

STAR WARS

ROLEPLAYING GAME



STARSHIPS STATS

THIAGO S. ARANHA

REVISED & EXPANDED

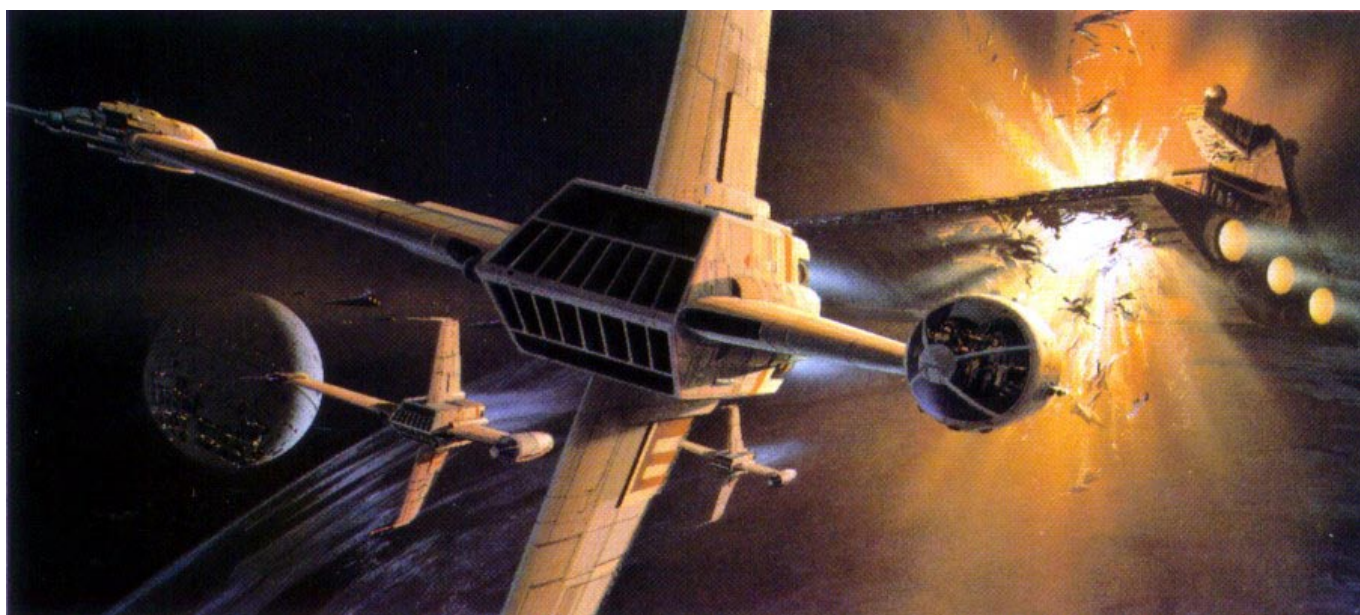
**REDACTED
EDITION**

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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 • [REDACTED]
Stats from SWRPGNetwork • Adventure Journal stats supplied by Grimace

This “[REDACTED] Edition” contains numerous glaring blank spaces where fan-made [REDACTED] were removed at the request of [REDACTED], who didn’t want their work included in this sourcebook. The removed material belonged to [REDACTED].

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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

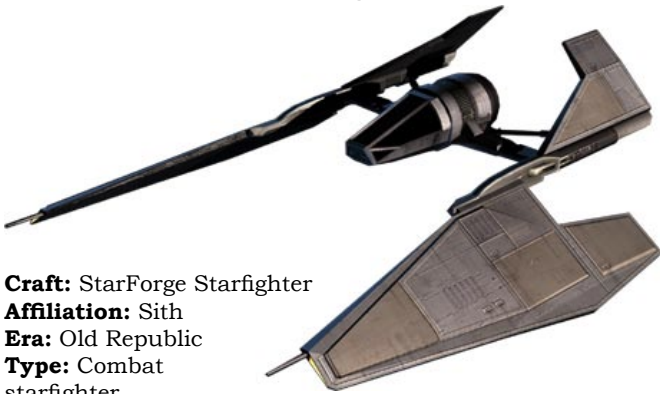


New Jedi Order - 21 years after Episode VI

STARFIGHTERS



Sith Fighter



Craft: StarForge Starfighter
Affiliation: Sith
Era: Old Republic
Type: Combat starfighter
Scale: Starfighter
Length: 13 meters
Skill: Starfighter piloting
Crew: 1
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
Atmosphere Range: 1-300/500/1.2 km
Damage: 3D



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

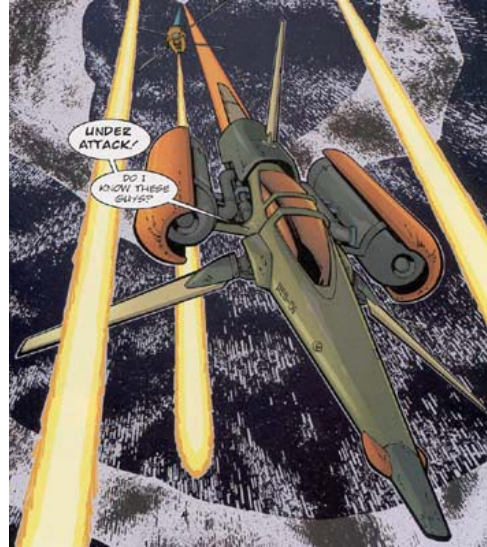
Fire Control: 1D

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: 1

Crew Skill: 5D in all applicable skills

Cargo Capacity: 10 kilograms

Consumables: 1 month

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

Hyperdrive Multiplier: x1

Nav 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

Cost: 32,000

Hyperdrive Multiplier: x2

Nav Computer: Programmed with 5 jumps

Maneuverability: 2D

Space: 7

Hull: 2D

Sensors:
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

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:
Double Laser Cannon
Fire Arc: Front

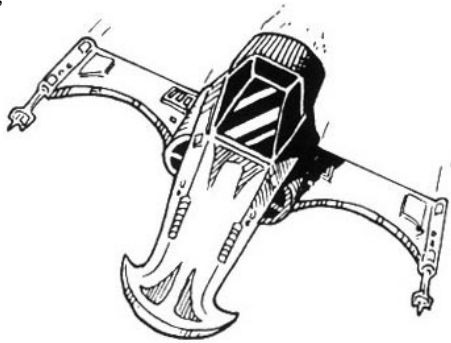
Skill: Starship

gunnery

Fire Control: 1D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D


Sigil Courier



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

Craft: Sigil

Affiliation: General

Era: Old Republic

Type: Reconnaissance Courier

Scale: Starfighter

Length: 12.3 meters

Skill: Starfighter piloting: Sigil

Crew: 1

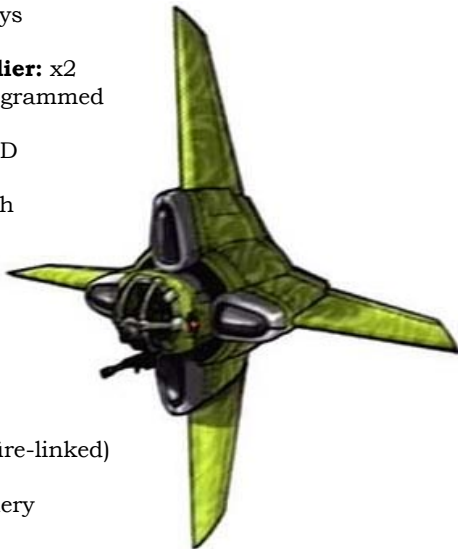
Crew Skill: Starfighter piloting 3D, starship gunnery 3D, starship shields 2D+1

Cargo Capacity: 60 kilograms

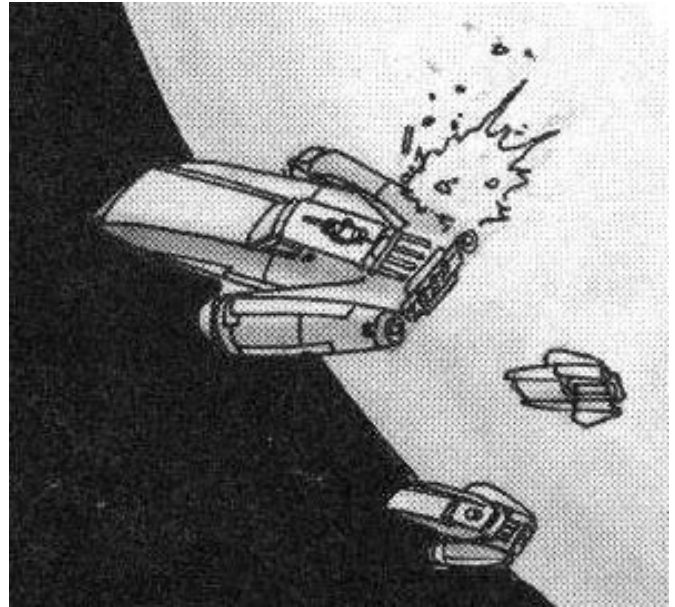
Consumables: 1 week
Cost: 42,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 9
Move: 330; 950 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 15/1D
Scan: 35/2D
Search: 70/2D+2
Focus: 4/3D+2
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship 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

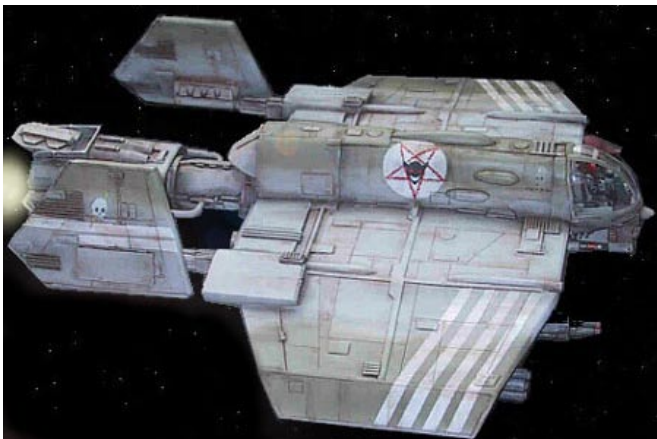


Craft: SoroSuub Gun Tug
Affiliation: General
Era: Old Republic
Source: Starships of the Galaxy (pages 67-68)
Type: Utility fighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting: Gun Tug
Crew: 1, gunners: 1
Crew Skill: Varies
Cargo Capacity: 500 kilograms
Consumables: 1 week
Cost: 142,000 (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

Whitcloak 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: 1
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
Focus: 4/3D+2
Weapons:
2 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
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

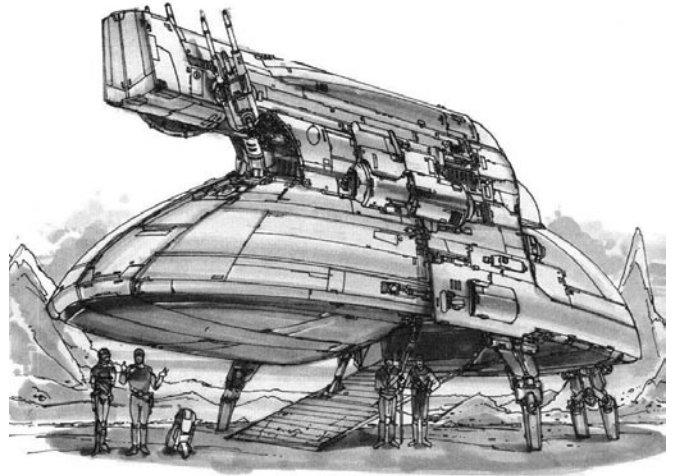
Fire Control: 3D+2

Space Range: 1-3/7/12

Atmosphere Range: 100-300/700/1.2 km

Damage: 8D

Phoenix Hawk Light Pinnacle



Craft: Kuat Systems Engineering S40K Phoenix Hawk Light Pinnacle

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

Atmosphere: 295; 850 kmh

Hull: 5D

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

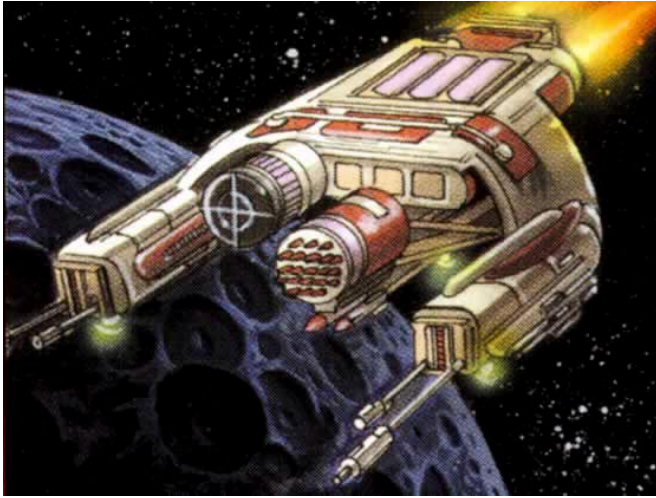
Fire Control: 1D

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)
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

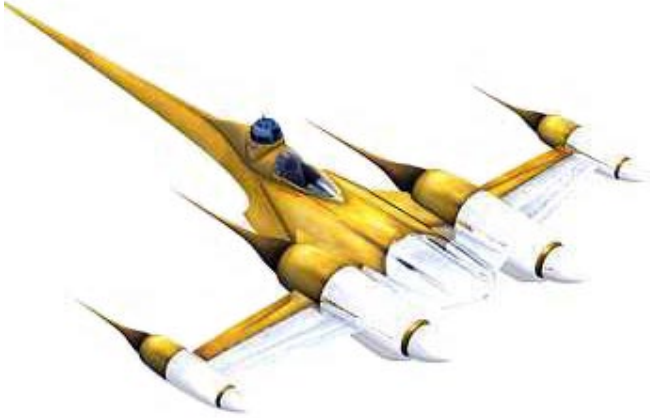
G-1 Starfighter

Craft: BullbaBong/Theed Palace Space Vessel Engineering Corps G-1 Starfighter
Affiliation: Naboo / General
Era: Rise of the Empire
Source: Wizards Website
Type: Starfighter
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 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: 5D
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: 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 specially-designed 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

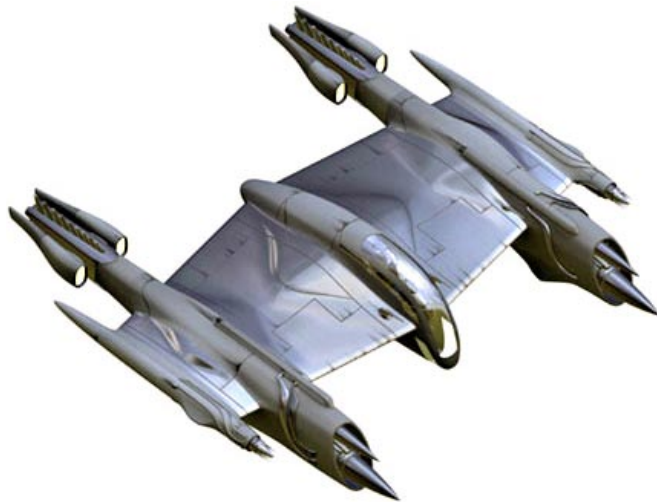
Fire Control: 1D

Space Range: 2-15/35/50

Atmosphere Range: 200-1500/3.5/5 km

Damage: 8D

P-38



Craft: Buuper Torskil 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

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

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)

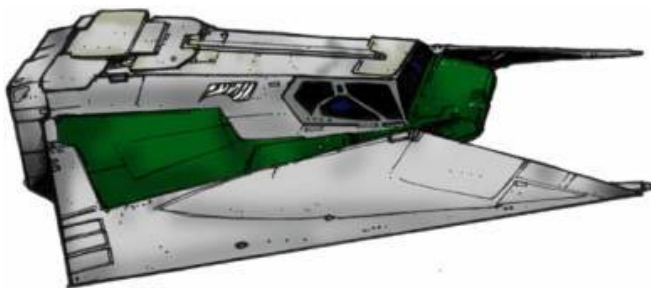
Type: Multi-purpose starfighter

Scale: Starfighter



Length: 10.2 meters
Skill: Starfighter piloting: Toscan 8-Q
Crew: 1
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
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 turbo-charged 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

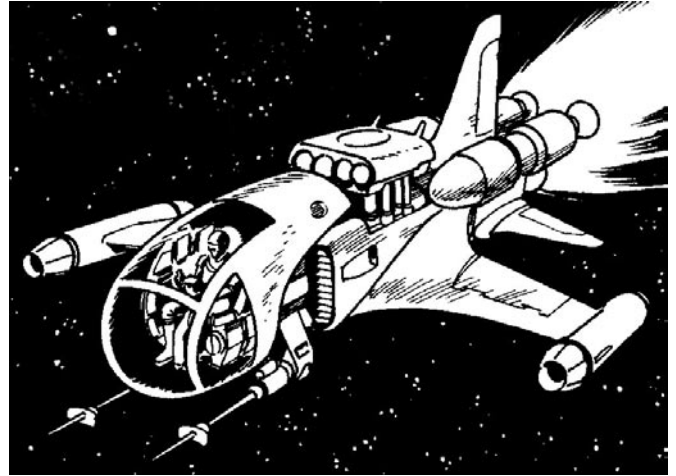
Authority IRD



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

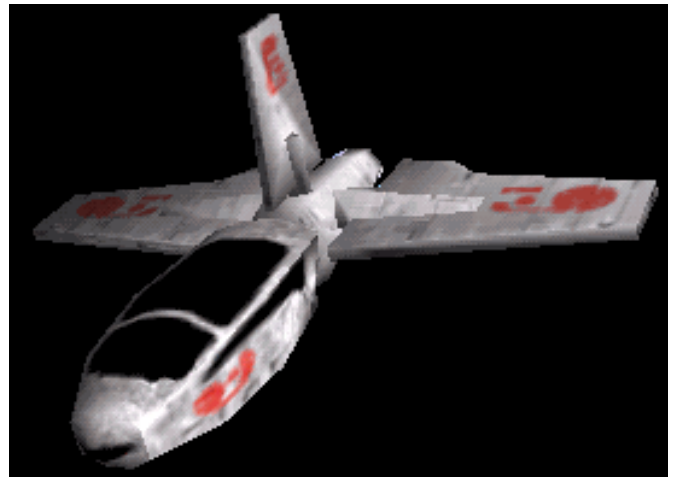
Authority IRD-A

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

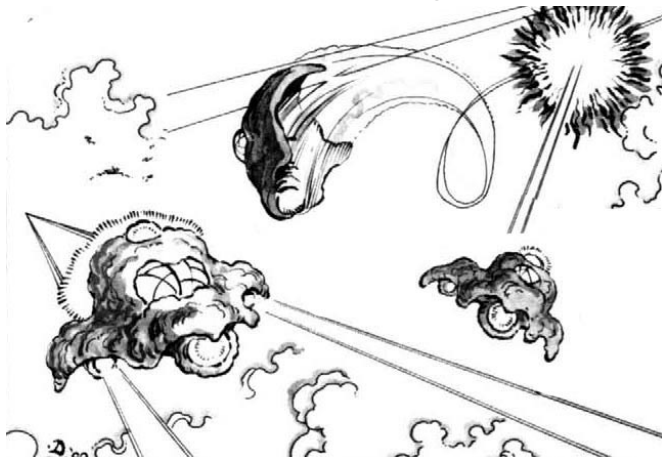
Fire Control: 2D

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

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

Atmosphere: 365; 1,050 kmh

Hull: 4D

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 (page 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

Atmosphere: 400; 1,150 kmh

Hull: 4D

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

Atmosphere: 350; 1,000 kmh

Hull: 4D

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

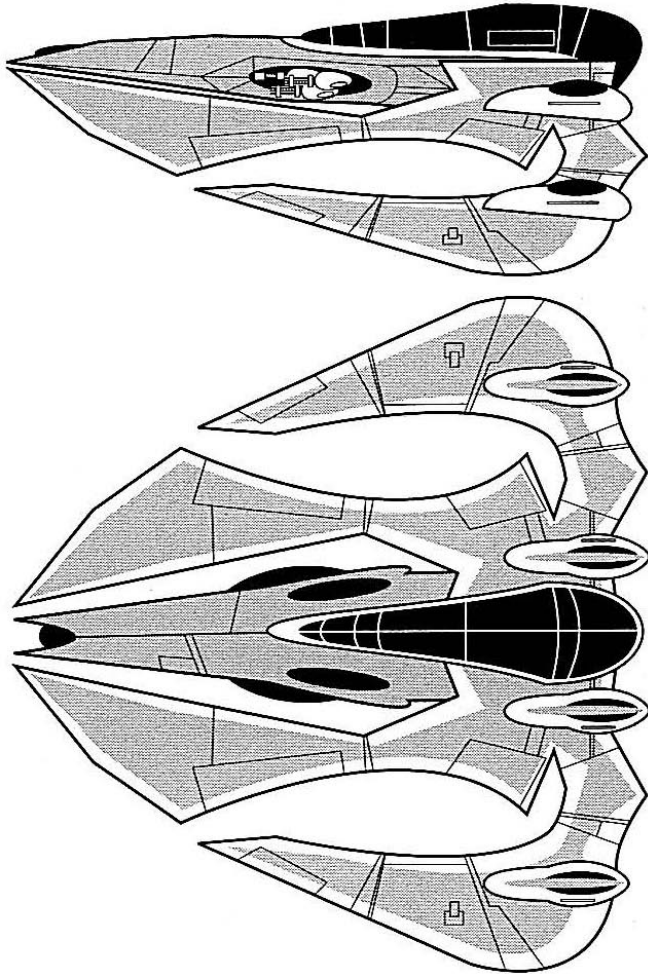
Skill: Starship gunnery

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

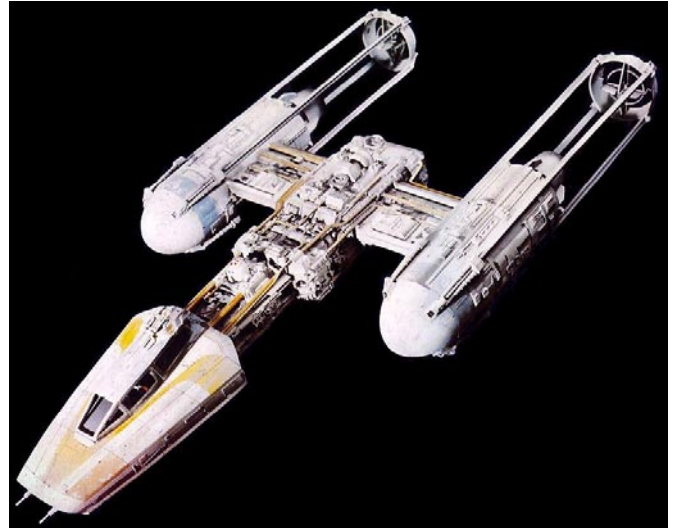
Affiliation: General / Rebel Alliance

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

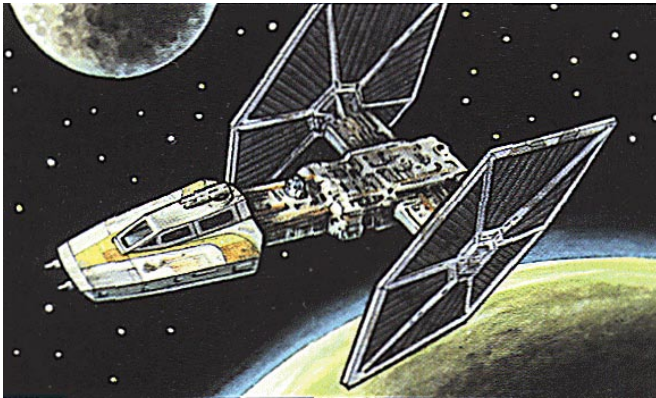
Fire Control: 3D

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
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

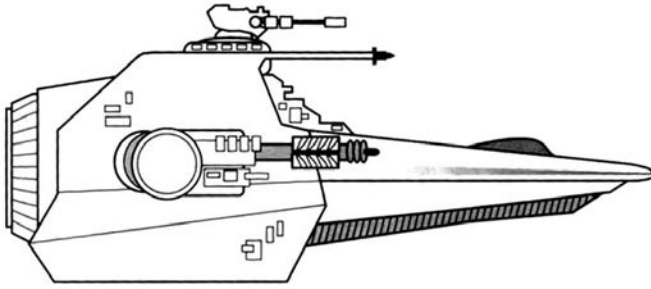
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 35/1D+1
Scan: 55/2D+1
Search: 80/3D+1
Focus: 3/4D+1
Weapons:
Twin Blaster Cannon (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 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

**PICTURE
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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

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 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)

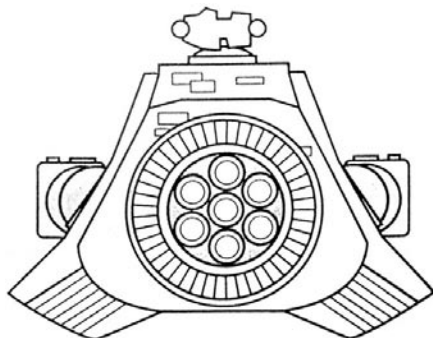
Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/7/36

Atmosphere: 100-300/700/3.6 km

Damage: 3D



StarViper



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

Length: 47 meters

Skill: Starfighter piloting: *Vanguard*

Crew: 6

Crew Skill: All appropriate skills at 4D+1

Passengers: 6

Cargo Capacity: 220 kilograms

Consumables: 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

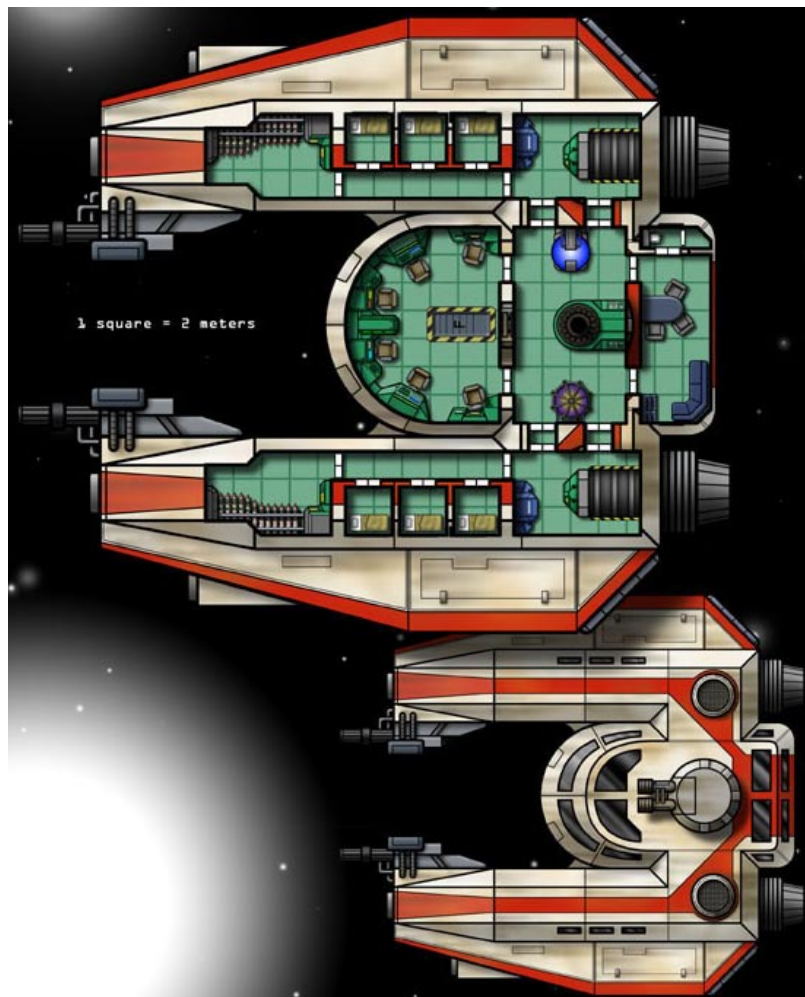
Skill: Starship gunnery

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 90)

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

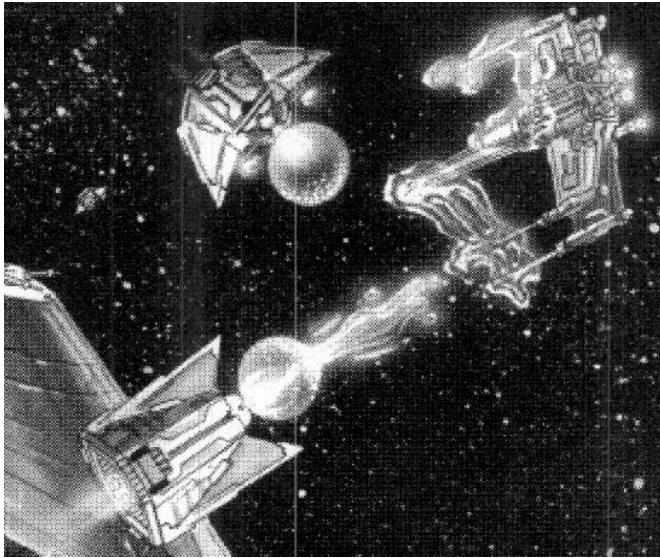
Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Oektoth Confederation Starfighter



Craft: Modified Zebra Starfighter
Affiliation: Qektoth 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: 1
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: 1
Crew Skill: Varies widely
Consumables: 2 days
Cargo Capacity: 12 kilograms
Nav Computer: Yes
Hyperdrive Multiplier: x3
Maneuverability: 3D+2
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 2D
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

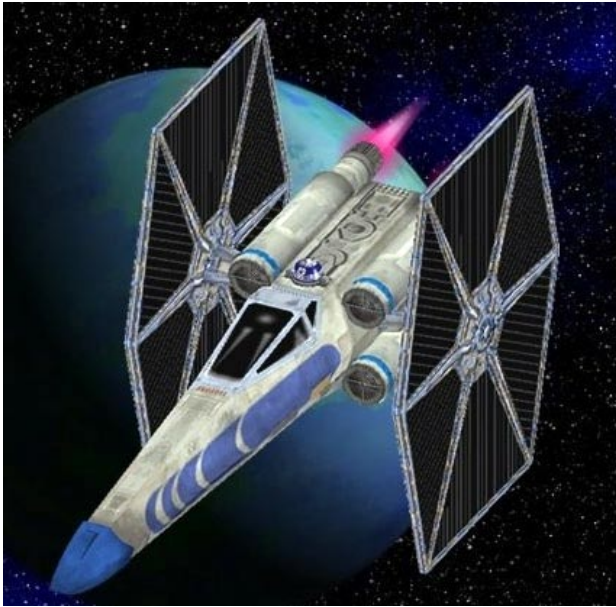
Fire Control: 1D

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)
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
Weapons:
2 Light Ion Cannons (fire-linked)
Fire Arc: Front
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
Length: 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
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

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

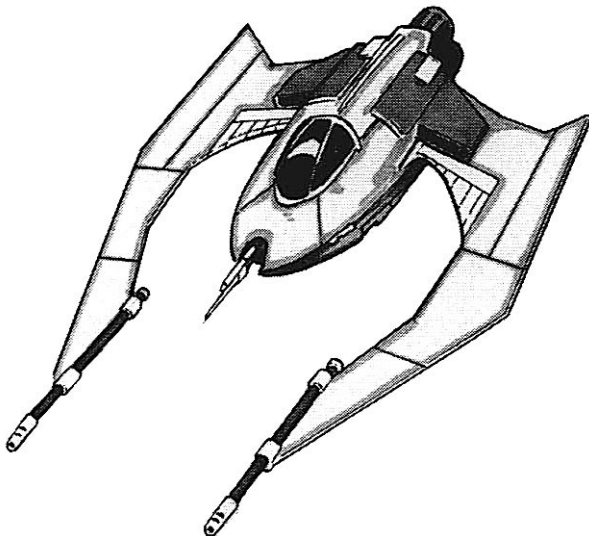
Fire Control: 3D

Space Range: 1/5/9

Atmosphere Range: 50-100/500/900

Damage: 9D

Miy'til 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

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

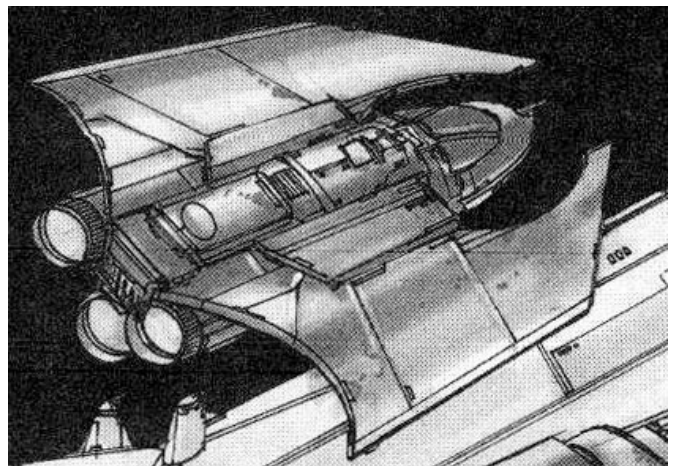
Maneuverability: 1D+2

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 4D

Shields: 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

Skill: 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

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 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

Length: 19 meters

Skill: Starfighter piloting: Supa fighter

Crew: 1

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.

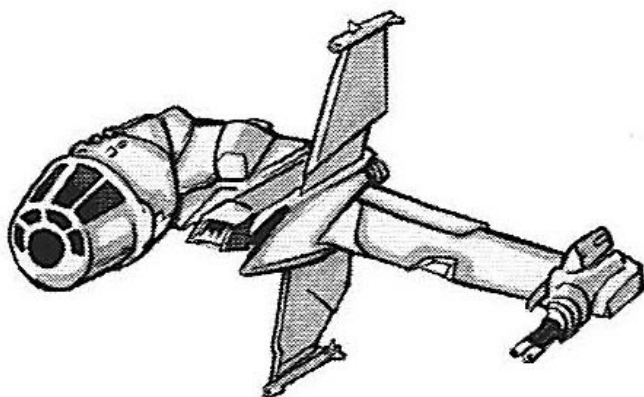
Weapon Damage: A single laser cannon does 3D damage. Two or three of the cannons may be linked together to do 4D damage, while all four cannons may be linked for 5D damage. Fire-linking these weapons can be accomplished automatically.

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 Ssi-ruuvi battle droids makes them easy 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.

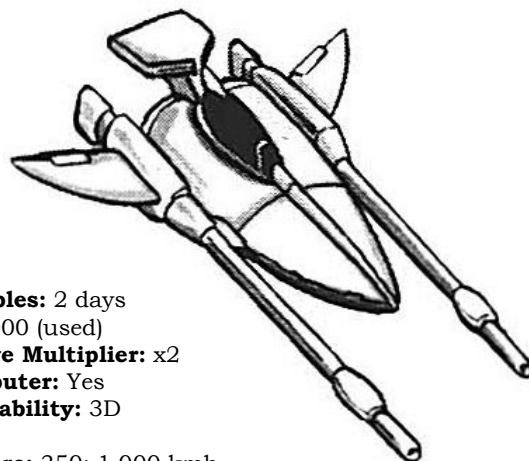
Corellian B-Wing "Ugly"



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
Weapons:
Anti-Infantry Turbolaser Cannon
Fire Arc: Turret
Scale: Speeder
Crew: 1
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

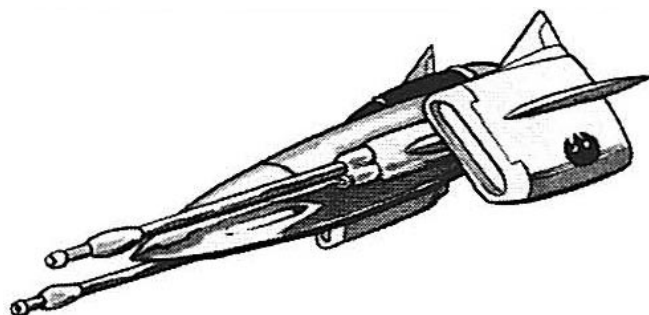
LAF-250

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
Skill: Starfighter piloting: light attack fighter
Crew: 1
Crew Skill: Varies widely
Cargo Capacity: 65 kilograms



Consumables: 2 days
Cost: 35,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 3D
Space: 5
Atmosphere: 350; 1,000 kmh
Hull: 2D
Shields: 1D
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

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:

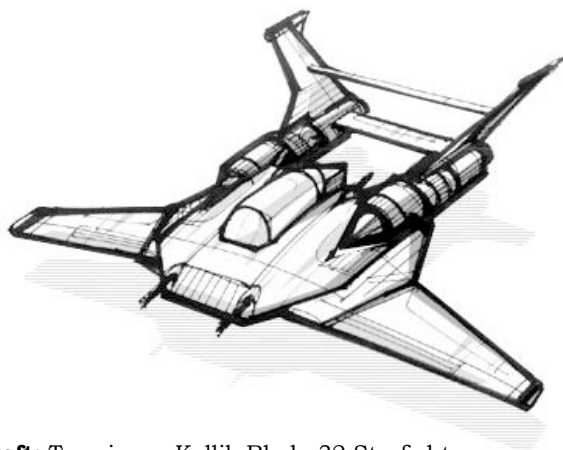
2 Laser Cannons

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: 1

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:

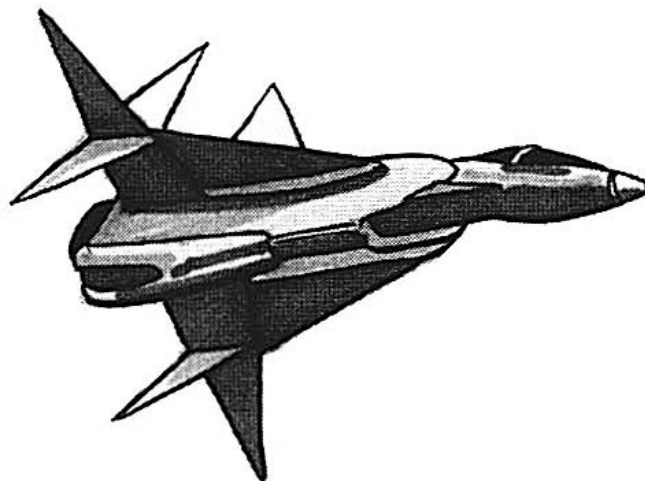
4 Laser Cannons (fire-linked by pairs)

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

Atmosphere: 450; 1,300 kmh

Hull: 4D

Shields: 2D

Sensors:

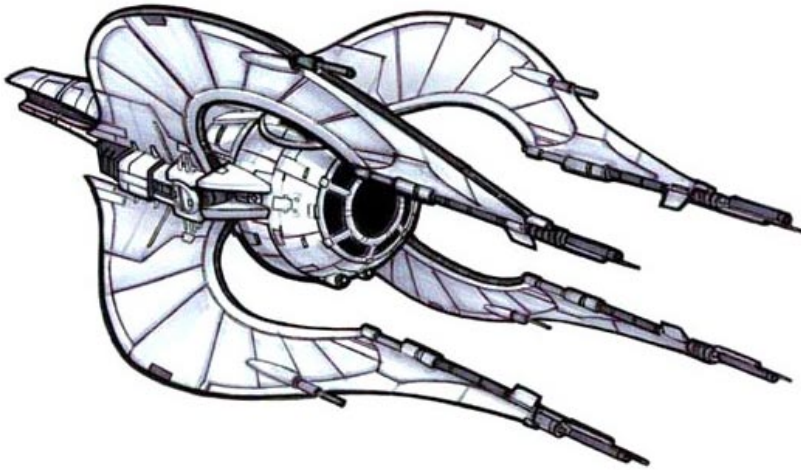
Passive: 30/0D
Scan: 50/1D
Search: 80/2D
Focus: 4/4D

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
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
Weapons:
2 Volcano 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: 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")



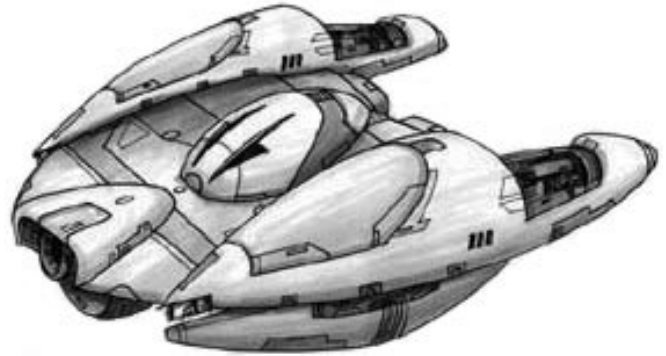
Separatists

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
Atmosphere: 415; 1,200 kmh
Hull: 4D
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
Atmosphere: 500; 1,350 kmh
Hull: 3D
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
Atmosphere: 350; 1,000 kmh
Hull: 3D+2
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
Skill: Starfighter piloting: 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

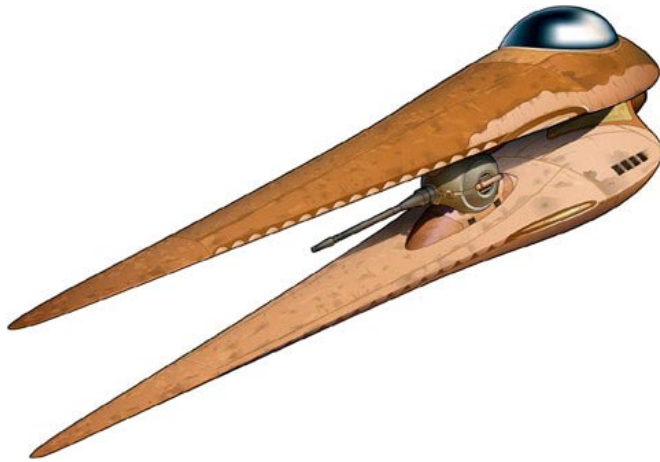
Fire Control: 2D

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

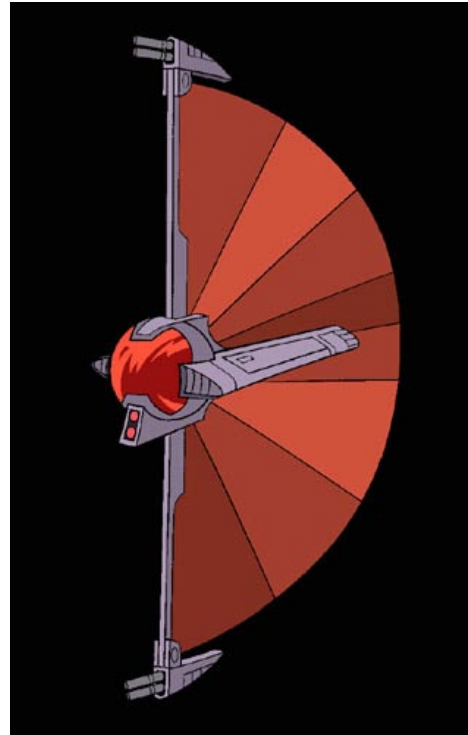
Skill: Starship gunnery

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 +1D 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



Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 40/2D

Focus: 1/2D

Weapons:

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



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

Crew: 1

Cargo Capacity: 15 kilograms

Consumables: 1 week

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 4D+2

Shields: 1D

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

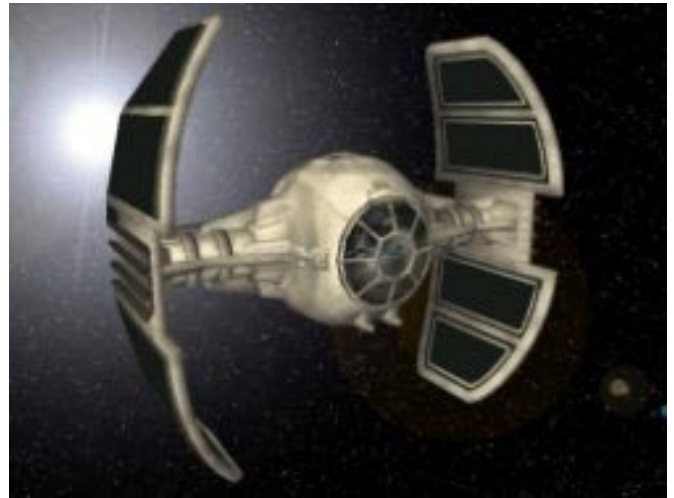
Damage: 3D

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

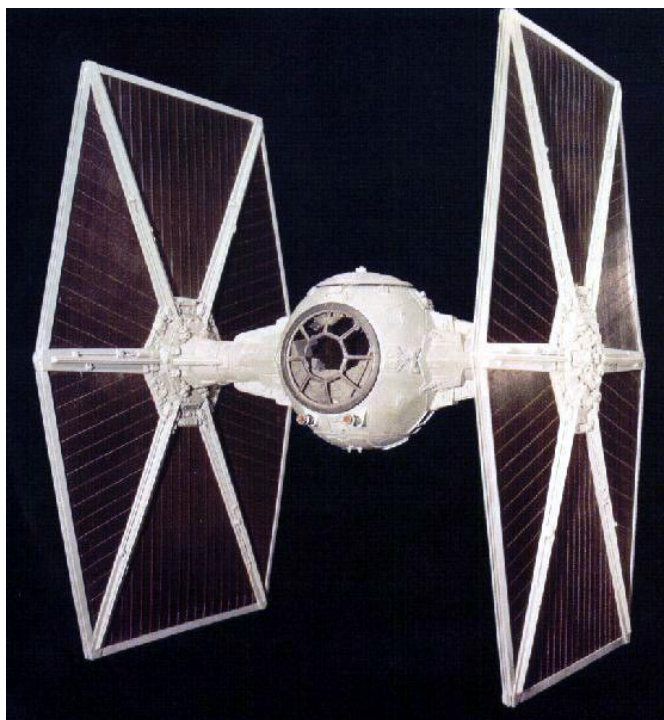
T.I.E. Starfighter



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

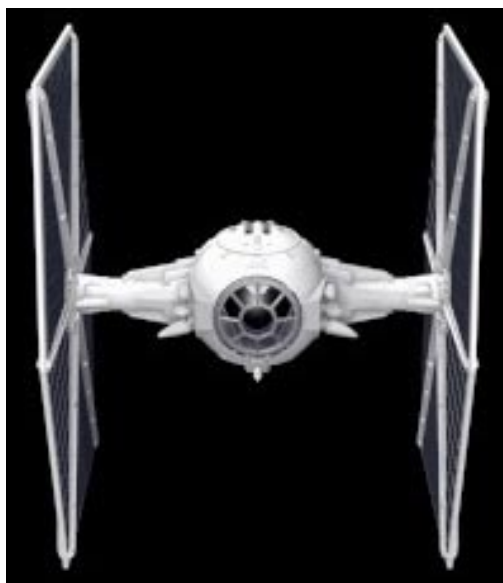
Craft: Sienar Fleet Systems TIE/gt
Affiliation: Empire
Era: Rise of the Empire
Source: Adventure Journal
Type: Ground-targeting starfighter/bomber
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 10 metric tons
Consumables: 2 days
Maneuverability: 1D
Space: 4



Atmosphere: 280; 800 kmh
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
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
Space: 10



Atmosphere: 415; 1,200 kmh

Hull: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

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

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)

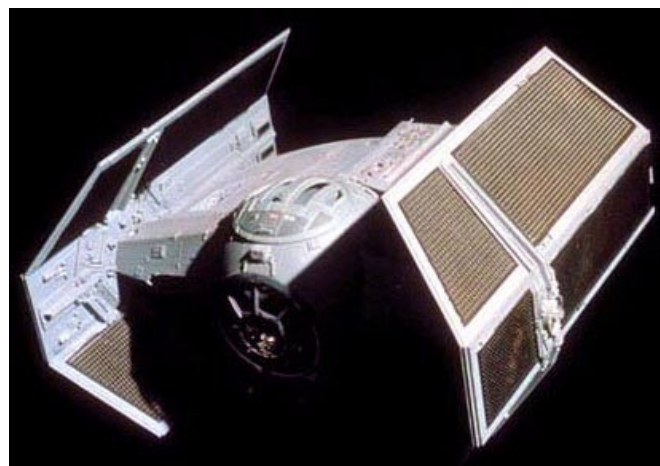
Type: Space superiority starfighter

Scale: Starfighter

Length: 7.8 meters

Skill: Starfighter piloting: TIE

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

Weapons:

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

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

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 5D

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:

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

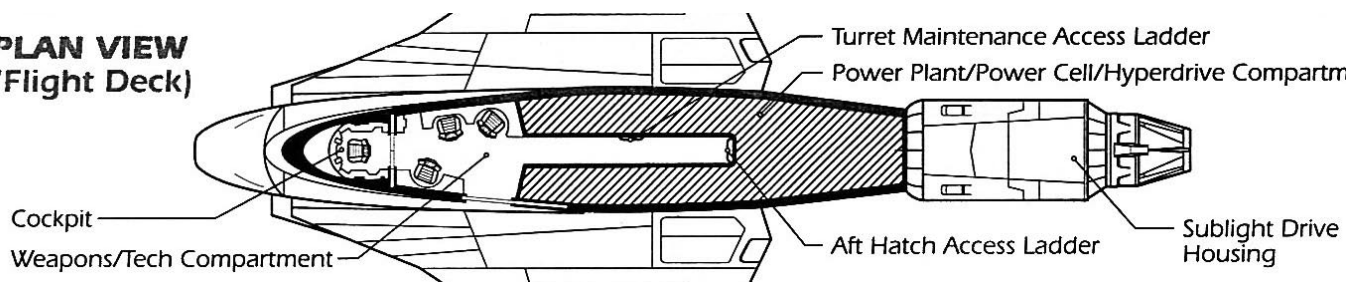
Cargo Capacity: 20 metric tons

Consumables: 1 month

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



PLAN VIEW (Flight Deck)



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

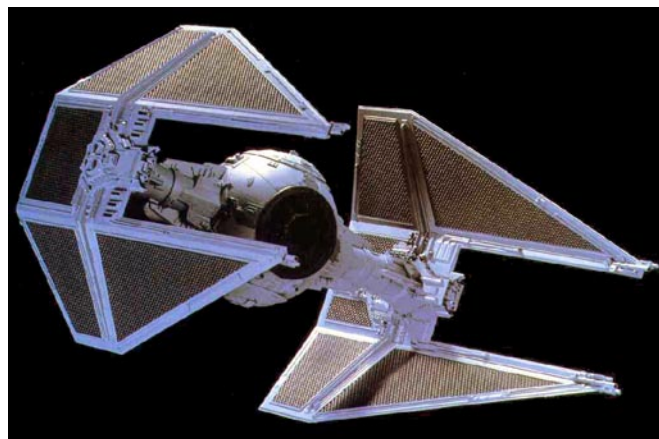
Fire Control: 4D

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

Atmosphere: 435; 1,250 kmh

Hull: 3D

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

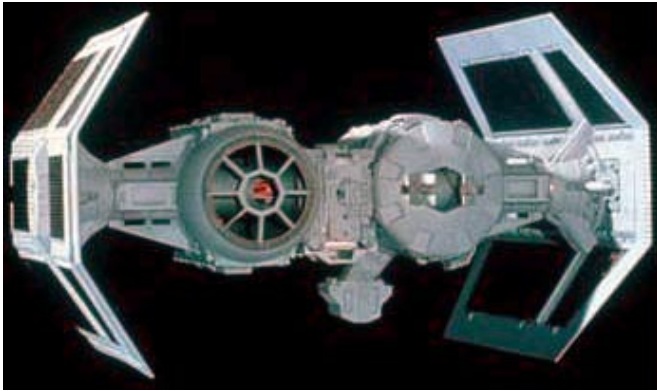
Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

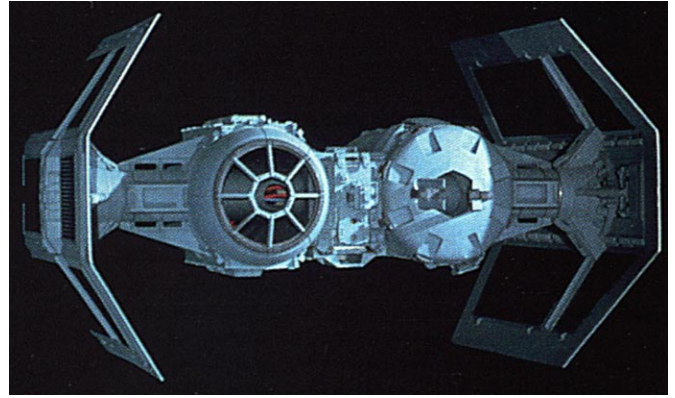
TIE Bomber



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: 1-3/12/25
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
Length: 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
Atmosphere: 355, 1,050 kmh
Hull: 3D+1
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
Atmosphere: 330; 950 kmh
Hull: 3D+2
Shields: 2D
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
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: 1
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
Hull: 4D+2
Shields: 1D+2
Sensors:
Passive: 25/1D
Scan: 45/2D
Search: 80/3D
Focus: 6/4D
Weapons:
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

Tractor Beam

Fire Arc: Front

Skill: Starship gunnery

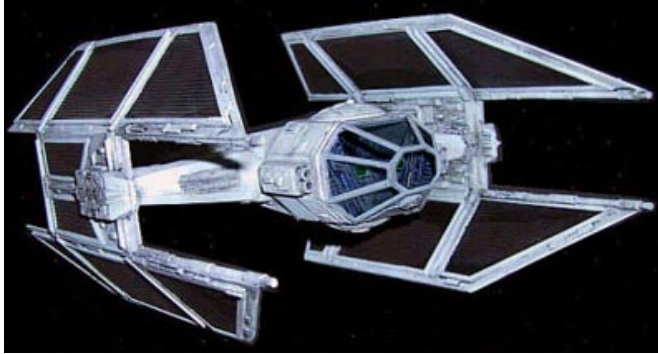
Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

TIE 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: 1

Crew Skill: Astrogation 4D, Starfighter piloting 5D+2, starship gunnery 4D, starship shields 4D+1

Cargo Capacity: 70 kilograms

Consumables: 2 days

Hyperdrive Multiplier: x1

Nav 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.

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

Atmosphere: 415; 1,200 kmh

Hull: 3D

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

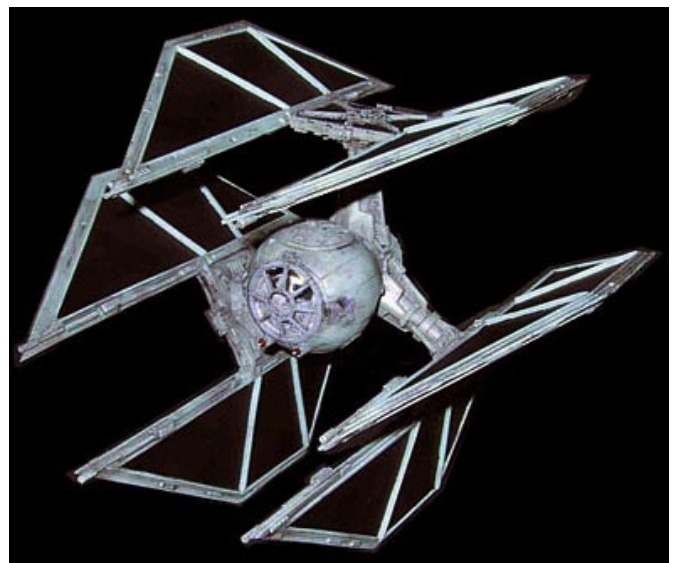
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

TIE Defender



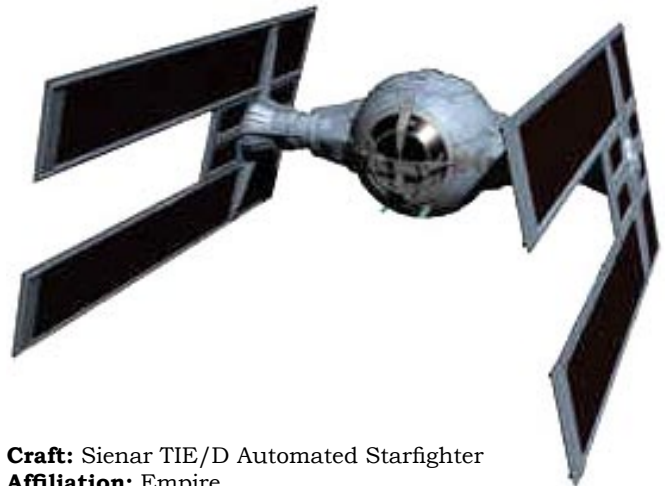
Craft: Sienar Fleet Systems' TIE Defender
Affiliation: Empire
Era: Rebellion
Source: Starships of the Galaxy Web Enhancement (pages 2-3), The Essential Guide to Vehicles and Vessels (pages 176-177)
Type: Multi-role starfighter
Scale: Starfighter
Length: 7.2 meters
Skill: Starfighter piloting: TIE
Crew: 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
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 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
Traction 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/In
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



Craft: Sienar TIE/D Automated Starfighter
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
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
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
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
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: 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

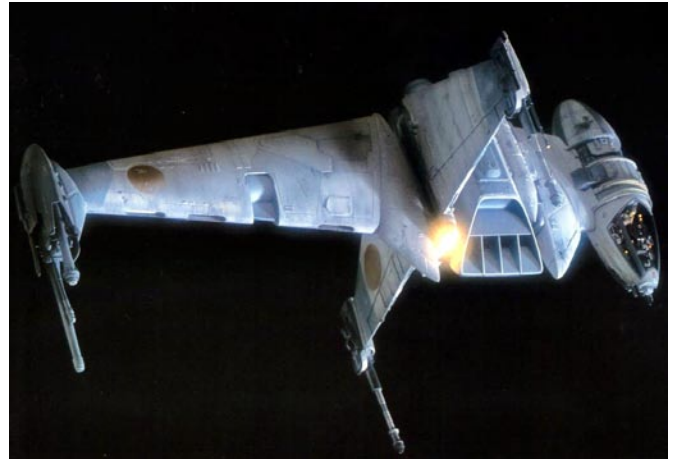
Skill: Sensors

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

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

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.

T-Wing



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

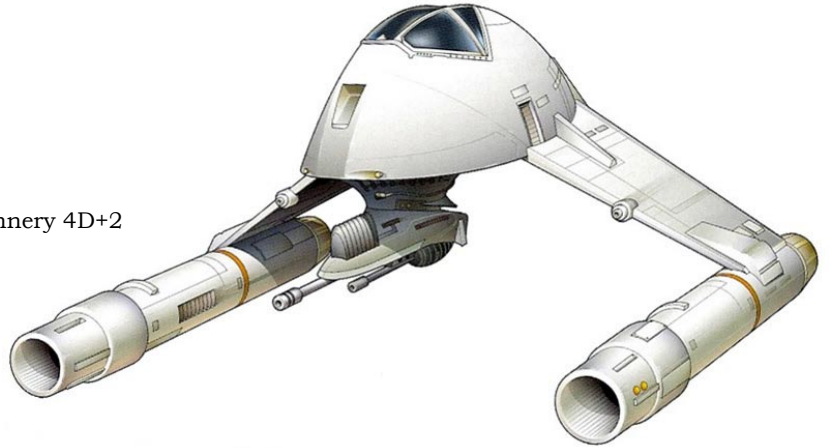
Fire Control: 3D

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

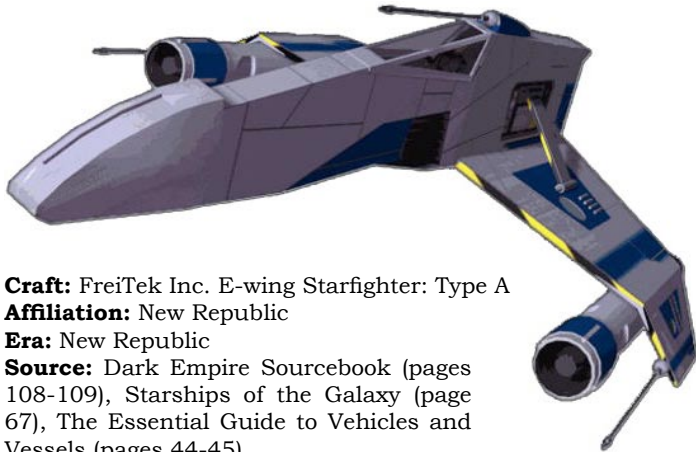
Fire Control: 2D

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
Atmosphere: 435; 1,300 kmh
Hull: 5D
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

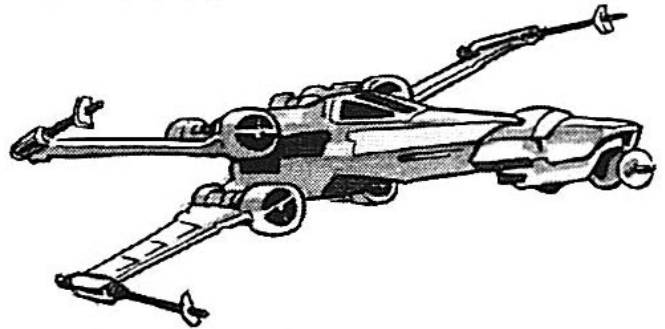
E-Wing: Type B

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).

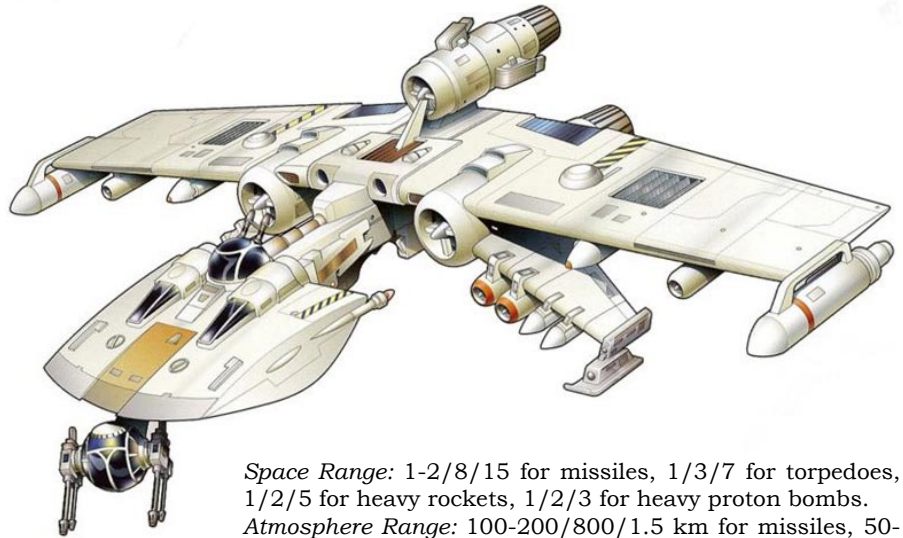
Reconnaissance X-Wing



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 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
Atmosphere: 450; 1,300 kmh
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 30/0D
Scan: 60/1D
Search: 85/2D
Focus: 4/4D
Weapons:
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



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

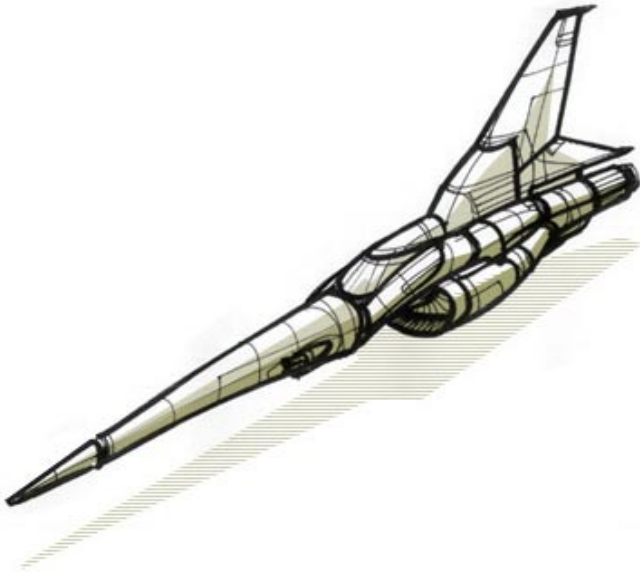
Space Range: 1-2/8/15 for missiles, 1/3/7 for torpedoes, 1/2/5 for heavy rockets, 1/2/3 for heavy proton bombs.
Atmosphere Range: 100-200/800/1.5 km for missiles, 50-100/300/700 for torpedoes, 50-100/200/500 for heavy rockets, 50-100/200/300 for heavy proton bombs.
Damage: The K-wing may carry up to 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).

