacity: 2,500 metric tons

Consumables: 1 year Cost: Not for sale

Hyperdrive Multiplier: x1 Hyperdrive Backup: x2 Nav Computer: Yes Maneuverability: 2D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 4D+2 Shields: 2D+2 Sensors: Passive: 40/1D Scan: 80/2D

Scan: 80/2D Search: 100/3D Focus: 5/4D Weapons:

8 Double Turbolaser Batteries

Fire Arc: 3 front, 2 left, 2 right, 1 back

Crew: 2

Scale: Starfighter
Skill: Starship gunnery

Fire Control: 3D

Space Range: 3-15/35/75 Atmosphere Range: 6-3/7/15 km

Damage: 4D+2 **Ion Cannon** Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery Fire Control: 2D+2

Space Range: 3-10/25/30

Atmosphere Range: 2-20/50/100 km

Damage: 3D

## **Chu'unthor**

Craft: Chu'unthor Affiliation: Jedi Order Era: Old Republic

**Source:** Power of the Jedi Sourcebook (pages 132-134), The Essential Guide to Vehicles and Vessels (pages 20-21)

Type: Mobile Jedi Academy

Scale: Capital Length: 2 kilometers

**Skill**: Capital ship piloting: Chu'unthor

Crew: 4,000

Crew Skill: 4D in all applicable skills

Passengers: 10,000 Cargo Capacity: 40,000 tons Consumables: 1 month Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Nav Computer: Yes Maneuverability: 0D

Hull: 8D Shields: 3D Sensors: Passive: 50/1D Scan: 100/3D

Space: 2

Scan: 100/3D Search: 200/4D Focus: 6/4D+2

Weapons:

**8 Tractor Beam Projectors** 

Fire Arc: 4 front, 1 left, 1 right, 2 rear

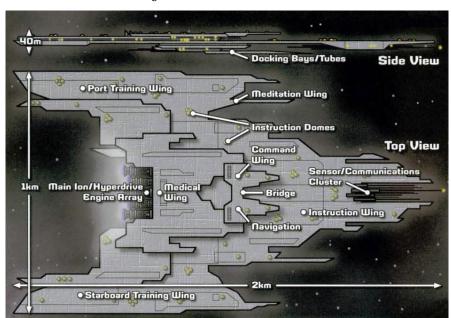
Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 7D



# Crusader XX-777 Prototype Droid Frigate

Craft: Nerfworks Crusader XX-777 Prototype Droid Frigate

**Affiliation:** Nerfwrks Shipyard **Era:** Rise of the Empire

**Source:** Gamer Magazine Issue 10 **Type:** Prototype military droid starship

Scale: Capital Length: 120 meters

**Skill:** Capital Ship Piloting: XX-777

Crew: Droid brain

**Crew Skill:** Astrogation 7D, Sensors 7D, Capital Ship Piloting 7D, Capital Ship Gunnery 7D, Capital Ship Shields 7D



Passengers: 30

Cargo Capacity: 300 metric tons

Consumables: 2 years

Cost: Not available for sale (1.8 million credits estimated

value)

Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x10 Nav Computer: Yes

Space: 4

Atmosphere: 168; 480 kmh

**Hull:** 4D+2 Shields: 2D+1 Sensors: Passive: 40/1D Scan: 80/2D Search: 100/3D Focus: 5/4D Weapons:

2 Turbolasers (fire separately)

Fire Arc: Partial Turret (1 front, left, rear; 1 front, right,

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

2 Heavy Ion Cannons (fire separately)

Fire Arc: Front

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 8D

2 Assault Concussion Missile Tubes (30 missiles each)

Fire Arc: 1 front, 1 rear Scale: Starfighter Skill: Starship gunnery Fire Control: 1D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

## Emancipator & Liberator

Craft: Kuat Drive Yards' Imperial I Star Destroyer

**Affiliation:** New Republic Era: New Republic

Source: Dark Empire Sourcebook (pages 98-100)

Type: Modified star destroyer

Scale: Capital **Length:** 1,600 meters

Skill: Capital ship piloting: Star Destroyer

**Crew:** 28,115, gunners: 168, skeleton: 2,300/+15

Crew Skill: Astrogation 4D+1, capital ship gunnery 5D+2, capital ship piloting 5D+2, capital ship shields 4D+1,

sensors 5D

Passengers: 8,500 (troops)

Cargo Capacity: 36,000 metric tons

Consumables: 1 year Hyperdrive Multiplier: x1.5 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D+2

Space: 6 Hull: 7D Shields: 3D Sensors:

Passive: 60/1D Scan: 115/3D Search: 200/4D Focus: 7/5D

Weapons:

**60 Turbolaser Batteries** 

Fire Arc: 20 front, 20 left, 20 right

Crew: 1 (40), 2 (20) Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D 60 Ion Cannons

Fire Arc: 20 front, 15 left, 15 right, 10 back

Crew: 1 (50), 2 (10) Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-10/25/50

Atmosphere Range: 2-20/30/60 km

Damage: 3D

**6 Proton Torpedo Launchers** 

Fire Arc: Front Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D+2

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 6D+1

#### **Enforcer One**



Craft: Core Galaxy Systems Dreadnaught **Affiliation:** Bogga the Hutt (crimelord)

Era: Old Republic

Source: Tales of the Jedi Companion (page 114), The Essential Guide to Vehicles and Vessels (pages 48-49)

Type: Modified Dreadnaught

Scale: Capital Length: 900 meters

Skill: Capital ship piloting: dreadnaught Crew: 45, gunners: 20, skeleton: 25/+15

Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors

Passengers: 50

Cargo Capacity: 3,000 metric tons

Consumables: 2 weeks

Cost: 900,000 (new), 500,000 (used) Hyperdrive Multiplier: x10

Hyperdrive Backup: x22 Maneuverability: 1D

Space: 4

Atmosphere: 275; 800 km/h Hull: 5D

Shields: 3D; 4D Sensors: Passive: 20/1D Scan: 45/2D Weapons:

Heavy Turbolaser

Fire Arc: Front Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D+2 *Space Range:* 1-8/15/30

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 9D 16 Laser Cannons

Fire Arc: 4 front, 4 back, 4 left, 4 right

Crew: 1 Scale: Starfighter

Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/7/10

Atmosphere Range: 50-100/250/400 m

Damage: 2D+1

**4 Tractor Beam Projectors** 

Fire Arc: 1 front, 1 back, 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/20

Atmosphere Range: 2-6/15/40 km

Damage: 4D+2

#### **Errant Venture**

Craft: Heavily modified Kuat Drive Yards Imperial II Star

Destrover

Affiliation: Booster Terrik (smuggler)

Era: New Republic

Source: The New Jedi Order Sourcebook (page 117)

Type: Star Destroyer Scale: Capital Length: 1,600 meters

Skill: Capital ship piloting: Star Destroyer

**Crew**: 4,780

Crew Skill: All appropriate skills at 4D

Passengers: 30,000

Cargo Capacity: 49,000 metric tons

Consumables: 5 years

Cost: Not for sale (estimated value is 145 million credits)

Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 1D

Space: 6 Hull: 7D+1 Shields: 2D+2 Sensors:

Passive: 50/1D Scan: 100/3D Search: 200/4D Focus: 6/4D+2 Weapons: 10 Turbolasers

Fire Arc: 4 right, 4 left, 2 front Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/36/75

Atmosphere Range: 6-30/72/150 km

Damage: 5D 10 Ion Cannons

Fire Arc: 4 right, 4 left, 2 front Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D 2 Tractor Beams

Fire Arc: Front

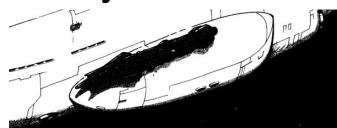
Skill: Capital ship gunnery

Fire Control: 4D *Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

## Eve of Shiblizar



Craft: Modified Ulig Abaha Dimel attack ship Affiliation: Magg and Zlarb's slavery ring

Era: Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook

(pages 98-99)

Type: Antiquated attack ship

Scale: Capital Length: 95 meters

**Skill:** Archaic starship piloting

**Crew:** 23, gunners: 43, skeleton: 16/+20

Crew Skill: Archaic starship piloting 3D+1, astrogation 4D,

capital ship gunnery 3D+2, starship gunnery 4D

Passengers: 34 (troops)

Cargo Capacity: 600 tons (660 tons when pinnaces are

mounted externally) Consumables: 3 weeks Cost: 450,000 (after refitting) Hyperdrive Multiplier: x2 Hyperdrive Backup: x16

Nav Computer: Limited to five jumps

Maneuverability: 1D

Space: 5

Atmosphere: 260; 750 km/h

**Hull:** 2D+1 Shields: 2D Sensors: Passive: 12/0D Scan: 25/1D Search: 50/1D+2 Focus: 5/2D+1

Weapons:

10 Double Laser Cannons

Fire Arc: 4 front, 2 rear, 2 left, 2 right

Crew: 3

Scale: Starfighter



Skill: Starship gunnery Fire Control: 1D Space Range: 3-10/15/30

Atmosphere Range: 150-500/750/1.5 km

Damage: 5D+2
Ion Cannon
Fire Arc: Turret

Crew: 7

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-10/25/50

Atmosphere Range: 50-100/125/250 m

Damage: 3D

**Tractor Beam Projector** 

Fire Arc: Front Crew: 6

Crew. 0

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D

**FarStar** 

**Craft:** Corellian Engineering Corporation Corvette **Affiliation:** Keleman Ciro (Rebel Commando)

Era: New Republic

Source: The DarkStryder Campaign - Boxed Set (page 23-45)

Type: Converted military ship

Scale: Capital Length: 150 meters

**Skill:** Capital ship piloting: Corellian Corvette **Crew:** 120, gunners: 10, skeleton: 50/+10 **Cargo Capacity:** 3,000 metric tons

Consumables: 3 months
Hyperdrive Multiplier: x2

Nav Computer: Yes Maneuverability: 2D

Space: 7

**Atmosphere:** 350; 1,000 kmh

Hull: 5D Shields: 2D Sensors:

Passive: 50/1D+1 Scan: 100/3D+1 Search: 200/4D+1 Focus: 6/5D

Weapons:

6 Double Turbolaser Cannons

Fire Arc: 2 turret, 1 front/left, 1 left/back, 1 front/right, 1

right/back Crew: 1 (4), 3 (2)

Skill: Capital ship gunnery

Fire Control: 2D, 4D (after two full rounds of targeting)

