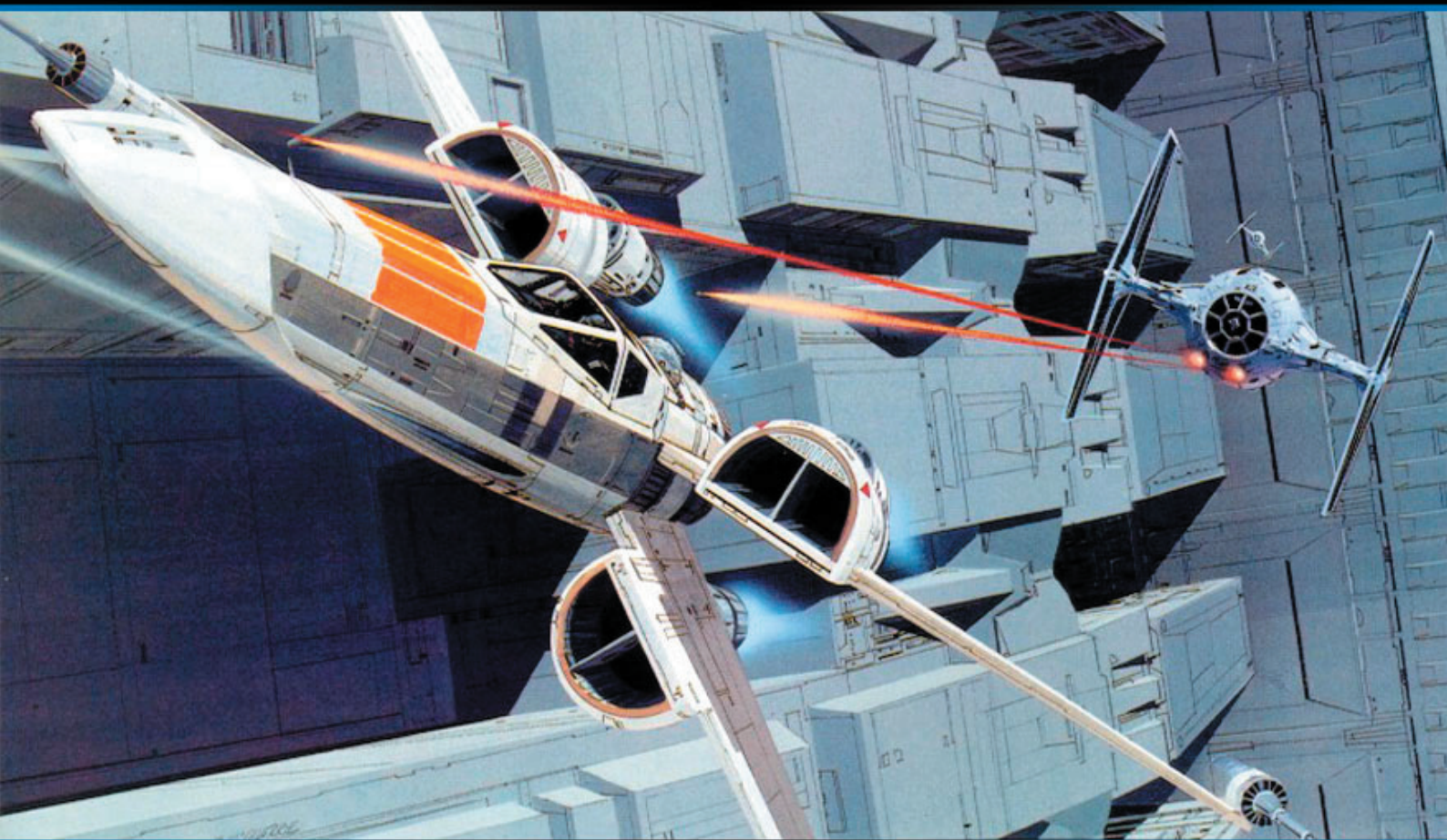


STAR WARS

ROLEPLAYING GAME



STARSHIPS STATS

STAR
WARS

**STAR
WARS**

STARSHIPS STATS

by Thiago Aranha

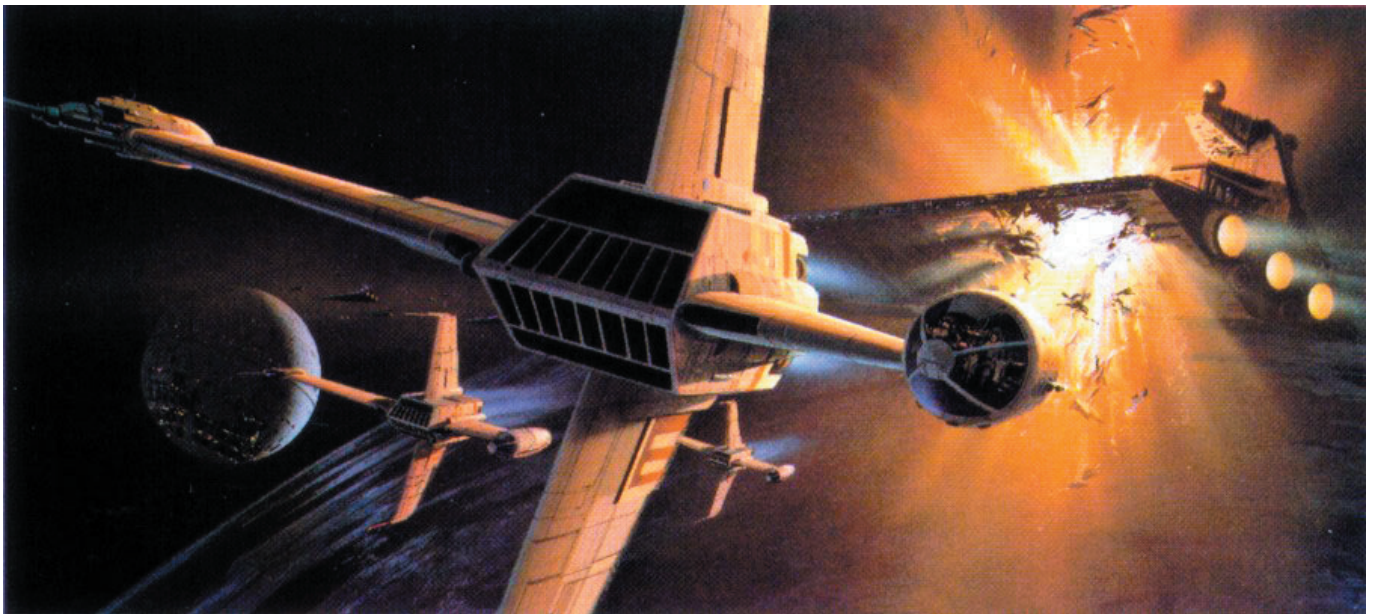


Table of Contents

STARFIGHTERS

6. Cinnagar Interceptor
 6. Drake Starfighter
 7. Star Sabre
 7. Stinger
 7. C-73 Tracker
 8. Dagger
 8. Sigil Courier
 8. N-1 Royal Starfighter
 9. Aethersprite Delta-7
 10. Dianoga
 10. Gun Tug
 11. CloakShape Fighter
 11. Whitecloak Fighter
 12. Mercenary Fighter
 12. Phoenix Hawk Light Pinnacle
 12. TL-118 StarHammer
 13. V-19 Clone Fighter
 14. Freefall Bomber
 14. T-36 Skyfighter
 14. Toscan 8-Q
 15. Zebra
 15. TIE-Y Ugly
 15. Hornet Interceptor
 16. Authority IRD
 16. Authority IRD-A
 17. Pinook Fighter
 17. Charon Starfighter
 18. Z-95 Headhunter
 18. Z-95XT Trainer
 18. Z-95 Mark I Headhunter
 19. Y-Wing
 19. Y-TIE Ugly
 20. Pursuer Enforcement Ship
 21. Corsair Cruiser
 21. StarViper
 22. Vanguard Heavy Assault Gunship
 22. Dagger-D Police Fighter
 23. Qektoth Confederation Starfighter
 23. "Clutch" Ugly
 24. Manta Assault Starfighter
 24. M-Wing
 25. R-41 Starchaser
 25. Razor Fighter
 26. Miy'til Fighter
 26. Miy'til Assault Bomber
 27. Planetary Fighter
 27. Supa Fighter
 28. Preybird Fighter
 28. Ssi-ruuvi Battle Droid
 29. Clawcraft
 29. Blade-32

SEPARATISTS

30. Droid Starfighter
 30. Droid Bomber
 31. Scarab
 31. Advanced Droid Starfighter
 31. Advanced Droid Bomber
 32. Geonosian Starfighter

IMPERIAL

33. Defender Ion Mine
 33. T.I.E. Starfighter
 33. TIE/In Fighter
 34. TIE Ground Targeting
 34. TIE Reconnaissance
 35. TIE Fire Control
 35. TIE Advanced x1
 36. Skypray Blastboat
 37. TIE Interceptor
 37. TIE Bomber
 37. TIE Shuttle
 38. TIE Vanguard
 38. TIE Raptor
 39. TIE Phantom
 39. Assault Gunboat
 40. Missile Boat
 40. Scimitar Assault Bomber
 41. TIE Advanced / Avenger
 41. TIE Defender Prototype
 41. TIE Defender
 42. Super TIE/In Fighter
 42. TIE Droid
 43. I-7 Howlrunner

ALLIANCE

44. X-Wing
 44. Y-Wing Longprobe
 45. A-Wing
 45. B-Wing
 46. Expanded B-Wing
 46. T-Wing
 47. Gauntlet
 47. H-Wing
 48. A-9 Vigilance Interceptor
 48. E-Wing
 49. E-Wing: Type B
 49. T-65AC4 X-Wing
 49. K-Wing Assault Bomber
 50. Corellian Lancet
 50. Republic Defender
 50. Cal Medium Starfighter
 51. XJ X-Wing
 51. Starlancer Project Starship

SPACE TRANSPORTS

PODS

54. One-Man Escape Pod
 54. Corellian Escape Pod
 54. Escape Pod
 54. Lifeboat
 55. Squad Pod
 55. Troop Pod
 55. Supply Pod

YACHTS

56. Mindabaal Custom Pleasure Yacht
 56. 1550-LEX Space Yacht
 56. Starwind Yacht
 57. Aavman Extravagance 11-S
 57. Luxury 2800 Yacht
 57. Luxury 3000 Yacht
 59. Luxury 5000 Yacht
 59. Luxury Cruiser 200
 59. Baudo Star Yacht
 61. Hutt Space Yacht

FREIGHTERS

62. Delaya Courier Ship
 62. Vanya Jedi Courier Ship
 63. Barloz Medium Freighter
 63. Squib Momship
 64. YT-700 Transport
 64. YT-1150 Medium Transport
 65. CT-200 Medium Transport
 65. Mining Survey Ship
 66. Citadel Cruiser
 67. YG-4210 Light Freighter
 67. Nella 330 Heavy Scout
 67. Nella 342 Light Freighter
 70. Nella 352 Light Freighter
 70. Ghtroc 440 Light Freighter
 70. Ghtroc 580 Light Freighter
 71. Ghtroc 720 Freighter
 72. Selonian Cone Ship
 72. X-23 Space Barge
 73. X-26 StarHaul
 73. CRX-Tug
 73. Z-10 Seeker
 74. Lantillan Short Hauler
 75. Starlight Freighter
 76. XS-800 Light Freighter
 78. Corona Transport
 78. Crinya Light Freighter
 79. B-7 Light Freighter
 79. 3-Z Light Freighter

80. Stalwart Light Freighter
81. Jermaguim Light Freighter
81. Gymsnor-3 Light Freighter
82. Nyubba Cargo Barge Driver
83. HT-2200 Medium Freighter
85. Kazellis Light Freighter
85. DeepWater Light Freighter
86. TL-1800 Transport
86. L19 Heavy Freighter
86. Subla Ransom Medium Cargo
Hauler

87. Muurian Transport
88. Helix Light Freighter
89. YZ-900 Transport
91. VCX-820 Escort Freighter
91. YT-1210 Light Freighter
92. YT-1300 Transport
92. Modified Light Freighter
94. YT-1760 Small Transport
94. YT-1930 Freighter
95. YT-2000 Transport
97. YT-2400 Light Freighter
98. Crescent Transport
99. Nesst Light Freighter
100. Zuraco Cargo Hauler
100. A-Z-Z-3 Light Freighter
100. Maccrow Freighter
102. Simiyiar Light Freighter
103. MC-18 Light Freighter
103. ZH-25 Questor
103. YV-545 Transport
104. YV-330 Transport
104. YT-2550 Medium Freighter
105. YT-4000 Transport

BULK FREIGHTERS

106. Superlift Ore Hauler
106. Rin Assid Bulk Hauler
106. Mark I Bulk Transport
107. Banshee Heavy Transport
107. Action IV Bulk Freighter
107. Imperial Patrol Ship
108. Action V Bulk Freighter
108. Action VI Bulk Freighter
108. Loronar Medium Transport
111. Container Ship
111. Brayl Bulk Freighter
111. Barge Driver
111. X46-7 Ore Carrier
112. Cargo Empress Super Freighter
112. W-23 Space Barge
114. Xiytiar Transport
114. Mining Ship
114. Gallofree Medium Transport
115. Etti Lighter
116. Asteroid Mining Ship
116. Mobquet Medium Cargo Hauler
118. CE-2 Transport

SCOUTS

119. Yvarema Scout Ship
119. Vaya Scout Ship
119. Redthorn Scoutship

120. Pathfinder Scoutship
120. A-24 Sleuth Scout Vessel
121. TIE Lone Scout
122. "Explorer" Scout Ship
122. SkyBlind Recon Ship
123. Ferret Reconnaissance Vessel

SHUTTLES

124. Sheathipede Shuttle
124. BR-23 Courier
125. Kappa Troop Shuttle
125. Service Shuttle 23K
126. Paranji Orbital Jumper
126. Tribune Shuttle
126. Grek Troop Shuttle
126. Assault Shuttle Beta
127. Assault Shuttle
128. Katarn Boarding Shuttle
129. Sentinel Landing Craft
130. Aegis Combat Shuttle
130. Med Runner
130. Kleeque Transport
131. MT/191 Drop-Ship
131. F7 "Landing Brick" Drop-Ship
132. Zeta Shuttle
132. Mu-2 Shuttle
132. Mu-3 Shuttle
133. Mneffe Superluminal Passenger
Shuttle
133. Lambda Shuttle
135. Svelte Shuttle

MILITARY TRANSPORTS

136. Ugor Battle-Wagon
136. Jedi Justice Cruiser
136. Coruscant Heavy Courier
137. TIS Zeta 19
137. Warpod #2
138. MRX-BR Pacifier
138. Firespray Patrol/Attack Craft
139. SkySlayer Light Assault Ship
139. RX4 Patrol Ship
140. Imperial Customs Frigate
140. Light Privateer Frigate
142. Armored Transport
142. Law Light Patrol Craft
143. Guardian Light Cruiser
143. Mansk Escort Frigate
145. Y-4 "Raptor" Transport
146. Light Corvette
146. PB-950 Patrol Boat
147. Stormtrooper Transport
147. Conqueror Assault Ship
148. Light Patrol Ship
149. Speeder Transport
149. Speeder Transport, Model B
149. Ssi-ruuvi Planetary Lander
149. Ssi-ruuvi Picket Ship

CAPITAL SHIPS

152. Sun Jammer
152. Shieldship

TRANSPORTS

153. Ithullian Ore Hauler
153. Star Shuttle
153. Corellian Space Cruiser
154. Herd Ship
155. Bacta Transport
155. Ferryboat Liner
155. C-3 Passenger Liner
156. Lady Luxury Liner

BATTLESHIPS

156. Sith Battleship
157. Marauder Corvette
162. Invincible Dreadnaught Cruiser
162. Discril Cruiser
163. Corellian Support Frigate
163. Dreadnaught
164. Sabaoth Destroyer
164. IR-3F Patrol Ship
165. Tendant Light Cruiser
165. Nebulon-B Frigate
166. Corellian Corvette
167. Privateer Corvette
170. Tapani Carrier
170. Tapani Assault Frigate
171. Bulk Cruiser
171. Corellian Gunship
173. Quasar Fire Bulk Cruiser
173. Hapes Nova Battlecruiser
174. Hapan Battle Dragon
174. Ssi-ruuvi Planetary Assault
Carrier
175. Ssi-ruuvi Manufacturing Ship
175. Ssi-ruuvi Light Cruiser

SEPARATISTS

176. LH-3210 Freighter
176. Trade Federation Battleship
177. Trade Federation Droid Control
Ship
177. C-9979 Landing Craft
177. Trade Federation Armed
Freighter
178. Trade Federation Missile
Frigate
178. Skanaw Patrol Frigate
180. Banking Clan Starship

IMPERIAL

181. Acclamator Assault Ship
181. Huntress Pursuit Cruiser
182. X-Q1 Patrol Craft
182. X-Q2 System Patrol Cruiser
182. System Patrol Craft
183. Dungeon Ship
183. Bayonet Cruiser
184. Carrack Light Cruiser

- 184. Victory Star Destroyer
- 185. Victory II Star Destroyer
- 186. Vindicator Heavy Cruiser
- 186. Star Destroyer
- 188. Star Destroyer II
- 188. Star Destroyer III
- 189. Lancer Frigate
- 189. Star Galleon
- 190. Escort Carrier
- 190. Interdictor Cruiser
- 191. Strike Cruiser
- 191. Abolisher Cruiser
- 192. Liberator Cruiser
- 192. Torpedo Sphere
- 193. Super Star Destroyer
- 194. Class 1000 Cruiser
- 194. Modular Taskforce Cruiser
- 195. Vibre Assault Cruiser
- 196. Enforcer Picket Cruiser
- 196. "Broadsword" Heavy Troop Transport
- 197. Interdictor II Cruiser
- 197. Sovereign Star Destroyer
- 198. Eclipse Star Destroyer

ALLIANCE

- 199. Medical Frigate
- 200. Mon Calamari Escort Frigate
- 200. CC-7700 Frigate
- 201. Rebel Carrier Cruiser
- 201. Rebel Assault Frigate
- 202. Mon Calamari MC80 Star Cruiser
- 203. Mon Calamari Evacuation Cruiser
- 203. Bulwark Battlecruiser
- 203. Agave Picket Ship
- 204. Hajen Fleet Tender
- 204. Corona Frigate
- 205. CC-9600 Frigate
- 205. Warrior Gunship
- 206. Sacheen Escort
- 206. Belarus Medium Cruiser
- 207. Defender Carrier
- 207. Endurance Fleet Carrier
- 208. Majestic Heavy Cruiser
- 208. Republic Star Destroyer
- 209. Bothan Assault Cruiser
- 210. Mon Calamari MC90 Star Cruiser
- 210. Defender Star Destroyer
- 211. Mon Calamari Super Star Cruiser

PRIVATE SHIPS

STARFIGHTERS

- 213. Deathraven
- 213. Guardian Mantis
- 214. Havoc
- 214. Krakana's Claw
- 215. Red Lancer & Blue Queen
- 215. Red Star 1
- 215. Sharp Spiral
- 216. Slave II
- 216. Sun Crusher
- 217. Tallon's Headunters
- 217. Toth's Starfighter
- 218. Virago

SPACE TRANSPORTS

- 218. Accuser
- 218. Arkanian Dawn
- 219. Avatar's Needle
- 219. Battered Freighter
- 220. Best Cargo
- 220. Distant Rainbow
- 221. Dynasty
- 221. Explorer
- 221. Feeg Liat
- 222. Gilded Lily
- 222. Heroc's Slayer
- 222. Hound's Tooth
- 224. Hyperspace Marauder
- 224. IG-2000
- 224. Jade Sabre
- 225. Jade Shadow
- 225. Lady Luck
- 226. Lady Sunfire
- 226. Luke's Freighter
- 227. Marauder Starjacker
- 227. Merry Thruvidor
- 228. Midnight Star
- 228. Millennium Falcon
- 230. Mist Hunter
- 230. Nikto Kajidic
- 230. Oo-Ta Goo-Ta

- 231. Outrider
- 231. Pirate Corvette
- 232. Pulsar Skate
- 233. Punishing One
- 233. Rabbit's Foot
- 233. Reclaimer
- 234. Riff-Raff
- 234. Royal Starship
- 235. Scent of Fear
- 235. Shadowfire
- 237. Sith Infiltrator
- 237. Slave I
- 238. Solar Flare
- 238. Solar Flare
- 239. Starlight Intruder
- 239. Stinger
- 239. Sudden Death
- 240. Suprosa
- 240. Tallus' Rustbucket
- 240. Wild Karrde
- 241. Wild Menagerie

CAPITAL SHIPS

- 242. Another Chance
- 243. Backstab
- 243. Chu'unthor
- 243. Dark Revenge
- 244. Dead Reckoning
- 244. Emancipator & Liberator
- 245. Enforcer One
- 245. Errant Venture
- 246. Eye of Shiblizar
- 246. Fa-Loh-Sui
- 247. Free Lance
- 247. Freejack
- 248. Harmzuay
- 248. Heart of Flesh
- 249. Mon Remonda
- 249. Penumbra
- 250. Shriwirr
- 250. Star Home

252. ALPHABETICAL INDEX

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

STARFIGHTERS



Cinnagar Interceptor



Craft: Cinnagar Security Engineering Division's Defense Interceptor

Alignment: 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 kg

Consumables: 2 days

Cost: 70,000 (new)

Maneuverability: 2D+2

Space: 8

Atmosphere: 365; 1,050 km/h

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

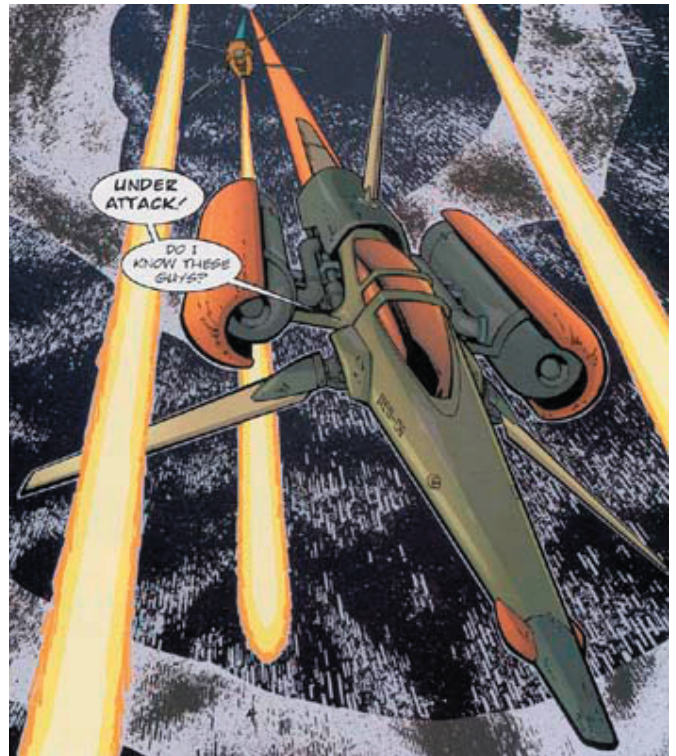
Fire Control: 2D+1

Space Range: 1-3/5/8

Atmosphere Range: 1-300/500/800 m

Damage: 3D

Drake Starfighter



Craft: Kuat Systems Engin. *Drake-class* Starfighter

Alignment: 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 kg

Consumables: 1 week

Cost: 88,000 (new), 57,000 (used)

Hyperdrive Multiplier: x1.5

Nav Computer: No

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1000 km/h

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

Star Sabre

Craft: Republic Fleet Systems Star Saber XC-01
Alignment: 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: Limited to 2 hyperspace jumps
Maneuverability: 1D+2
Space: 9
Atmosphere: 380; 1,100 km/h
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
Alignment: 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
Hyperdrive Backup: None
Nav Computer: Limited to 1 jump
Maneuverability: 3D+2
Space: 9
Atmosphere: 400; 1,150 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 4 missiles each
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700 m
Damage: 9D

C-73 Tracker

Craft: Subpro C-73 Tracker
Alignment: General
Era: Old Republic
Source: 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: Varies widely
Cargo Capacity: 60 kilograms
Consumables: 1 day
Cost: 20,000 credits (used)
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 km/h
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



Dagger



Craft: Republic Siemar Systems Dagger Starfighter
Alignment: General
Era: Old Republic
Type: Escort starfighter
Scale: Starfighter
Length: 12.1 meters
Skill: Starfighter piloting: Dagger
Crew: 1
Crew Skill: Starfighter piloting 2D+1, starship gunnery 2D, starship shields 3D
Cargo Capacity: 55 kilograms
Consumables: 1 week
Cost: 32,000
Hyperdrive Multiplier: x2
Nav Computer: Programmed with 5 jumps
Maneuverability: 2D
Space: 7
Hull: 2D
Sensors:
Passive: 15/1D
Scan: 35/2D
Search: 65/2D+2
Focus: 3/3D+2
Weapons:
Three Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

Sigil Courier

Craft: Sigil
Alignment: 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 km/h
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

N-1 Royal Starfighter

Craft: Theed Palace Space Vessel Engineering Corps N-1 Royal Starfighter
Alignment: 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 kg
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Uses Astromech with 10 jumps
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 10 torpedoes
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 10D

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
Passengers: 0
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+2
Space: 8
Atmosphere: 365; 1,050 km/h
Hull: 2D+2
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: 1-3/12/25
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 Astrogate and Starfighter Repair skill checks.

Aethersprite Delta-7

Craft: Kuat Systems Engineering Delta-7 Aethersprite-class Starfighter
Alignment: Jedi Order
Era: Old Republic

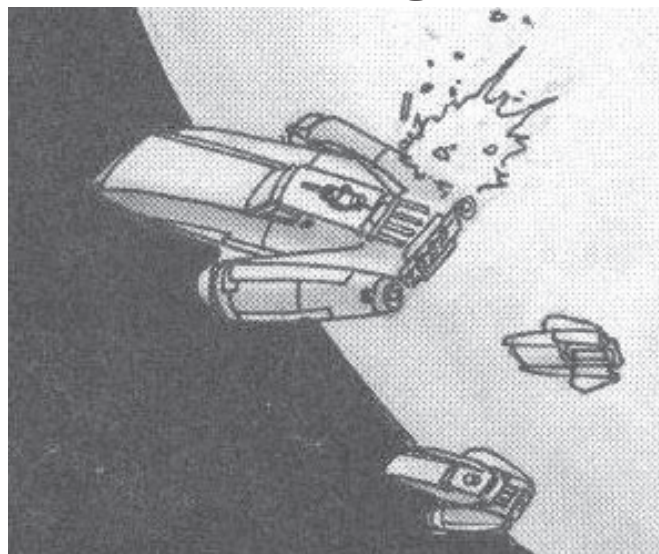


Dianoga



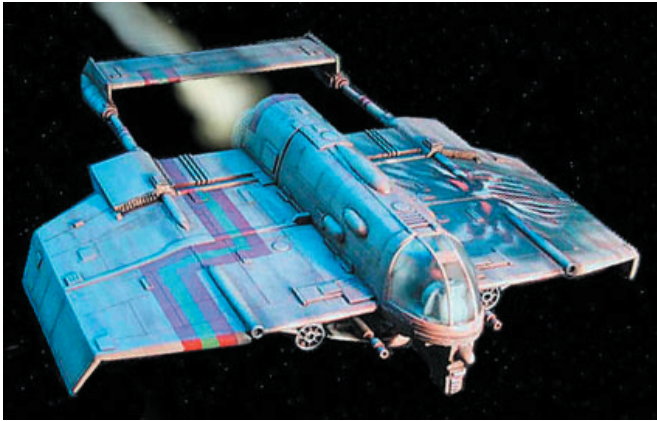
Craft: Koensayr Dianoga
Alignment: General
Era: Old Republic
Type: Assault starfighter
Scale: Starfighter
Length: 16.1 meters
Skill: Starfighter piloting: Dianoga
Crew: 1
Crew Skill: Starfighter piloting 2D+1, starship gunnery 2D, starship shields 3D
Cargo Capacity: 90 kilograms
Consumables: 3 days
Cost: 46,000
Hyperdrive Multiplier: x2
Nav Computer: Programmed with 5 jumps
Maneuverability: 1D
Space: 6
Move: 330; 950 km/h
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
Alignment: 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 km/h
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

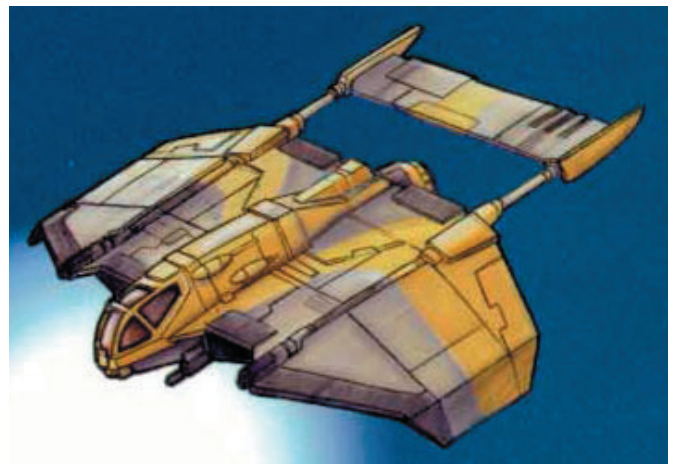
CloakShape Fighter



Craft: Kuat Systems Engineering CloakShape Fighter
Alignment: 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
Crew Skill: Varies
Cargo Capacity: 40 kilograms
Consumables: 1 day
Cost: 15,000 (stock and used)
Maneuverability: 1D+1
Space: 6
Atmosphere: 330; 950 km/h
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 m
Damage: 7D
Notes:
- Maneuvering Fin
Cost: 5,000
Maneuverability: 2D+2
- Hyperdrive Sled
Cost: 15,000
Hyperdrive Multiplier: x3
Nav Computer: Uses R1 unit

Whitecloak Fighter

Craft: Modified Kuat Systems Engineering Cloakshape Fighter
Alignment: 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: Uses astromech droid programmed with 10 jumps
Maneuverability: 1D+2
Space: 7
Atmosphere: 350; 1,000 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 8 missiles each
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 8D



Mercenary Fighter



Craft: Kuat Systems Engineering Custom Mercenary Starfighter

Alignment: 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 km/h

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

Fire Arc: Front

Skill: Starship gunnery

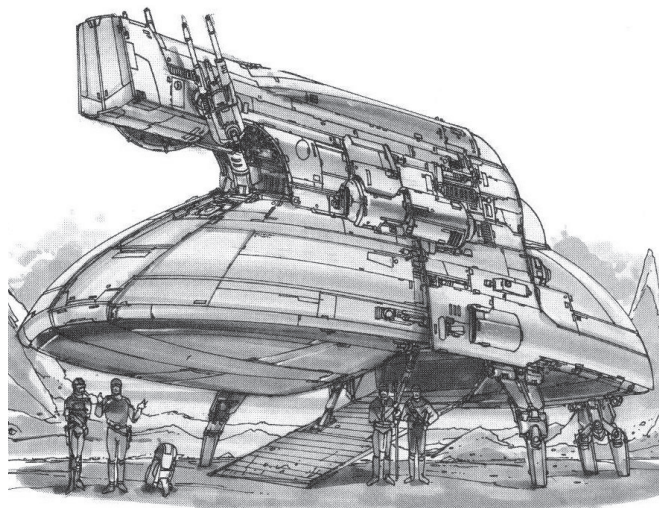
Ammo: 10

Fire Control: 3D+2

Space Range: 1-3/7/12

Atmosphere Range: 100-300/700/1.2 km

Damage: 8D



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 km/h

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

Phoenix Hawk Light Pinnacle

Craft: Kuat Systems Engineering S40K Phoenix Hawk Light Pinnacle

Alignment: General

Era: Old Republic

Source: Starships of the Galaxy (page 72)

Type: Starfighter/transport

Scale: Starfighter

TL-118 StarHammer

Craft: Subpro Corporation TL-118 StarHammer Short-Range Attack Ship

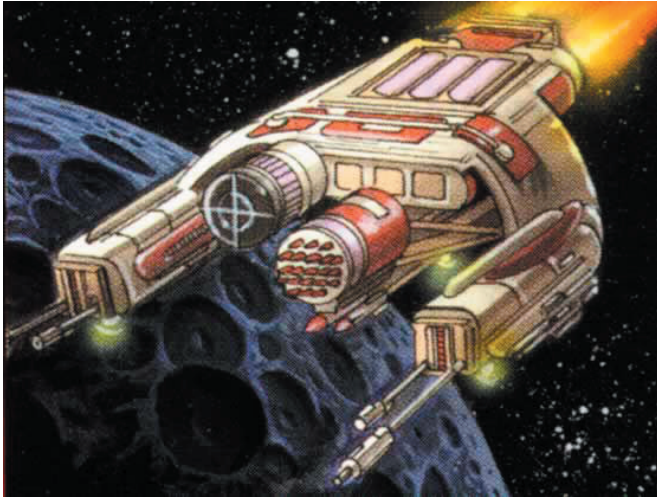
Alignment: General

Era: Old Republic

Type: Heavy assault fighter

Scale: Starfighter

Length: 35 meters



Skill: Starfighter piloting: TL-118
Crew Skill: Starfighter piloting 3D+1 and starship gunnery 4D+2
Crew: 1 (can co-ordinate), gunners: 1
Consumables: 1 week
Cost: 72,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 105; 300 km/h
Hull: 5D
Shields: 2D
Weapons:
2 Heavy Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D
2 Light Laser Cannons
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 Twin 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
Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900 m
Damage: 8D
Air-To-Surface Bombs
Fire Arc: Front

Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-2/8/15
Atmosphere Range: 100-200/800/1.5 km
Damage: 9D

V-19 Clone Fighter

Craft: Slayn & Korpil V-19 Clone Fighter
Alignment: Old Republic / Empire
Era: Rise of the Empire
Type: Short range assault starfighter
Scale: Starfighter
Length: 9 meters
Skill: Starfighter piloting: V-19 Clone fighter
Crew: 1
Crew Skill: Sensors 3D, starfighter piloting 3D, starship gunnery 3D, starship shields 3D
Cargo Capacity: 20 kg
Consumables: 2 days
Maneuverability: 3D+1
Space: 9
Atmosphere: 400; 1,150 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Ammo: 3 each
Space Range: 2-15/35/50
Atmosphere Range: 200-1500/3.5/5 km
Damage: 8D



Freefall Bomber



Craft: Royal Nubian *Freefall*-class Bomber
Alignment: 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 km/h
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
Fire Arc: Ventral
Skill: Starship gunnery
Ammo: 20 bombs
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 13D

T-36 Skyfighter

Craft: Incom T-36 Skyfighter
Alignment: 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; 1000 km/h
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.