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

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

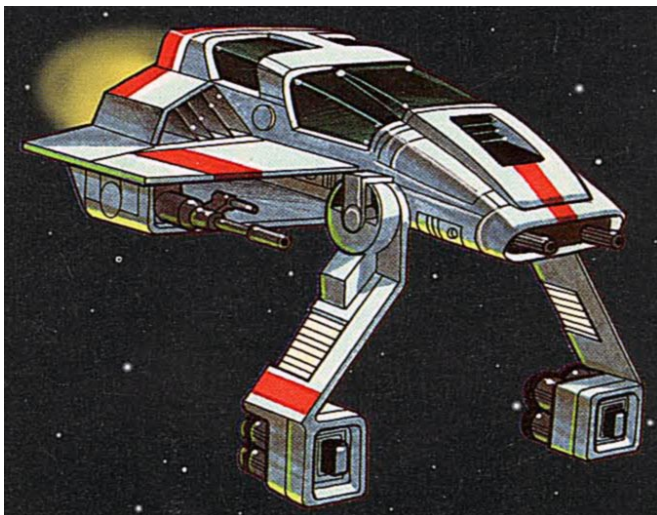


Hull: 2D+2
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 45/1D+1
Search: 85/2D+2
Focus: 4/4D

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

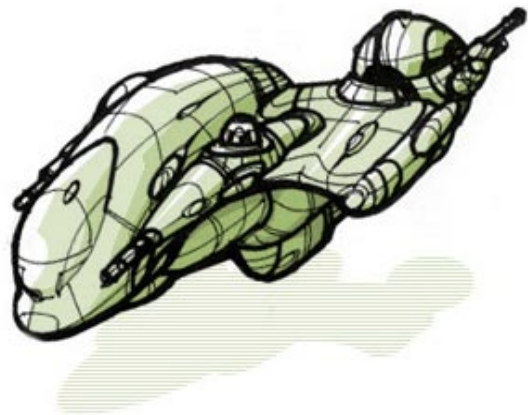
Defender

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 piloting: 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
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

Atmosphere: 260; 750 kmh

Hull: 1D

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

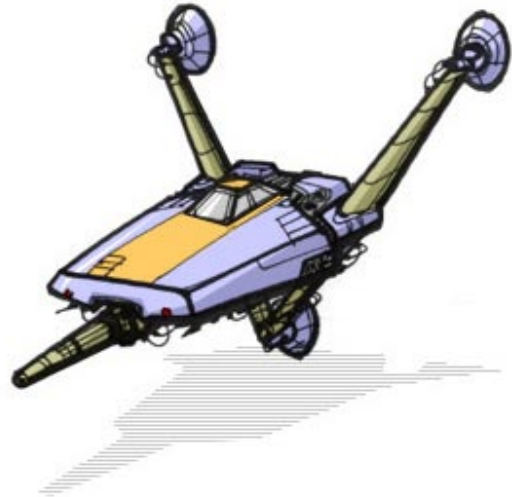
Scale: Capital

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

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

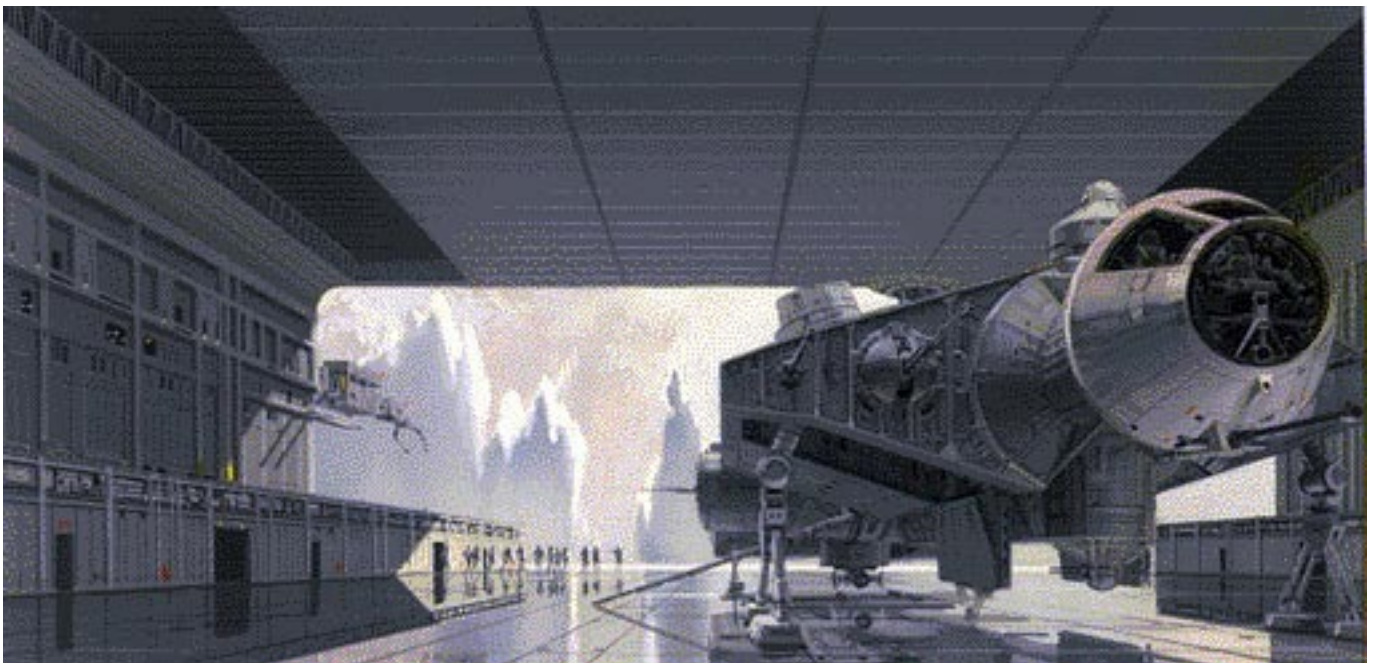
Fire Control: 4D

Space Range: 1/3/7

Atmosphere Range: 100/300/700

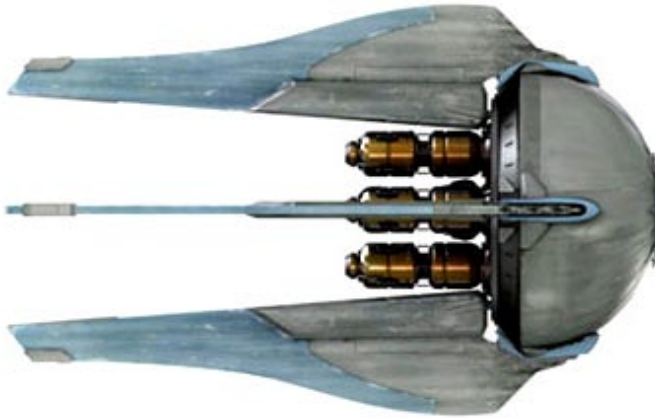
Damage: 10D (14D if loaded with "shadow bombs")

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

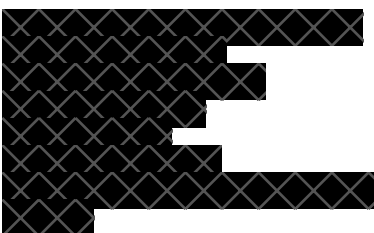
Hull: 1D

Sensors:

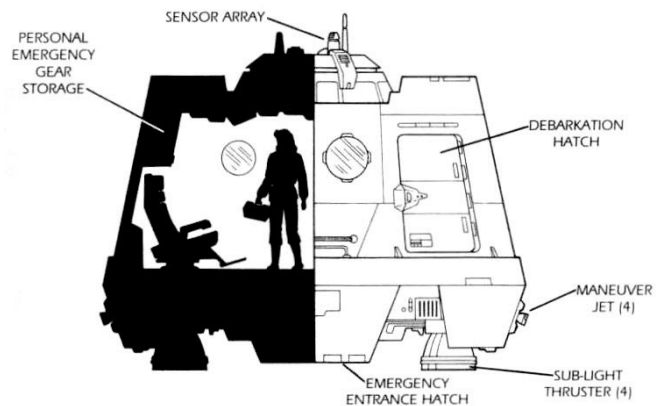
Passive: 15/1D



PICTURE
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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

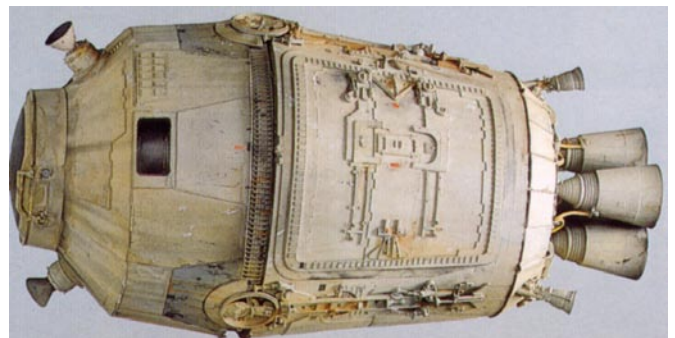
Nav Computer: None

Space: 0

Maneuverability: 0D

Hull: 1D

Escape Pod



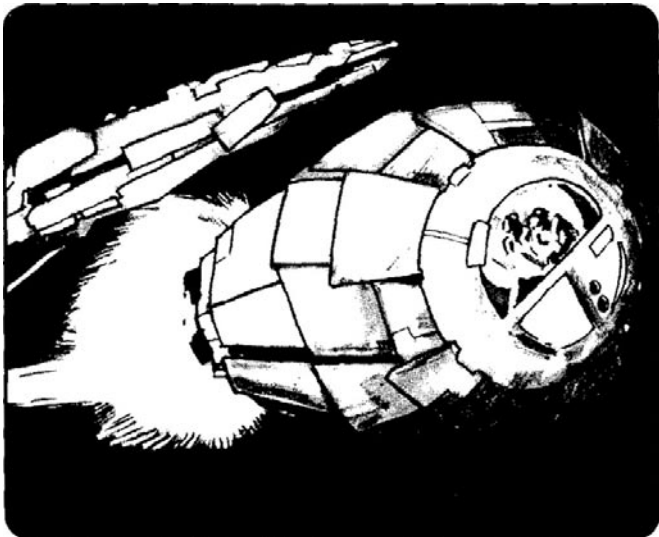
Craft: Escape Pod
Affiliation: General
Era: Rise of the Empire
Source: Starships of the Galaxy (pages 66-67), The Essential Guide to Vehicles and Vessels (pages 50-51)
Type: Ship lifeboat
Scale: Starfighter
Length: 3.5 meters
Crew: 0
Passengers: 8
Cargo Capacity: None
Consumables: 1 day
Cost: 20,000 (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

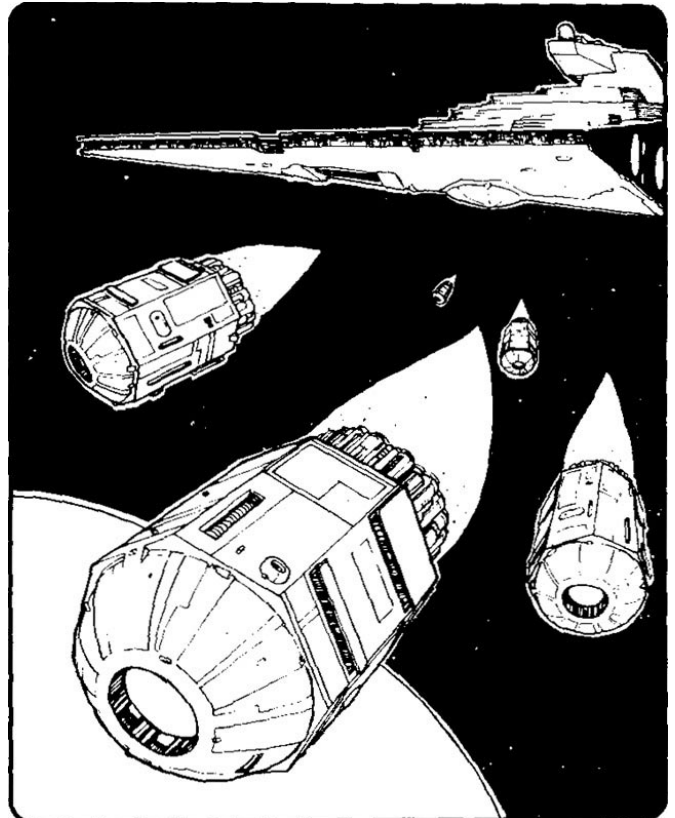


Squad Pod



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: Arcaic 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)

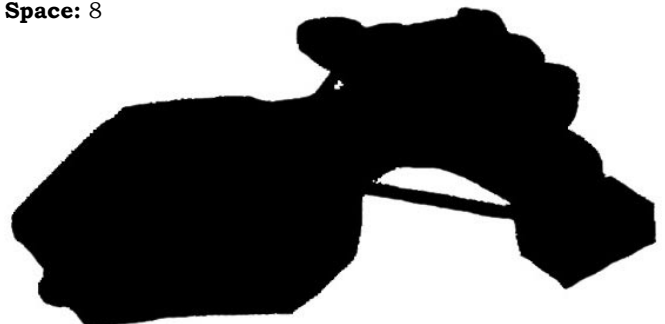
Hyperdrive Multiplier: x1

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 2D

Space: 8



Atmosphere: 365; 1,050 kmh

Hull: 3D

Sensors:

Passive: 10/0D

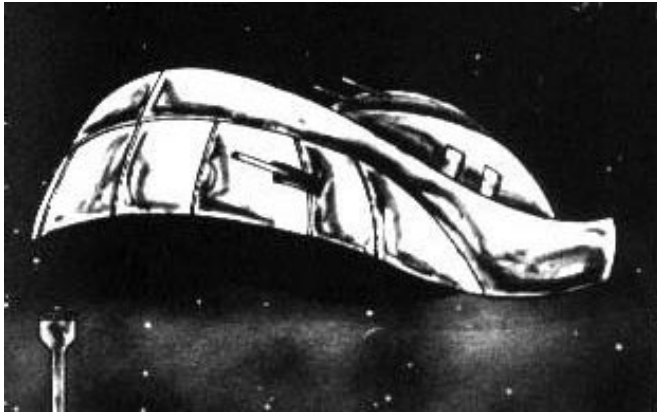
Scan: 25/1D

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

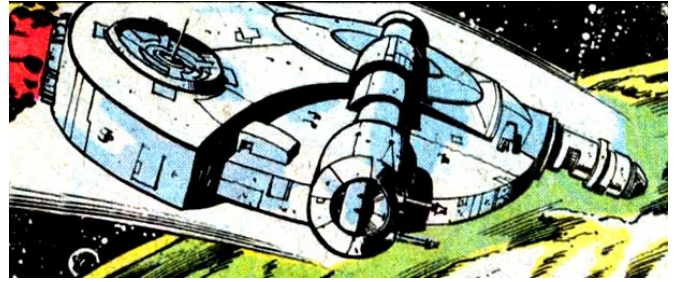
Type: Star yacht

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 (new), 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: 1

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

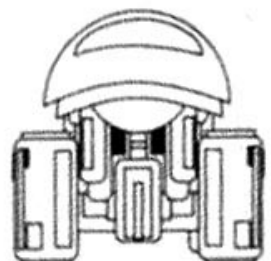
Sensors:

Passive: 15/1D

Scan: 30/2D

Search: 45/3D

Focus: 6/4D



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

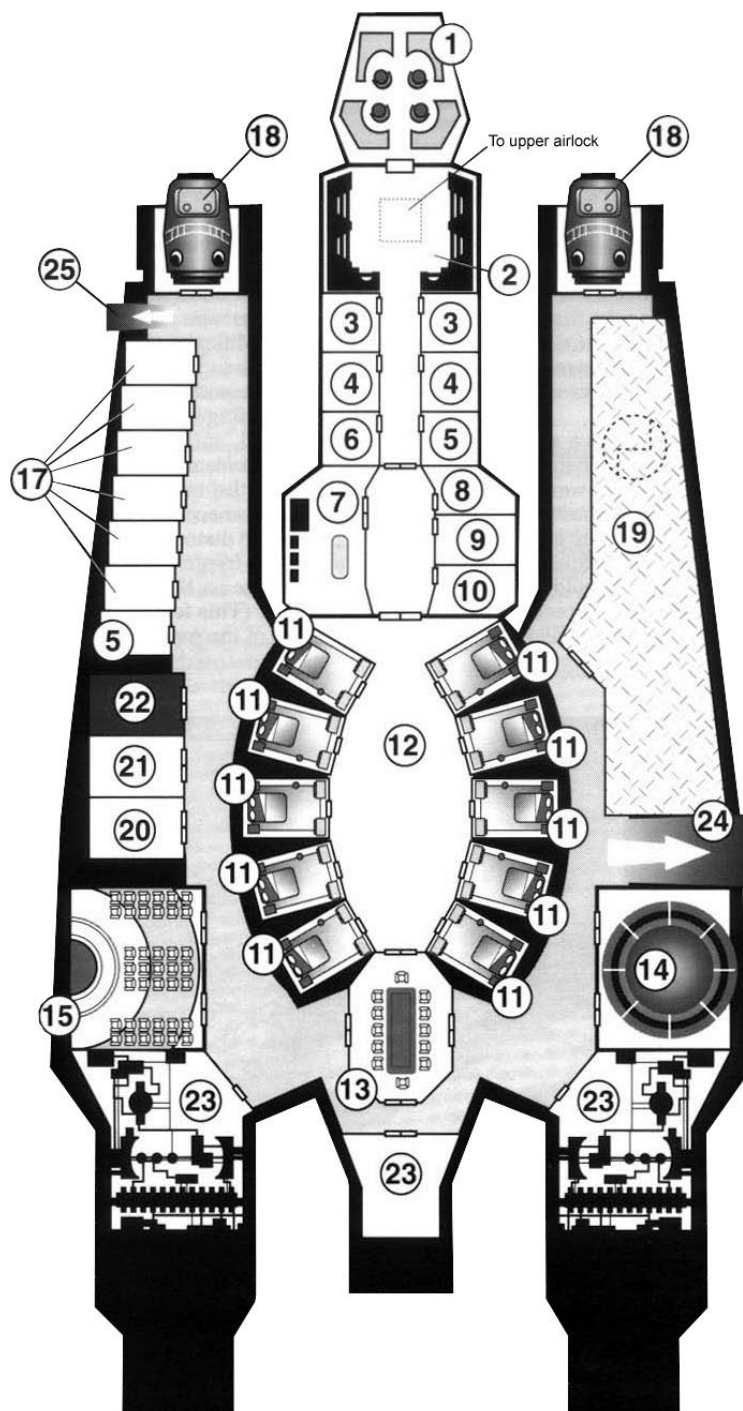
Length: 50 meters

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: x1

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

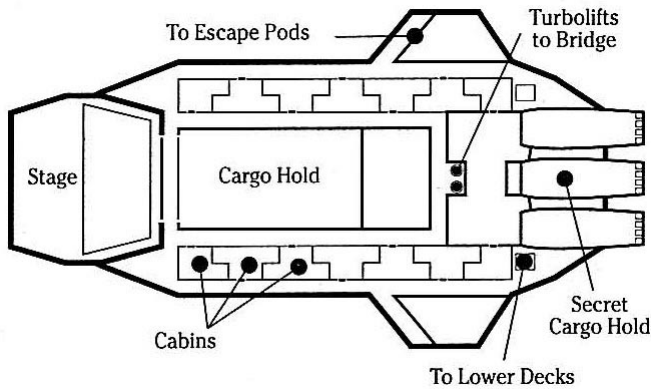
Search: 35/2D

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



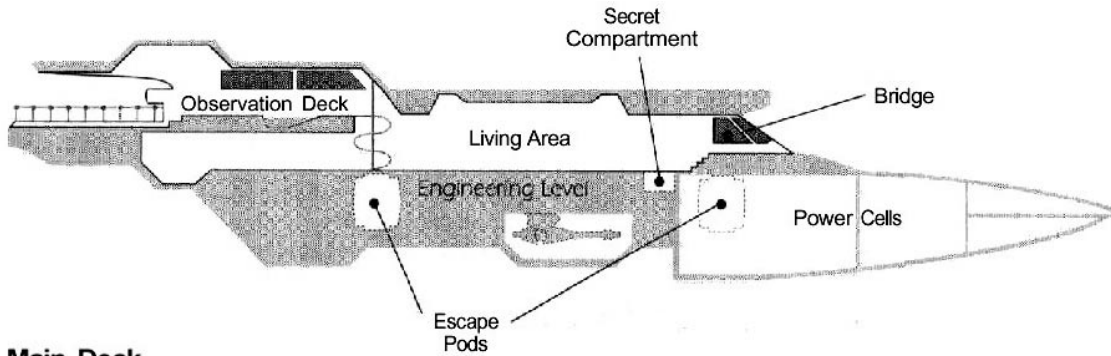
Craft: SoroSuub Luxury 2800
Affiliation: General
Era: Rise of the Empire
Source: Adventure Journal 11
Type: Private space yacht
Scale: Starfighter
Length: 37 meters
Skill: Space transports: SoroSuub 2800
Crew: 1

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: x2
Hyperdrive Backup: x12
Nav 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

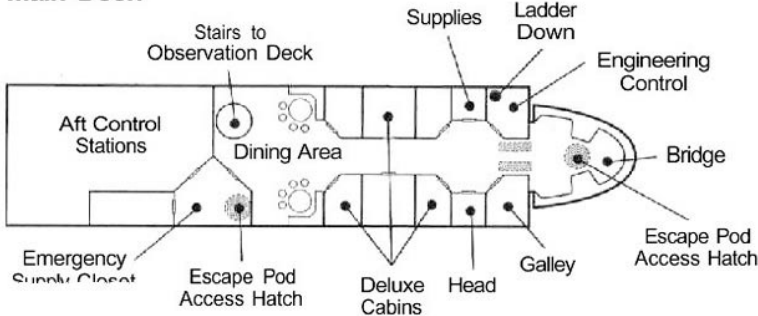
Luxury 3000 Yacht



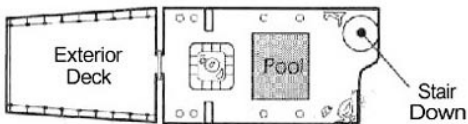
Craft: SoroSuub Luxury 3000
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 98-99)
Type: Private space yacht
Scale: Starfighter
Length: 50 meters
Skill: Space transports: Luxury 3000 yacht
Crew: 1
Crew Skill: 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



Main Deck

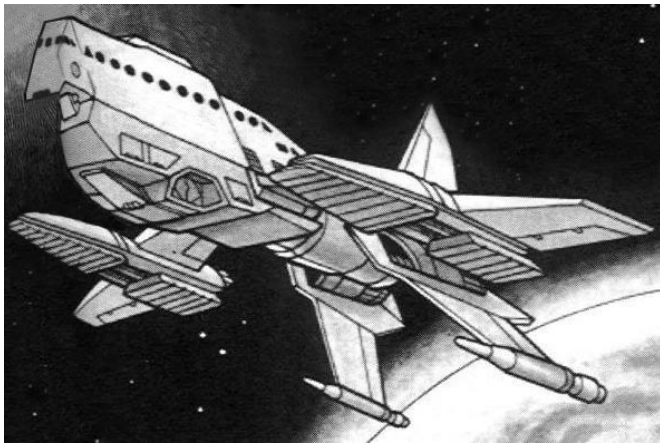


Observation Deck

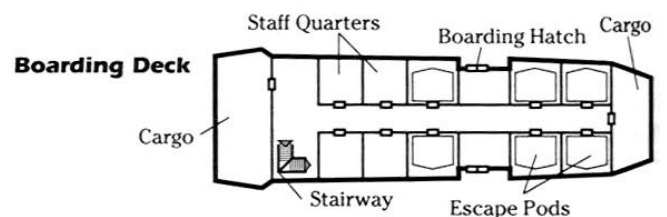
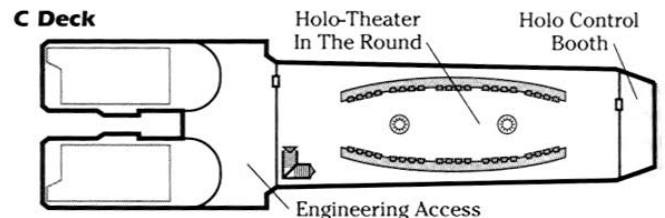
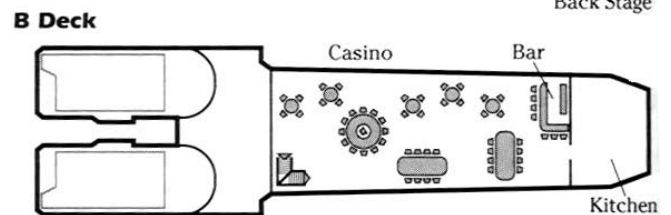
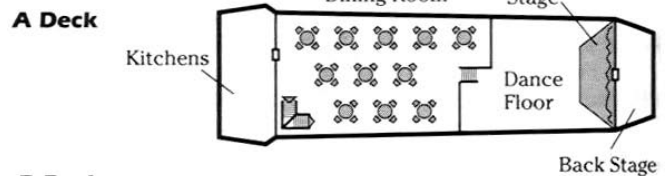
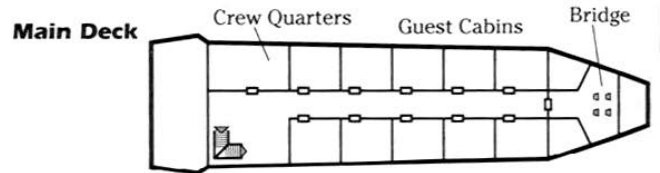


Cost: 125,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 6D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Luxury Cruiser 200

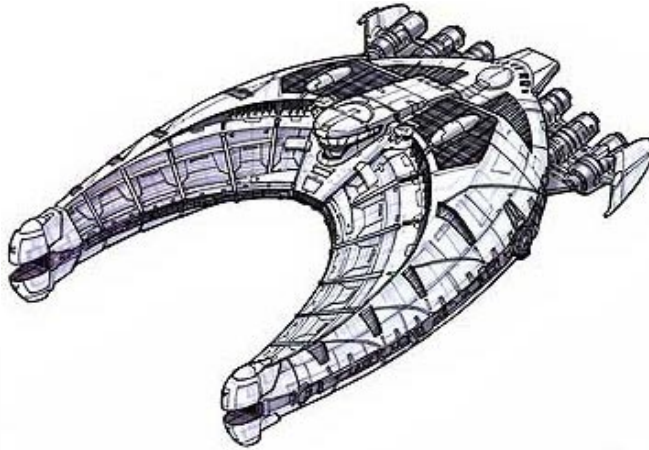


Craft: SoroSuub Luxury Cruiser 200
Affiliation: General
Era: Rebellion
Source: Pirates & Privateers (page 71)
Type: Personal yacht
Scale: Starfighter
Length: 100 meters
Crew: 2, skeleton: 1/+10
Skill: Space transports: Luxury Cruiser 200 yacht
Crew Skill: Varies widely
Passengers: 28
Cargo Capacity: 15 metric tons
Consumables: 3 months

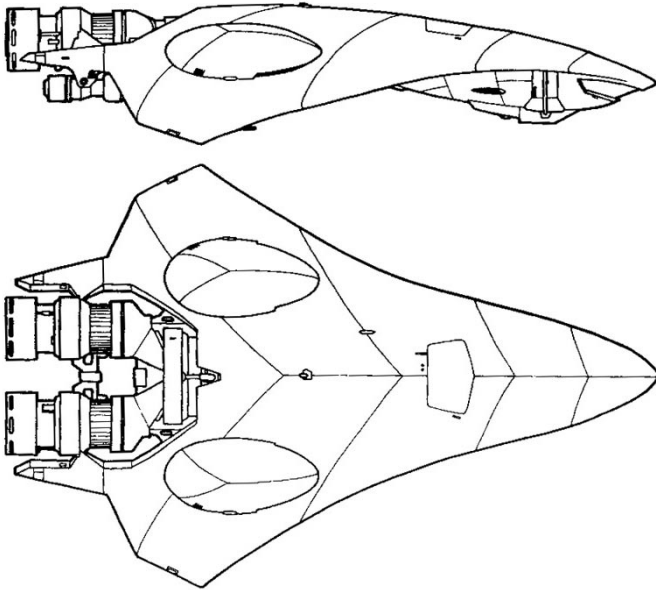


Luxury 5000 Yacht

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
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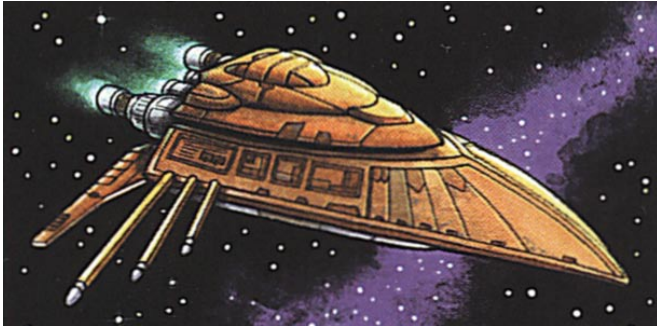


Baudo Star Yacht

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
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: 10/0D
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
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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

Nav Computer: Yes

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

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

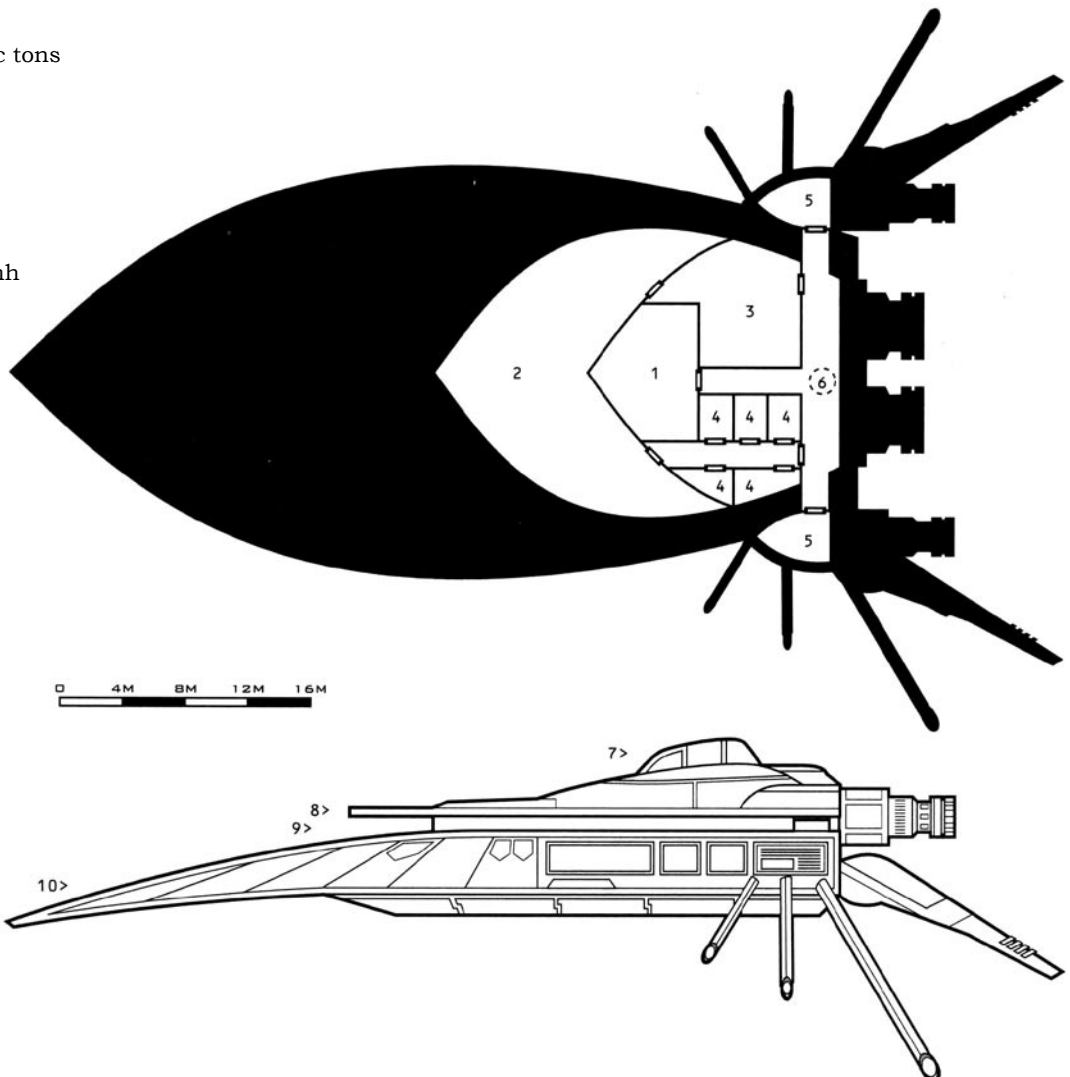
6. Lift (Up to Observation Dome, Deck, Down to Crew and Cargo Levels)

7. Observation Dome Deck

8. Passenger Deck

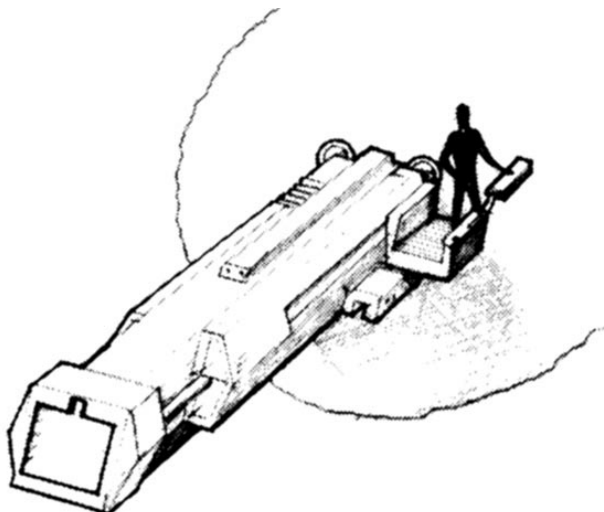
9. Crew Deck

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: x7
Hyperdrive Backup: x15
Maneuverability: 4D
Space: 7
Atmosphere: 325; 950 kmh
Hull: 4D
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

Atmosphere: 260; 750 kmh

Hull: 4D

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

Atmosphere: 260; 750 kmh

Hull: 6D

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)

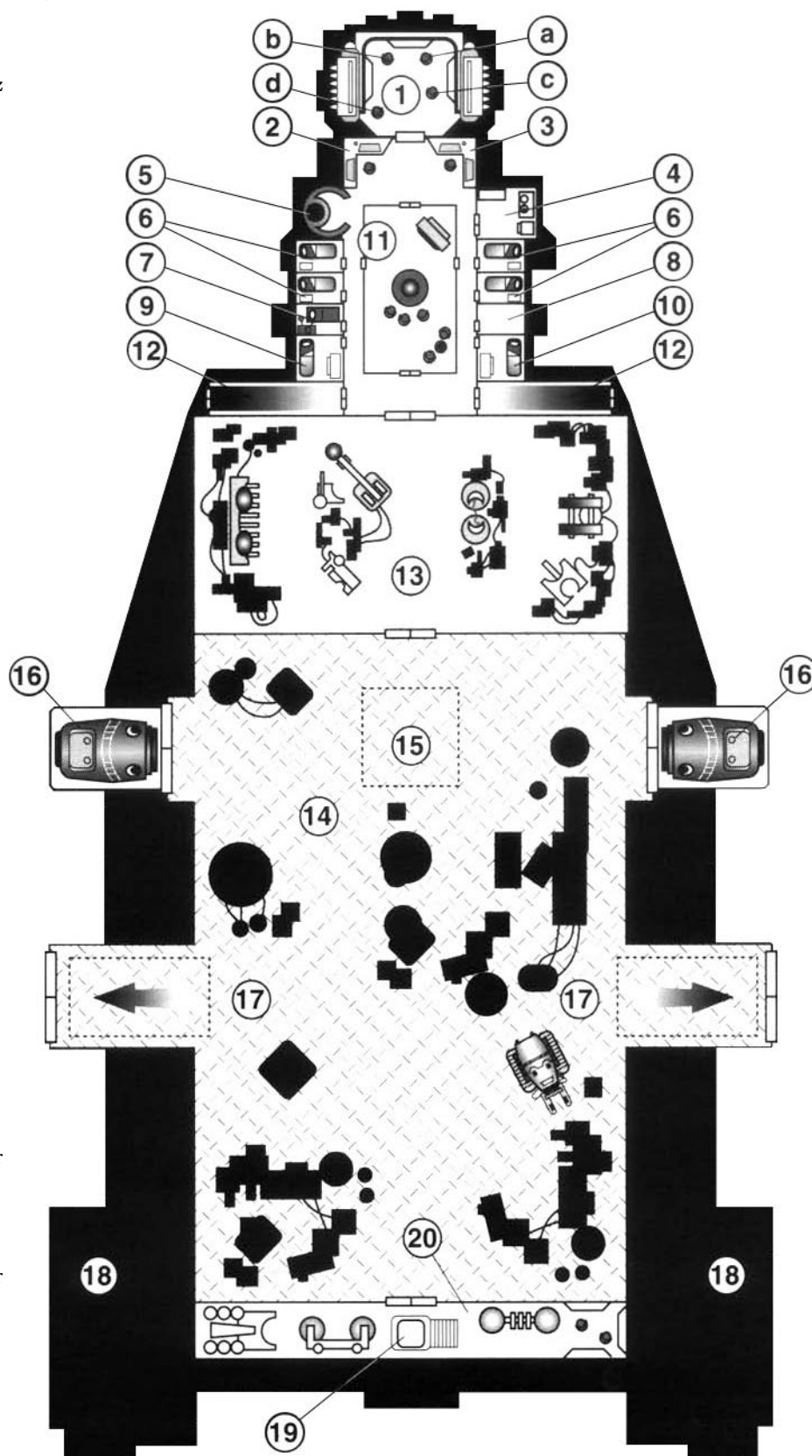
16. Escape Pod

17. Cargo Loading Ramps

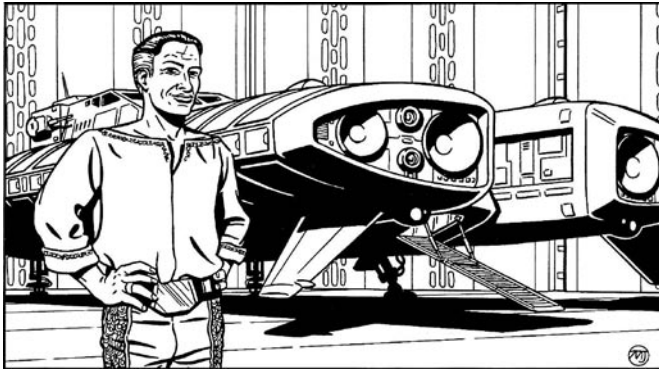
18. Main Engines/Power Core

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

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

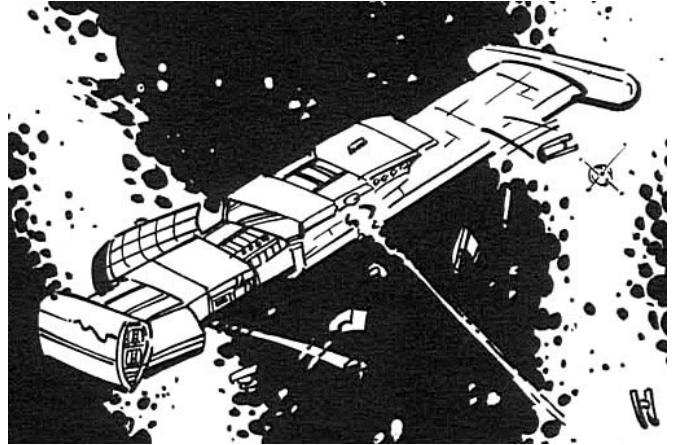
Skill: Space transports: *Thrifty*

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

Atmosphere: 365; 1,050 kmh

Hull: 4D

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

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

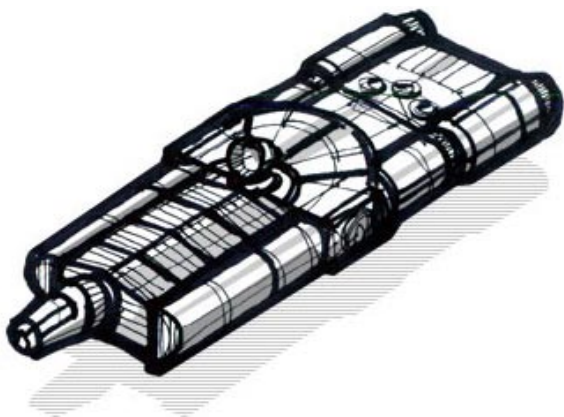
Skill: Starship gunnery

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: 1

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: x12

Nav 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

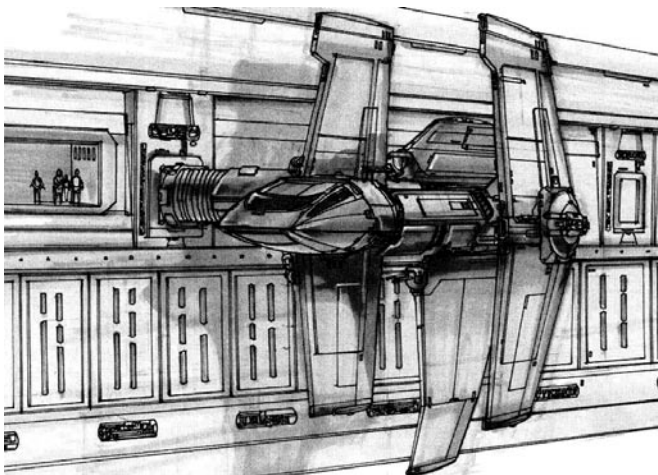
Fire Control: 1D

Space Range: 1/3/7

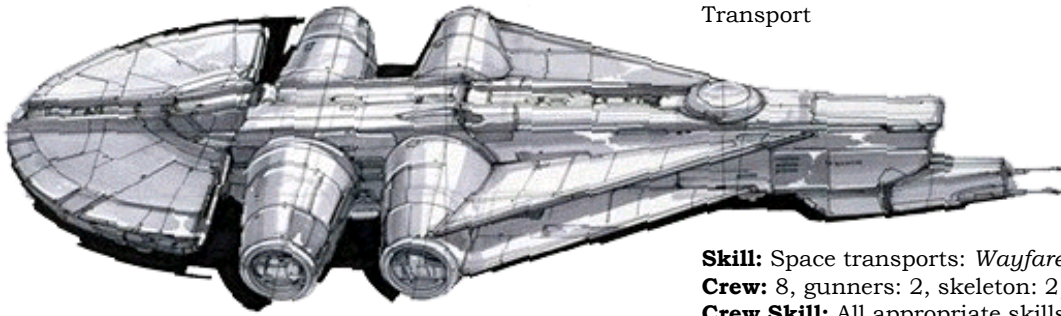
Atmosphere Range: 50-100/300/700

Damage: 8D

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CT-200 Medium Transport



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

Wayfarer Medium Transport

Craft: Kuat Systems Engineering *Wayfarer*-class Medium Transport

Affiliation: General

Era: Old Republic

Source: Polyhedron Issue 157

Type: Space transport

Scale: Starfighter

Length: 82 meters

Skill: Space transports: *Wayfarer*

Crew: 8, gunners: 2, skeleton: 2/+5

Crew Skill: All appropriate skills at 4D

Passengers: 6

Cargo Capacity: 220 metric tons

Consumables: 3 months

Cost: 202,500 (new), 130,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive 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

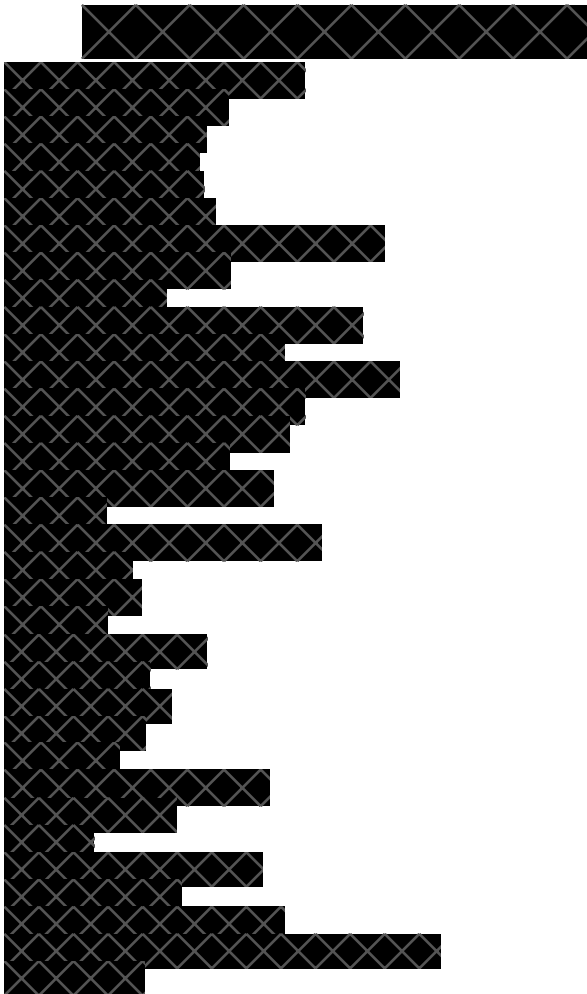
Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D





PICTURE
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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

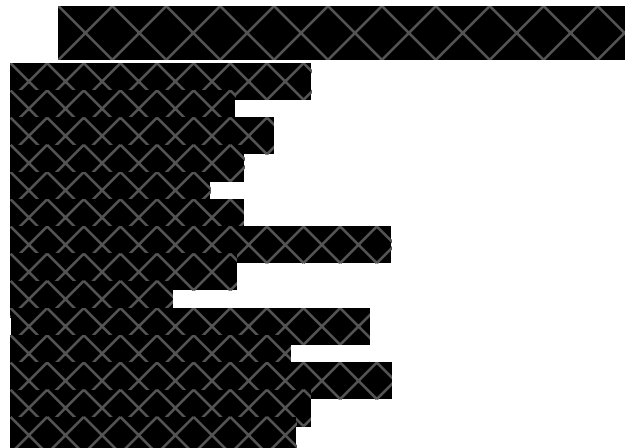
Sensors:

Passive: 15/1D

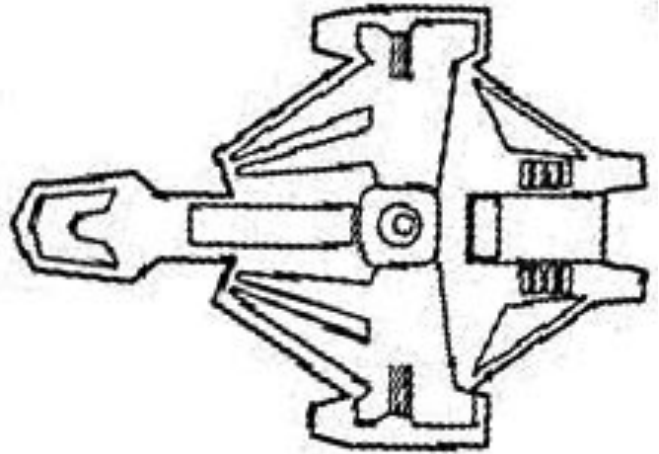
Scan: 30/2D

Search: 45/2D

Focus: 2/2D+1



Ghtroc 440 Light Freighter



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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: Ghtroc 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
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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
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

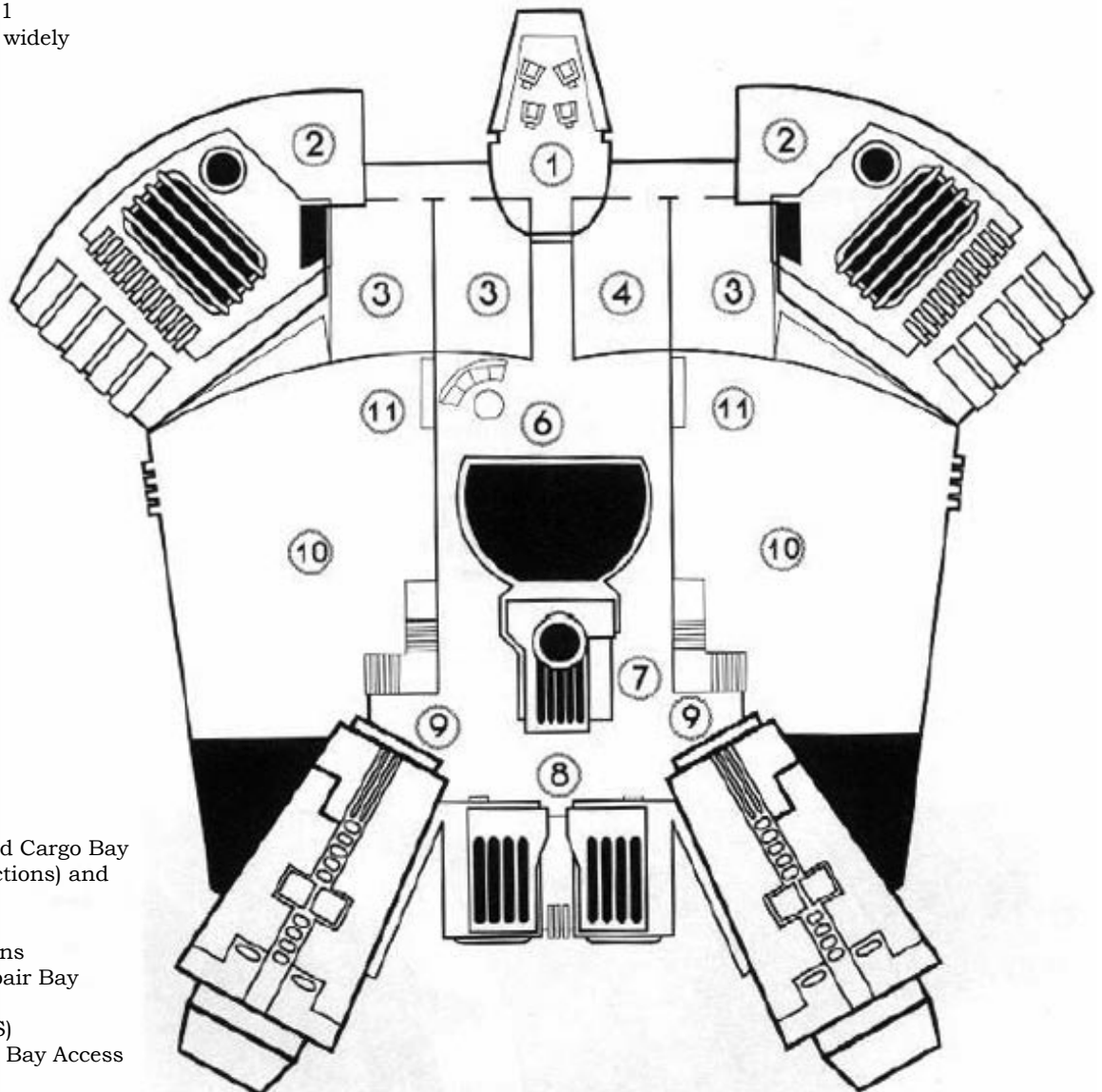


Ghtroc 720 Freighter



Craft: Ghtroc Industries class 720 Freighter
Affiliation: General
Era: Rise of the Empire
Source: Core Rulebook (page 256), Platt's Smugglers Guide (pages 32-33)
Type: Light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Ghtroc freighter
Crew: 1, gunners: 1
Crew Skill: Varies widely
Passengers: 10

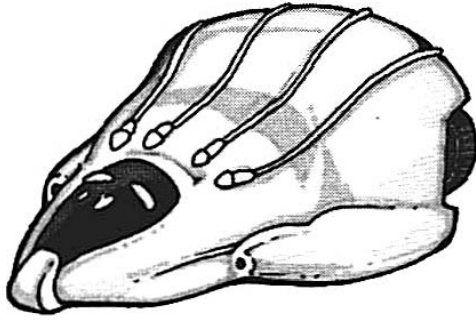
Cargo Capacity: 135 metric tons
Consumables: 2 months
Cost: 98,500 (new), 23,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D
Weapons:
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



Deckplan Key:

1. Cockpit
2. Engine Access
3. Triple Bunks
4. Head/Refresher
5. Ramp to Forward Cargo Bay (Below Crew Sections) and Boarding Ramp
6. Crew Lounge
7. Technical Stations
8. Storage and Repair Bay
9. Escape Pod
10. Cargo Bay (P/S)
11. Forward Cargo Bay Access
12. Galley

Selonian Coneship



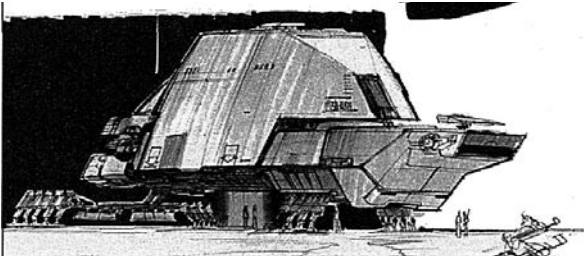
Craft: Selonian Hunchzuc Den Coneship
Affiliation: Selonia
Era: Rise of the Empire
Source: Cracken's Threat Dossier (page 143), Coruscant and the Core Worlds (page 147)
Type: Homemade coneship
Scale: Starfighter
Length: 20.5 meters
Skill: Archaic starship piloting; Selonian coneship
Crew: 1
Crew Skill: Archaic starship piloting 3D+1
Passengers: 2
Cargo Capacity: 1 metric ton
Consumables: 1 week
Space: 5
Atmosphere: 225; 650 kmh
Hull: 3D

X-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

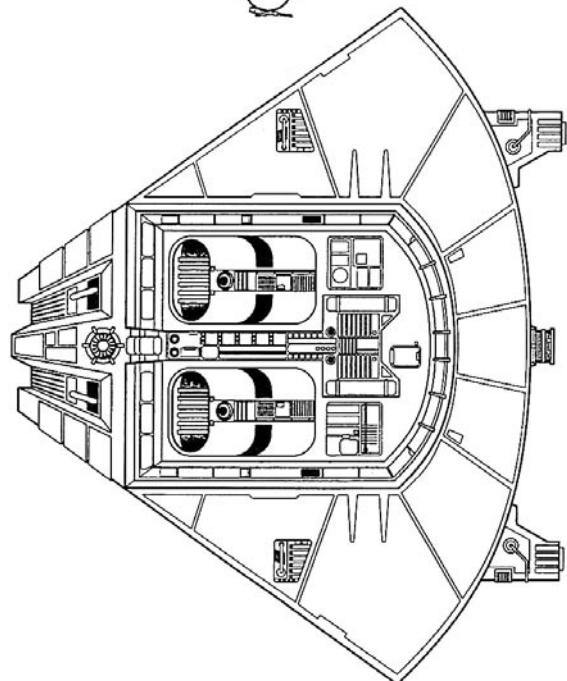
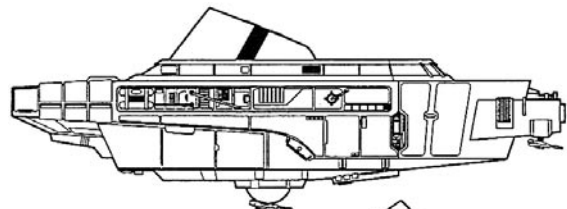


X-23 Space Barge



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

CRX-Tug



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

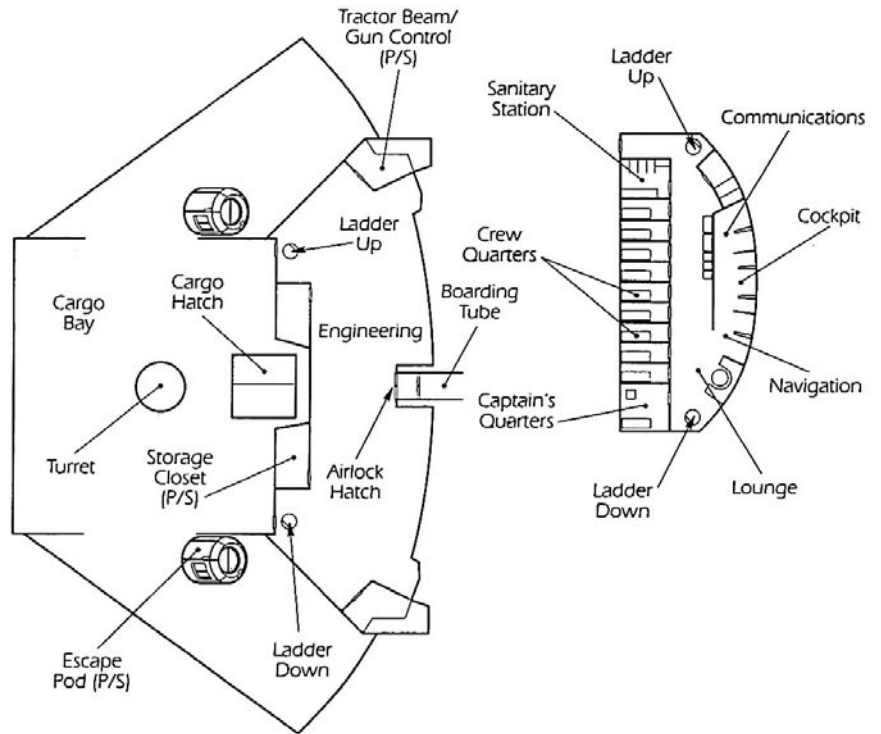
Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

Damage: 5D



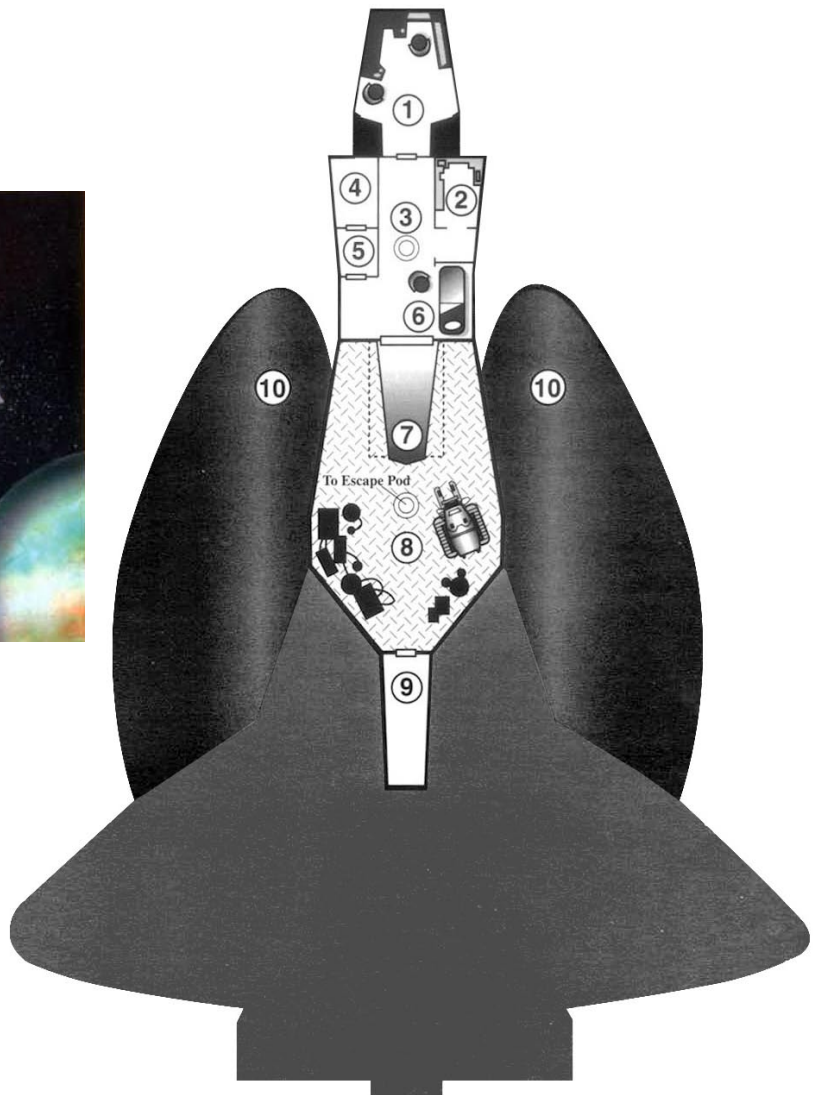
Z-10 Seeker



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



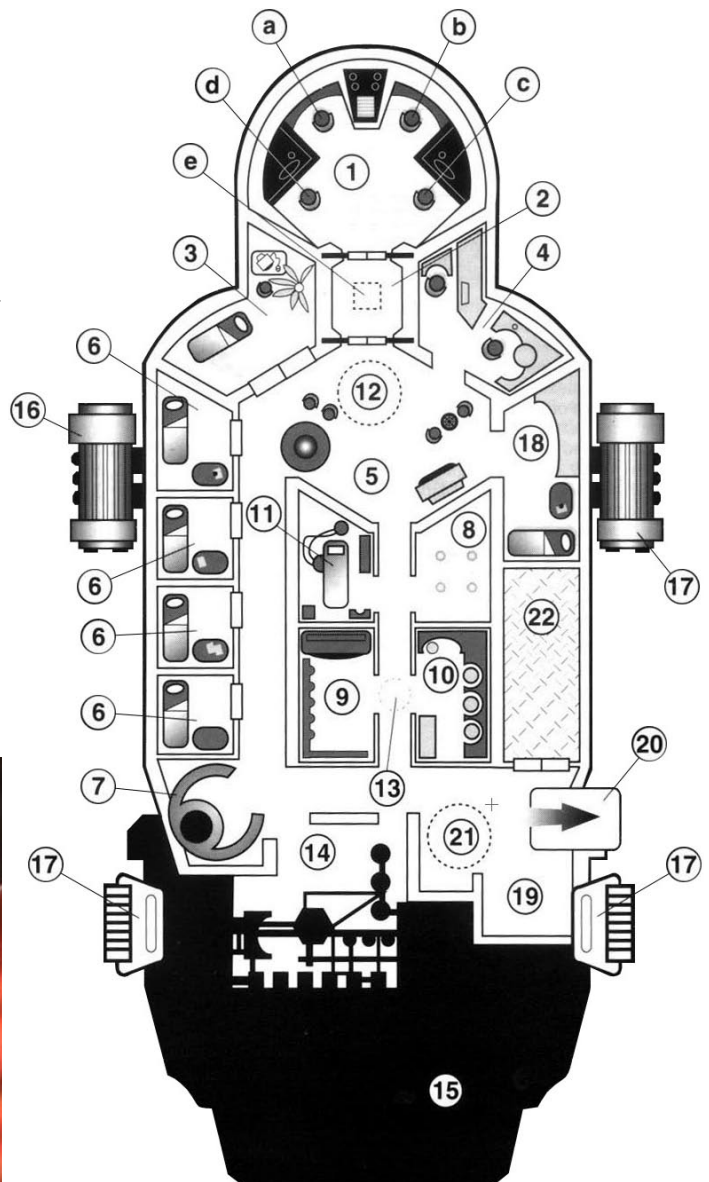
Affiliation: General
Era: Rise of the Empire
Source: Stock Ships (pages 13-15), Pirates & Privateers (pages 63-64)
Type: Small scouting vessel
Scale: Starfighter
Length: 20.3 meters
Skill: Space transports: Z-10 Seeker
Crew: 1
Crew Skill: Varies, typically 3D-5D
Passengers: 2
Cargo Capacity: 45 metric tons
Consumables: 2 months
Cost: 86,000 (new), 69,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive 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 Station
 - b. 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 Engines
 16. 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: x12

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: 2/2D

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



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

Starlight Freighter

Craft: Rendili-Surrion *Starlight*-class Freighter

Affiliation: General

Era: Rise of the Empire

Source: Stock Ships (pages 37-39),

Pirates & Privateers (page 63)

Type: Light freighter

Scale: Starfighter

Length: 34 meters

Skill: Space transports:

Starlight freighter

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

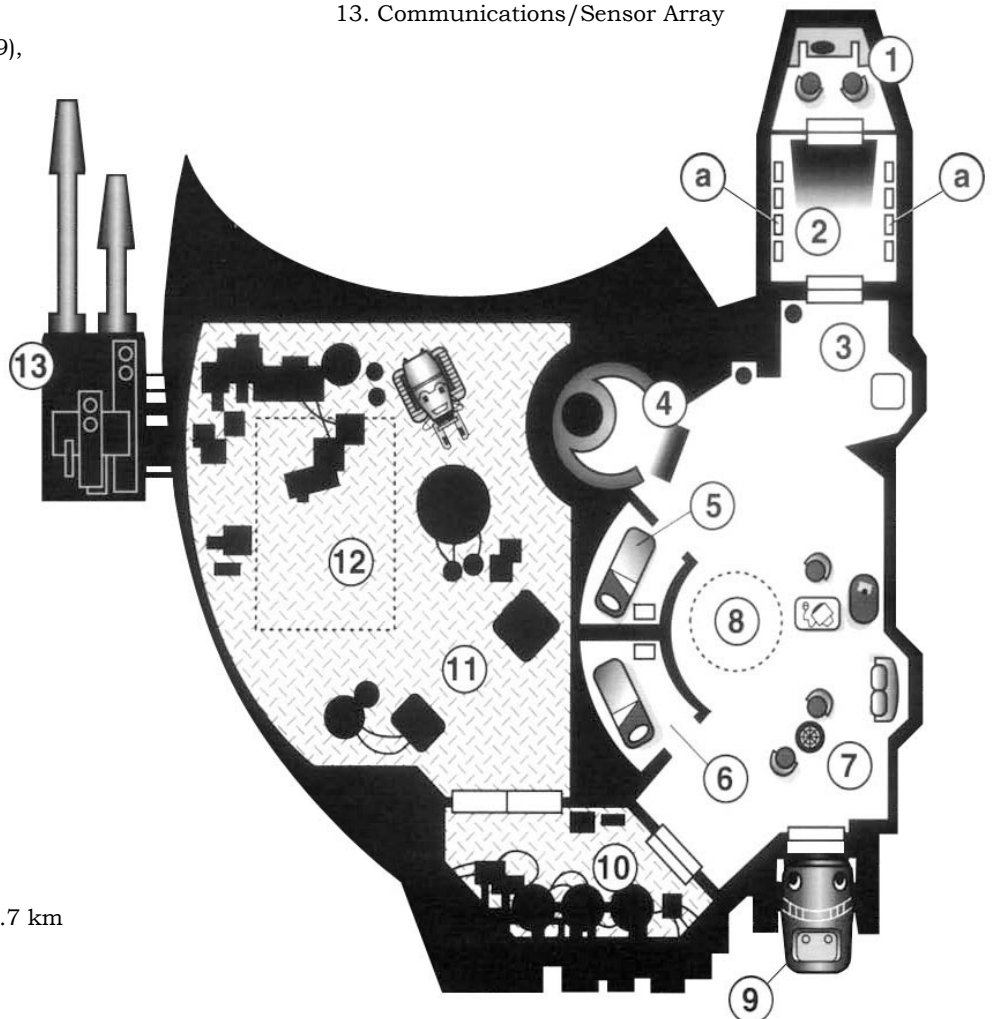
Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Deckplan Key



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

Weapons:

Double Laser Cannon (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: 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

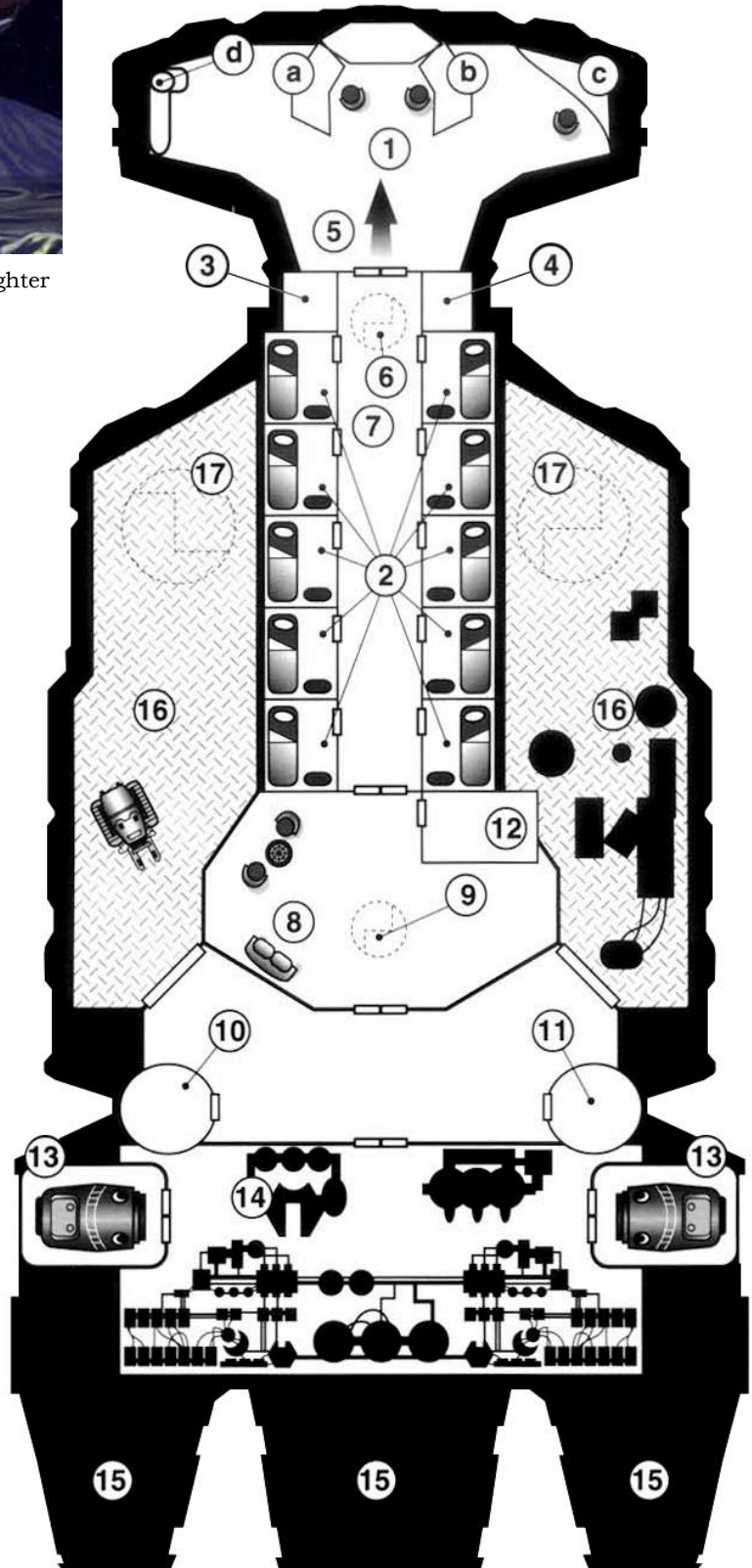
13. Escape Pod

14. Engineering Section/Machine Shop

15. Engines

16. Cargo Bay

17. Cargo Bay Loading Elevator



Corona Transport

**PICTURE
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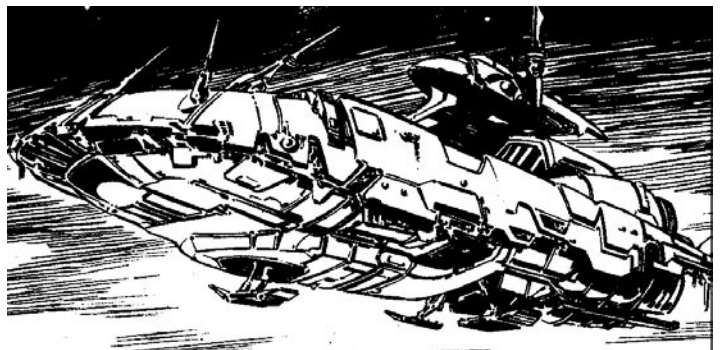
Craft: Kuat Drive Yards Corona Transport
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 62)
Type: Stock light freighter
Scale: Starfighter
Length: 28.4 meters
Skill: Space transports: Corona transport
Crew: 1 (optional co-pilot)
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 80 metric tons
Consumables: 2 months
Cost: 105,000 (new), 27,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav 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
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
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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

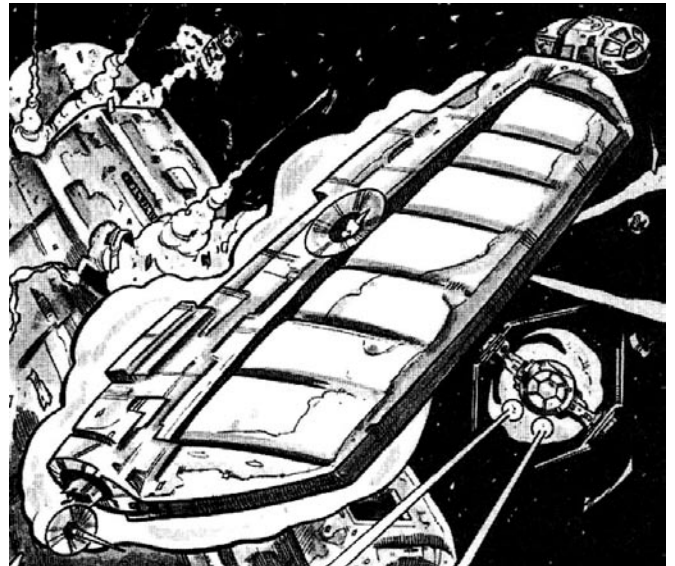
Space Range: 1/3/7

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

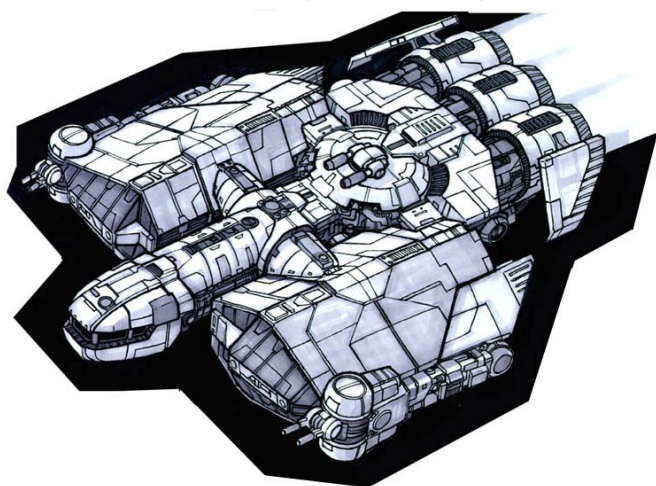
Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

YU-410 Light Freighter



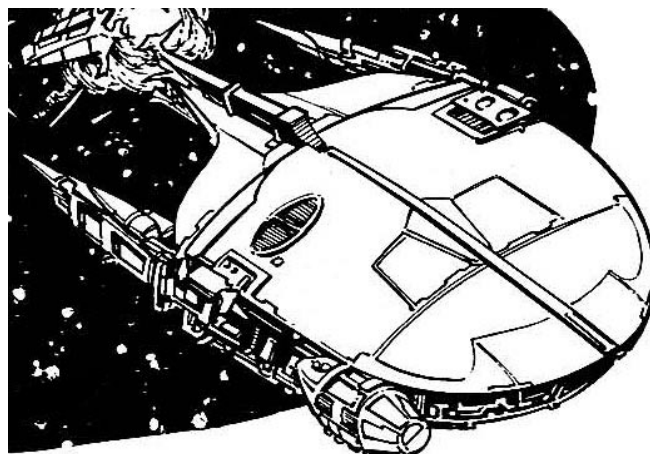
Craft: YU-410 Light Freighter
Affiliation: General
Era: Rise of the Empire
Source: Gamer Magazine Issue 2
Type: Light freighter
Scale: Starfighter
Length: 44 meters
Skill: Space transports: YU-410
Crew: 4, gunners: 4
Crew Skill: Varies widely
Passengers: 12
Cargo Capacity: 250 metric tons
Consumables: 2 months
Cost: 200,000 (new), 80,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D+2

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
Weapons:
2 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

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

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 kmh

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

3. Landing Ramp

4. Cargo Bay

5. Crew Lounge

6. Crew Cabins

7. Armory

8. Captain's Cabin

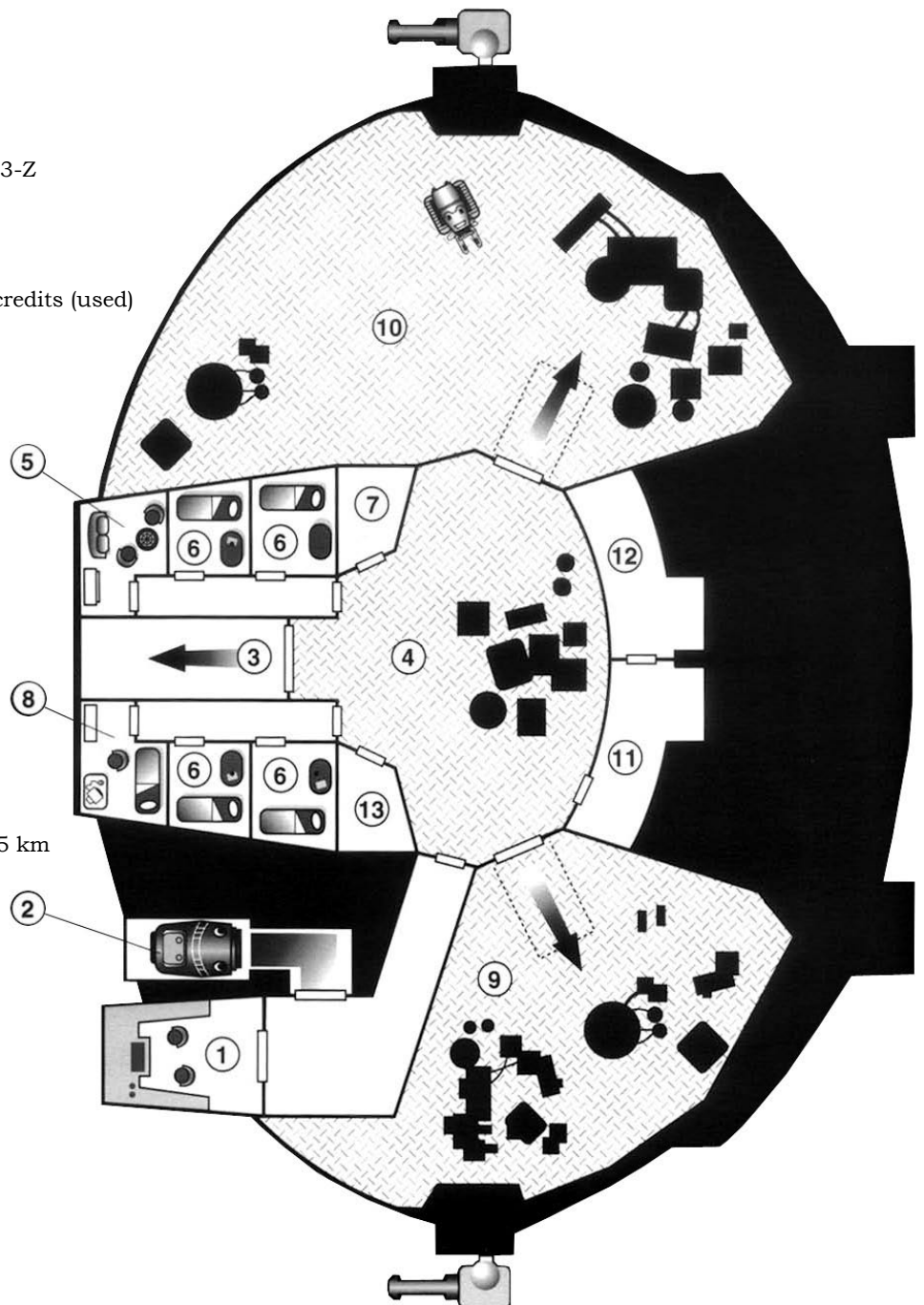
9. Cargo Bay

10. Cargo Bay

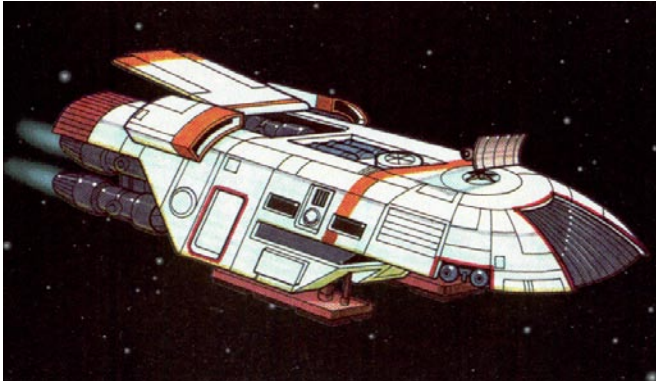
11. Engineering Station

12. Medical Bay

13. Storage Area



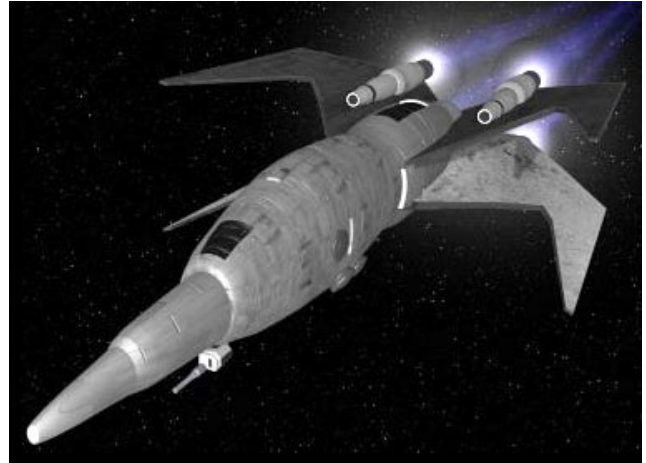
B-7 Light Freighter



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

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: CorellianSpace 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/

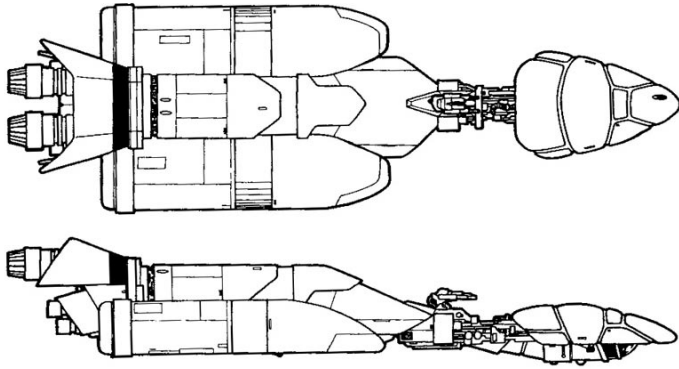
1.7 km

Damage: 3D

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Gymsnor-3 Light Freighter



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

Nyubba Cargo Barge Driver

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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

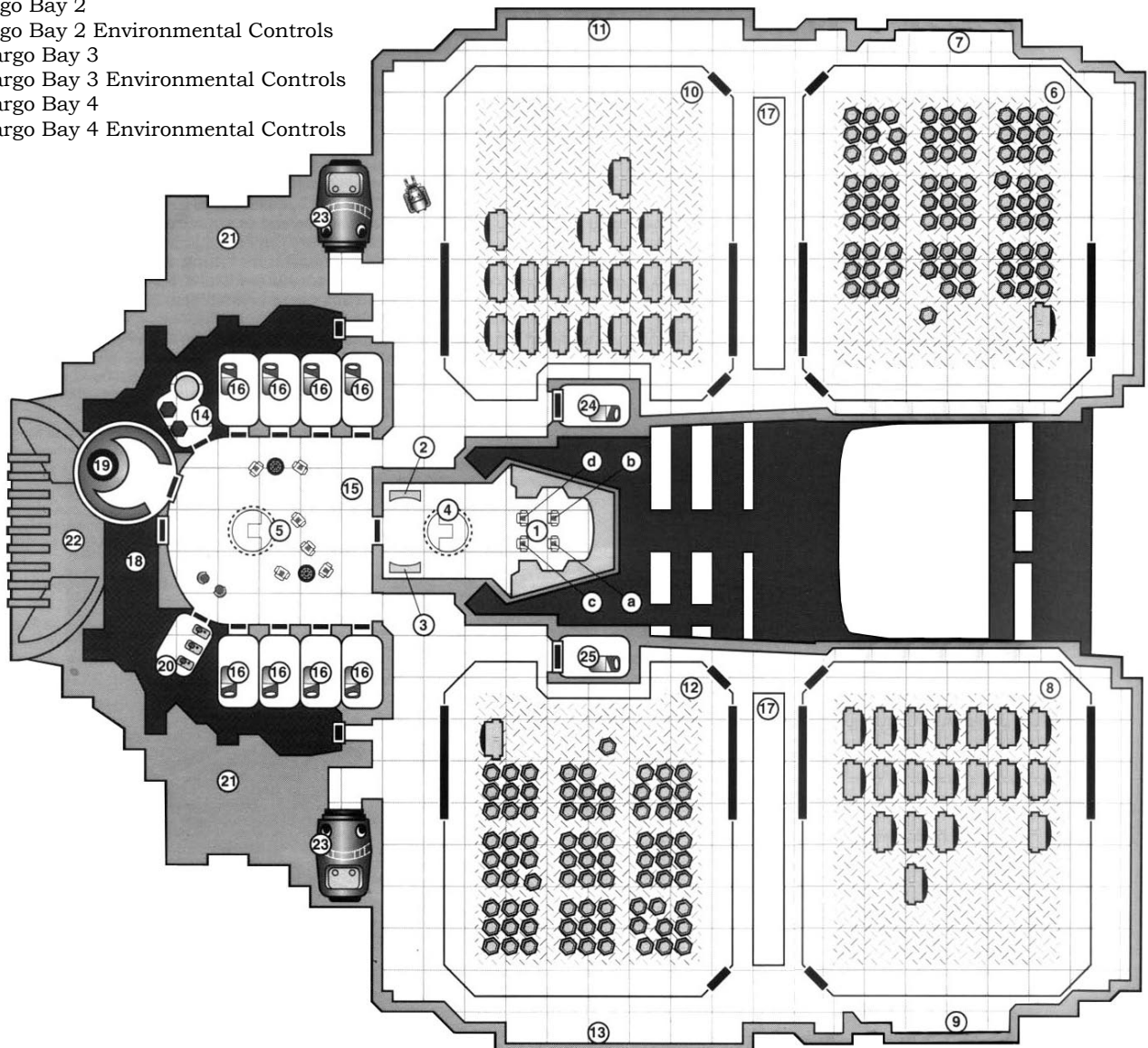
Notes: Since this vessel is easily modified, engineers gain a +5 bonus to their *space transports repair* rolls when performing modifications on an HT-2200.