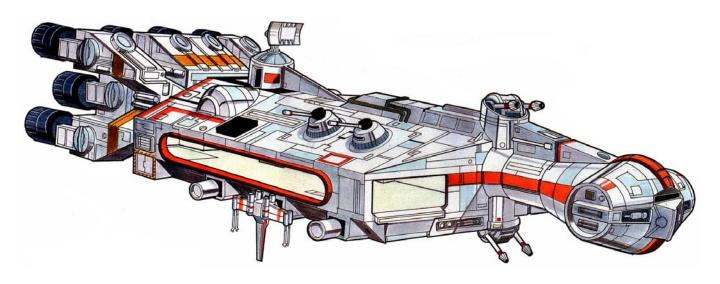
*Space Range:* 3-15/35/75

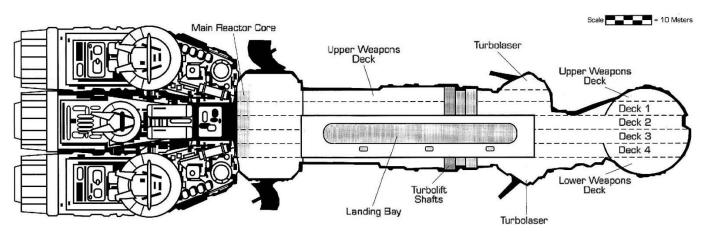
Atmosphere Range: 6-30/70/150 km

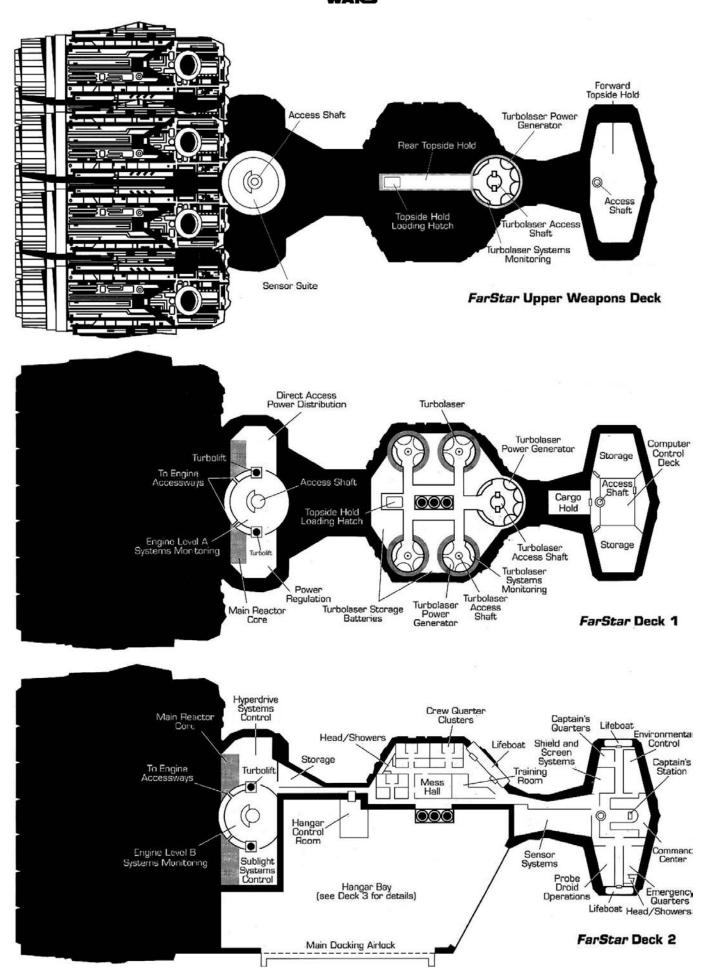
Damage: 4D+2

Starfighter Complement: 5 X-Wings, 4 new Republic

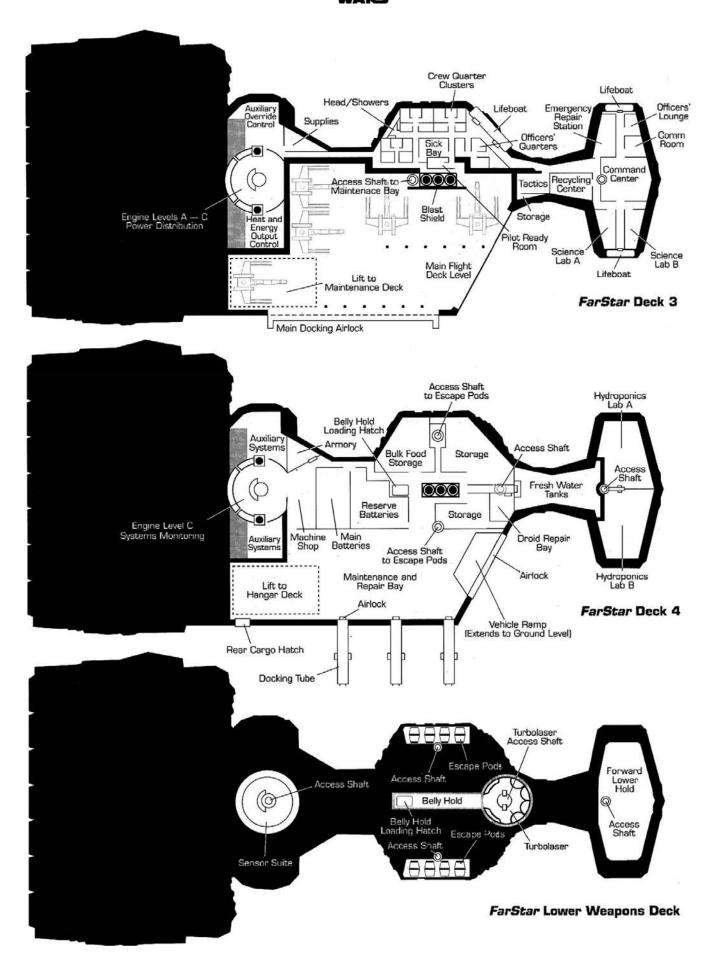
Defenders







## STAR



## **Flurry**

Craft: Modified SoroSuub Quasar Fire-class Bulk Cruiser

**Affiliation:** Rebel Alliance

Era: Rebellion

**Source:** The Truce at Bakura Sourcebook (pages 111-112), The Essential Guide to Vehicles and Vessels (pages 56-57)

Type: Modified bulk cruiser

Scale: Capital Length: 350 meters

Skill: Capital ship piloting: Quasar Fire cruiser-carrier

**Crew:** 96, gunners: 14, skeleton: 14/+10

Crew Skill: Capital ship gunnery 4D, capital ship piloting

4D, capital ship shields 4D, starship gunnery 4D **Passengers:** 140 (starfighter technicians), 85 (troops)

Cargo Capacity: None Consumables: 1 year Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 3D+2 Shields: 1D+2 Sensors:

Passive: 40/1D+2 Scan: 80/2D+2 Search: 120/3D Focus: 5/4D

Weapons:

2 Heavy Turbolasers

Fire Arc: Left/front/right

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D Space Range: 1-5/10/17

Damage: 4D

2 Tractor Beam Projectors

Fire Arc: 1 left, 1 right

Crew: 3

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/15/30

Damage: 4D

Starfighter Complement: 4 squadrons (48 fighters)

## **Galaxy Dragon**

Craft: Kuat Drive Yards' Dragon-class Heavy Cruiser

Affiliation: Delurin (Imperial Warlord)

Era: New Republic

Source: Dragon Magazine Issue 200

**Type:** Heavy cruiser **Scale:** Capital **Length:** 700 meters

Skill: Capital ship piloting: heavy cruiser

Crew: 3,529, skeleton: 1,260 with command 6D (Current

crew: 1,412)

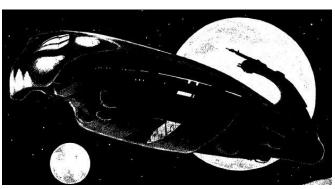
**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 4D +2, starship shields 4D + 2, starship sensors 4D + 1,

astrogation 5D

**Troops:** 735 dragon troopers, 600 ex-Imperial troopers

Cargo Capacity: 6,000 metric tons

Consumables: 2 years Hyperdrive Multiplier: ×2 Hyperdrive Backup: ×6



Nav Computer: Yes Maneuverability: 2D