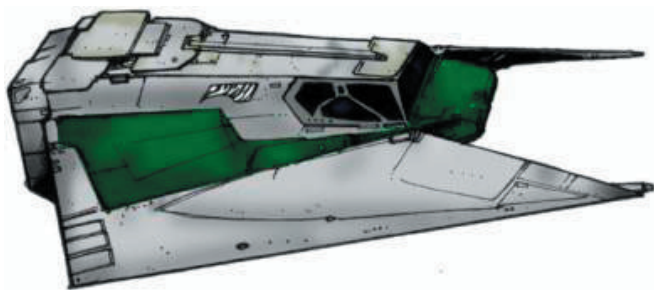
Toscan 8-Q



Craft: Shobquix Yards Toscan 8-Q Starfighter
Alignment: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 53)
Type: Multi-purpose starfighter
Scale: Starfighter
Length: 10.2 meters
Skill: Starfighter piloting: Toscan 8-Q
Crew: 1
Crew Skill: Varies widely
Cargo Capacity: 75 kilograms
Consumables: 1 day
Cost: 35,000 (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D

Space: 5
Atmosphere: 295; 850 km/h
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
Alignment: General
Era: Rise of the Empire
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 km/h
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

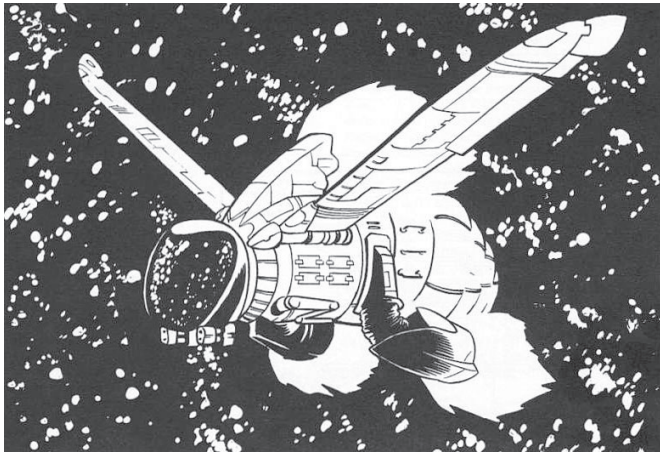
TIE-Y Ugly



Craft: Avarage TIE-Y Ugly
Alignment: 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 km/h
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

Hornet Interceptor

Craft: Modified Tenloss Hornet Interceptor
Alignment: 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



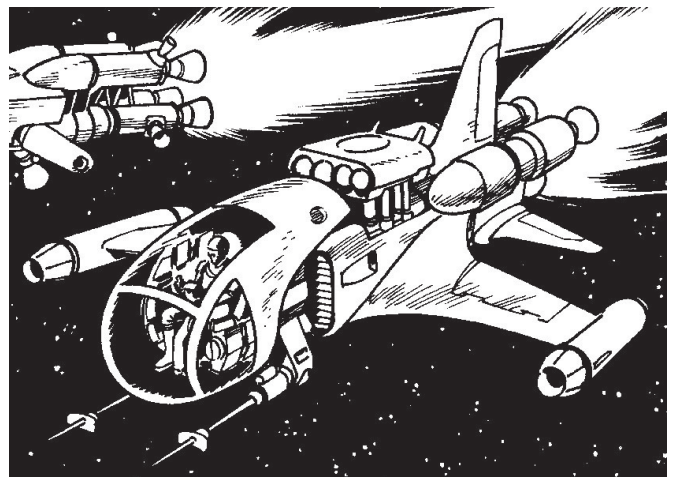
Cargo Capacity: 80 kilograms
Consumables: 5 days
Cost: 75,000 (new), 32,000 (used)
Maneuverability: 3D+2
Space: 9
Atmosphere: 400; 1,150 km/h
Hull: 1D+2
Shields: 2D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 65/2D
Focus: 3/3D
Weapons:
2 Turbo-charged Laser Cannons (fire linked)*
Fire Arc: Front
Skill: 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
Alignment: 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: IRD 5D, starship gunnery 4D
Cargo Capacity: 15 kilograms
Consumables: 1 day
Cost: Not For Sale
Maneuverability: 2D (+2 in atmosphere)
Space: 9
Atmosphere: 295; 850 km/h
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
Alignment: 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: IRD 5D+2, starship

gunnery 4D+1

Cargo Capacity: 25 kilograms

Consumables: 2 days

Cost: Not For Sale

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

Space: 9

Atmosphere: 400; 1150 km/h

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

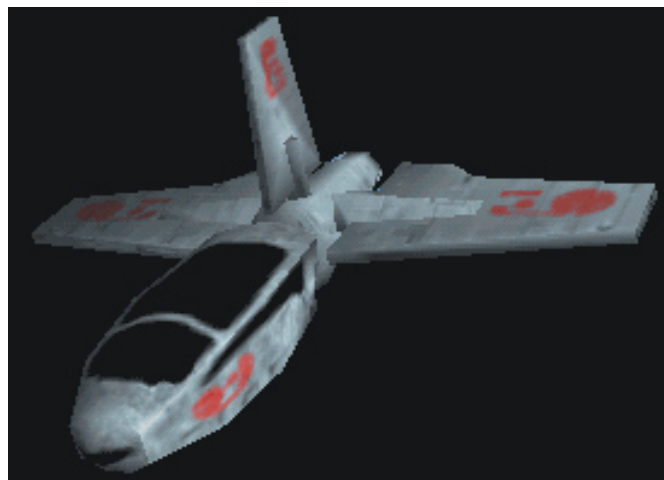
Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 7D

Pinook Fighter



Craft: Joraan Drive Systems Pinook Starfighter

Alignment: 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 kg

Consumables: 1 week

Cost: 85,000

Hyderdrive Multiplier: x2

Nav Computer: Limited to 4 jumps

Maneuverability: 2D

Space: 7.5

Atmosphere: 355; 1,025 km/h

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 m

Damage: 7D

Charon Starfighter



Craft: Charon Starfighter

Alignment: 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 kg

Consumables: 1 day

Cost: Not available for sale

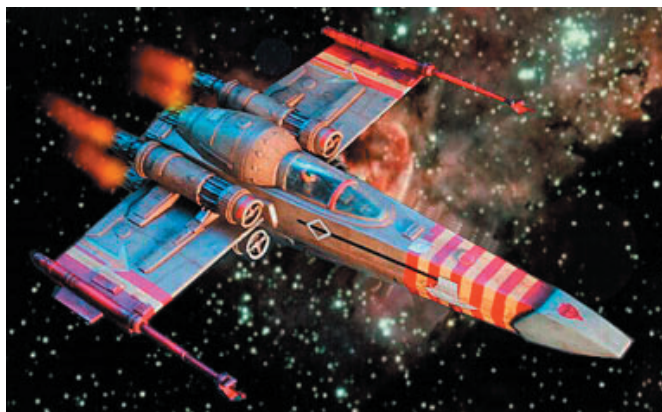
Maneuverability: 2D

Space: 11

Atmosphere: 435; 1,300 km/h

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 Headhunter



Craft: Incom/Subpro Z-95 Headhunter
Alignment: General / Rebel Alliance
Era: Rise of the Empire
Source: Core Rulebook (page 250), Rebel Alliance Sourcebook (pages 82-83), The Thrawn Trilogy Sourcebook (page 229), Han Solo and the Corporate Sector Sourcebook (pages 103-104), The Thrawn Trilogy Sourcebook (page 229), 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 km/h
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

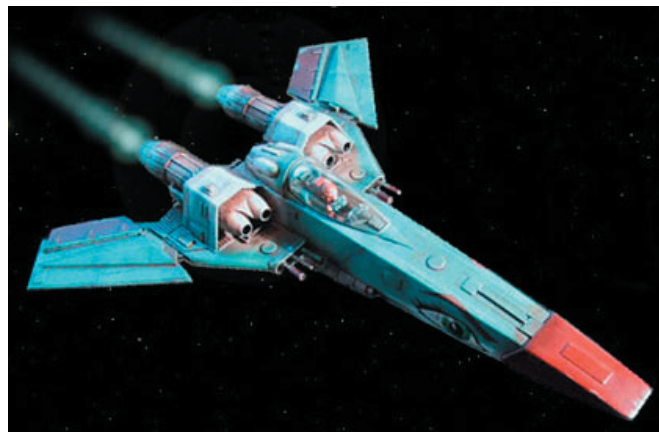
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Concussion Missiles
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700 m
Damage: 7D

Z-95XT Trainer

Craft: Incom/Subpro Z-95XT
Alignment: 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: Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1
Cargo Capacity: 200 kg
Consumables: 1 week
Cost: 49,860 (as modified)
Maneuverability: 1D
Space: 6
Atmosphere: 350; 1,000 km/h
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

Z-95 Mark I Headhunter

Craft: Incom/Subpro Z-95 Mark I Headhunter



Alignment: General / Rebel Alliance

Era: Rise of the Empire

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 kg

Consumables: 1 day

Cost: 23,000 (in current condition)

Maneuverability: 1D

Space: 5

Atmosphere: 365; 1,050 km/h

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

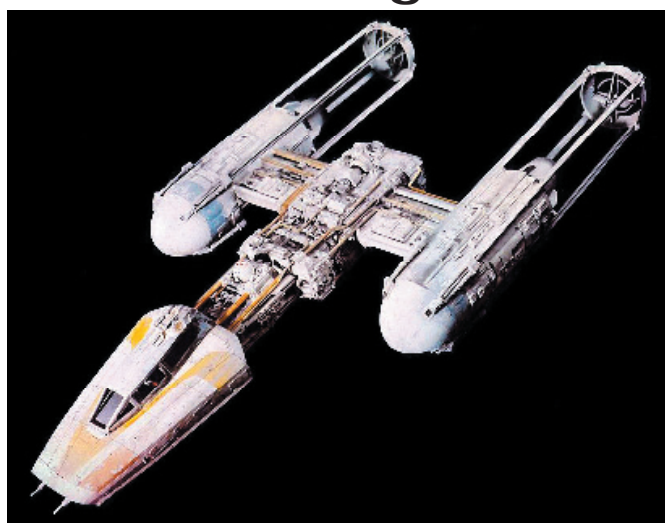
Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700 m

Damage: 7D

Y-Wing



Craft: Koensayr BTL-S3 Y-wing

Alignment: General / Rebel Alliance

Era: Rise of the Empire

Source: Core Rulebook (page 249), Rebel Alliance Sourcebook (pages 85-86), 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 km/h

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

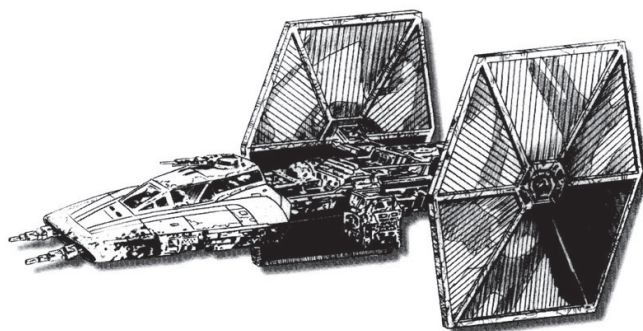
Fire Control: 3D

Space Range: 1/3/7

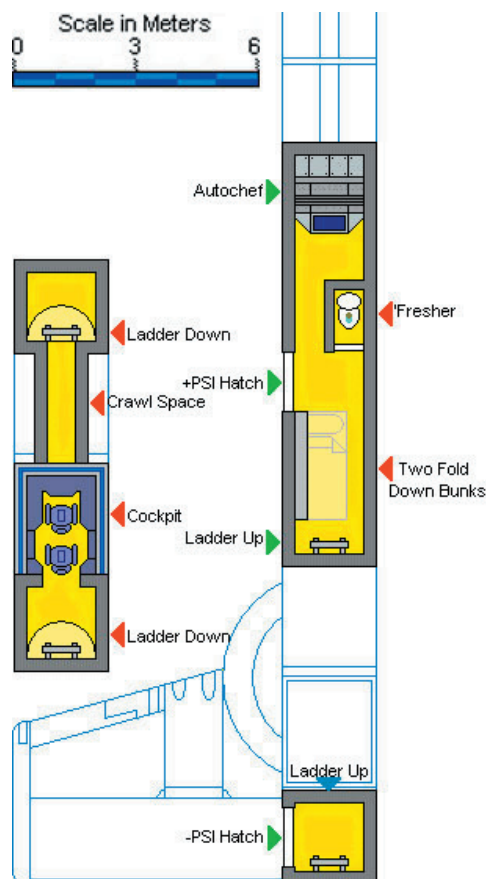
Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

Y-TIE Ugly



Craft: Average Y-TIE Ugly
Alignment: 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 kg
Consumables: 1 week
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800 km/h
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



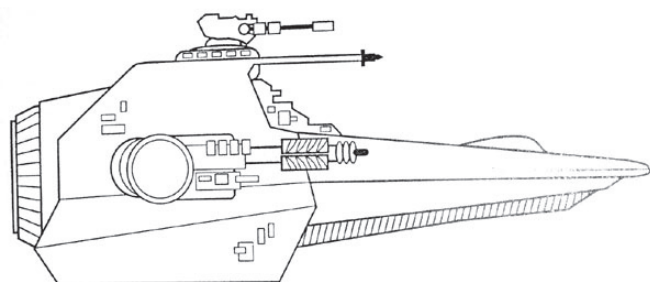
Pursuer Enforcement Ship



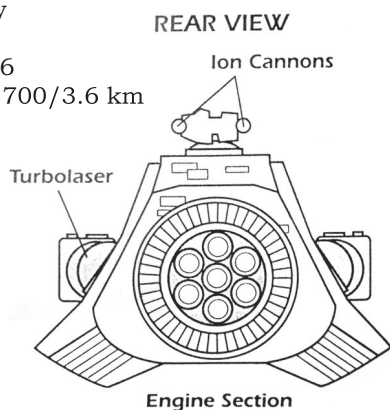
Craft: MandalMotors Pursuer-class Enforcement Ship
Alignment: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 75), The Essential Guide to Vehicles and Vessels (pages 146-147)
Type: System patrol vehicle
Scale: Starfighter
Length: 30.1 m
Skill: Starfighter piloting: Pursuer

Crew: 1
Crew Skill: Varies
Passengers: 2, 5 (prison cells)
Cargo Capacity: 35 metric tons
Consumables: 5 weeks
Cost: 200,000 (new), 80,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 km/h
Hull: 4D
Shields: 1D
Sensors:
Passive: 35/1D+1
Scan: 55/2D+1
Search: 80/3D+1
Focus: 3/4D+1
Weapons:
Twin Blaster 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
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

Corsair Cruiser



Craft: SoroSuub Corsair-class Cruiser
Alignment: General
Era: Rise of the Empire
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 km/h
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
Alignment: 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 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 3 torpedoes
Fire Control: 1D

Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 9D

Vanguard Heavy Assault Gunship

Craft: Corellian Engineering Corporation *Vanguard*-class Heavy Assault Gunship

Alignment: General

Era: Rise of the Empire

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 km/h

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

Fire Arc: Front

Skill: Starship gunnery

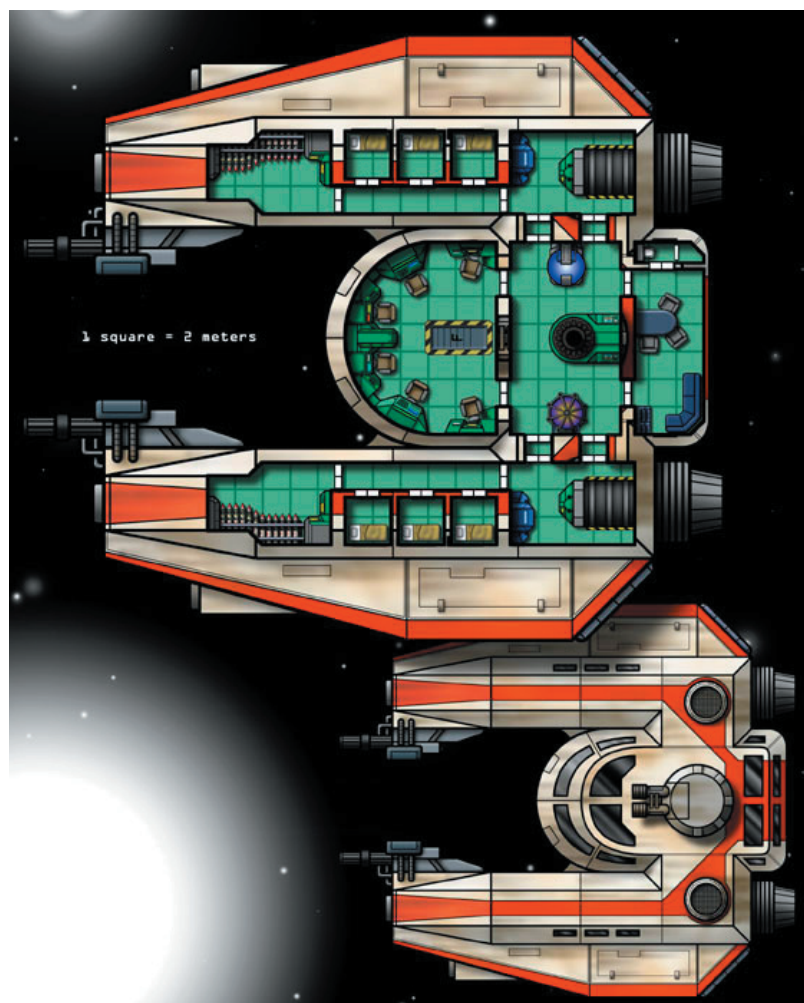
Ammo: 8 missiles each

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 100/300/700 m

Damage: 9D



Dagger-D Police Fighter

Craft: Duro Defense Force Dagger-D Police Fighter

Alignment: 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 km/h

Hull: 2D

Shields: 1D

Sensors:

Passive: 30/0D

Scan: 55/1D

Search: 85/2D+1

Focus: 5/4D

Weapons:

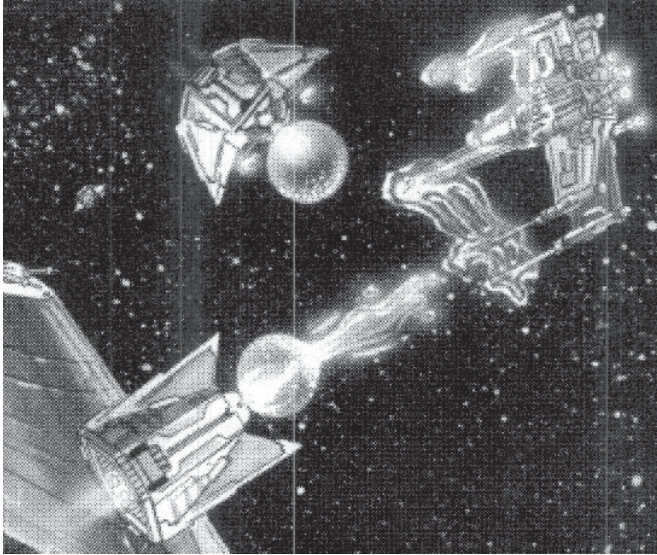
2 Triple Blasters (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Qektoth Confederation Fighter

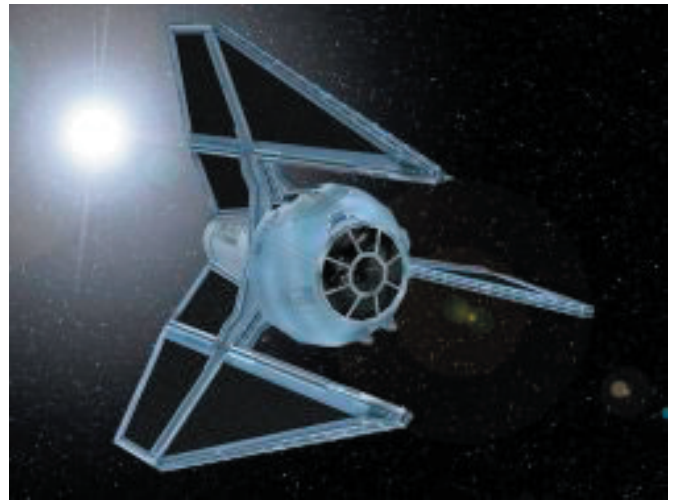


Craft: Modified Zebra Starfighter
Alignment: Qektoth Confederation
Era: Rebellion
Source: The DarkStryder Campaign: The Kathol Rift (page 84)
Type: Qektoth starfighter
Scale: Starfighter
Length: 12.3 meters
Skill: Starfighter piloting: Zebra
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 5D+2
Cargo Capacity: 65 kilograms
Consumables: 1 day
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 3

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.

"Clutch" Ugly



Craft: Custom Modified TIE Fighter
Alignment: 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 kg
Cost: Not available for sale
Maneuverability: 3D+1
Space: 11
Atmosphere: 435; 1,350 km/h
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

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

Manta Assault Starfighter



Craft: Tapani Starship Cooperative *Manta*-class Fighter

Alignment: Tapani Sector / General

Era: Rebellion

Source: Lord 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 formation), 1D (intercept formation)

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

M-Wing



Craft: Koensayr BTL-A1 M-wing (Quasar)

Alignment: General / Rebel Alliance

Era: Rebellion

Type: Attack starfighter

Scale: Starfighter

Length: 13 meters

Skill: Starfighter piloting: M-wing

Crew: 1, gunner: 1

Cargo Capacity: 80 kg

Consumables: 1 month

Cost: 60,000 credits (used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: No

Nav Computer: Yes

Maneuverability: 3D

Space: 6

Atmosphere: 330; 950 km/h

Hull: 3D

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Laser 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

Light Ion Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D (1D if used by pilot)

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 4D

R-41 Starchaser



Craft: FreiTek Inc. R-41 Starchaser
Alignment: 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 km/h
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: Sarypon/SunHui Spacework
 Razor Fighter
Alignment: General
Era: Rebellion
Type: Attack starfighter
Scale: Starfighter
Length: 13.6 meters
Skill: Starfighter piloting: Razor fighter
Crew: 1
Cargo Capacity: 100 kg
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 km/h

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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 8
Fire Control: 2D
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900 m
Damage: 8D

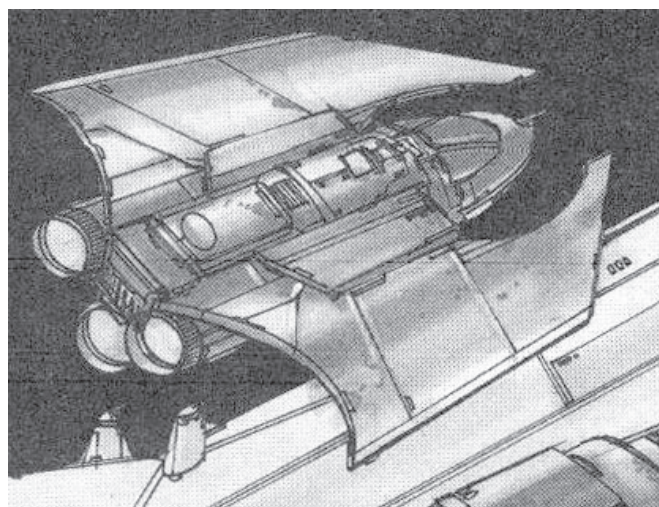


Miy'til Fighter



Craft: Hapan Cluster Miy'til Fighter
Alignment: Hapes Consortium
Era: Rebellion
Source: Starships of the Galaxy (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 160-161)
Type: Heavy combat starfighter
Scale: Starfighter
Length: 7.5 meters
Skill: Starfighter piloting: Miy'til fighter
Crew: 1 (plus astromech droid)
Crew Skills: Astrogation 3D+2, Starship gunnery 3D+1, starfighter piloting 4D, starship shields 3D+2
Cargo Capacity: 25 kilograms
Consumables: 1 week
Cost: 210,000
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: Yes
Nav Computer: Astromech droid holds 10 jumps
Maneuverability: 3D
Space: 9
Atmosphere: 400, 1,150 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 5
Fire Control: 3D
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900 m
Damage: 9D

Miy'til Assault Bomber



Craft: Hapes Consortium Miy'til Assault Bomber
Alignment: 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
Crew Skill: Varies
Passengers: None
Cargo Capacity: 400 kilograms
Consumables: 2 days
Cost: 200,000 (new)
Hyperdrive Multiplier: x2
Hyperdrive Back-Up: x12
Nav Computer: Astromech droid holds 10 jumps
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,050 km/h
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)
Fire Arc: Front
Skill: Starship gunnery
Ammo: 16 heavy concussion missiles each
Fire Control: 3D
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900 m
Damage: 10D

Planetary Fighter

Craft: Sorosuub Planetary Fighter
Alignment: 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; 1150 km/h
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
Fire Arc: Front
Skill: starship gunnery
Ammo: 6
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
Alignment: General / Black Sun
Era: Rebellion
Scale: Starfighter
Length: 19 meters
Skill: Starfighter piloting: Supa fighter
Crew: 1
Cargo Capacity: 250 kg
Cost: 180.000 (new)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x7
Nav Computer: Yes
Maneuverability: 1D+1
Space: 8
Atmosphere: 365; 1.050 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 8
Fire Control: 2D+1
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700 m
Damage: 9D

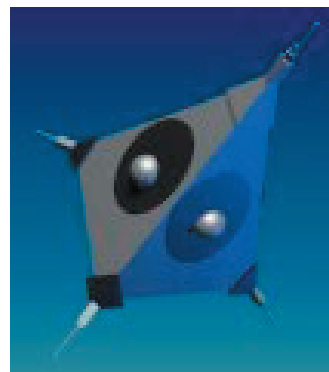
Preybird Fighter

Craft: Sorosuub *Preybird*-class Starfighter
Alignment: General / New Republic
Era: Rebellion
Source: The Thrawn Trilogy Sourcebook (pages 225-226)
Type: Heavy assault starfighter
Scale: Starfighter
Length: 21 meters
Skill: Starfighter piloting: Preybird
Crew: 1, gunner: 1
Crew Skill: Astrogation 6D, sensors 5D, starfighter piloting 6D+2, starship gunnery 6D, starship shields 6D
Cargo Capacity: 15 kg
Consumables: 4 days
Cost: 200,000 credits
Hyperdrive Multiplier: x3
Nav Computer: Limited to five jumps
Maneuverability: 1D
Space: 9
Atmosphere: 400; 1,150 km/h
Hull: 4D+2
Shields: 1D+2
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+1
2 Concussion Missile Launchers
Fire Arc: 1 front, 1 rear
Skill: Starship gunnery
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 8D



Ssi-ruuvi Battle Droid

Craft: Ssi-ruuvi *Swarm*-class Battle Droid
Alignment: Ssi-ruuk
Era: New Republic
Source: 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 km/h
Hull: 1D
Shields: 1D+2
Sensors:
Passive: 20/2D
Scan: 40/2D+2
Search: 60/3D
Focus: 3/4D
Weapons:
4 Laser Cannons (may be automatically fire-linked by droid)
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.

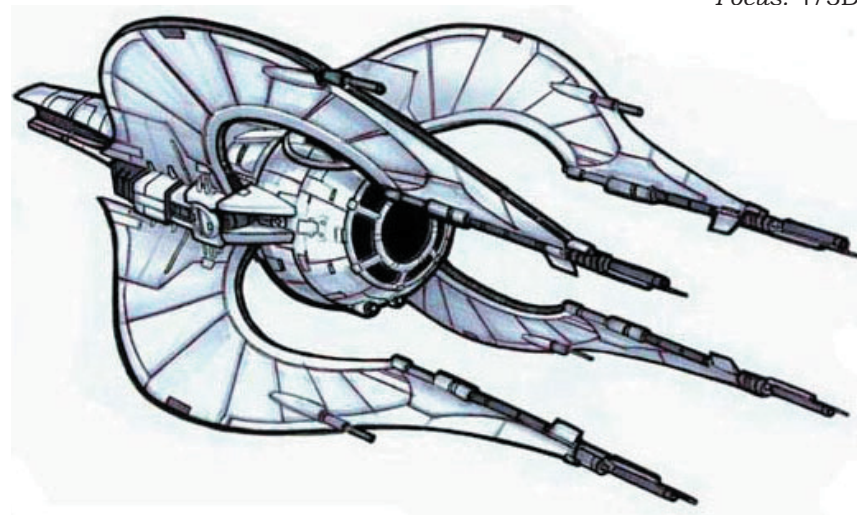
Sensor Tracking: The highly-radioactive exhaust of Ssi-ruuvi battle droids makes them easy to track. Enemy sensor operators get a +2D bonus to sensors when searching for and tracking these ships.