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
6. Cargo Bay 1
7. Cargo Bay 1 Environmental Controls
8. Cargo Bay 2
9. Cargo Bay 2 Environmental Controls
10. Cargo Bay 3
11. Cargo Bay 3 Environmental Controls
12. Cargo Bay 4
13. Cargo Bay 4 Environmental Controls



14. Medical Bay
15. Common Room
16. Crew Quarters
17. Cargo/Entry Ramp
18. Engineering Section
19. Refresher
20. Galley
21. Sublight Engines
22. Repulsorlift Engines
23. Escape Pods
24. Pilot's Cabin
25. Co-pilot's Cabin



Kazellis Light Freighter



Craft: Kazellis Corporation Light Freighter

Affiliation: General

Era: Rise of the Empire

Source: Stock Ships (pages 29-31), Pirates & Privateers (page 61)

Type: Light freighter

Scale: Starfighter

Length: 28 meters

Skill: Space transports: Kazellis freighter

Crew: 1, gunners: 1

Crew Skill: Varies widely

Passengers: 8

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 23,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D

Space: 5

Atmosphere: 350; 1,000 kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 50/2D

Search: 70/2D+1

Focus: 4/3D

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: 4D

Deckplan Key

1. Maintenance Crawlway

2. Refresher

3. Captain's Cabin

4. Cargo Bay

5. Technical Station

6. Acceleration Couch

7. Cargo Elevator

8. Entry Ramp

9. Accessway

10. Cockpit

a. Pilot's Station

b. Co-pilot's Station

c. Technical Station

11. Storage Lockers

12. Quadrex Power Core

13. Access to Gunwell

14. Engineering Station

15. Maintenance Crawlways

16. Crew Bunks (Triple Bunks)

17. Shield Generator

18. Storage

19. Engines

20. Machine Shop

21. Medical Bay

22. Armory



DeepWater Light Freighter



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: x15

Nav 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

Atmosphere Range: 100-300/1.2/2.5 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.

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

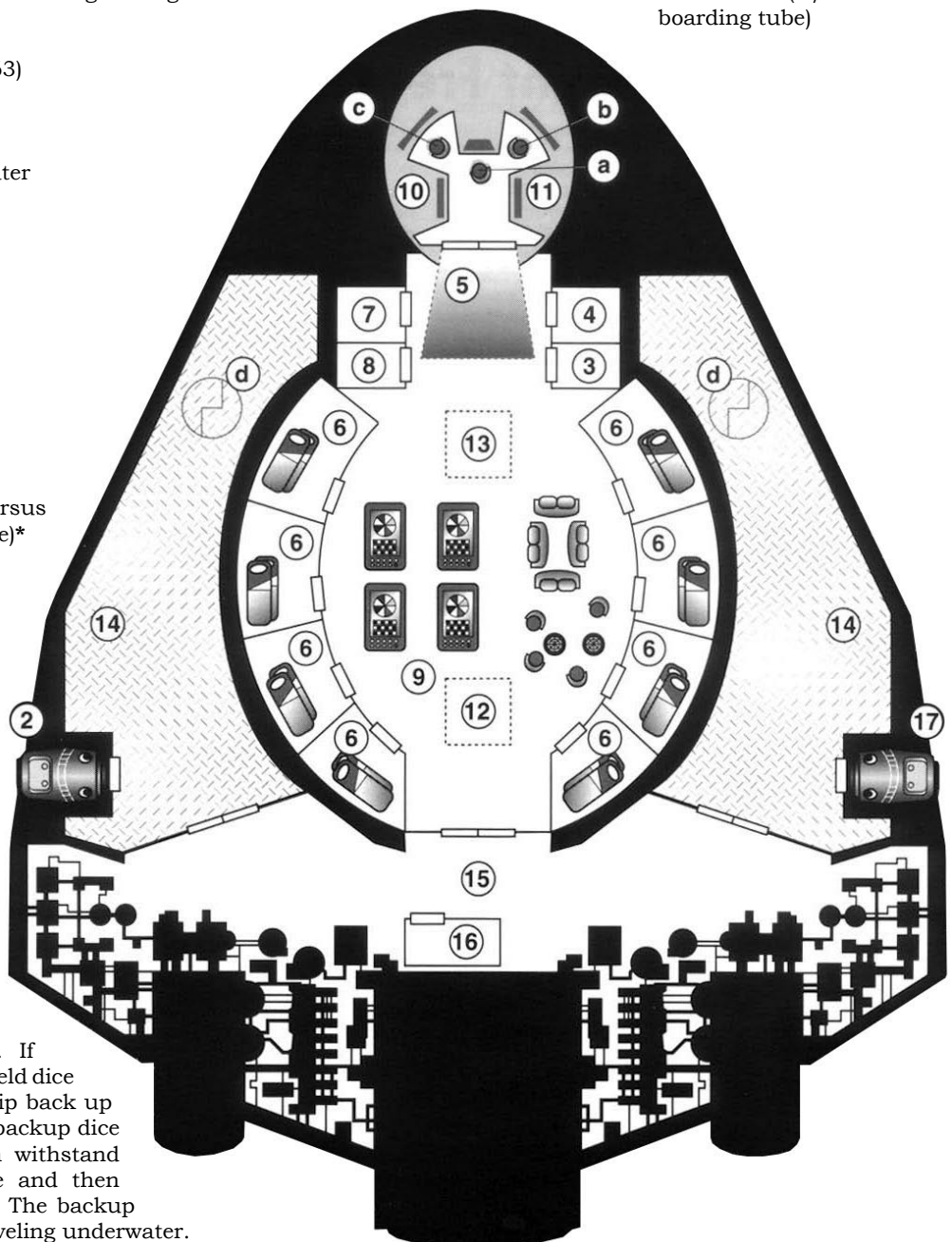
14. Cargo Bay

d. Cargo elevator

15. Engineering Section

16. Tool Locker

17. Airlock (w/ extendable boarding tube)



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: x2

Hyperdrive 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

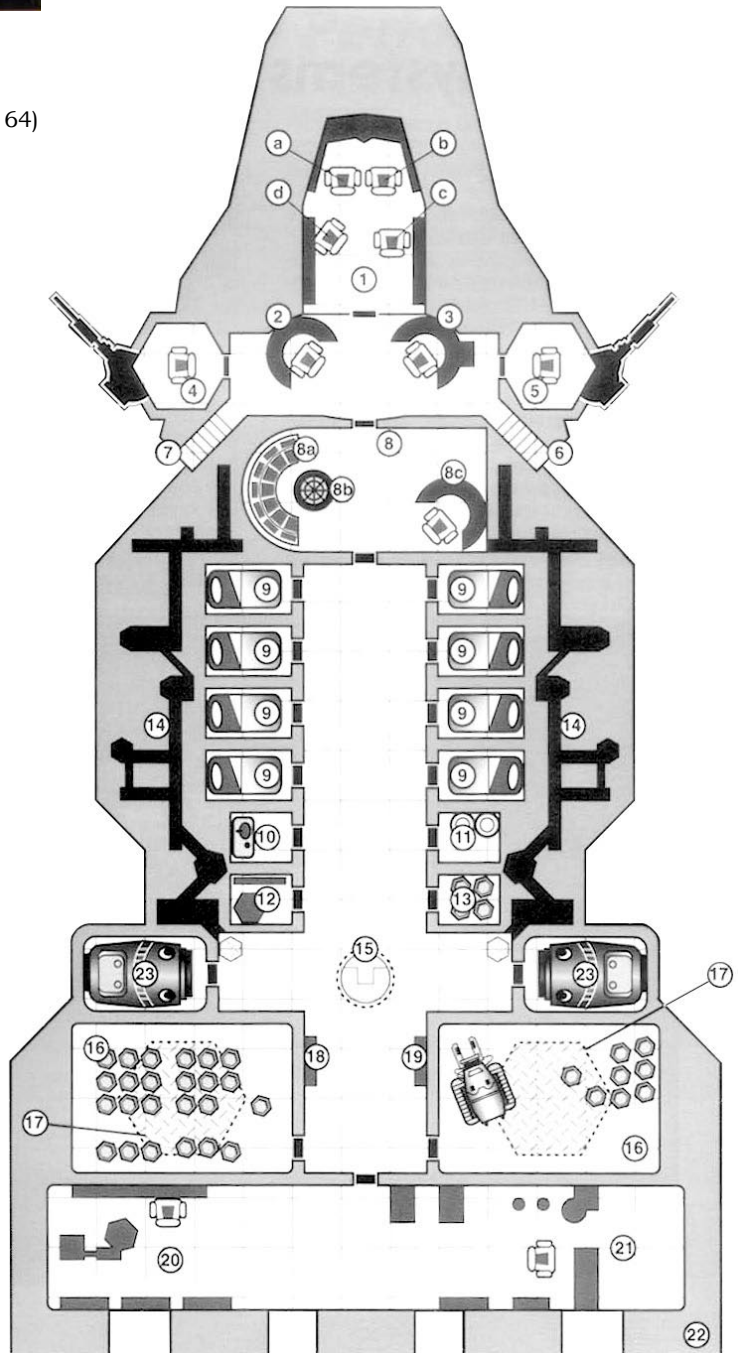
19. Backup cargo pod capture mechanism control

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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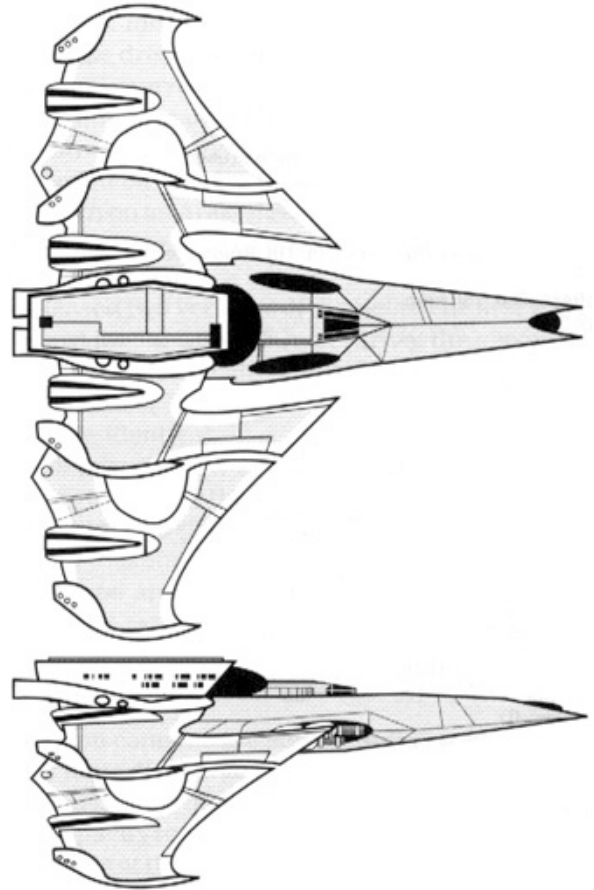
Muurian Transport



Craft: Muurian Interstellar Transport
Affiliation: General
Era: Rise of the Empire
Type: Light transport
Scale: Starfighter
Length: 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

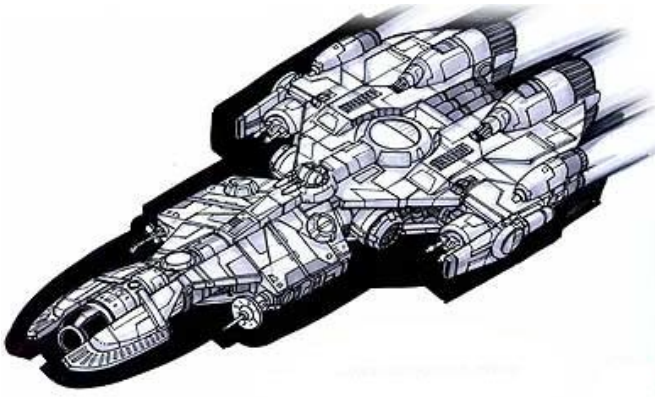
Helix Light Freighter

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 Plasmaburst 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

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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

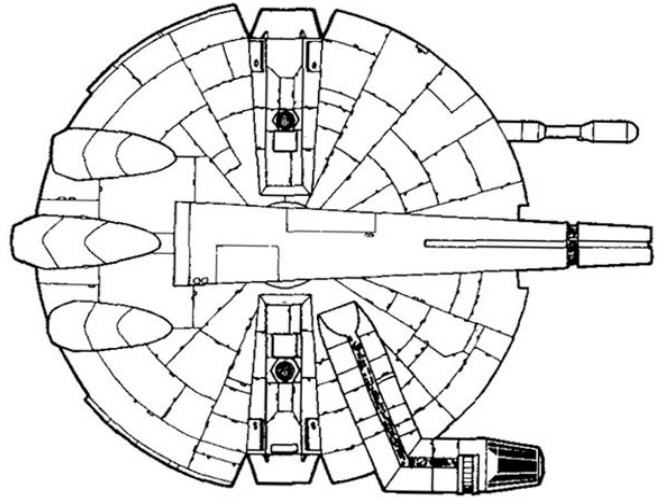
Fire Control: 1D

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

Consumables: 2 months

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

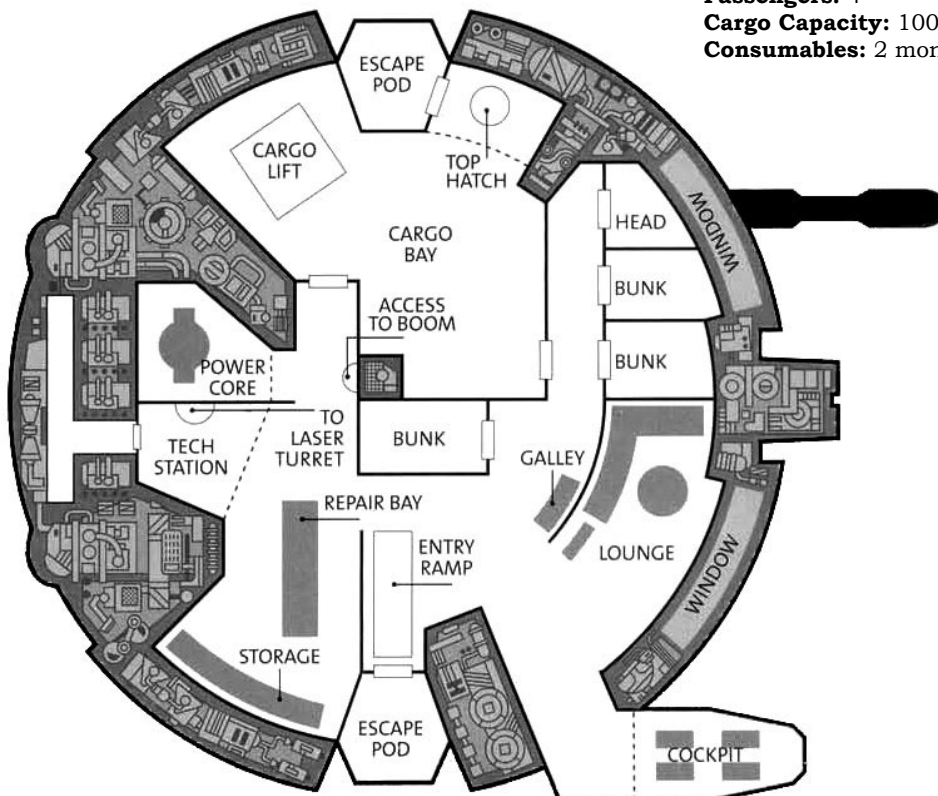
Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range:

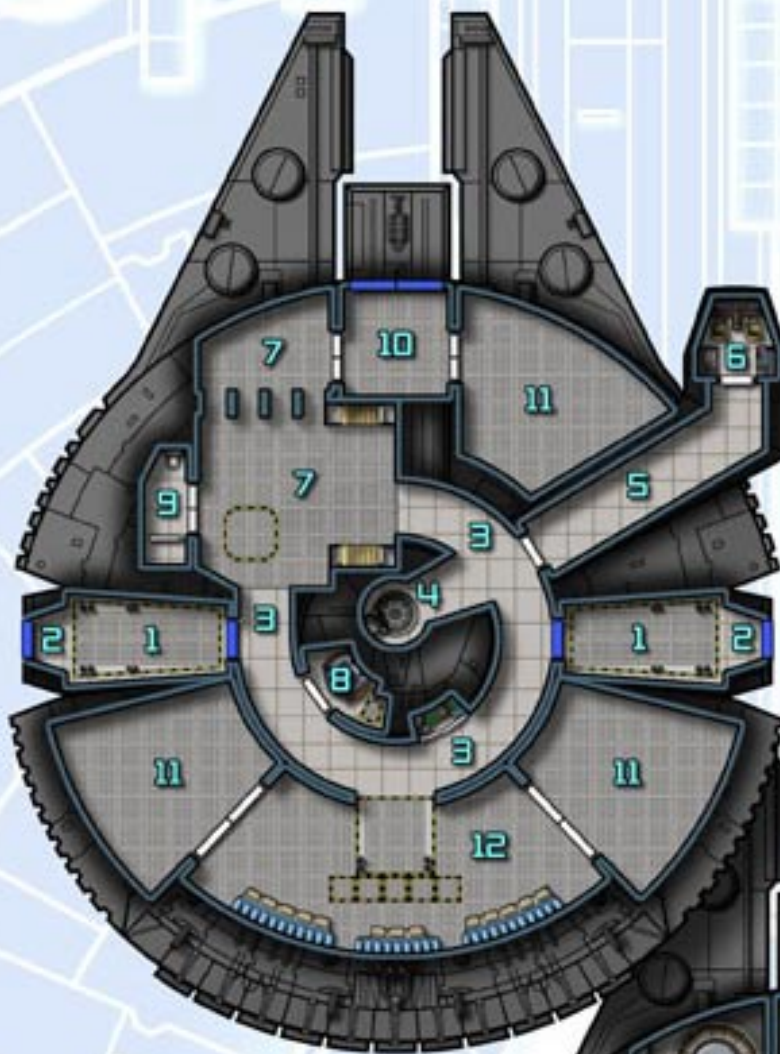
100-300/1.2/2.5 km

Damage: 4D



YT-1300f
Stock Light Transport
(Freight Configuration)

1. Boarding Ramps
 2. Docking Rings
 3. Main Corridor
 4. Observation Deck Access
 5. Cockpit Access Corridor
 6. Cockpit
 7. Main Hold
 8. Circuitry Bay
 9. Refresher
 10. Freight Loading Room
 11. Cargo Holds
 12. Engineering Bay
- KEY**



YT-1300p
Stock Light Transport
(Passenger Configuration)

1. Boarding Ladders
 2. Escape Pods
 3. Main Corridor
 4. Observation Deck Access
 5. Cockpit Access Corridor
 6. Cockpit
 7. Refresher
 8. Circuitry Bay
 9. Passenger Cabins
 10. Passenger Lounge
 11. Freight Loading Room
 12. Cargo Hold
 13. Engineering Bay
- KEY**

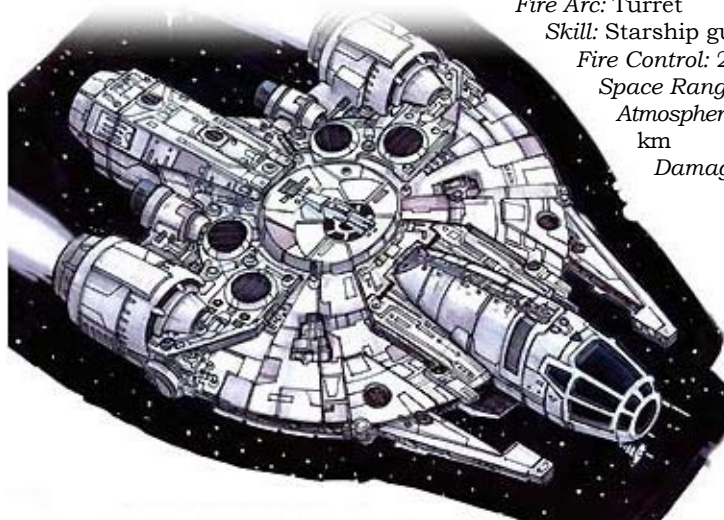


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YT-1300 Transport

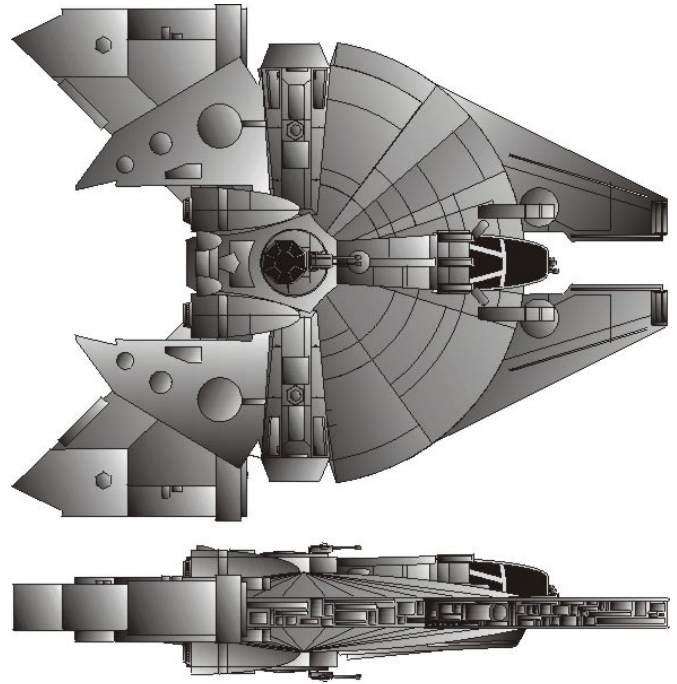
Craft: Corellian Engineering Corp. YT-1300 Transport
Affiliation: General
Era: Rise of the Empire
Source: Core Rulebook (page 254), Platt's Smugglers Guide (pages 30-32), The Star Wars Sourcebook (pages 39-40), Dark Force Rising Sourcebook (pages 130-131), Heir to the Empire Sourcebook (page 129), The 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-1300f)
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
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
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

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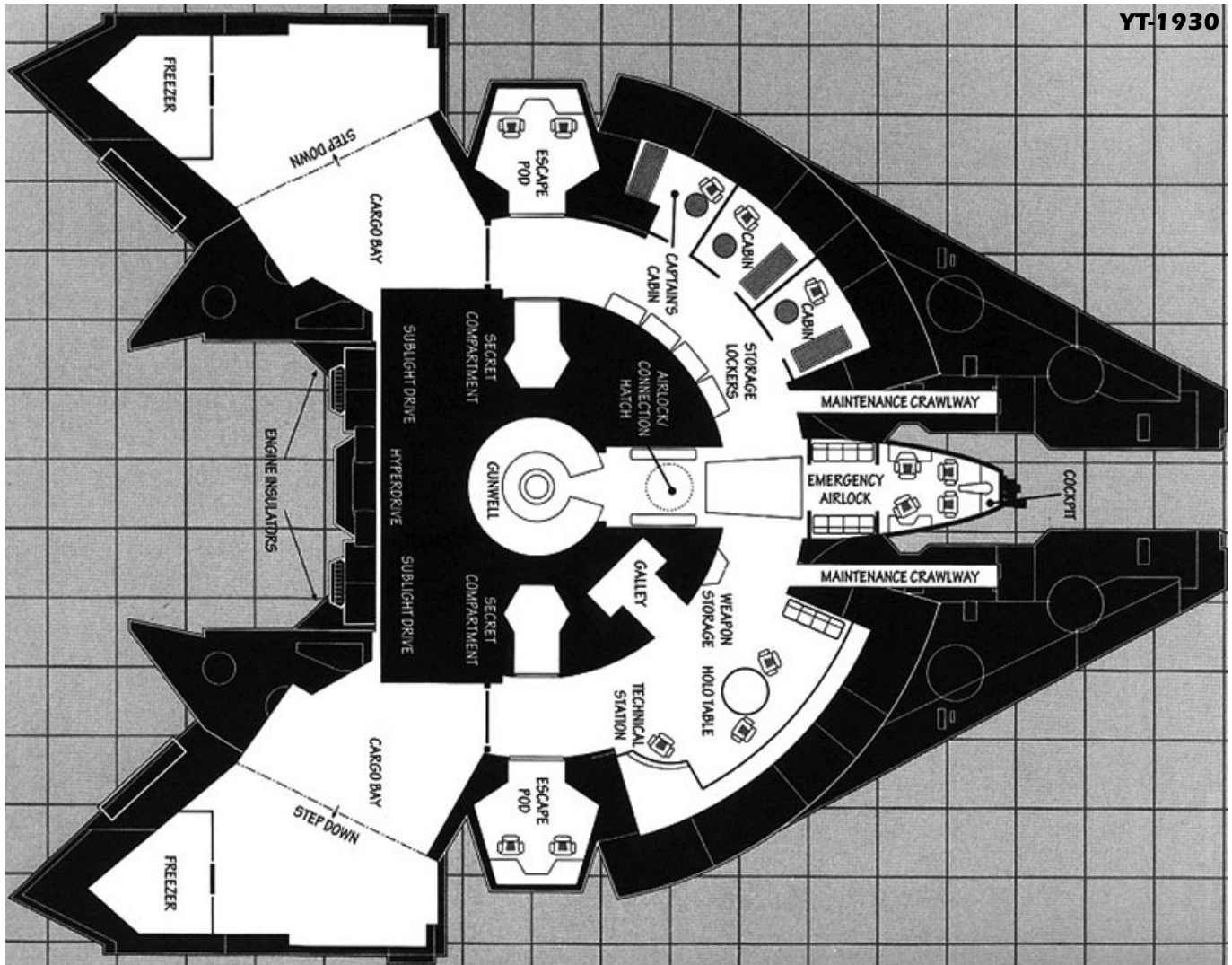
Hull: 4D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Twin Heavy Laser Cannon
Fire Arc: Turret
Crew: 1 (co-pilot)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

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
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
Hyperdrive Multiplier: x2
Hyperdrive 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
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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

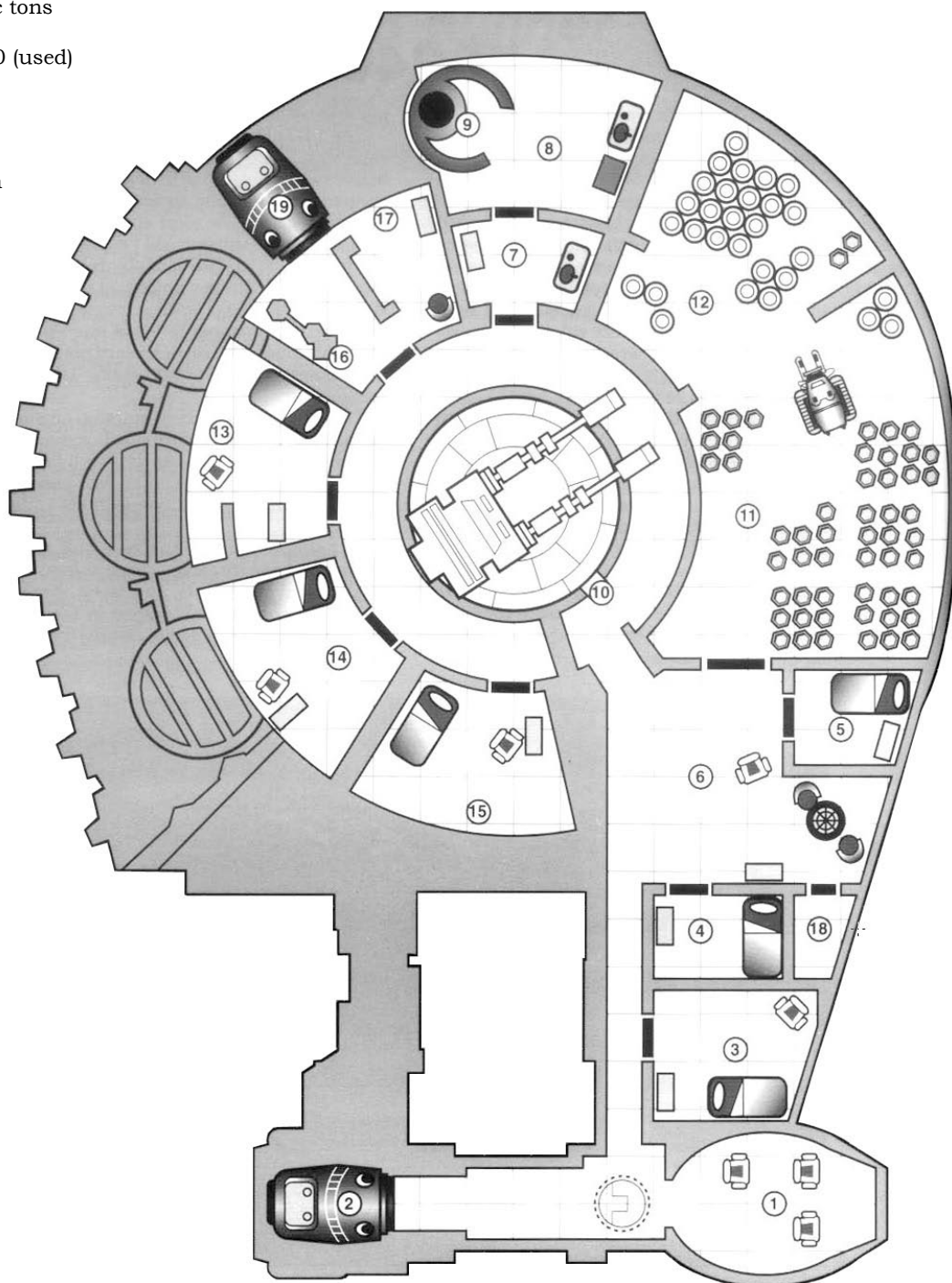
Atmosphere Range:

100-300/1.2/2.5 km

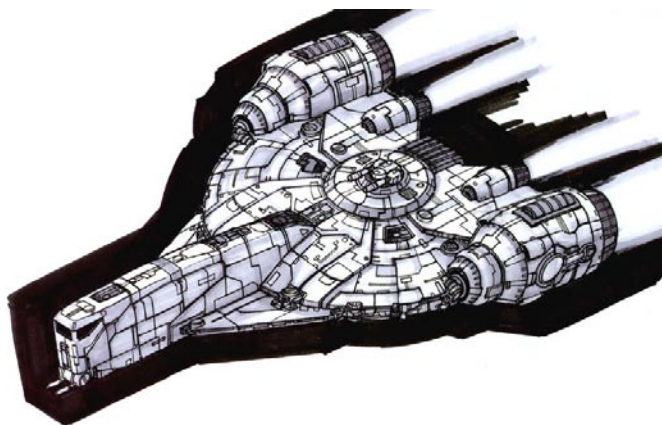
Damage: 4D

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

Atmosphere: 330; 950 kmh

Hull: 5D

Shields: 1D

Sensors:

Passive: 10/0D

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: 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

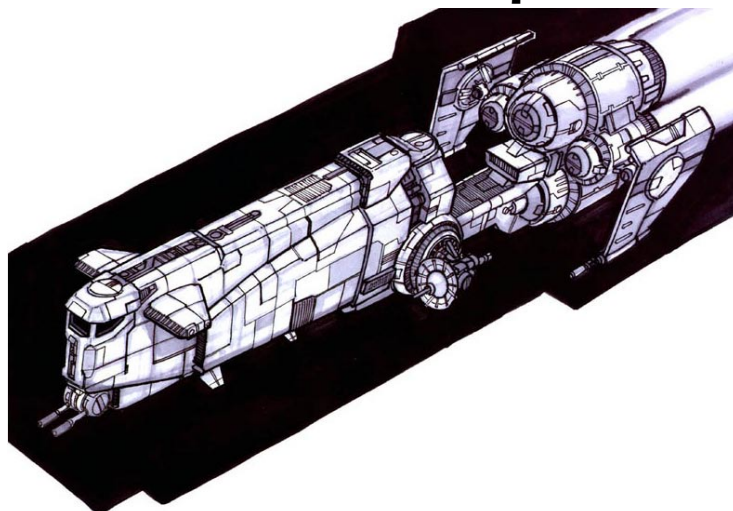
Fire Control: 2D

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

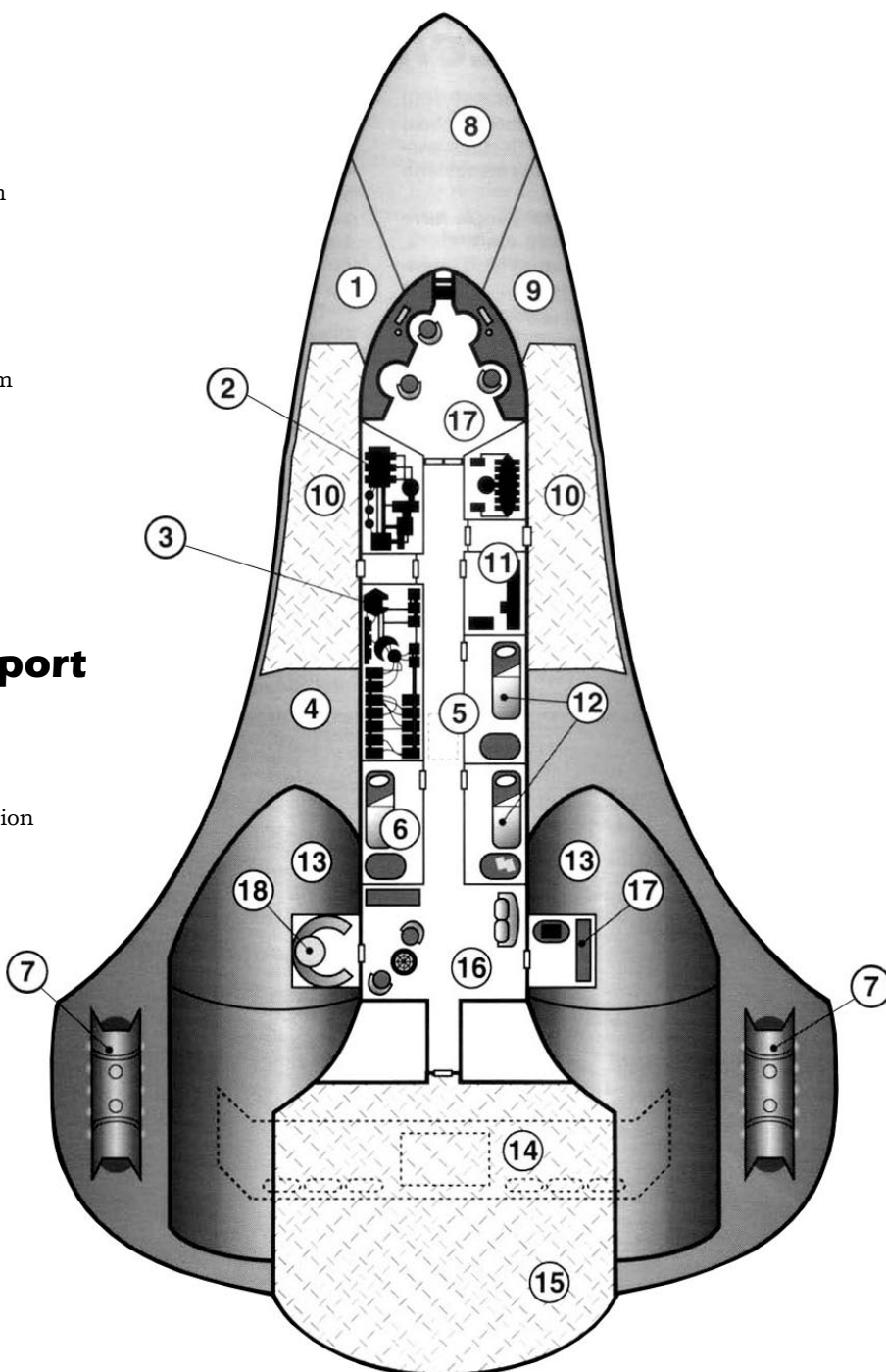
Passengers: 6
Cargo Capacity: 20 metric tons
Consumables: 2 months
Cost: 100,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 10/+1
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
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



Crescent Transport

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



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

**PICTURE
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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
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

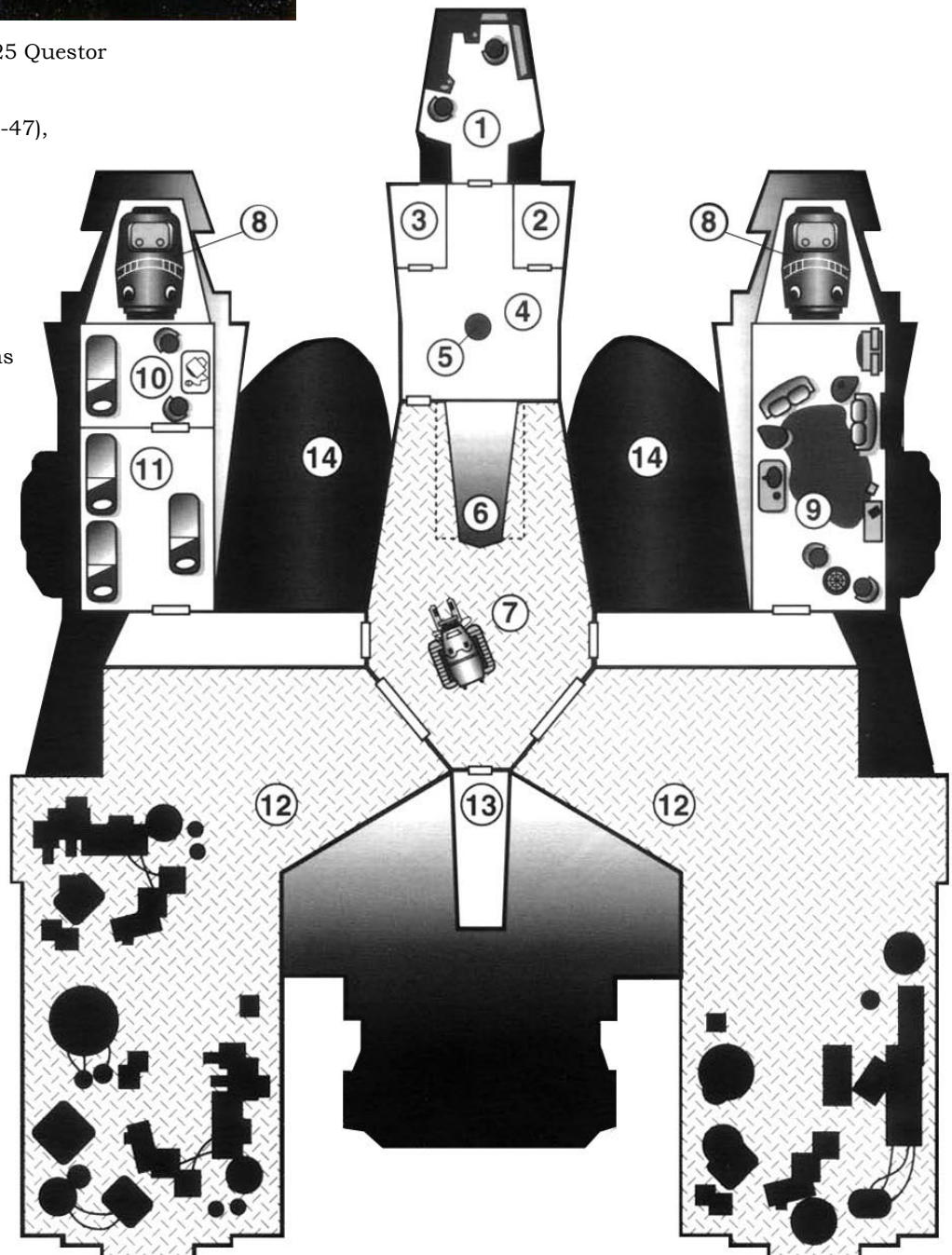
Space Range: 1-3/12/25

Atmosphere Range:

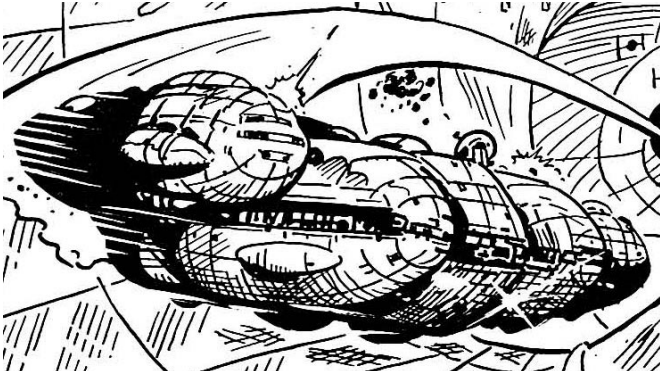
100-300/1.2/2.5 km

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: x12

Nav 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
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Simiyar Light Freighter



Craft: Mon Calamari Shipyards *Simiyar*-class Light Freighter

Affiliation: General / Rebel Alliance

Era: Rebellion

Type: Light Freighter

Scale: Starfighter

Length: 26.3 meters

Skill: Space transports: Simiyar freighter

Crew: 1, gunners: 1

Passengers: 8

Cargo Capacity: 150 metric tons

Consumables: 2 months

Cost: 96,000 (new)

Hyperdrive Multiplier: x2

Hyperdrive Backup: 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

**PICTURE
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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)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Maneuverability: 1D+2

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
Atmosphere: 295; 850 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 (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

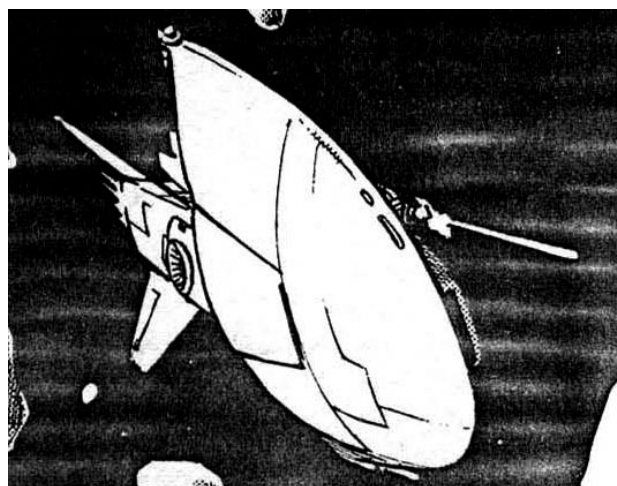


Kubrai S4 Transport

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: x1
Hyperdrive Backup: x8
Nav 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

Weapons:
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
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
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

Atmosphere: 250; 720 kmh

Hull: 4D

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

Atmosphere: 360; 1,000 kmh

Hull: 5D

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

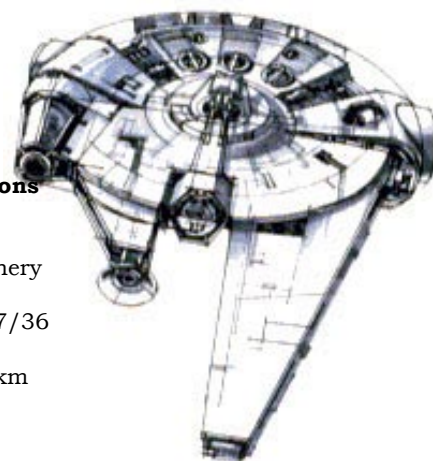
Fire Control: 2D

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

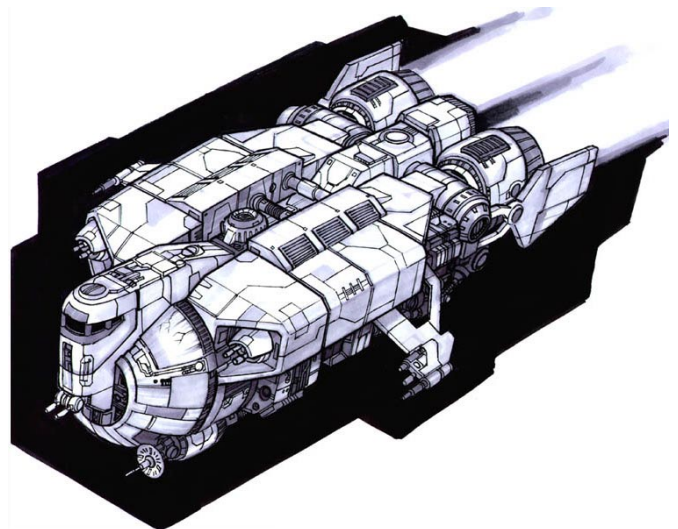
Skill: Missile weapons: concussion missiles

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 9D



L19 Heavy Freighter

Craft: Surrionian 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

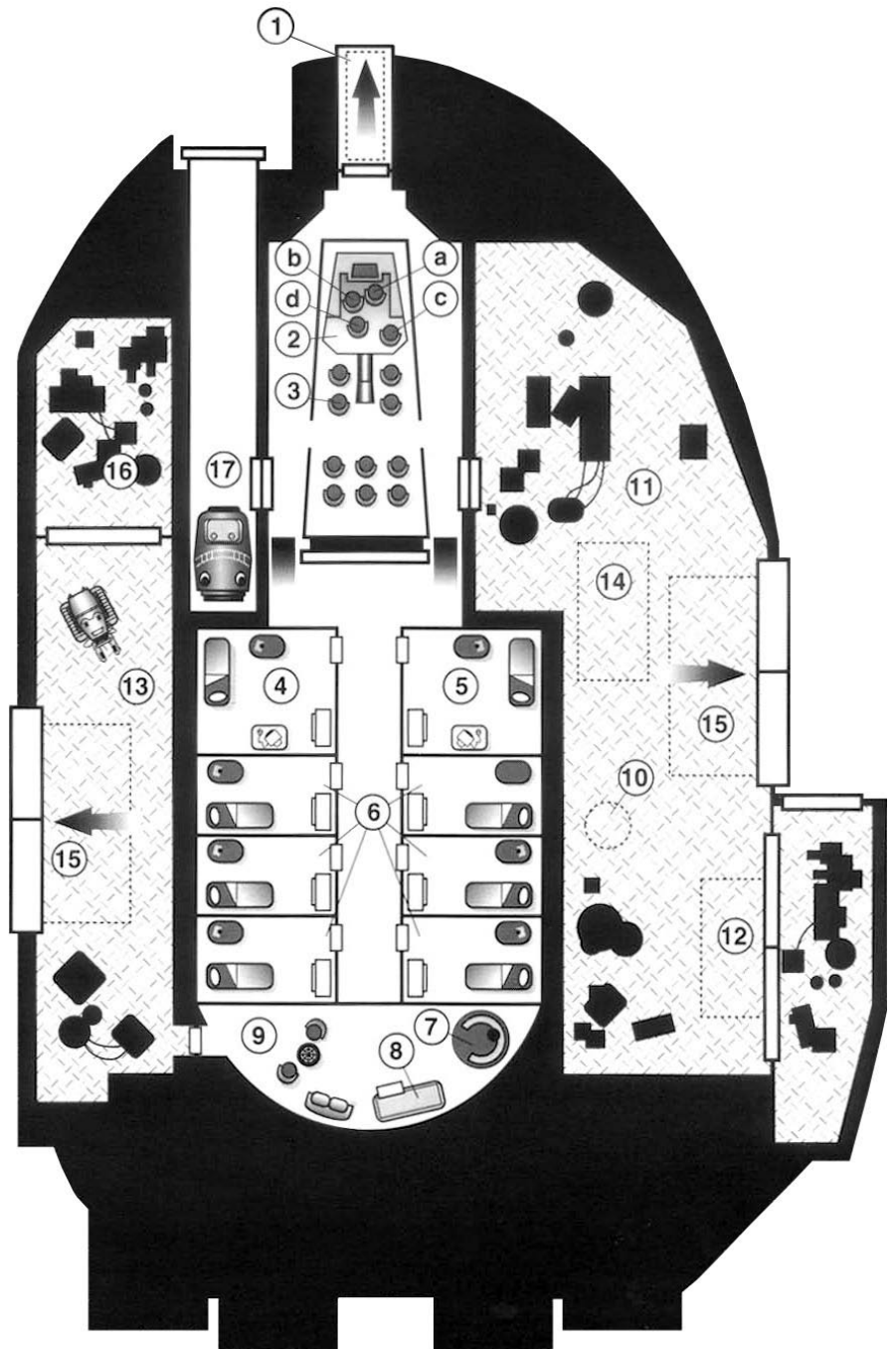
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

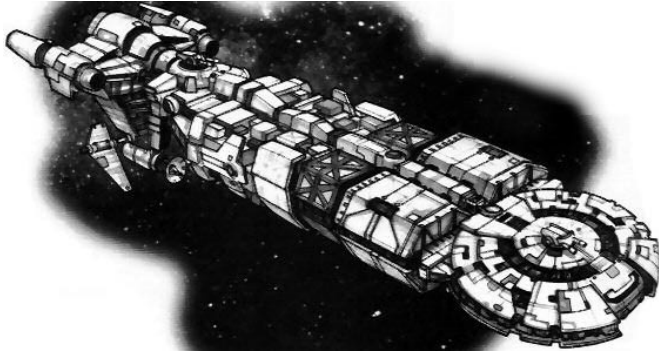
Damage: 5D

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

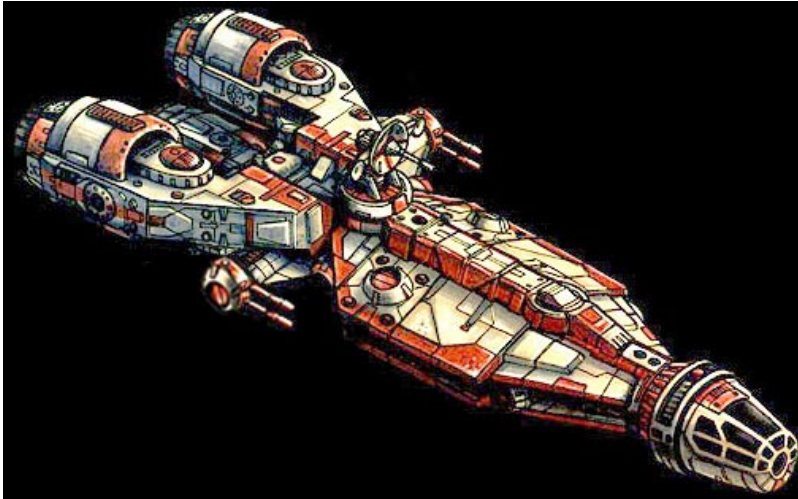
Craft: Gallofree Yards YKL-37R Nova Courier
Affiliation: General / Rebel Alliance
Era: Rebellion
Type: Light transport
Scale: Starfighter
Length: 30 meters
Skill: Space transports: Nova Courier
Crew: 2, gunners: 2, skeleton: 1/+10
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 50 metric tons
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

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

Weapons:

Dual Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

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

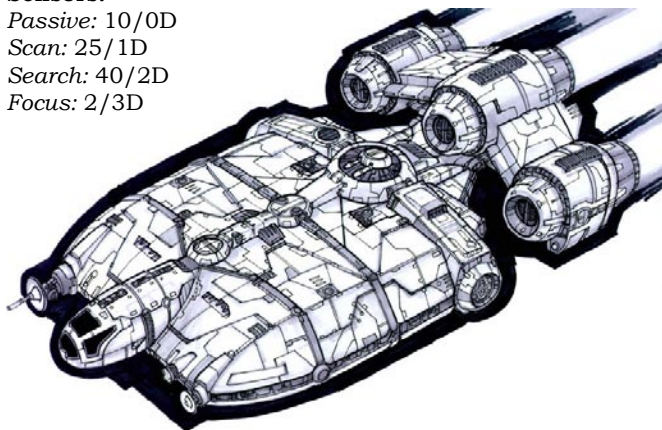
Sensors:

Passive: 10/0D

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+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

Atmosphere: 330; 950 kmh

Hull: 5D

Shields: 6D

Sensors:

Passive: 20/1D

Scan: 35/1D+1

Search: 80/2D+1

Focus: 2/3D

Weapons:

2 Twin Heavy Laser Cannons (fire separately)

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 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

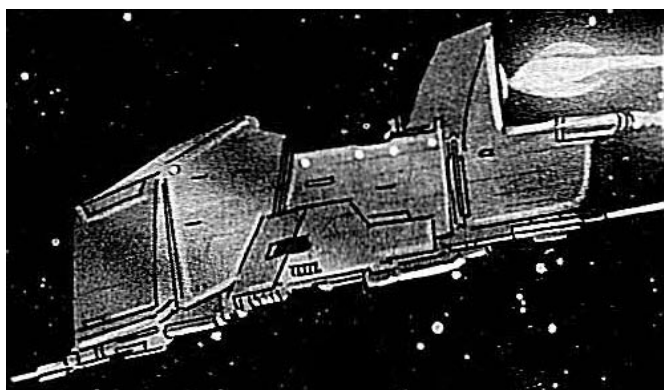
Superlift Ore Hauler



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



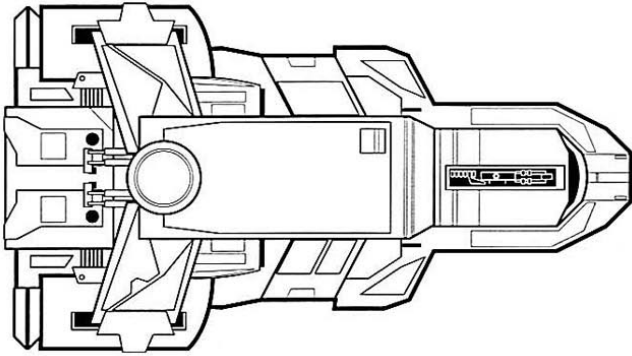
Length: 280 meters
Skill: Space transports: KDY Super Transport VII
Crew: 80, skeleton 20/+10
Crew Skill: Astrogation 4D, space transports 4D
Cargo Capacity: 2.5 million metric tons
Consumables: 500 days
Cost: 5 million (new), 2.5 millions (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Space: 2
Hull: 3D
Sensors:
Passive: 30/1D
Scan: 40/1D+2
Search: 60/2D+1
Focus: 3/3D

Rin Assid Bulk Hauler

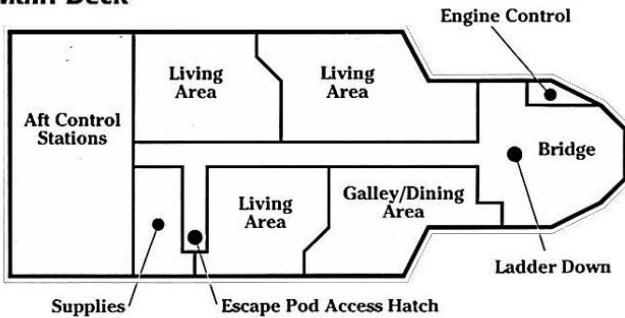


Craft: EoBaam Shipping Lines Rin Assid Bulk Hauler
Affiliation: General
Era: Old Republic
Source: Han Solo and the Corporate Sector Sourcebook (pages 96-97), Pirates & Privateers (page 69)
Type: Bulk cargo hauler
Scale: Capital
Length: 350 meters
Skill: Space transports: Rid Assid bulk hauler
Crew: 15; 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: x5
Hyperdrive 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

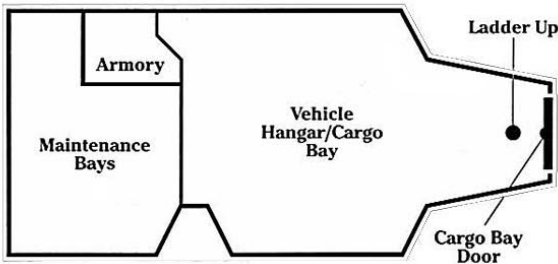
Mark I Bulk Transport



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

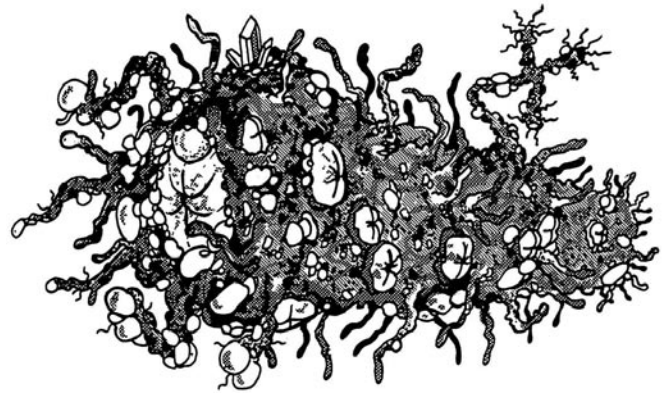
Fire Control: 1D

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 months

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: Starjumper 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
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
Weapons:
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 77)
Type: Medium bulk freighter
Scale: Capital
Length: 100 meters
Skill: Space transports: Action IV transport
Crew: 8
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

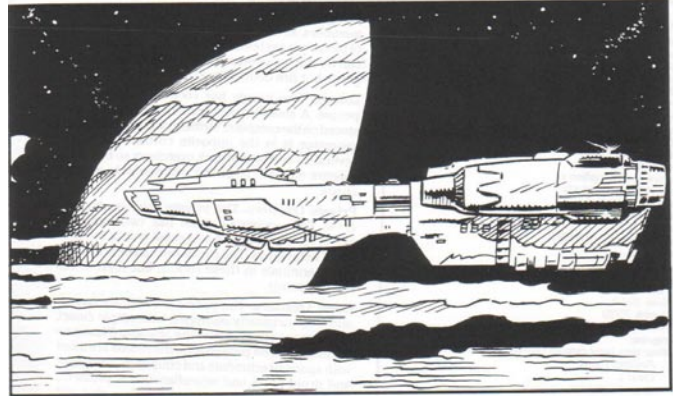
Action VI Bulk Freighter



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



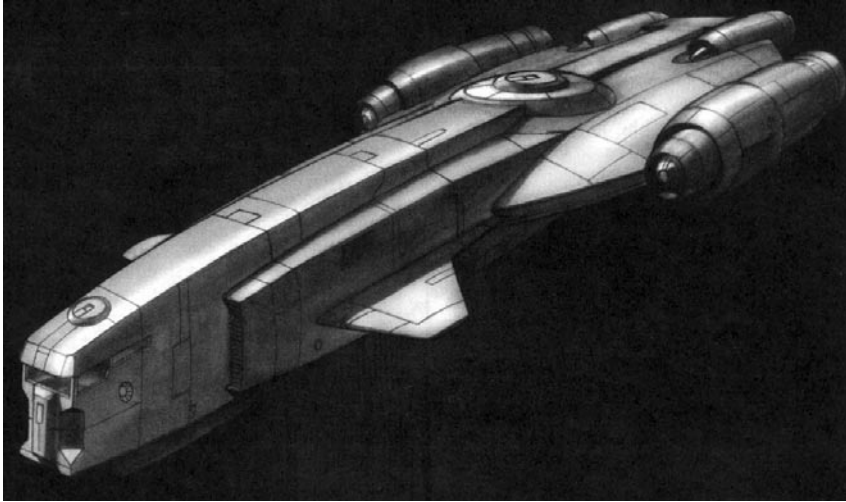
Craft: Loronar Corporation Medium Transport
Affiliation: General
Era: Rise of the Empire
Source: Gamemaster Handbook
Type: Medium transport
Scale: Capital
Length: 75 meters
Skill: Space transports: Loronar Medium Transport
Crew: 4, skeleton 2/+10
Crew Skill: Astrogation 3D, capital ship piloting 3D+2, 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: x3
Hyperdrive Backup: x15
Nav 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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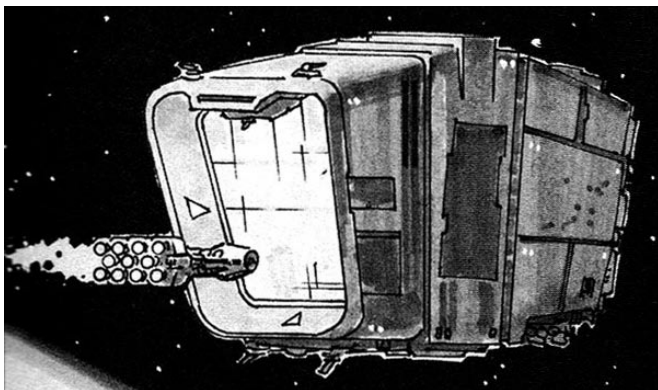
Etti Light Transport



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

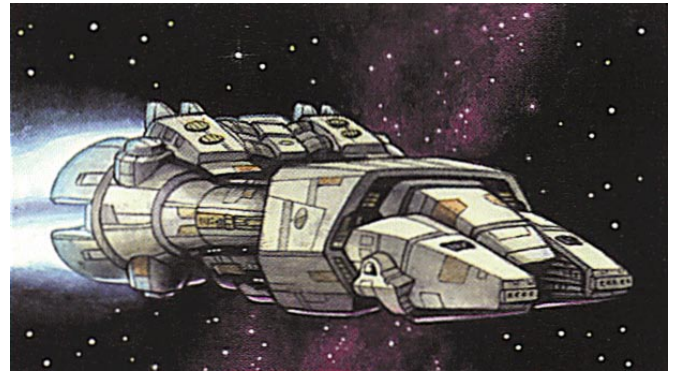
Craft: Kuat Drive Yards Super Transport XI
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 70), The Star Wars



Sourcebook (pages 45-46)
Type: Large container ship
Scale: Capital
Length: 840 meters
Skill: Space transports: Super Transport XI
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: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Space: 2
Hull: 3D+2
Sensors:
Passive: 30/1D
Scan: 40/2D
Search: 50/2D+2
Focus: 4/3D