Space: 4 Hull: 4D+2 Shields: 2D+2 Sensors:

Passive: 30/0D Scan: 50/1D Search: 100/2D Focus: 5/3D Weapons:

10 Turbolaser Batteries (fire separately)

Fire Arc: 5 left, 5 right

Crew: 2 to 4

Skill: Capital ship gunnery

Fire Control: 1D+1

Space Range: 3-10/30/60

Damage: 6D

15 Quad Turbolaser Cannons (fire separately)

Fire Arc: 5 front, 10 rear

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D+1

Space Range: 3-25/45/90

Damage: 4D

8 Tractor Beam Projectors (fire separately)

Fire Arc: 4 front, 2 left, 2 right

Crew: 2 to 10

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 1-5/15/30

Damage: 4D

7 Concussion Missile Tubes

Fire Arc: 3 front, 4 rear

Crew: 7

Skill: Capital ship gunnery Fire Control: 1D + 2

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 8D

**Starfighter Complement:** 24 TIE Fighters

## Harmzuay

**Craft:** *Kaloth*-class Battlecruiser **Affiliation:** Thalassian Slavers **Era:** Rise of the Empire

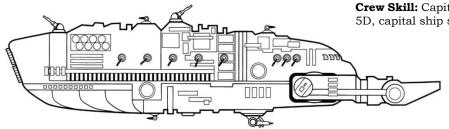
**Source:** Galaxy Guide 9 - Fragments from the Rim (page 61)

Type: Modified archaic battlecruiser

Scale: Capital Length: 307 meters

**Skill:** Capital ship piloting: Kaloth battlecruiser **Crew:** 1,240, gunners: 224, skeleton: 540/+15

Crew Skill: Astrogation 6D+2, capital ship gunnery 7D+2,



Crew Skill: Capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D+2

Passengers: 50

Cargo Capacity: 100 metric tons

Consumables: 1 year Hyperdrive Multiplier: x3 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

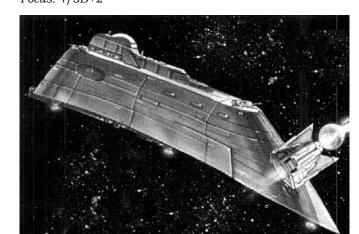
Space: 3

Atmosphere: 260; 750 kmh

**Hull:** 4D+2

**Shields:** 2D+2 (can only cover two arcs at a time)

Sensors: Passive: 45/2D Scan: 55/2D+1 Search: 100/2D+2 Focus: 4/3D+2



## Weapons:

## 4 Plasma Cannons

Fire Arc: Turret

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-7/20/35

Atmosphere Range: 100-700/2/3.5 km Damage: 5D (not affected by shields)

Bio-Energy Array Fire Arc: Front

Crew: 6

Skill: Capital ship gunnery

Fire Rate: 1/3 Fire Control: 1D+1

Space Range: 1-30/55/75

Atmosphere Range: 100-700/2/3.5 km Damage: 4D+1 (not affected by shields)