Gamemaster Notes: Ssi-ruuvi battle droids are extremely agile and move erratically in combat. The first time a character battle Ssi-ruuvi droids,

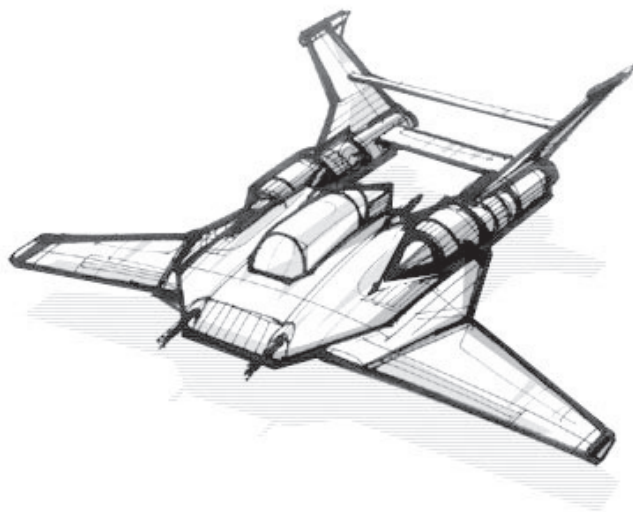
he suffers a -1D penalty to starship gunnery (or -2D penalty for capital ship gunnery) for the first five rounds of combat. After this period of time has elapsed, the character has “accustomed” to the odd movements of battle droids and can use his or her full gunnery skill.

Clawcraft

Craft: Chiss Clawcraft
Alignment: Chiss
Era: New Republic
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 km/h
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



Blade-32



Craft: Tarrvin-on-Kallik Blade-32 Starfighter
Alignment: 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 kg
Consumables: 2 days
Cost: 55,000 (new), 25,000 (used)
Maneuverability: 2D+2
Space: 7
Atmosphere: 295; 850 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Ammo: 5 missiles each
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 7D

Separatists

Droid Starfighter

Craft: Xi Char Variable Geometry Self-Propelled Battle Droid, Mk. 1

Alignment: Trade Federation

Era: Old Republic

Source: Secrets of Naboo (page 8)

Type: Autonomous starfighter

Scale: Starfighter

Length: 3.5 meters

Skill: Starfighter piloting

Crew: 0 (droid brain)

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

Cargo Capacity: None

Consumables: None

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

Maneuverability: 3D

Space: 10

Atmosphere: 415; 1,200 km/h

Hull: 4D

Shields: 1D

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

Two Energy Torpedo Launchers

Fire Arc: Front

Skill: Starship gunnery

Ammo: 4 torpedoes each

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700 m

Damage: 9D



Droid Bomber



Craft: Xi Char Cathedral Factories Droid Bomber

Alignment: 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 kg

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

Maneuverability: 1D+1

Space: 7

Atmosphere: 500; 1350 km/h

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

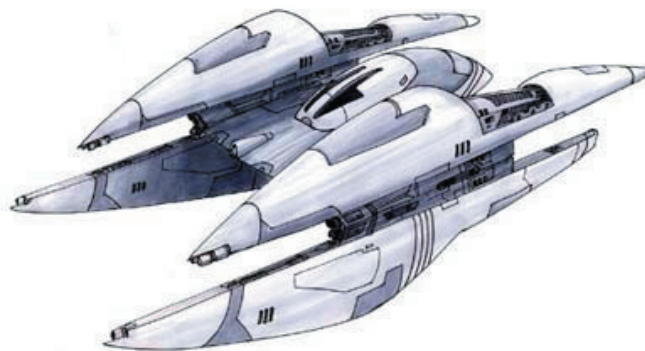
Scarab



Craft: Xi Char Scarab
Alignment: 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; 1000 km/h
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
Fire Control: 0D
Space Range: 1-6/25/25
Atmosphere Range: 2-12/25/50 km
Damage: 5D

Advanced Droid Starfighter

Craft: Xi Char Variable Geometry Self-Propelled Battle Droid, Mk. 2
Alignment: 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; 1180 km/h
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
Fire Control: 0D
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
Ammo: 4 torpedoes each
Fire Control: 3D
Space Range: 1-3/7/15
Atmosphere Range: 100-300/700/1.5 km
Damage: 9D

Advanced Droid Bomber

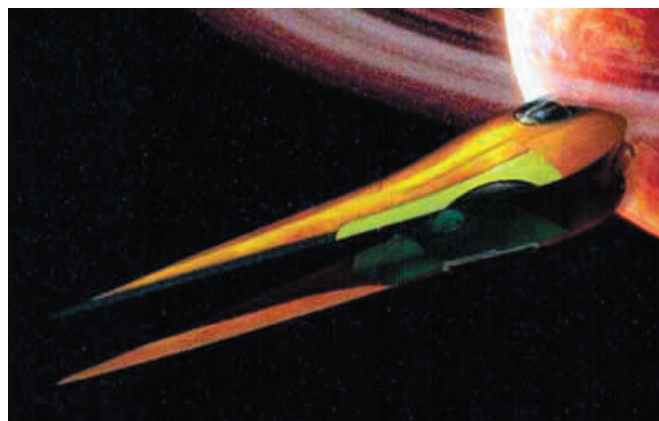


Craft: Xi Char Cathedral Factories Advanced Droid Bomber
Alignment: Trade Federation
Era: Rise of the Empire
Type: Anti-capital ship and surface bomber
Scale: Starfighter
Length: 3.9 meters
Skill: Droid programming: advanced droid bomber
Crew: None (droid control ship)
Crew Skill: Starfighter piloting 2D, starship gunnery 3D

Cargo: 60 kg
Cost: 80,000 for four; 5,000 for control unit
Maneuverability: 1D+2
Space: 9
Atmosphere: 500/1350 km/h
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)
Fire Arc: Front
Skill: Starship gunnery
Ammo: 16
Fire Control: 2D
Space Range: 1-3/7/15
Atmosphere Range: 1-300/700/1.5 km
Damage: 10D

Geonosian Starfighter

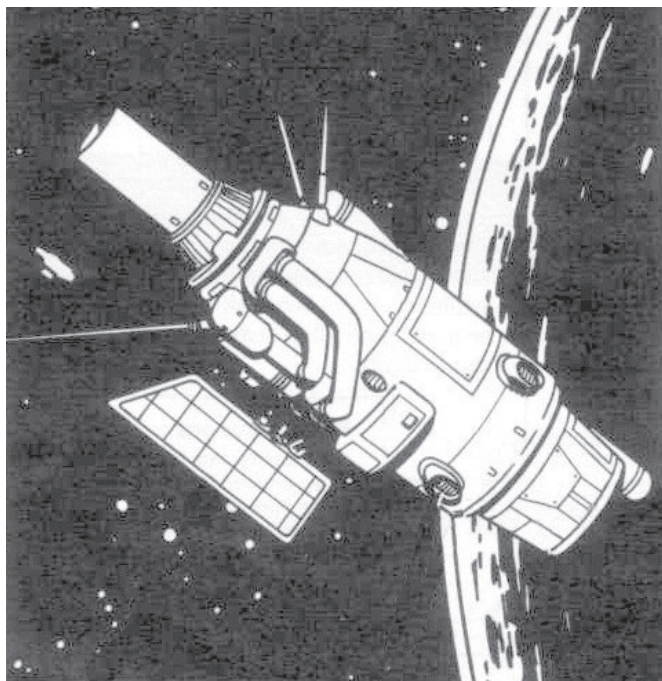
Craft: Huppla Pasa Tisc Shipwrights Collective's Nantex-class Territorial Defence Fighter
Alignment: Separatists
Era: Rise of the Empire
Type: Light interceptor starfighter
Scale: Starfighter
Length: 9.8 meters
Skill: starfighter piloting: Nantex-class starfighter
Crew: 1
Crew Skill: starfighter piloting 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 km/h
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
Fire Control: 0D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Imperial

Defender Ion Mine



Craft: Merr-Sonn Defender Ion Mine
Alignment: Empire
Era: Rise of the Empire
Source: Cracken's Rebel Field Guide (page 80)
Type: Space-based ion mine
Scale: Starfighter
Skill Code: Scanning 5D
Range: 3/6/10 km
Body: 2D
Fire Control: 6D
Damage: 10D Ionization

Note: Easy *Mechanical* roll to detect the mines. To avoid detection, the pilot makes a *starship piloting* maneuver action, while each mine makes a *scanning* roll. The mines may not combine actions to detect a ship. Any mine which rolls higher than the maneuver detects the ship and begins firing one per round. Mines will ignore anything less than 4 meters in diameter.

T.I.E. Starfighter

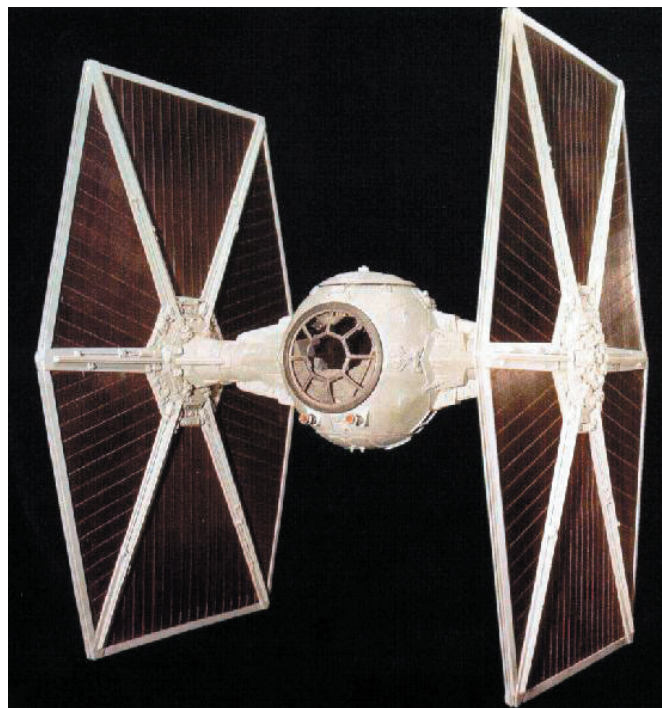
Craft: Sienar Fleet Systems T.I.E.
Alignment: Empire
Era: Rise of the Empire
Type: Space superiority starfighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter piloting; TIE
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 65 kg
Consumables: 2 days
Cost: Not available for sale
Maneuverability: 2D



Space: 8
Atmosphere: 365; 1,050 km/h
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/In Fighter

Craft: Sienar Fleet Systems TIE/In
Alignment: Empire



Era: Rise of the Empire

Source: Core Rulebook (pages 249-250), 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 kg

Consumables: 2 days

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

Maneuverability: 2D

Space: 10

Atmosphere: 415; 1,200 km/h

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

4D

Cargo Capacity: 10 metric tons

Consumables: 2 days

Cost: Not available for sale

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 km/h

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 Ground Targeting



Craft: Sienar Fleet Systems TIE/gt

Alignment: Empire

Era: Rise of the Empire

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

TIE Reconnaissance



Craft: Sienar Fleet Systems TIE/rc

Alignment: Empire

Era: Rise of the Empire

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 kg
Consumables: 2 days
Cost: Not available for sale
Maneuverability: 2D+2
Space: 10
Atmosphere: 415; 1,200 km/h
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

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

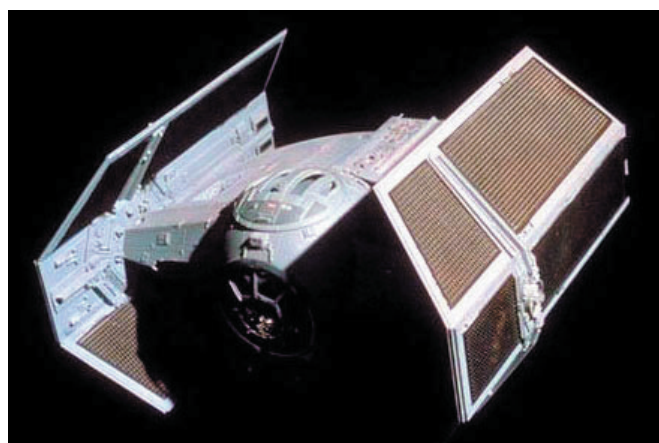
Note: The TIE/fc improves the fire control of another capital ship gunner by +2D, or a starfighter gunner by +1D. The TIE/fc must make a search scan of the designated target - a Moderate sensors skill difficulty, modified by circumstance and the TIE/fc's search value of 3D+2 - and be within sensor search 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 Fire Control



Craft: Sienar Fleet Systems TIE/fc
Alignment: Empire
Era: Rise of the Empire
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 kg
Consumables: 2 days
Cost: Not available for sale
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 km/h
Hull: 2D

TIE Advanced x1



Craft: Sienar Fleet Systems TIE Advanced x1
Alignment: Empire
Era: Rise of the Empire
Source: 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
Cargo Capacity: 150 kg
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 km/h
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

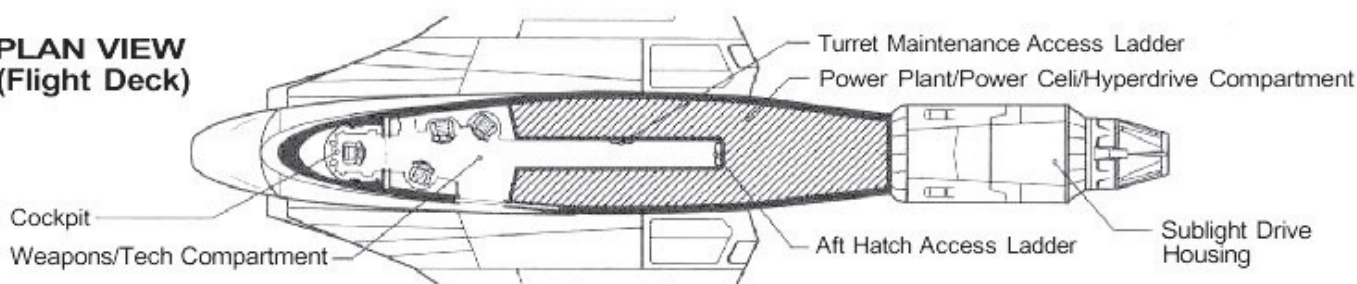
Skypray Blastboat



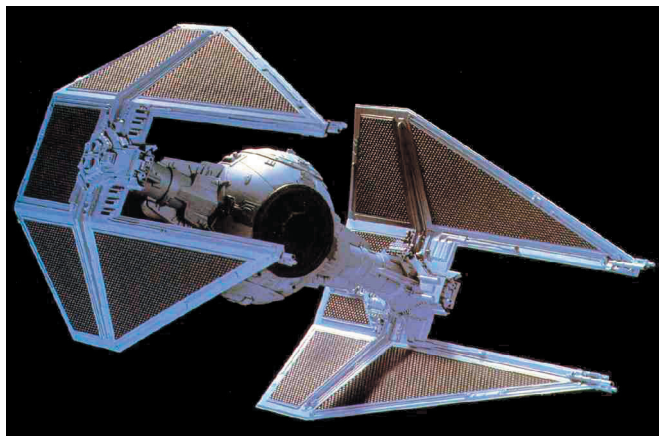
Craft: Sienar Fleet Systems GAT-12j Skypray
Alignment: Empire / General
Era: Rise of the Empire
Source: Imperial Sourcebook (pages 50-51), The Thrawn Trilogy Sourcebook (pages 239-242), Pirates & Privateers (page 86), Starships of the Galaxy (pages 84-85), The Essential Guide to Vehicles and Vessels (pages 142-143)
Type: Defense and patrol blastboat
Scale: Capital
Length: 25 meters
Skill: Starfighter piloting; skypray blastboat
Crew: 2 (1 can coordinate), gunners: 2, skeleton: 1/+5
Crew Skill: Astrogation 4D, capital ship gunnery 5D, starfighter piloting 4D, starship gunnery 5D+1, starship shields 4D+1
Cargo Capacity: 20 metric tons
Consumables: 1 month

Cost: 285,000 (new), 150,000 (used)
Hyperdrive: x2
Nav Computer: Limited to 4 jumps
Maneuverability: 1D+2 (2D+2 in atmosphere)
Space: 8
Atmosphere: 415; 1,200 km/h
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
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
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 m
Damage: 9D
Concussion Missile Launcher
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 m
Damage: 6D

PLAN VIEW (Flight Deck)



TIE Interceptor



Craft: Sienar Fleet Systems TIE Interceptor

Alignment: Empire

Era: Rebellion

Source: Core Rulebook (page 250), Galaxy Guide 5: Return of the Jedi (page 50), 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 kg

Consumables: 2 days

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

Maneuverability: 3D+2

Space: 11

Atmosphere: 435; 1,250 km/h

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

Alignment: Empire

Era: Rebellion

Source: 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 metres

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)

Maneuverability: 0D

Space: 6

Atmosphere: 295, 850km/h

Hull: 4D+1

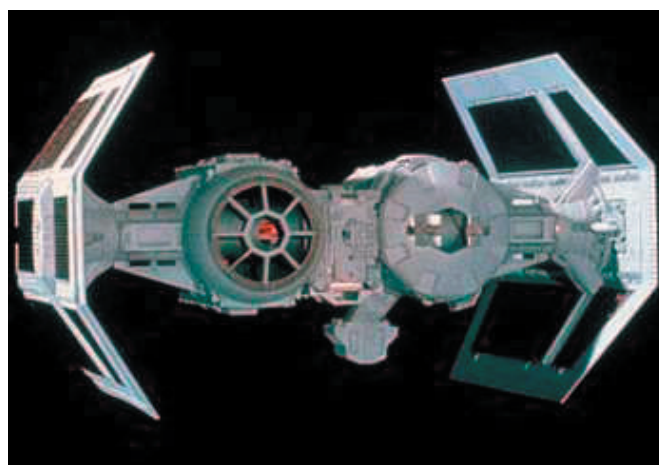
Sensors:

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: 100-300/1.2/2.5km

Damage: 3D

Concussion Missiles Launcher

Fire Arc: front

Skill: Missile weapons: concussion missiles

Ammo: 16

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

Alignment: Empire

Era: Rebellion

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

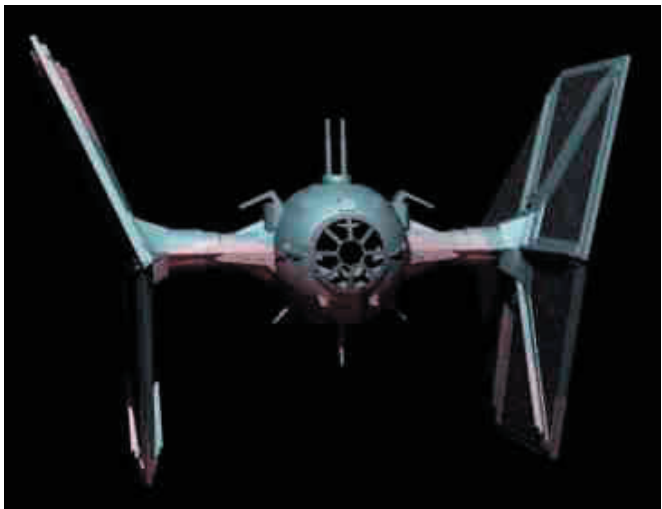
Passengers: 2



Cargo Capacity: 1 metric ton
Consumables: 2 days
Cost: Not available for sale
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 km/h
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
Alignment: 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 kg
Consumables: 3 Days
Cost: Not Available for Sale
Maneuverability: 1D+2
Space: 11
Atmosphere: 435/1350 km/h
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
Crew: Pilot
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5km
Damage: 4D

TIE Raptor



Craft: Zsinj TIE/rpt
Alignment: Empire
Era: Rebellion
Type: Combat starfighter
Scale: Starfighter
Length: 6.8 meters
Skill: Starfighter piloting: TIE
Crew Skill: Starfighter piloting 5D+1, starship gunnery 5D
Cargo Capacity: 50 kg
Consumables: 2 days
Maneuverability: 3D+2
Space: 8
Atmosphere: 355, 1,050 km/h
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

Alignment: Empire

Era: Rebellion

Type: Strategic fighter

Scale: Starfighter

Length: 14.6 meters

Skill: Starfighter piloting: V-38 TIE

Crew: 1

Cargo Capacity: 50 kg

Consumables: 3 days

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x15

Nav Computer: Limited to 5 jumps

Maneuverability: 3D

Space: 11

Atmosphere: 415; 1,000 km/h

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

Assault Gunboat



Craft: Cignus SpaceWorks Alpha Class Xg-1 Star Wing

Alignment: 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 km/h

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

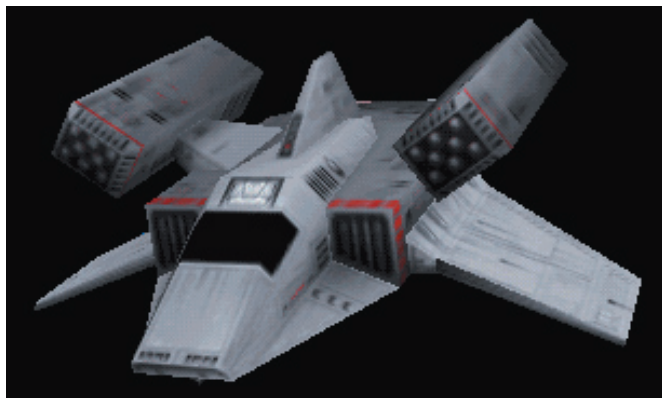
2 Ion Cannons (fire-linked)

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 m
Damage: 8D

Missile Boat



Craft: Cygnus Spaceworks Xg-13 Missile Boat
Alignment: 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 km/h
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
Fire Arc: Front

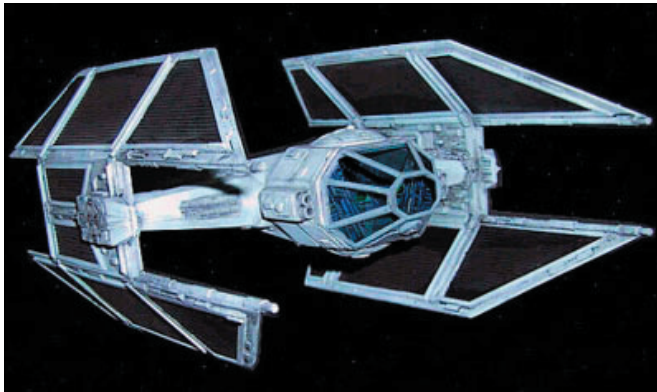
Skill: starship gunnery
Ammo: 5 missiles per tube
Fire Control: 2D+2
Space Range: 1-3/7/13
Atmosphere Range: 100-300/700/1.3 km
Damage: 9D

Scimitar Assault Bomber



Craft: Sienar Fleet Systems Scimitar
Alignment: Empire
Era: New Republic
Source: 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 km/h
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
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Ammo: 16
Fire Control: 3D+2
Space Range: 1/3/7
Atmosphere Range: 50-500/1/5 km
Damage: 9D

TIE Advanced / Avenger



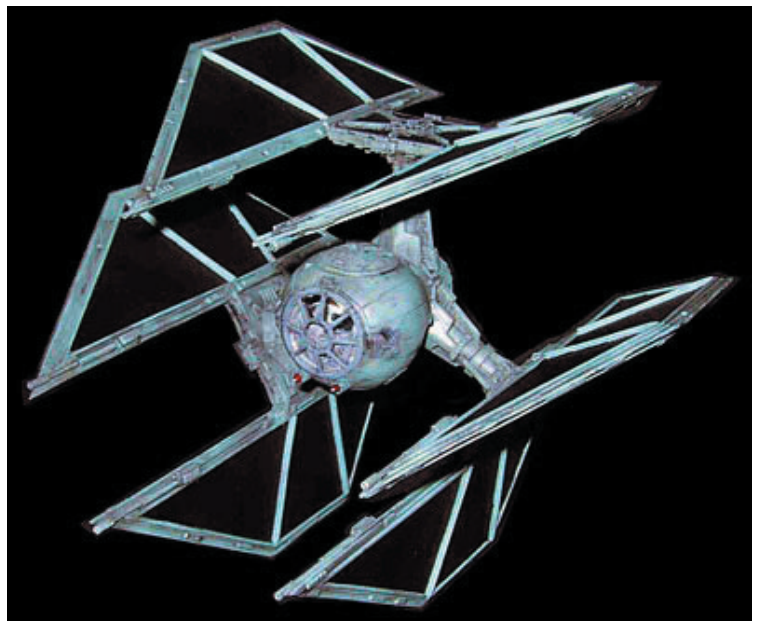
Craft: Sienar Fleet Systems' TIE/ad
Alignment: Empire
Era: Rebellion
Type: Space superiority fighter
Scale: Starfighter
Length: 6.4 meters
Skill: Starship piloting: TIE
Crew: 1
Crew Skill: Astrogation 4D, Starfighter piloting 5D+2, starship gunnery 4D, starship shields 4D+1
Cargo Capacity: 70 kilograms
Consumables: 2 days
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 5D
Space: 15
Atmosphere: 515; 1450 km/h
Hull: 3D
Shields: 2D
Sensors:
Passive: 25/1D+1
Scan: 40/2D
Search: 60/3D+2
Focus: 4/4D
Weapons:
4 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
2 General Purpose Warhead Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7 for missile and torpedoes, 1/2/5 for rockets and bombs
Atmosphere Range: 50-500/1/5 km if a missile, 30-100/300/700 if a torpedo
Damage:
 9D if a concussion missile or proton torpedo is used
 10D if a heavy rocket is used
 11D if a heavy proton bomb is used.
Tractor Beam
Fire Arc: Front
Skill: Starship gunnery

Fire Control: 2D
Space Range: 1-8/15/20
Atmosphere Range: 100-800/1.5/2 km
Damage: 5D

TIE Defender Prototype

Craft: Sienar Fleet Systems TIE/Ad x7 Prototype
Alignment: 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 km/h
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

Alignment: 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 km/h

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

Tractor Beam Projector

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

Super TIE/In Fighter

Craft: Customized Sienar Fleet Systems TIE/In

Alignment: 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; 1250 km/h

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

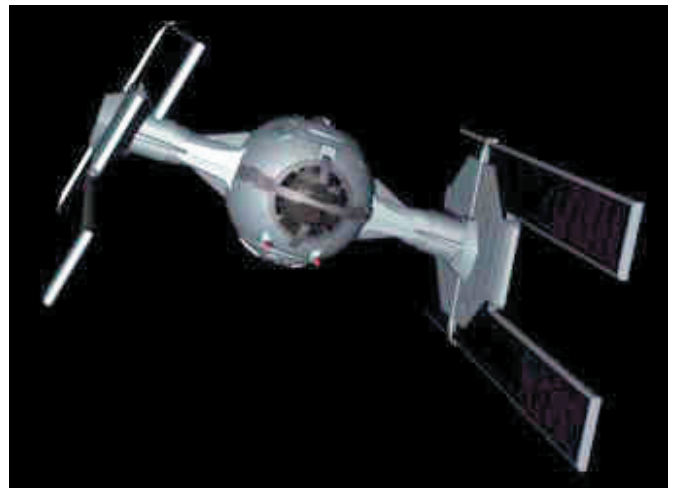
Fire Control: 2D

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

Alignment: 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 km/h

Hull: 3D

Sensors:

Passive: 20/1D

Scan: 25/1D+2

Search: 40/2D

Focus: 2/3D

Weapons:

2 Laser Cannons (fire-linked)

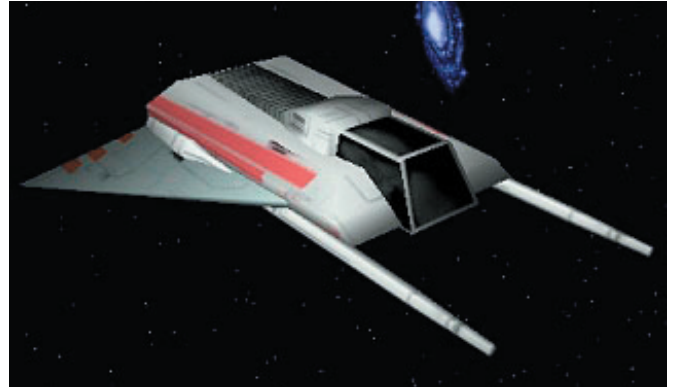
Fire Arc: Front

Skill: Starship gunnery

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2



Cargo Capacity: 80 kilograms

Consumables: 2 days

Cost: 165,000

Maneuverability: 3D+1

Space: 9

Atmosphere: 450; 1,300 km/h

Hull: 4D

Shields: 1D+1

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 55/2D

Focus: 3/3D

Weapons:

Two 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

I-7 Howlrunner

Craft: Incom I-7 "Howlrunner"

Alignment: 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

Alliance

X-Wing



Craft: Incom T-65B X-Wing
Alignment: Rebel Alliance
Era: Rebellion
Source: Core Rulebook (page 249), Rebel Alliance Sourcebook (pages 86-87), 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; 1050 km/h
Hull: 4D
Shields: 1D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
Weapons:
Four 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
Two Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700 m
Damage: 9D

Y-Wing Longprobe

Craft: Koensayr BTL-A4 Y-Wing (LP)
Alignment: 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 kg
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 km/h
Hull: 4D+1
Shields: 1D
Sensors:
Passive: 40/0D
Scan: 70/1D
Search: 80/2D
Focus: 4/3D
Weapons:
Two 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
Two Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700 m
Damage: 9D
Two 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



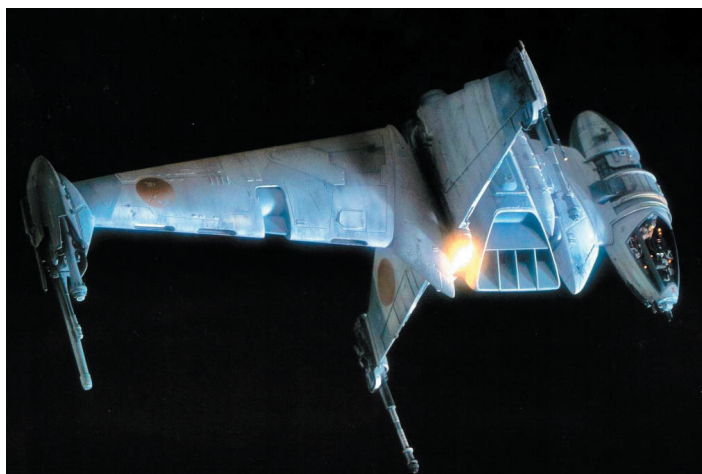
Craft: Alliance A-wing Starfighter
Alignment: Rebel Alliance
Era: Rebellion
Source: Core Rulebook (pages 247-248), Rebel Alliance Sourcebook (page 87), Galaxy Guide 5: Return of the Jedi (page 38), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 63), The Essential Guide to Vehicles 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; 1300 km/h
Hull: 2D+2
Shields: 1D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Weapons:
Two 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
Alignment: Rebel Alliance
Era: Rebellion
Source: Core Rulebook (page 248), Rebel Alliance Sourcebook (page 88), Galaxy Guide 5: Return of the Jedi (page 39), 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 km/h
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 m

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

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

Fire Arc: Front

Skill: Starship gunnery

Ammo: 8 torpedoes

Fire Control: 3D

Space Range: 1/5/9

Atmosphere Range: 50-100/500/900 m

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.