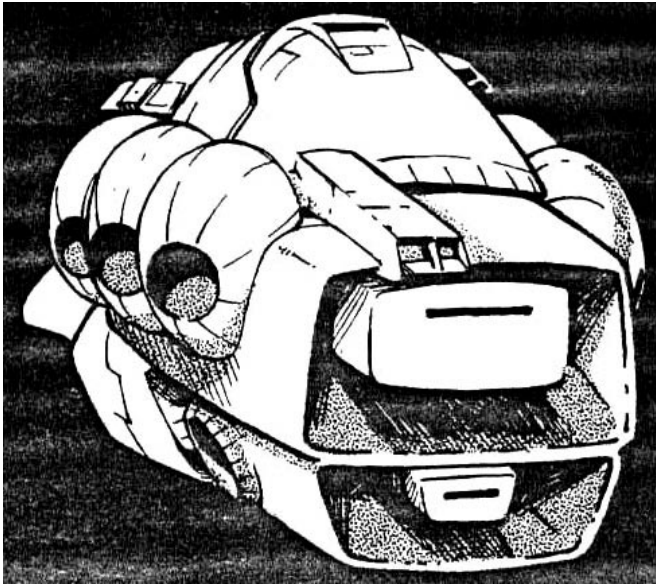
Brayl Bulk Freighter

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
Atmosphere: 210; 600 kmh
Hull: 3D
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: x15
Nav 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

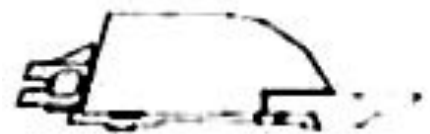
Craft: Damorian Manufacturing X46-7-class Ore Carrier
Affiliation: General
Era: Rise of the Empire
Source: Operation: Elrood (page 69)
Type: Ore carrier
Scale: Capital
Length: 175 meters
Skill: Space Transports: Ore carrier
Crew: 20, skeleton 6/+10
Crew Skill: Astrogation 4D, space transports 4D
Passengers: 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: 15/0D

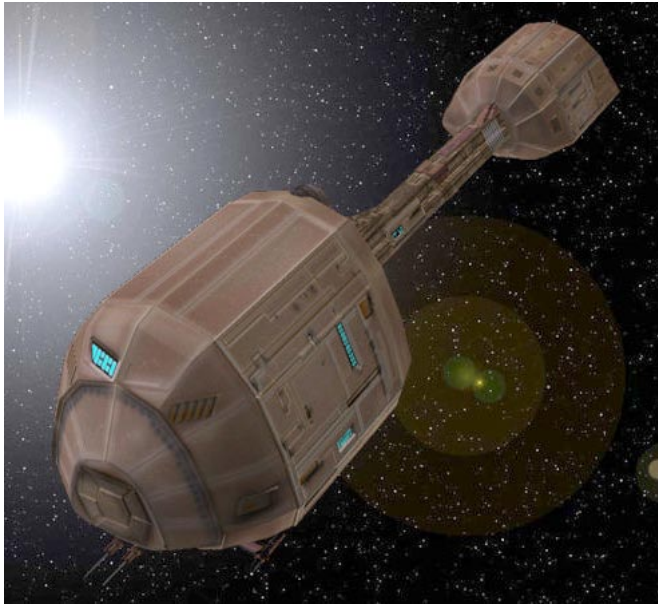
Scan: 30/1D

Search: 40/2D

Focus: 2/2D

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Xiytar Transport



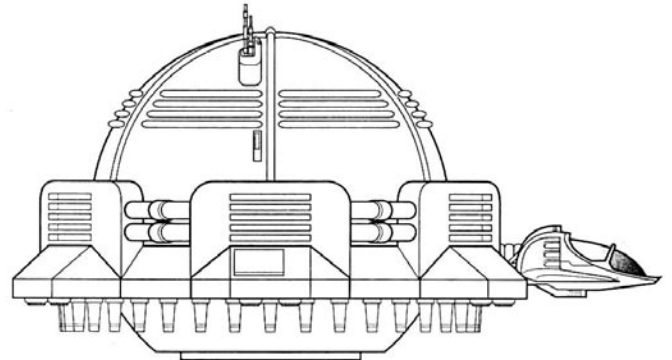
Craft: TransGalMeg *Xiytar*-class Transport
Affiliation: General
Era: Rise of the Empire
Source: *Pirates & Privateers* (page 68), *The Essential Guide to Vehicles and Vessels* (pages 72-73)
Type: Large transport
Scale: Starfighter
Length: 164.8 meters
Skill: Space transports: *Xiytar* transport
Crew: 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

Space Range: 3-15/35/75

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 (page 136), 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 gunnery

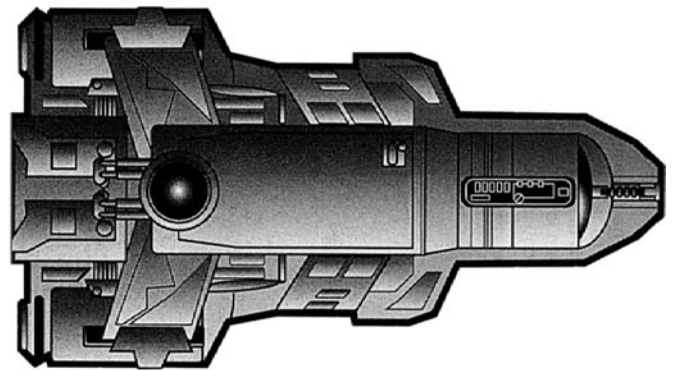
Fire Control: 1D

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 of the Empire

Source: The Far Orbit Project (pages 142-143)

Type: Bulk transport

Scale: Capital

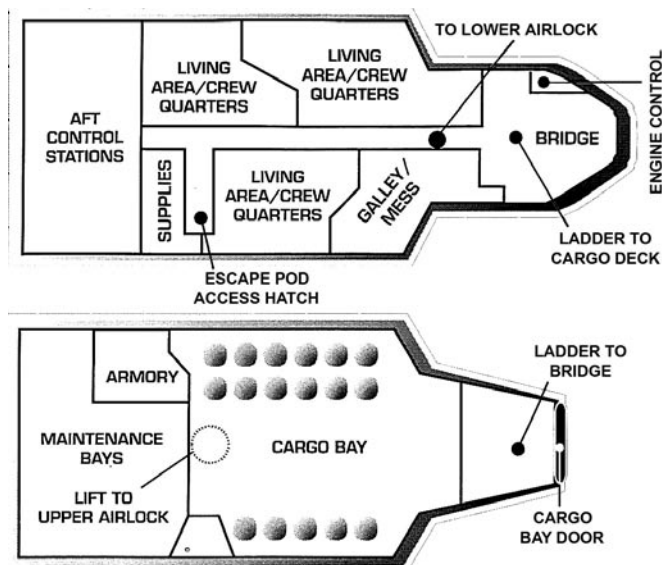
Length: 300 meters

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

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

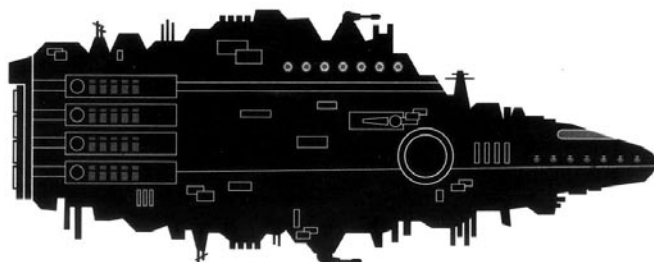
Length: 90 meters

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
Crew: 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
Space: 4
Hull: 5D
Shields: 3D
Sensors:
Passive: 45/1D
Scan: 70/2D
Search: 120/2D+1
Focus: 5/3D
Weapons:
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

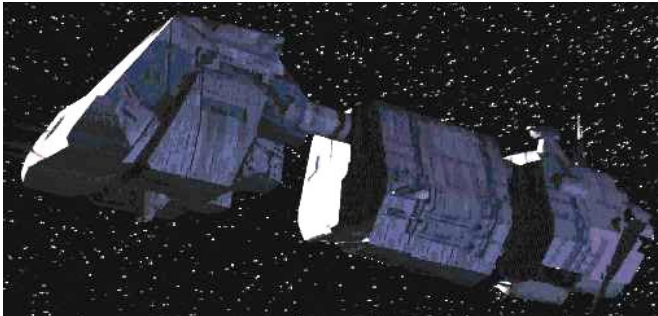
Craft: Mobquet Custom Medium Cargo Hauler
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 67), The Essential Guide to Vehicles and Vessels (pages 158-159)



**PICTURE
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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.

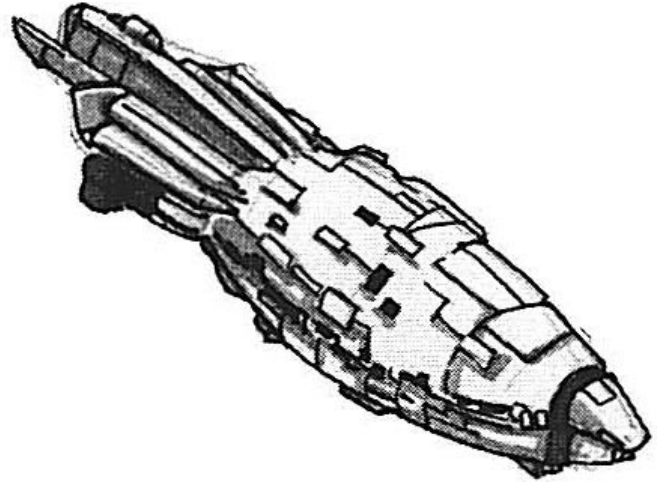
CE-2 Transport



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: x2
Hyperdrive Backup: x12
Nav 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

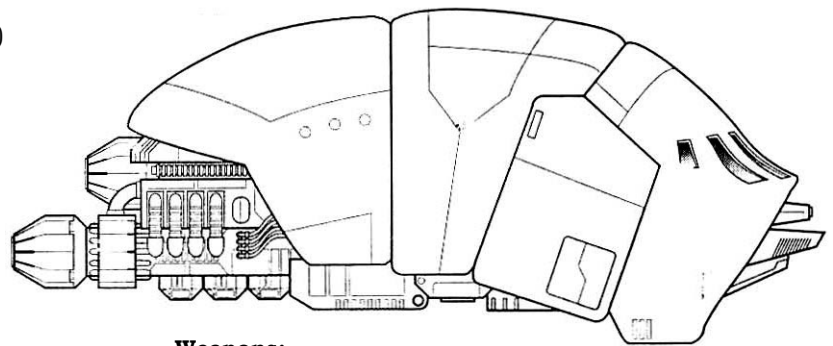
Star Cab

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

Vaya Scout Ship



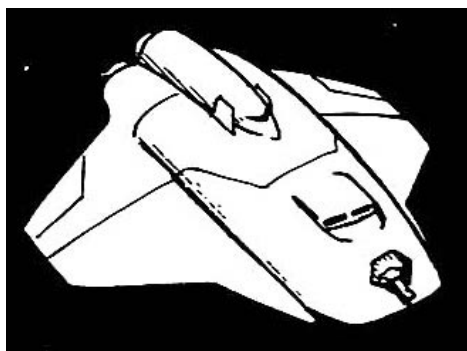
Craft: Hoersch-Kessel Vaya-class Scout Ship
Affiliation: Old Republic / General
Era: Old Republic
Source: Tales of the Jedi Companion (page 115)
Type: Scout ship
Scale: Starfighter
Length: 30 meters
Skill: Space Transports
Crew: 1, gunners: 2
Passengers: 4
Cargo Capacity: 60 metric tons
Consumables: 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
Weapons:
Laser Cannon
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



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

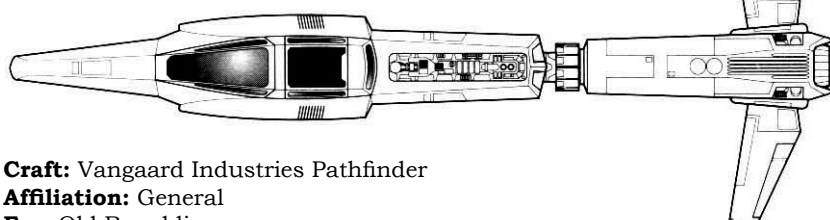
Redthorn Scoutship

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
Atmosphere: 295; 850 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 5/3D
Weapons:
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

Vangaard Pathfinder



Craft: Vangaard Industries Pathfinder
Affiliation: General
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:

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 value.

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

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

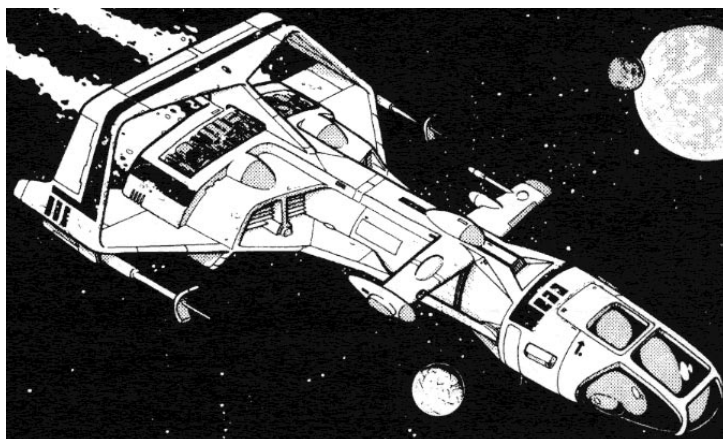
Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

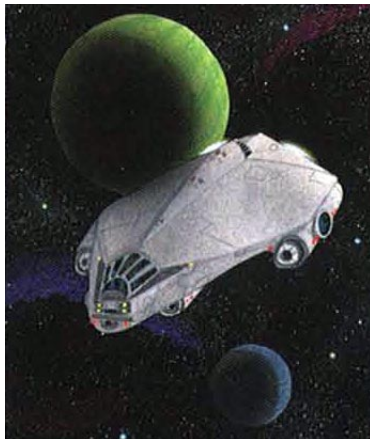
Damage: 5D



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Mining Survey Ship

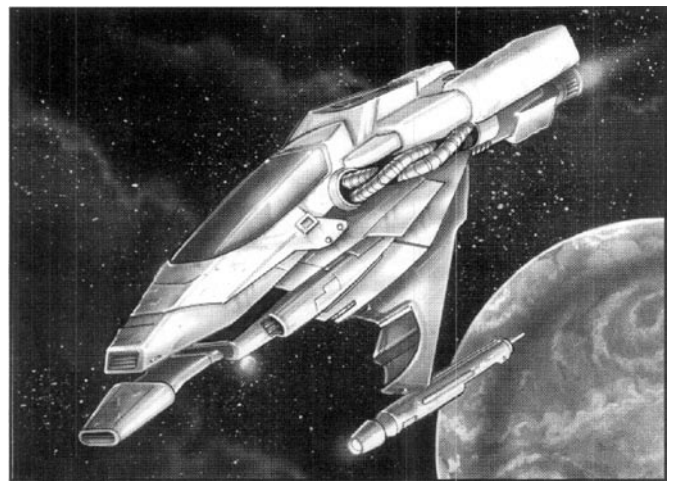
Craft: SoroSuub MKI Mining Survey Vessel
Affiliation: General
Era: Old Republic
Source: Tapani Sector Instant Adventures
Type: Exploration vessel
Scale: Starfighter
Length: 45 meters
Skill: Space transports: MKI
Crew: 6, gunners: 1, skeleton 2/+10
Crew Skill: Astrogration 3D+2, space transports 5D, starship 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
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
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

Scale: Starfighter
Length: 20 meters
Skill: Archaic starship piloting: Yvarema scout ship
Crew: 2
Crew Skill: Archaic starship piloting 5D, astrogration 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: x2
Hyperdrive Backup: x15
Nav 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



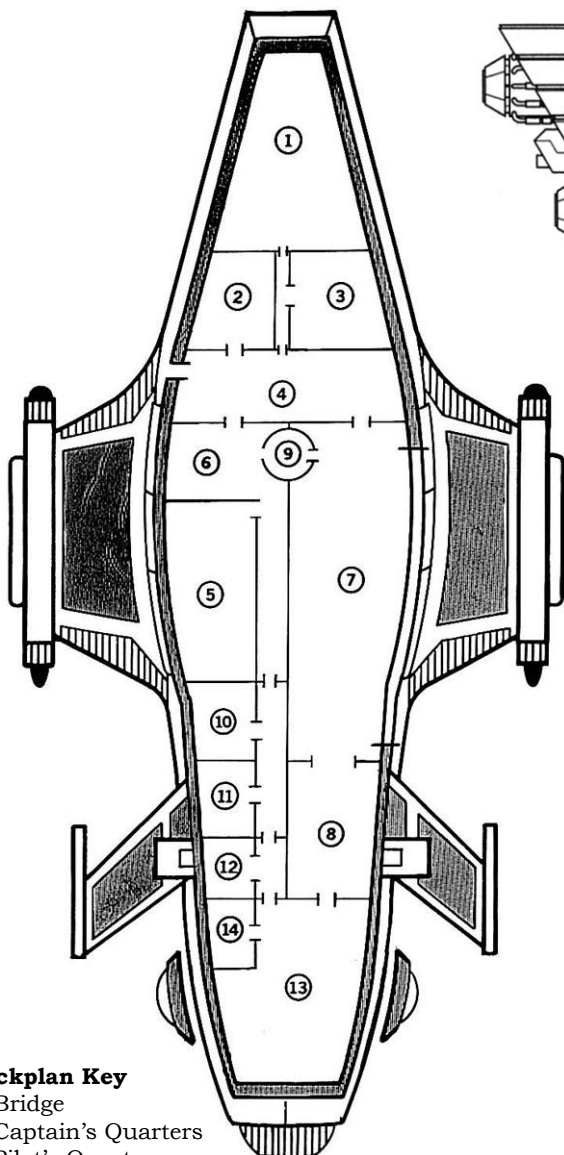
Craft: Sienar Fleet Systems TIE/sr "Lone Scout-B"
Affiliation: Empire
Era: Rise of the Empire
Type: Military scout vessel
Scale: Starfighter
Length: 24 meters
Skill: Space transports: TIE/sr
Crew: 1
Passengers: 3

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
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



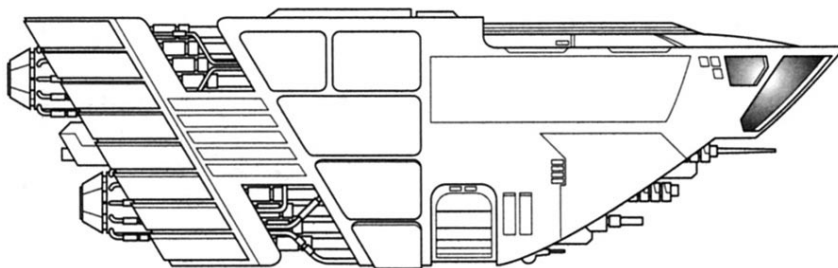


Deckplan Key

1. Bridge
2. Captain's Quarters
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)



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: Corellian 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:



Heavy Laser Cannon

Fire Arc: Turret

Crew: 1 (co-pilot)

Skill: Starship gunnery

Fire Control: 2D (0D when fired by pilot)

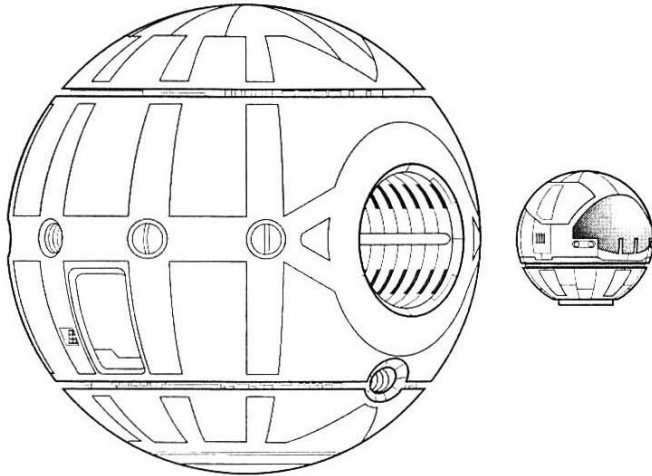
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

SkyBlind Recon Ship

Craft: Loronar SkyBlind Recon Ship



Alignment: 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

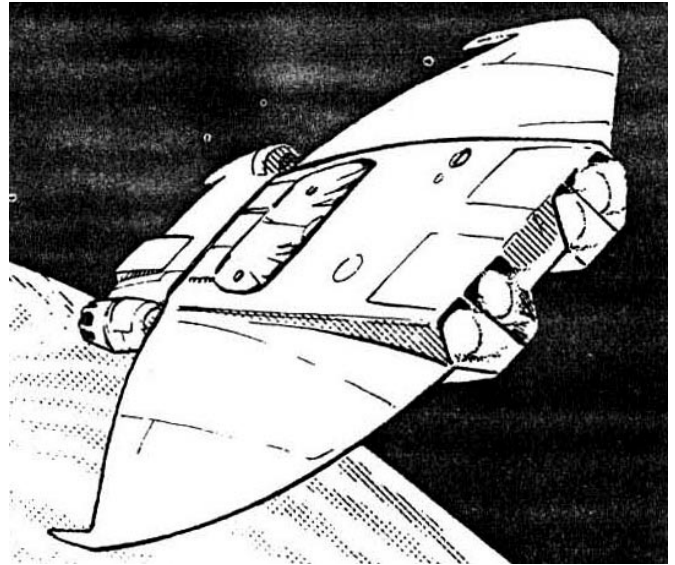
Atmosphere Range: 50-100/300/700

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

Maneuverability: 2D

Space: 4

Atmosphere: 280; 800 kmh

Hull: 3D+2

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

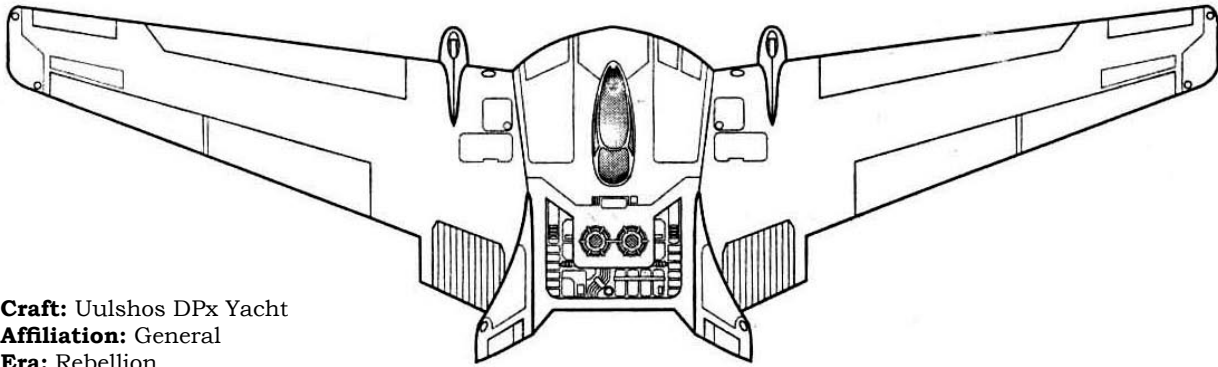
Fire Control: 1D+2

Space Range: 3-5/15/30

Atmosphere Range: 75200/1/2 km

Damage: 3D+2

Deep-X Explorer



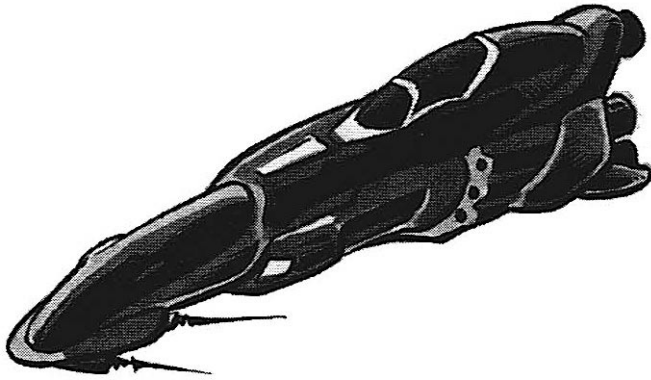
Craft: Uulshos DPx Yacht
Affiliation: General
Era: Rebellion
Source: Galaxy Guide 8 – Scouts (page 36)
Type: Modified space yacht
Scale: Starfighter
Length: 12 meters
Skill: Space transports: DPx
Crew: 1
Passengers: 5 (including two to operate blaster cannon)
Cargo Capacity: 50 metric tons; 20 cubic 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
Atmosphere: 415; 1,200 kmh
Hull: 3D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 150/4D
Focus: 5/4D+2

**PICTURE
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Ferret



Craft: Republic Engineering Corporation Reconnaissance Vessel

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

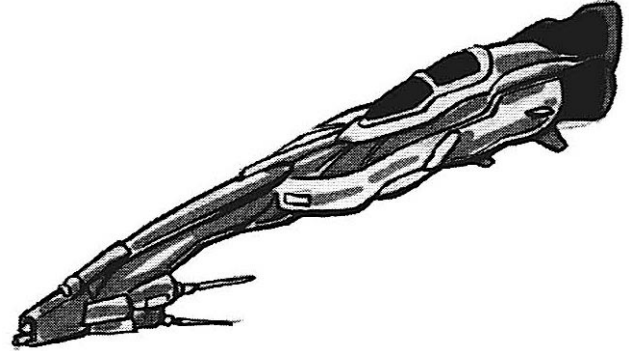
Fire Control: 3D

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

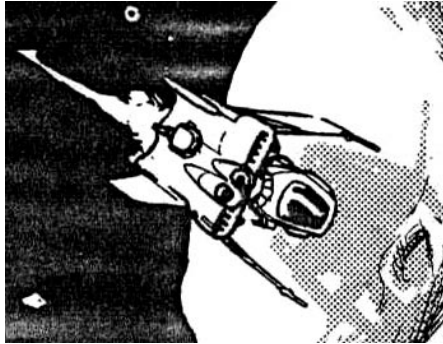
Sensors:

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: 1

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 Shuttle

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

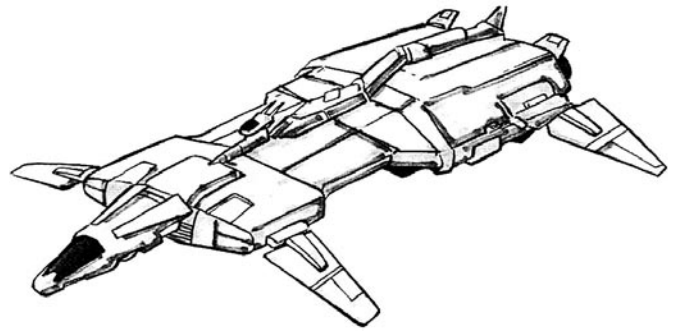
Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7km

Damage: 3D

BR-23 Courier



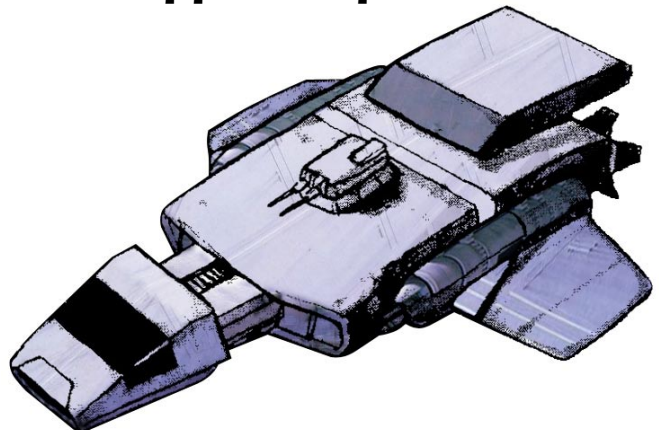
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Craft: Republic Sienar Systems BR-23 Courier
Affiliation: Old Republic / Empire / General / Alliance
Era: Old Republic
Source: Rules of Engagement: The Rebel SpecForce Handbook (page 49)
Type: Long-range troop transport
Scale: Starfighter
Length: 20.7 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
Atmosphere: 295; 850 kmh
Hull: 3D+2
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

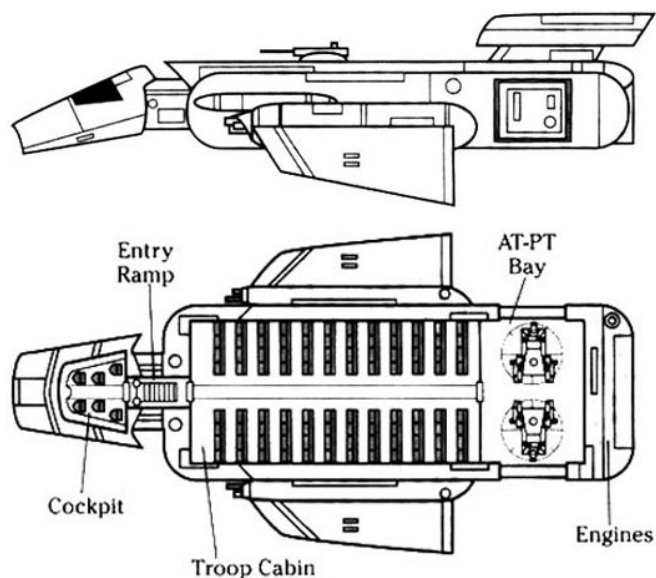
Luxury Shuttle 001

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

Kappa Troop Shuttle



Theta Shuttle



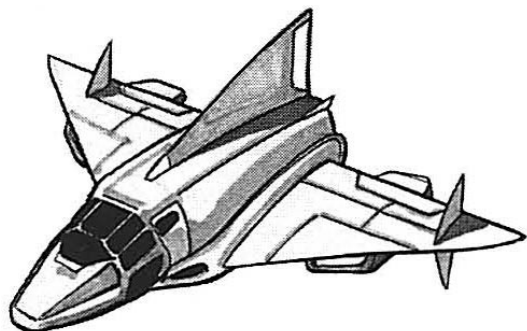
Craft: Republic Sienar Systems *Kappa*-class Shuttle
Affiliation: Old Republic / Empire / Alliance / General
Era: Old Republic
Source: Rules of Engagement: The Rebel SpecForce Handbook (pages 46-47)
Type: Troop Shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Kappa shuttle
Crew: 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
Weapons:
2 Double Blaster 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
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

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
Atmosphere: 285; 825 kmh
Hull: 4D
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

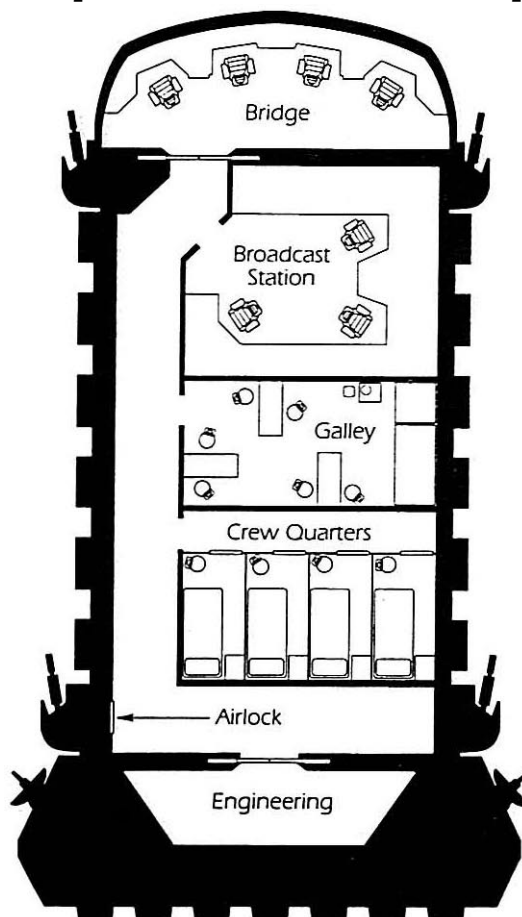


Craft: Paranji Orbital Jumper
Affiliation: General
Era: Rise of the Empire
Source: Cracken's Threat Dossier (page 86)
Type: Personal air-space ship
Scale: Starfighter
Length: 3 meters
Skill: Space transports
Crew: 1
Crew Skill: Varies drastically
Passengers: 3
Cargo Capacity: 500 kilograms
Consumables: 1 day
Cost: 35,000 (new), 20,000 (used)
Maneuverability: 1D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 2D
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: Gorothe, 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

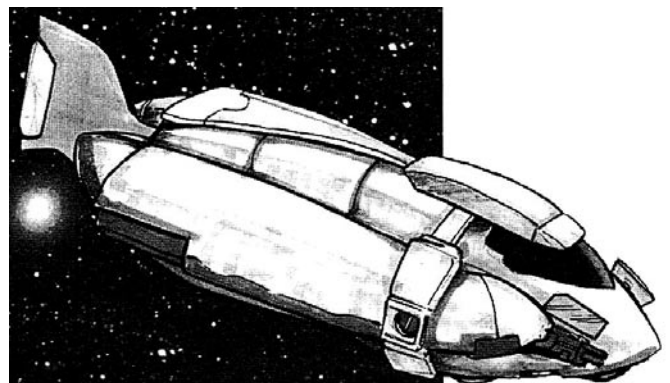
Craft: Joraan Drive Systems Taylander Shuttle
Affiliation: General
Era: Rise of the Empire
Type: General transport shuttle
Scale: Starfighter
Length: 43.5 meters



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
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

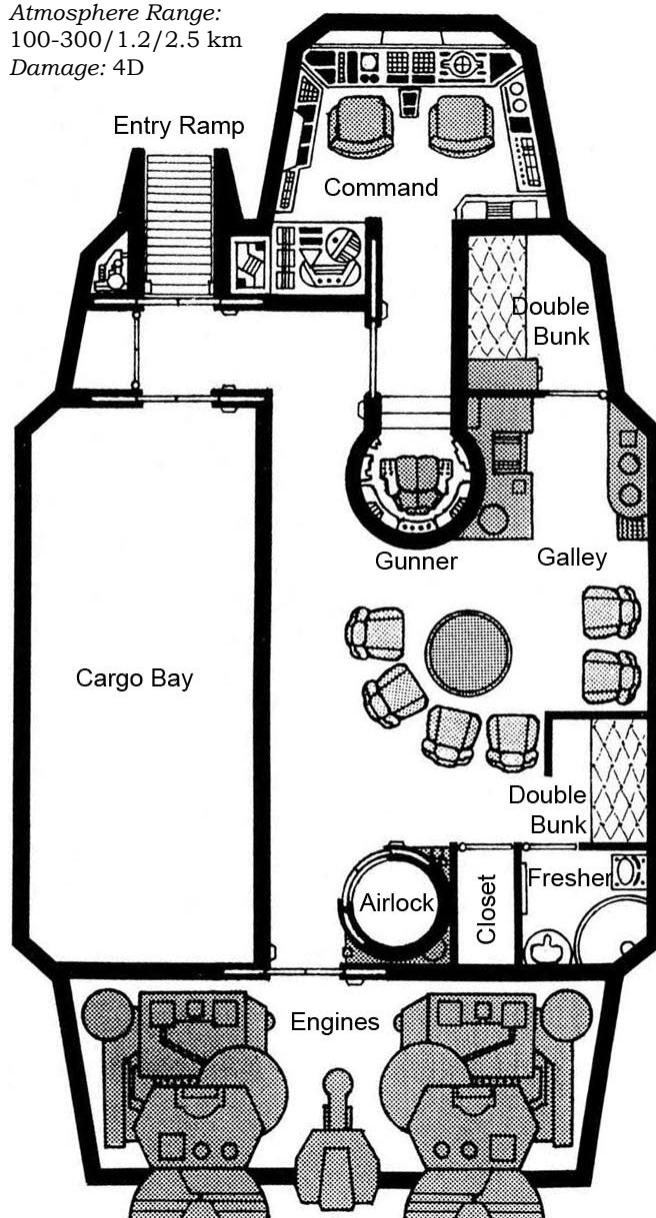
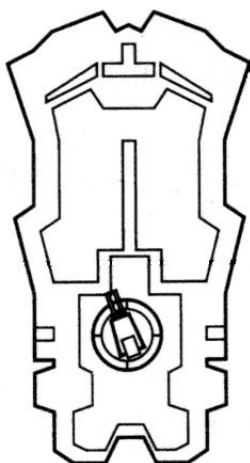


Cargo Capacity: 500 kilograms
Consumables: 1 day
Cost: 40,000 (new), 18,000 (used)
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/3D+2
Weapons:
Laser Cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

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
Atmosphere: 330; 950 kmh
Hull: 4D
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
Fire Control: 2D
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

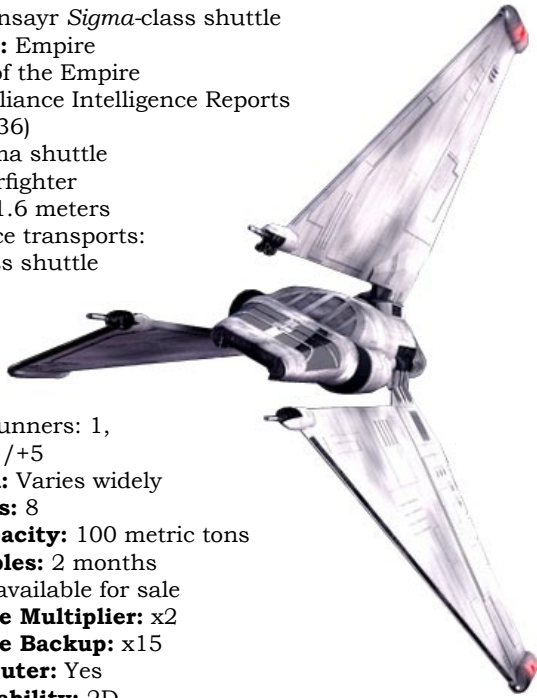


JS-77B Starhound

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

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: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D
Shields: 2D
Sensors:
Passive: 20/1D
Scan: 25/1D+2
Search: 30/2D+1
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

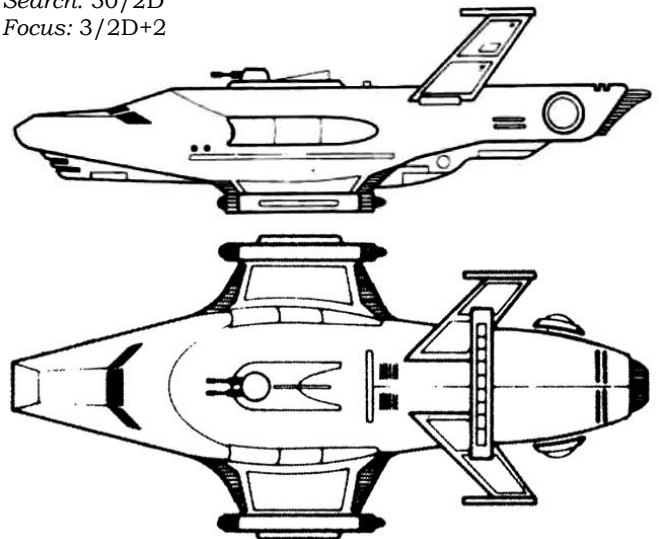
AIC-4

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: 5D
Shields: 1D

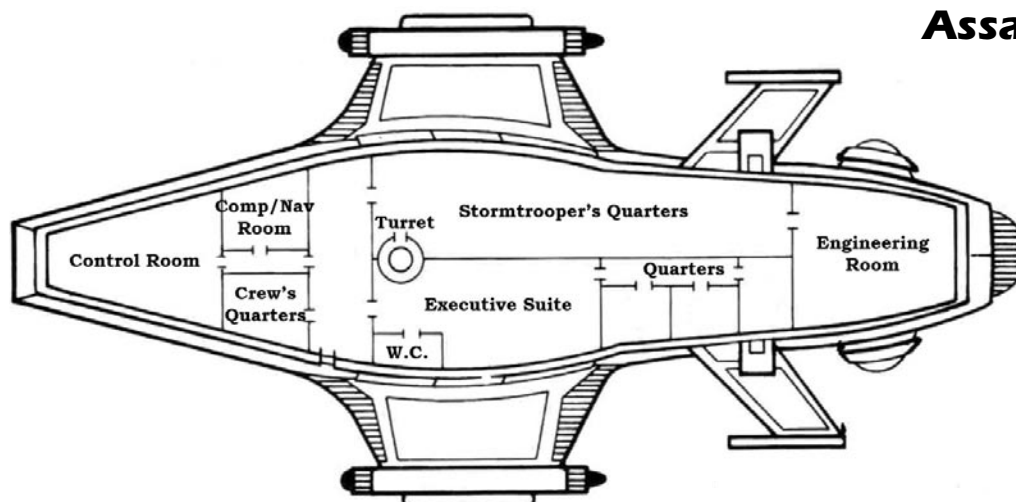
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Heavy Repeating Blasters
Fire Arc: Turret
Crew: 1 each
Scale: Character
Ranges: 3-75/200/500
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
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 2D
Sensors:
Passive: 20/1D
Scan: 40/1D+2
Search: 50/2D
Focus: 3/2D+2



Assault Shuttle Beta



Craft: Telgorn Corp *Beta*-class Assault Shuttle
Affiliation: Empire
Era: Rise of the Empire
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

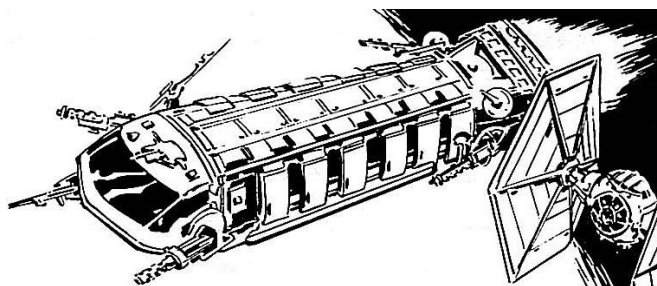
Skill: Starship gunnery

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

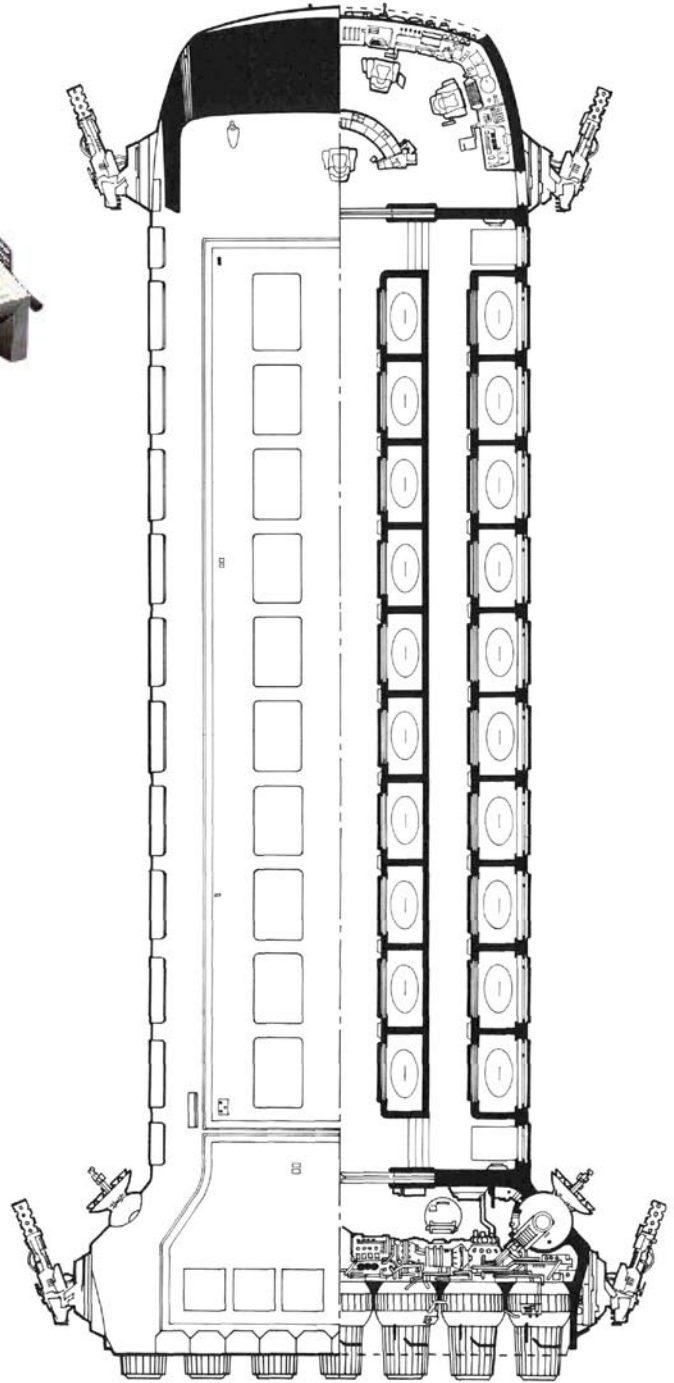
Atmosphere Range: 100-500/1/1.7 km

Damage: 3D+2

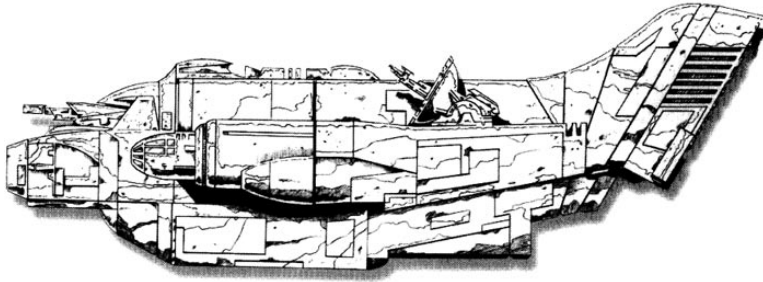
Assault Shuttle



Craft: Telgorn Corp
Gamma-class 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: x2
Hyperdrive 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

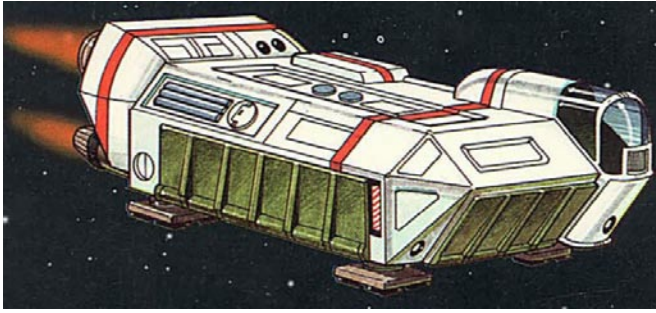


Craft: Sienar Fleet Systems *Sentinel*-class troop carrier
Affiliation: Empire
Era: Rise of the Empire
Source: Star Wars Trilogy Sourcebook SE (pages 133-134), The Essential Guide to Vehicles and Vessels (pages 78-79)
Type: Heavily armed landing craft
Scale: Starfighter
Length: 20 meters
Skill: Space 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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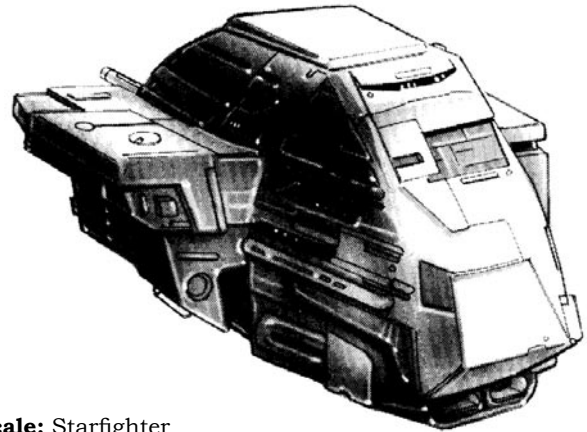
Aegis Combat Shuttle



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

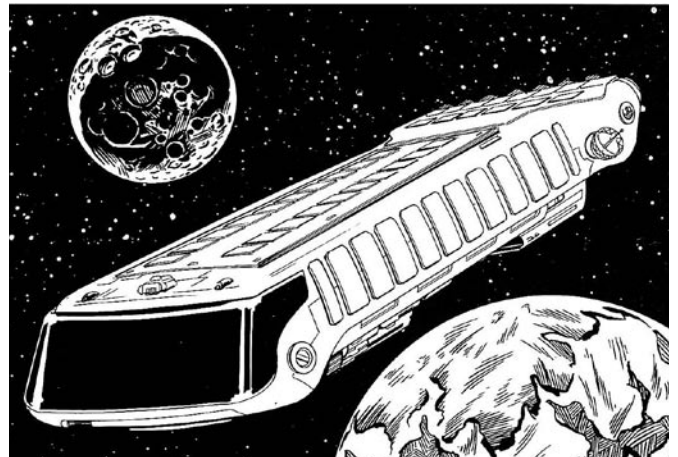
Craft: Larjrh StarCorporation Felpajh 10A
Affiliation: General
Era: Rebellion
Source: Galladinium's Fantastic Technology (pages 17-18)
Type: Sublight passenger shuttle



Scale: Starfighter
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: Astrogration 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

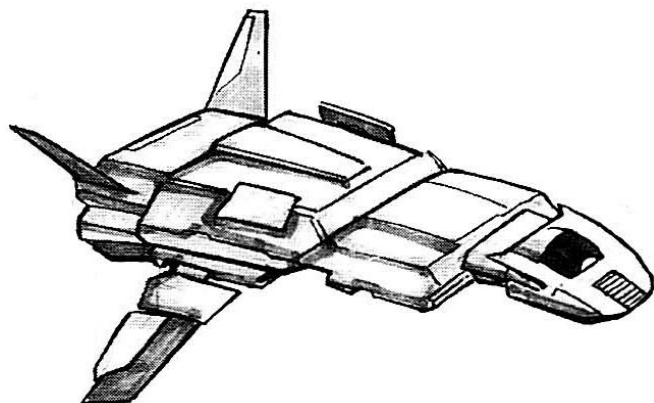
Scan: 80/1D+2

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

Weapons:

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+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

Source: Imperial Sourcebook (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
Scan: 20/1D
Search: 30/1D+2
Focus: 1/2D+2
Weapons:
Laser Cannon
Fire Arc: Turret
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

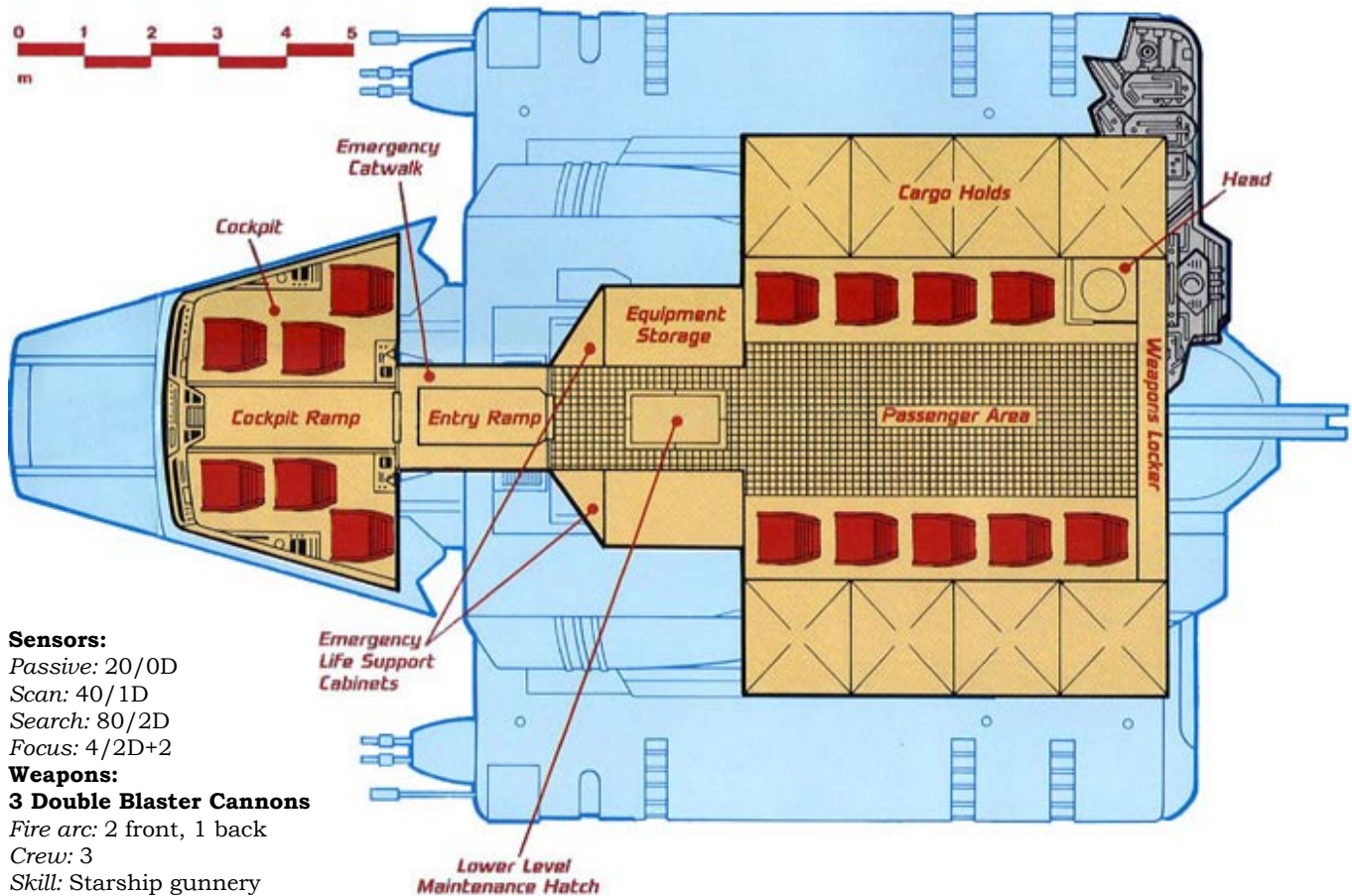
Craft: Telgorn Corp *Zeta*-class Long-Range Shuttle
Affiliation: General
Era: Rebellion
Source: Adventure Journal
Type: *Zeta*-class long-range shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports
Crew: 2
Crew Skill: Astrogation 3D+2, space transports 4D+2
Passengers: 10
Cargo Capacity: 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
Skill: Space transports: *Lambda* 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



Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 80/2D

Focus: 4/2D+2

Weapons:

3 Double Blaster Cannons

Fire arc: 2 front, 1 back

Crew: 3

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

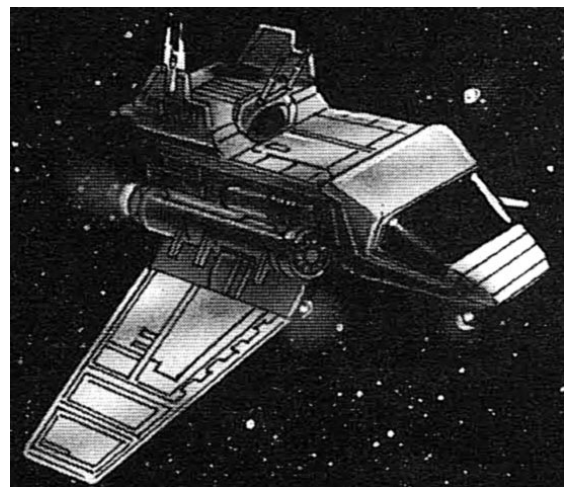
Hyperdrive Backup: x20

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

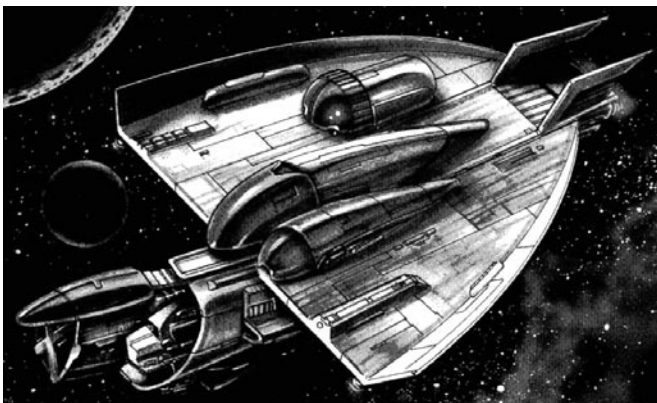
Atmosphere Range: 100-300/1.2/2.5 km

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
Atmosphere: 295; 850 kmh
Hull: 4D
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: x1
Hyperdrive Backup: x10
Nav 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
Cargo Capacity: 2 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: 0D

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: 2 (can coordinate), gunners: 4, skeleton: 1/+5

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

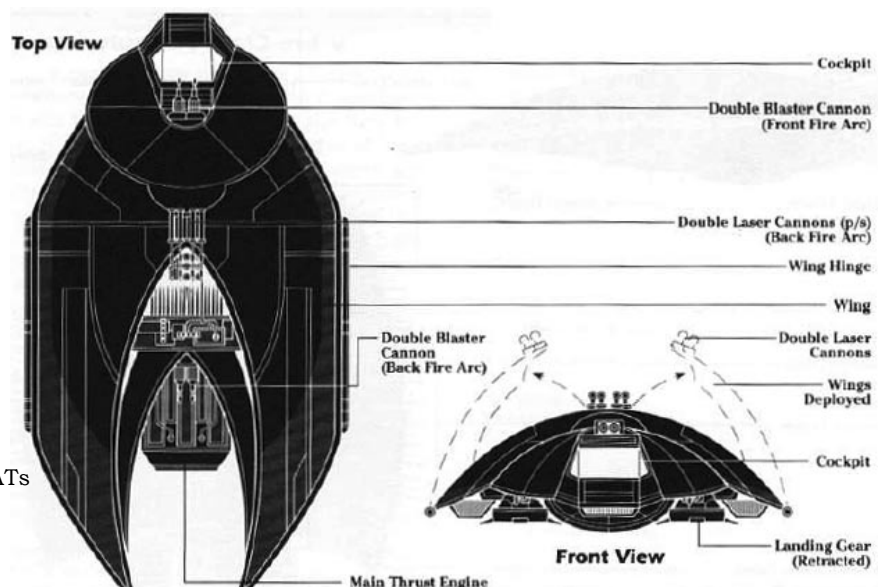
Hyperdrive Backup: x5

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 kmh



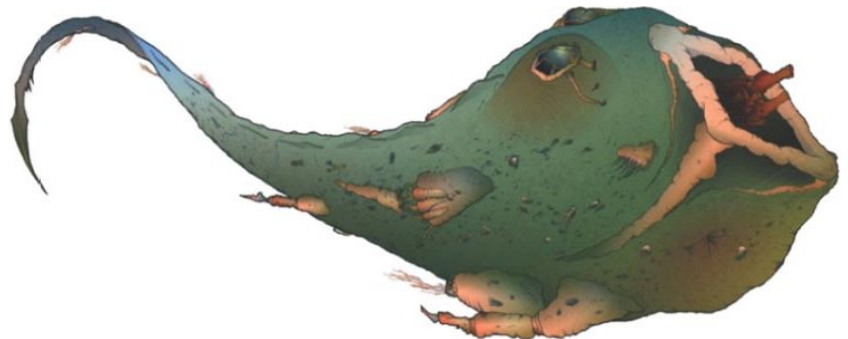
Yorik-trema Landing Craft

PICTURE
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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

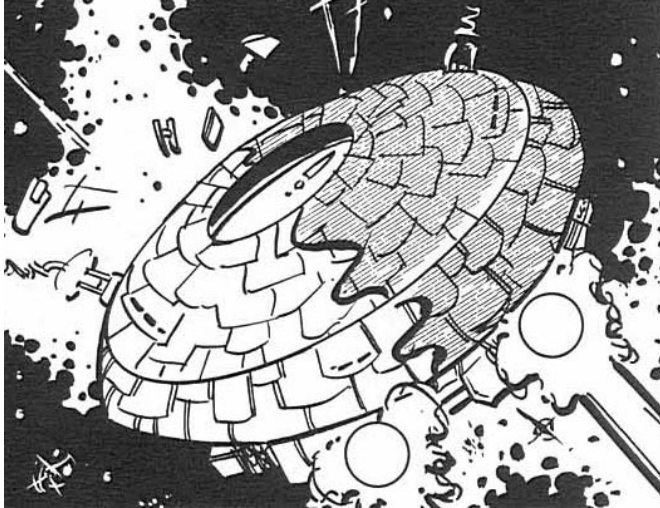
Craft: Yuuzhan Vong Yorik-trema Transport Carrier
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 68)
Type: Troop transport
Scale: Starfighter
Length: 48 meters
Skill: Space transports: Yorik-trema
Crew: 4
Crew Skill: 5D in all applicable skills
Passengers: 36
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 resulting hole to board the enemy ship.



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

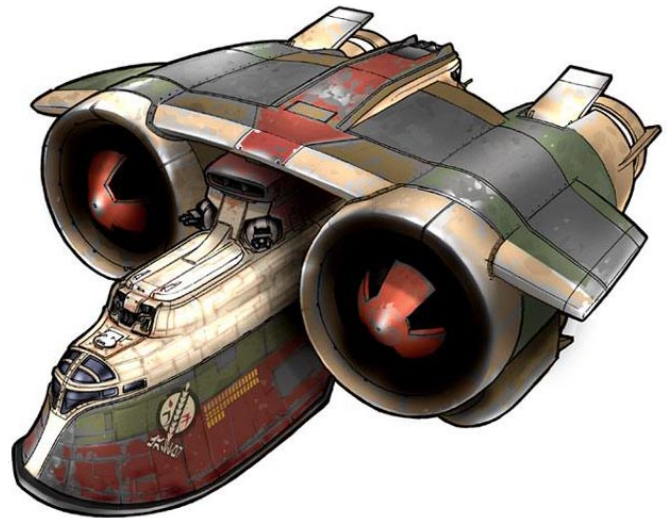
Coruscant Heavy Courier



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: 25-75/150/200
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

AIAT/i



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: 1
Passengers: 50 (troops), 6 (prisoners)
Cargo Capacity: 350 cubic meters
Consumables: 1 month
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Space: 3
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

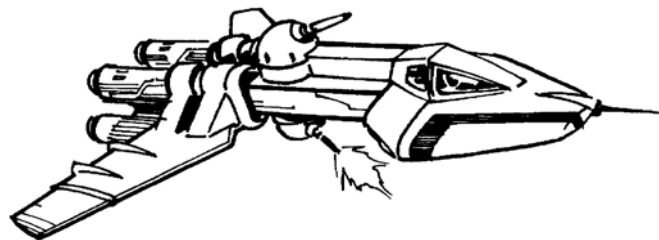
Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 8D



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.