**Starfighter Complement:** 5 Qektoth starfighters

## **Kuari Princess**

Craft: Mon Calamari MC80 Star Cruiser

**Affiliation:** Private Era: Rise of the Empire

**Source:** Riders of the Maelstrom (page 14)

Type: Luxury Liner Scale: Capital **Length:** 500 meters

Skill: Capital ship piloting: Mon Cal cruiser

capital ship piloting 6D+2, capital ship shields 6D+2,

sensors 6D, starship gunnery 5D

Passengers: 75 (troops)

Cargo Capacity: 6,540 metric tons

Consumables: 6 months Cost: Not for sale

Hyperdrive Multiplier: x2.5 Hyperdrive Backup: x18 Nav Computer: Yes Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 km/h

**Hull:** 4D+2 Shields: 3D Sensors: Passive: 40/1D Scan: 80/2D Search: 100/3D Focus: 5/4D

Weapons:

### **44 Turbolaser Batteries**

Fire Arc: 10 front, 15 left, 15 right, 4 back

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 700-3/7/15 km

Damage: 3D+2 24 Laser Cannons

Fire Arc: 8 front, 8 left, 8 right

Crew: 3

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D+2 Space Range: 1-3/12/25

Atmosphere Range: 200-600/2.4/5 km

Damage: 4D

#### 2 Tractor Beam Projectors

Fire Arc: Front Crew: 10

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Damage: 4D

## **Heart of Flesh**

Craft: Qektoth Attack Cruiser **Affiliation:** Qektoth Confederation

Era: Rebellion

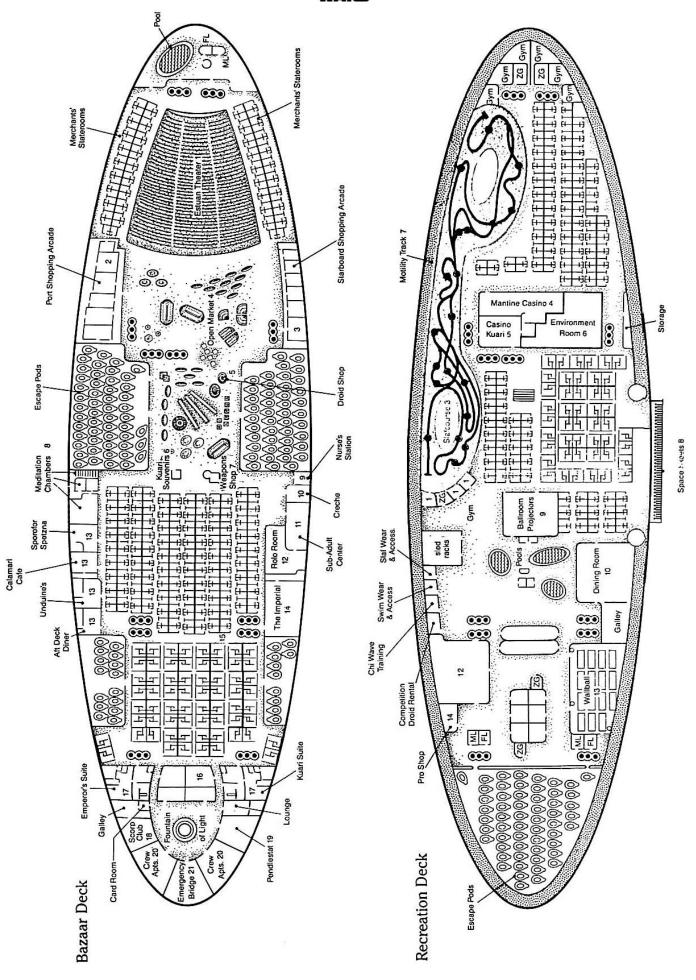
Source: The Darkstryder Campaign: The Kathol Rift (page 83)

**Type:** Modified strike cruiser

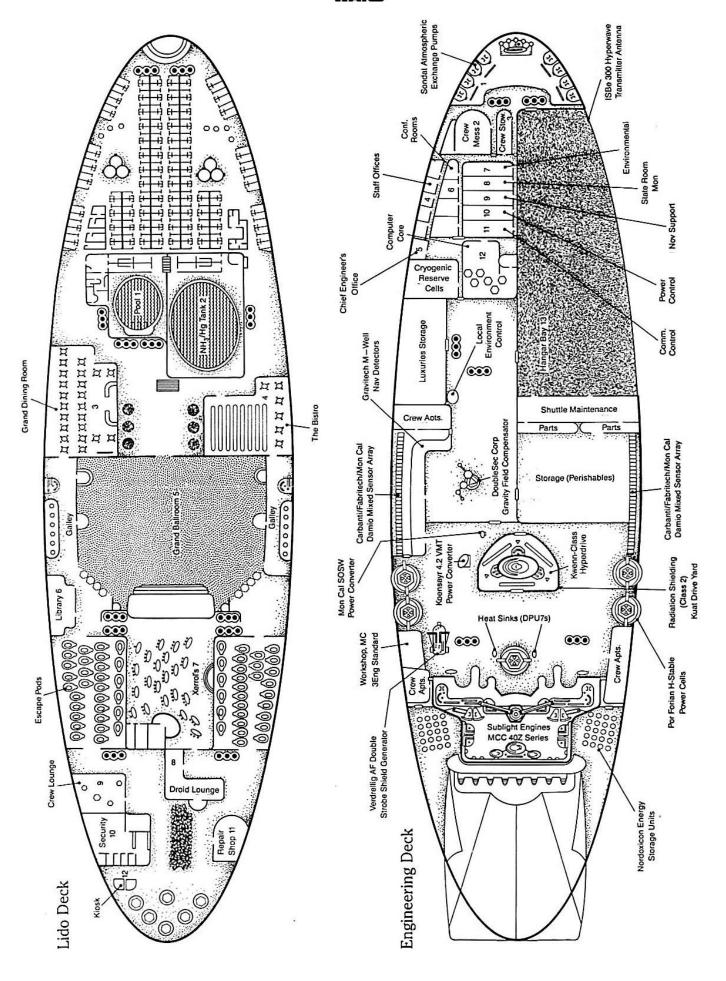
Scale: Capital Length: 105 meters **Skill:** Capital ship piloting