Expanded B-Wing



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

Alignment: 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 km/h

Hull: 5D

Shields: 2D+2

T-Wing

Craft: Rebel Alliance T-wing

Alignment: Rebel Alliance / General

Era: Rebellion

Type: Space superiority fighter

Scale: Starfighter

Length: 10 meters

Skill: Starfighter piloting: T-wing

Crew: 1

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

Cargo Capacity: 35 kilograms

Consumables: 2 days

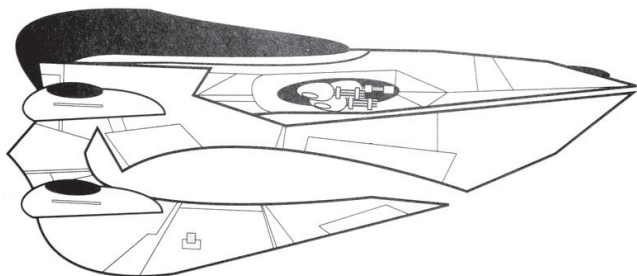
Hyperdrive Multiplier: x1

Nav Computer: Limited to two jumps



Maneuverability: 3D
Space: 11
Atmosphere: 435; 1,300 km/h
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

Gauntlet



Craft: Shobquix Yards' Gauntlet Starfighter
Alignment: General / Rebel Alliance
Era: Rebellion
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 km/h
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 m
Damage: 8D

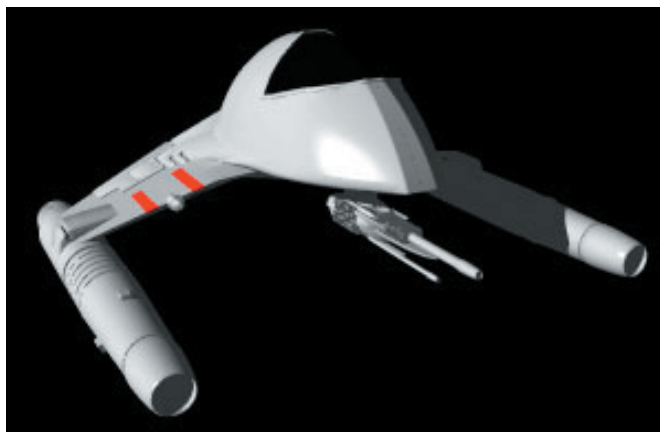
H-Wing



Craft: Koensayr BTS-A2 H-Wing
Alignment: Rebel Alliance
Era: Rebellion
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 kg
Consumables: 2 Weeks
Cost: 105,000 (new)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 4 Jumps
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 8 torpedoes each
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 9D

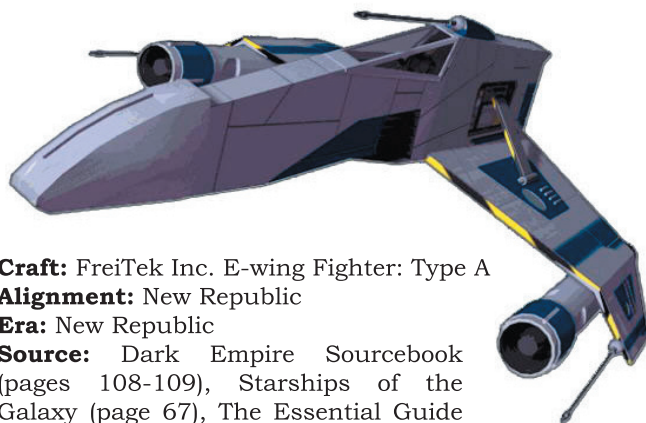
A-9 Vigilance Interceptor



Craft: Kuat Drive Yards A-9 Vigilance Interceptor
Alignment: New Republic
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 km/h
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 Fighter: Type A
Alignment: 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 kg
Consumables: 1 week
Cost: 185,000
Hyperdrive Multiplier: x2
Nav Computer: Uses R7 Astromech Droid
Maneuverability: 3D+1
Space: 11
Atmosphere: 435; 1,300 km/h
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 m
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 m
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).

T-65AC4 X-Wing

Craft: Incom T-65AC4 X-Wing

Alignment: 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 kg

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 km/h

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 m

Damage: 9D

K-Wing Assault Bomber



Craft: Republic Sienar Fleet Systems K-Wing Bomber

Alignment: New Republic

Era: New Republic

Type: Close/precision aero-space bomber

Scale: Starfighter

Length: 11 meters

Skill: Starfighter piloting: K-wing

Crew: 1; gunners: 1

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

Cargo Capacity: 50 kg

Consumables: 4 days

Cost: 210,000 credits

Maneuverability: 2D

Space: 9

Atmosphere: 435; 1,250 km/h

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 35/2D

Search: 70/3D

Focus: 3/3D+2

Four Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/13/25

Atmosphere Range: 100-300/1.3/2.5 km

Damage: 5D

Multi-Purpose Launchers*

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: *

*Note that the K-wing was designed to accept many different armaments. It may carry up to 18 proton torpedoes (9D), 18 concussion missiles (8D) (or any combination of the two), 2 heavy bombs (10D, capital scale), 8 heavy rockets (8D), or 4 heavy space bombs (11D).

Corellian Lancet

Craft: Corellian Engineering Corp. LX-980 Lancet

Alignment: 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

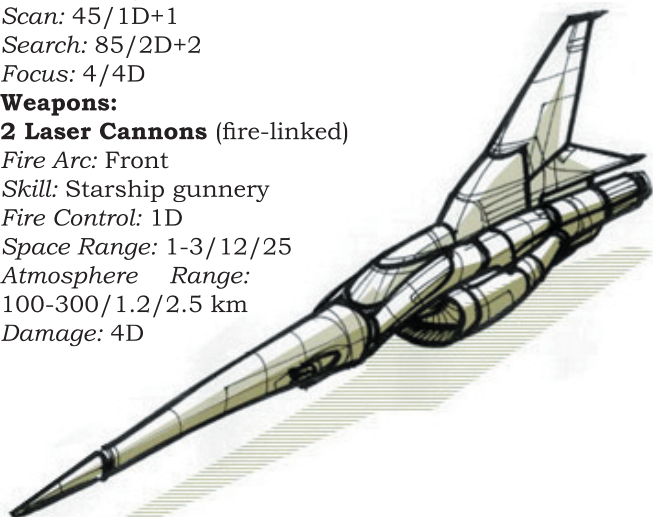
Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range:

100-300/1.2/2.5 km

Damage: 4D



Republic Defender

Craft: New Republic Defender Starfighter

Alignment: New Republic

Era: New Republic

Type: Planetary defense Starfighter

Scale: Starfighter

Length: 9.4 meters

Skill: Starfighter piloting: New Republic Defender



Crew: 1

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

Cargo Capacity: 30 kilograms

Consumables: 2 days

Maneuverability: 4D (space), 1D+2 (atmosphere)

Space: 8

Atmosphere: 350; 1,000 km/h

Hull: 2D+2

Shields: 1D

Weapons:

3 Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship gunnery

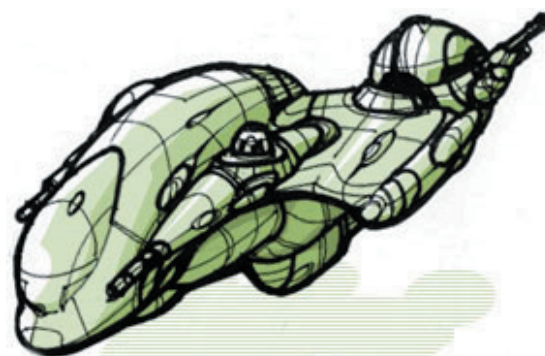
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2km/2.5 km

Damage: 6D

Cal Medium Starfighter



Craft: MCS107 Cal-class Medium Starfighter

Alignment: 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 km/h

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

Fire Arc: Turret

Crew: 1

Skill: Missile weapons: concussion missiles

Ammo: 12

Fire Control: 3D

Space Range: 1-3/7/14

Atmosphere Range: 100-300/700/1.4 km

Damage: 7D

XJ X-Wing

Craft: Incom T65XJ X-Wing

Alignment: 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 km/h

Hull: 5D

Shields: 1D+2

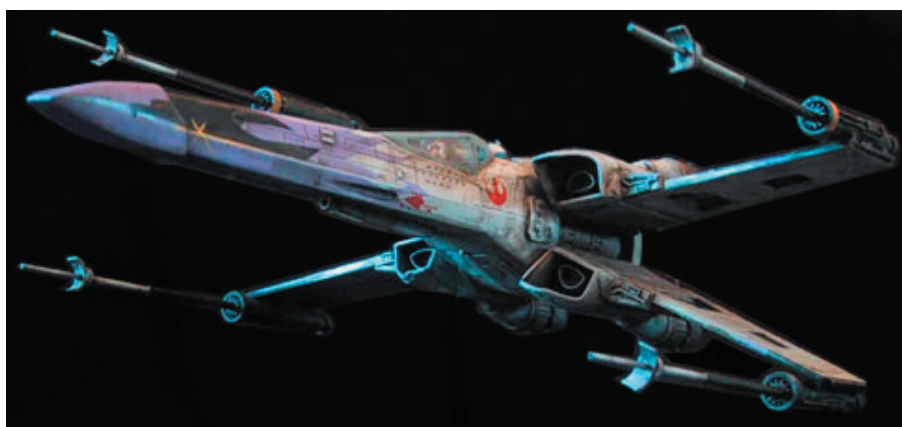
Sensors:

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

Fire Arc: Front

Skill: Starship gunnery

Ammo: 3 torpedoes each

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 100/300/700 m

Damage: 9D

Starlancer Project Starship

Craft: Starlancer Project Starship

Alignment: New Republic

Era: New Republic

Type: Superweapon starfighter

Scale: Starfighter

Length: 8.7 meters

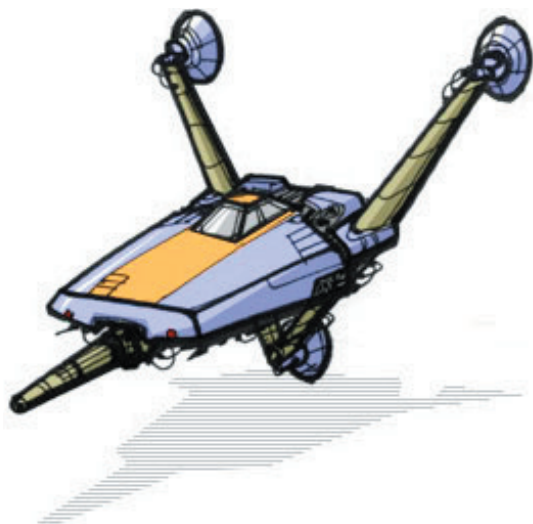
Skill: Starfighter piloting: Starlancer

Crew: 1

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

Cargo Capacity: 15 kg

Consumables: 1 day



Cost: Not available for sale (estimated value 159,000 credits)

Space: 3

Atmosphere: 260; 750 km/h

Maneuverability: 0D

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

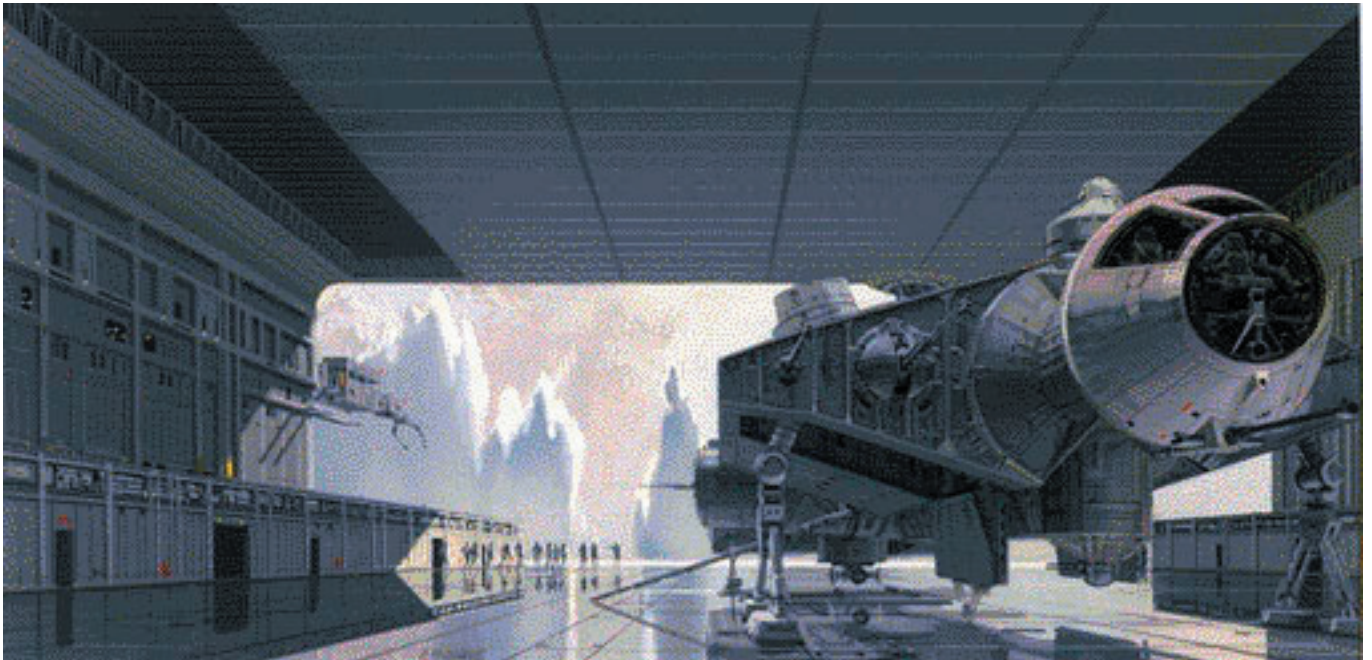
Fire Control: 3D

Space Range: 10-15/30/60

Damage: 7D

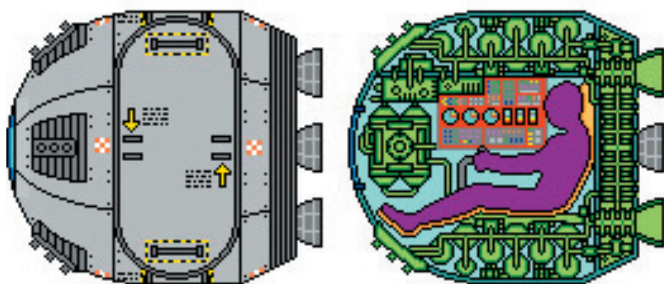
Notes: When three Starlancer Project Starships fire their Starlancer Cannons at a focusing ship and make a successful attack, the damage from their attacks is combined and redirected at a target of the focusing ship's choice, and the focusing ship takes no damage. Starlancer ships may fire at targets at and beyond sensor range when fed data from another source.

SPACE TRANSPORTS



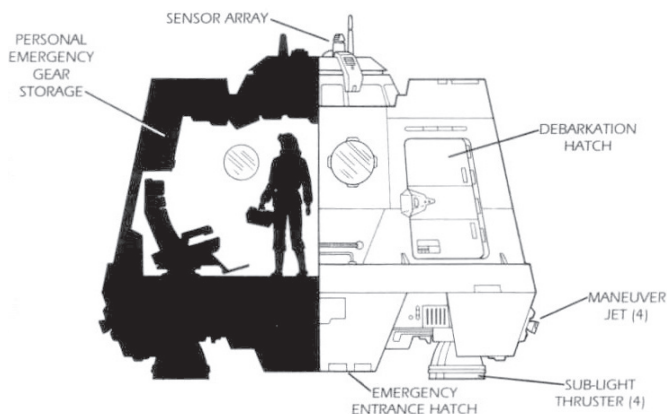
Pods

One-Man Escape Pod



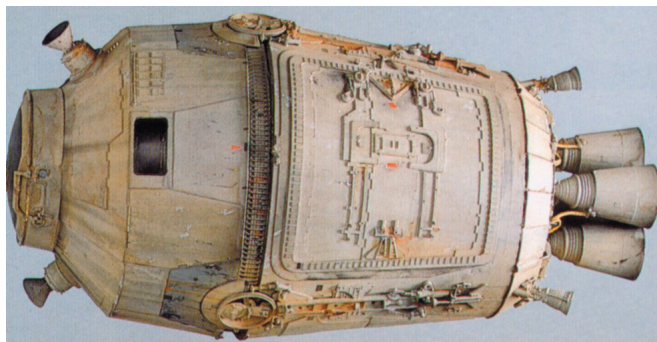
Craft: Faberstien-Lago PES-550
Alignment: General
Era: Rise of the Empire
Type: Escape pod
Scale: Speeder
Length: 1.5 meters
Skill: Space transports: PES-550
Crew: 1
Cargo capacity: 100 kg
Consumables: 1 week
Cost: 800 (new), 200 (used)
Weight: 700 kg
Space: 1 (launch booster: 4)
Atmosphere: 210; 600 km/h
Hull: 3D
Sensors:
Passive: 5/0D

Corellian Escape Pod



Craft: Corellian Engineering Corporation Escape Pod
Alignment: 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)
Space: 0
Maneuverability: 0D
Hull: 1D

Escape Pod



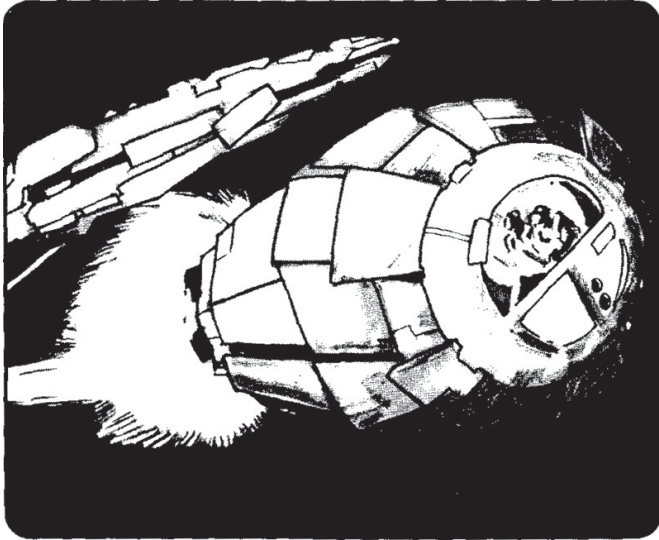
Craft: Escape Pod
Alignment: General
Era: Rise of the Empire
Source: Starships of the Galaxy (pages 66-67), The Essential Guide to Vehicles and Vessels (pages 50-51)
Type: Ship lifeboat
Scale: Starfighter
Length: 3.5 meters
Crew: 0
Passengers: 8
Cargo Capacity: None
Consumables: 1 day
Cost: 20,000 (new)
Maneuverability: 0D
Space: 1
Atmosphere: 210; 600 km/h
Hull: 1D+1

Lifeboat

Craft: Corellian Engineering Corporation Survivor
Alignment: 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
Space: 2
Atmosphere: 225; 650 km/h
Maneuverability: 1D
Hull: 1D
Cost: 18,000 (new), 5,600 (used)
Sensors:
Passive: 10/1D



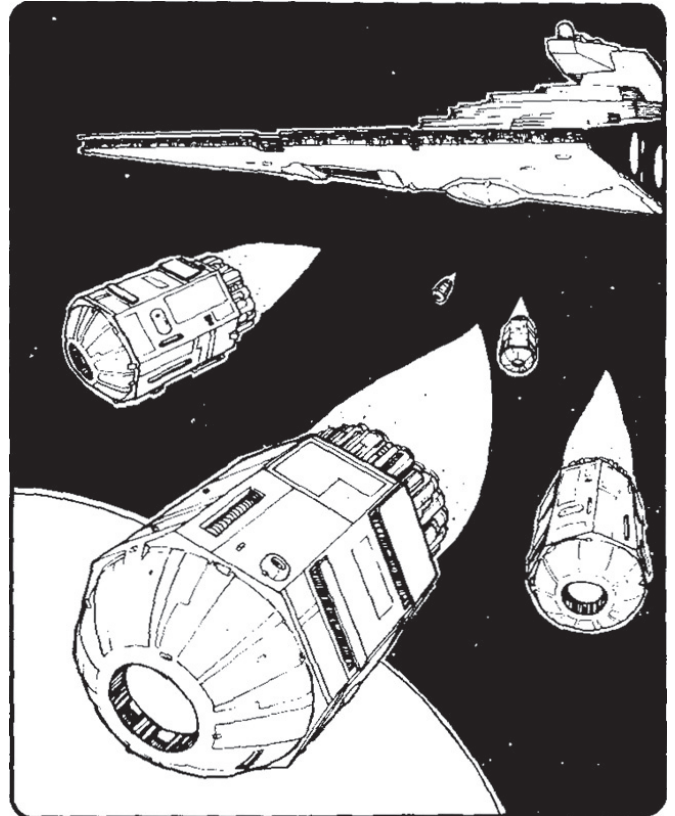
Squad Pod



Craft: Alliance Squad Pod
Alignment: 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 km/h (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
Alignment: 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
Passengers: 20
Cargo Capacity: 200 kilograms
Consumables: 1 day
Maneuverability: 3D
Space: 10
Atmosphere: 415; 1,200 km/h (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
Alignment: 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 km/h (drop)
Hull: 2D
Weapons:
Self-Destruct Charge
Blast Radius: 50/150/300
Damage: 4D

Yachts

Mindabaal Custom Pleasure Yacht



Craft: Mindabaal Custom Pleasure Yacht
Alignment: 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 km/h
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
Alignment: General
Era: Rise of the Empire
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 km/h
Hull: 3D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 3/3D

Starwind Yacht

Craft: Kuat Drive Yards *Starwind*-class Pleasure Yacht
Alignment: General
Era: Rebellion
Source: 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)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 km/h
Hull: 3D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 35/2D
Focus: 2/2D+2

Aavman Extravagance 11-S



Craft: Aavman Extravagance 11-S
Alignment: 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 km/h
Hull: 4D
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D

Luxury 2800 Yacht



Craft: SoroSuub Luxury 2800
Alignment: General
Era: Old Republic
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 km/h
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
Alignment: 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 km/h

Hull: 2D+2

Shields: 1D

Sensors:

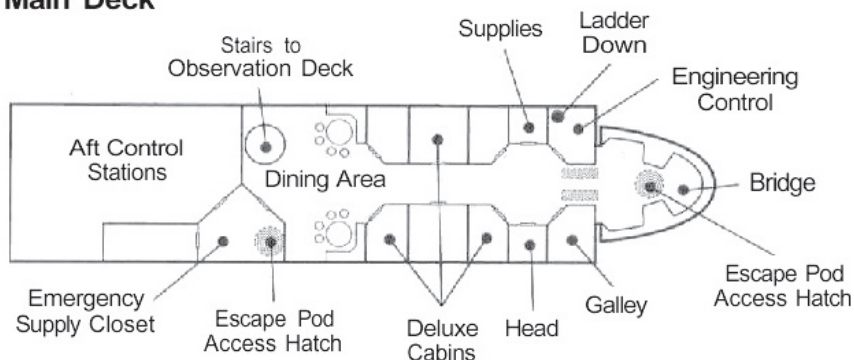
Passive: 25/1D

Scan: 50/2D

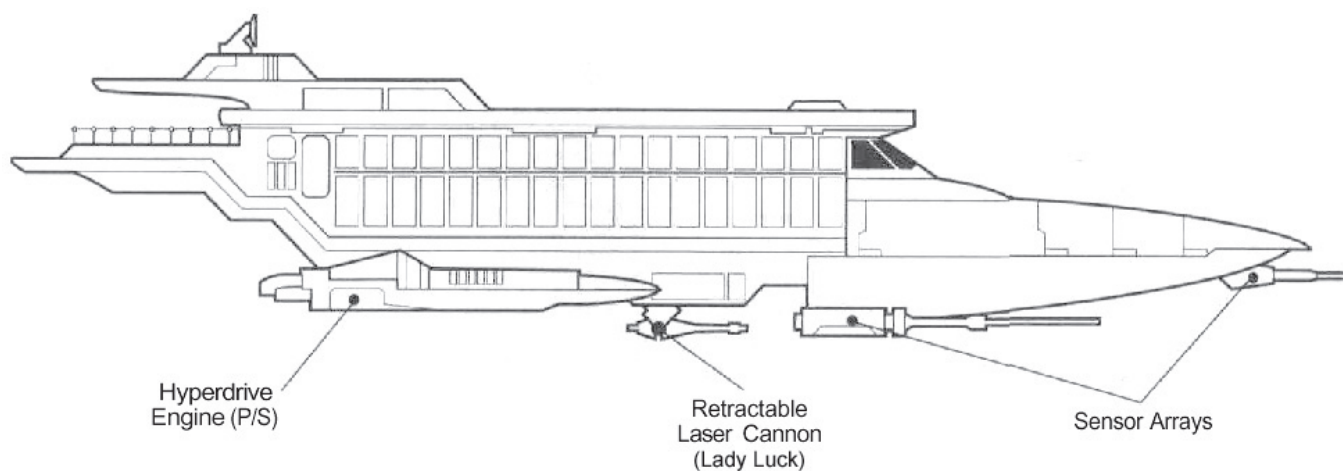
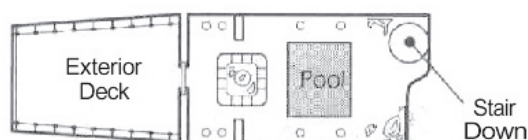
Search: 75/2D+2

Focus: 3/3D

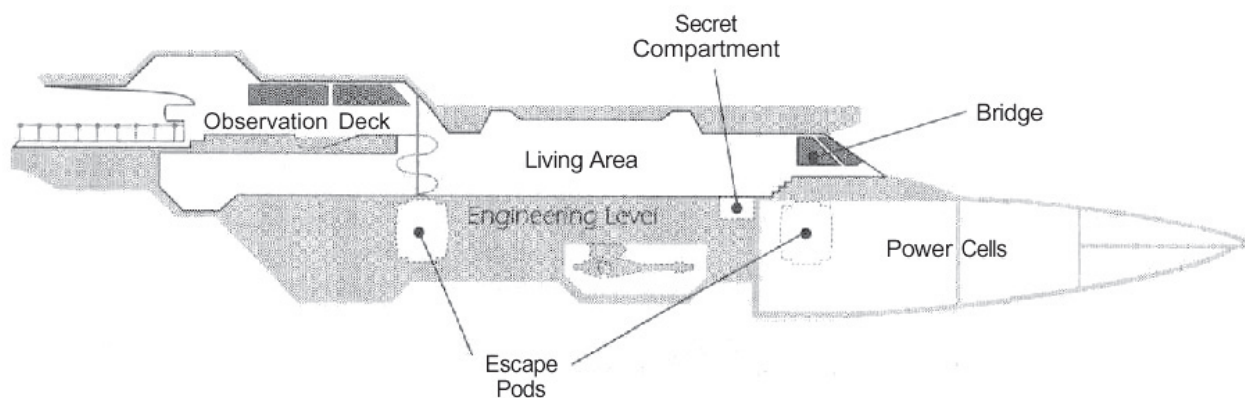
Top View - Main Deck



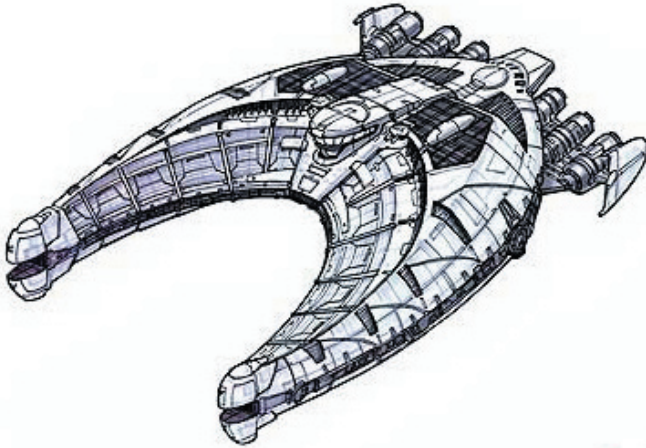
Top View - Observation Deck



Side View - Interior



Luxury 5000 Yacht



Craft: SoroSuub Luxury 5000
Alignment: 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
Cargo Capacity: 100 metric tons
Consumables: 6 month
Cost: 1 million (new), 500,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 km/h
Hull: 5D
Shields: 3D
Sensors:
Passive: 25/1D
Scan: 50/2D
Search: 75/2D+2
Focus: 3/3D

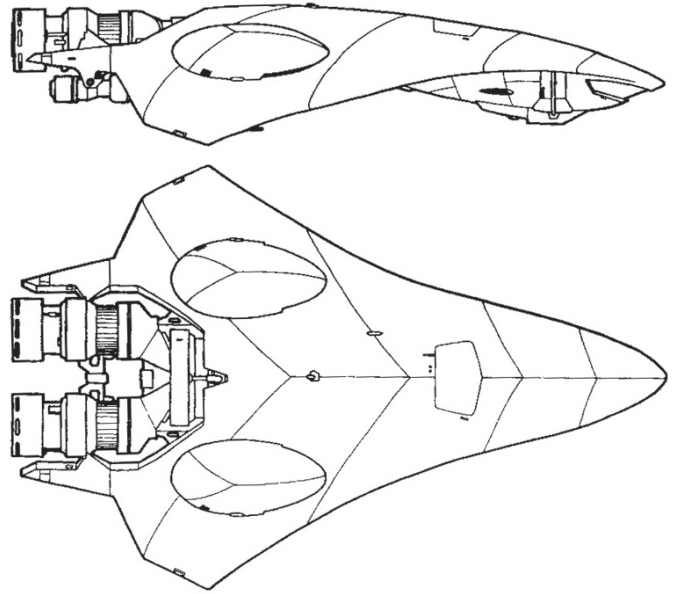
Luxury Cruiser 200

Craft: SoroSuub Luxury Cruiser 200
Alignment: 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
Cost: 125,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12

Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere:
 280; 800 km/h
Hull: 6D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D



Baudo Star Yacht



Craft: Baudo-class Star Yacht
Alignment: 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 km/h
Hull: 2D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

Weapons:

Laser Cannon

Fire Arc: Turret

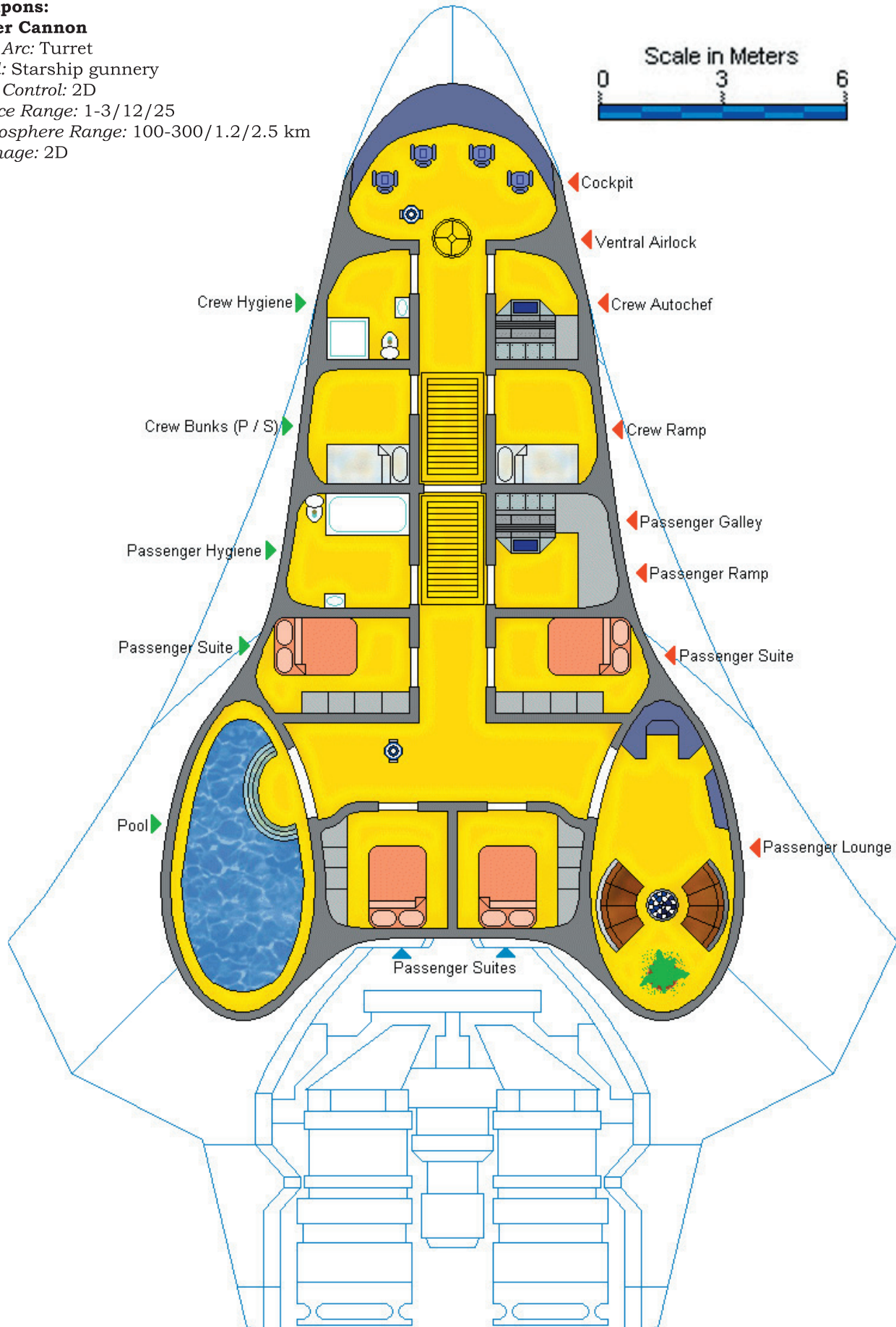
Skill: Starship gunnery

Fire Control: 2D

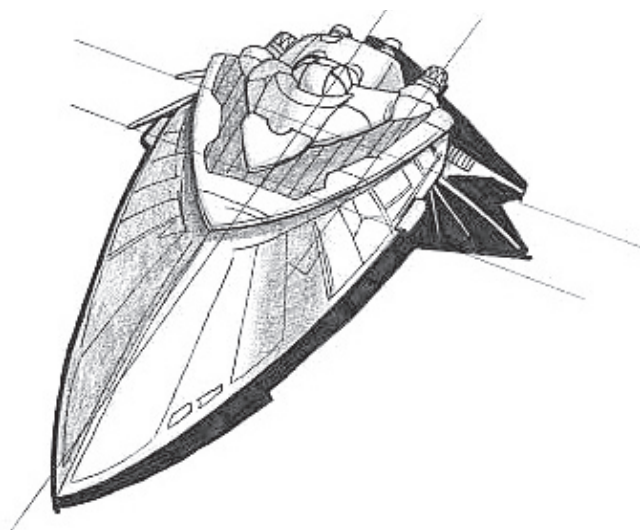
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 2D