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

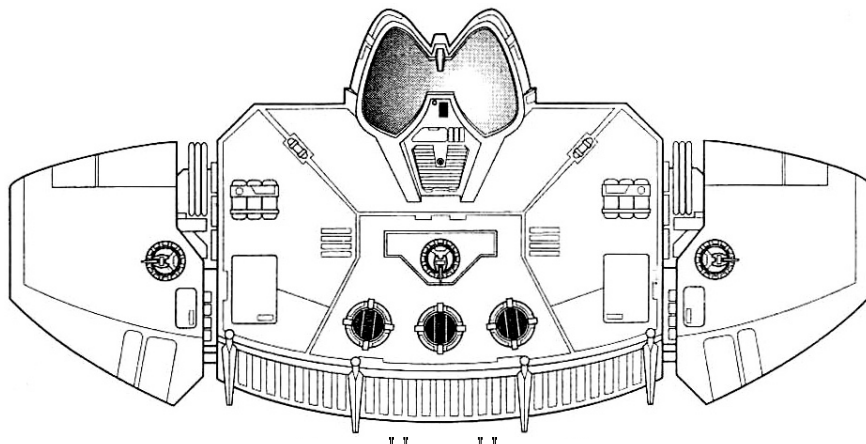
Scale: Starfighter

Length: 20 meters

Skill: Space transports: Warpod

Crew: 1, gunners: 4

Crew Skill: Space transports: 3D, starship gunnery 3D+2, starship shields 1D



MRX-BR Pacifier

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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
Length: 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

Weapons:

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

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: 10/0D

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

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

4 Blaster Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

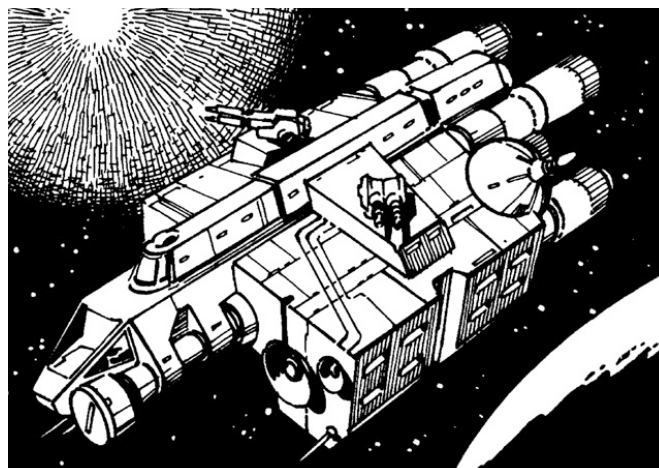
Fire Control: 3D

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: Astrogration 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 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

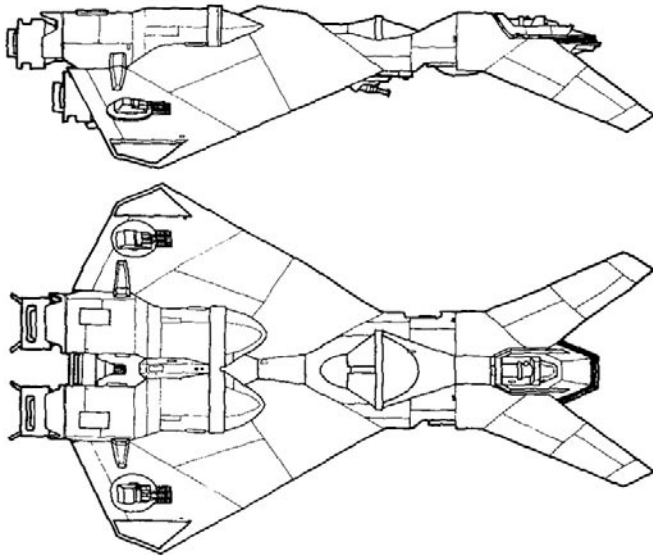
Space Range: 1-10/25/50

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
Consumables: 3 months
Cost: 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

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Light Privateer Frigate

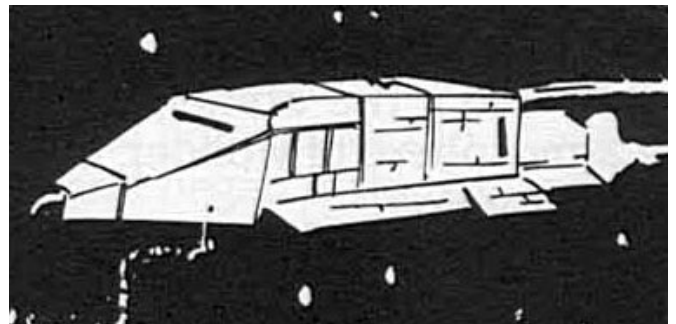
Craft: Sienar Fleet Systems Light Frigate
Affiliation: Privateers
Era: Rise of the Empire
Source: The Best of the Adventure Journals: Issues 1-4 (page 120)
Type: Converted customs vessel
Scale: Starfighter
Length: 40 meters
Skill: Space transports: light frigate
Crew: 6, gunners: 6, skeleton: 3/+10
Crew 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
Weapons:
4 Heavy Laser Cannons
Fire Arc: 2 front, 1 left, 1 right
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
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

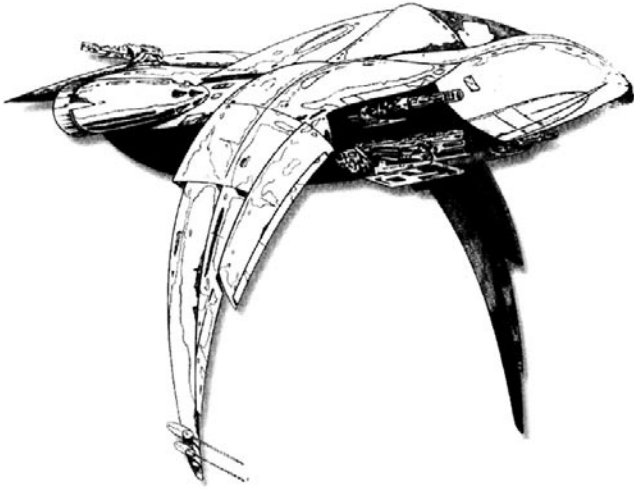
Skill: Space transports: Imperial armored transport
Crew: 10
Crew Skill: Varies widely
Passengers: 20 (troops)
Cargo Capacity: 30,000 metric tons
Consumables: 3 months
Cost: 240,000 (new), 110,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 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

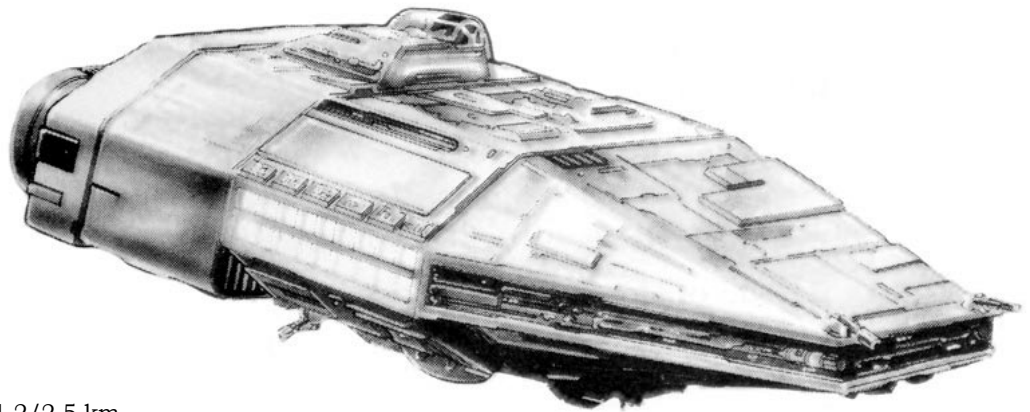
Law Light Patrol Craft



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* (page 81)
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
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



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

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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

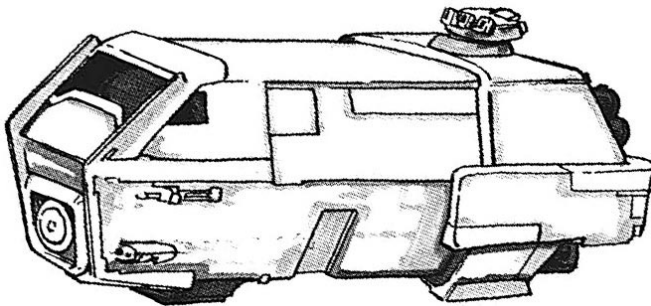
Crew: 16, gunner: 1, skeleton: 8/+10
Crew Skill: Starship gunnery 4D, starship piloting 4D, starship shields 4D, sensors 6D
Passengers: 14
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 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 operations 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 Range: 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: 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
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

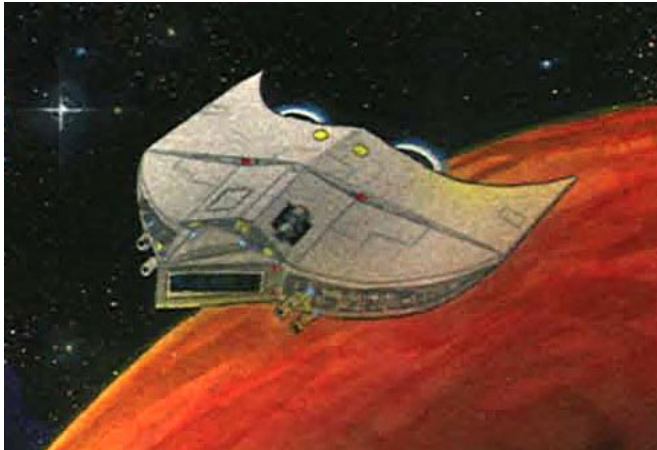
Fire Control: 2D

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: x2

Hyperdrive Backup: x12

Nav 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

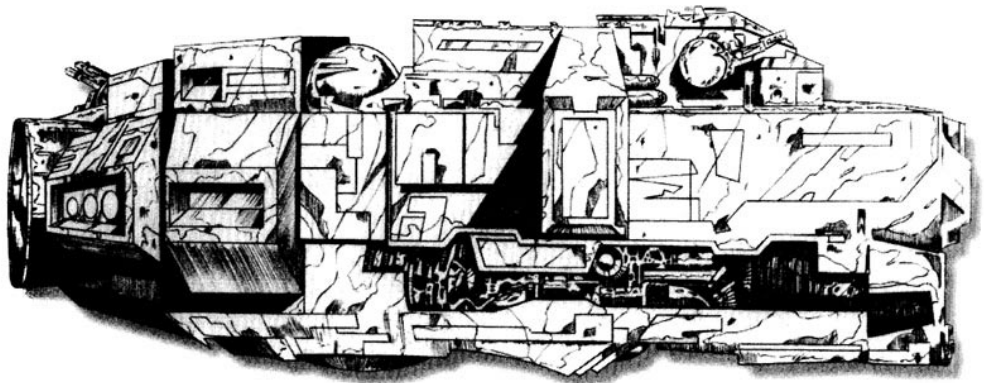


Craft: Incom Corporation Y-4 Military Transport
Affiliation: Empire / Rebel Alliance / General
Era: Rise of the Empire
Source: Cracken's Threat Dossier (page 48), The Essential Guide to Vehicles and Vessels (pages 84-85)
Type: Military troop transport
Scale: Starfighter
Length: 28 meters
Skill: Space 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

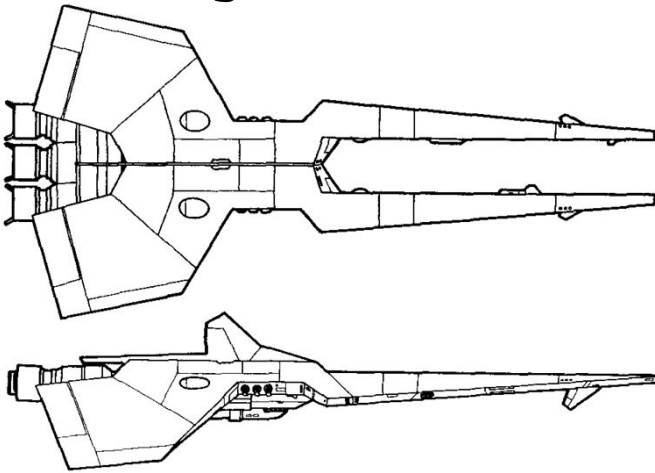
Craft: Corellian PB-950
Affiliation: Empire
Era: Rise of the Empire
Source: Pirates & Privateers (pages 81-82), The Far Orbit Project (pages 81-82)
Type: Stock patrol boat

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: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 5D
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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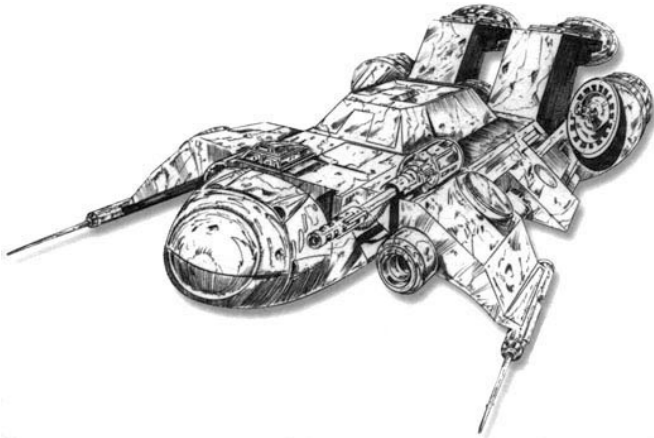
Stormtrooper Transport



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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

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: x2
Hyperdrive 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
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

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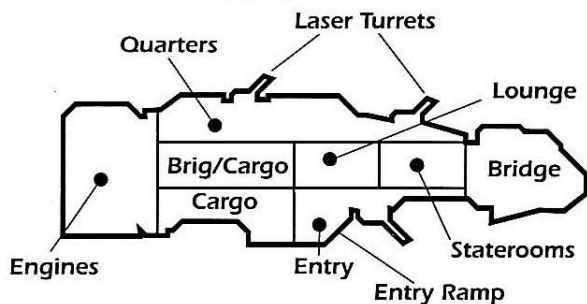
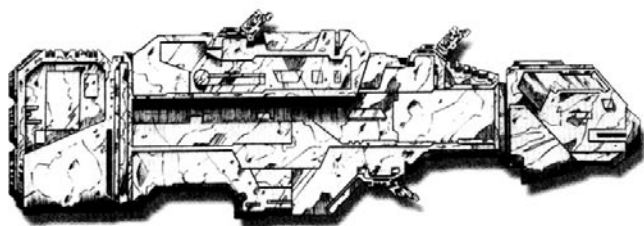
Conqueror Assault Ship



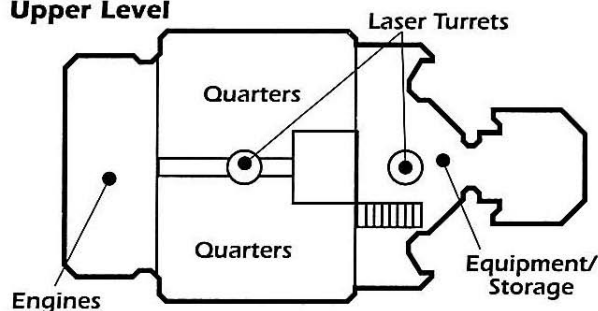
Craft: Surrionian *Conqueror*-class Assault Ship
Affiliation: General / Empire
Era: Rebellion
Source: Pirates & Privateers (pages 74-75), The Essential Guide to Vehicles and Vessels (pages 58-59)
Type: Assault ship
Scale: Starfighter

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: 100-300/700/3.6 km
Damage: 4D
2 Double Laser Cannons (fire separately)
Fire Arc: Turret
Crew: 1 (or from cockpit)
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

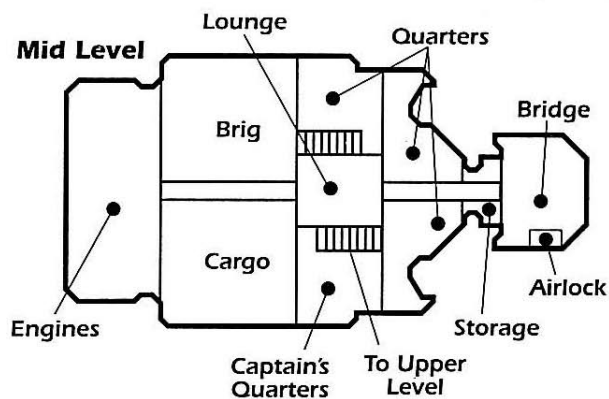
Light Patrol Ship



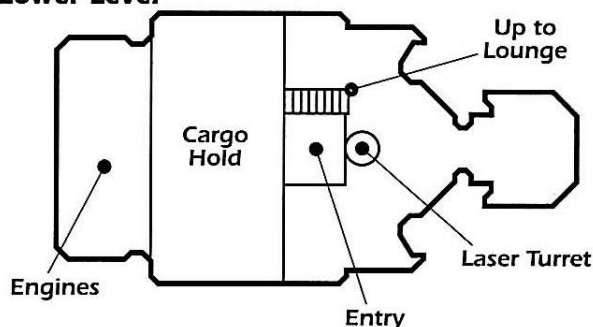
Upper Level



Mid Level



Lower Level



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

Atmosphere: 365; 1,050 kmh

Hull: 4D+1

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

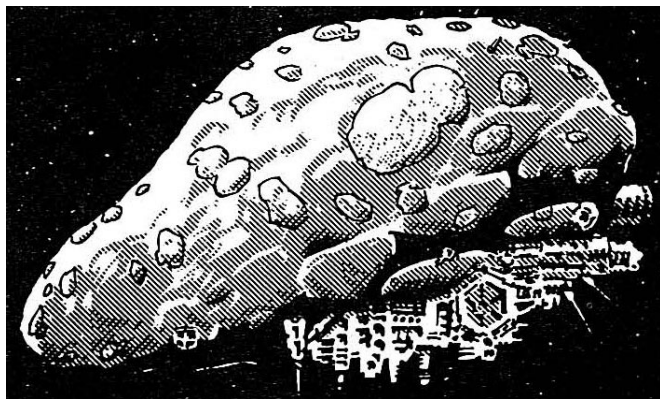
Maneuverability: 1D

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

Atmosphere: 340; 960 kmh

Hull: 4D

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 Zephyr

Craft: Mestapol Zephyr 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

Atmosphere: 365; 1,050 kmh

Hull: 4D

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

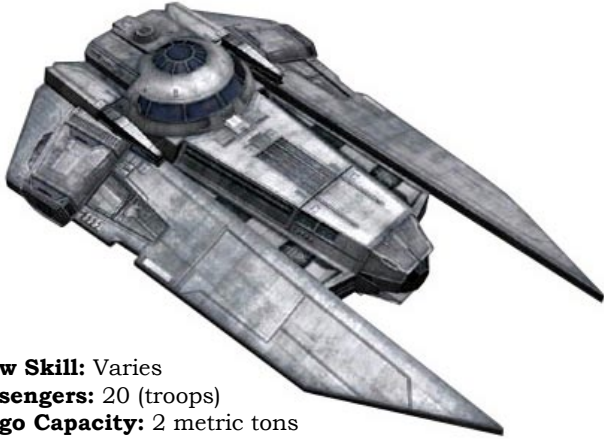
Type: Assault ship

Scale: Starfighter

Length: 40 meters

Skill: Space transports: VT-49 Decimator

Crew: 3, gunners: 5, skeleton: 2/+10



Crew Skill: Varies
Passengers: 20 (troops)
Cargo Capacity: 2 metric tons
Consumables: 2 months
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
Focus: 5/4D
2 Quad 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
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

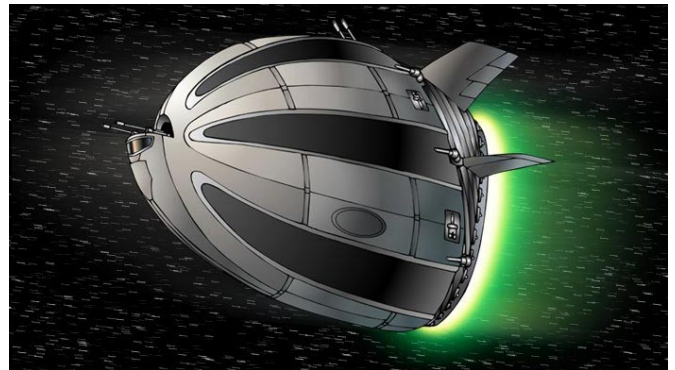
Space Range: 1/3/7

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

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

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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)

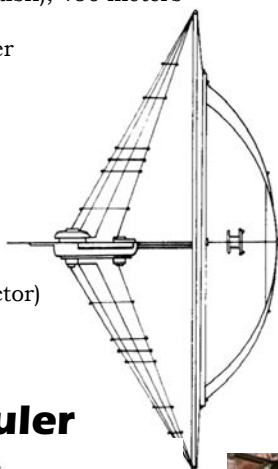
Maneuverability: +1

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

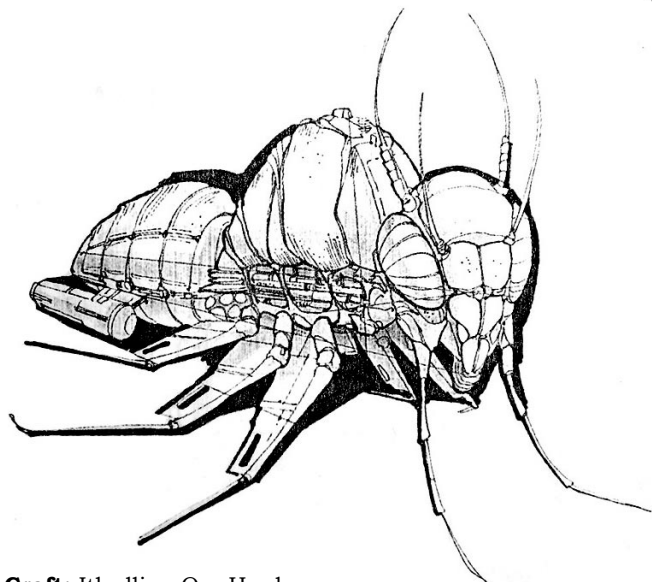
Fire Control: 2D

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

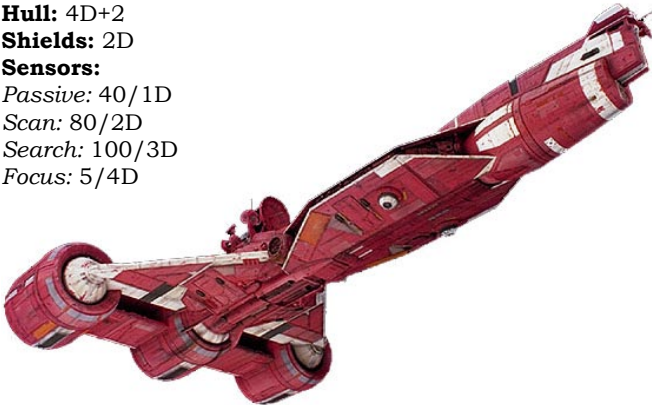
Nav Computer: Yes

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
Crew Skill: 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
Hull: 4D+2
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D



**PICTURE
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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
Maneuverability: +1

Space: 1

Hull: 4D

Shields: 4D

Sensors:

Passive: 40/0D

Scan: 60/1D

Search: 100/2D

Focus: 3/2D+1

Weapons:

10 Ion Cannons

Fire Arc: 3 front, 2 left, 2 right, 3 rear

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 1-10/25/50

Damage: 3D

2 Tractor Beam Projectors

Fire Arc: 1 left, 1 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Damage: 5D

Herd Ship

Craft: Ithorian SkyYards Herd Ship

Affiliation: Ithorians

Era: Old Republic

Source: Gamer Magazine Issue 4

Type: Ithorian herd ship

Scale: Capital

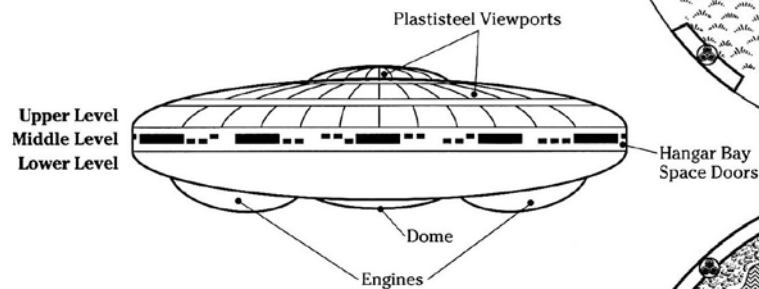
Length: 1,800 meters

Skill: Capital ship piloting: Herd Ship

Crew: 1,500 to 3,000

Crew Skill: Capital ship piloting 4D

Passengers: 10,000



Cargo Capacity: 20,000 metric tons

Consumables: 5 years

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

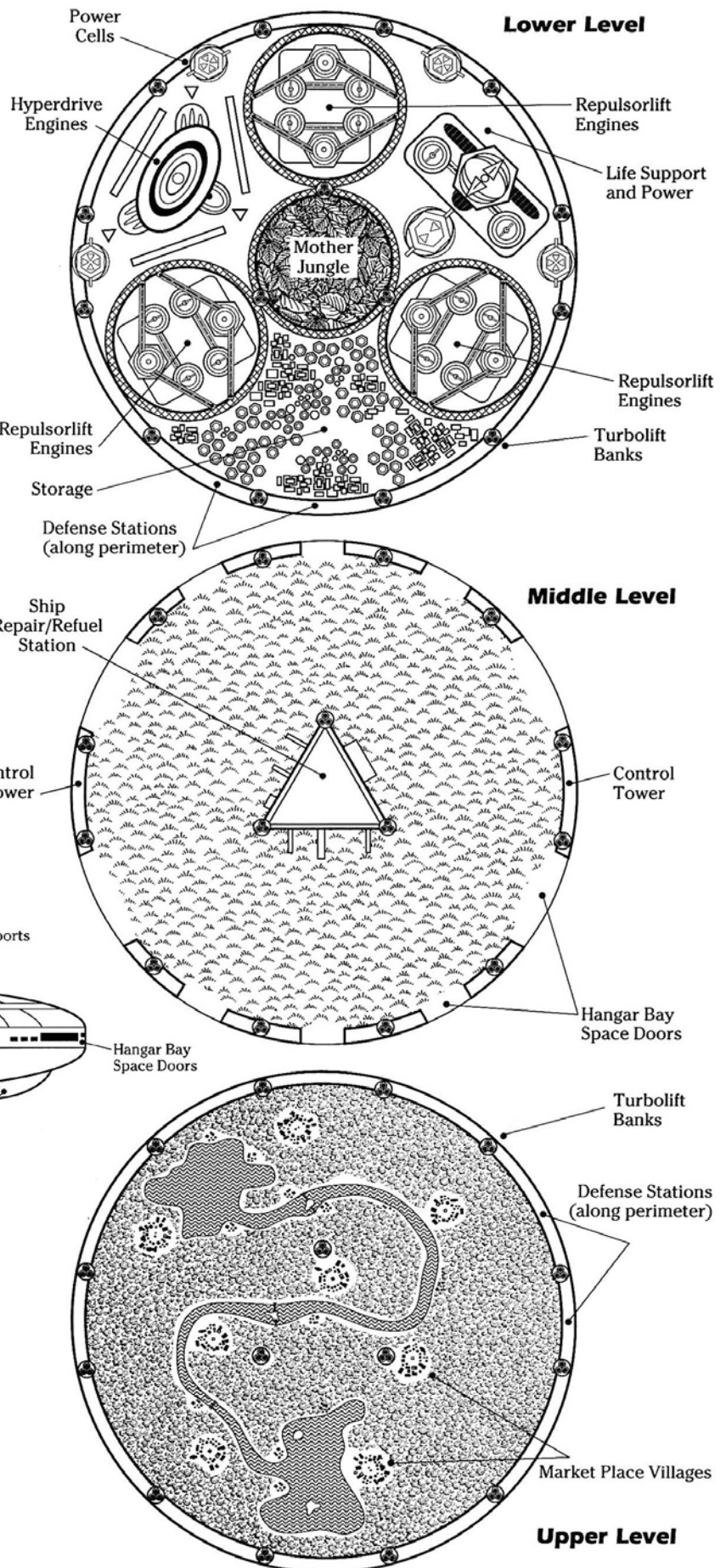
Search: 120/3D

Focus: 5/4D

Weapons:

20 Laser Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

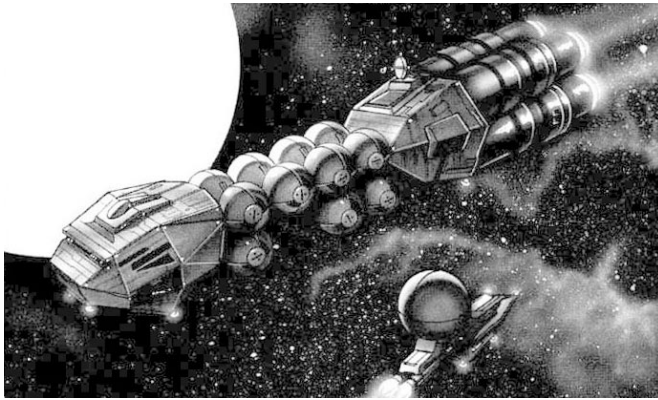


Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-4/13/28
Atmosphere Range: 100-400/1.3/2.8 km
Damage: 4D

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

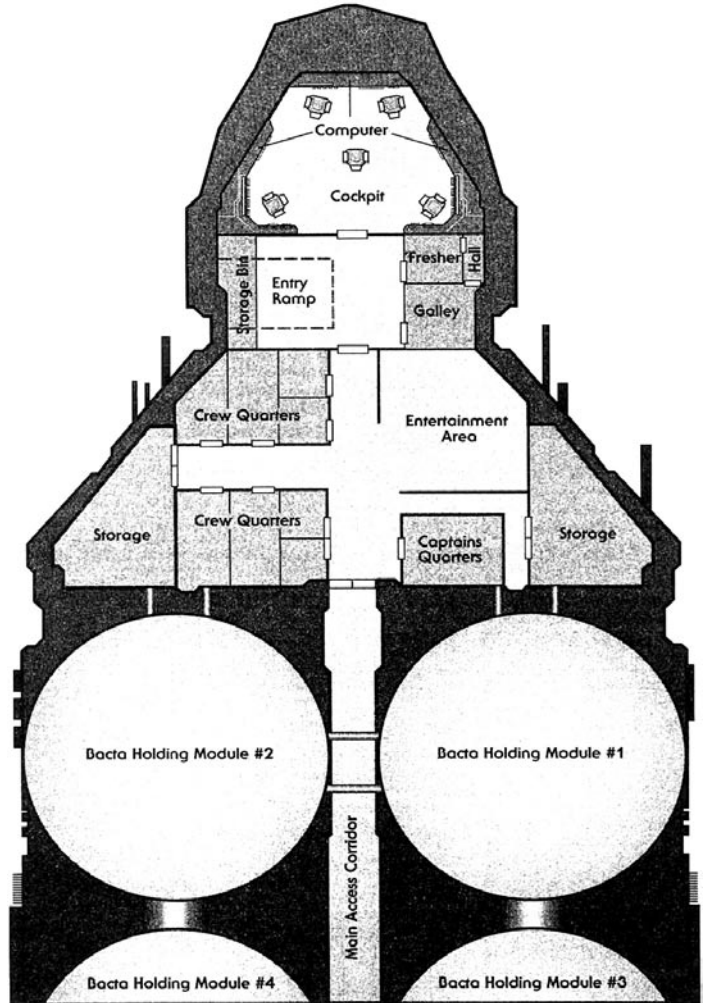
Scale: Starfighter

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:

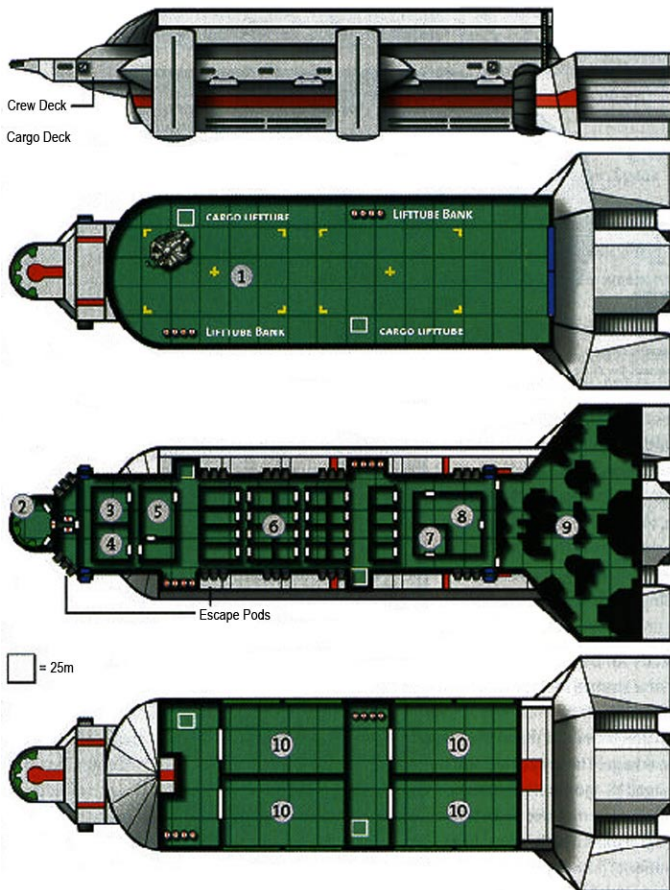
Passive: 30/1D

Scan: 40/2D

Search: 50/2D+2

Focus: 4/3D

MOD-17 Deckplan Key:



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

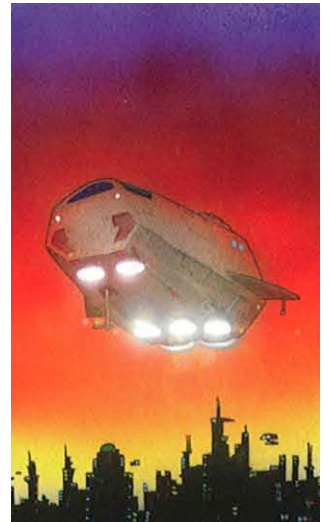


Craft: SoroSuub Corp. Ferryboat Liner
Affiliation: General
Era: Rise of the Empire
Type: Passenger liner
Scale: Capital
Length: 363 meters
Skill: Capital ship piloting: Ferryboat
Crew: 98
Passengers: 500
Cargo Capacity: 5,000 metric tons
Cost: 6 million
Hyperdrive Multiplier: x2.5

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: *Eliall-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



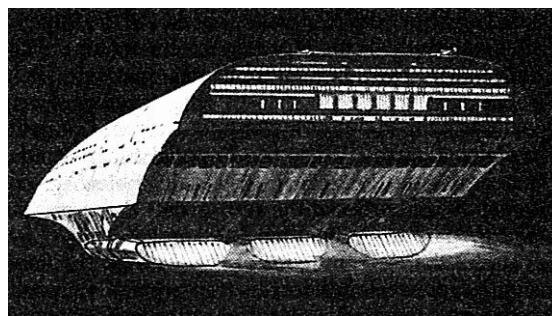
Craft: Botajef AA-9 Freightliner
Affiliation: General
Era: Rise of the Empire
Type: Refitted passenger vessel
Scale: Capital
Length: 330 meters
Skill: Capital ship piloting: starfreighter
Crew: 70
Passengers: 30,000
Cargo Capacity: 90 metric tons
Consumables: 2 years
Cost: 740, 000 (new), 407,000 (used)
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
Length: 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
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 40/0D
Scan: 80/1D
Search: 120/2D
Focus: 3/3D

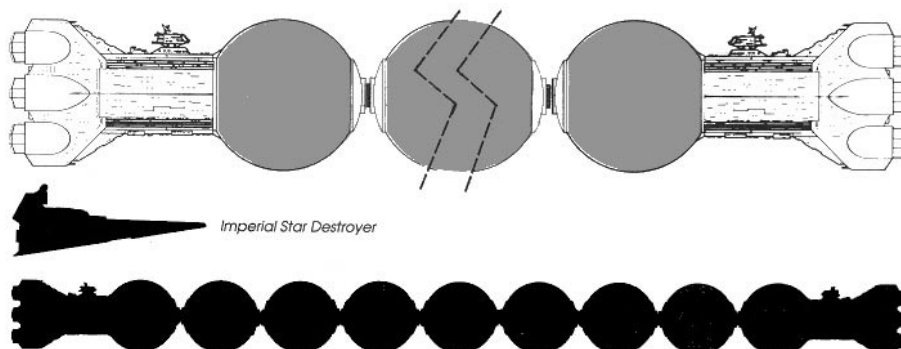
Lady Luxury Liner



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:
4 Twin Blaster Cannons (fire-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:

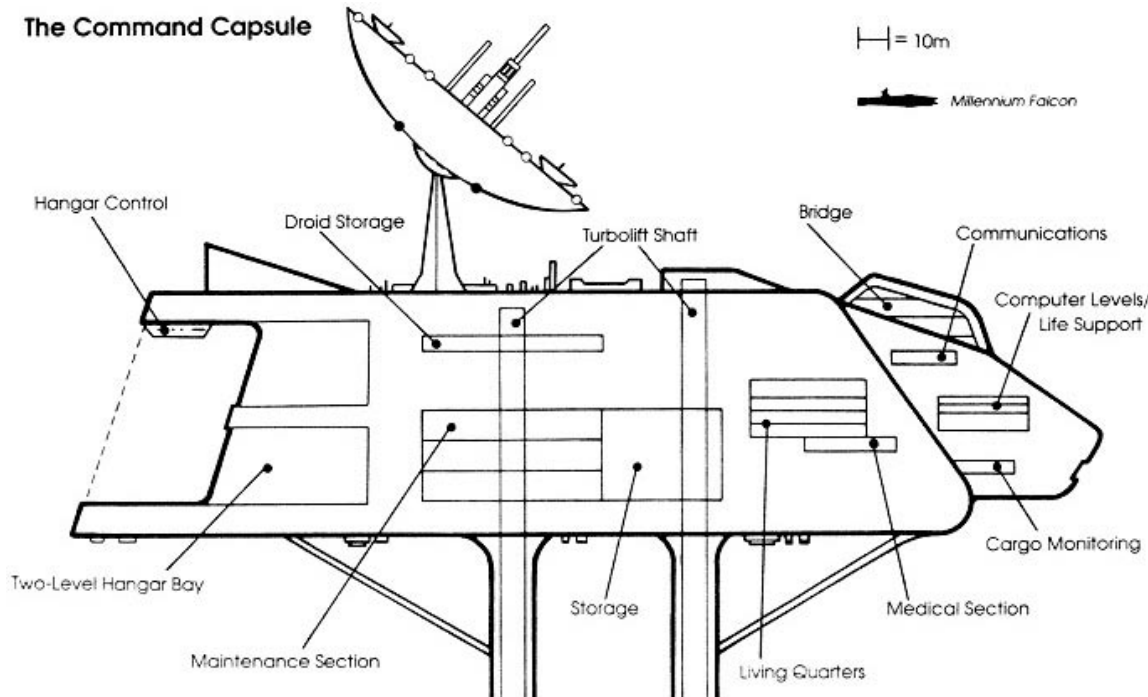
Passive: 10/0D

Scan: 20/1D+1

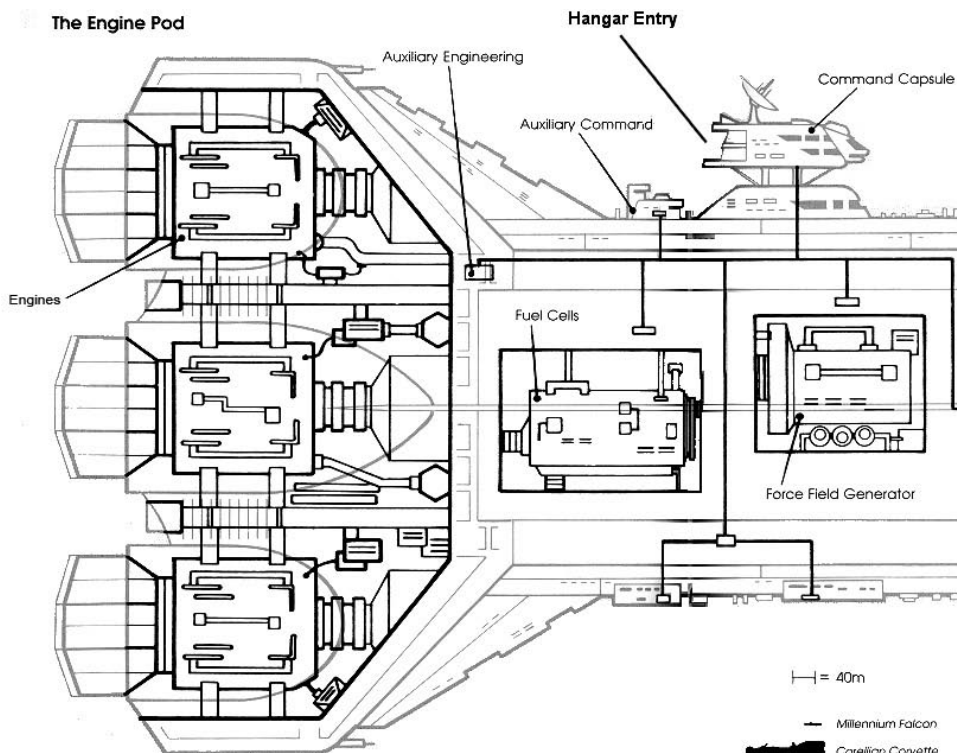
Search: 40/1D+2

Focus: 2/2D

The Command Capsule



The Engine Pod



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: x3

Nav 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:

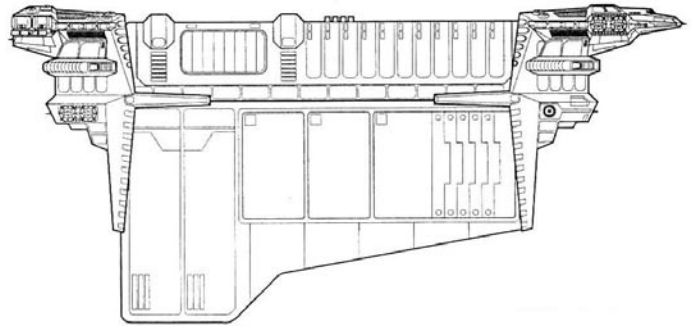
Passive: 40/1D

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

Atmosphere: 280; 800 kmh

Hull: 2D

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: 6-30/70/150 km

Damage: 3D

Tractor Beam Projector

Fire Arc: Front/down

Crew: 2

Scale: Starfighter

Skill: Starship gunnery

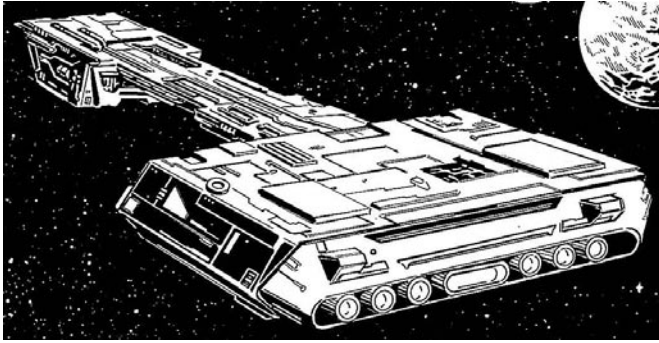
Fire Control: 1D

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
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: 2D
Space Range: 1-5/10/17
Damage: 4D

Battleships

Sith Gunship

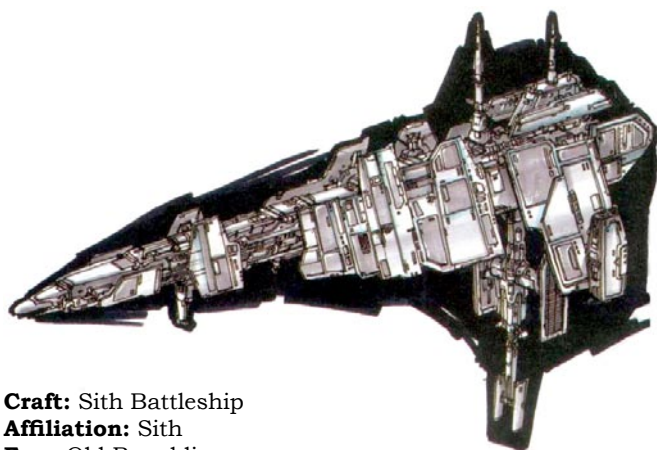
Craft: Sith Gunship
Affiliation: Sith
Era: Old Republic
Source: Gamer Magazine Issue 5
Type: Sith escort gunship
Scale: Capital
Length: 75 meters
Skill: Capital ship piloting: Sith Gunship
Crew: 18
Crew Skill: Typically 6D in all relevant skills
Passengers: 30
Cargo Capacity: 250 metric tons
Consumables: 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 Autoblaster
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



Craft: Sith Battleship
Affiliation: Sith
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
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

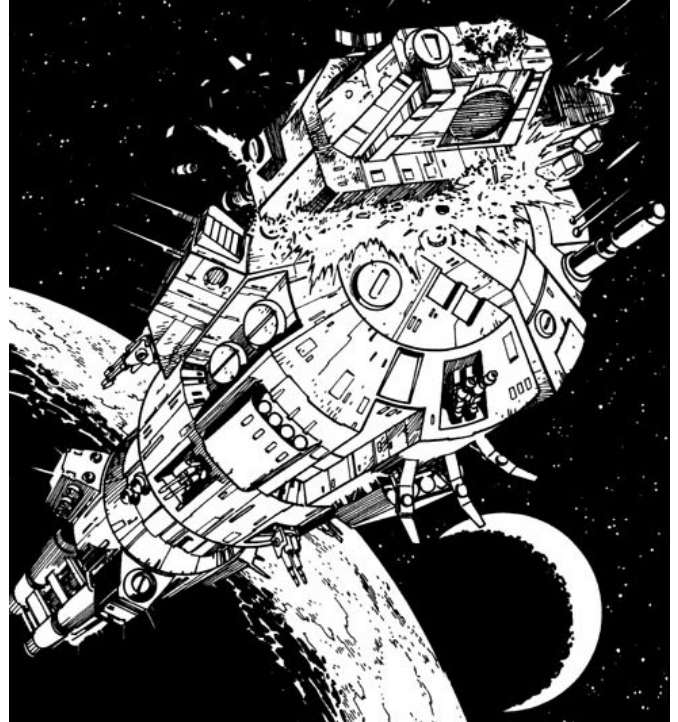
Marauder Corvette

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**

Craft: 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

Space: 2

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D

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: 30/0D

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

**PICTURE
REMOVED**

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

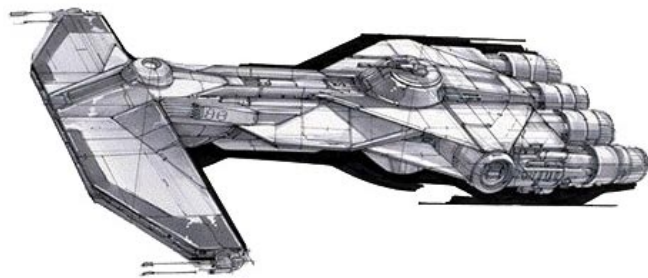
Space Range: 1-3/12/25

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

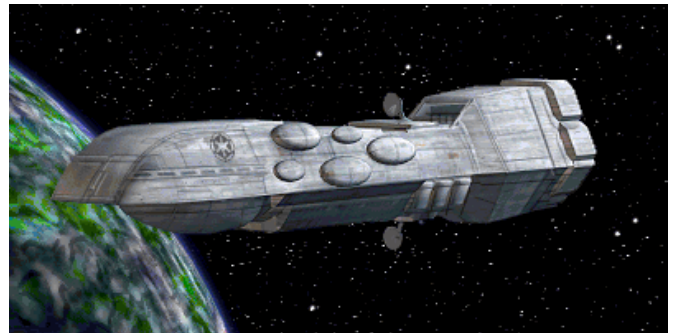
Fire Control: 2D+2

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

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

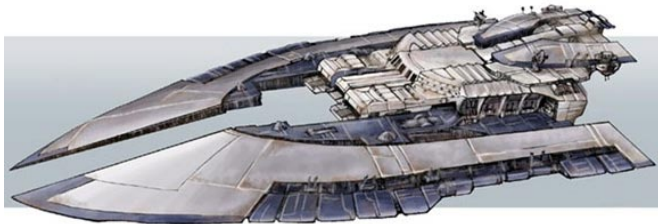
Fire Control: 1D

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: Kumaauri 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: 2-15/45/90

Damage: 8D

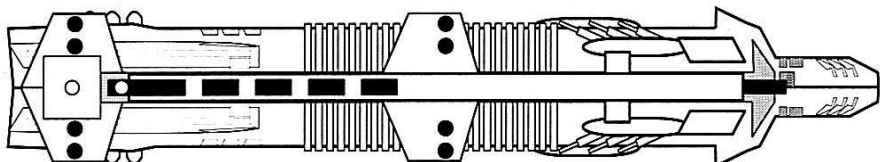
52 Turbolaser Cannons

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

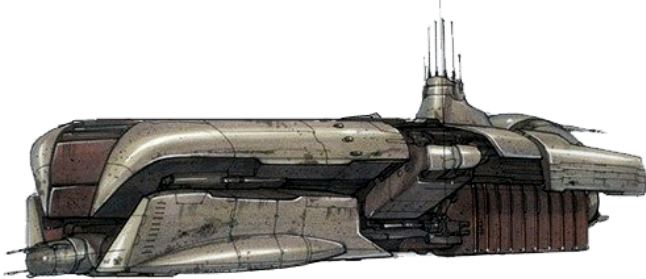
Fire Control: 3D

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: Astroagation 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

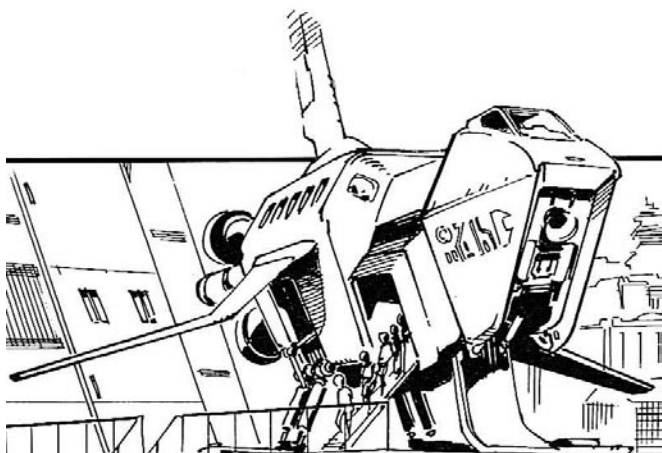
Space Range: 1-8/17/60

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

Atmosphere: 280; 800 kmh

Hull: 3D

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

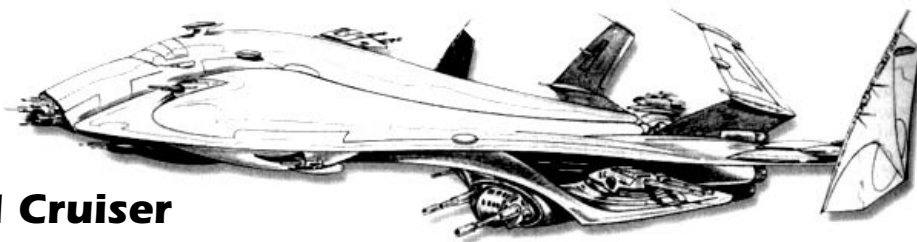
IR-3F Patrol Ship

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

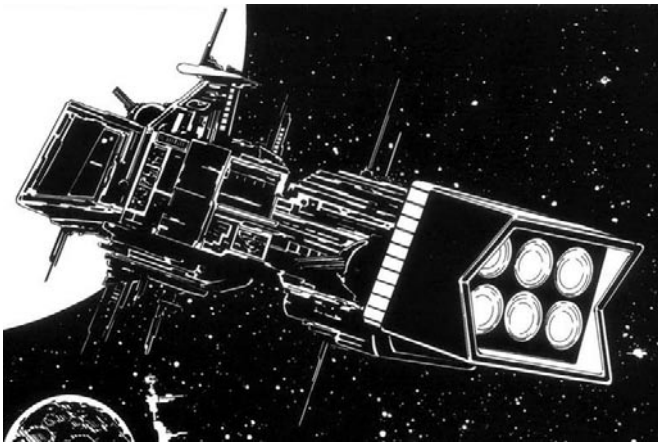
Skill: Capital ship piloting

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



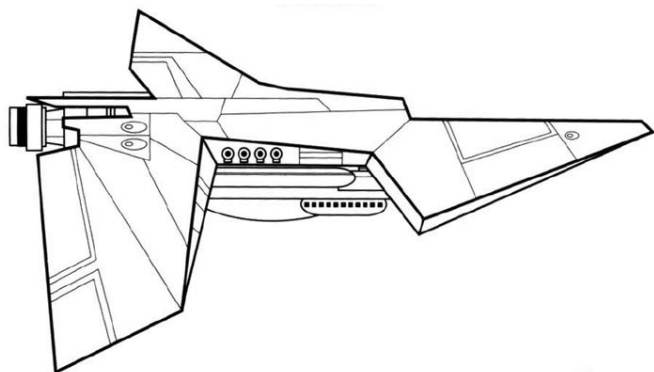
Craft: Rendili StarDrive's *Kiltirin*-class
Affiliation: General
Era: Rise of the Empire
Source: Alliance Intelligence Reports (page 57)
Type: Mandalorian dungeon ship
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: *Kiltirin*-class
Crew: 115, gunners: 21, skeleton 75/+15
Crew Skill: 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

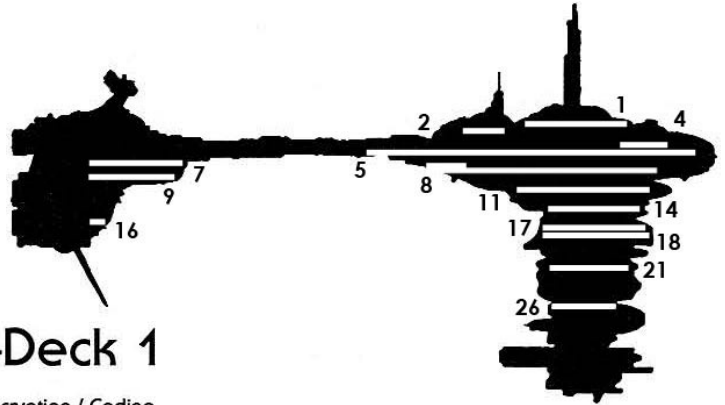
Trenchant Light Cruiser



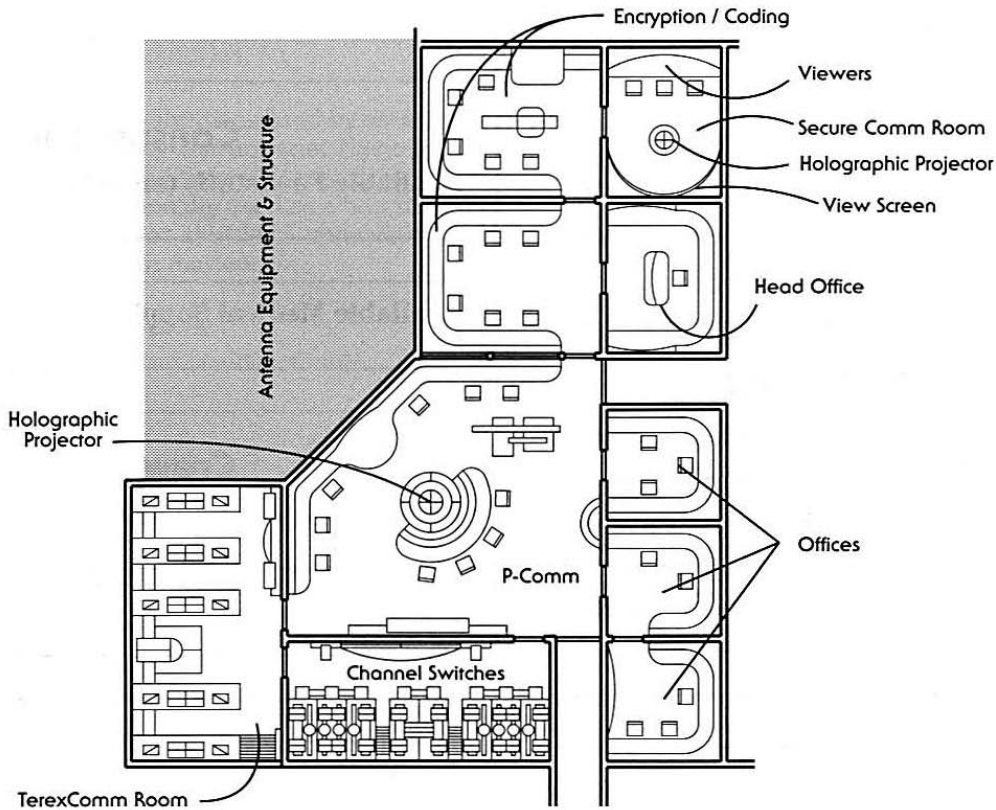
Craft: Merkuni Drives *Trenchant*-class Cruiser
Affiliation: General
Era: Rise of the Empire
Source: Alliance Intelligence Reports
Type: Light cruiser
Scale: Capital
Length: 215 meters
Skill: Capital ship piloting: Trenchant cruiser
Crew: 140, gunners: 20, skeleton 64/+10
Crew Skill: Astrogation 3D+2, 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 Range: 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 Range: 100-500/1/1.7 km
Damage: 4D+1

Nebulon-B Frigate

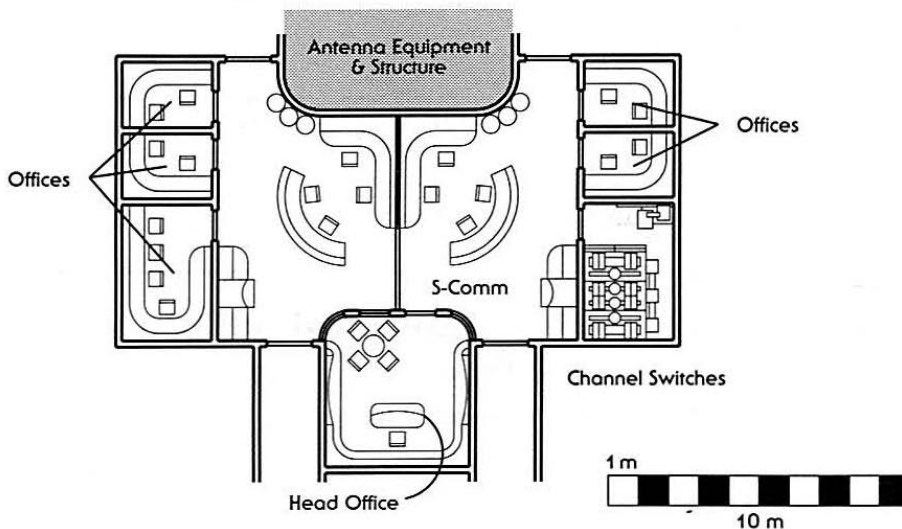
Craft: Kuat Drive Yards' Nebulon-B Frigate
Affiliation: General / Rebel Alliance / Empire
Era: Rise of the Empire
Source: Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 60-61), Star Wars Trilogy Sourcebook SE (pages 142-143), The Star Wars Sourcebook (pages 31-32), The Jedi Academy Sourcebook (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: 2-6/24/50 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



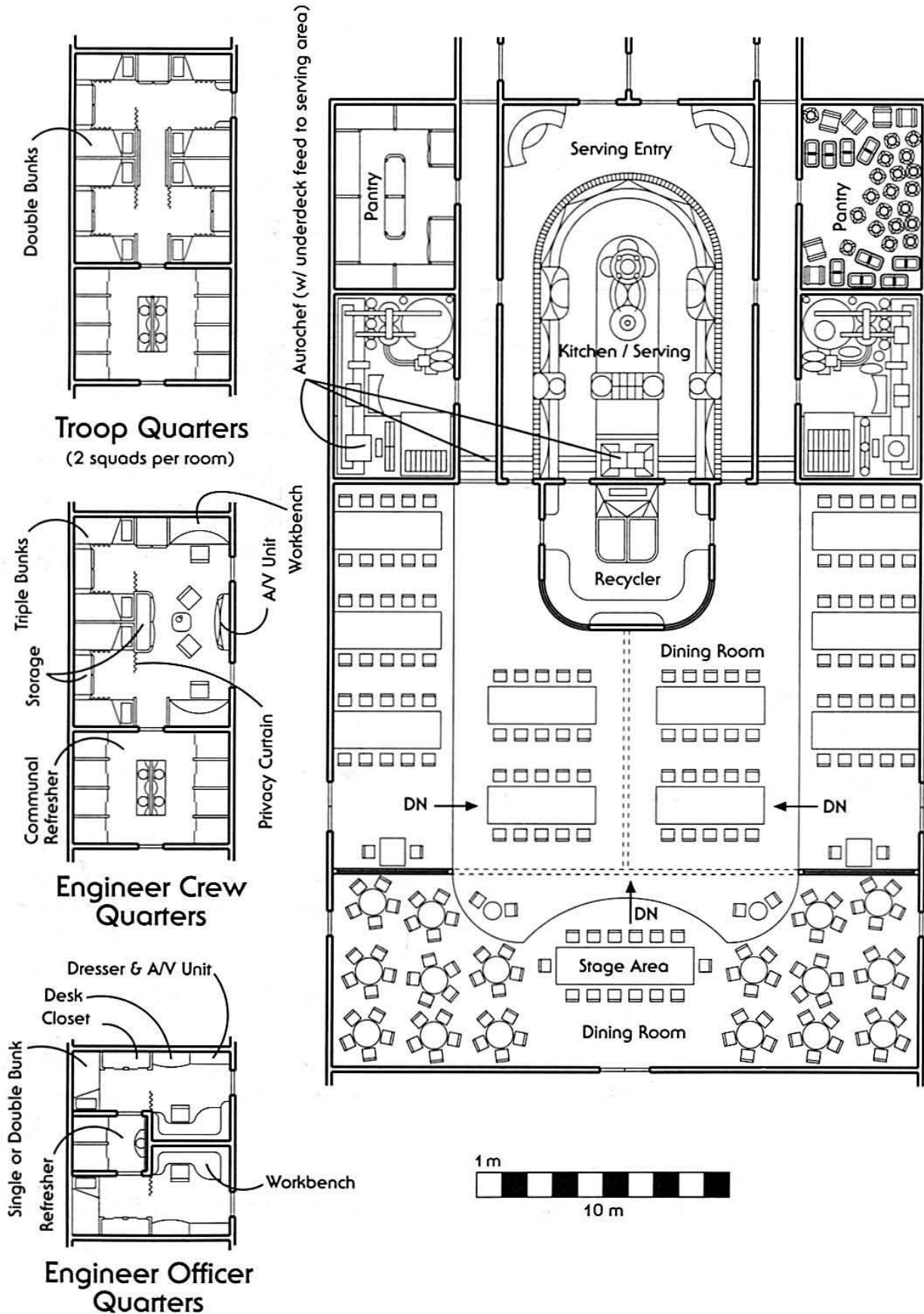
Primary Communications—Deck 1



Short Range Communications—Deck 2



Crew Galley-Deck 4



Deck 5 (Command)

Tractor Beam Machinery

Emergency Supplies

Communications Antenna Structure and Equipment

Control Room

Machine Shop

Turbolift To Deck Below

Repair Rack

Crew Quarters with Triple Bunks

Communal Refresher

Ship's Systems

Open to Hangar Below

Ready Flight 1 and 2

Repeating Blaster Hardpoint

Airlock

Security Station

Crew Quarters with Triple Bunks

Exterior Mounted Units

Docking Tube Machinery

Boom Access Corridor

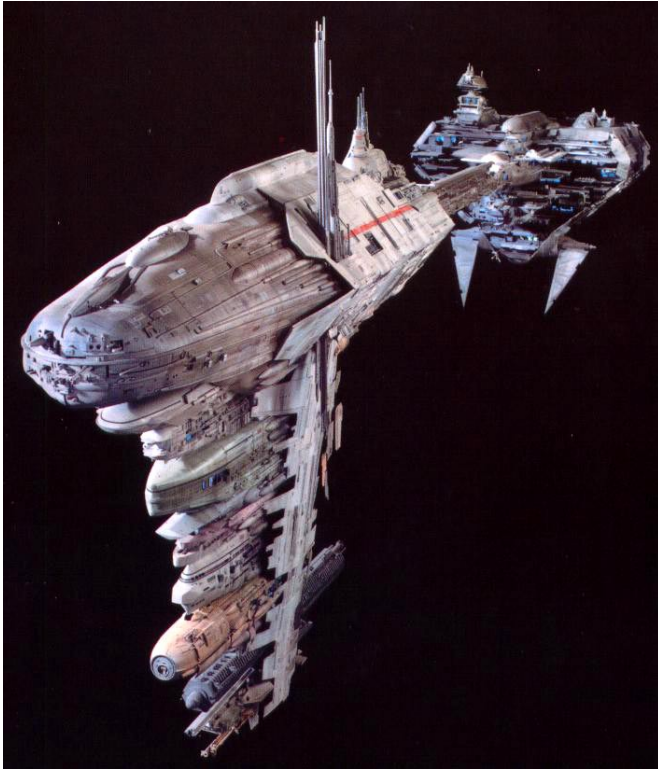
Storage

TIE Fighter Racks

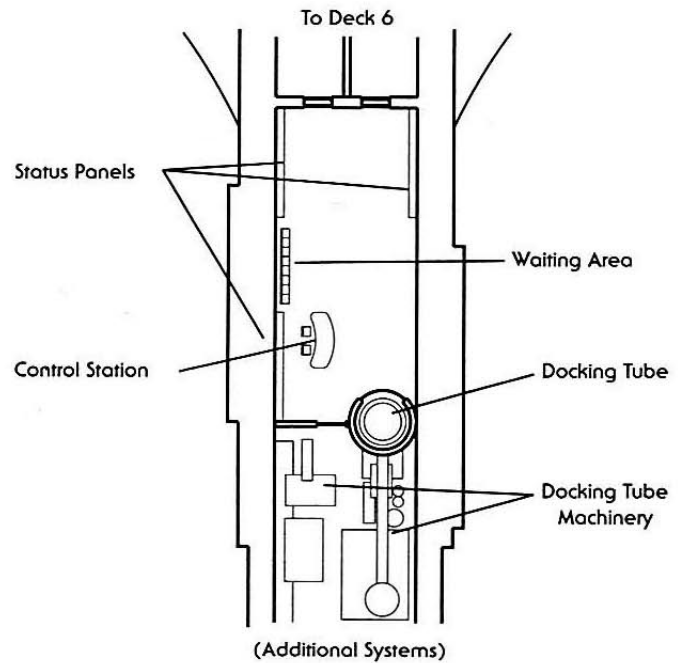
The floor plan of the USNS Comfort (T-ESB-9) is a complex layout designed for medical care and administrative functions. The ship is oriented vertically, with the bow at the top. The plan is divided into several main sections:

- Forward (Bow) Section:** Includes the **Training Room** at the very front, followed by **Weapons Range** and **Ship's Systems** on the right side. The **Training Equipment Storage** is located along the upper hull.
- Mid-Ship Section:** Features **Training Rooms** and **Weapons Range** on the left. The central area contains the **Locker Rms**, **Ship's Doctor**, **Medical Droid Bay**, and **Communications Antenna Structure and Equipment**. The right side includes **Trooper Offices**, **Brig Security**, and **Brig** areas.
- Mid-Ship Section (Continued):** The central corridor leads to the **ICU/Exam** area, which includes **Exam** rooms, **ICU** (Intensive Care Unit) rooms, and **Pharmacy**. The **Storage** area is located near the **ICU/Exam** section. The **Brig Access** is also indicated.
- Aft (Stern) Section:** Contains the **Recovery Ward**, **Surgery**, **Bacta Ward**, and **Control Room**. The **Brig** area includes **Brig (9)** and **Brig (10)** sections, along with **Refresher** and **Emergency Supplies Storage** areas.

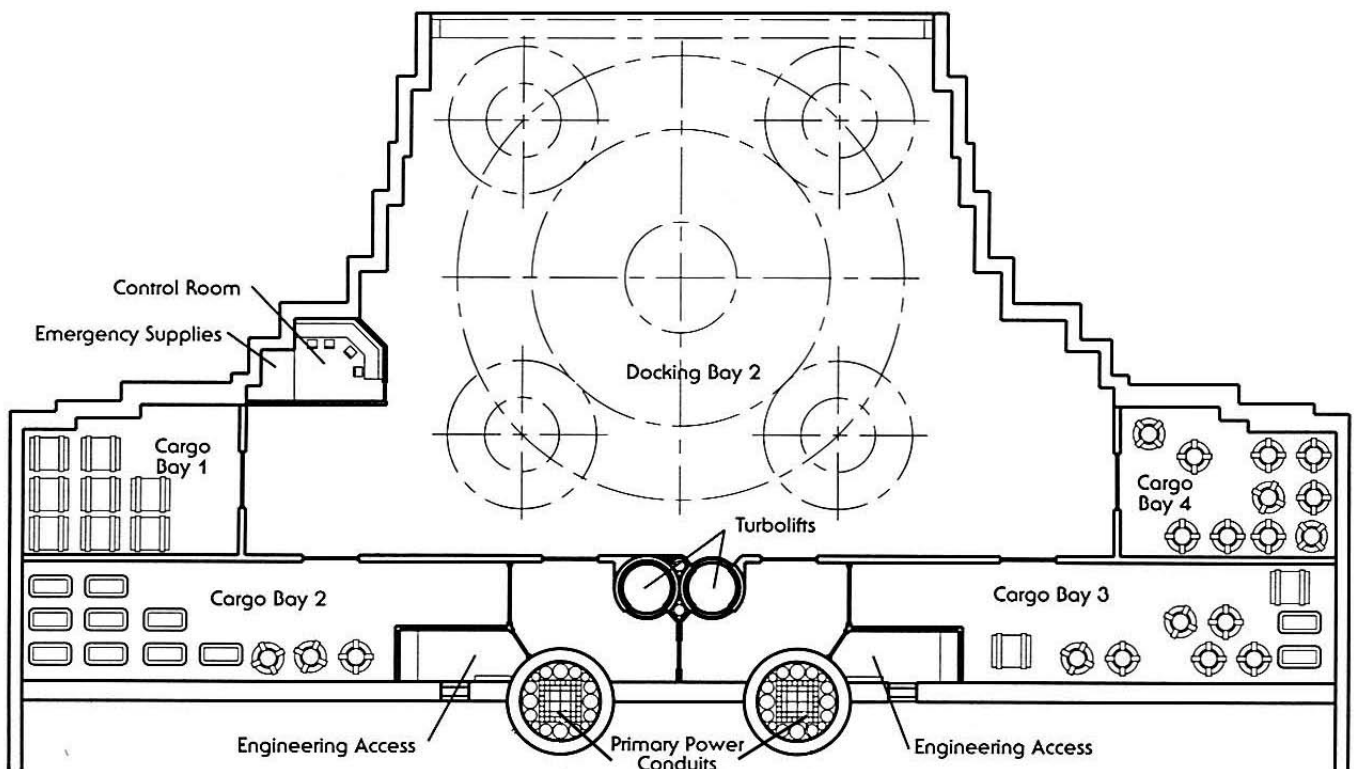
A scale bar at the bottom right indicates a length of 10 meters. The text "k 8" and "mmand)" are visible at the bottom left of the page.