Crew: 38, gunners: 10, skeleton: 6/+10









**Crew:** 840

**Crew Skill:** Astrogation 6D+1, capital ship gunnery 4D+1, capital ship piloting 6D+2, capital ship shields 4D,

sensors 5D **Passengers:** 3,500

Cargo Capacity: 5,000 metric tons

Consumables: 1 year Hyperdrive Multiplier: x2 Hyperdrive Backup: x9 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 5D Shields: 2D Sensors: Passive: 30/1D Scan: 50/2D Search: 100/3D Focus: 3/3D Weapons:

10 Turbolaser Batteries (fire separately)

Fire Arc: Turret Crew: 1 to 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 3D

## Leviathan

Affiliation: Old Republic / Sith

Era: Old Republic

**Type:** Hyperdrive interdiction cruiser

Scale: Capital Length: 600

Skill: Capital ship piloting

**Crew:** 850, gunners: 54, skeleton: 200/+15

Passengers: 1,000 (troops)

Cargo Capacity: 5,000 metric tons

Consumables: 1 year Cost: Not for sale Hyperdrive Multiplier: x4

Hyperdrive Backup: x16 Nav Computer: Yes Maneuverability: 1D

Space: 5 Hull: 5D Shields: 1D Sensors: Passive: 25/1D

Scan: 50/2D Weapons:

**4 Turbolasers** Fire Arc: 2 left, 2 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-10/20/40

Damage: 4D

2 Ion Cannons

Fire Arc: 1 left, 1 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-10/20/40



Damage: 3D+2

#### 20 Quad Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 rear

Crew: 1

Scale: Starfighter Skill: Starship gunnery Fire Control: 1D+1 Space Range: 1-3/8/12 Damage: 4D

**Tractor Beam** 

Fire Arc: Front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/10/15

Damage: 3D+2

## **4 Gravity Well Projectors**

Fire Arc: Turret

Crew: 3

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/30/60

Damage: Blocks hyperspace travel

## Lusankya

Craft: Modified Kuat Drive Yards' Super-class Star

Destroyer

Affiliation: Empire > New Republic

**Era:** New Republic **Source:** Wizards Website

Type: Modified Super-class Star Destroyer

Scale: Capital



Length: 12,000 meters

Skill: Capital ship piloting: Super Star Destroyer

Crew: 198,025

Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D

Passengers: 12,000 (troops), 14,000 (researchers)

Cargo Capacity: 250,000 metric tons

Consumables: 6 years Hyperdrive Multiplier: x2 Hyperdrive Backup: x10 Cost: Not available for sale

Space: 4 **Hull:** 10D Shields: 9D Sensors:

Passive: 75/1D+2 Scan: 150/3D+2 Search: 300/5D Focus: 8/6D+2

Weapons:

250 Turbolasers Batteries

Fire Arc: 100 front, 75 left, 75 right

Crew: 1 (100), 2 (150) Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

250 Heavy Turbolaser Batteries

Fire Arc: 100 front, 50 left, 50 right, 50 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

250 Assault Concussion Missile Tubes (30 missiles each)

Fire Arc: 50 front, 75 left, 75 right, 50 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 2-5/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

250 Heavy Ion Cannons

Fire Arc: 100 front, 50 left, 50 right, 50 back

Crew: 1 (100), 2 (150) Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-50/50/100 km

Damage: 4D

**40 Tractor Beam Projectors** 

Fire Arc: 20 front, 10 left, 10 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 9D

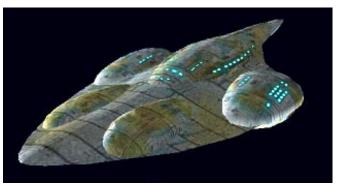
Mon Remonda

Craft: Mon Calamari MC80B Star Cruiser

Affiliation: New Republic

Era: New Republic

Source: Cracken's Threat Dossier (page 46), The Essential



Guide to Vehicles and Vessels (pages 118-119)

Type: Heavy assault star cruiser

Scale: Capital

Length: 1,200 meters

**Skill:** Capital ship piloting MC80B

**Crew:** 5,156, gunners: 246, skeleton: 1,230 /+ 10

Crew Skill: Astrogation 4D+2\*, capital ship gunnery 5D+1\*, capital ship piloting 6D\*, capital ship shields 5D\*, sensors

4D\*

\*Like the MC80, the Mon Remonda is designed to give Mon Calamari their +1D bonus for operation in moist environments. These skill levels do not reflect these bonuses.