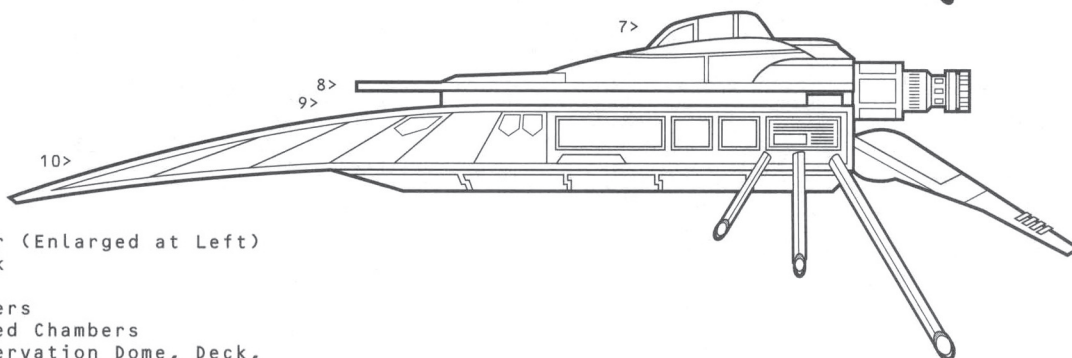
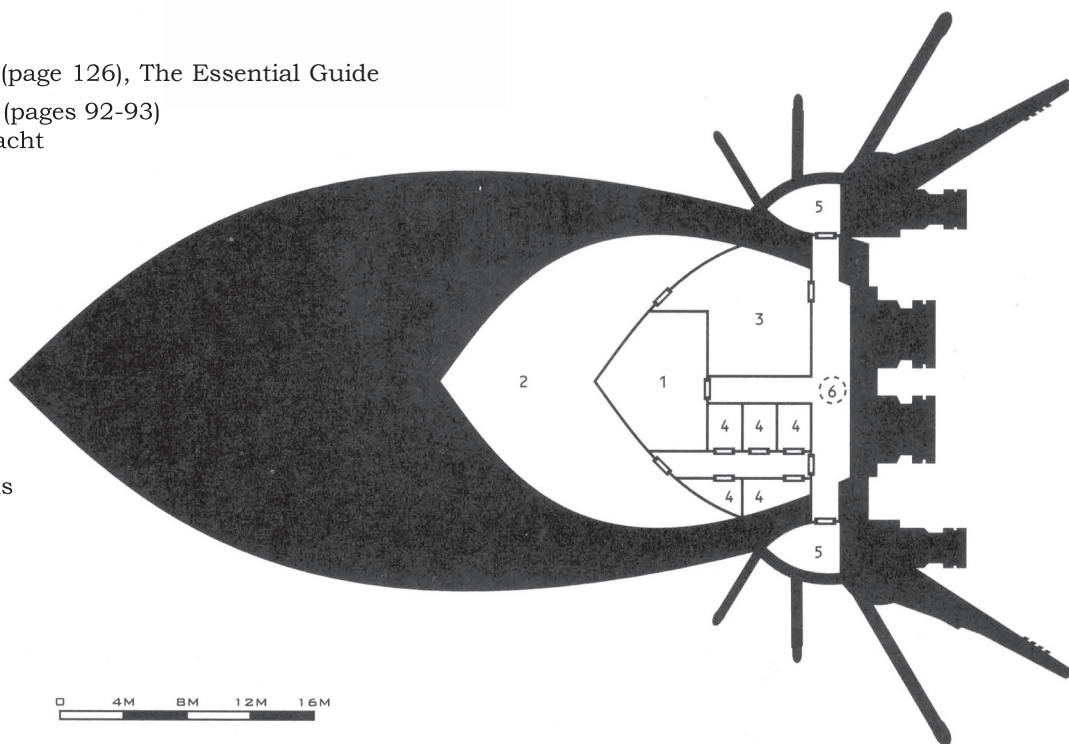


Hutt Space Yacht



Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Atmosphere: 280; 800 km/h
Hull: 5D
Shields: 2D
Sensors:
Passive: 25/1D
Scan: 50/2D
Search: 75/2D+2
Focus: 3/3D
6 Turbolaser Cannons
Fire Arc: 2 front, 1 left, 1 right, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 50/200/400
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D

Craft: Modified Ubrikkian Space Yacht
Alignment: General
Era: Rise of the Empire
Source: Tempest Feud (page 126), The Essential Guide to Vehicles and Vessels (pages 92-93)
Type: Modified space yacht
Scale: Capital
Length: 115 meters
Skill: Space transports: Ubrikkian space yacht
Crew: 8
Crew Skill: Usually 6D-8D
Passengers: 112
Cargo Capacity: 850 metric tons
Consumables: 6 months
Cost: 1,108,000



- 1> Audience Chamber (Enlarged at Left)
- 2> Observation Deck
- 3> Popara's 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

Delaya Courier Ship

Craft: Hoersch-Kessel *Delaya*-class Courier Ship

Alignment: General / Jedi Order

Era: Old Republic

Source: Tales of the Jedi Companion (page 117), Power of the Jedi Sourcebook (page 59), The Essential Guide to Vehicles and Vessels (pages 112-113)

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 km/h

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 m

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 m

Damage: 4D

Vanya Jedi Courier Ship

Craft: Hoersch-Kessel *Vanya*-class Jedi Courier Ship

Alignment: 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 km/h

Hull: 4D

Shields: 4D

Sensors:

Passive: 12/0D

Scan: 25/1D

Search: 35/2D

Focus: 3/3D

Weapons:

Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship gunnery

Ammo: 14 missiles

Fire Control: 1D

Space Range: 1/3/7

Atmosphere

Range: 100/300/700 m

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



Barloz Medium Freighter



Craft: Corellian Engineering Corporation *Barloz*-class Freighter

Alignment: General

Era: Old Republic

Source: *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: 85 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 km/h

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

Squib Momship

Craft: Squib Merchandising's *Thrifty*

Alignment: 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

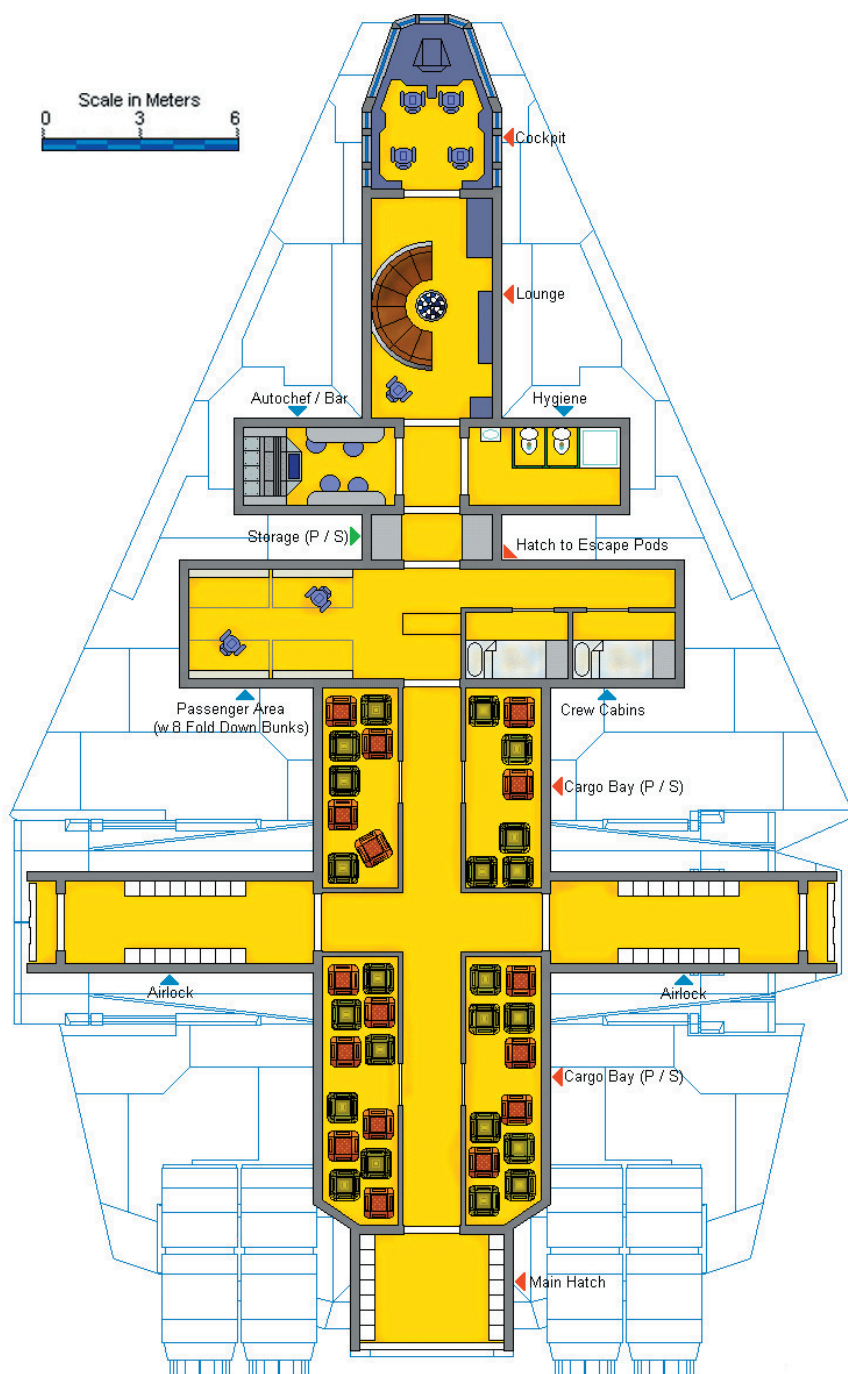
Nav Computer: Yes

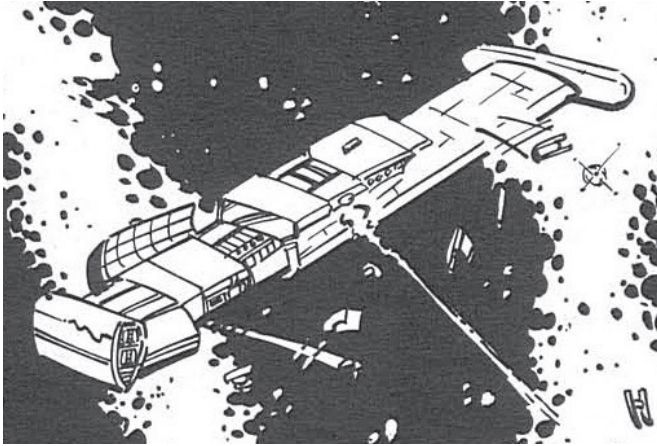
Maneuverability: 1D

Space: 8

Atmosphere: 365; 1,050 km/h

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 Transport

Craft: Corellian Engineering Corp. YT-700 Transport

Alignment: General

Era: Old Republic

Type: Light freighter

Scale: Starfighter

Length: 21.7 meters

Crew: 2, gunners: 1, skeleton: 1/+5

Passengers: 3

Cargo Capacity: 50 metric tons

Consumables: 6 months

Cost: 18,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x20

Nav Computer: Yes

Space: 3

Atmosphere: 210; 600 km/h

Hull: 4D

Shields: 1D

Weapons:

Laser Cannon

Fire Arc: Turret

Crew: 1

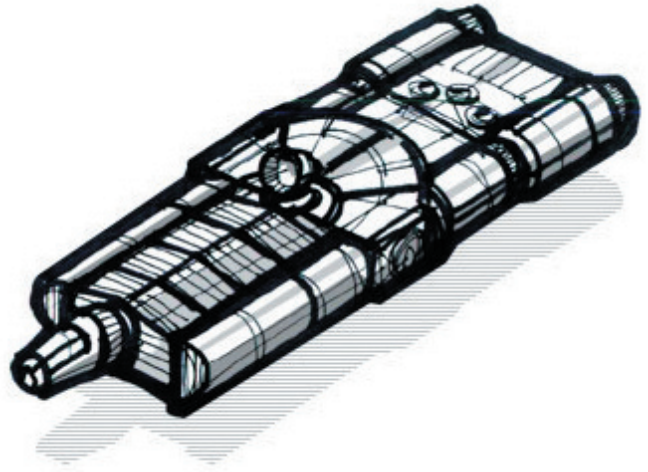
Skill: Starship gunnery

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

Alignment: 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

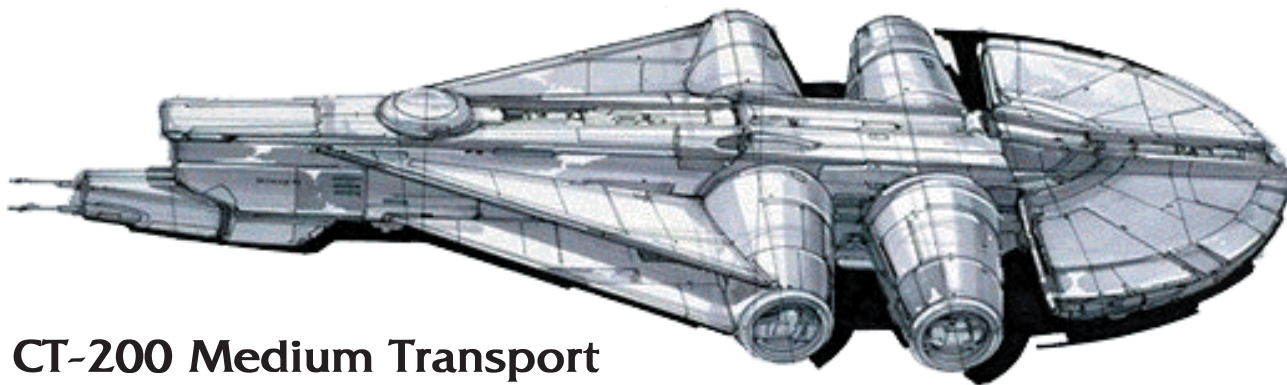
Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-10/20/30

Atmosphere Range: 100-1/2/3 km

Damage: 4D



CT-200 Medium Transport

Craft: Corellian Engineering Corporation CT-200

Medium Transport

Alignment: 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 km/h

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

Mining Survey Ship

Craft: SoroSuub MKI Mining Survey Vessel

Alignment: General

Era: Old Republic

Type: Exploration vessel

Scale: Starfighter

Length: 45 meters

Skill: Space transports: MKI

Crew: 6, gunners: 1, skeleton 2/+10

Crew Skill: Astrogation 3D+2, space transports 5D, starship gunnery 4D+1, starship shields 4D, sensors 4D+2

Passengers: 8

Cargo Capacity: 200 metric tons

Consumables: 6 months

Cost: 300,000 credits (new), 120,000 credits (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Atmosphere: 295; 850 km/h

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

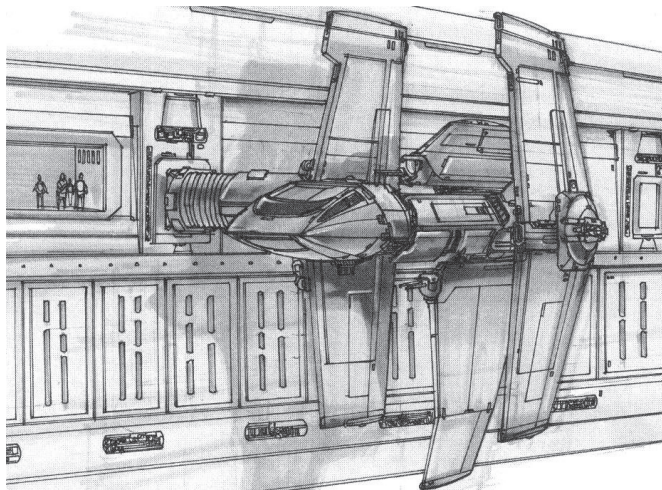
Space Range: 1-5/15/30

Atmosphere: 100-500/1.5/3 km

Damage: 6D



Citadel Cruiser



Craft: Koensayr ILH-KK Citadel Civilian Cruiser

Alignment: 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 km/h

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

Fire Arc: Front

Skill: Starship gunnery

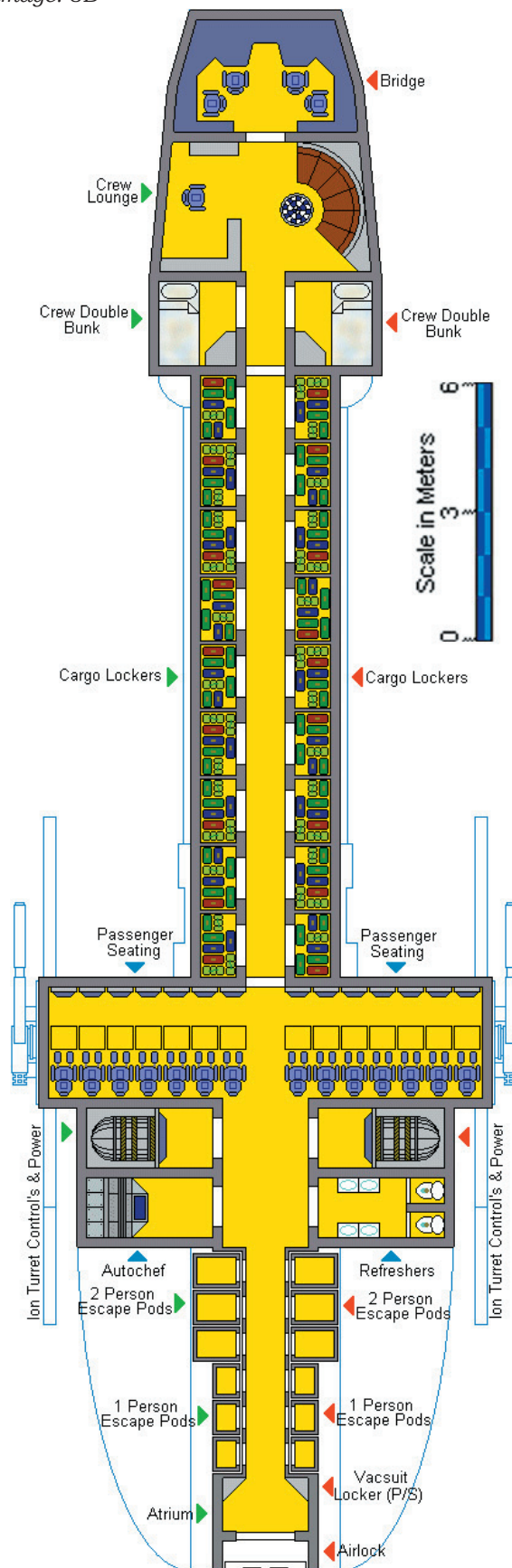
Ammo: 12 missiles

Fire Control: 1D

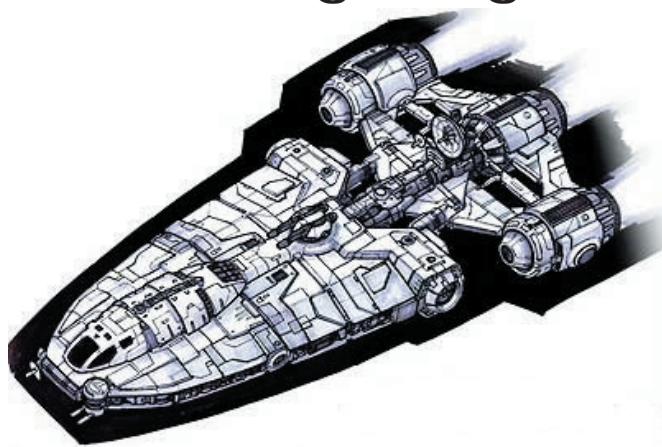
Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 8D



YG-4210 Light Freighter



Craft: Modified YG-4210 Light Freighter

Alignment: General

Era: Old Republic

Type: Space transport

Scale: Starfighter

Length: 24 meters

Skill: Space transports: YG-4210

Crew: 4

Crew Skill: Varies

Passengers: 12

Cargo Capacity: 10 metric tons

Consumables: 1 year

Cost: 40,000 (used)

Hyperdrive Multiplier: x3

Nav Computer: Yes

Maneuverability: 2D+1

Space: 5

Atmosphere: 300; 900 km/h

Hull: 7D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 4/4D

Weapons

2 Light Ion Cannons

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 1D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.1/2.6 km

Damage: 4D

Heavy Concussion Missile Launcher

Fire Arc: Rear

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/5/8

Atmosphere Range: 0-50/100/200 m

Damage: 7D+1

Era: Old Republic

Type: Scout ship

Scale: Starfighter

Length: 26 meters

Skill: Space transports: Nella 330

Crew: 1, gunners: 1

Passengers: 4

Cargo capacity: 30 metric tons

Consumables: 3 months

Cost: 122,000 (new), 30,500 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D+1

Space: 4

Atmosphere: 280; 800 km/h

Hull: 4D+1

Shields: 1D

Sensors:

Passive: 15/1D+1

Scan: 30/2D

Search: 45/2D

Focus: 2/3D

Weapons:

Heavy Blaster Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

Nella 342 Light Freighter

Craft: SoroSuub Nella 342

Alignment: 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 km/h

Hull: 4D

Shields: 1D

Sensors:

Passive: 15/1D

Scan: 30/2D

Search: 45/2D

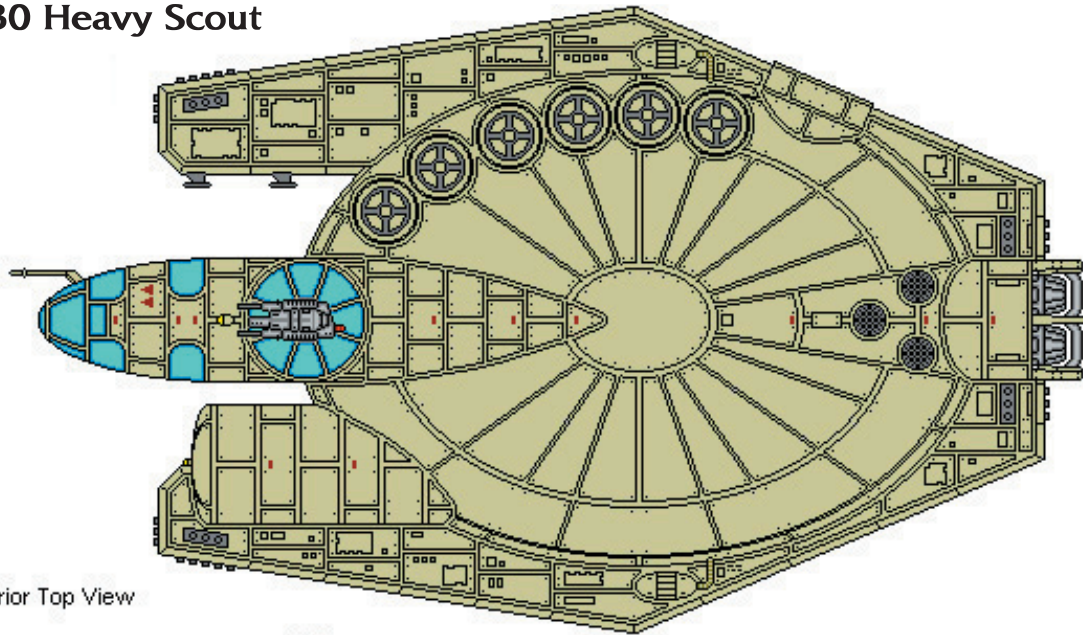
Focus: 2/2D+1

Nella 330 Heavy Scout

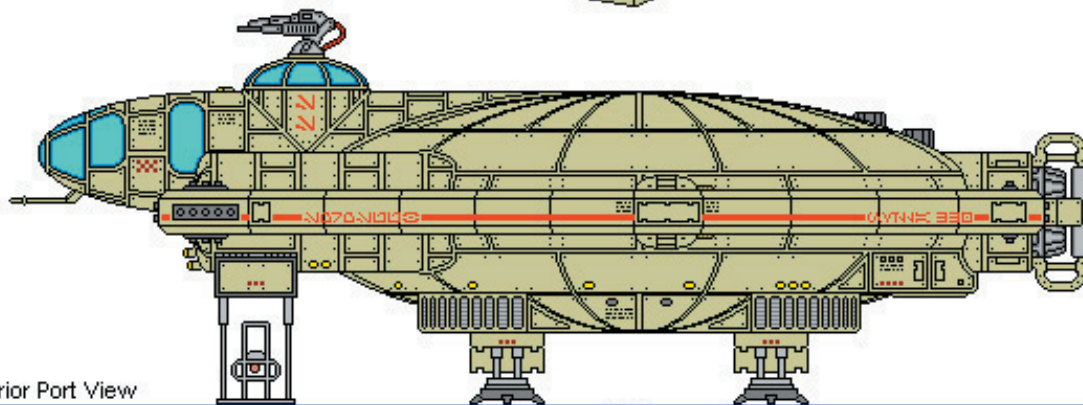
Craft: SoroSuub Nella 330

Alignment: General

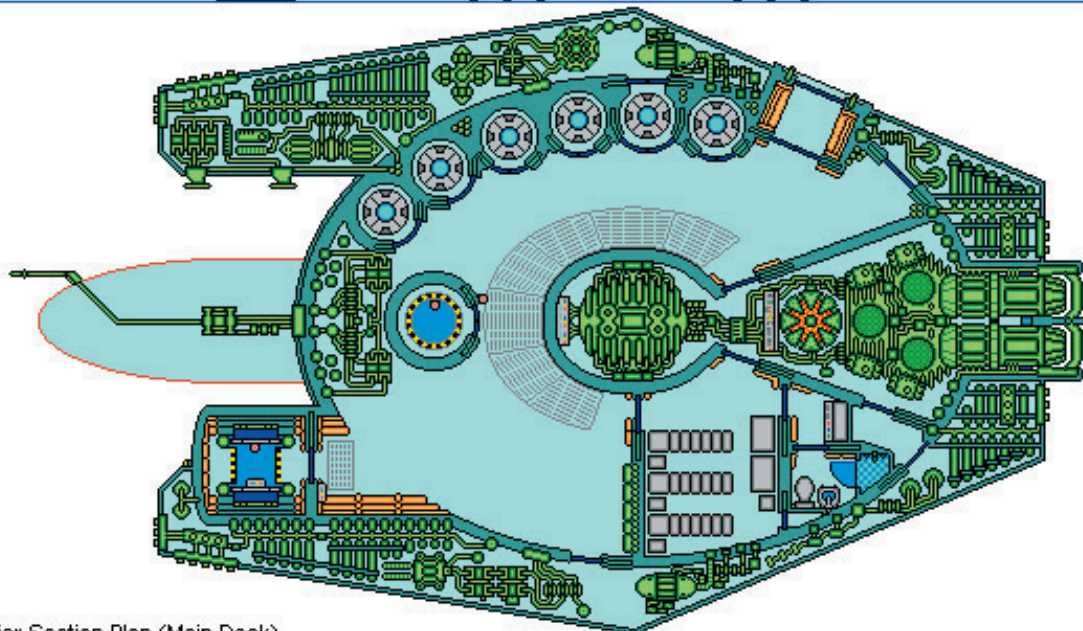
Nella 330 Heavy Scout



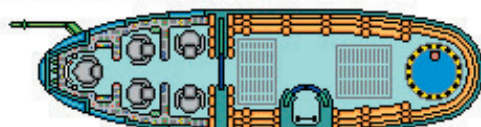
Exterior Top View



Exterior Port View



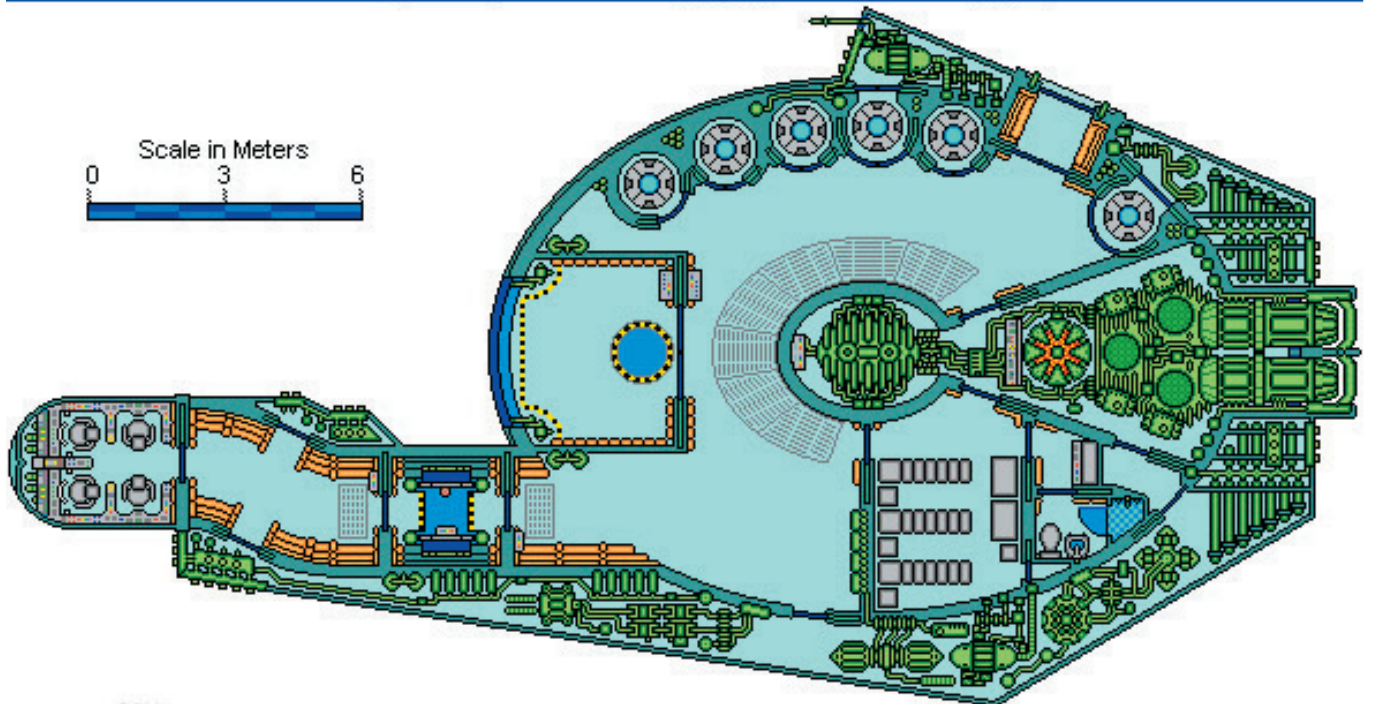
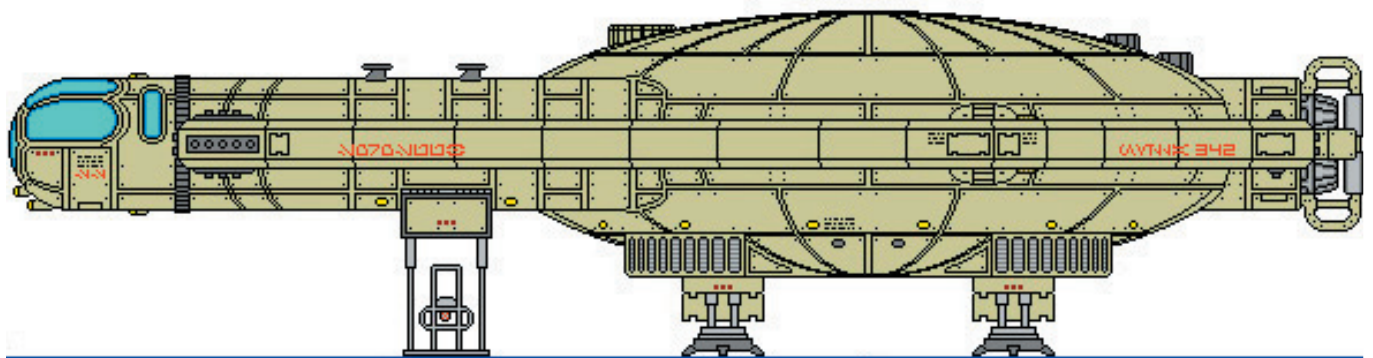
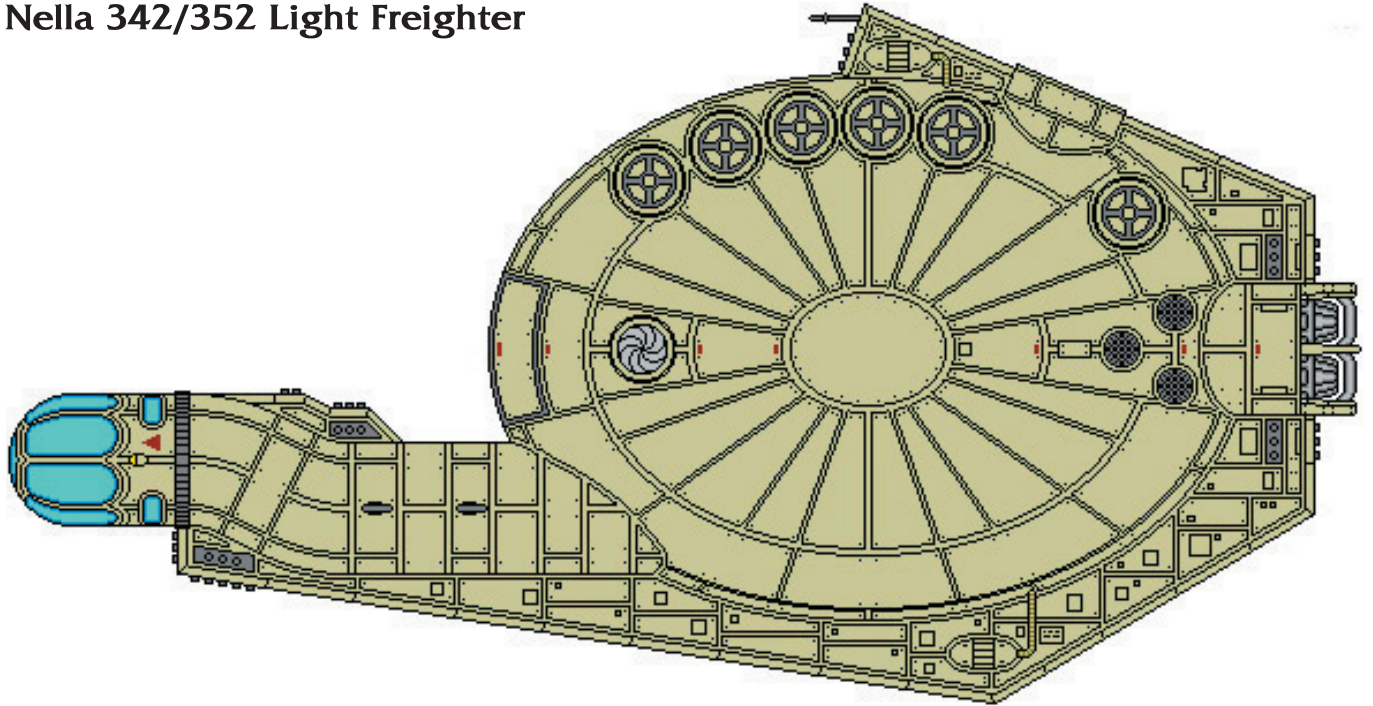
Interior Section Plan (Main Deck)



Interior Section Plan (Cockpit Deck)

Scale in Meters
0 3 6

Nella 342/352 Light Freighter

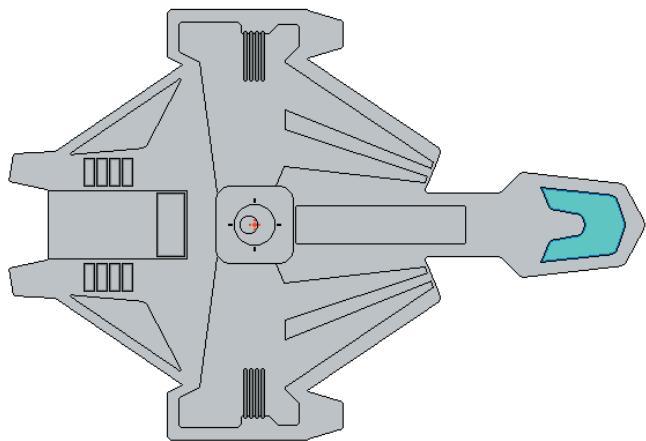


Nella 352 Light Freighter

Craft: SoroSuub Nella 352
Alignment: General
Era: Rise of the Empire
Type: Light freighter
Scale: Starfighter
Length: 29.7 meters
Skill: Space transports: Nella 352
Crew: 1, gunners: 1
Passengers: 4
Cargo Capacity: 60 metric tons
Consumables: 2 months
Cost: 98,000 (new), 24,500 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 km/h
Hull: 4D
Shields: 1D
Sensors:
Passive: 15/1D
Scan: 30/2D
Search: 45/2D
Focus: 2/2D+1
Weapons:
Light Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D

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 km/h
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

Ghtroc 440 Light Freighter



Craft: Ghtroc Industries class 440 freighter
Alignment: General
Era: Old Republic
Type: Stock light freighter
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Ghtroc Freighter
Crew: 1 to 2 (can coordinate)

Ghtroc 580 Light Freighter



Craft: Ghtroc 580 Light Freighter
Alignment: 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 km/h

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

Alignment: 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

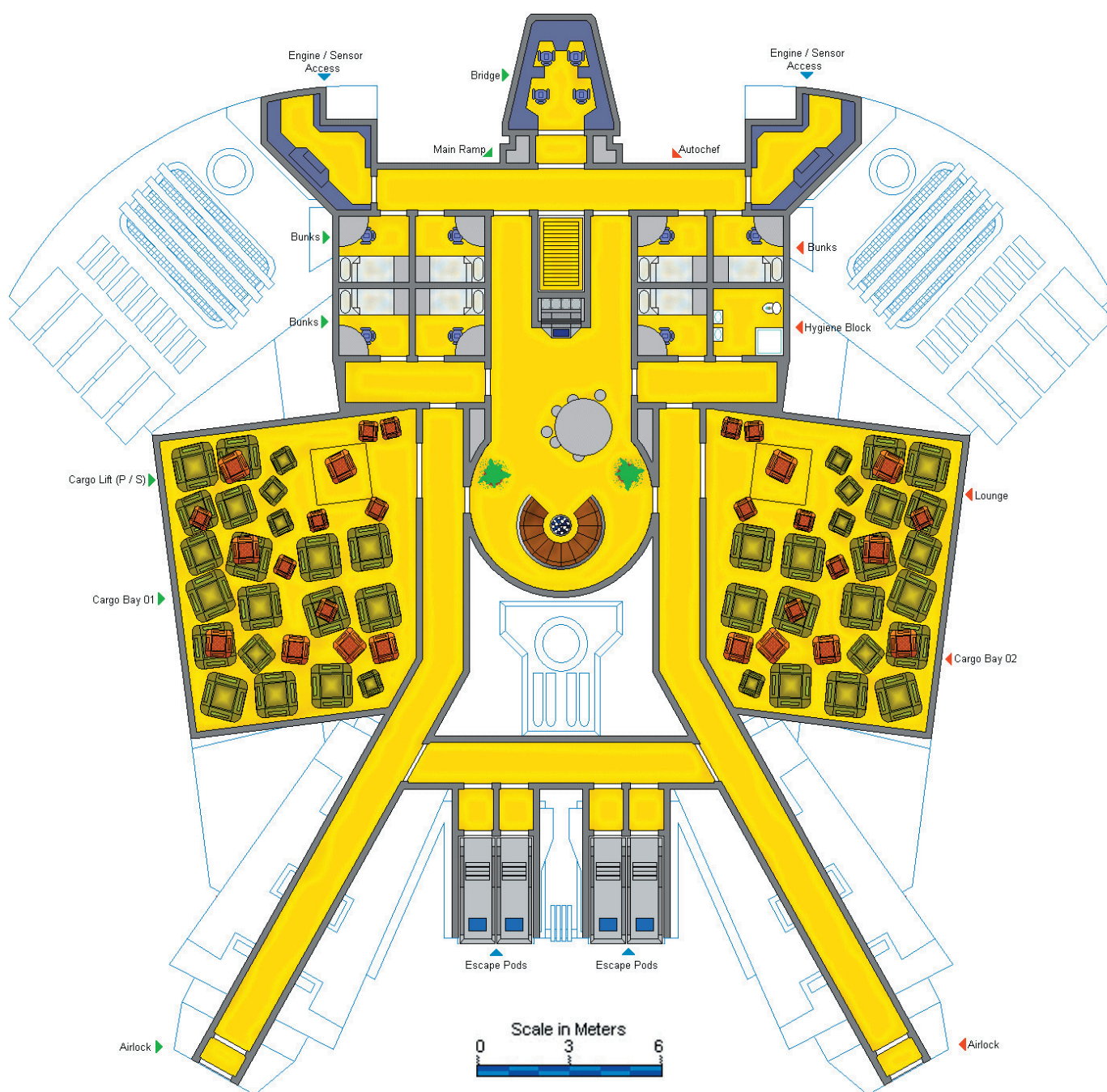
Crew Skill: Varies widely

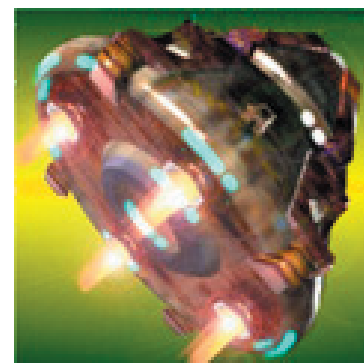
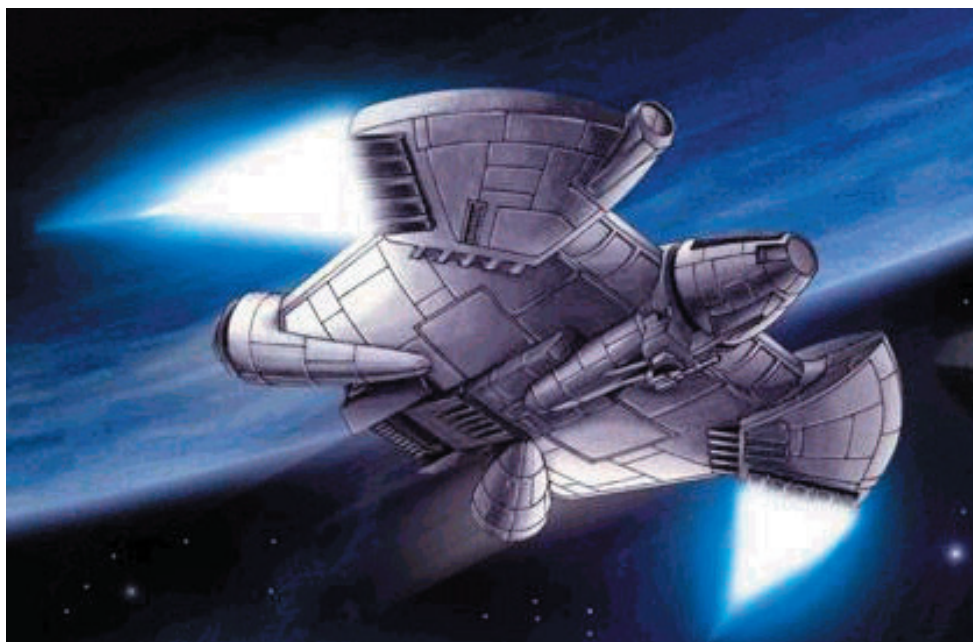
Passengers: 10

Cargo Capacity: 135 metric tons

Consumables: 2 months

Cost: 98,500 (new), 23,000 (used)





Space: 4
Atmosphere: 168; 480 km/h
Hull: 2D
Sensors:
Passive: 15/-1D-1
Scan: 25/0D-1
Search: 40/0D+2
Focus: 1/0D+2

Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 km/h
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

Selonian Cone Ship

Craft: Selonian Cone Ship
Alignment: Selonia
Era: Rise of the Empire
Source: Coruscant and the Core Worlds (page 147)
Type: Space transport
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Selonian cone ship
Crew: 1
Crew Skill: 2D in all applicable skills
Passengers: 4
Cargo Capacity: 50 metric tons
Consumables: 1 month
Cost: Not available for sale
Maneuverability: 0D

X-23 Space Barge



Craft: Incom X-23 StarWorker
Alignment: General
Era: Rise of the Empire
Source: Pirates & Privateers (pages 56-60)
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 km/h
Hull: 3D
Sensors:
Passive: 5/0D
Scan: 10/1D
Search: 15/2D

X-26 StarHaul



Craft: Incom X-26 StarHaul
Alignment: 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 km/h
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

CRX-Tug

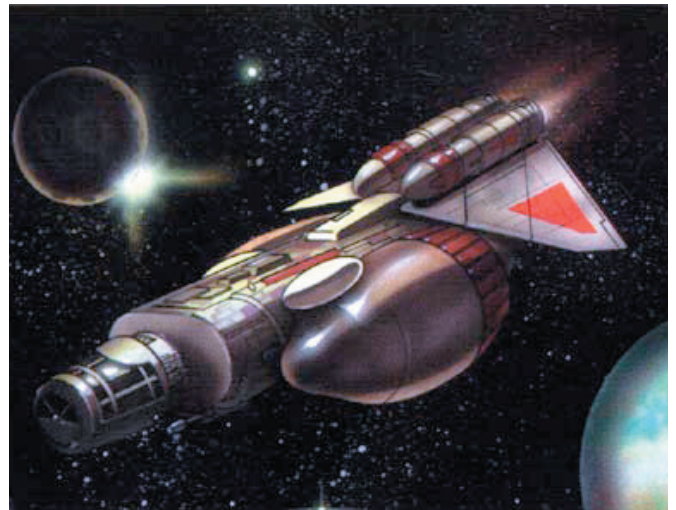
Craft: Cuirilla-Raye *Xylines*-class Spacetug
Alignment: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 56)
Type: Spacetug
Scale: Starfighter

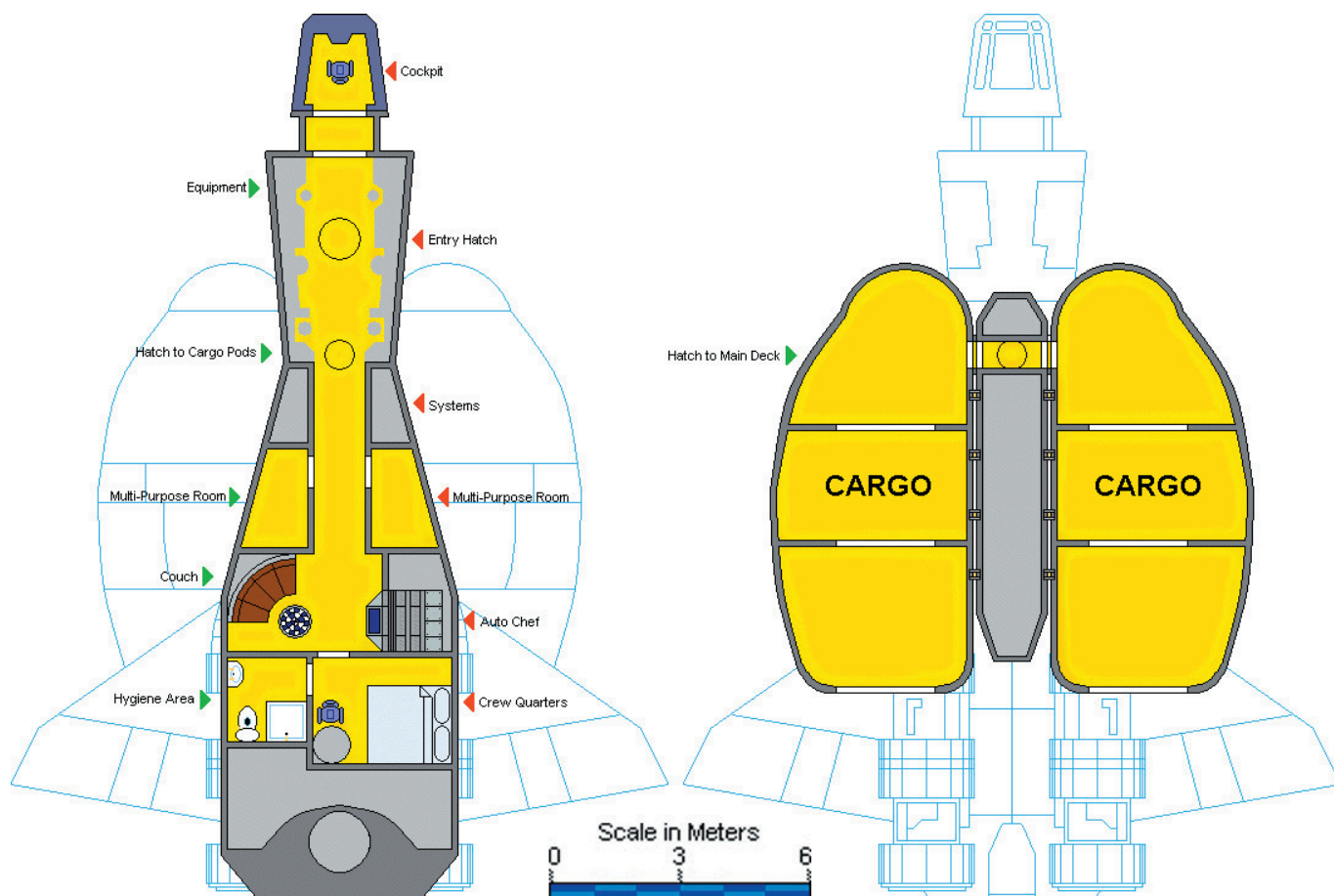


Length: 42 meters
Skill: Space transports: *Xylines* Spacetug
Crew: 2
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 255 metric tons
Consumables: 2 weeks
Cost: 20,000 (used)
Maneuverability: 1D
Space: 2
Atmosphere: 80; 230 km/h
Hull: 3D
Sensors:
Passive: 5/+1
Scan: 15/1D
Search: 25/1D+1
Focus: 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

Craft: Starfeld Industries Z-10 Seeker
Alignment: General
Era: Rise of the Empire
Source: 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 widely
Passengers: 2
Cargo Capacity: 45 metric tons
Consumables: 2 months
Cost: 86,000 (new), 69,000 (used)
Nav Computer: Yes
Hyperdrive: x1





Hyperdrive Backup: x12

Maneuverability: 3D

Space: 7

Atmosphere: 350; 1,000 km/h

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.

Skill: Space transports: Lantillan short hauler

Crew: 2

Crew Skill: Varies widely

Passengers: 6

Cargo Capacity: 85 metric tons

Consumables: 1 month

Cost: 20,500 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 km/h

Lantillan Short Hauler

Craft: Lantillan Short Hauler

Alignment: General

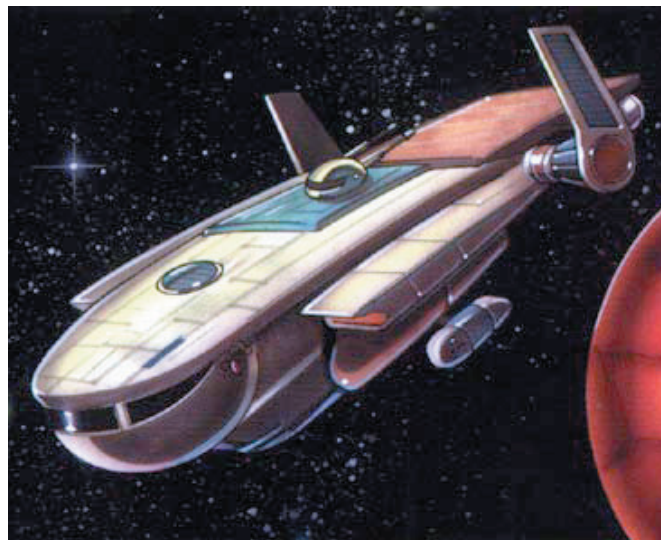
Era: Rise of the Empire

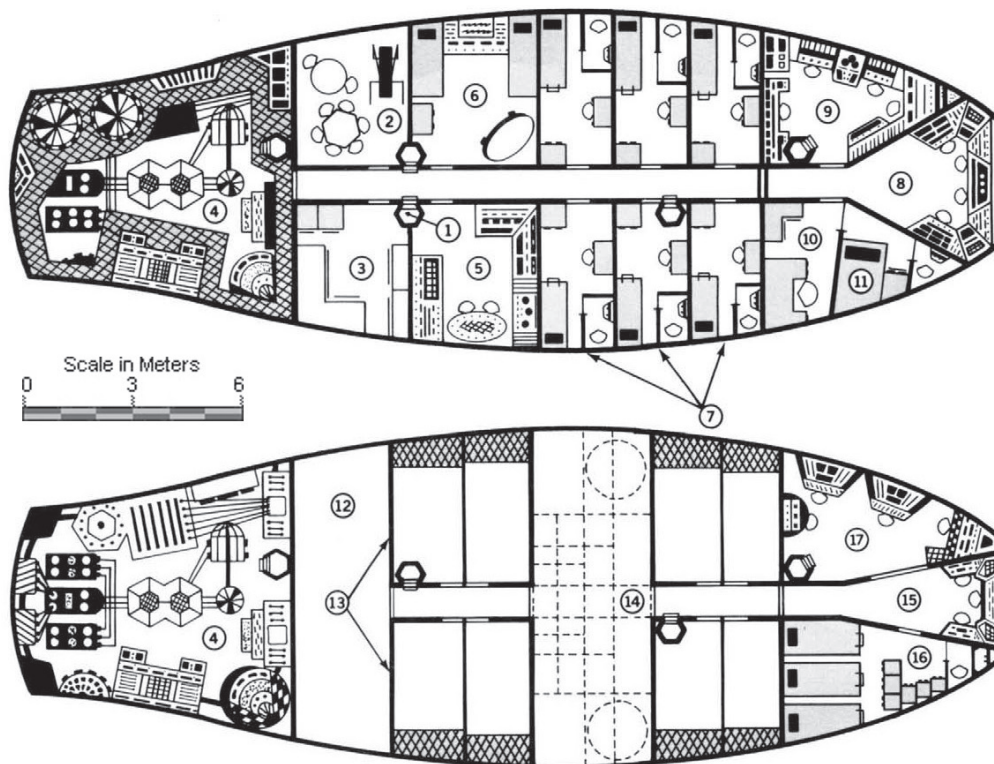
Source: Pirates & Privateers (page 65)

Type: Light freighter

Scale: Starfighter

Length: 27 meters





1. Upper Airlock
2. Rec Room
3. Galley
4. Engine Room
5. Tech Shop
6. Medical Bay
7. Crew Quarters
8. Bridge
9. Comm Station
10. Captain's Office
11. Captain's Quarters
12. Storage
13. Storage
14. Loading Area & Docking Platform
15. Control Room
16. Quarters
17. Sensors Suite Room

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

Craft: Rendili-Surron *Starlight*-class Freighter

Alignment: General

Era: Rise of the Empire

Source: 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 km/h

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

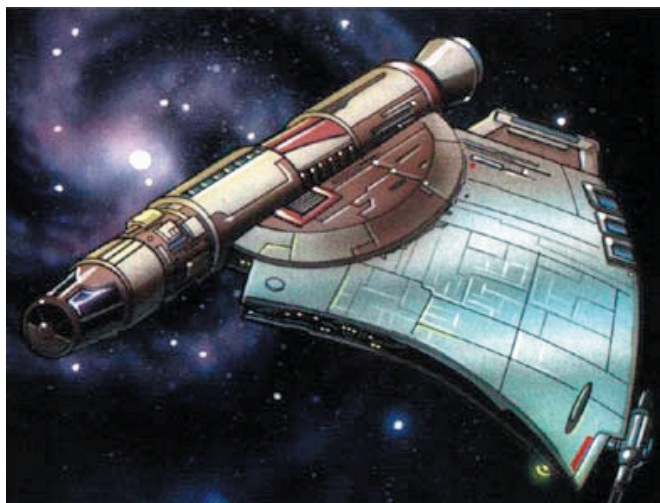
Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D

Starlight Freighter



XS-800 Light Freighter

Craft: Corellian Engineering Corporation XS-800 Light Freighter

Alignment: General

Era: Rise of the Empire

Type: Light freighter

Scale: Starfighter

Length: 30.2 meters

Skill: Space transports: XS-800

Crew: 1 to 2 (can coordinate)

Passengers: 8

Cost: 37,500 (new)

Cargo Capacity: 115 metric tons

Consumables: 2 months

Nav Computer: Yes

Hyperdrive: x3

Hyperdrive Backup: x15

Space: 6

Atmosphere: 330; 950 km/h

Maneuverability: 2D

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

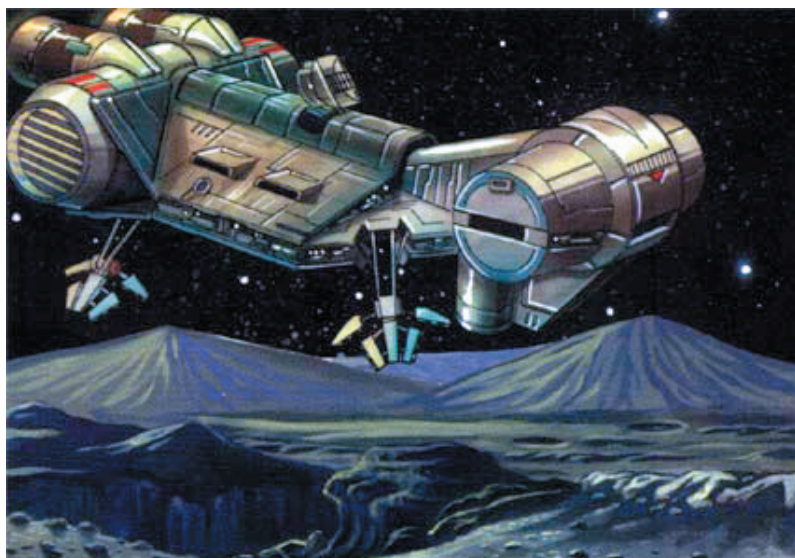
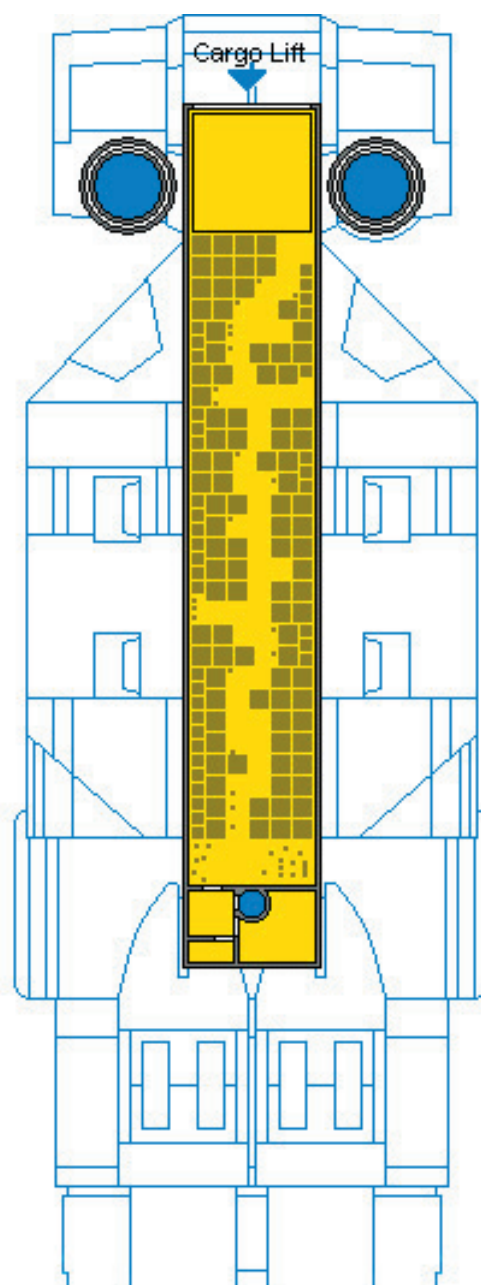
Skill: Starship gunnery