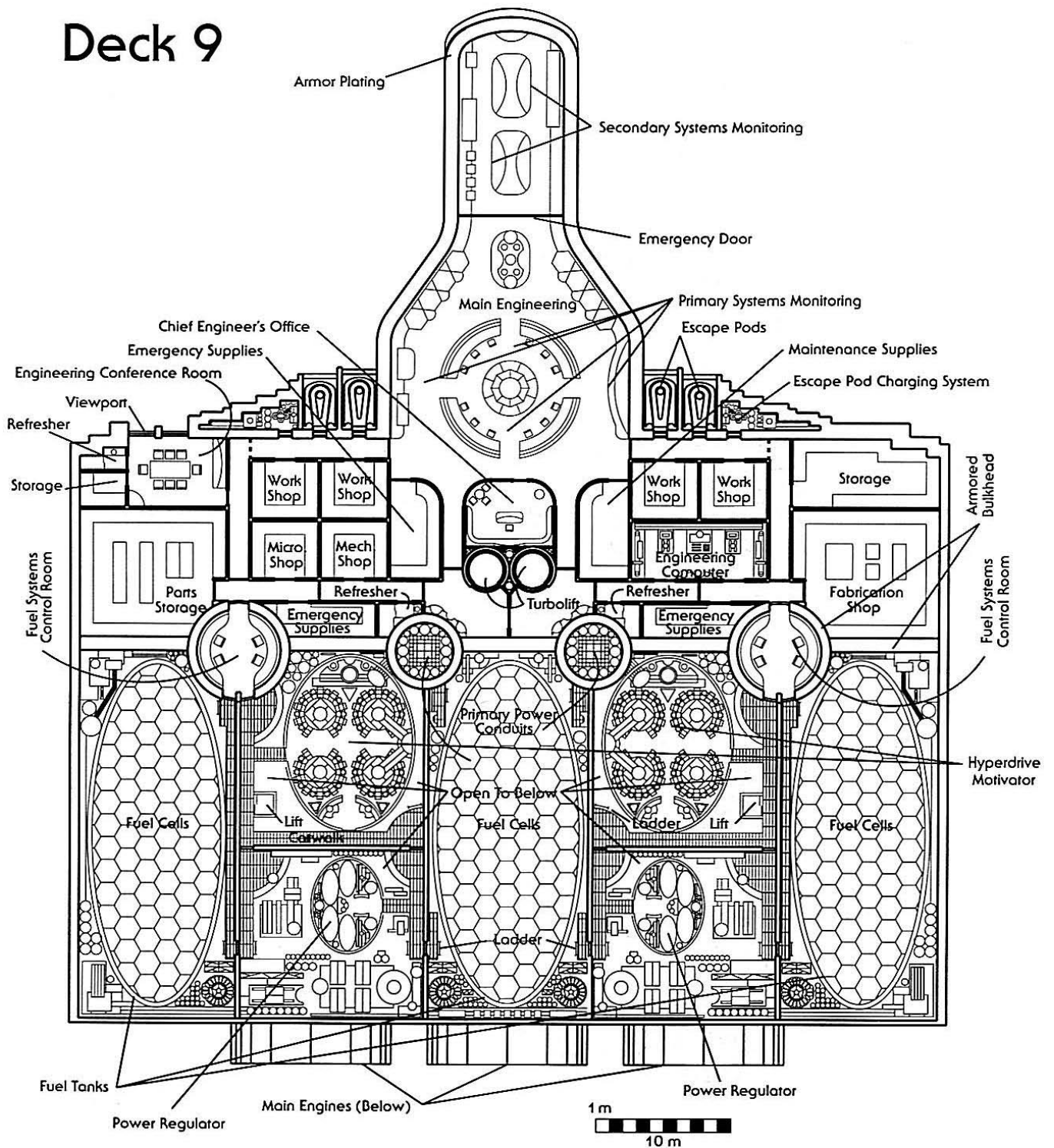
Deck 6 Forward Docking Tube



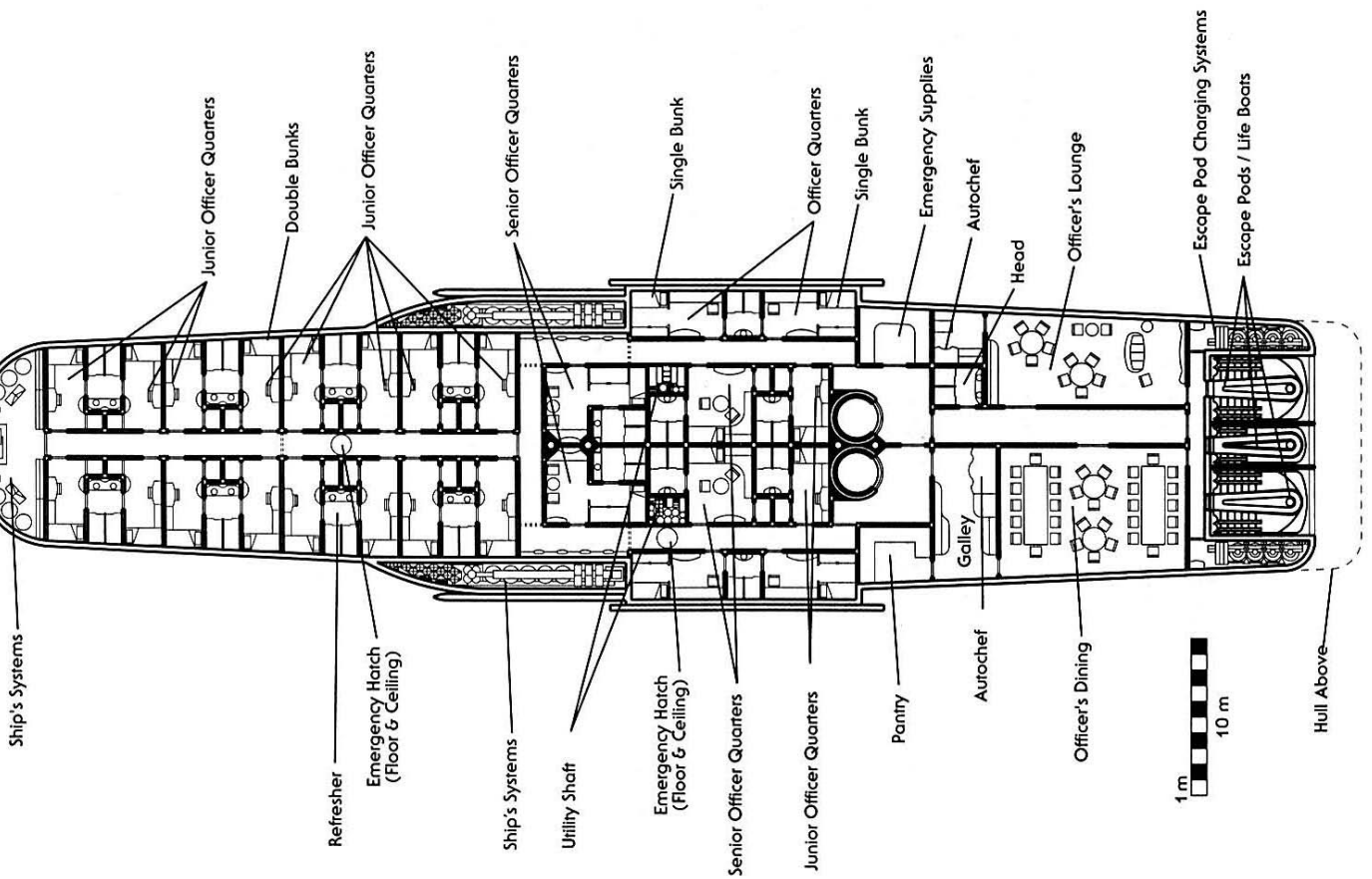
Deck 7—Docking Bay 2



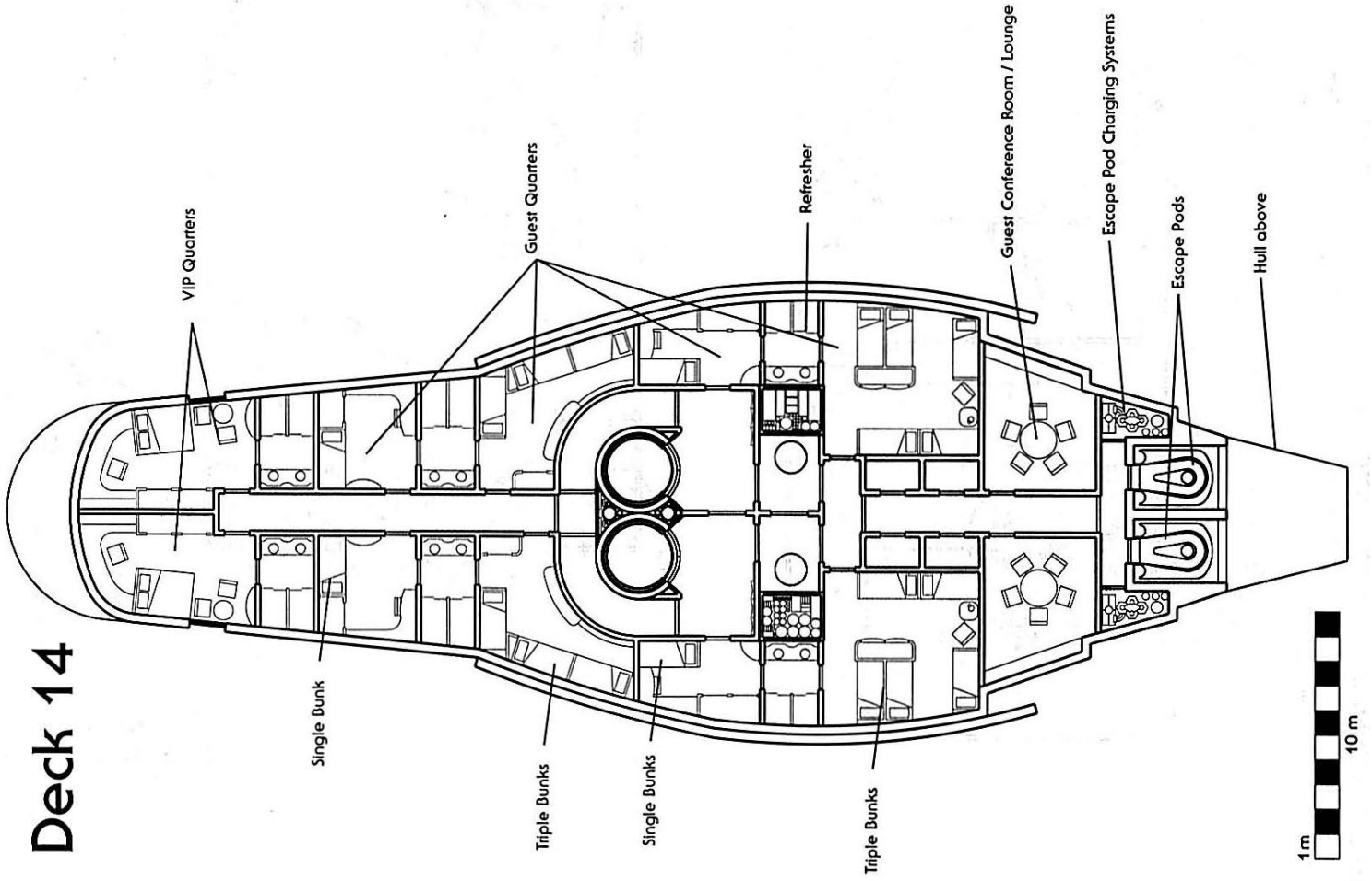
Deck 9



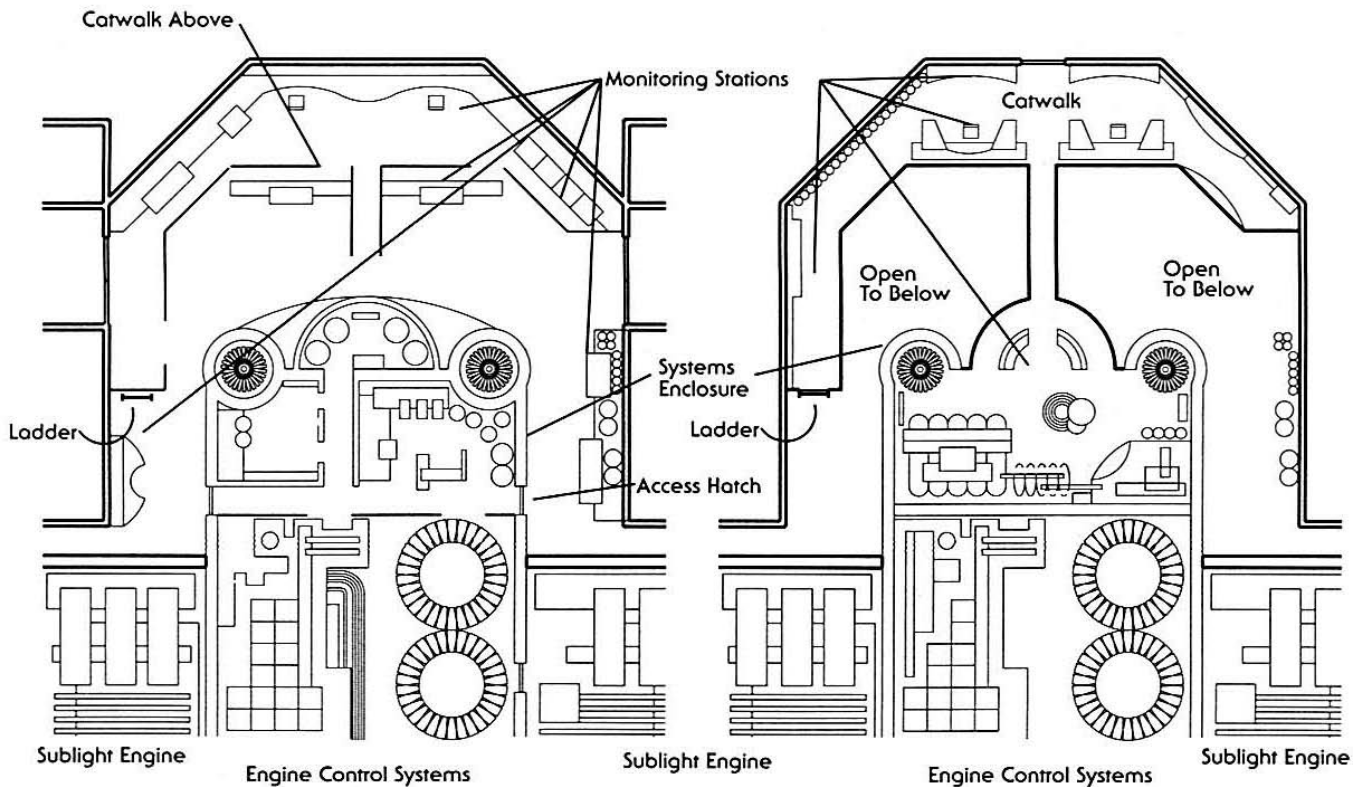
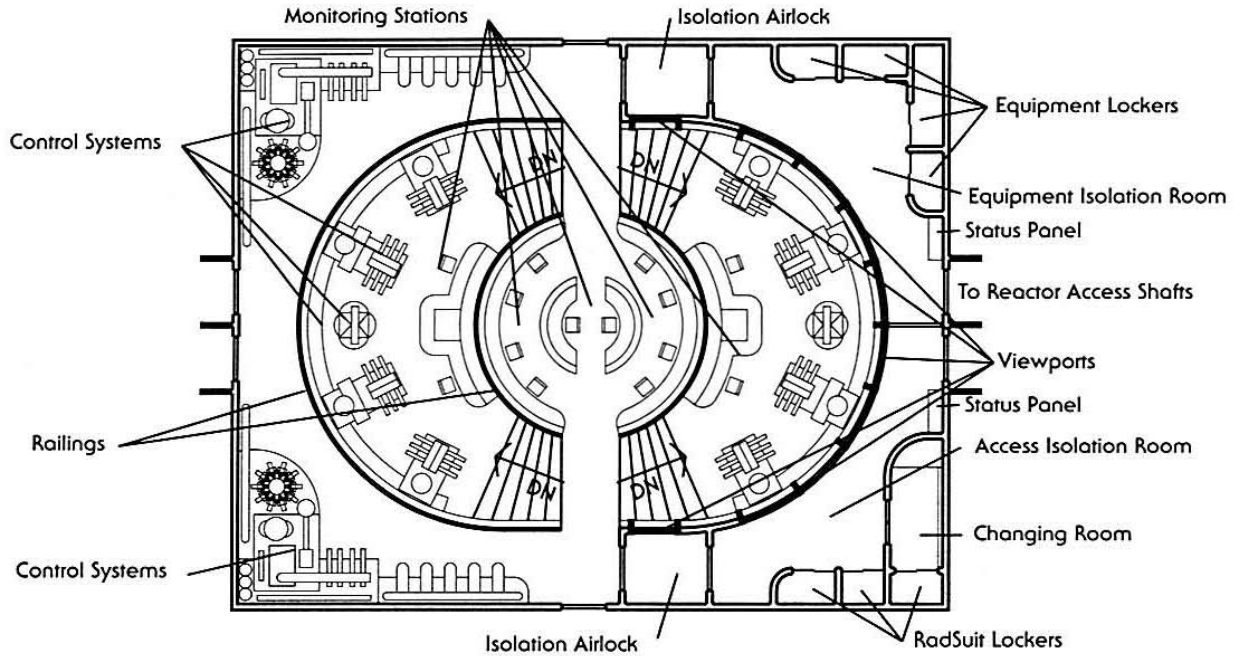
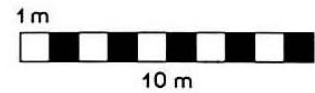
Deck 11



Deck 14

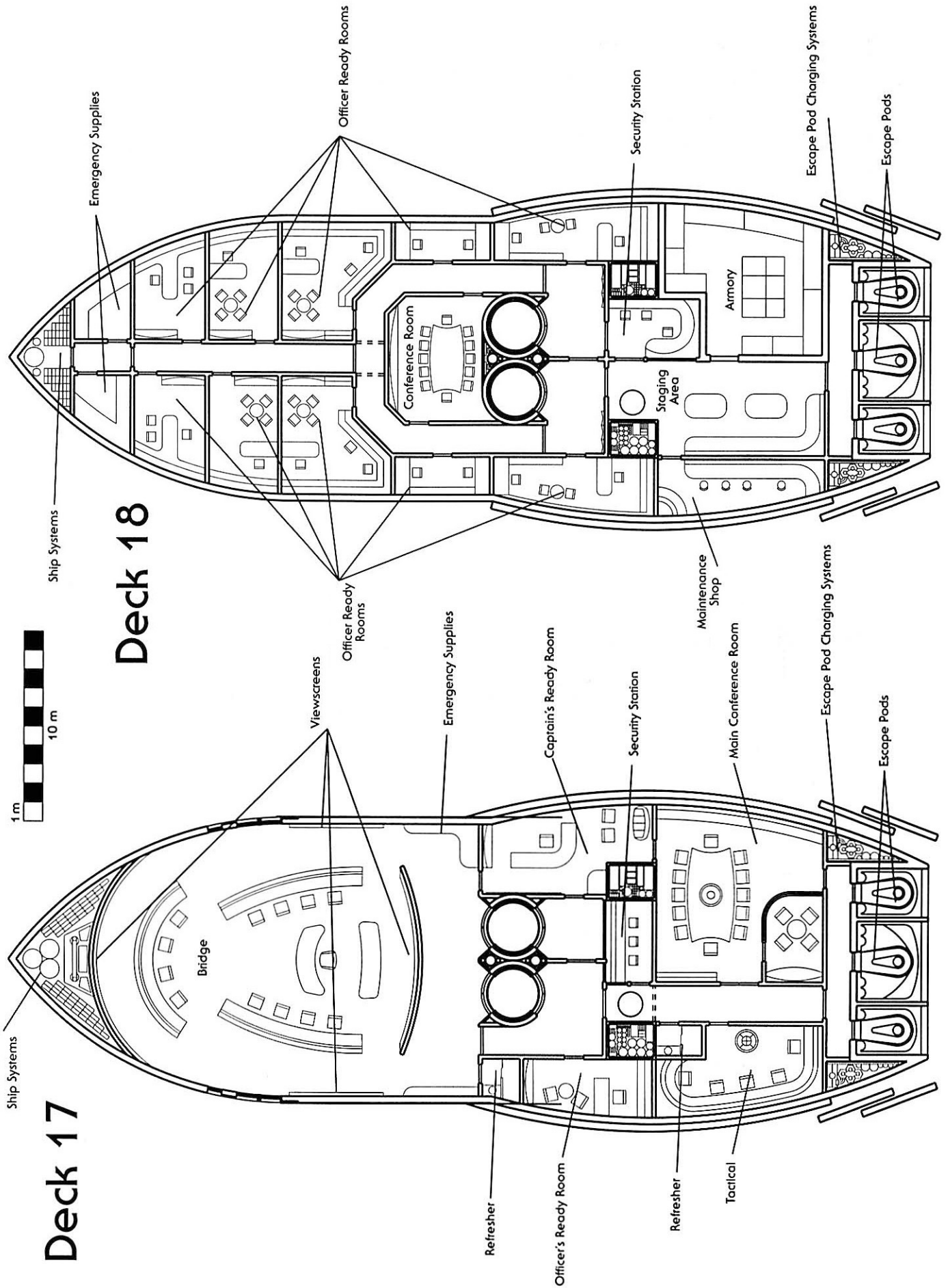


Main Reactor Control Room— Deck 16 (Engineering)

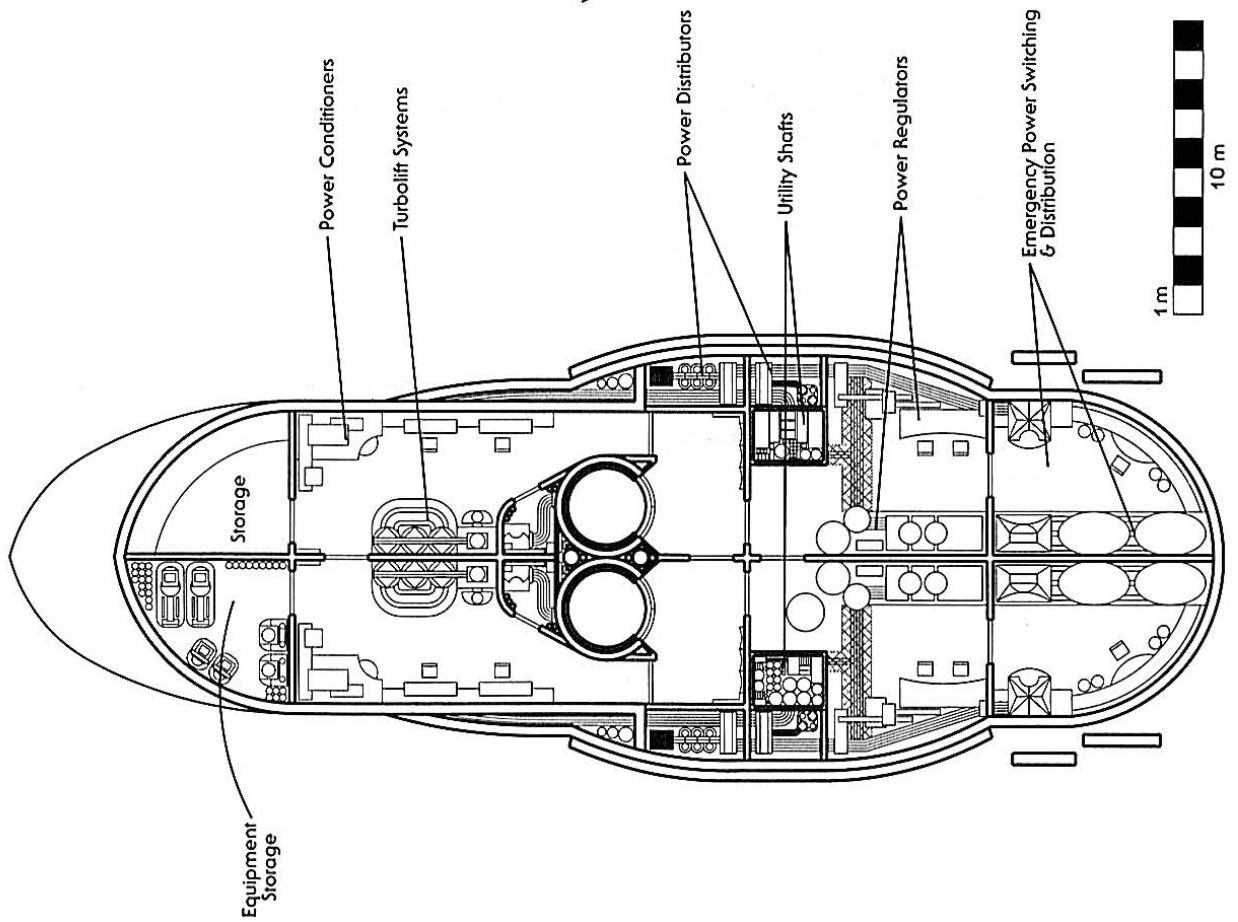


Sublight Engine Control
Room—Lower Level

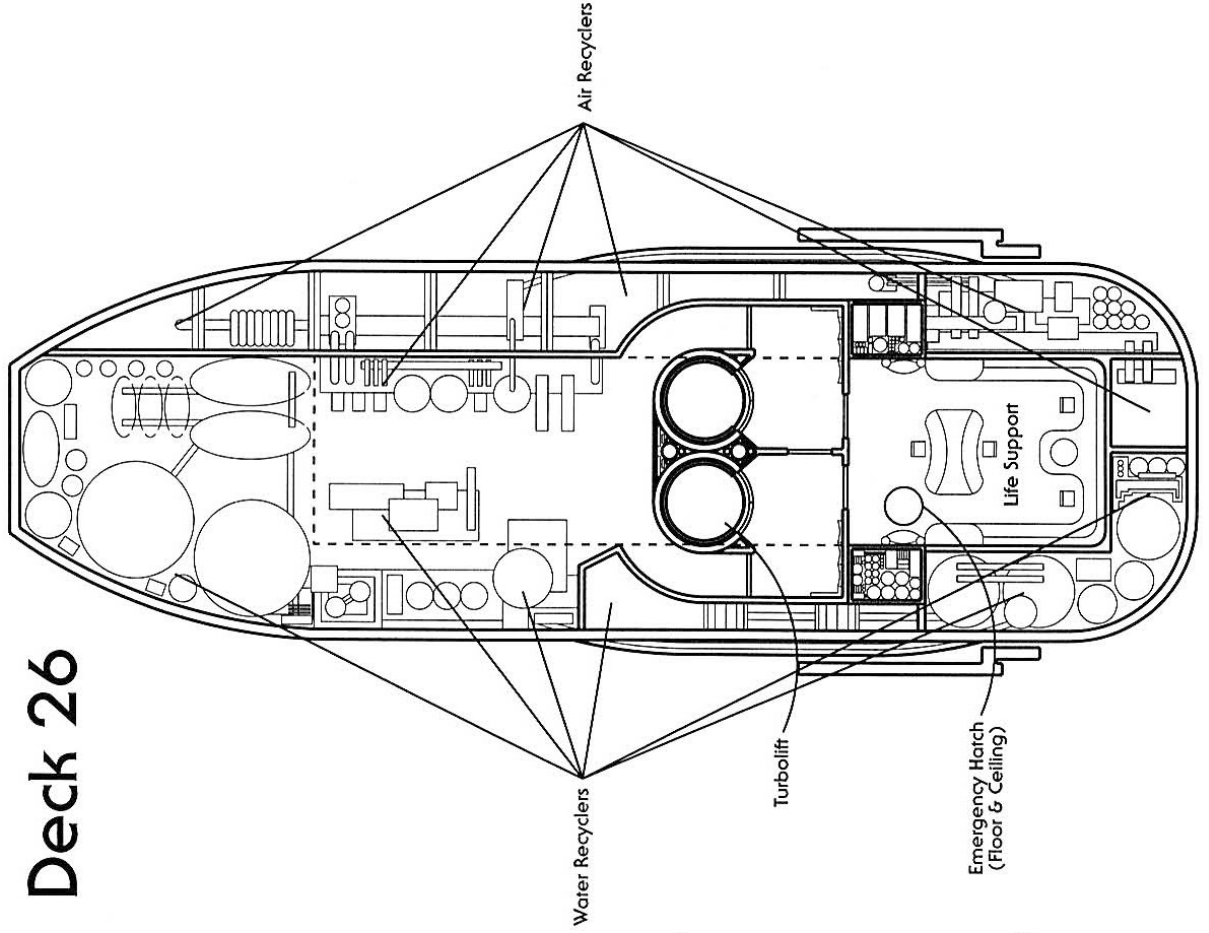
Sublight Engine Control
Room—Upper Level



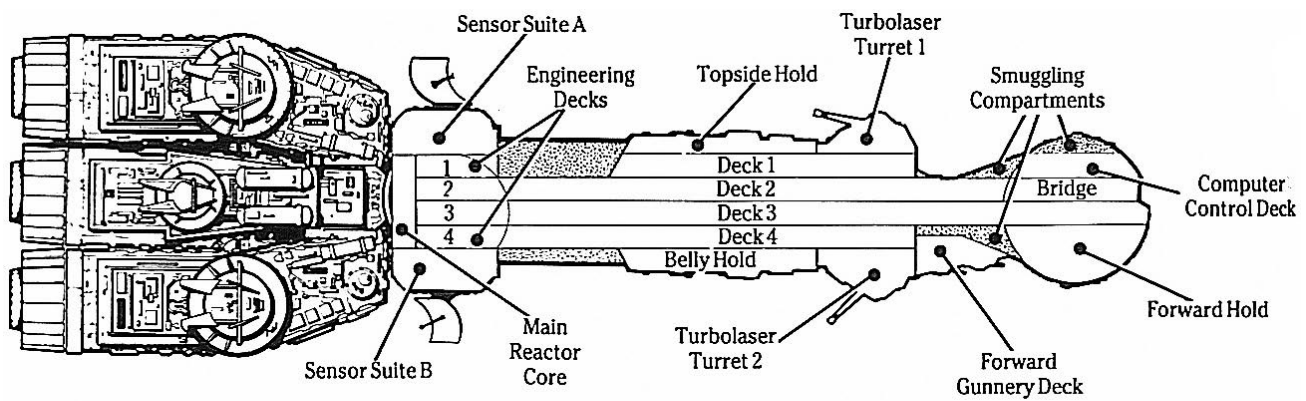
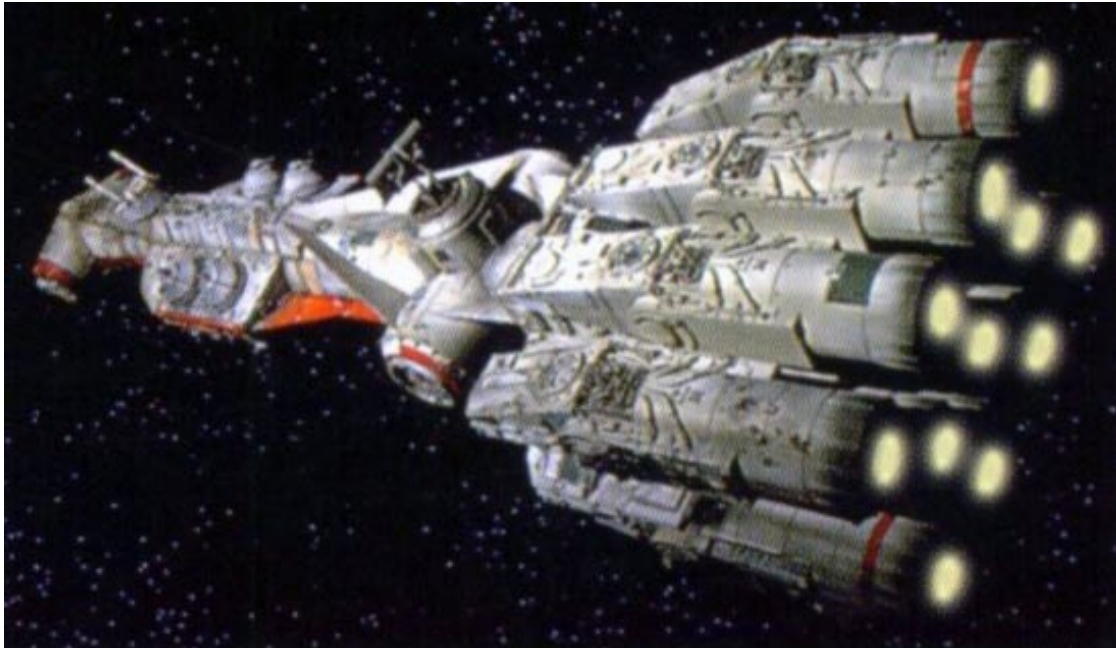
Deck 21—Secondary Engineering (Power)



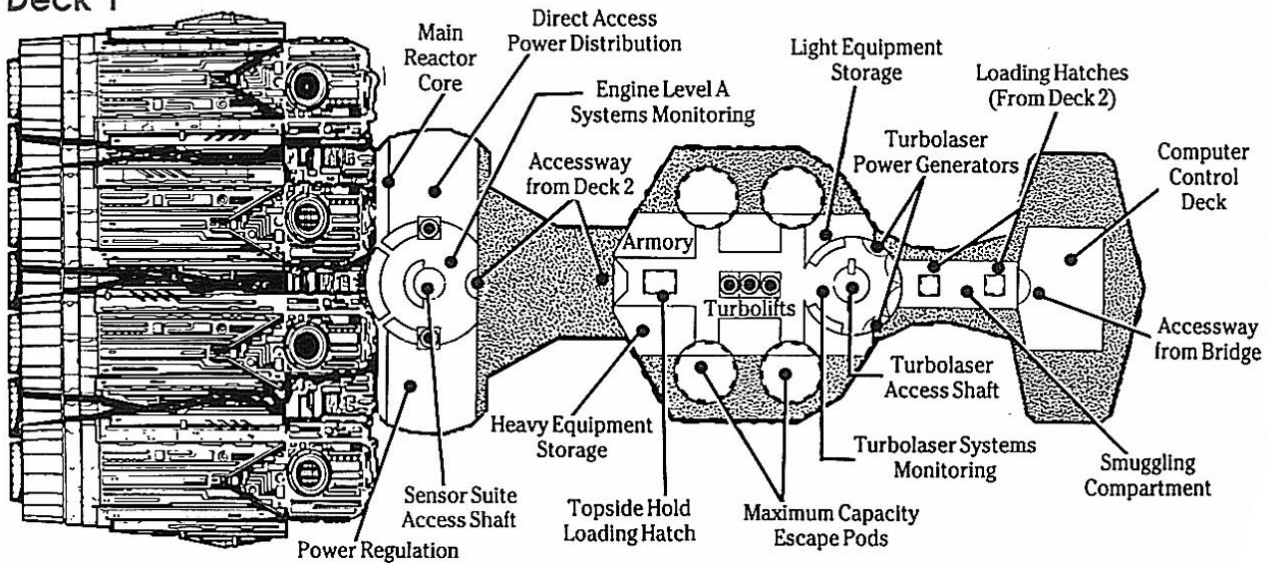
Deck 26



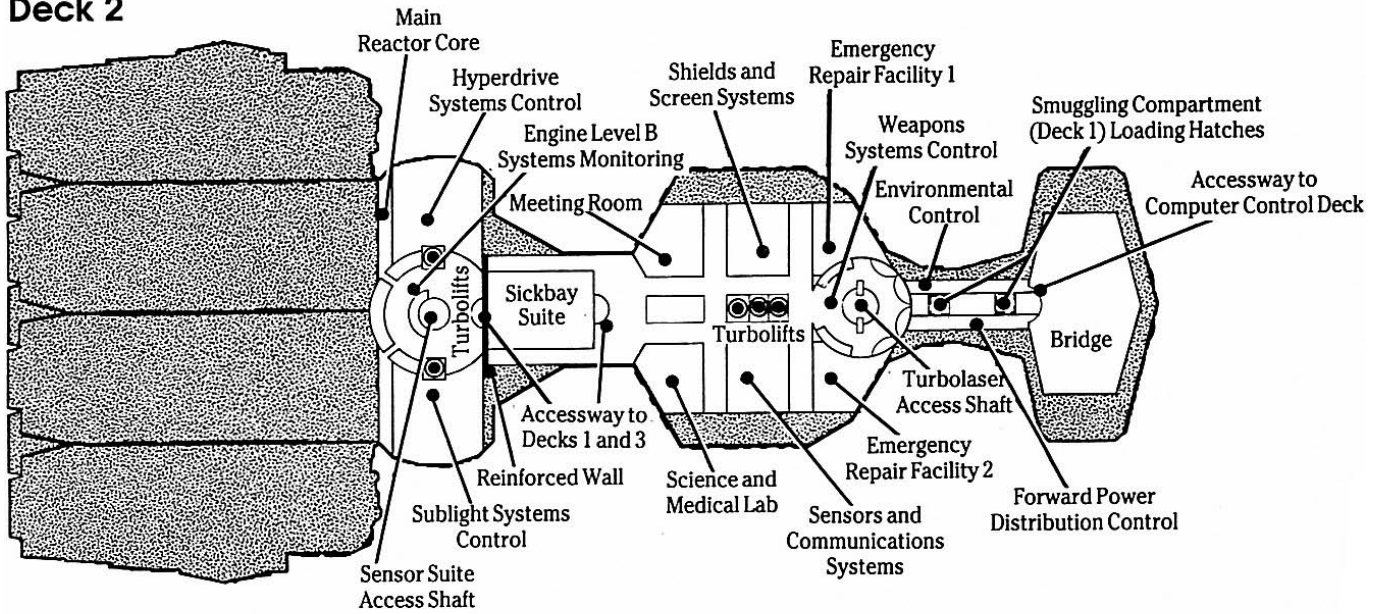
Corellian Corvette



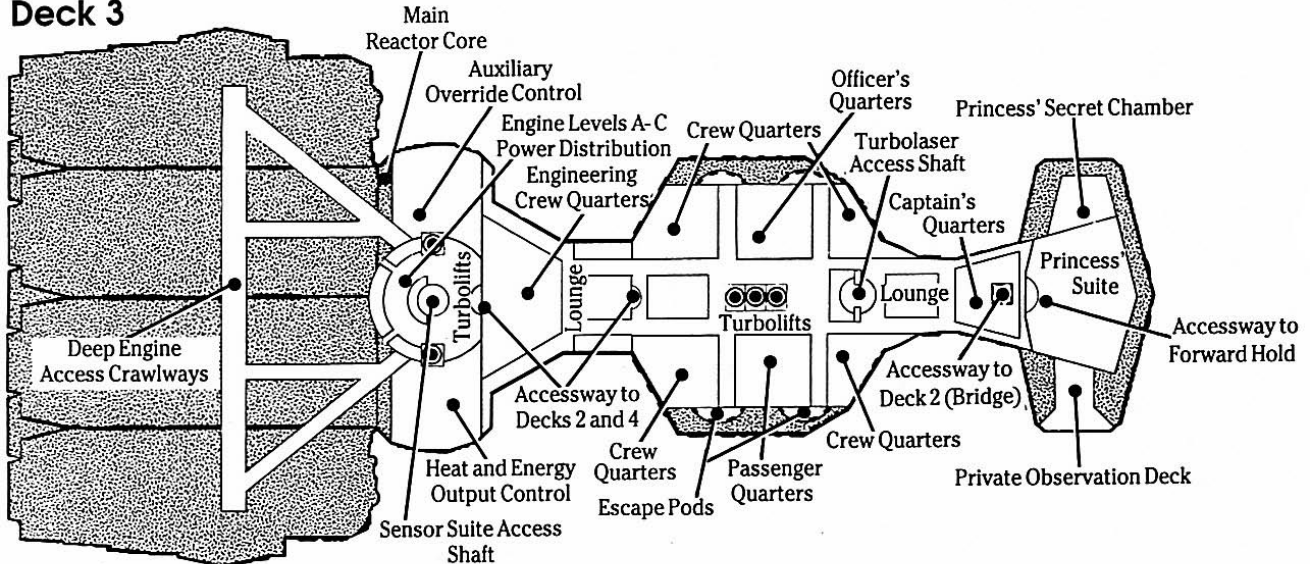
Deck 1



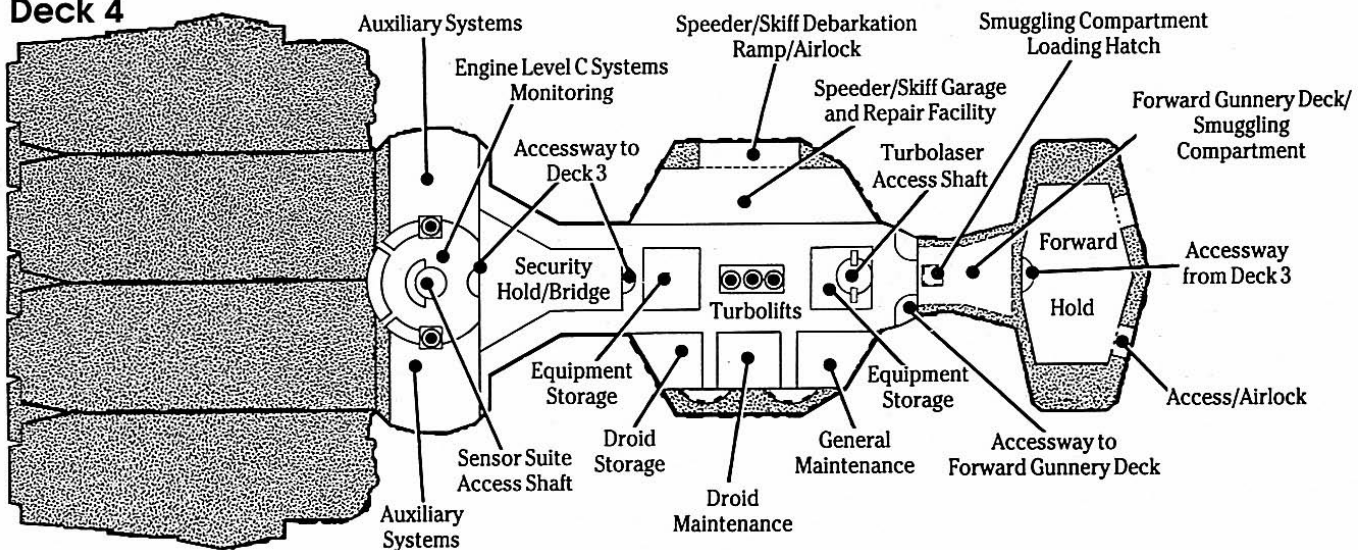
Deck 2



Deck 3



Deck 4



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

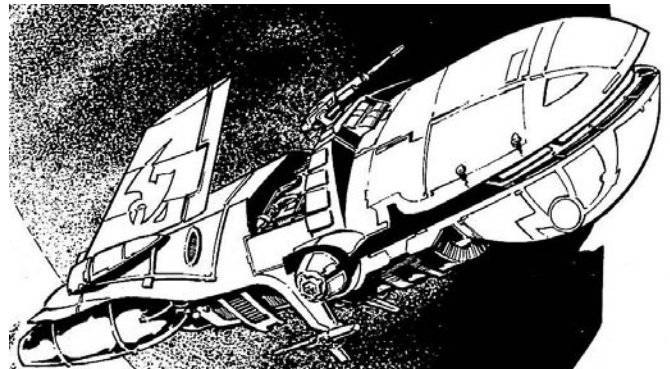
Privateer Corvette

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
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 891c 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

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

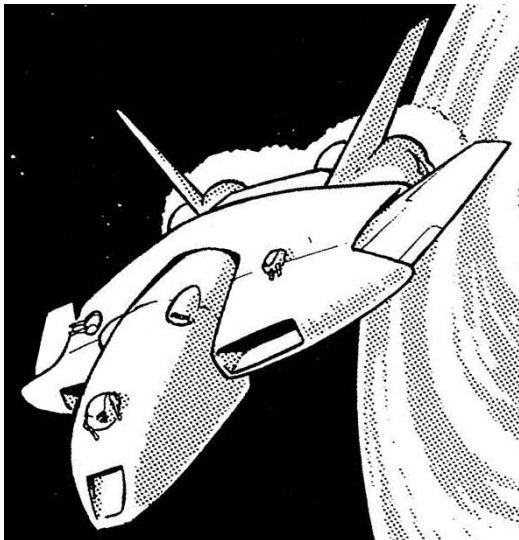
Fire Control: 1D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

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

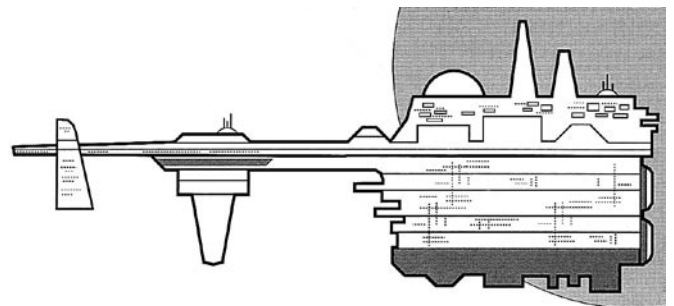
Crew: 100, gunners: 24, skeleton: 35/+15

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

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:

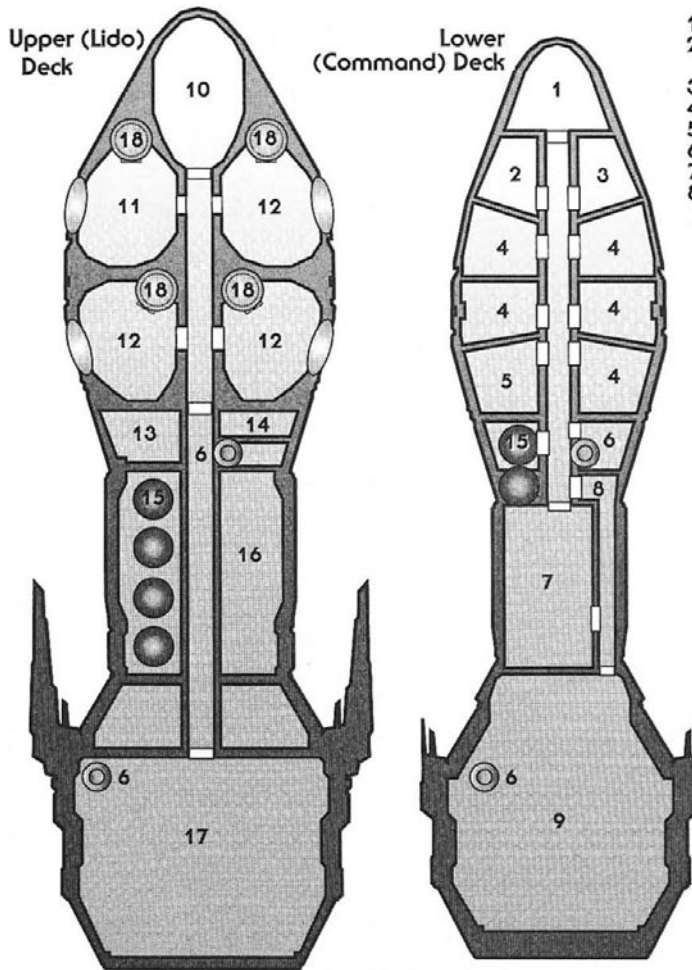
Passive: 50/1D

Scan: 75/2D+1

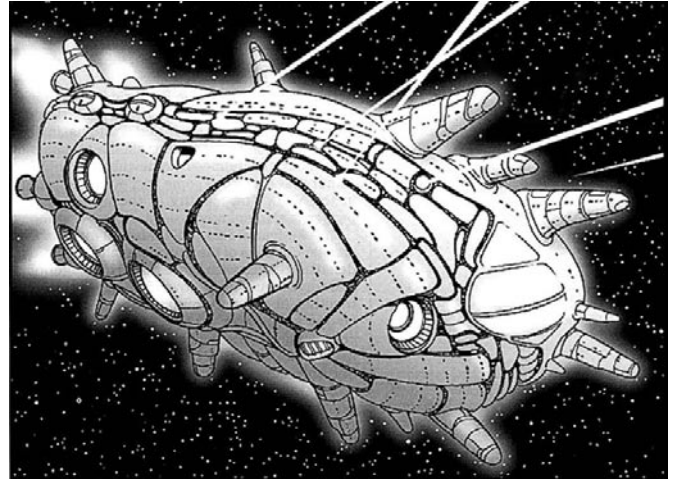
Search: 125/3D+2

Focus: 6/4D+1

Weapons:



- | | |
|---------------------------------------|----------------------------|
| 1. Bridge | 9. Engineering, Lower Deck |
| 2. Hypertransceiver and Computer Room | 10. Main Lounge |
| 3. Captain's Cabin | 11. Main Passenger Cabin |
| 4. Crew Quarters | 12. Other Passenger Cabins |
| 5. Machine Shop | 13. Galley |
| 6. Elevator/Access Tube | 14. Main Airlock |
| 7. Main Cargo Bay | 15. Escape Pods |
| 8. Pantry and Corridor to Engineering | 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

Crew: 2

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.

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

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

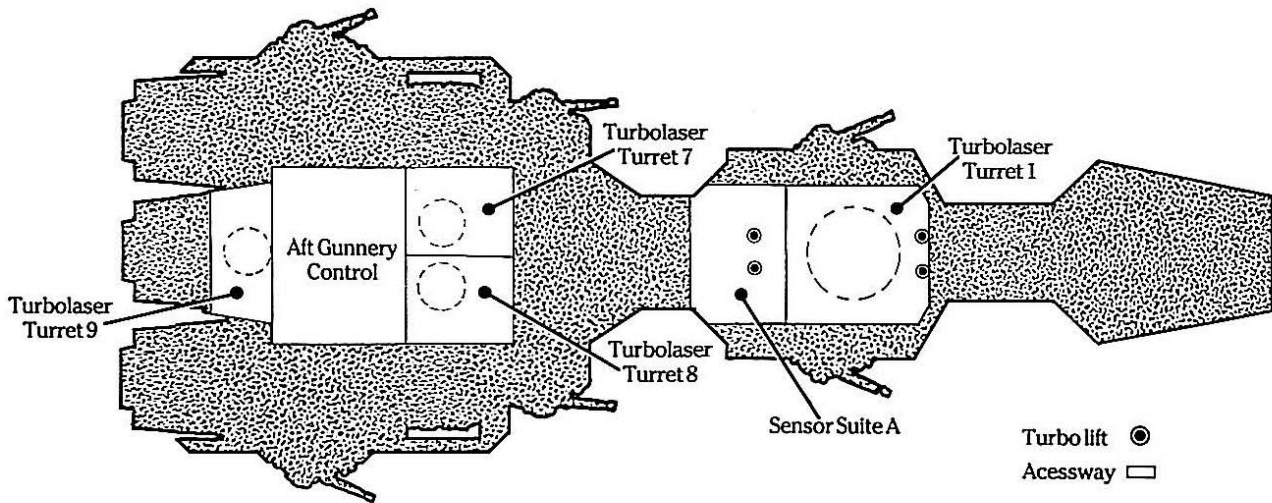
Corellian Gunship

Craft: Corellian Engineering Corporation Gunship
Affiliation: General / Rebel Alliance

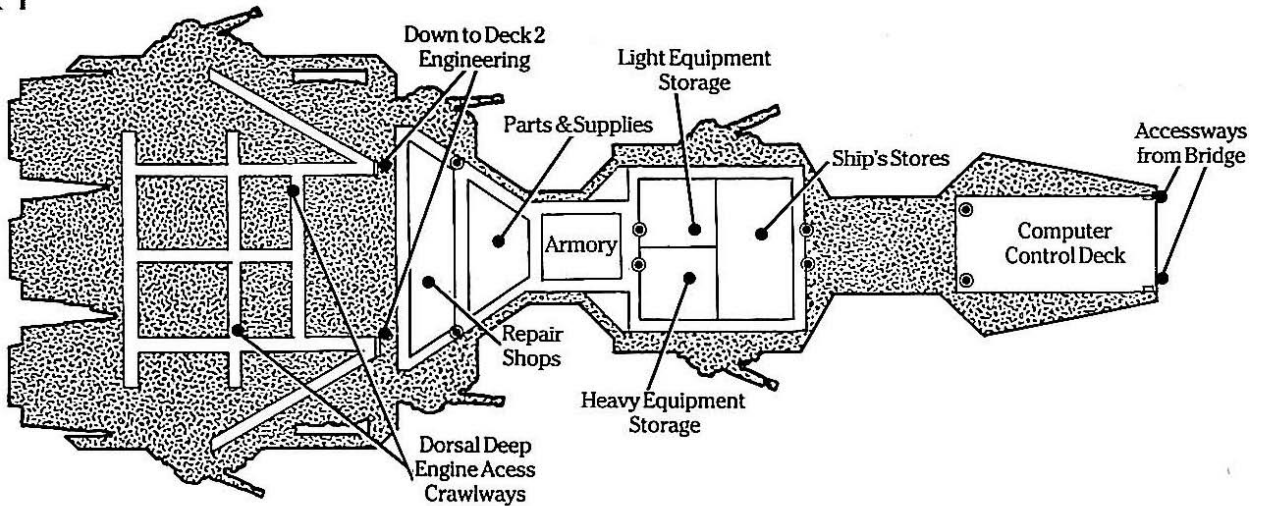
Era: Rise of the Empire
Source: Rebel Alliance Sourcebook (pages 61-62), Dark Force Rising Sourcebook (pages 136-137), The Thrawn Trilogy Sourcebook (page 215), Starships of the Galaxy (page 91)
Type: Mid-sized anti-starfighter warship
Scale: Capital
Length: 120 meters
Skill: Capital ship piloting: Corellian 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
Atmosphere: 350; 1,000 kmh
Hull: 4D+2
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



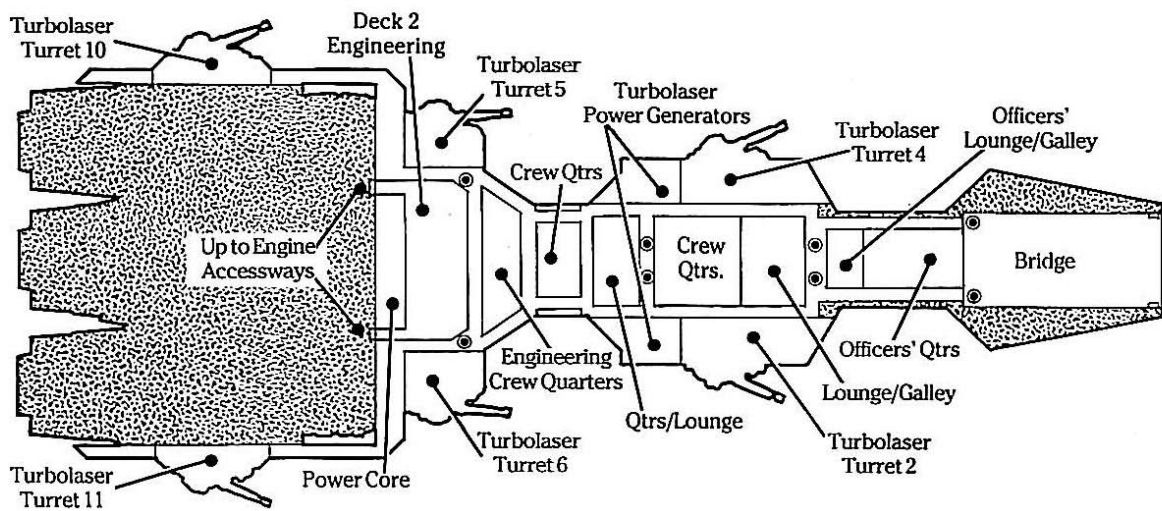
Dorsal Gunnery Decks



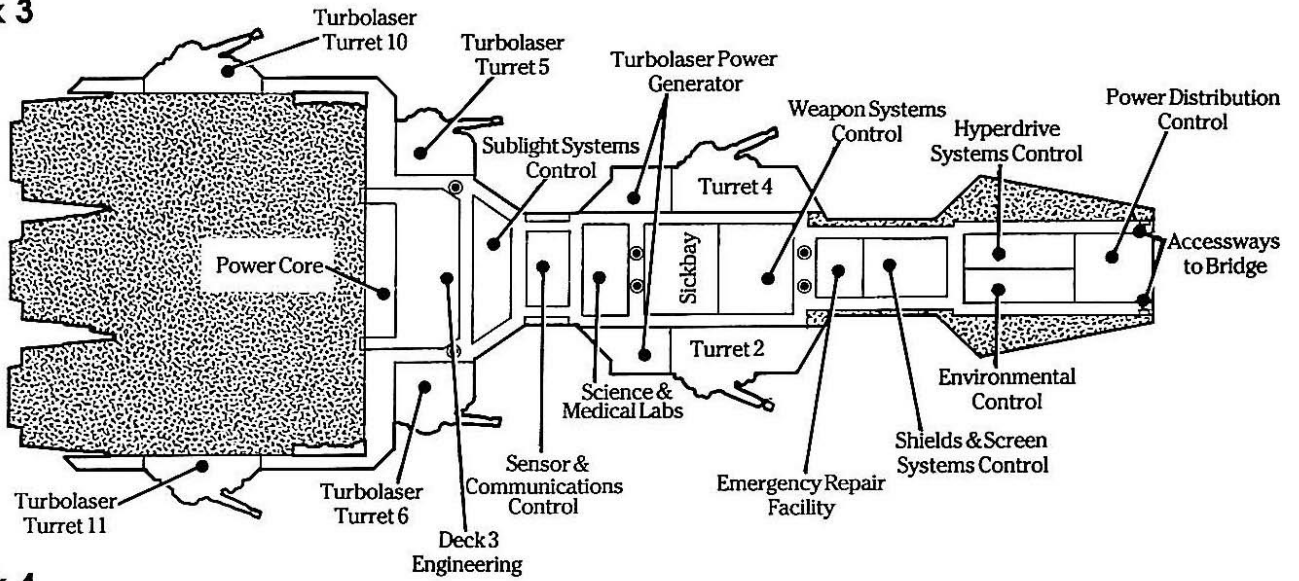
Deck 1



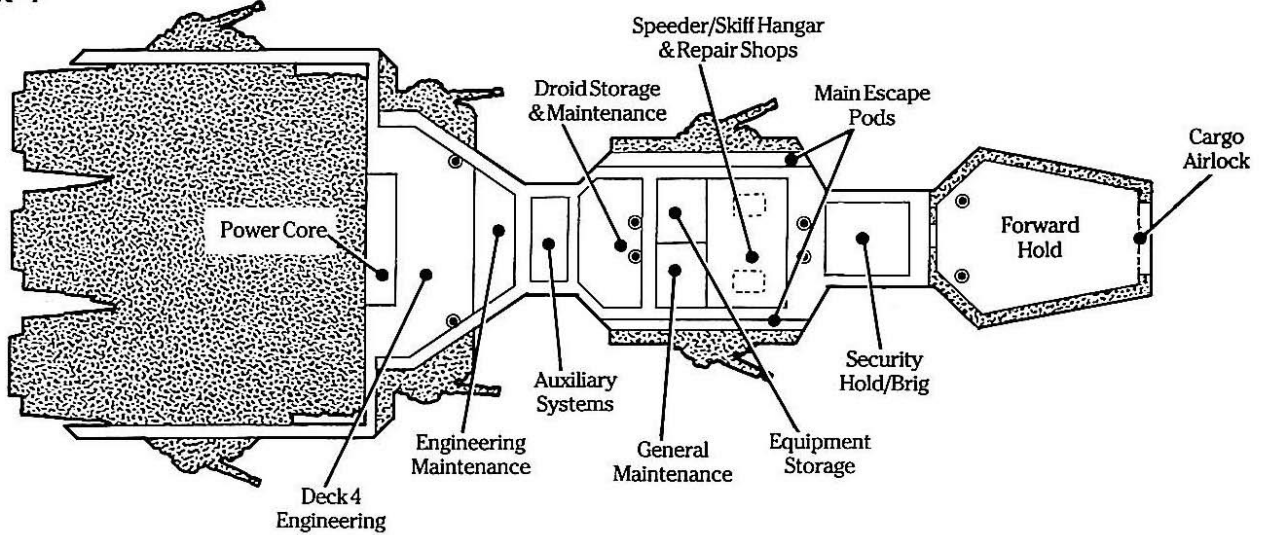
Deck 2



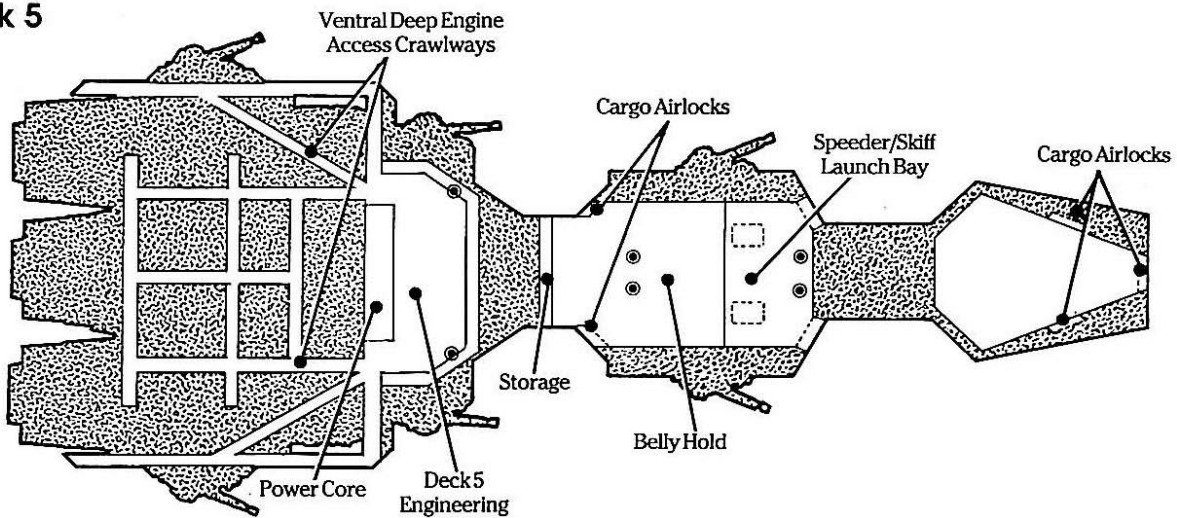
Deck 3



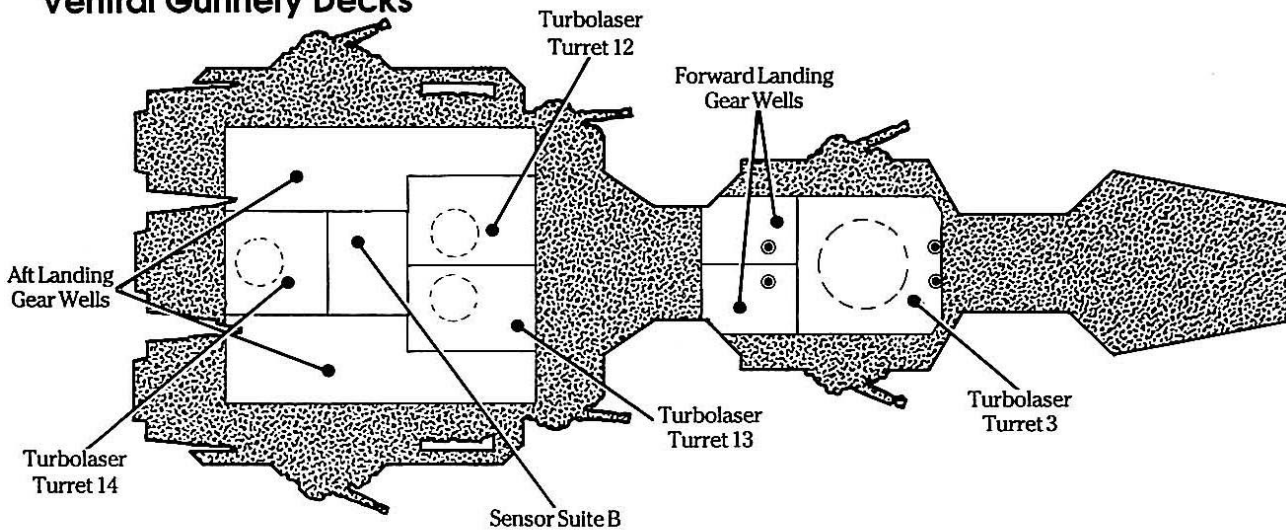
Deck 4



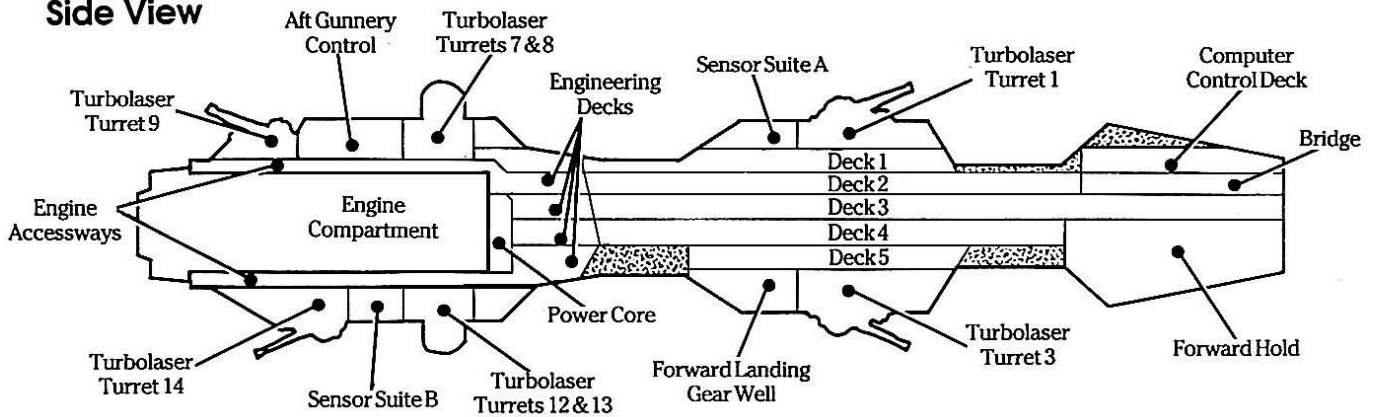
Deck 5



Ventral Gunnery Decks



Side View



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

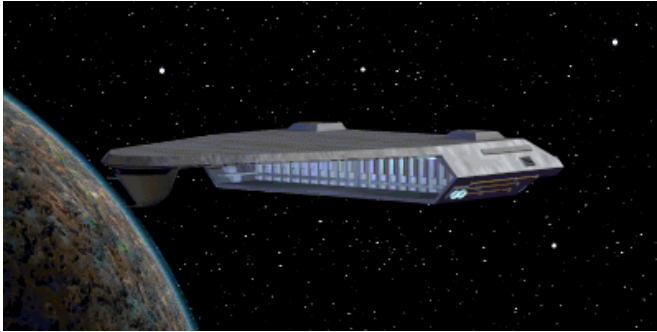
Fire Control: 3D

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:

Passive: 40/0D
Scan: 55/2D
Search: 80/2D+2
Focus: 5/3D

Weapons:

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

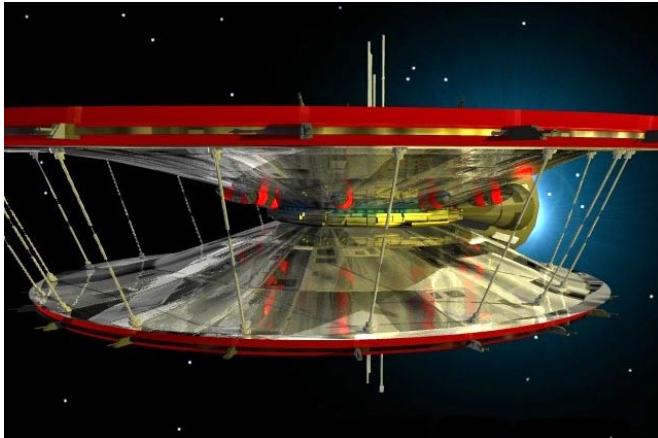
Fire arc: Front
Scale: Starfighter
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Damage: 5D

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

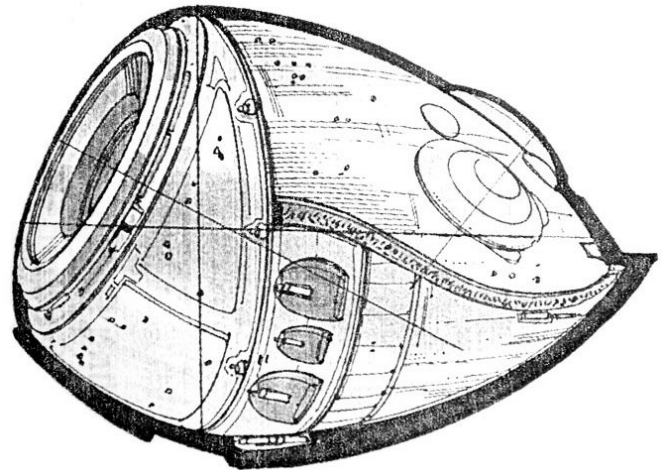
Fire Control: 4D

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

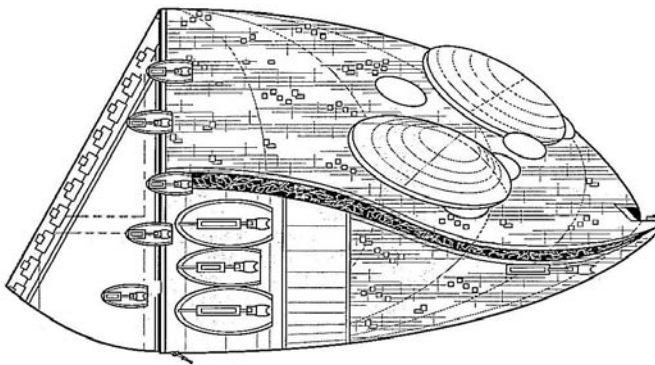
Skill: Capital ship gunnery

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'wecks), gunners: 126, skeleton: 150 (Ssi-ruuk), 500 (P'wecks)/+10

Crew Skill: Astrogation 4D+1, capital ship gunnery 3D, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D

Passengers: 7,500 (P'weck 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

Crew: 6

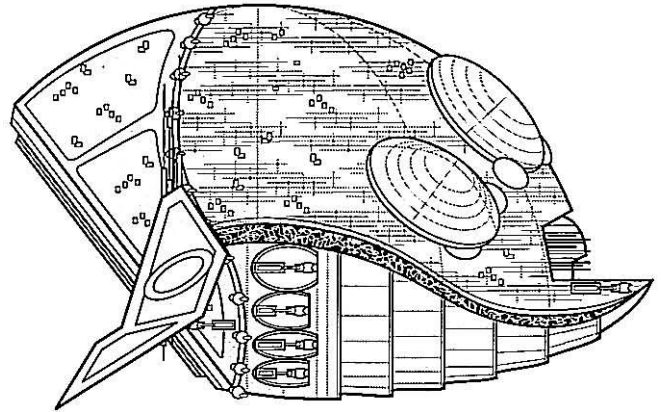
Skill: Capital ship gunnery

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'wecks), gunners: 156, skeleton: 100 (Ssi-ruuk), 700 (P'wecks)/+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

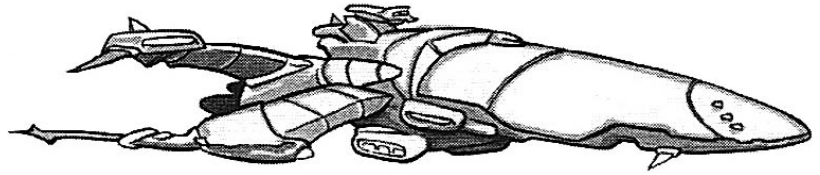
Fire Arc: 6 front, 3 left, 3 right
Crew: 6

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

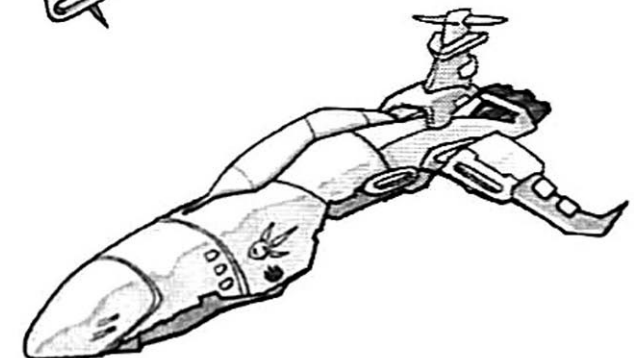
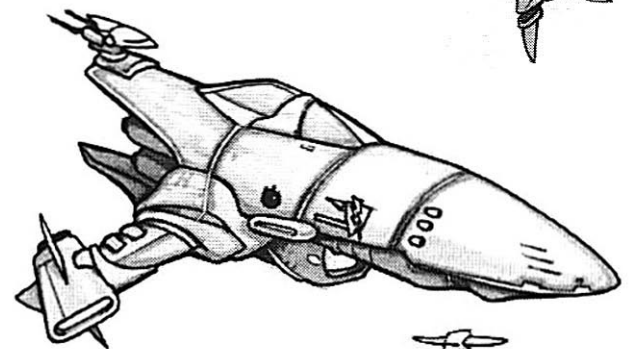
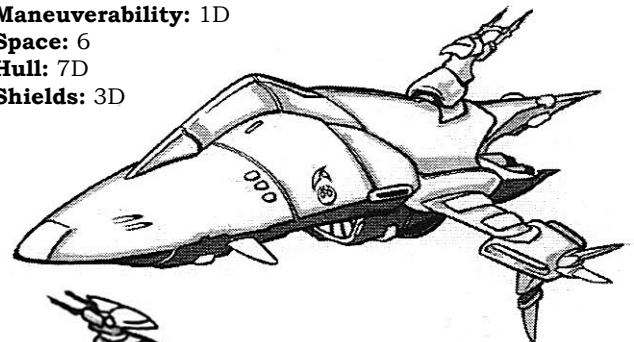
Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 7D

Shields: 3D



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

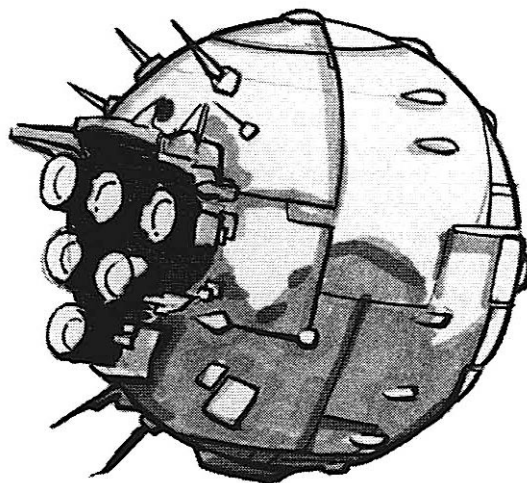
Sensors:

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

Focus: 6/4D

Weapons:

28 Quadlasers

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 ship piloting 4D+1, capital ship 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: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 6D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D+2

Focus: 6/4D

Weapons:

42 Quadlasers

Fire Arc: 14 front, 14 rear, 7 right, 7 left.