Passengers: 1,200 (troops)

Cargo Capacity: 15,000 metric tons

Consumables: 1.5 years Cost: Not for sale

Hyperdrive Multiplier: x1 Hyperdrive Backup: x6 Nav Computer: Yes Maneuverability: 2D+2

Space: 7 Hull: 8D Shields: 4D\*

\* The Mon Remonda has an advanced set o backup shields (8D). When a die of shields is lost, the shield operators can make an Easy capital ship shields roll to use on of the backup dice to bring the shields back to a full 4D

Sensors:

Passive: 50/1D Scan: 65/2D+1 Search: 115/3D Focus: 5/4D Weapons:

**48 Turbolaser Batteries** 

Fire Arc: 12 front, 12 left, 12 right, 12 back

Crew: 1 (12), 2 (10), 3 (26) Skill: Capital ship gunnery Fire Control: 2D

Space Range: 3-15/35/75 Atmosphere Range: 6-30/70/150 km

Damage: 4D

20 Ion Cannon Batteries

Fire Arc: 8 front, 4 left, 3 right, 4 back

Crew: 1 (6), 4 (6), 12 (8) Skill: Capital ship gunnery

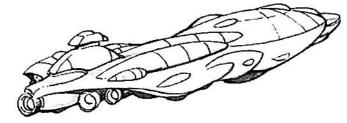
Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

## **Naritus**



**Craft:** Mon Calamari MC80A **Affiliation:** New Republic

Era: New Republic

Source: Cracken's Threat Dossier (pages 142-143)

Type: Heavy assault star cruiser

Scale: Capital Length: 1,200 meters

Skill: Capital ship piloting: MC80A

Crew: 5,156, gunners: 246, skeleton: 1,230 /+ 10

Passengers: 1,200 (troops)

Cargo Capacity: 20,000 metric tons

Consumables: 2 years Hyperdrive Multiplier: x1 Hyperdrive Backup: x8 Nav Computer: Yes Maneuverability: 2D

Space: 6 Hull: 6D Shields: 3D\*

\* Mon Cal Star Cruisers have 6D of backup 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 shields back to 3D.

Sensors:

Passive: 40/1D Scan: 60/2D Search: 120/3D Focus: 5/4D **Weapons:** 

## 48 Turbolaser Batteries

Fire Arc: 12 front, 12 left, 12 right, 12 back

Crew: 1 (12), 2 (10), 3 (26) Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

#### 20 Ion Cannon Batteries

Fire Arc: 8 front, 4 left, 3 right, 4 back

Crew: 1 (6), 4 (6), 12 (8) Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

#### **6 Tractor Beam Projectors**

Fire Arc: 4 front, 1 left, 1 right Crew: 1 (2), 5 (2), 10 (2) Skill: Capital ship gunnery Fire Control: 2D+2

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

## Omze's Incredible Traveling Starport

Craft: Rendili StarDrive's Neutron Star Bulk Cruiser

Affiliation: Omze (Sludir entrepreneur)

Era: Rebellion

Source: Platt's Starport Guide (page 86)

Type: Modified bulk cruiser

Scale: Capital Length: 600 meters

**Skill:** Capital ship piloting: bulk cruiser **Crew:** 1,000, gunners: 30, skeleton: 600/+10

Crew Skill: Astrogation 4D, capital ship piloting 5D, capital

ship shields 4D, sensors 4D, starship gunnery 5D

Passengers: 300

Cargo Capacity: 1,000 metric tons

Consumables: 1 year Hyperdrive Multiplier: x2 Hyperdrive Backup: x12 Nav Computer: Yes Maneuverability: 1D

Space: 4 Hull: 5D Shields: 2D Sensors: Passive: 40/1D Scan: 80/2D Search: 125/3D Focus: 5/3D+2

## Weapons: 30 Quad Laser Cannons

Fire Arc: 10 front, 10 left, 10 right

Crew: 2

Scale: Starfighter Skill: Starship gunnery Fire Control: 2D

Space Range: 1-5/10/17

Damage: 4D

## Rokak'k Baran

Craft: Gree Starship Artifact

**Affiliation:** Gree **Era:** Old Republic

Source: Classic Adventures - Volume 4 (pages 22-23)

Type: Unique transportation habitat

Scale: Capital

**Length:** 5 kilometers diameter

**Skill:** Device operation: Rokak'k Baran

**Crew:** 5,000

**Crew Skill:** Device operation: 9D

Passengers: 10,000

Cargo Capacity: 250,000 metric tons

Consumables: 6 months Hyperdrive Multiplier: x3

Space: 5 Hull: 8D Shields: 4D





Sensors:

Passive: 100/2D Scan: 200/2D+2 Search: 400/3D Focus: 10/3D+2 Weapons:

The Varat'k Snarap

Fire Arc: Turret

Crew: 1

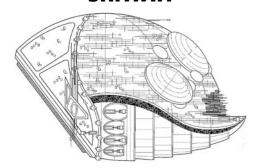
Skill: Device operation: Varat'k Snarap

Fire Control: 4D

Space Range: 3-15/40/75

Damage: 10D

## Shriwirr



Craft: Ssi-ruuvi Shree-class Cruiser

**Affiliation:** Ssi-ruuk > New Republic (renamed Sibwarra)

Era: New Republic

Source: The Truce at Bakura Sourcebook (pages 121-122), The Essential Guide to Vehicles and Vessels (pages 140-141)

Type: Ssi-ruuvi heavy battle cruiser

Scale: Capital **Length:** 900 meters

Skill: Capital ship piloting: Shree cruiser

800 (Ssi-ruuk), 5,000 (P'w'ecks), 234, skeleton: 400 (Ssi-ruuk), 2,000 P'w'ecks)/+10 Crew Skill: Astrogation 3D+1, capital ship gunnery 5D+2, capital ship piloting 4D, capital ship shields 4D, sensors 5D