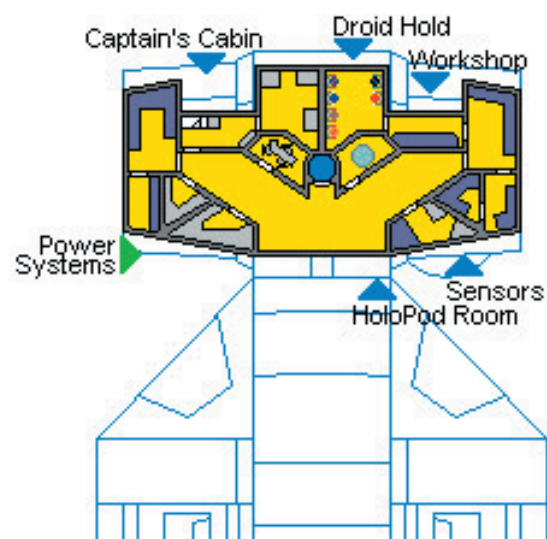
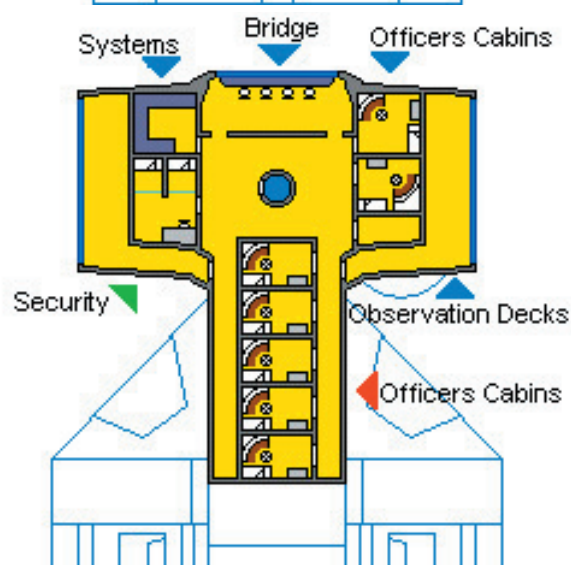
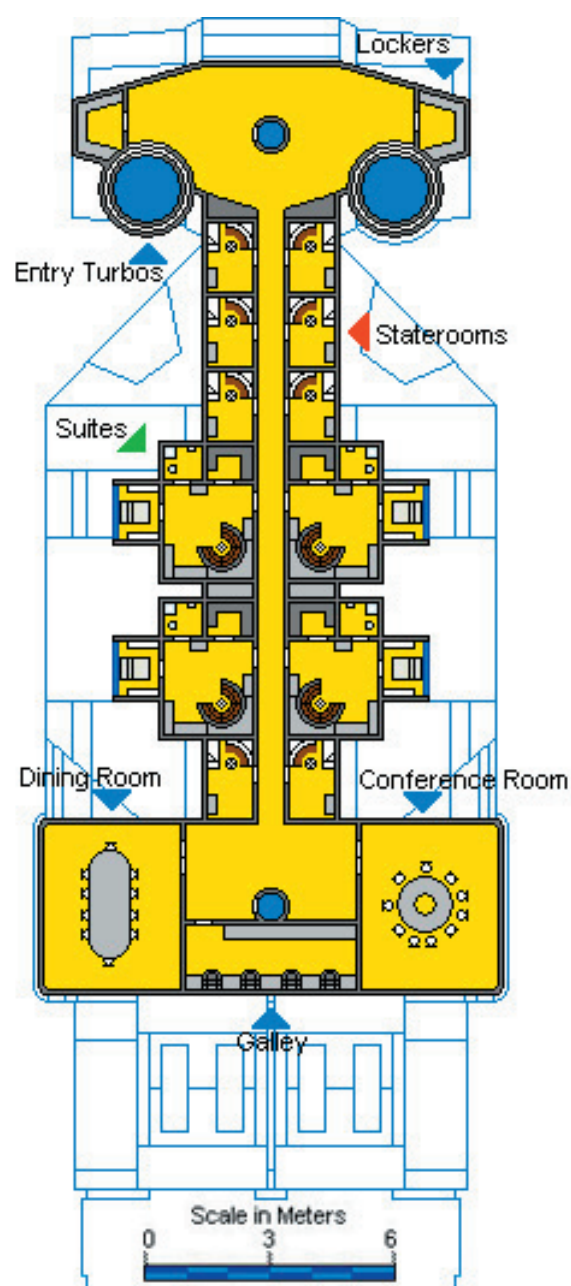
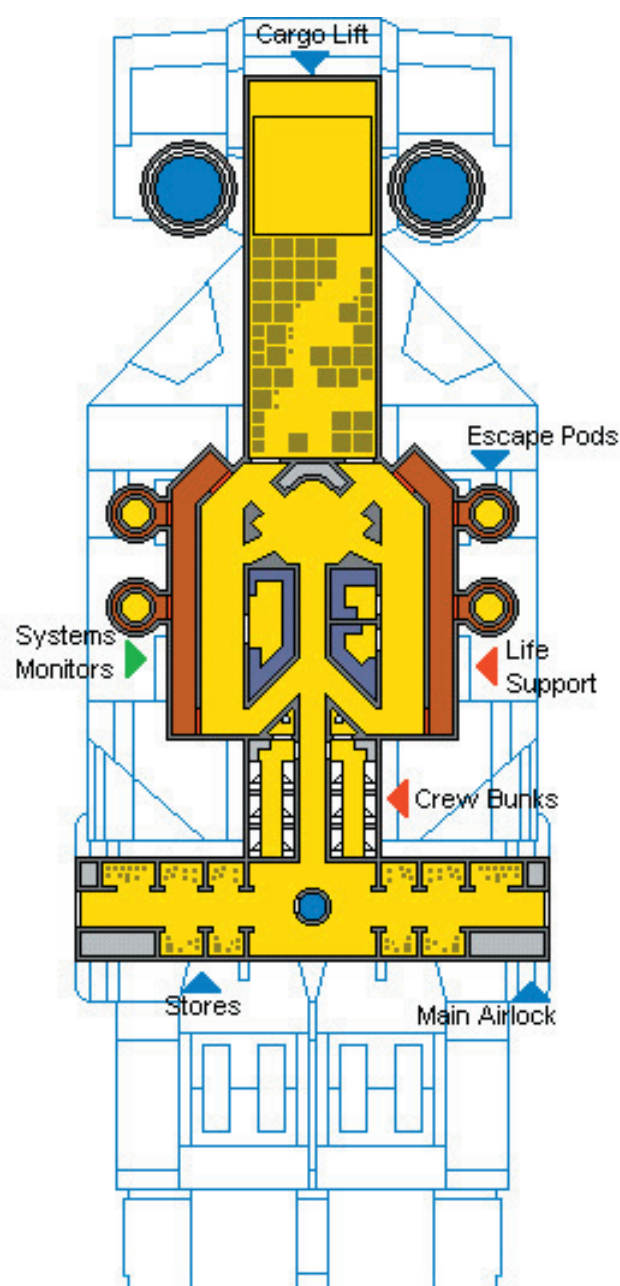
Fire Control: 2D

Space Range: 1-3/12/25

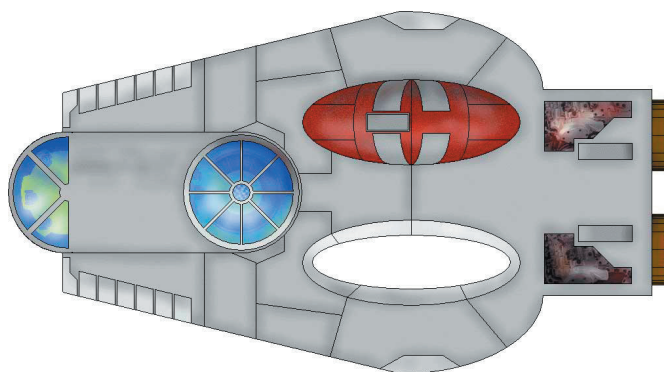
Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D





Corona Transport



Craft: Kuat Drive Yards Corona Transport

Alignment: 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 km/h

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

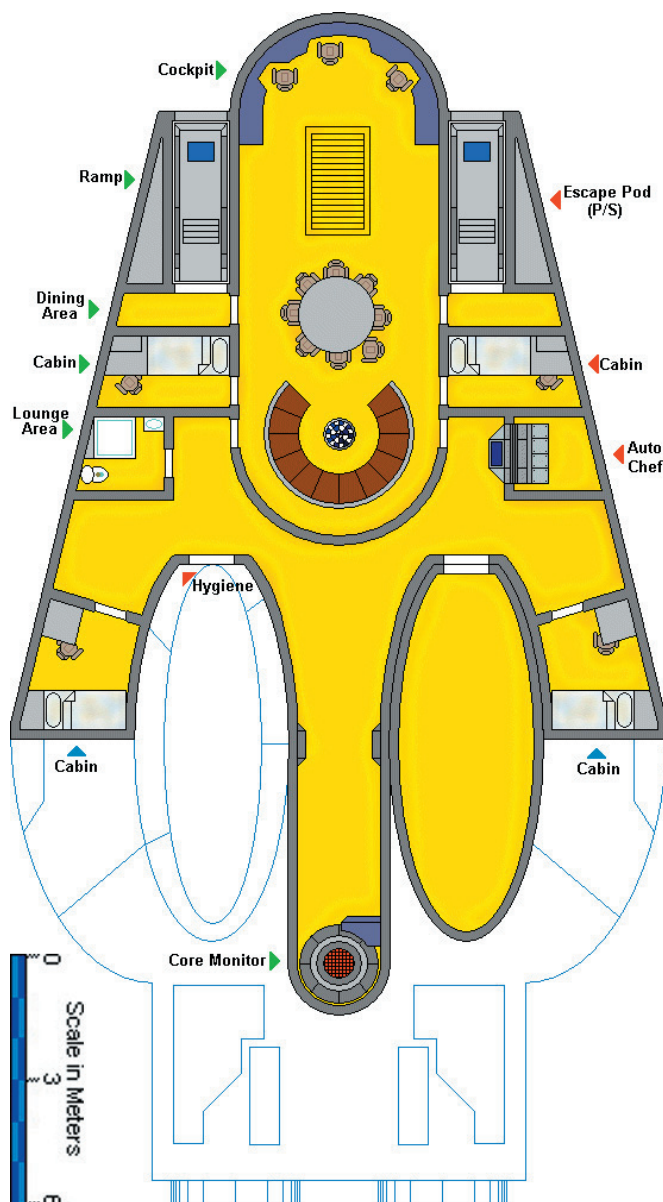
Fire Control: 2D

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

Alignment: General / Rebel Alliance

Era: Rise of the Empire

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

Cost: 65,000 credits

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 km/h

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

B-7 Light Freighter

Craft: Loronar B-7 Light Freighter

Alignment: General

Era: Rise of the Empire

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 km/h

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

3-Z Light Freighter

Craft: Nova-Drive 3-Z Light Freighter

Alignment: General

Era: Rise of the Empire

Type: Light Freighter

Scale: Starfighter

Length: 28 meters

Skill: Space Transports: Nova-Drive 3-Z

Crew: 2

Passengers: 8

Cargo Capacity: 150 metric tons

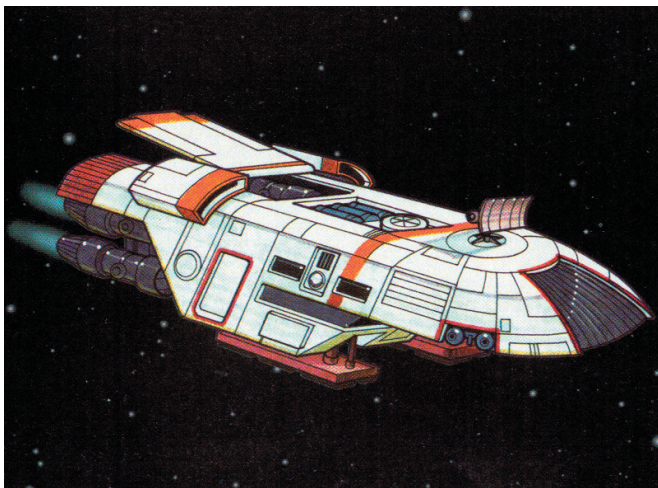
Consumables: 2 months

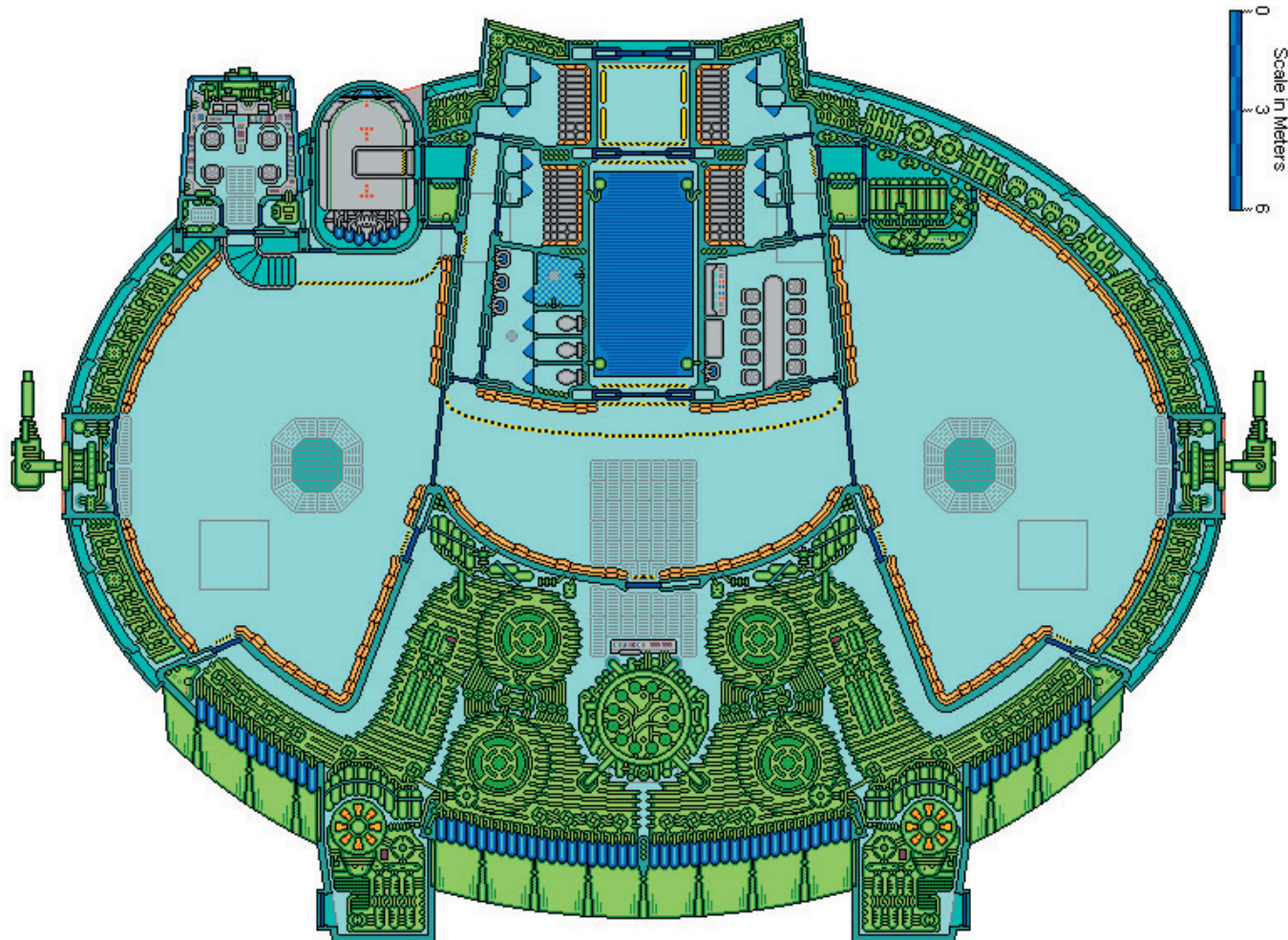
Cost: 60,000 credits (new), 20,000 credits (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes





Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 km/h

Hull: 4D+2

Shields: 1D

Sensors:

Passive: 20/0D

Scan: 30/1D

Search: 40/1D+2

Focus: 2/2D

Weapons:

Two 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: 3D

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 km/h

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

Stalwart Light Freighter

Craft: Stalwart-class Light Freighter

Alignment: General

Era: Rise of the Empire

Source: Pirates & Privateers (page 65)

Type: Stock light freighter

Scale: Starfighter

Length: 19.7 meters



Jermaguim Light Freighter



Craft: SoroSuub *Jermaguim*-class Light Freighter

Alignment: 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 km/h

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-3 Light Freighter

Craft: CorellianSpace *Gymsnor-3* Freighter

Alignment: General

Era: Rise of the Empire

Source: *Pirates & Privateers* (pages 62-63)

Type: Light freighter

Scale: Starfighter

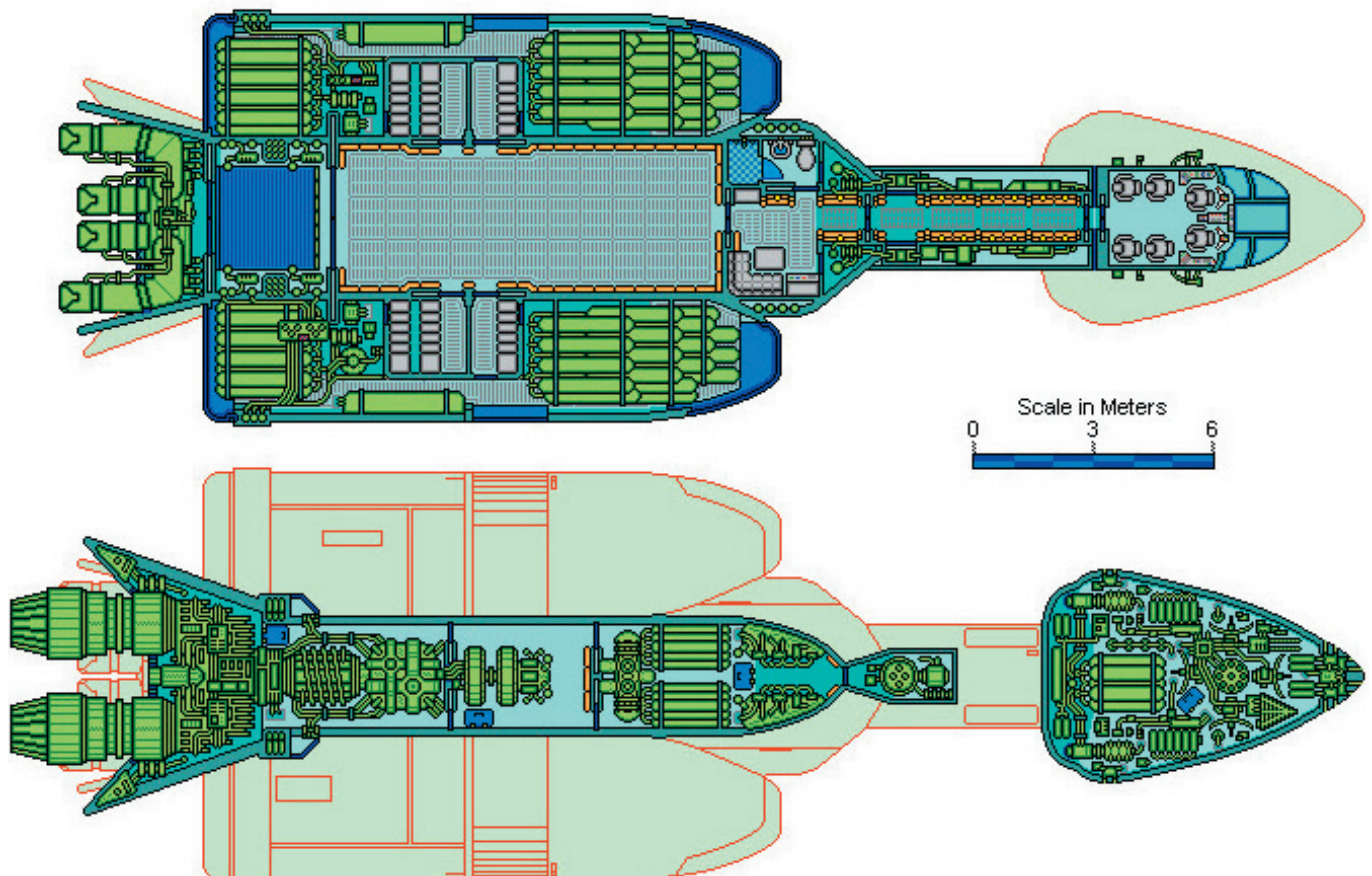
Length: 34.1 meters

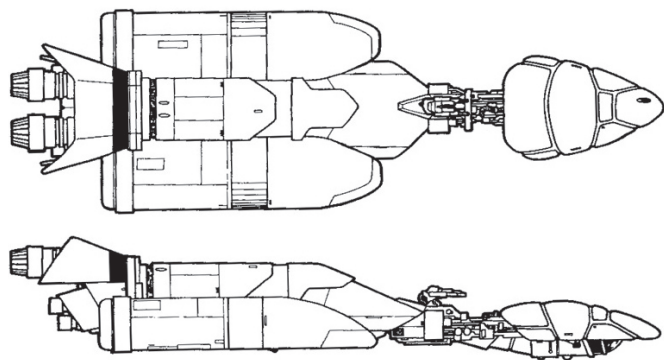
Skill: Space transports: *Gymsnor-3* freighter

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 km/h

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

Consumables: 2 months

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Yes

Maneuverability: 1D

Space: 3

Atmosphere:

260; 750 km/h

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.



Nyubba Cargo Barge Driver

Craft: SoroSuub Transport Systems *Nyubba*-class Cargo Barge Driver

Alignment: General

Era: Rise of the Empire

Type: Cargo barge driver

Scale: Starfighter

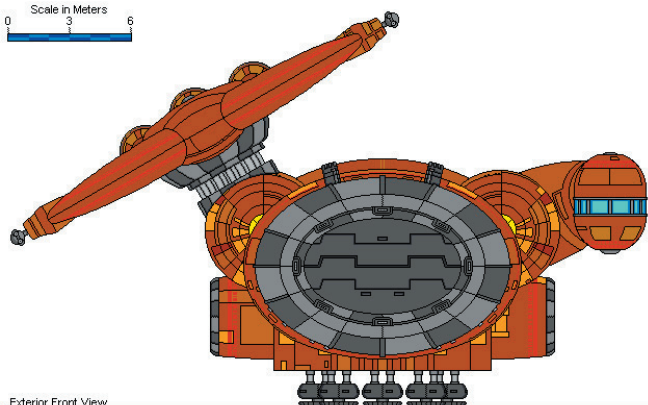
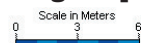
Length: 22 meters

Skill: Space transports: *Nyubba*-class

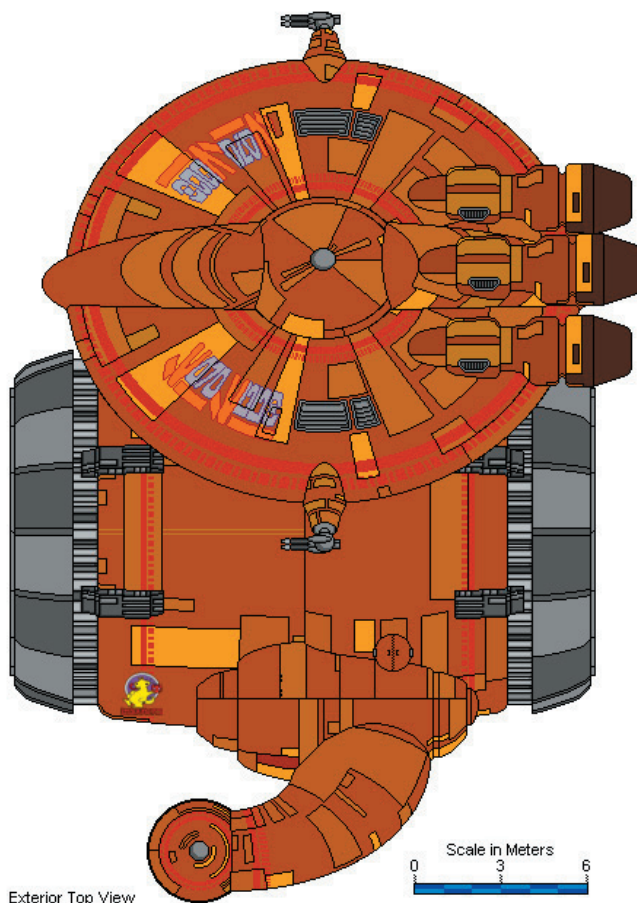
Crew: 2

Passengers: 2

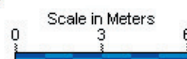
Cargo Capacity: 200 metric tons

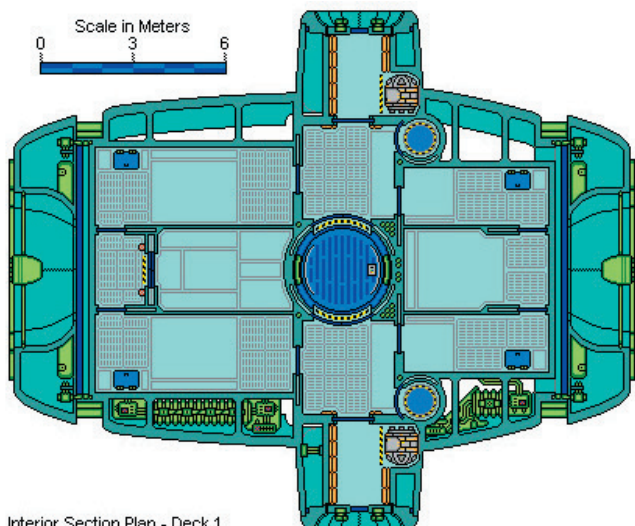


Exterior Front View

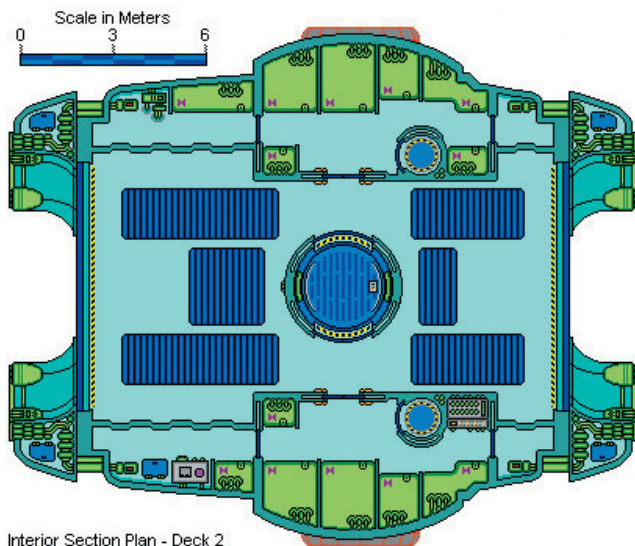


Exterior Top View

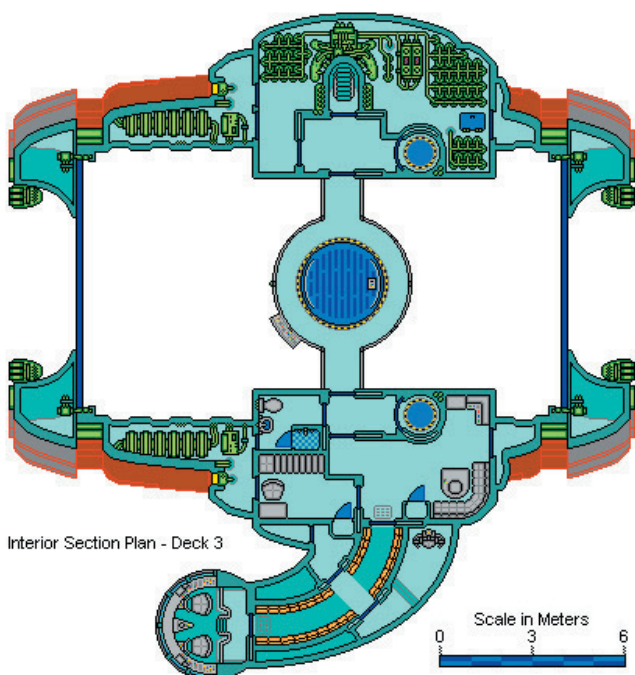




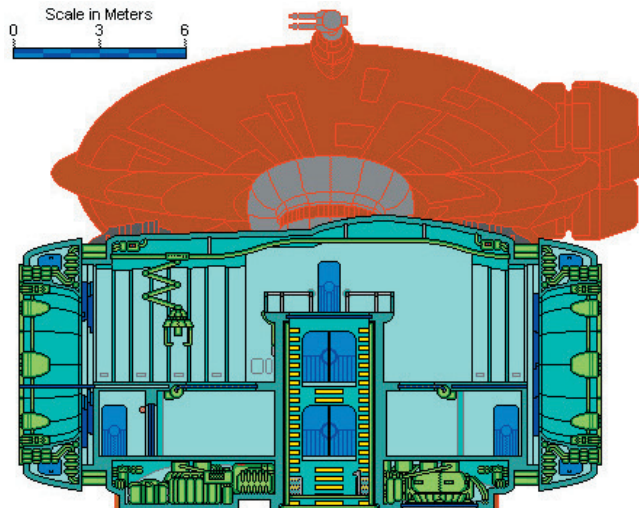
Interior Section Plan - Deck 1



Interior Section Plan - Deck 2



Interior Section Plan - Deck 3



Interior Section Plan - Mid-Sagittal Section

HT-2200 Medium Freighter

Craft: Corellian Engineering Corporation HT-2200

Alignment: General

Era: Rise of the Empire

Source: Pirates & Privateers (page 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 km/h

Hull: 5D

Shields: 1D

Sensors:

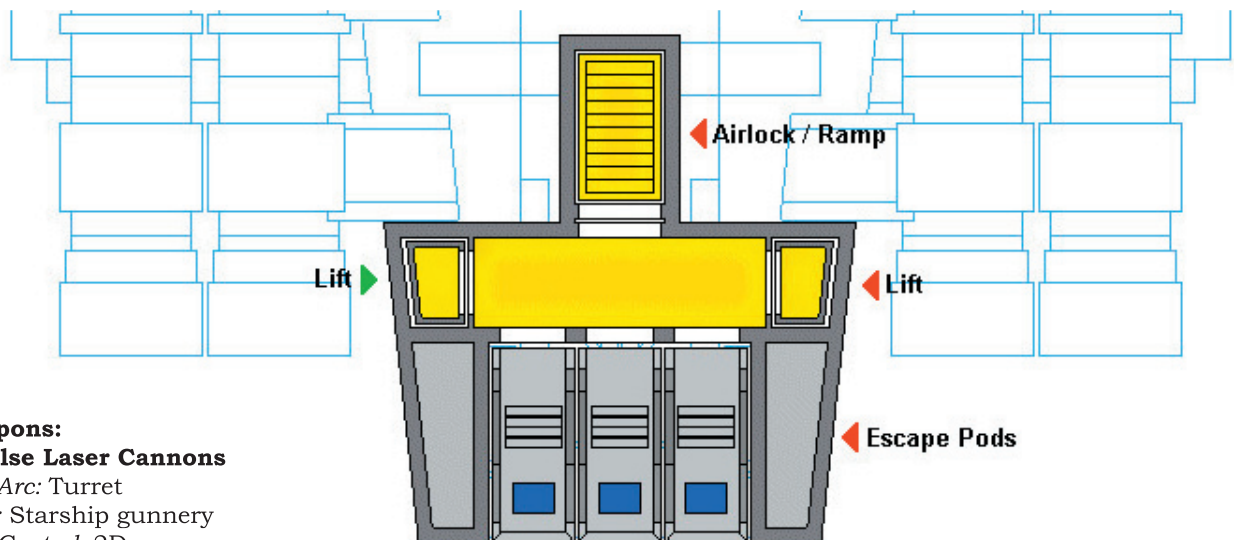
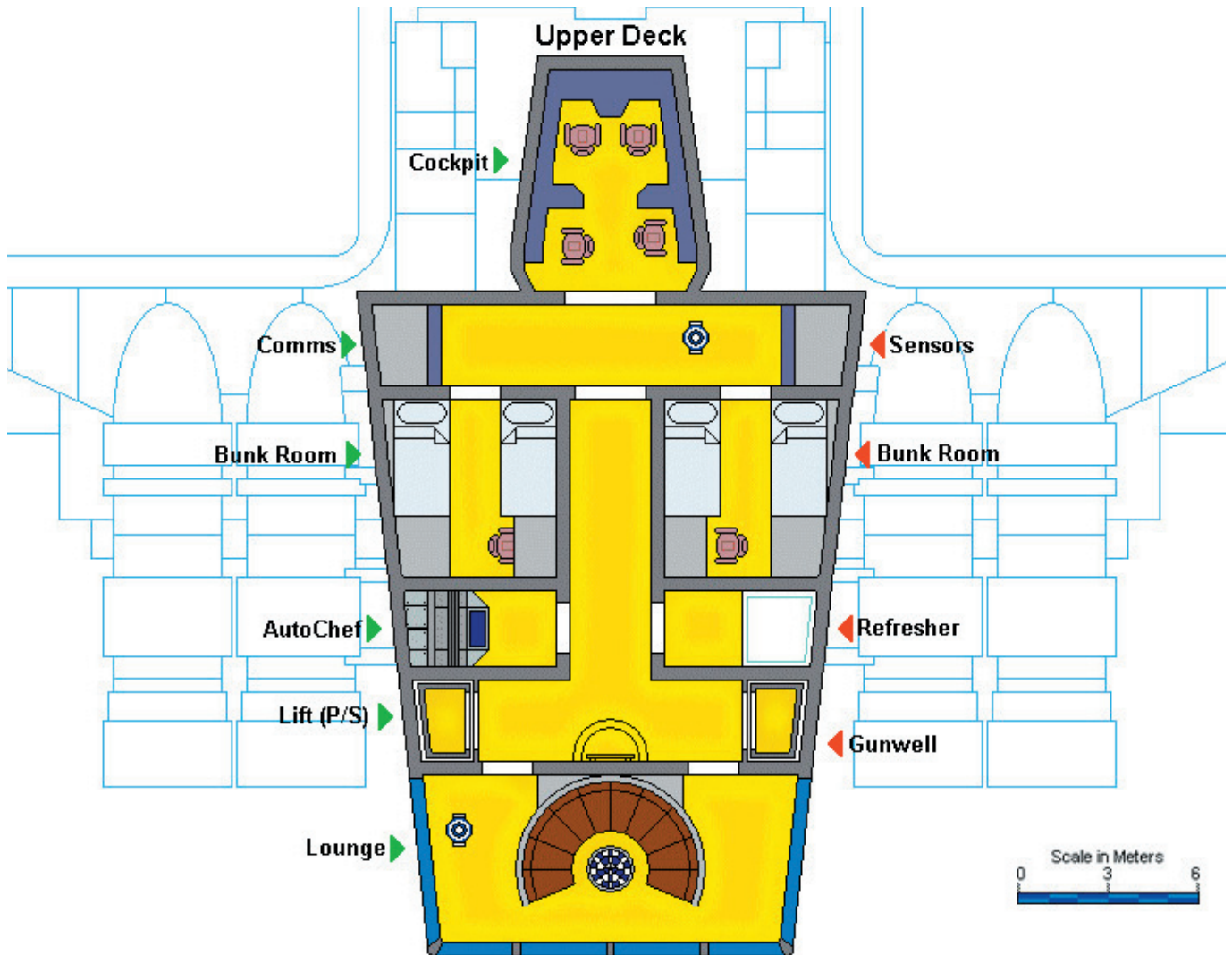
Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D





Weapons:

2 Pulse Laser Cannons

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

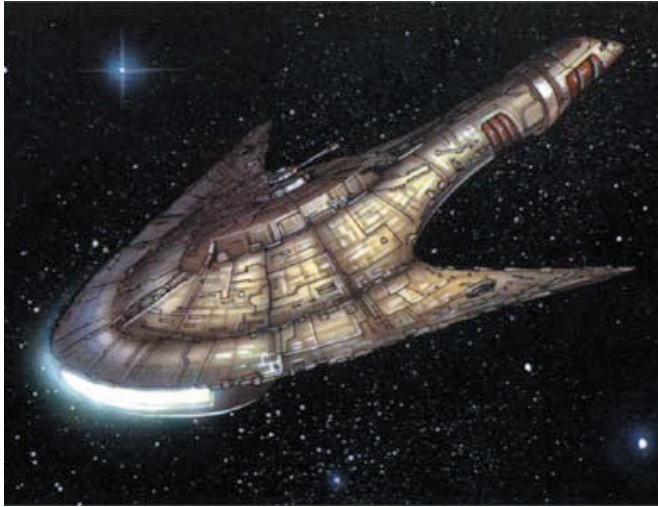
Space Range: 1-3/12/25

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.