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

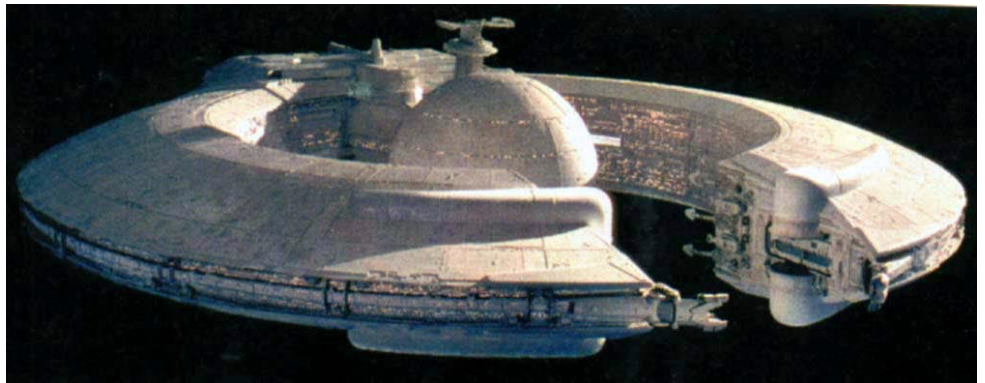
Space Range: 1-5/10/20

Atmosphere Range: 100-500/1/2 km

Damage: 5D

Starship Complement: 50 landing ships, 1500 droid starfighters

Ground Assault Complement: 550 MTTs, 1500 troop carriers, 6250 ATTs



Trade Federation 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

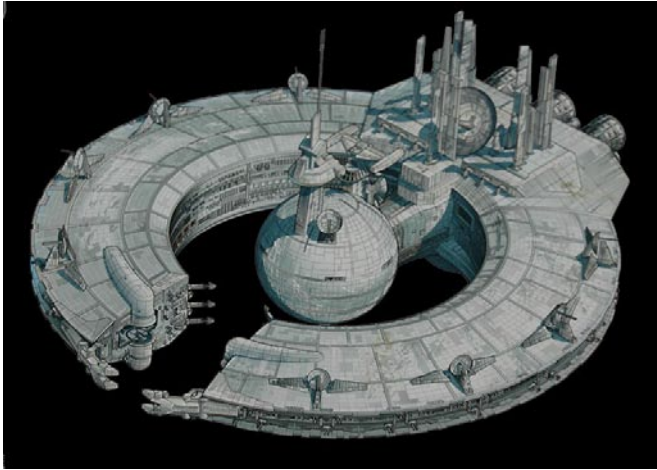
Nav Computer: Yes

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

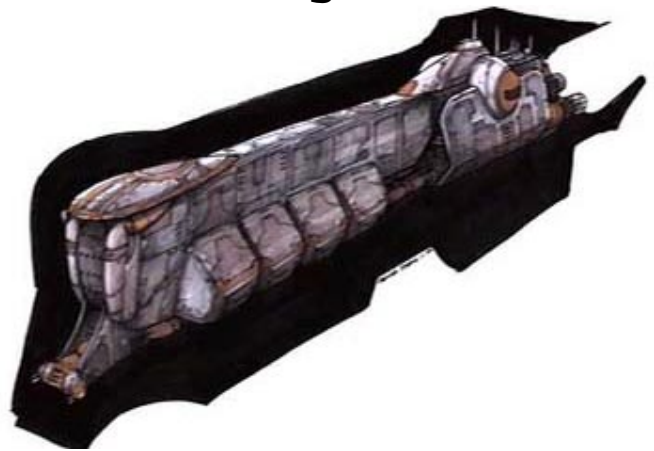
Shields: 1D

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

Crew: 2

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)

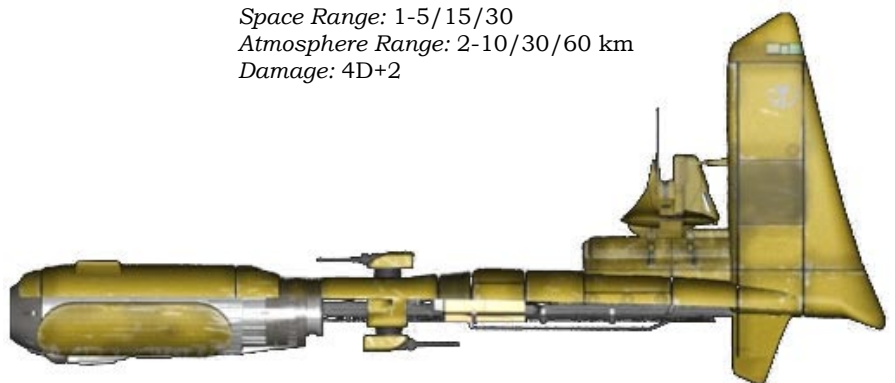
Skill: Capital ship gunnery

Fire Control: 2D+1

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D+2



**PICTURE
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Trade Federation Core Ship



**PICTURE
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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
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



Cargo Capacity:
5,000 spider droids
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x0.8
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 2D+1
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
Crew: 1
Skill: Capital ship gunnery
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 3D+2

Techno Union Starship

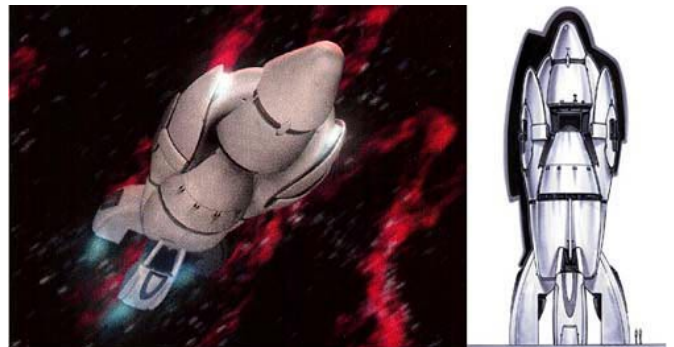
Craft: Techno Union *Hardcell*-class Starship
Affiliation: Techno Union
Era: Rise of the Empire
Type: Armed transport
Scale: Capital
Length: 220 meters
Skill: Capital ship piloting: Techno Union Starship
Crew: 165
Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital 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 credits)
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
6 Point Defense Laser Cannons
Fire Arc: Sides
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
Weapons:
20 Turbolaser Cannons
Fire Arc: 1 battery front, 1 battery left, 1 battery right
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
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

Focus: 6/4D

Weapons:

Prow Heavy Turbolaser Cannon

Fire Arc: Front

Crew: 30

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: Astrostation 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

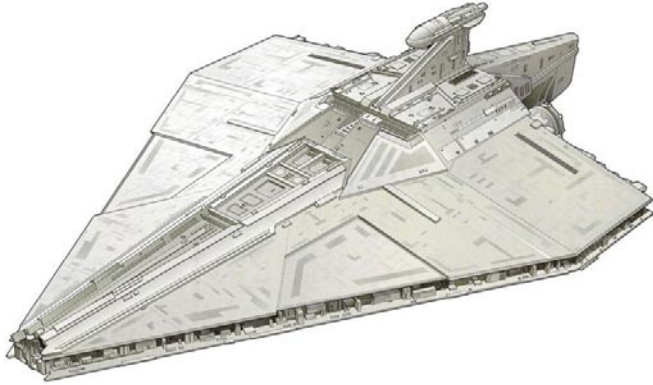
Damage: 9D

Starfighter Complement: 120 Tri-fighters, 120 "Vulture" droid starfighters



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 Backup: 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: 6-30/70/150 km

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

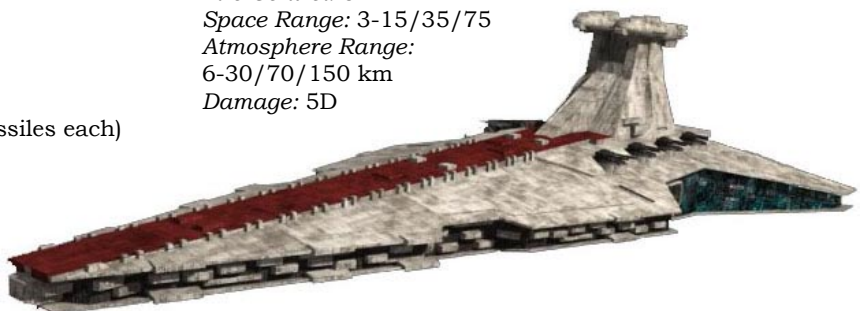
Fire Control: 5D

Space Range: 3-15/35/75

Atmosphere Range:

6-30/70/150 km

Damage: 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: 0D

Space: 2

Atmosphere: 225; 650 kmh

Hull: 2D

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

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
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
Atmosphere: 350; 1,000 kmh
Hull: 5D
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: x1
Hyperdrive 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: 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: 3-15/35/75

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



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 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 188-189)

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

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

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: 1-5/15/30
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

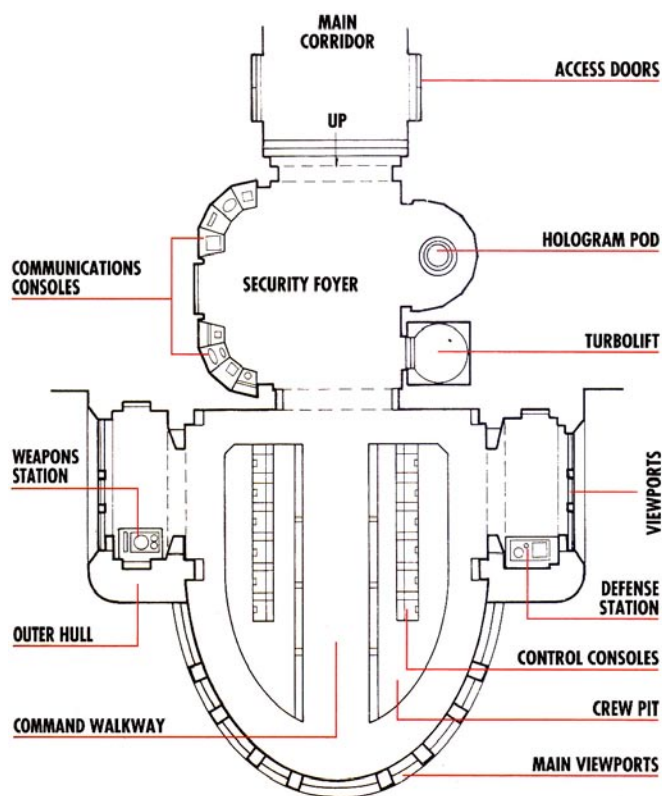
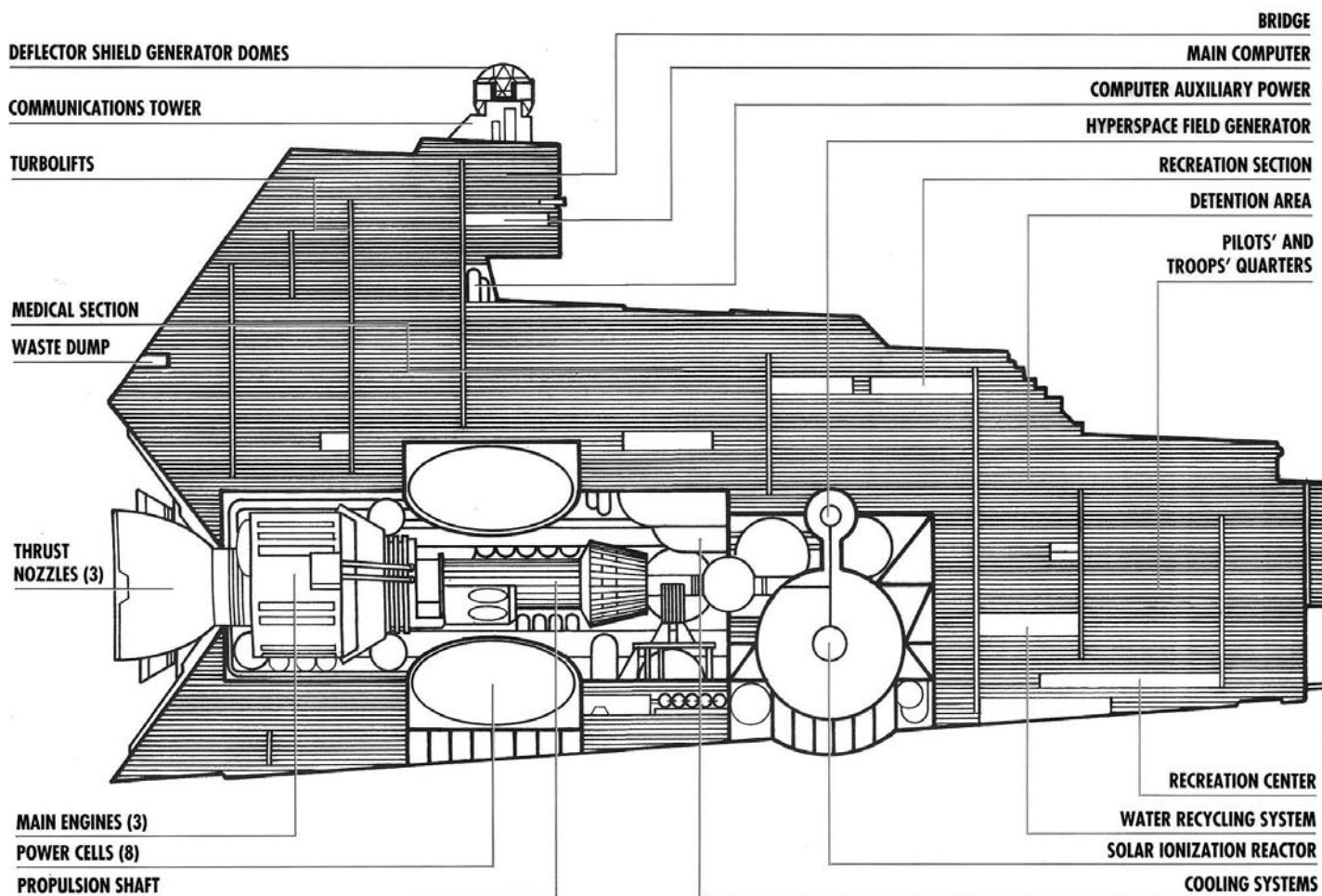
Scale: Capital

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

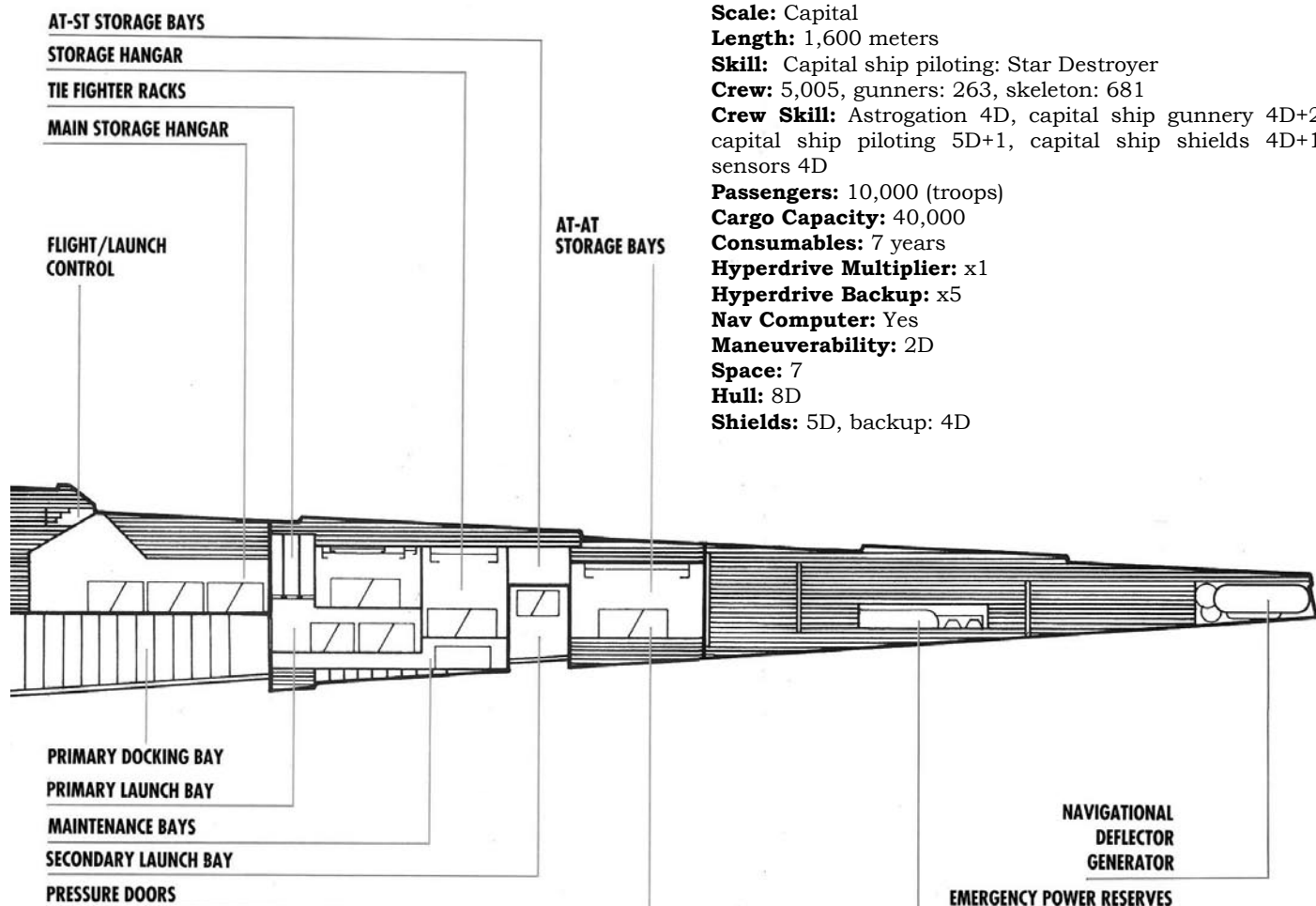
Damage: 10D

50 Heavy Turbolaser Cannons

Fire Arc: 20 front, 10 left, 10 right, 10 back

Crew: 3

Skill: Capital ship gunnery



Scale: Capital
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 5,005, gunners: 263, skeleton: 681
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 10,000 (troops)
Cargo Capacity: 40,000
Consumables: 7 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 8D
Shields: 5D, backup: 4D

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: 3-15/36/75

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

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 Ion 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

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
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

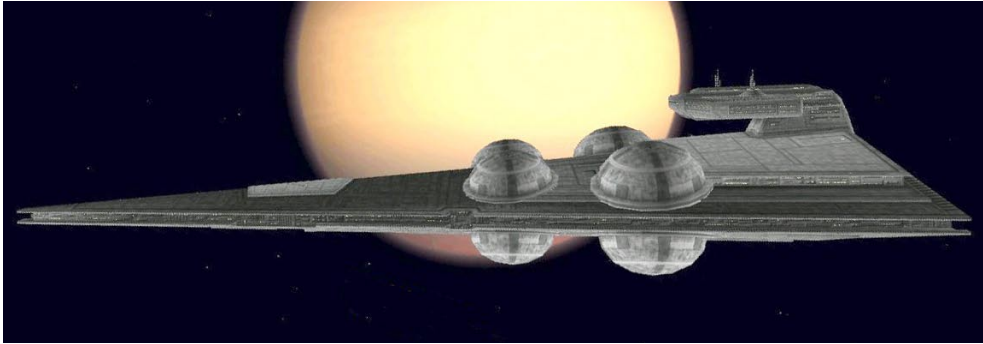
Craft: Kuat Drive Yards' Escort Carrier
Affiliation: Empire
Era: Rebellion



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



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)

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

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

Strike Cruiser

Craft: Loronar *Strike-class Cruiser*

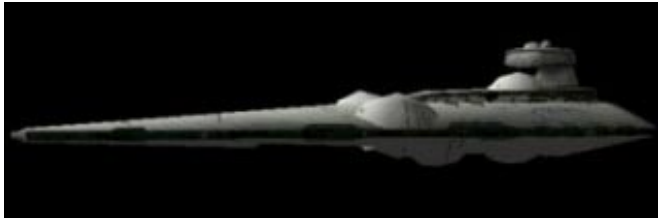
Affiliation: Empire / General / Rebel Alliance

Era: Rebellion

Source: Imperial Sourcebook (pages 51-54), Heir to the Empire Sourcebook (page 128), The Thrawn Trilogy



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

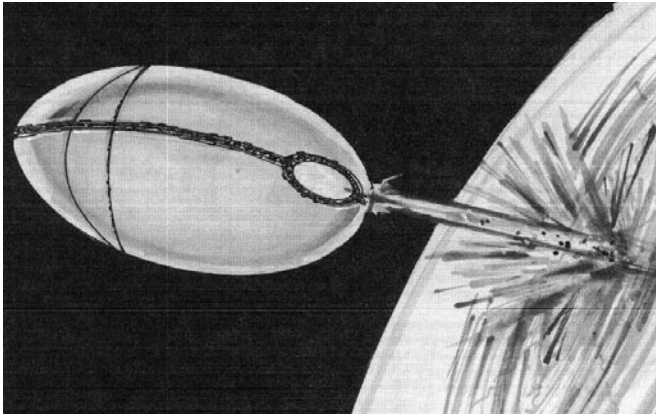
Liberator Cruiser

Craft: SoroSuub Liberator
Affiliation: Empire / New Republic
Era: Rebellion

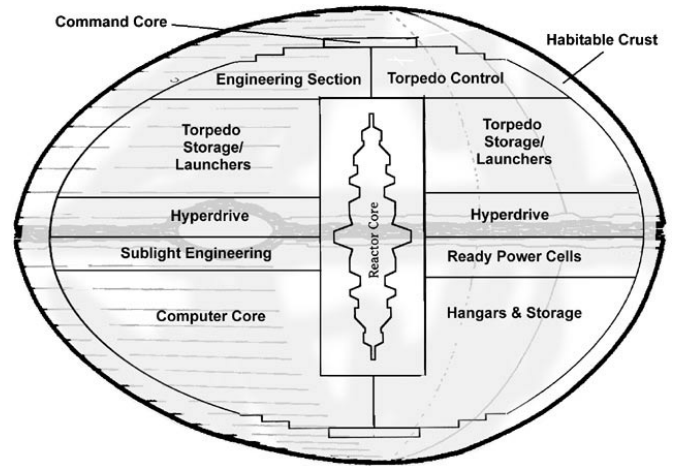


Type: Cruiser
Scale: Capital
Length: 1,040 meters
Skill: Capital ship piloting: Liberator
Crew: 6,795, gunners: 244, skeleton: 2,265/+10
Crew Skill: Varies
Passengers: 9,600 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 5 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive 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
Crew: 2
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

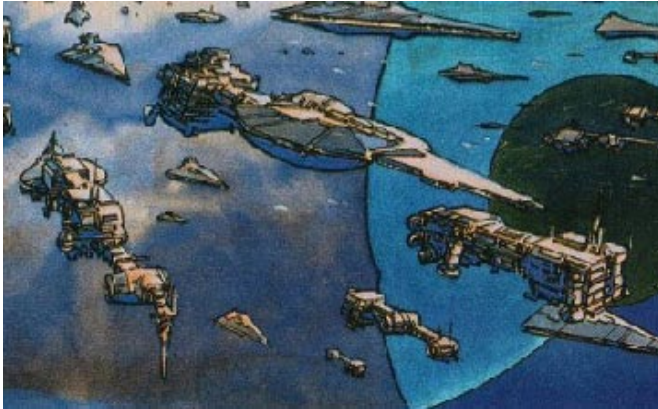
Consumables: 6 months

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(quarantine 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

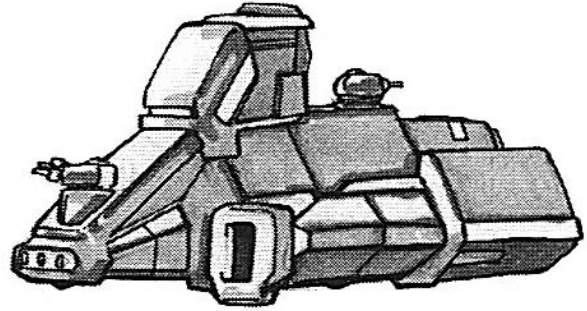
Crew: 100 Inquisitors, 3,660 COMForce/observation staff,

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

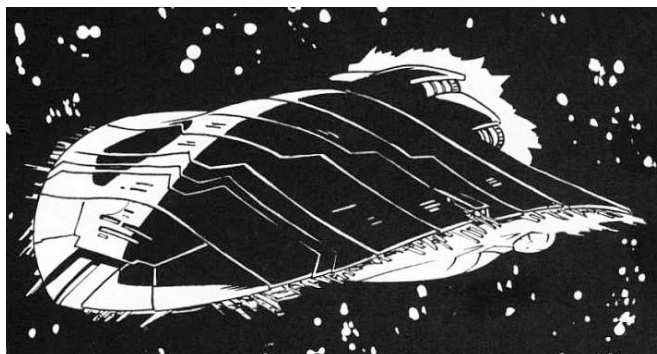
Fire Arc: Front
Crew: 12
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

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
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

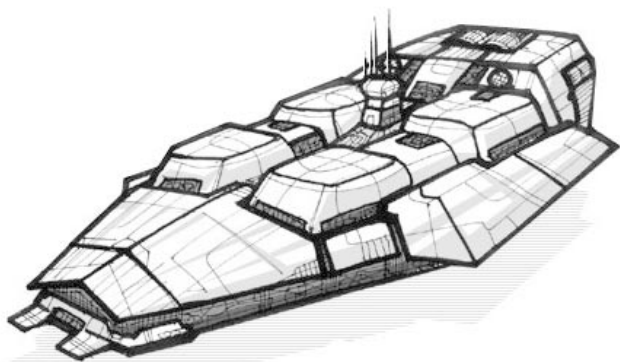
Craft: Sienar/KDY Enforcer-class Picket Cruiser
Affiliation: Empire
Era: New Republic
Source: Classic Adventures – Volume 4 (pages 101-102)
Type: Heavy cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting
Crew: 3,000, gunners: 60, skeleton: 1,000/+10
Crew Skill: Astrogation 4D, capital 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

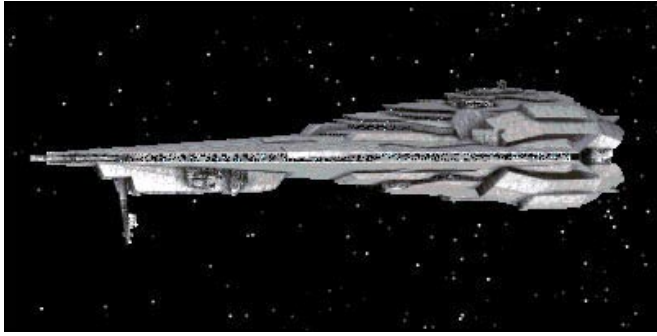


Interdictor II Cruiser

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
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

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
Weapons:
15 Turbolaser Batteries
Fire Arc: 5 front, 5 left, 5 right
Crew: 1 (5), 2 (10)
Skill: Capital ship gunnery
Fire Control: 3D
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

Sovereign Star Destroyer

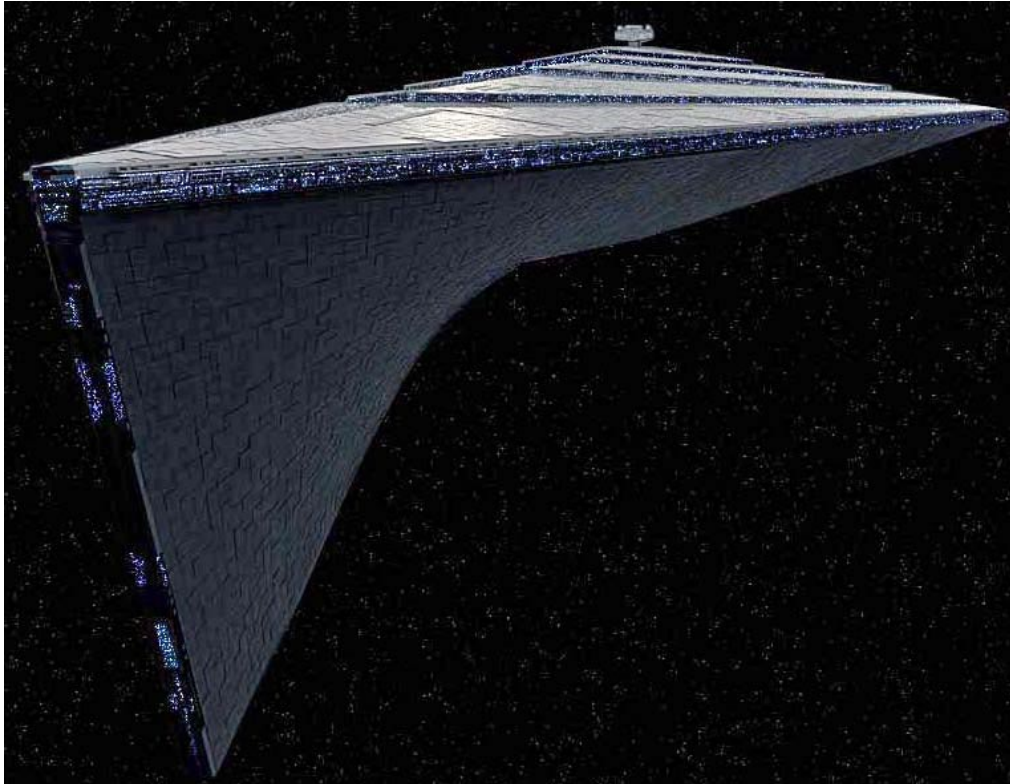


Craft: KDY's *Sovereign*-class Super Star Destroyer
Affiliation: Empire
Era: New Republic
Source: Dark Empire Sourcebook (page 93)
Type: Super star destroyer
Scale: Capital
Length: 15,000 meters
Skill: Capital ship piloting
Crew: 601,670, gunners: 4,075, skeleton: 86,000/+10
Crew Skill: Astrogation 4D+1, 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: 3-15/35/75
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

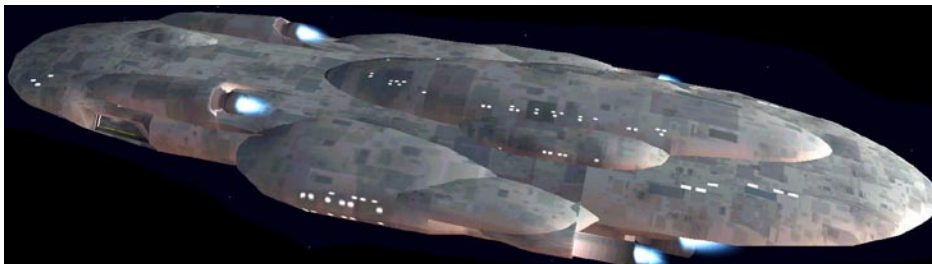
five operating theaters equipped to handle everything from microsurgery to prosthetic replacement to childbirth.

Mon Calamari Escort Frigate

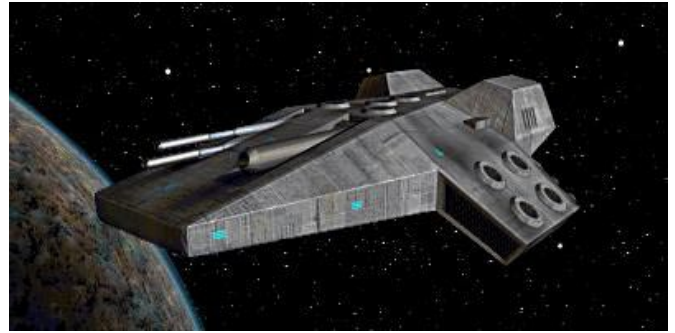
Craft: Mon Calamari MCE-10 Escort Frigate
Affiliation: Rebel Alliance
Era: Rebellion
Type: Escort Starship
Scale: Capital
Length: 350 meters
Skill: Capital ship piloting
Crew: 1,000, skeleton: 360
Crew Skill: Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting, capital ship shields 3D, sensors 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.
Sensors:
Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D
Weapons:
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
Weapons:
15 Laser Cannons
Fire Arc: 5 front, 5 left, 5 right
Crew: 1(4), 2(8), 3(3)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 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 3D.

Sensors:

Passive: 40/1D

Scan: 60/2D

Search: 120/3D

Focus: 5/4D

Weapons:

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

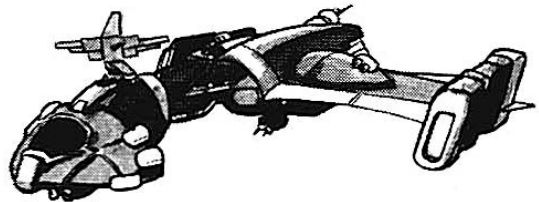
Nav Computer: Yes
Hull: 8D
Shields: 3D
Sensors:
Passive: 20/0D
Scan: 40/0D
Search: 80/1D
Focus: 2/2D
Weapons:
130 Turbolaser
Fire Arc: 12 batteries front, 6 batteries left, 6 batteries right, 2 batteries back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 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

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
Atmosphere: N/A
Hyperdrive: x1
Hyperdrive Backup: x8

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

Weapons:

6 Dual Turbolaser Cannons

Fire Arc: 3 left, 3 right

Crew: 1

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

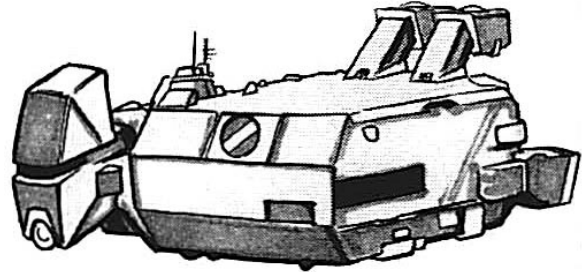
Fire Control: 1D

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

Atmosphere: 350; 1,000 kmh

Hull: 5D

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

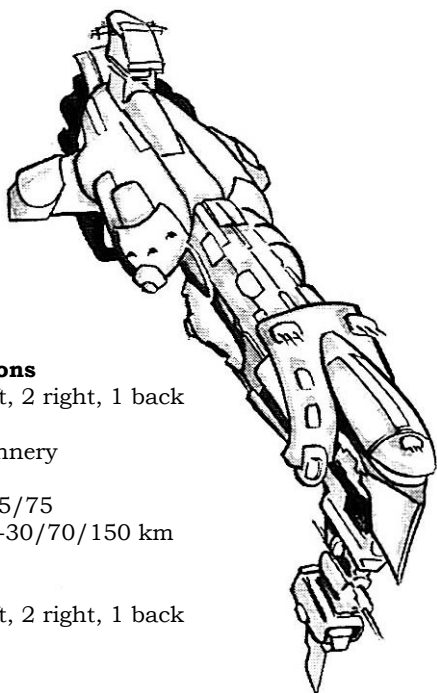
Fire Control: 4D

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

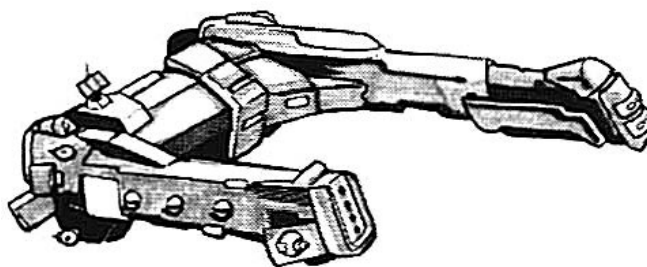
Fire Control: 2D

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

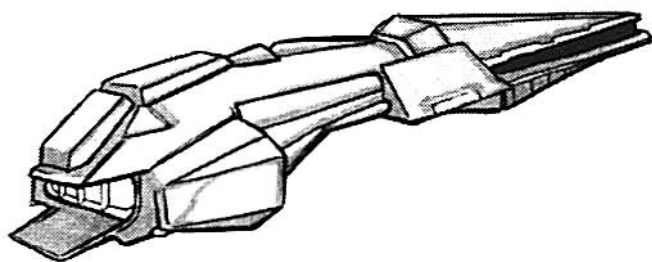
Cargo Capacity: 500 metric tons

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
Atmospheres Range: 200-1.2/3/6 km
Damage: 9D

Sacheen Escort

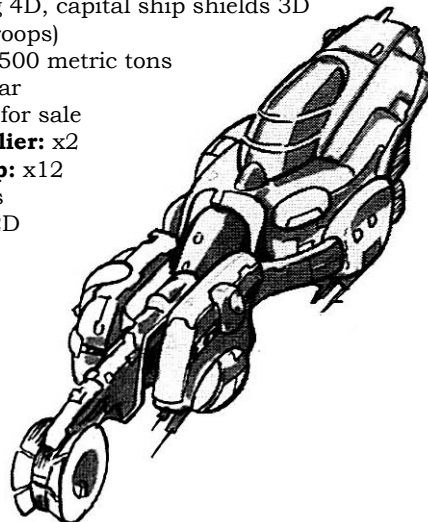


Craft: Republic Engineering Corp. *Sacheen*-class Escort
Affiliation: New Republic
Era: New Republic
Source: Cracken's Threat Dossier (page 77)
Type: Escort cruiser
Scale: Capital
Length: 375 meters
Skill: Capital ship piloting
Crew: 64, gunners: 46, skeleton: 22/+10
Crew Skill: Varies
Passengers: 6
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
Weapons:
10 Heavy Turbolaser Cannons
Fire Arc: 4 front, 3 left, 3 right
Crew: 3
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

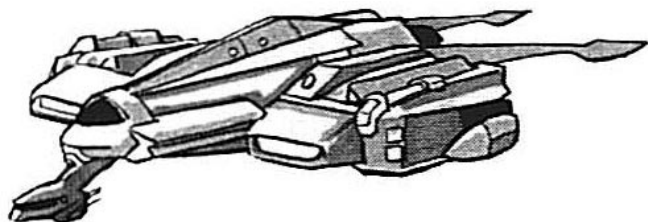
Fire Control: 4D

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: 7D

Shields: 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

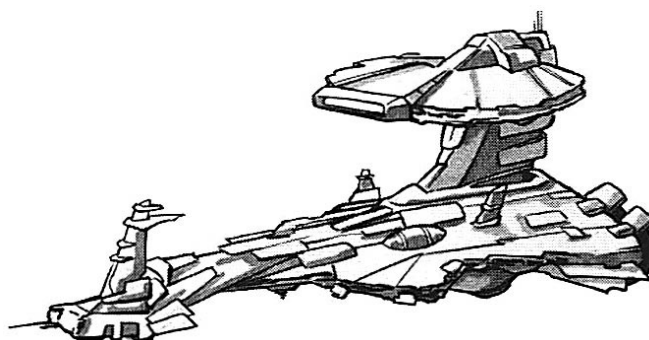
Space Range: 1-3/12/25

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

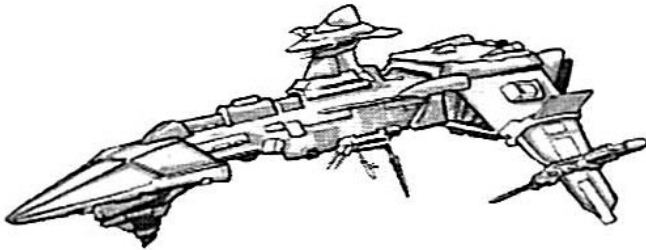
Skill: Capital ship gunnery

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

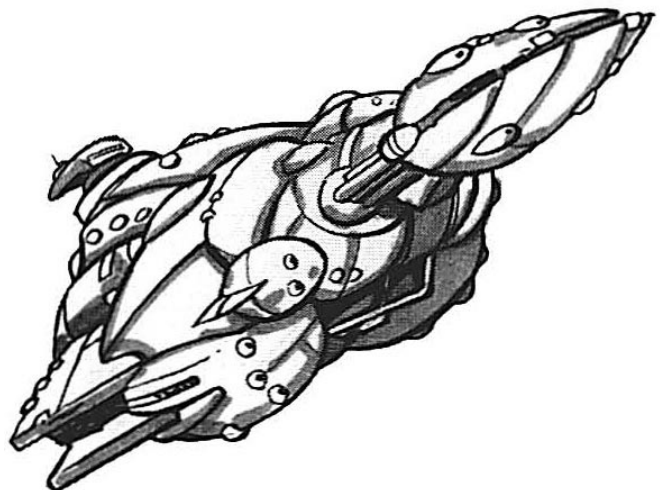
Majestic Heavy Cruiser



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
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: 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.*

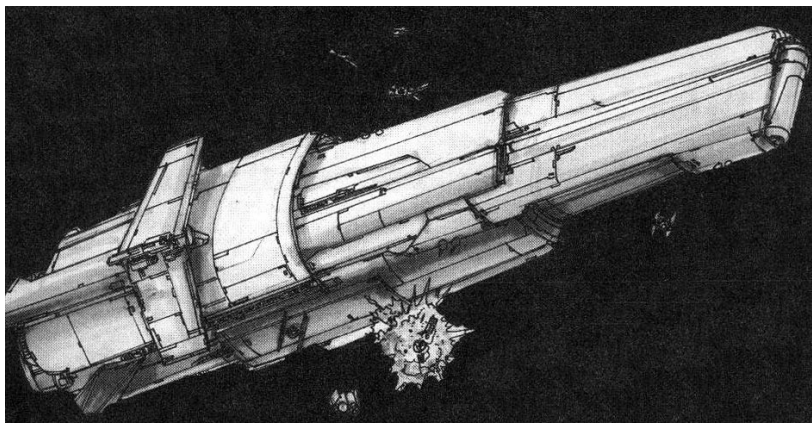
Republic Star Destroyer



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+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: x1

Hyperdrive 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

Crew: 7

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

Crew: 10

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




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

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

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: 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
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

Weapons:

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

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 rounds.

* 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



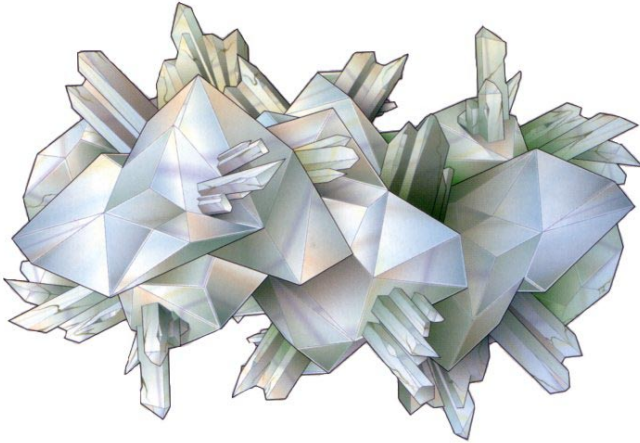
Craft: Yuuzhan Vong A-vek liluunu Fighter Carrier
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 90)
Type: Fighter carrier
Scale: Capital
Length: 800 meters
Skill: Capital ship piloting: A-vek liluunu fighter carrier
Crew: 320
Crew Skill: All appropriate skills 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
Skill: Capital ship piloting: Suuv Ban D'Krid
Crew: 480
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")
 * 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

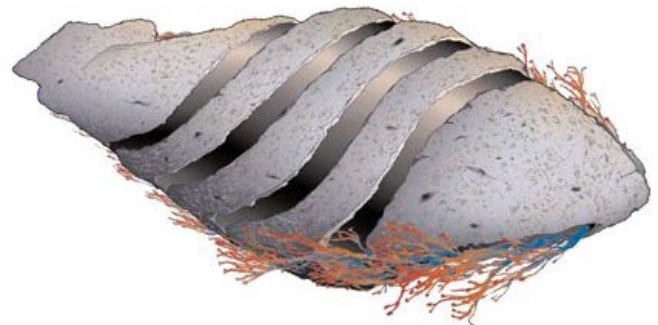
Space Range: 1-5/75/150

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

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

* 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

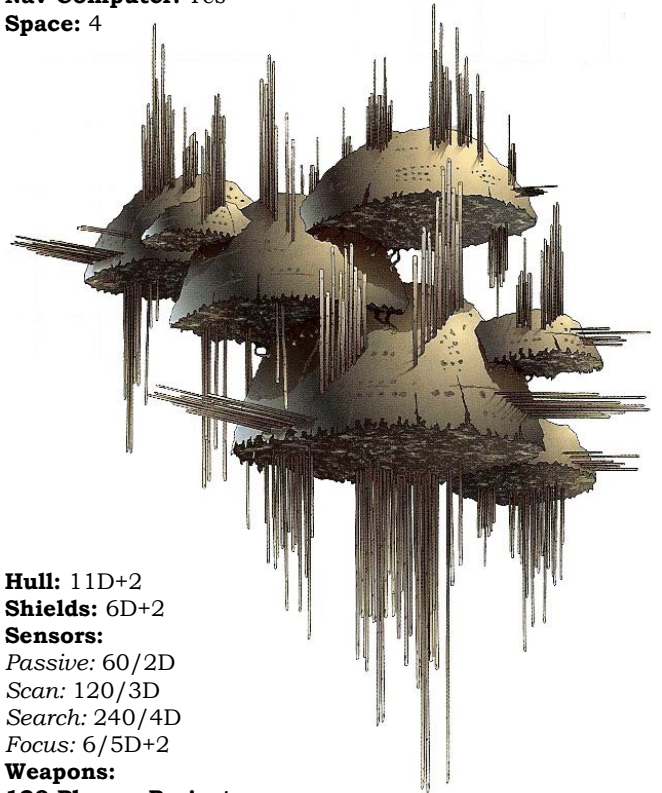
Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x3

Nav Computer: Yes

Space: 4



Hull: 11D+2

Shields: 6D+2

Sensors:

Passive: 60/2D

Scan: 120/3D

Search: 240/4D

Focus: 6/5D+2

Weapons:

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

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

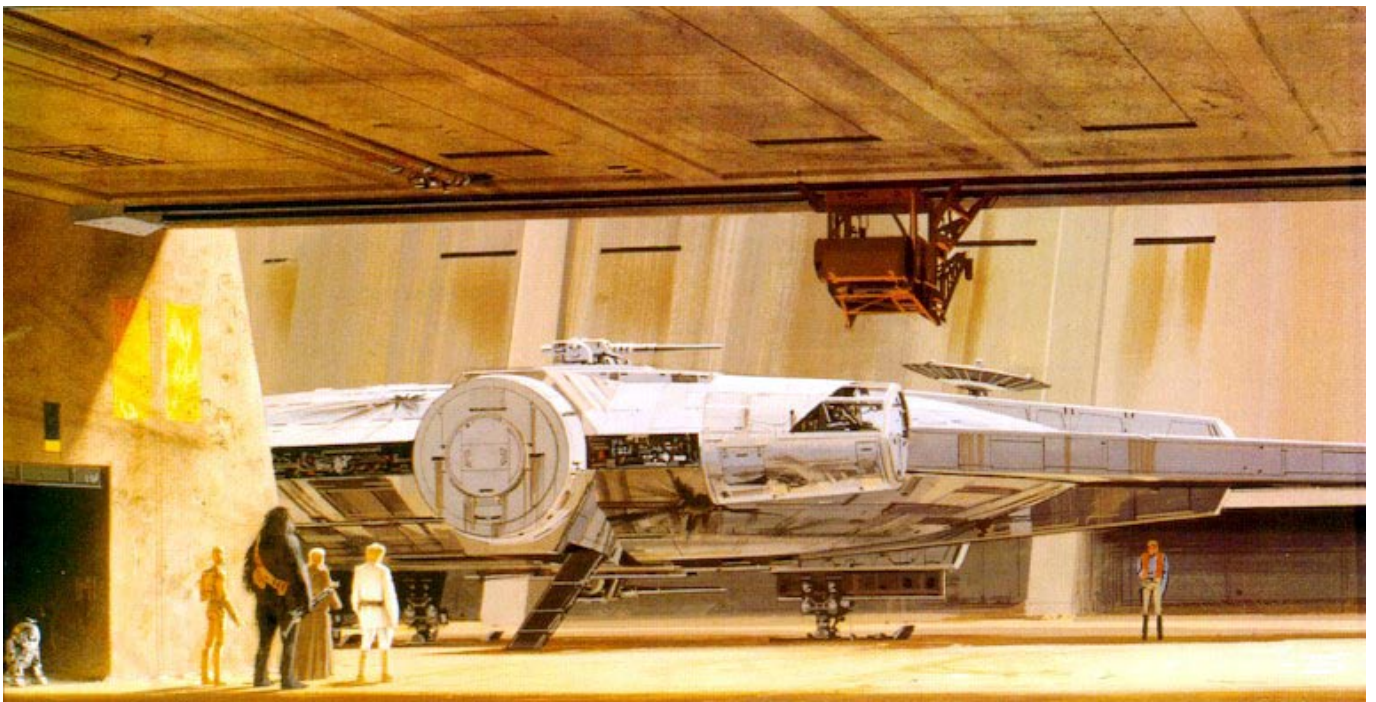
Skill: Capital ship gunnery

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: Up to 3D+2 (see the entry on "Dovin Basals")

INDIVIDUAL SHIPS



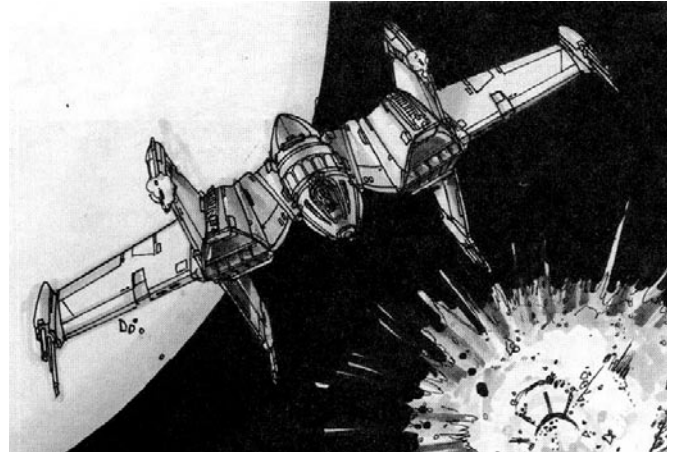
Starfighters

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)
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/30
Damage: 3D

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 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)



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.

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

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 Saesse 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

Length: 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)

Type: 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*

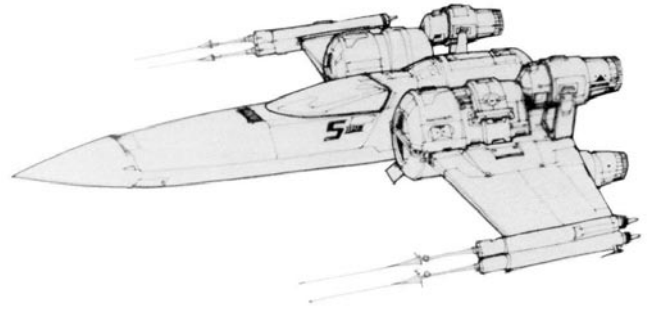
Fire Arc: Front
Scale: Capital
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-15/30/45
Atmosphere Range:
 1-15/30/25 km
Damage: 4D+2
5 Laser Cannons
Fire Arc: 1 turret, 1 left/front/
 right, 1 front/left/back, 1 left/
 back/right, 1 front/right/back
Skill: Starship gunnery
Fire Control: 2D
Space 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 Headhunters

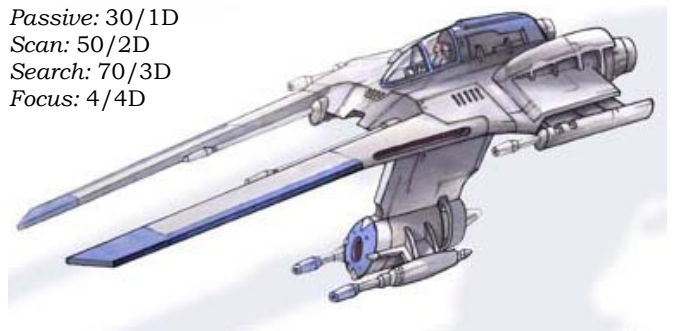
Craft: Modified Incom/Subpro Z-95 Headhunter
Affiliation: Adar Tallon (old republic commander)
Era: Rise of the Empire
Source: Tatooine Manhunt (page 31)
Type: Modified multi-purpose starfighter
Scale: Starfighter
Length: 11.8 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Cargo Capacity: 30 kilograms
Consumables: 1 day



Cost: Not for sale
Hyperdrive Multiplier: x3
Nav Computer: Limited to 1 jump
Maneuverability: 2D
Space: 7
Atmosphere: 400; 1,150 kmh
Hull: 4D
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: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D

Toth's Starfighter

Craft: Toth's Starfighter
Owner: 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:
Passive: 30/1D
Scan: 50/2D
Search: 70/3D
Focus: 4/4D



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

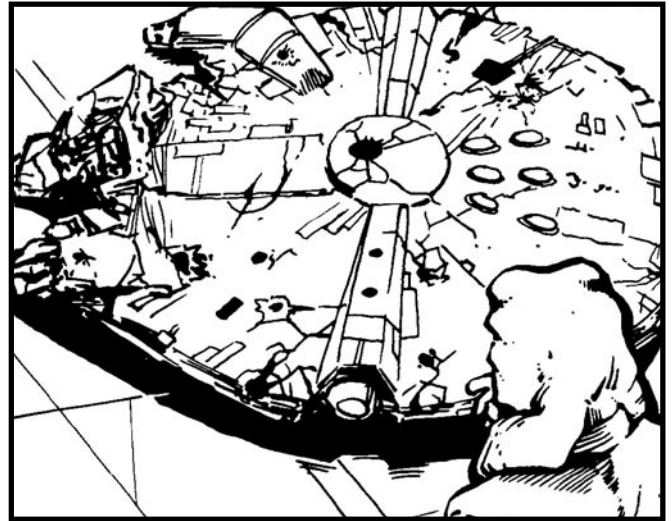
Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D



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

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

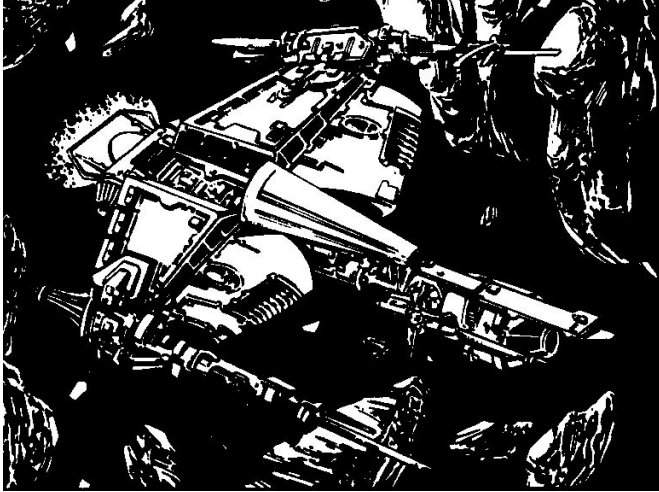
Consumables: 1 week

Hyperdrive Multiplier: x2 (non-functional)

Hyperdrive Backup: None

Nav Computer: Yes

Space: 2



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: Custom-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

Weapons:

Twin-Mounted Blaster Cannon

Fire Arc: Turret

Crew: 1

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

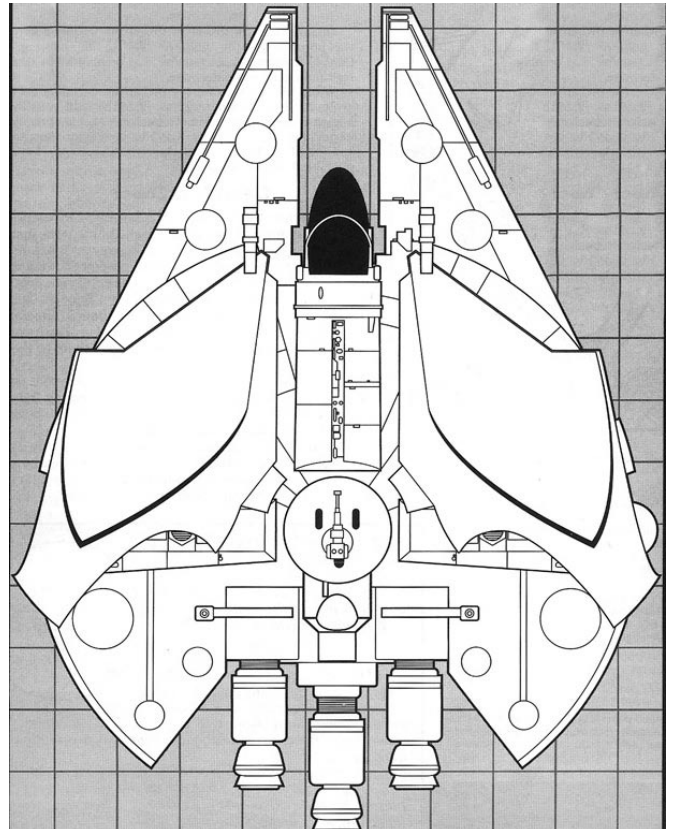
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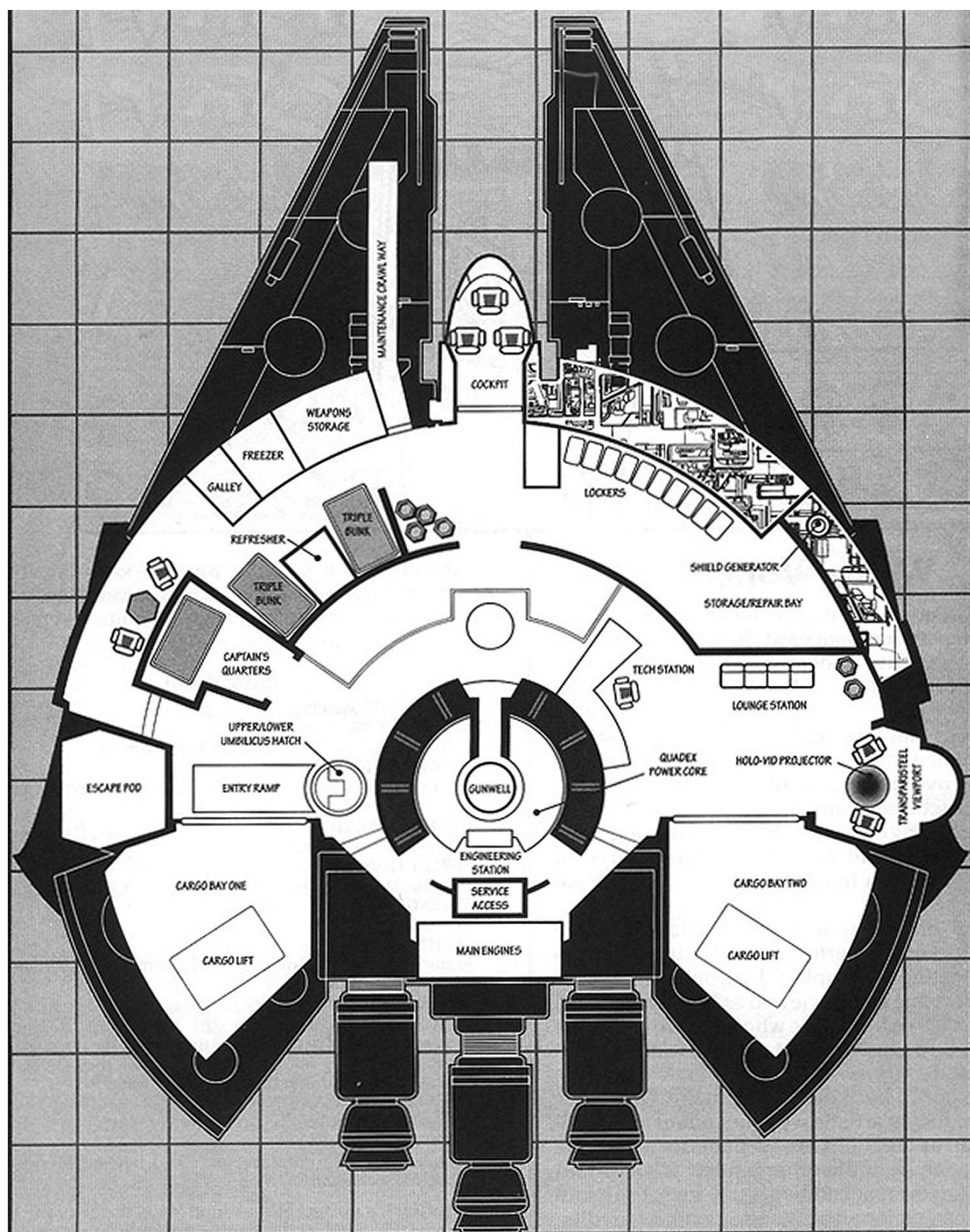
Era: Rebellion

Source: Wretched Hives of Scum and Villainy (pgs 48-49)

Type: Light freighter

Scale: Starfighter



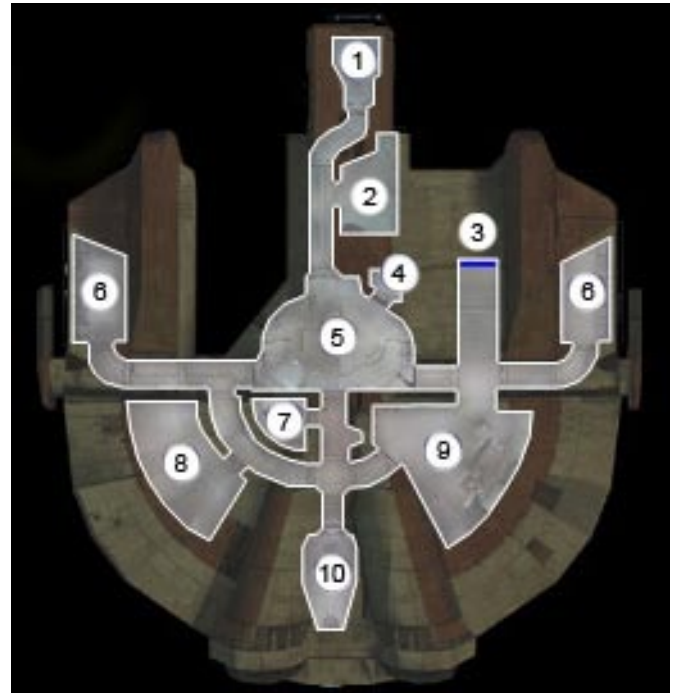


Length: 26.7 meters
Skill: Space transports: YT-1300
Crew: 1
Crew Skill: Space transports 6D+1, starship gunnery 4D+2
Passengers: 6
Cargo Capacity: 40 metric tons
Consumables: 5 weeks
Hyperdrive Multiplier: x1/2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 295; 850 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: 100/500/1/1.7 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

Consumables: 2 months
Cost: Not for sale
Hyperdrive Multiplier: x4
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
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

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

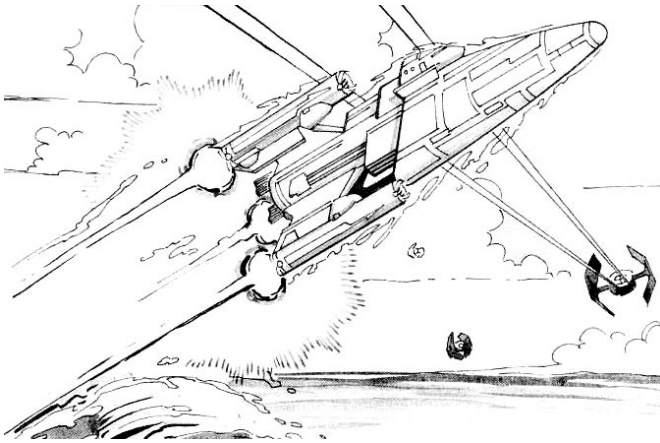


Deckplan Key:

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
Atmosphere: 480; 800 kmh
Hull: 4D+1
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

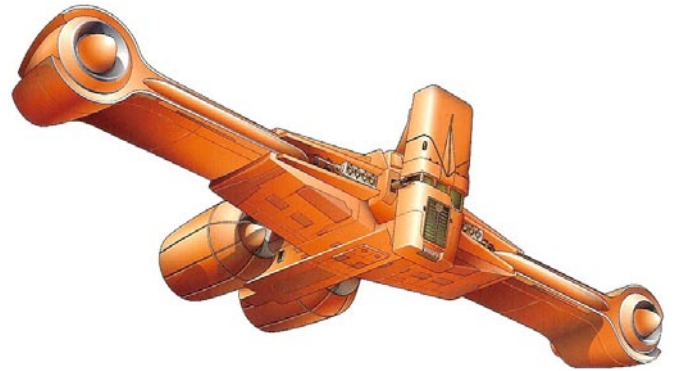
Feeg Liat

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: x1.5
Hyperdrive Backup: x10
Nav 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: 2
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 multi-band 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: 1
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" Gahrk (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

Consumables: 1 month

Cost: Not for sale

Hyperdrive Multiplier: x0.8

Nav Computer: Yes

Maneuverability: 3D

Space: 10

Move: 415; 1,200 kmh

Hull: 2D+1

Shields: 3D

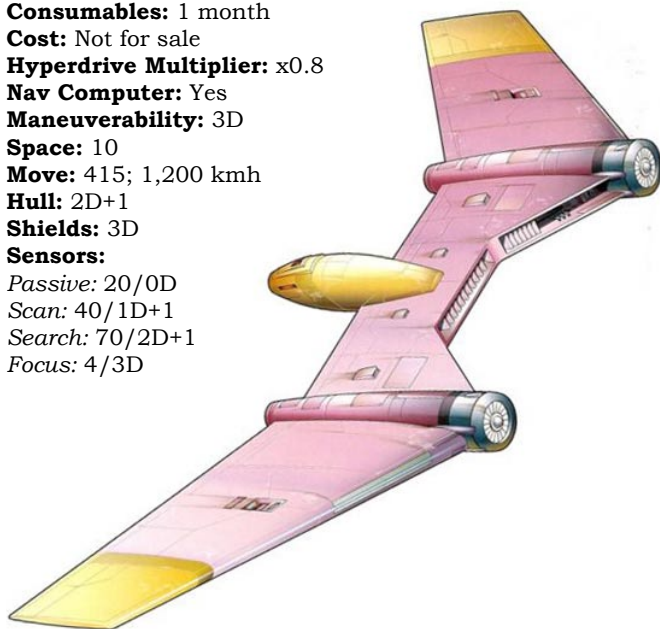
Sensors:

Passive: 20/0D

Scan: 40/1D+1

Search: 70/2D+1

Focus: 4/3D



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



Jabitha

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

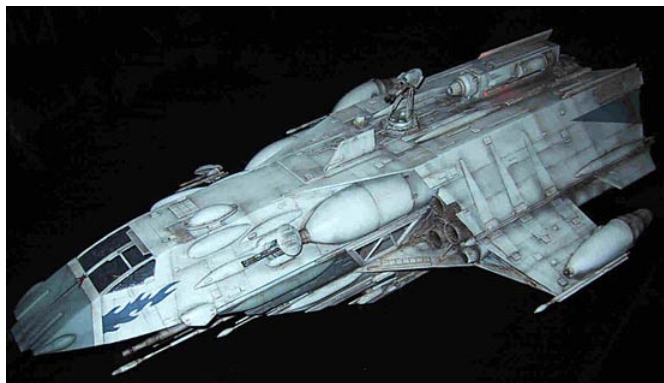
Passengers: 15

Cargo Capacity: 100 metric tons

Consumables: 6 months

Cost: Not for sale (1,675,500 estimated)

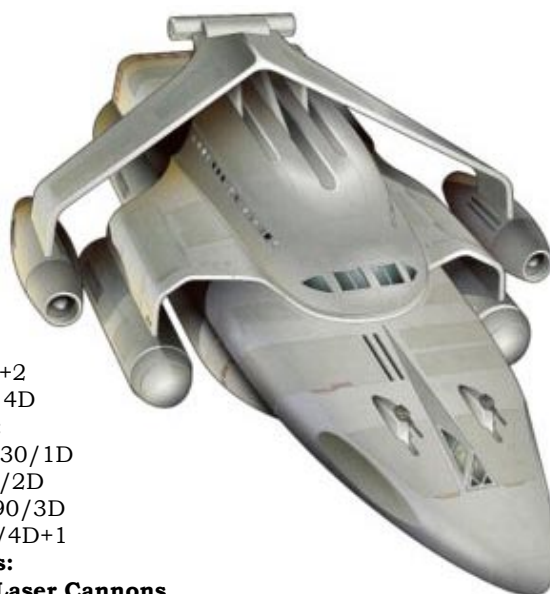
Hyperdrive Multiplier: x1



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
Weapons:
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
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

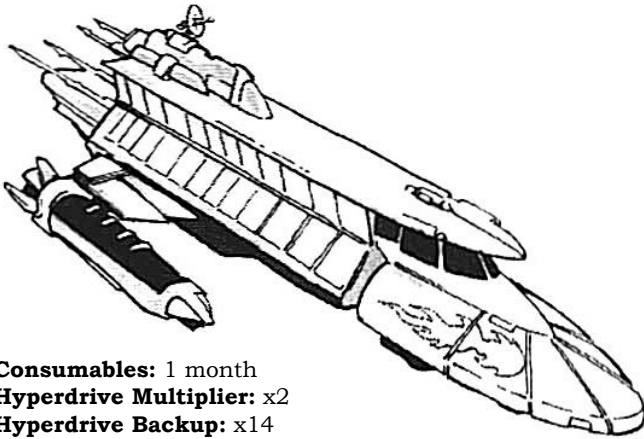
Craft: Modified SoroSuub *Horizon*-class Yacht
Affiliation: Mara Jade Skywalker (Jedi master)
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 136)
Type: Space transport
Scale: Starfighter
Length: 55 meters
Skill: Space transports: *Horizon* yacht
Crew: 1 or 2
Crew Skill: Astrogation 8D+2, 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



Hull: 6D+2
Shields: 4D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/3D
Focus: 3/4D+1
Weapons:
2 Quad Laser Cannons
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



Consumables: 1 month
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D
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
Atmosphere: 480; 800 kmh
Hull: 4D+2
Shields: 2D
Sensors:
Passive: 10/1D
Scan: 25/2D
Search: 40/3D
Focus: 2/3D

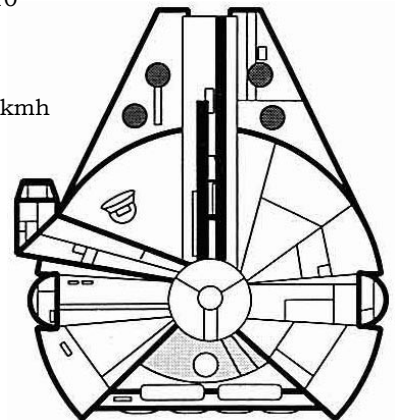
Weapons:

2 Quad Laser Cannons

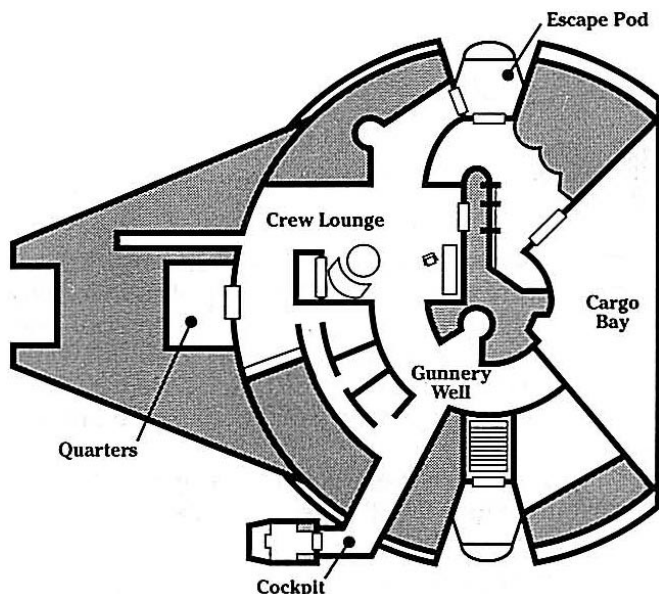
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

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



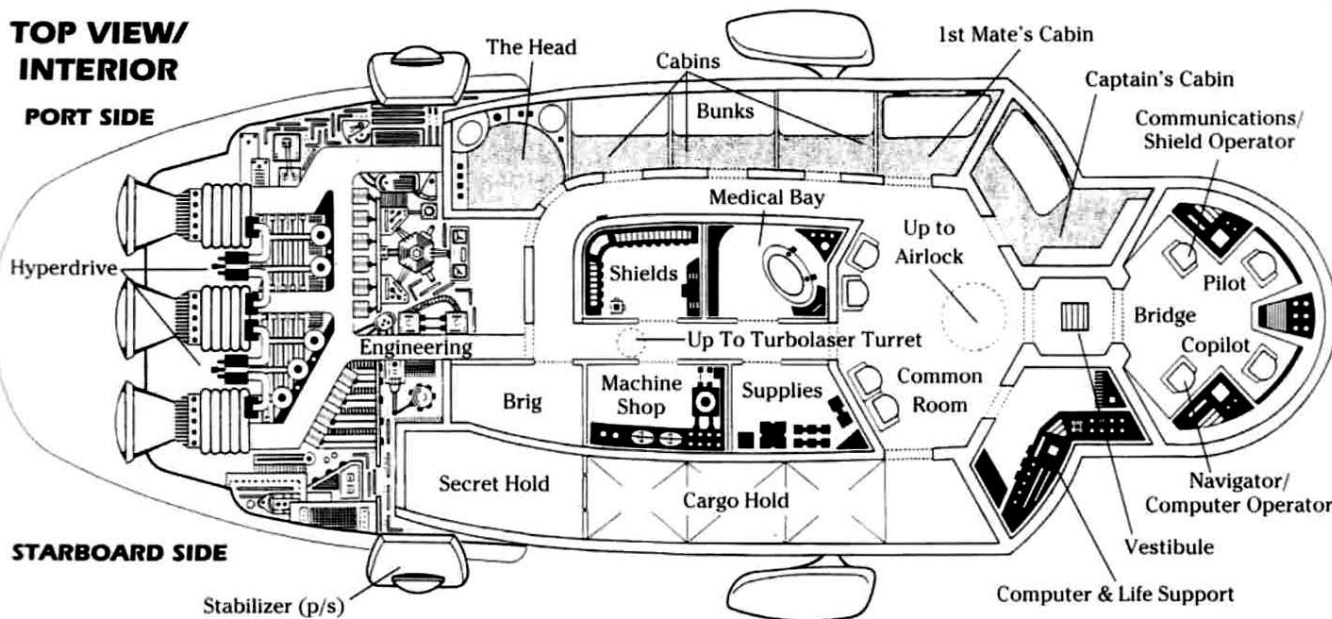
Long Shot



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

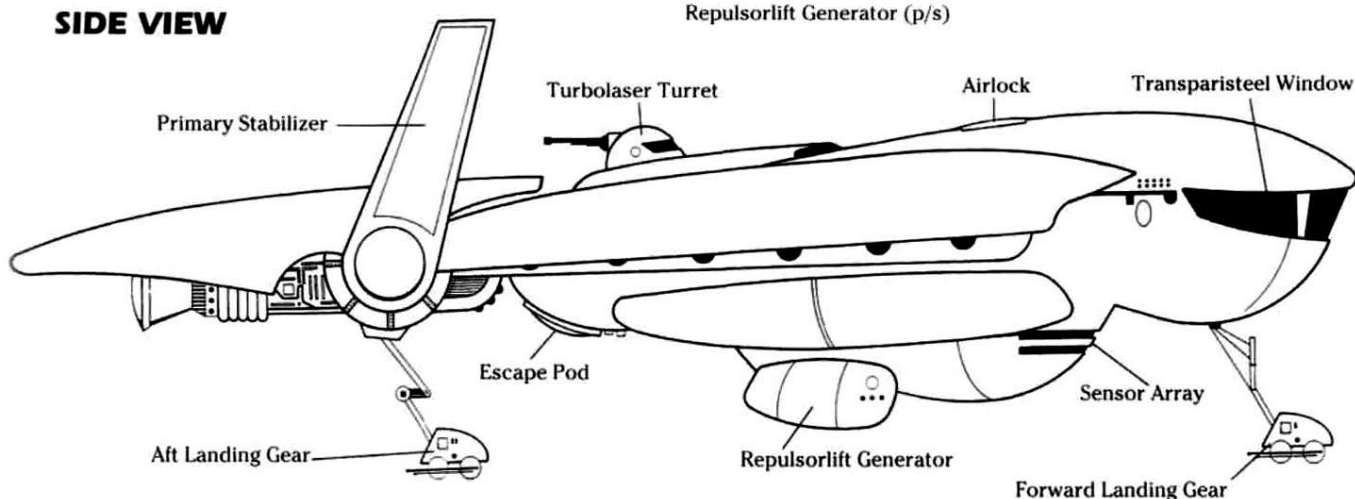
TOP VIEW/ INTERIOR

PORT SIDE



STARBOARD SIDE

SIDE VIEW



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

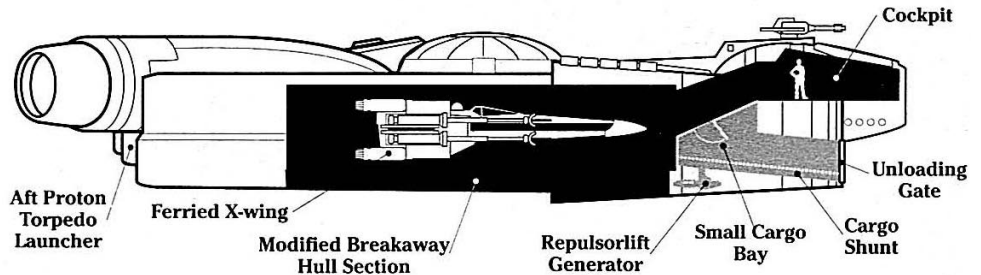
Fire Control: 3D (may be fired from co-pilot position at fire control 1D)

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.