Passengers: 350 (P'w'eck troops) Cargo Capacity: 5,000 metric tons

Consumables: 1 year Hyperdrive Multiplier: x1 Hyperdrive Backup: x15 Nav Computer: Yes Maneuverability: 2D

Space: 6 Hull: 5D+1 Shields: 3D+1 Sensors: Passive: 30/0D Scan: 50/1D

Search: 100/2D Focus: 4/3D Weapons:

#### 24 Heavy Turbolasers

Fire Arc: 6 front, 6 left, 6 right, 6 back

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D 24 Ion Cannons

Fire Arc: 4 turret, 10 front/left/back, 10 front/right/back

Skill: Capital ship gunnery

Fire Control: 4D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

#### 12 Concussion Missle Launchers

Fire Arc: 5 front, 3 left, 3 right, 1 back

Crew: 4

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 6-30/70/150 km

Damage: 5D

## 12 Tractor Beam Projectors

Fire Arc: 6 front, 3 left, 3 right

Crew: 6

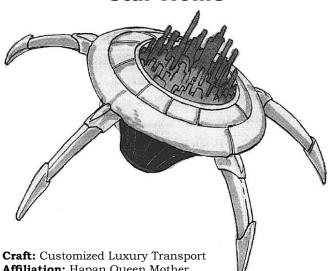
Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Damage: 4D

## Star Home



Affiliation: Hapan Queen Mother

Era: Rise of the Empire

**Source:** Cracken's Threat Dossier (page 49), The Essential

Guide to Vehicles and Vessels (pages 156-157)

Type: Custom-built Royal Conveyance

Scale: Capital Length: 2,500 meters

Skill: Capital ship piloting: Star Home

Crew: 9,500, gunners: 112, skeleton 2,500/+10

Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Star Home 6D, capital ship shields

6D+2, communications 5D+2, sensors 4D+2

Passengers: 1,000

Cargo Capacity: 25,000 metric tons Consumables: 4 years

Cost: Not for sale Hyperdrive Multiplier: x3 Hyperdrive Backup: x10

**Nav Computer:** Yes (slave rigged adds +1 to astrogation)

Maneuverability: 1D+2

Space: 3 **Hull:** 3D+2 Shields: 4D+2Sensors: Passive: 75/2D

Scan: 150/3D+1

Search: 300/4D+2 Focus: 8/7D

Weapons:

20 Hapan Turbolaser Batteries

Fire Arc: 4 on each of the Star Home's 5 "legs"

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D+2
Fire Rate: 1/3\*

Space Range: 3-15/35/75

Damage: 7D

20 Laser Cannons

Fire Arc: 4 on each of the Star Home's 5 "legs"

Crew: 2

Scale: Starfighter

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Damage: 5D

**6 Tractor Beam Emplacements** 

Fire Arc: 4 on each of the Star Home's 5 "legs", 1 turret

mounted ventrally

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Damage: 6D

\* The Hapans have an archaic turbolaser technology. Once fired, a single turbolaser takes three minutes the normal recharge time of the more standart Imperial turbolasers.

Starfighter Complement: 60 Miy'til Fighters

## Subjugator

3 Quad Turbolaser Batteries

Skill: Capital ship gunnery

Space Range: 3-15/35/75

Fire Arc: 1 left, 2 right

Fire Control: 4D

Crew: 5

Craft: Rendili Star Drive's Victory I

**Affiliation:** Empire **Era:** Rebellion

Source: Starfall (page 6)

Type: Battle damaged Victory-class Star Destroyer

Scale: Capital Length: 900 meters

**Skill:** Capital ship piloting: Star Destroyer **Crew:** 1,382 (62 officers, 1,230 enlisted)

Passengers: 230 (troops)

Cargo Capacity: 8,432 metric tons

Consumables: 2 years

Space: 0 Hull: 2D Weapons: Atmosphere Range: 6-30/70/150 km

Damage: 5D

12 Double Turbolaser Batteries

Fire Arc: 3 front, 4 left, 5 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 2D+2

24 Concussion Missile Launchers

Fire Arc: 2 front, 7 left, 4 right, 11 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

**Tractor Beam Projector** 

Fire Arc: Front Crew: 10

Skill: Capital ship gunnery

Fire Control: 3D

*Space Range:* 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

## Teljkon Vagabond

Craft: Qella Seedship Affiliation: Qella Era: Old Republic

Source: Cracken's Threat Dossier (pages 93-95)

 $\textbf{Type:} \ Unique \ organic \ spacecraft$ 

Scale: Capital

Length: 1,500 meters

Crew: None

Hyperdrive Multiplier: x1 Nav Computer: Yes Maneuverability: 1D

Space: 4 (projected minimum; the craft's speed is likely

much higher)
Hull: 5D
Sensors:
Unknown
Weapons:

6 Scythe Weapons

Fire Arc: Turret

Fire Control: Unknown

Space Range: Unknown; maximum range is at least 341

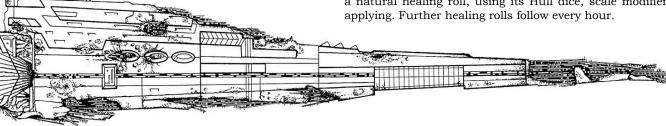
Damage: 10D or more

EM Whip

Fire Arc: Turret

Fire Control: Unknown Space Range: Unknown Damage: 10D or more

Note: The vagabond was able to heal itself at a prodigious rate: immediately after being injured the vagabond made a natural healing roll, using its Hull dice, scale modifiers



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# I can assure you, they will never get me into one of those dreadful starships.



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