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 difficulty of all *sensors* checks and adds +3D to the difficulty of any tractor beam attempts within or through the cloud of particles.

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 5D+2

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

Atmosphere: 260; 750 km/h

Hull: 2D+2

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

Millennium Falcon

Craft: Modified Corellian Engineering Corporation YT-1300 Transport

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)

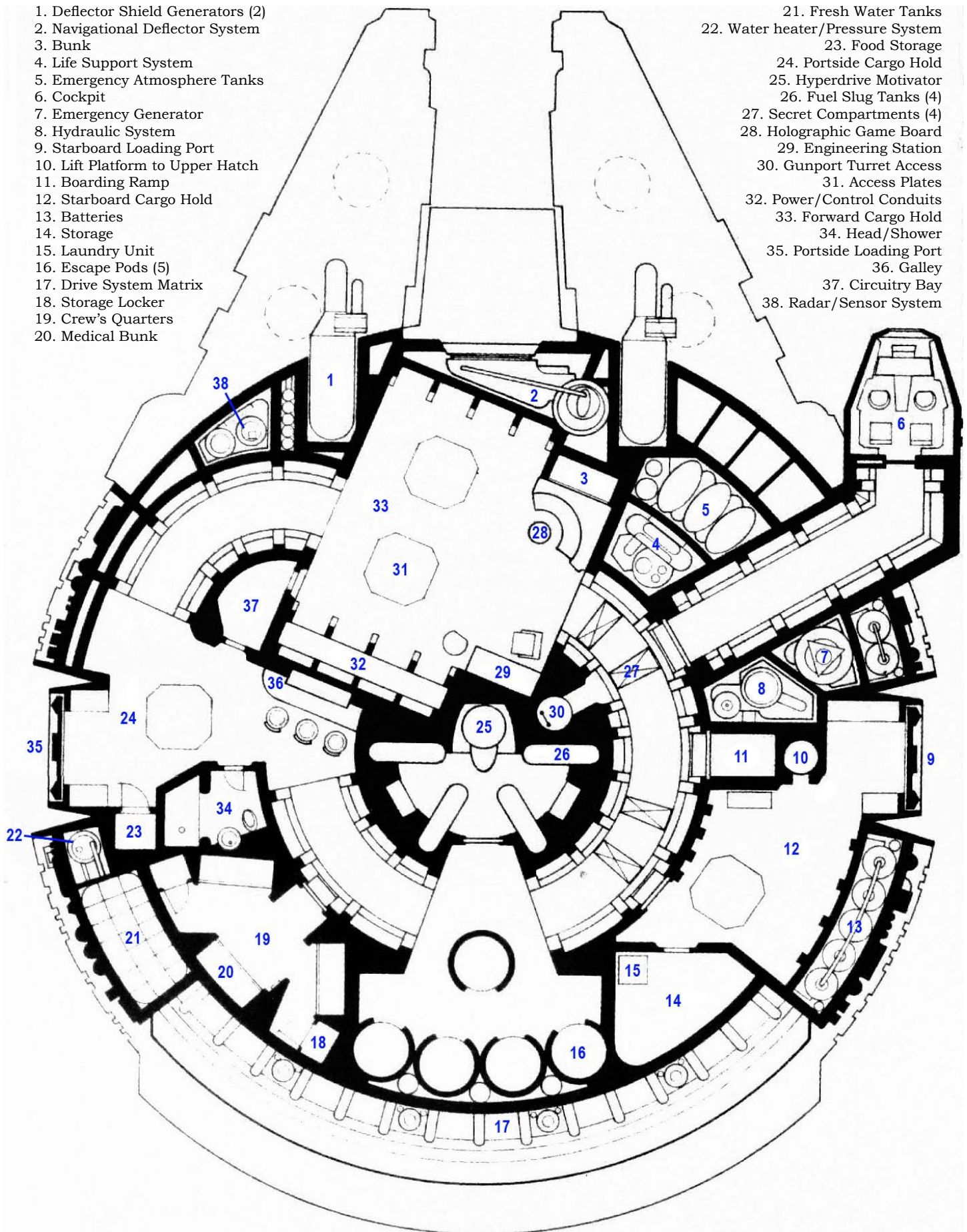
Scan: 40/1D+2 (Rise of the Empire), 60/2D (Rebellion)

Search: 45/2D (Rise of the Empire), 75/3D (Rebellion)

Focus: 2/3D (Rise of the Empire), 4/4D (Rebellion)

1. Deflector Shield Generators (2)
2. Navigational Deflector System
3. Bunk
4. Life Support System
5. Emergency Atmosphere Tanks
6. Cockpit
7. Emergency Generator
8. Hydraulic System
9. Starboard Loading Port
10. Lift Platform to Upper Hatch
11. Boarding Ramp
12. Starboard Cargo Hold
13. Batteries
14. Storage
15. Laundry Unit
16. Escape Pods (5)
17. Drive System Matrix
18. Storage Locker
19. Crew's Quarters
20. Medical Bunk

21. Fresh Water Tanks
22. Water heater/Pressure System
23. Food Storage
24. Portside Cargo Hold
25. Hyperdrive Motivator
26. Fuel Slug Tanks (4)
27. Secret Compartments (4)
28. Holographic Game Board
29. Engineering Station
30. Gunport Turret Access
31. Access Plates
32. Power/Control Conduits
33. Forward Cargo Hold
34. Head/Shower
35. Portside Loading Port
36. Galley
37. Circuitry Bay
38. Radar/Sensor System



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

Hull: 4D

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:

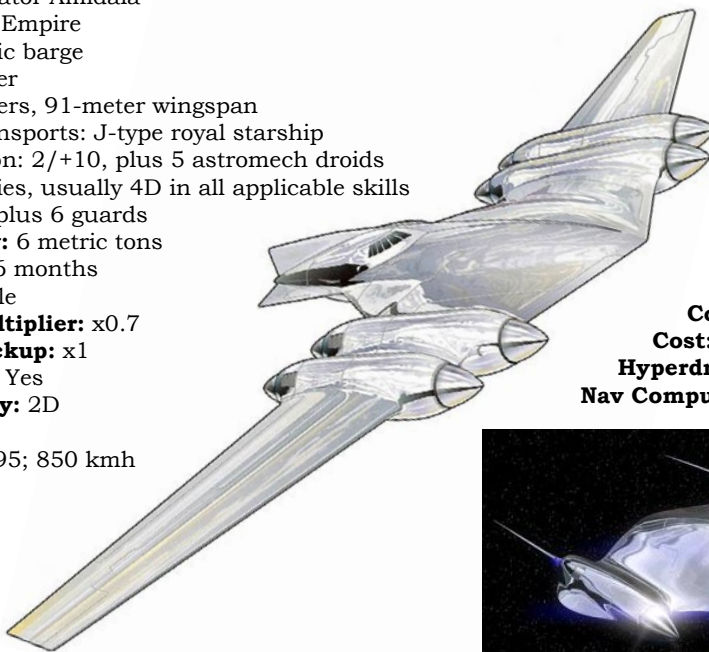
Passive: 30/1D

Scan: 65/2D

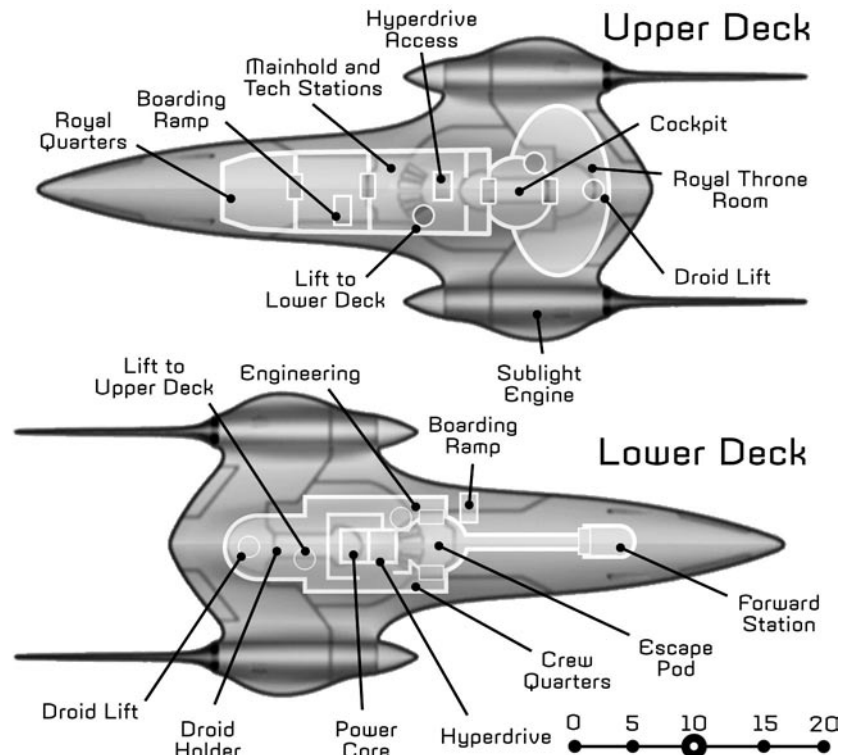
Search: 80/3D

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

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: x0.5
Hyperdrive Backup: x5
Nav 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
Focus: 5/3D+2
2 Laser Cannons (fire-linked)
Fire Arc: Front
Fire Control: 2D
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

2 Proton Torpedo Launchers (fire separately, 12 torpedoes each)

Fire Arc: Front

Skill: Missile weapons: proton torpedoes

Fire Control: 1D

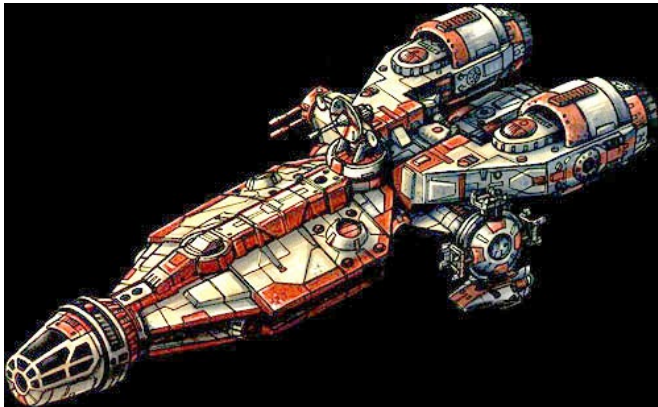
Space Range: 1/3/7

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.

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

Focus: 2/3D

Weapons:

Double Turbolaser Cannon

Fire Arc: Partial turret (front, right, left)

Scale: Capital

Skill: Capital ship gunnery

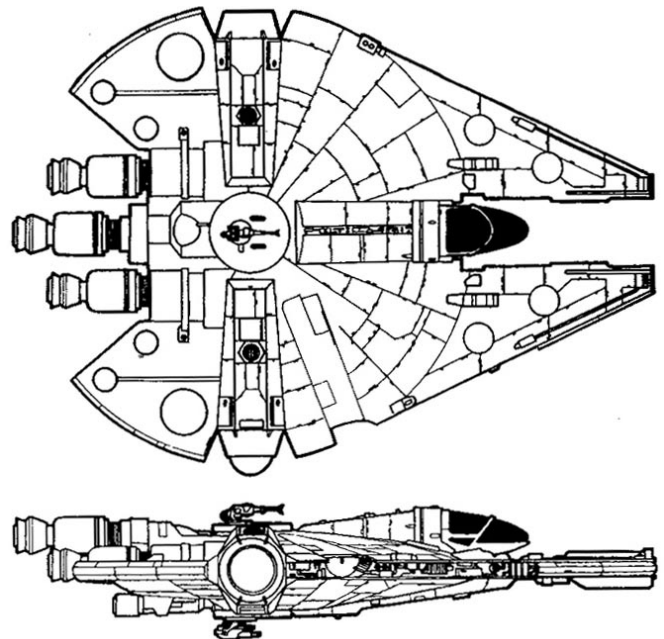
Fire Control: 3D

Space Range: 1-5/15/20

Atmosphere Range: 100-500/1.5/2 km

Damage: 4D

Oo-Ta Goo-Ta



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

Maneuverability: 3D

Space: 8

Atmosphere: 295; 850 km/h

Hull: 4D

Shields: 1D

Sensors:

Passive: 15/1D

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

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

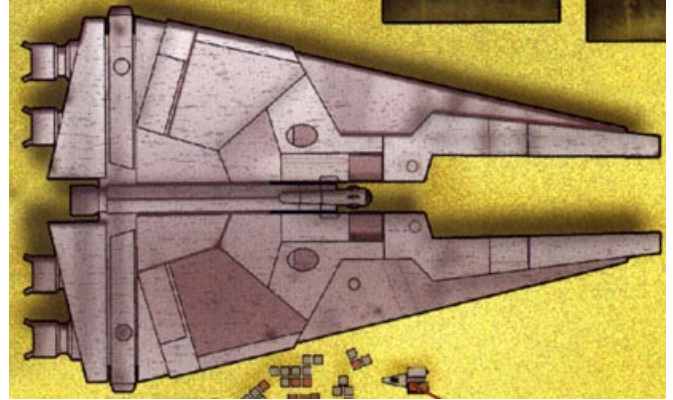
Fire Control: 3D

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: 1
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
Maneuverability: 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
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: x1
Hyperdrive Backup: x10
Nav 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

Weapons:

2 Laser Cannons (fire sperately)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

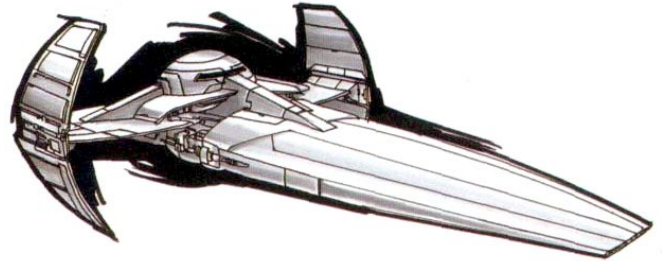
Fire Control: 3D

Space Range: 1-3/12/25

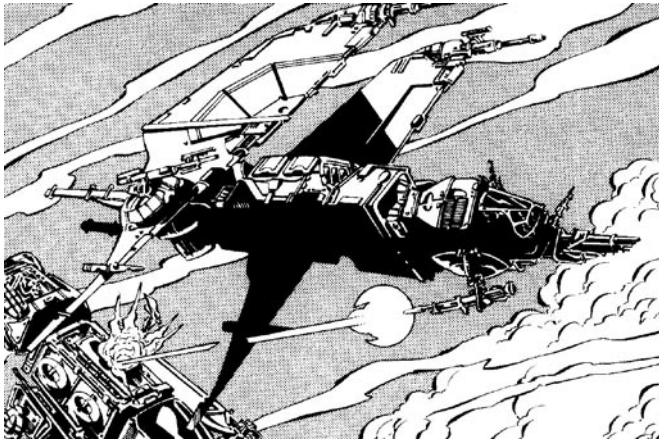
Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Scimitar (Sith Infiltrator)



Scent of Fear



Craft: Modified Talaron 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: Talaron 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: x1

Hyperdrive Backup: x15

Nav 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

Craft: Heavily modified Republic Sienar Systems Star Courier

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.

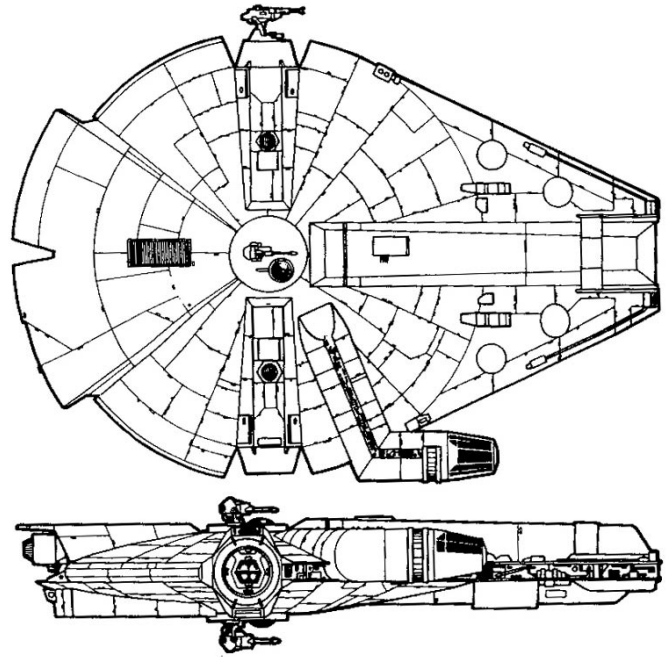
Slave I

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: x1
Hyperdrive Backup: x8
Nav 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

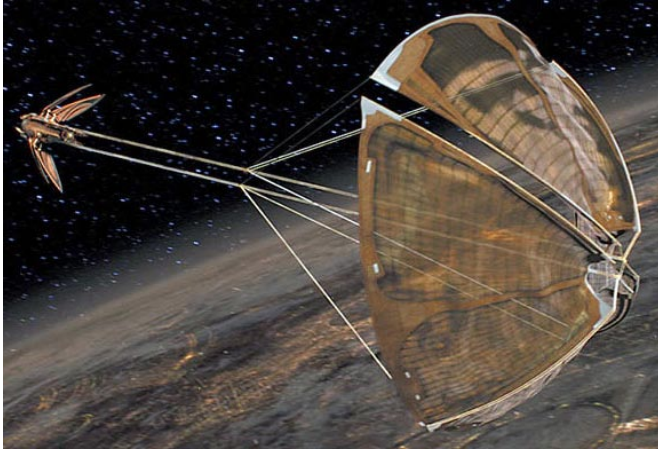
Solar Flare



Craft: Modified Corellian YT-1300 Light Freighter
Affiliation: Trynyc (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: x1
Hyperdrive 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
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 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



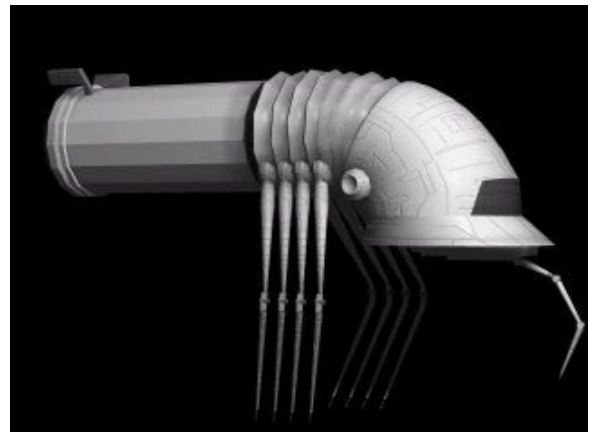
Craft: Huppla Pasa Tisc Shipwrights Collective's *Punworcca*
116-class Interstellar Sloop
Affiliation: Count Dooku
Era: Rise of the Empire
Type: Custom transport
Scale: Starfighter
Length: 16.76 meters
Skill: Space transports: solar sailer
Crew Skill: All skills 4D+2
Crew: 1 (1 can coordinate)
Passengers: 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)



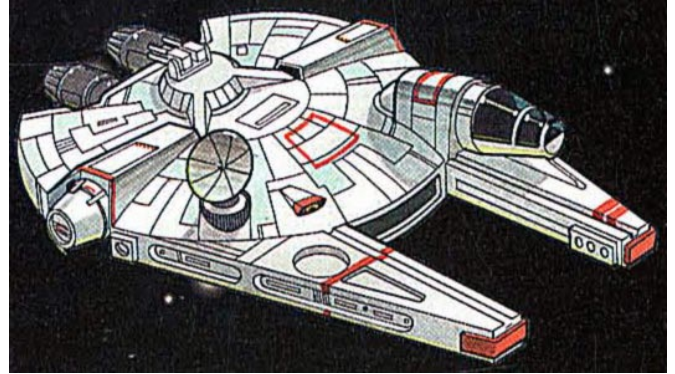
Type: Modified mining ship
Scale: Starfighter
Length: 110 meters
Skill: Space transports: E-2 Asteroid Miner
Crew: 14, gunners: 4, skeleton: 10/+10
Passengers: 150
Cargo Capacity: 200 metric tons
Consumables: 1 week
Cost: 20,000 (new), 12,000 (used)
Hyperdrive Multiplier: x12
Maneuverability: 4D
Space: 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: x3/4
Hyperdrive Backup: x11
Nav 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



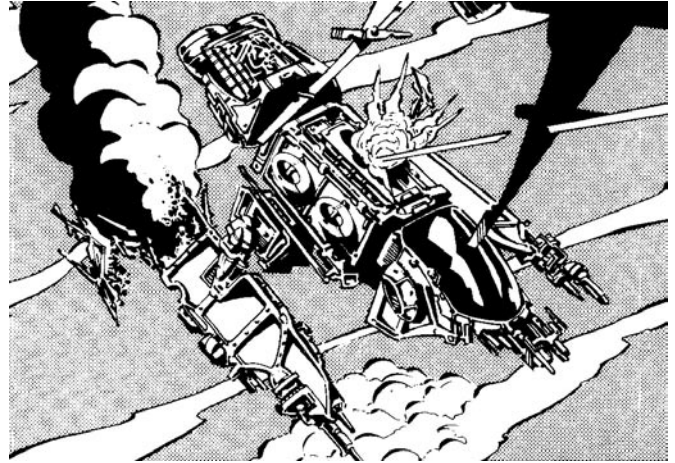
Craft: Corellian Engineering Corp. YT-1300 Transport
Affiliation: Kolig (renegade pilot)
Era: New Republic
Source: The DarkStryder Campaign – The Adventure Book (page 17)
Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300
Crew: 1, gunners: 3
Crew Skill: 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
Atmosphere: 480; 800 kmh
Hull: 5D
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 0D)
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 7D

Stinger

Craft: Modified Surrionian *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: Surrionian assault ship
Crew: 1
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
Atmosphere: 480; 800 kmh
Hull: 2D
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
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: 2: 8
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
Atmosphere: 330; 950 kmh
Hull: 4D
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

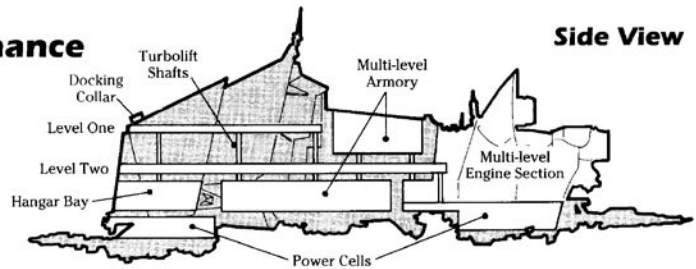
Another Chance

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
Consumables: 1 year
Cost: Not for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
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

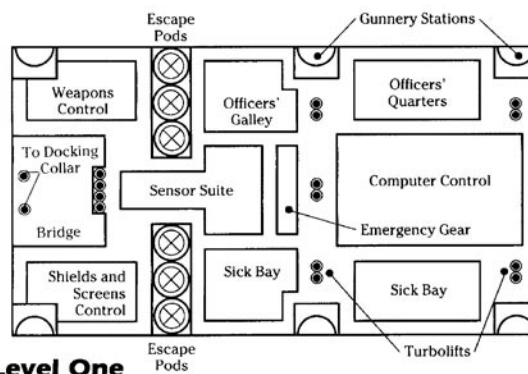


Another Chance

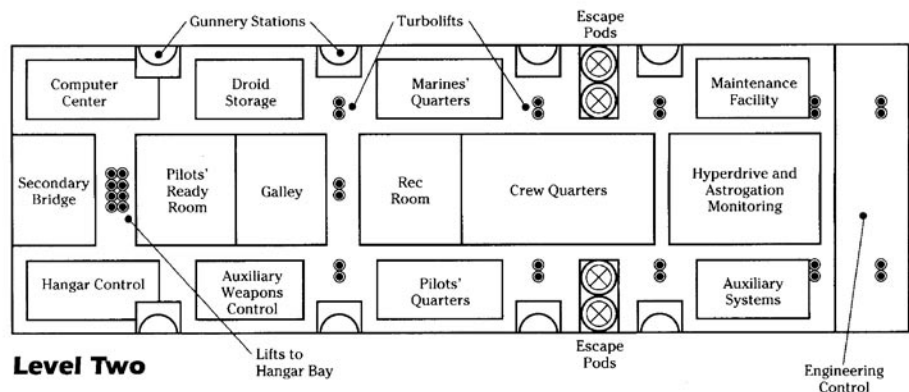
Side View



Plan Views

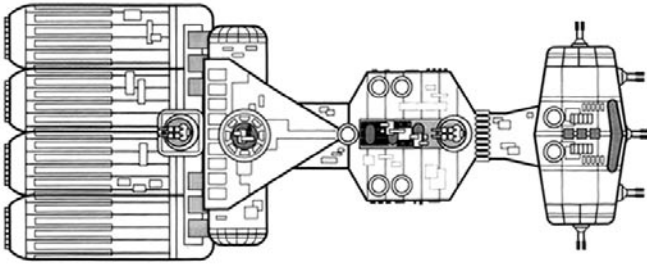


Level One



Level Two

Backstab



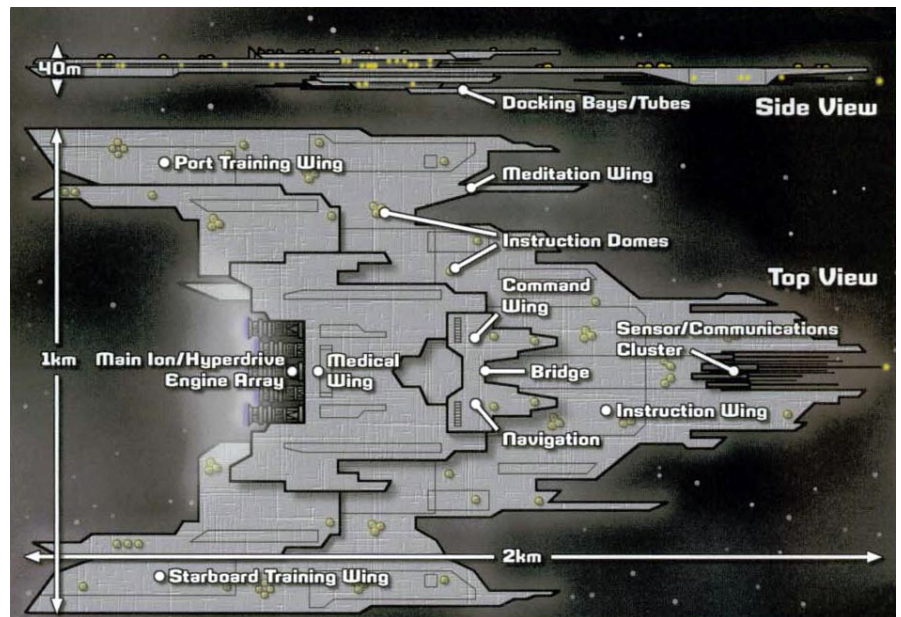
Craft: Corellian Engineering Corporation Corvette
Affiliation: Khuiumin Survivors (pirates)
Era: Rise of the Empire
Source: Galaxy Guide 9 - Fragments from the Rim (page 60)
Type: Modified mid-sized multi-purpose vessel
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: Corellian Corvette
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
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
Space: 2
Hull: 8D
Shields: 3D
Sensors:
Passive: 50/1D
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

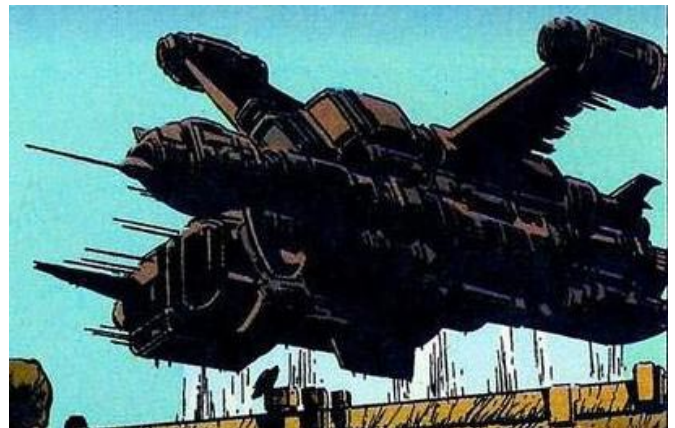
Passengers: 30
Cargo Capacity: 300 metric tons
Consumables: 2 years
Cost: Not available for sale (1.8 million credits estimated value)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 4
Atmosphere: 168; 480 kmh
Hull: 4D+2
Shields: 2D+1
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D
Weapons:
2 Turbolasers (fire separately)
Fire Arc: Partial Turret (1 front, left, rear; 1 front, right, rear)
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 2D+2
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

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

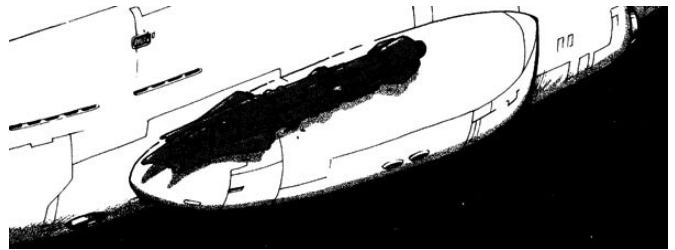
Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Eye 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

Errant Venture

Craft: Heavily modified Kuat Drive Yards *Imperial II* Star Destroyer

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

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
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D

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

FarStar

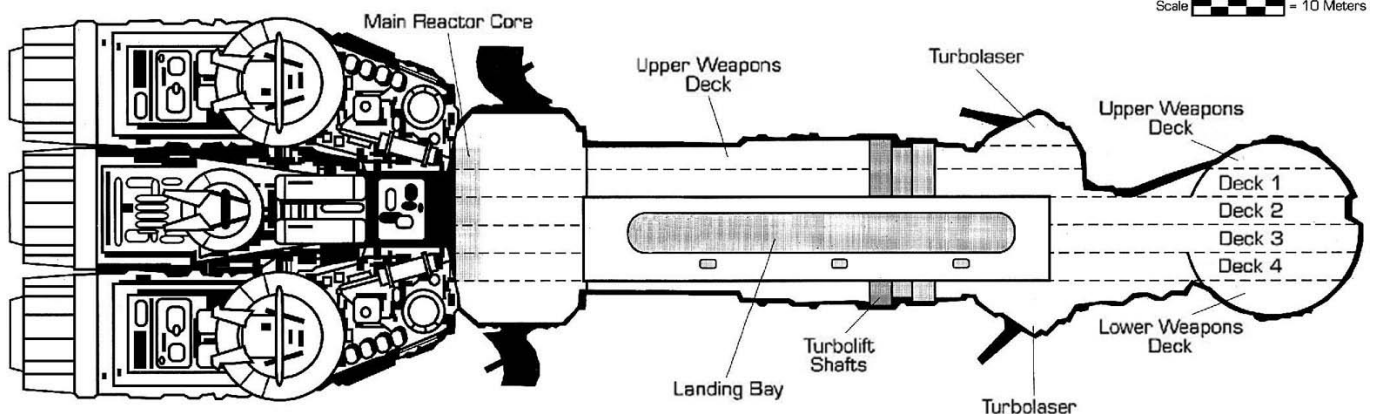
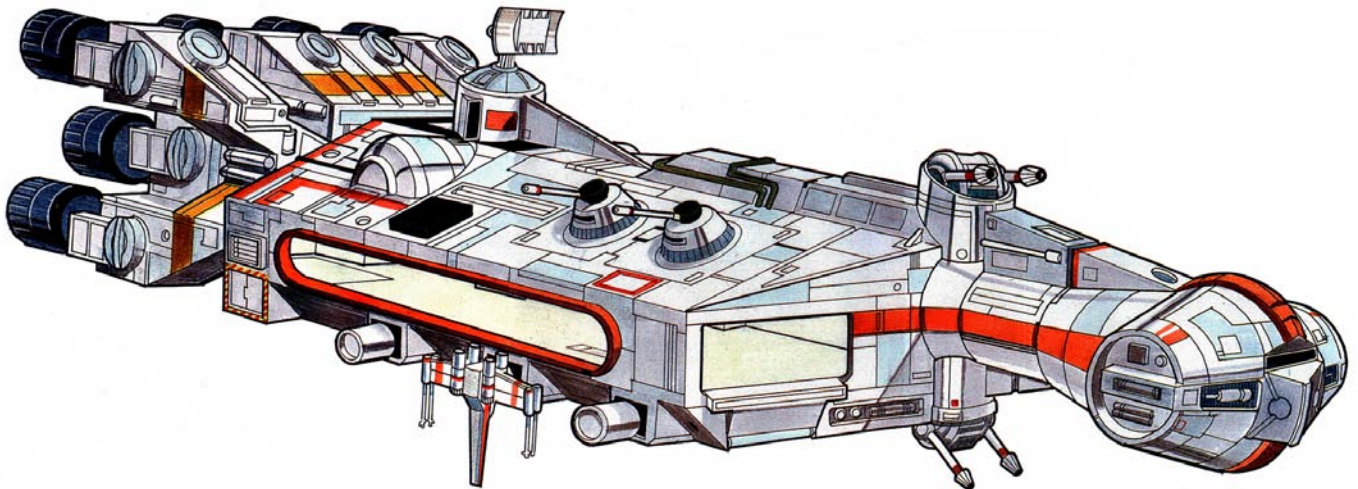
Craft: Corellian Engineering Corporation Corvette

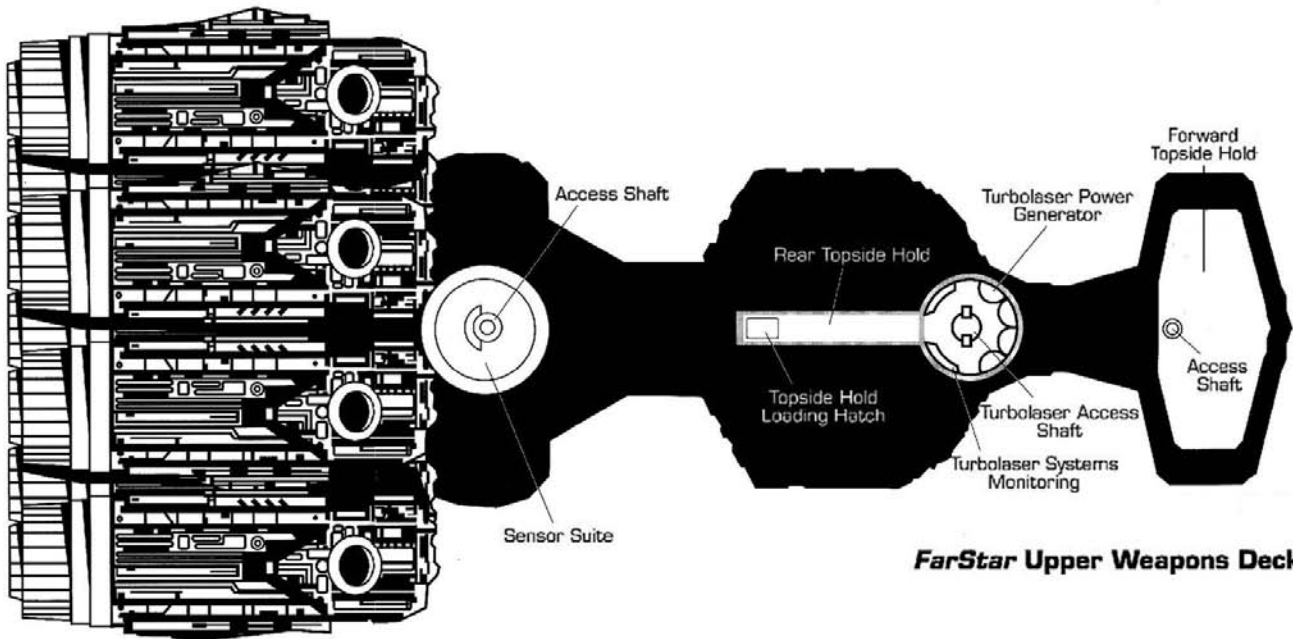
Affiliation: Keleman Ciro (Rebel Commando)

Era: New Republic

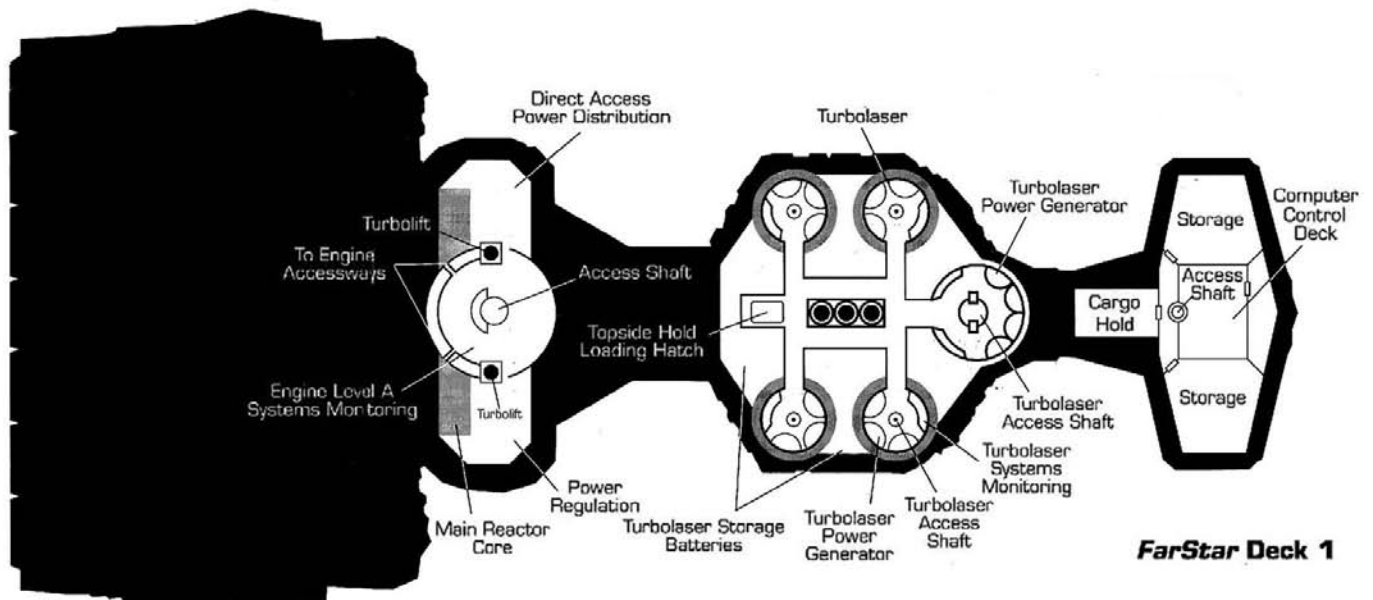
Source: The DarkStryder Campaign – Boxed Set (page 23-45)

Type: Converted military ship

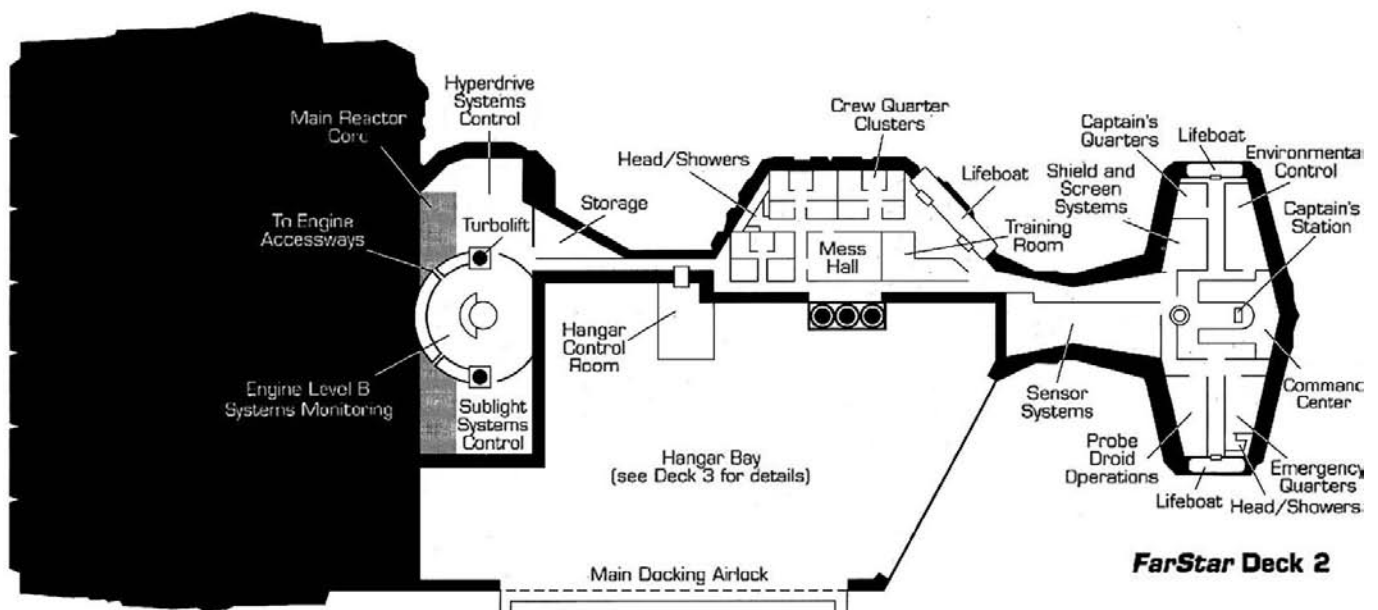




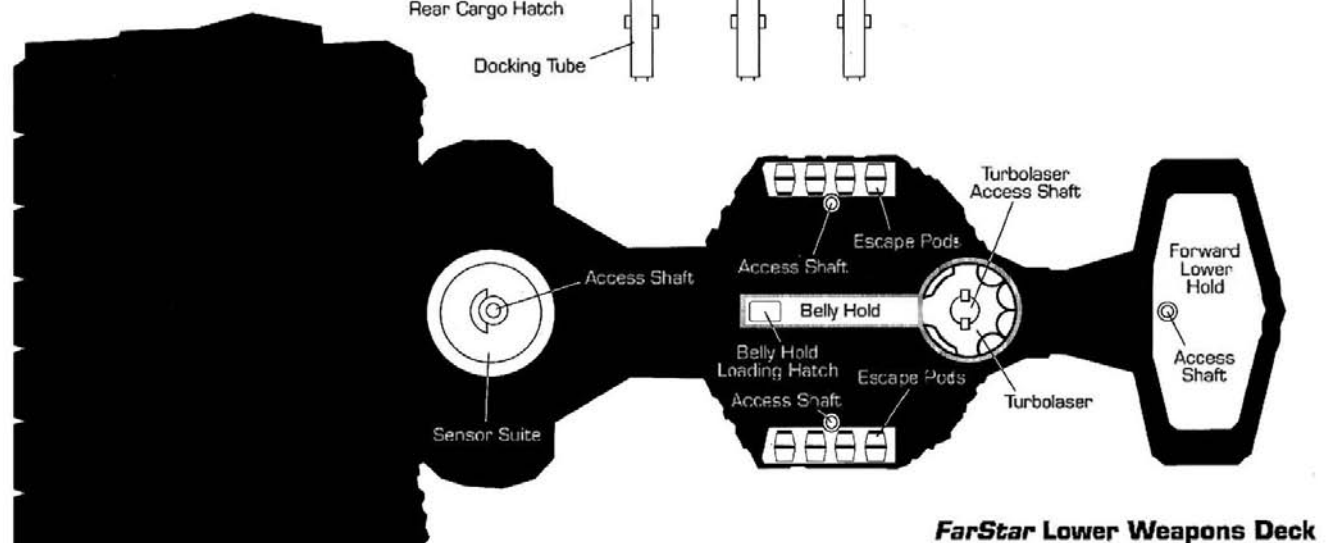
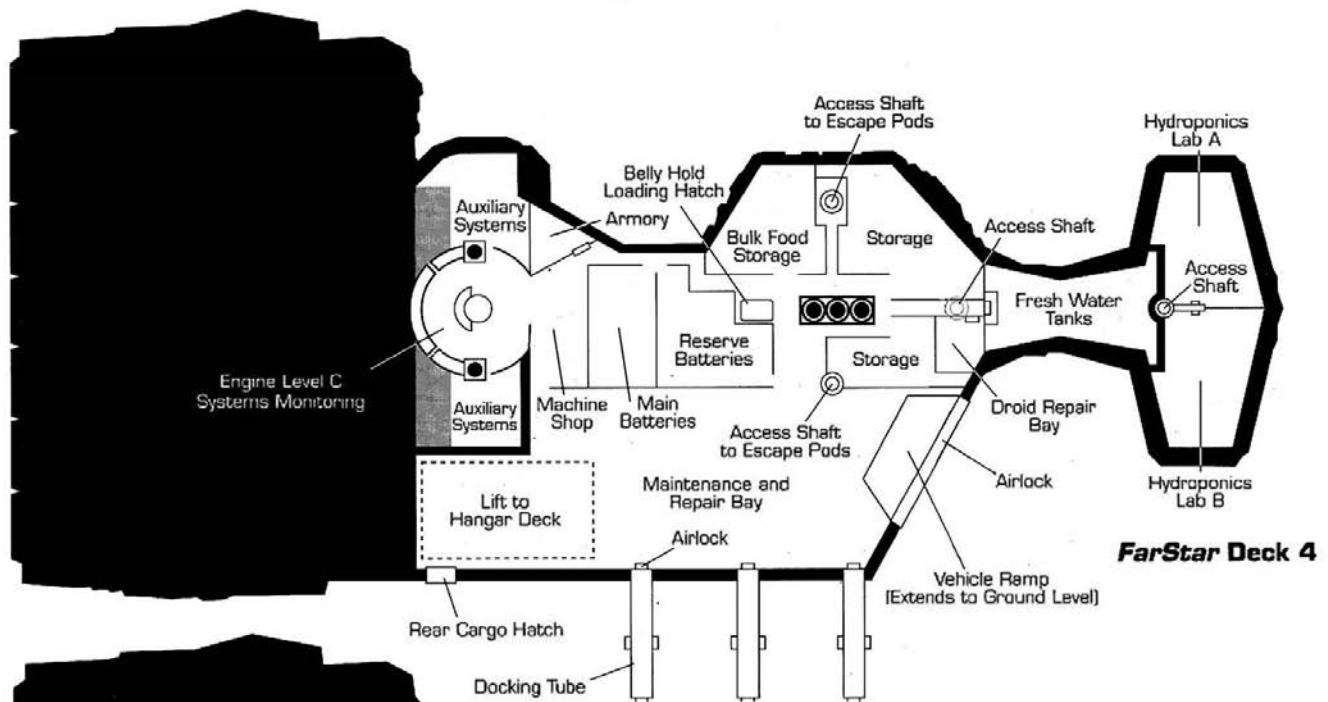
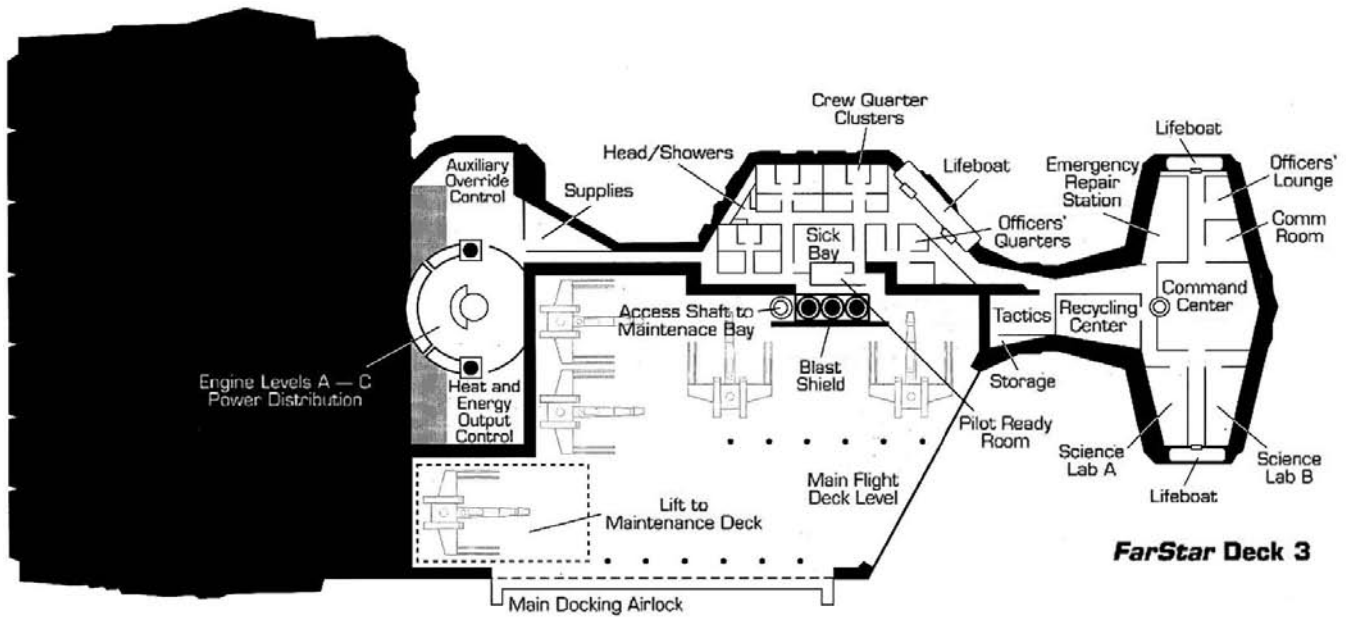
FarStar Upper Weapons Deck



FarStar Deck 1



FarStar Deck 2

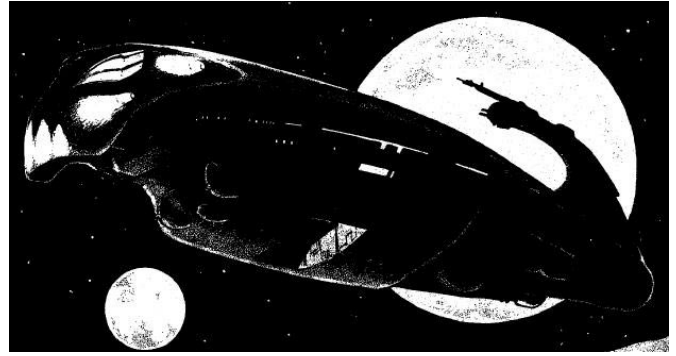


Flurry

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

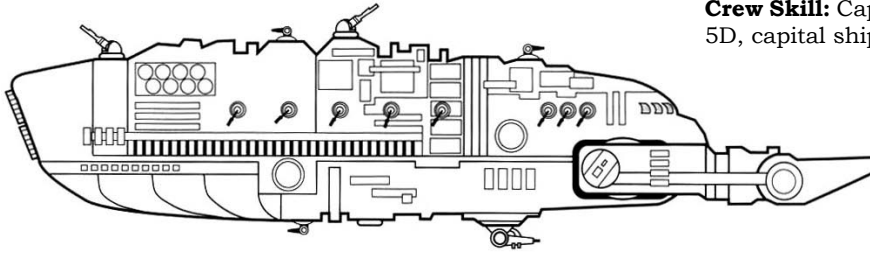
Craft: Kuat Drive Yards' *Dragon*-class Heavy Cruiser
Affiliation: Delurin (Imperial Warlord)
Era: New Republic
Source: *Dragon Magazine Issue 200*
Type: Heavy cruiser
Scale: Capital
Length: 700 meters
Skill: Capital ship piloting: heavy cruiser
Crew: 3,529, skeleton: 1,260 with command 6D (Current crew: 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: x2
Hyperdrive Backup: x6



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,



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

Crew: 3

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 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)

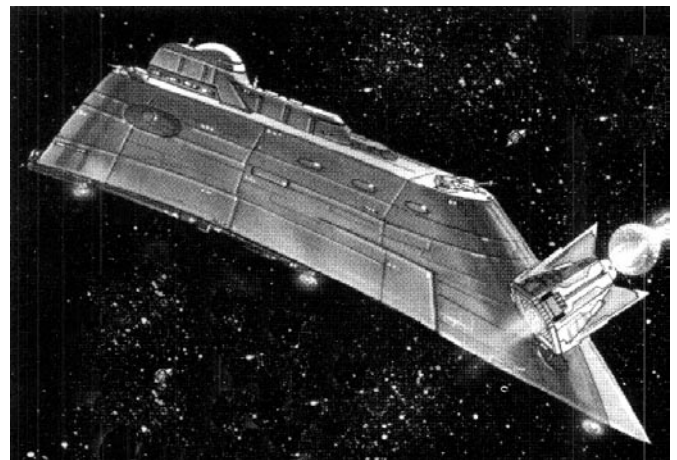
Sensors:

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

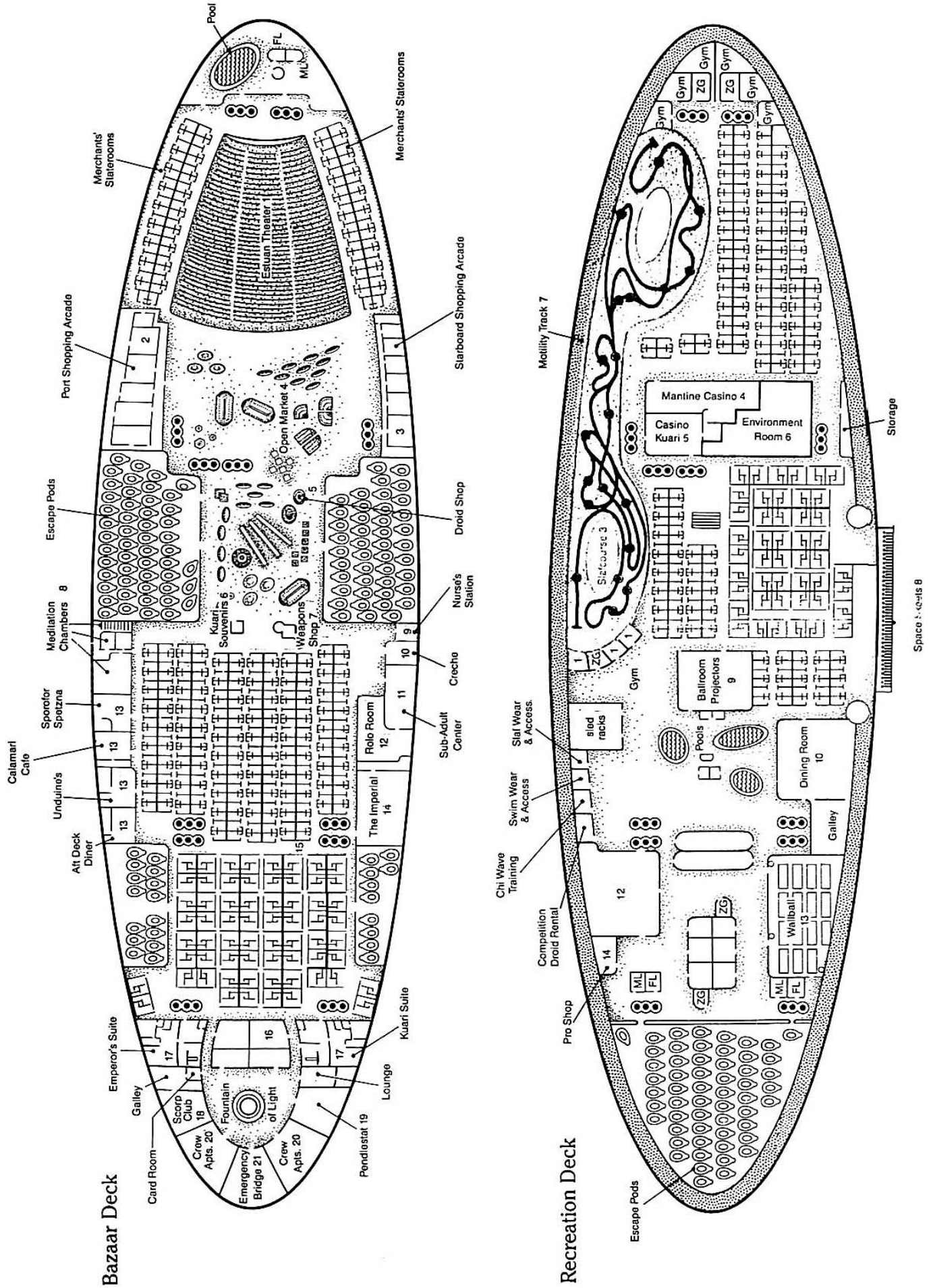
Source: Riders of the Maelstrom (page 14)

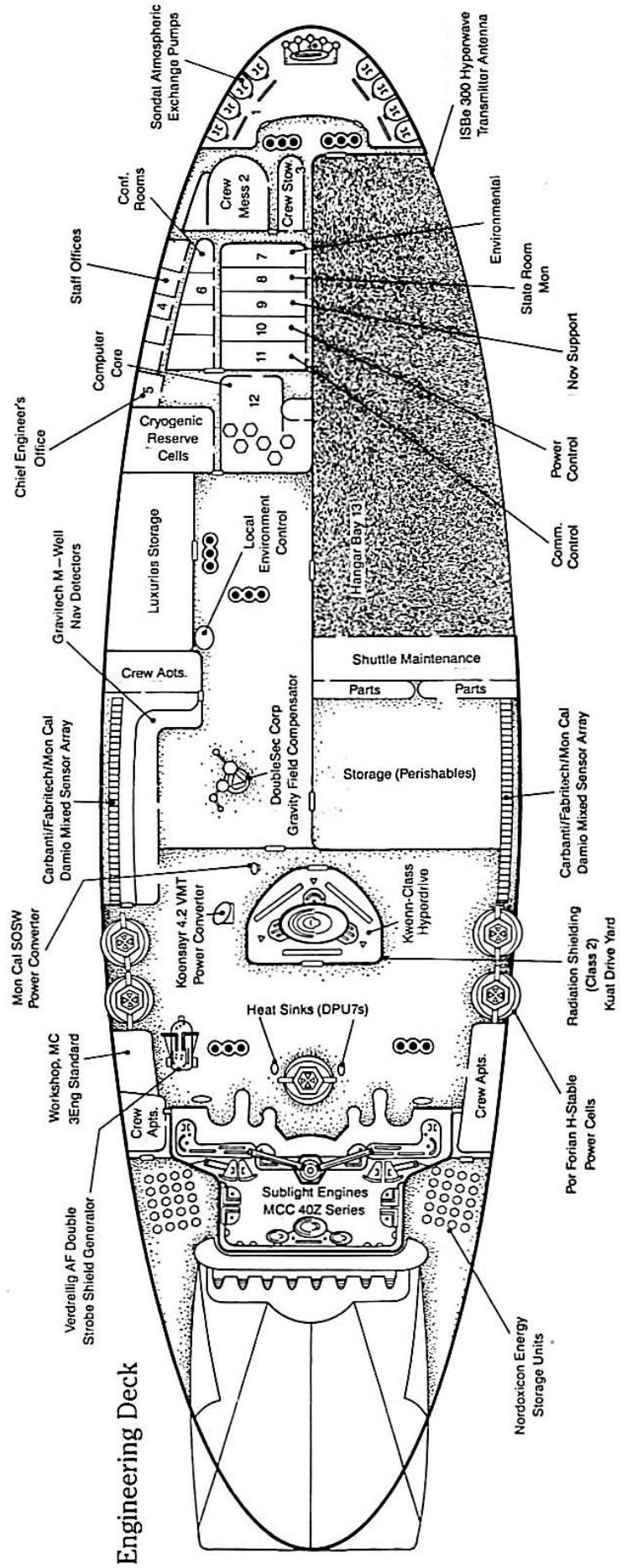
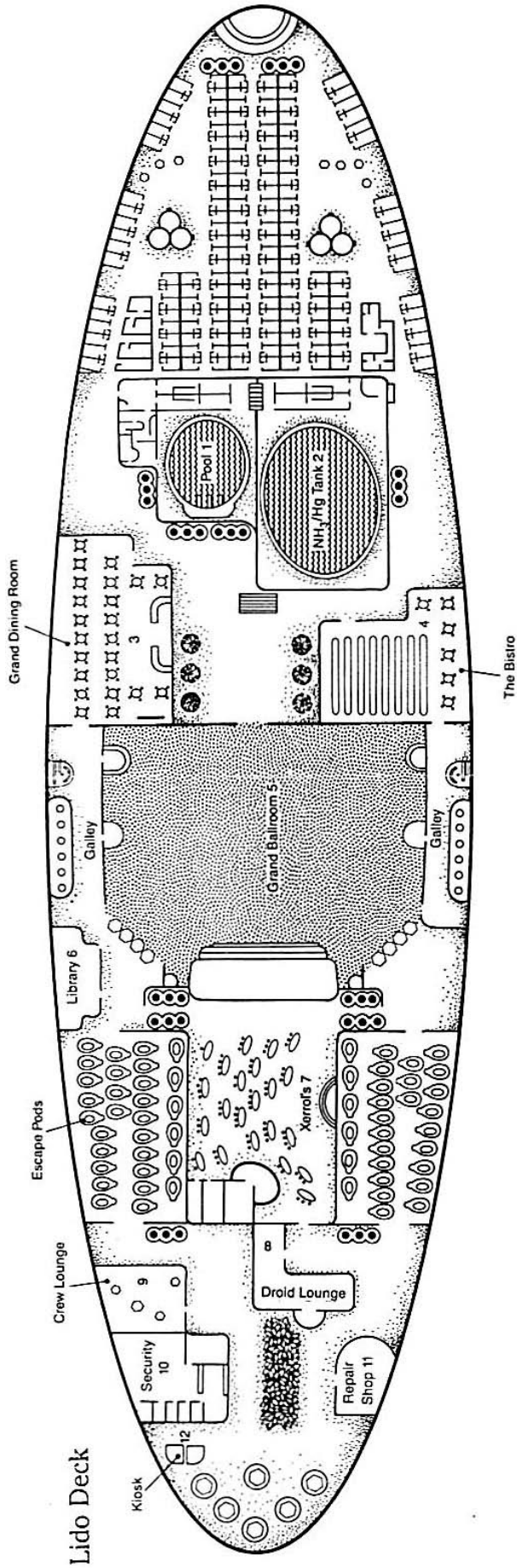
Type: Luxury Liner

Scale: Capital

Length: 500 meters

Skill: Capital ship piloting: Mon Cal cruiser





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

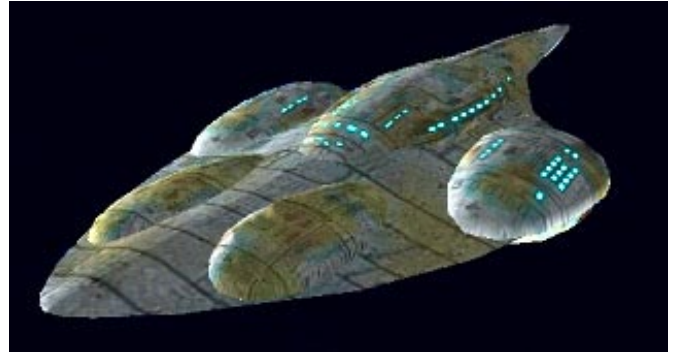
Craft: Modified Kuat Drive Yards' Super-class Star Destroyer
Affiliation: Empire > New Republic
Era: New Republic
Source: Wizards Website
Type: Modified Super-class Star Destroyer
Scale: Capital



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 Turbolaser 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 of backup shields (8D). When a die of shields is lost, the shield operators can make an *Easy capital ship shields* roll to use one 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

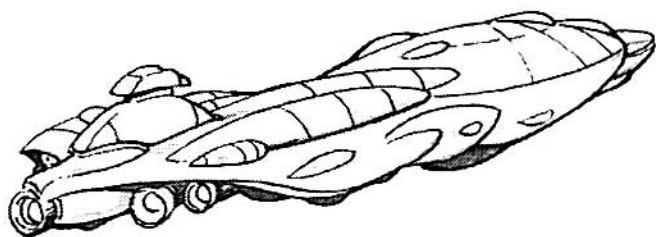
Fire Control: 3D

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

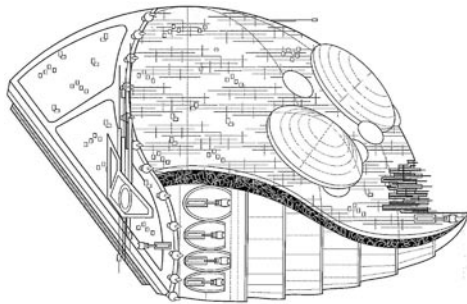
Skill: Device operation: Varat'k Snarap

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

Crew: 800 (Ssi-ruuk), 5,000 (P'w'ecks), gunners: 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

Crew: 3

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

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 Concussion Missile 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

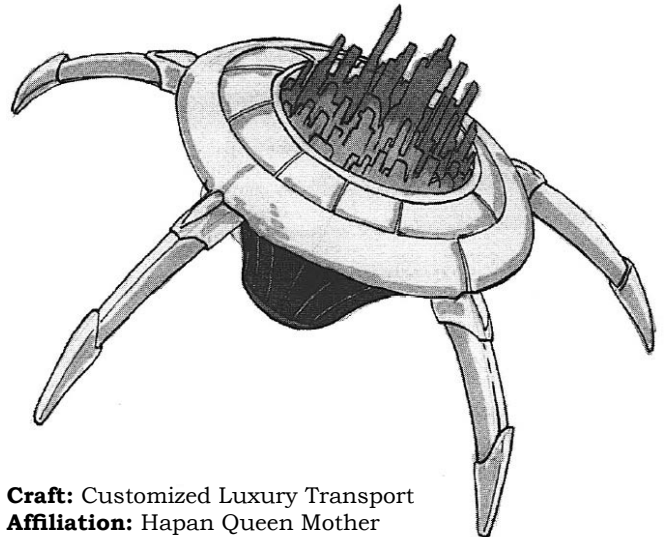
Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Damage: 4D

Star Home



Craft: Customized Luxury Transport

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+2

Sensors:

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 standard Imperial turbolasers.

Starfighter Complement: 60 Miy'til Fighters

Subjugator

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:

3 Quad Turbolaser Batteries

Fire Arc: 1 left, 2 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

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)

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

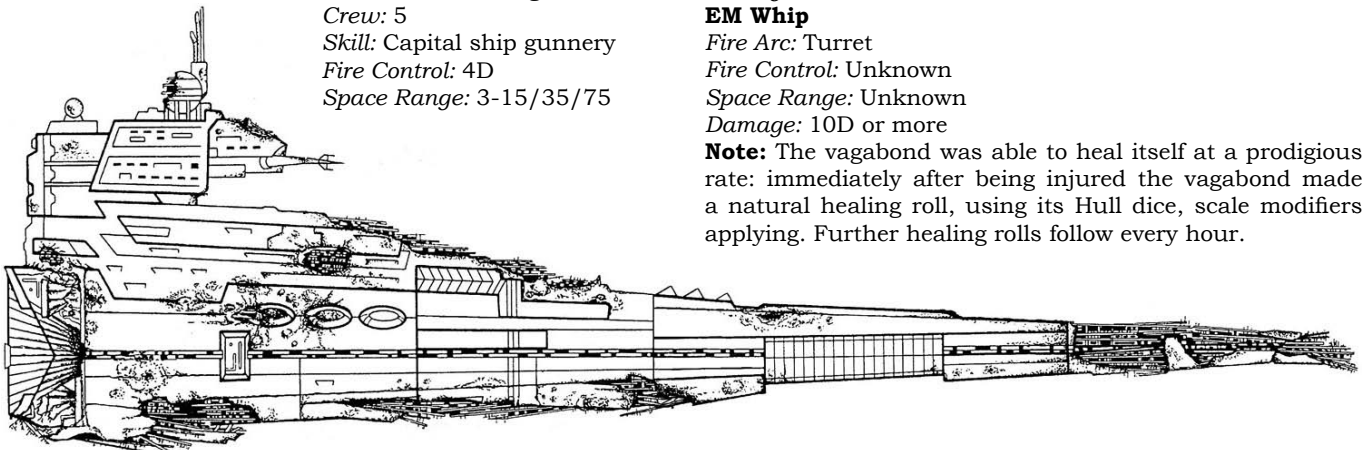
Fire Arc: Turret

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 applying. Further healing rolls follow every hour.



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I can assure you, they will never get me into one of those dreadful starships.



STARSHIPS
STATS
INCLUDES:

D6

system