Kazellis Light Freighter



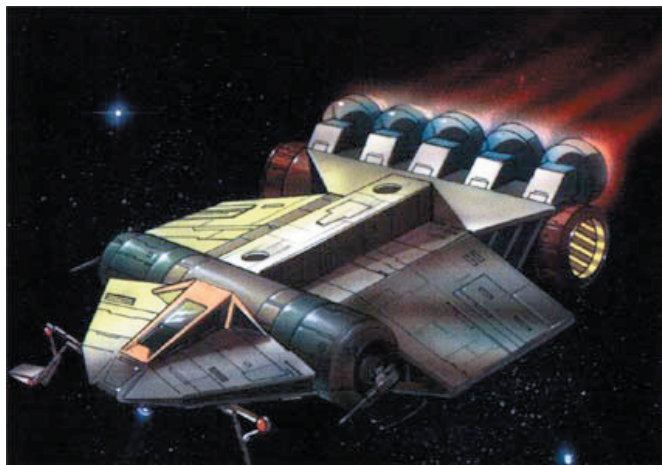
Craft: Kazellis Corporation Light Freighter
Alignment: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 61)
Type: Stock light freighter
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Kazellis freighter
Crew: 1
Crew Skill: Varies widely
Passengers: 3
Cargo Capacity: 100 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 km/h
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+1

DeepWater Light Freighter

Craft: Mon Calamari *DeepWater*-class Light Freighter
Alignment: General
Era: Rise of the Empire
Type: Light Freighter
Scale: Starfighter
Length: 45 meters
Skill: Space transports: DeepWater
Crew: 1 or 2
Passengers: 6
Cost: 99,000
Cargo Capacity: 85 metric tons
Consumables: 2 months
Nav Computer: Yes
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Space: 6
Atmosphere: 330; 950 km/h
Maneuverability: 1D
Hull: 3D
Shields: 2D * (+1 versus physical damage in aquatic mode)
 * 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.
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



TL-1800 Transport



Craft: Suwantek Systems TL-1800 Transport

Alignment: General

Era: Rise of the Empire

Source: Pirates & Privateers (page 64)

Type: Stock light freighter

Scale: Starfighter

Length: 30 meters

Skill: Space transports: TL-1800 transport

Crew: 1 to 2

Crew Skill: Varies widely

Passengers: 7

Cargo Capacity: 110 metric tons

Consumables: 3 months

Cost: 28,000

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D+2

Space: 4

Atmosphere: 280; 800 km/h

Hull: 4D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Two 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

L19 Heavy Freighter

Craft: Surrion StarTech L19 Heavy Freighter

Alignment: General

Era: Rise of the Empire

Source: Pirates & Privateers (pages 65-66)

Type: Short-range 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: 28,500 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 km/h

Hull: 5D

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

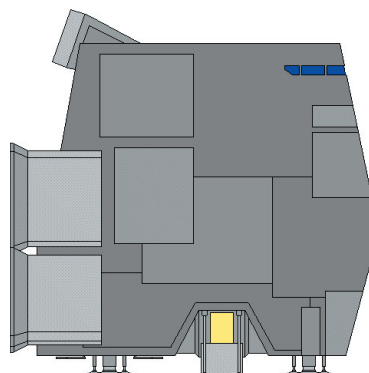
Fire Control: 2D

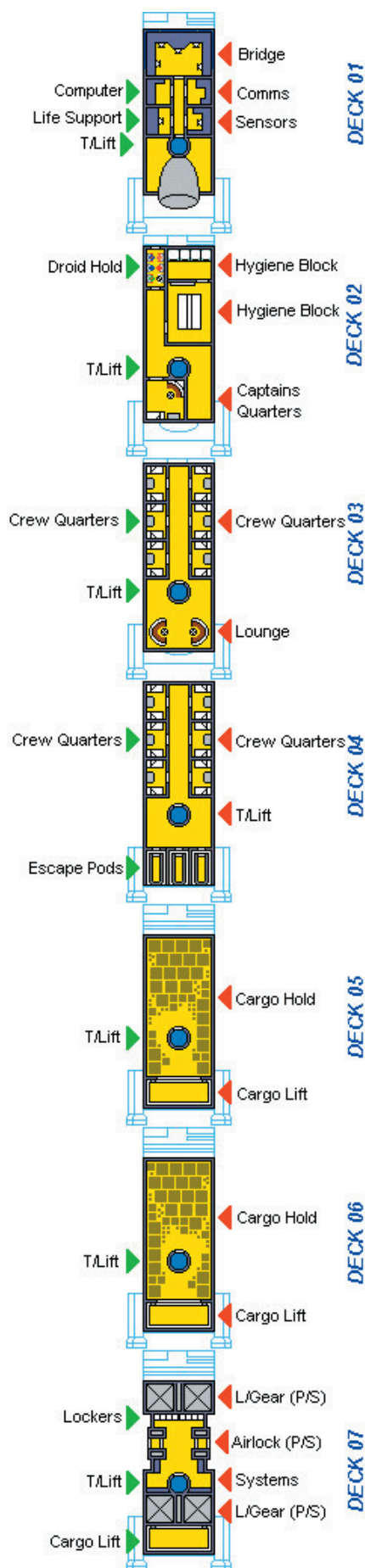
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Subla Ransom Medium Cargo Hauler





Craft: Subla Ransom Cargo Hauler

Alignment: 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 km/h

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

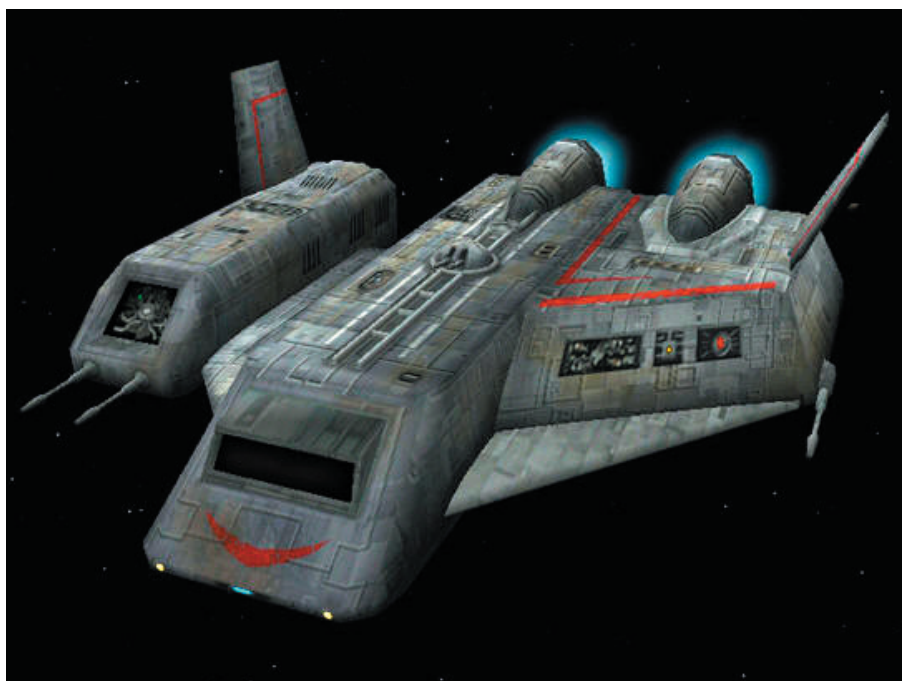
Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

Muurian Transport



Craft: Muurian Interestellar Transport

Alignment: General

Era: Rise of the Empire

Type: Light transport

Scale: Starfighter

Length: 30 m

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 km/h

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

Fire Arc: Front

Skill: Starship gunnery

Ammo: 6

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 7D

Helix Light Freighter

Craft: Arakyd Helix Light Freighter

Alignment: Empire

Era: Rise of the Empire

Type: Light freighter

Scale: Starfighter

Length: 30.9 meters

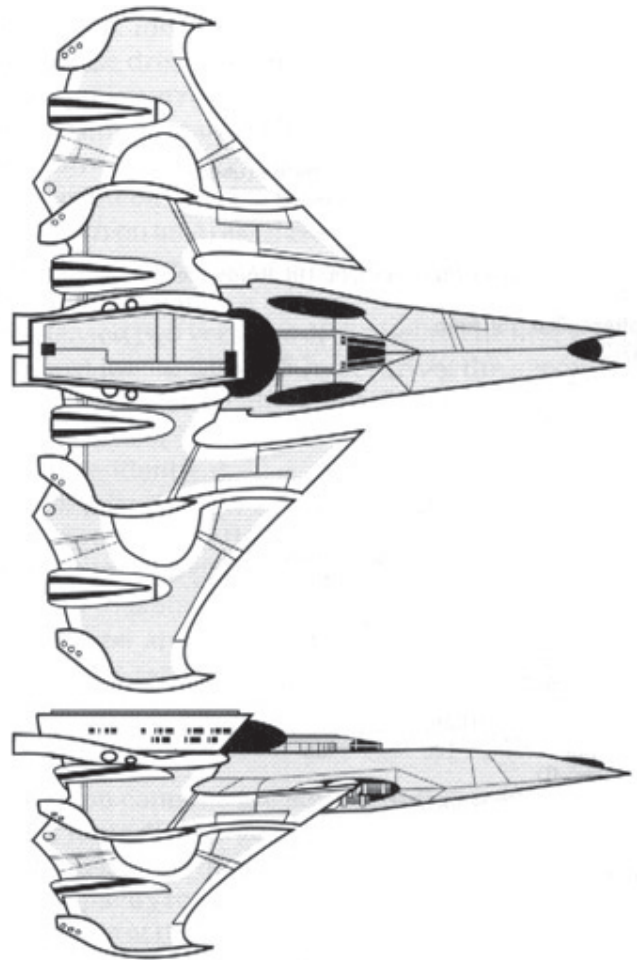
Skill: Space transports: Arakyd Helix

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 atmosphere)

Space: 7

Atmosphere: 260; 750 km/h

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

YZ-900 Transport

Craft: Corellian Corp. YZ-900 Transport

Alignment: 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 km/h

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

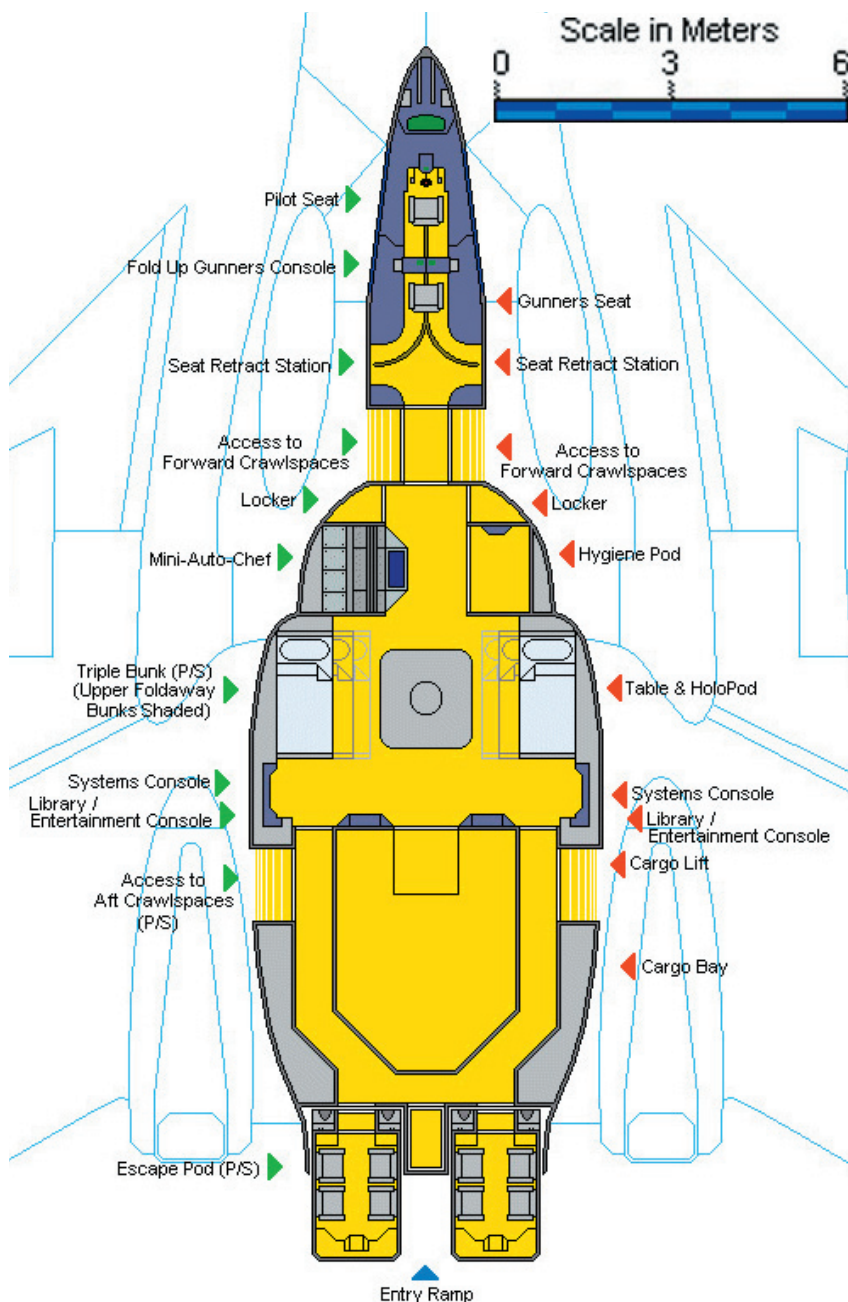
Skill: Missile weapons

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 8D



1 Proton Torpedo Launcher

Fire Arc: Front

Skill: Starship gunnery

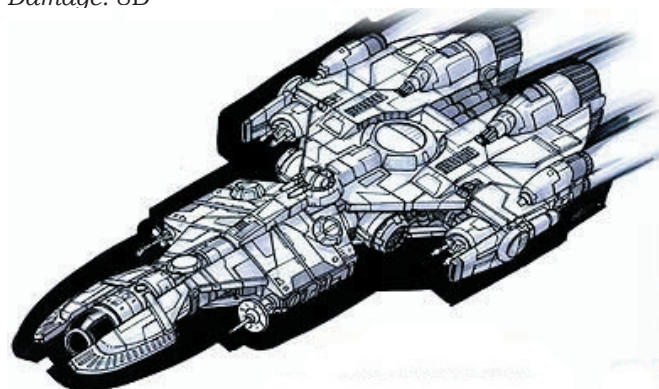
Fire Control: 1D

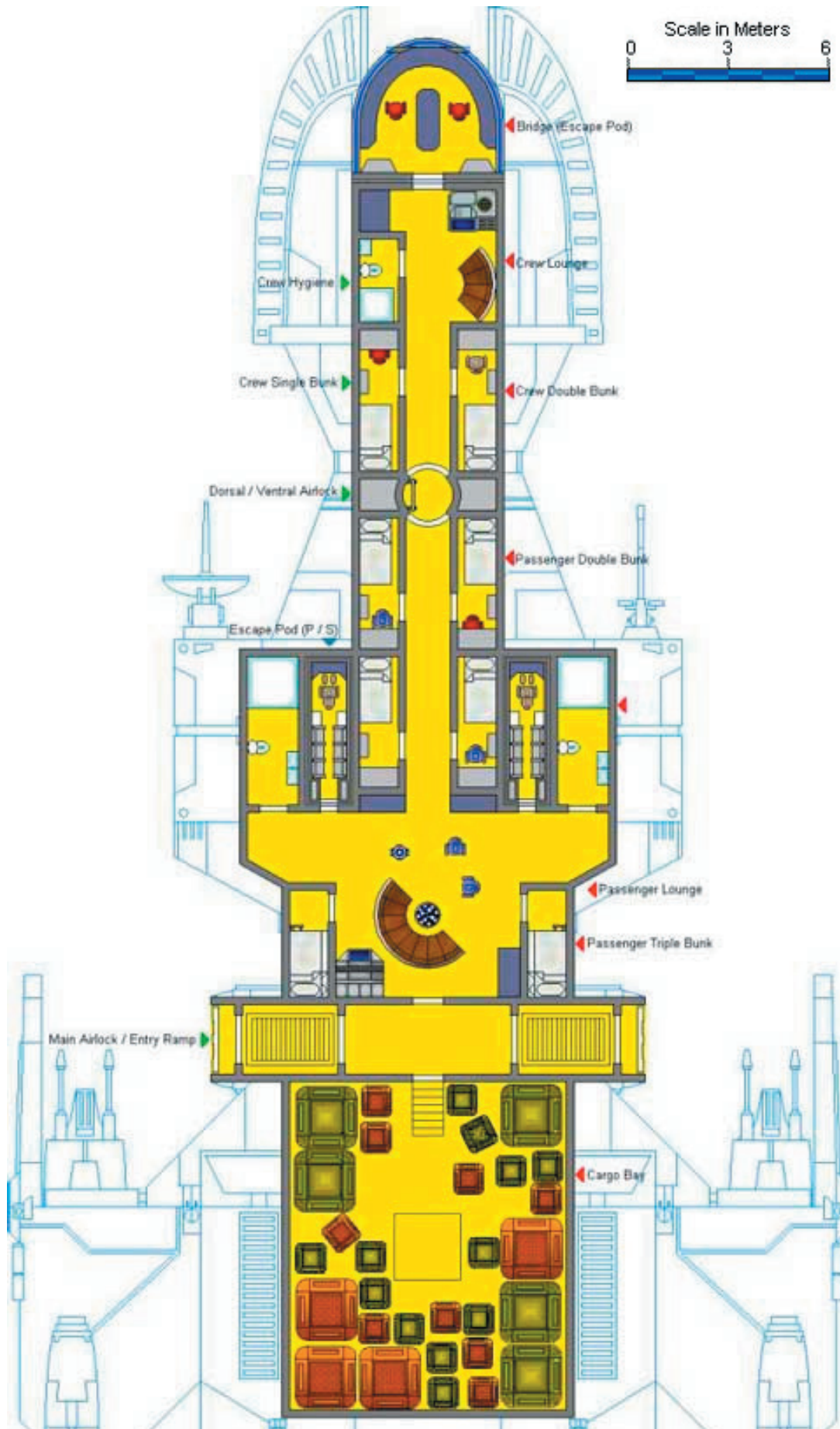
Space Range: 1/3/7

Atmosphere Range: 100/300/700 m

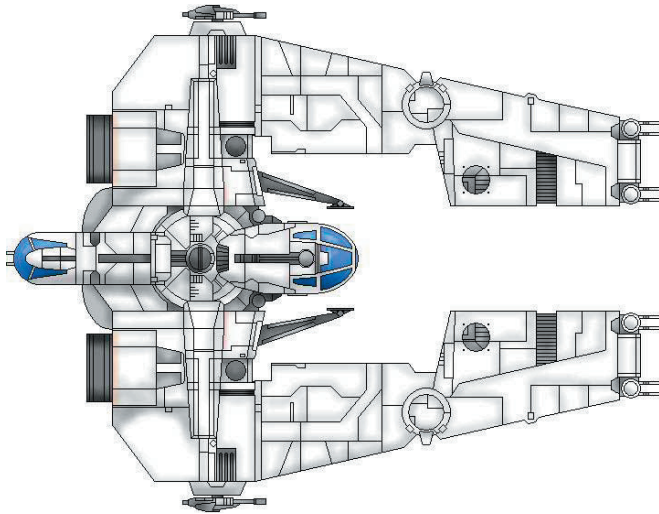
Damage: 9D

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.

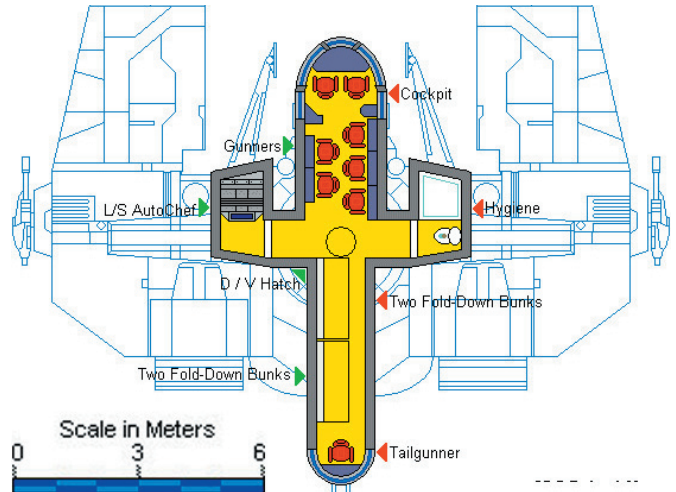




VCX-820 Escort Freighter



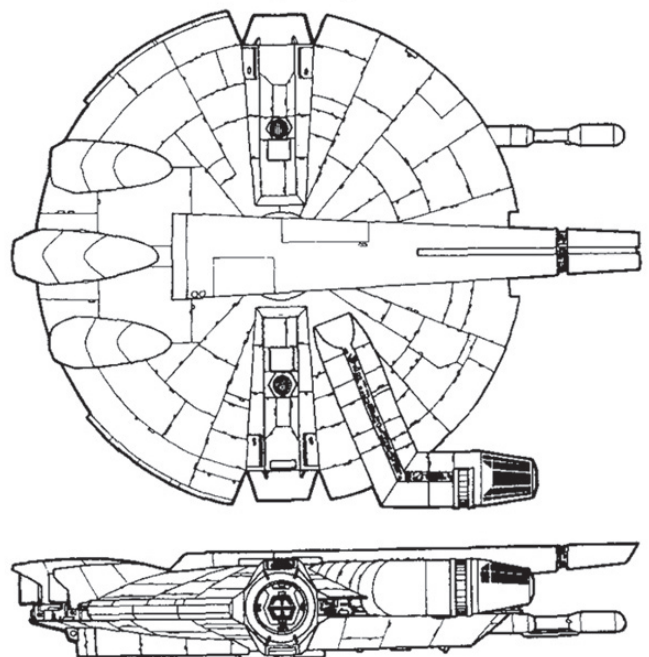
Craft: VCX-820 Escort Freighter
Alignment: General
Era: Rise of the Empire
Type: Light Freighter
Scale: Starfighter
Length: 20.2 meters
Skill: Space Transports: VCX-820
Crew: 2, gunners: 6
Cargo Capacity: 1 metric ton
Consumables: 6 months
Cost: 450,000 (new), 300,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 6
Atmosphere: 330; 950 km/h
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 m
Damage: 9D

YT-1210 Light Freighter

Craft: Corellian Engineering Corporation YT-1210 Transport
Alignment: 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 km/h
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

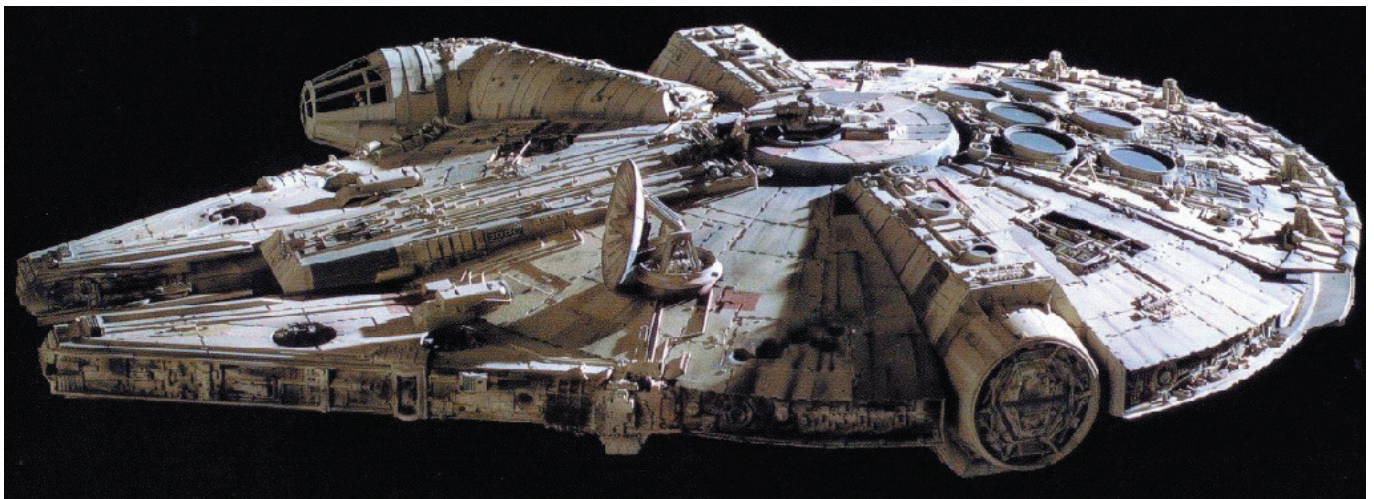
YT-1300 Transport

Craft: Corellian Engineering Corp. YT-1300 Transport
Alignment: General
Era: Rise of the Empire
Source: Core Rulebook (page 254), Platt's Smugglers Guide (pages 30-32), The Thrawn Trilogy Sourcebook (page 231), The Essential Guide to Vehicles and Vessels (pages 114-115)
Type: 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: 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 km/h
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

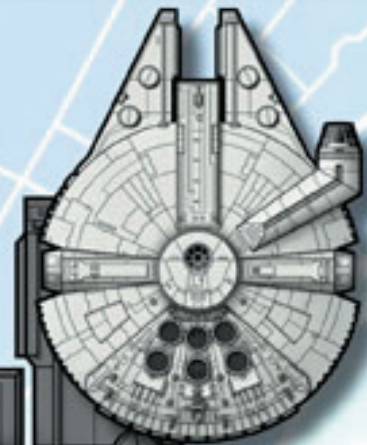
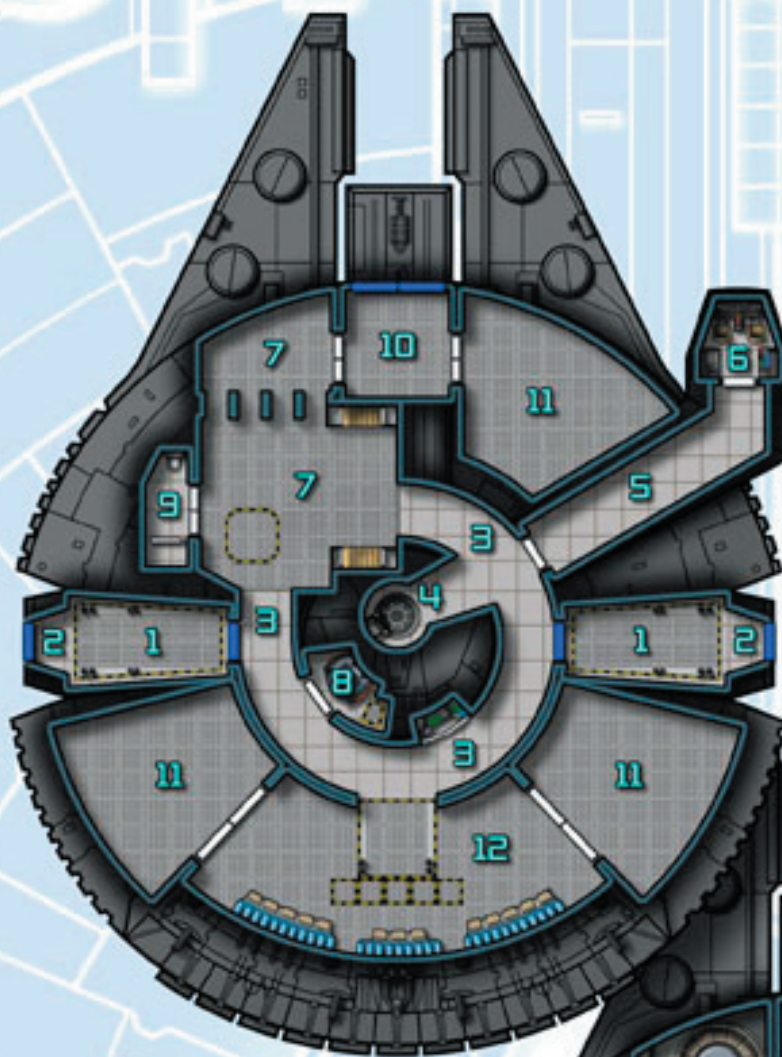
Modified Light Freighter

Craft: Modified Corellian YT-1300 Transport (with strap-on cargo pods)
Alignment: 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 km/h
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:



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**



WEST

2 Laser Cannons (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

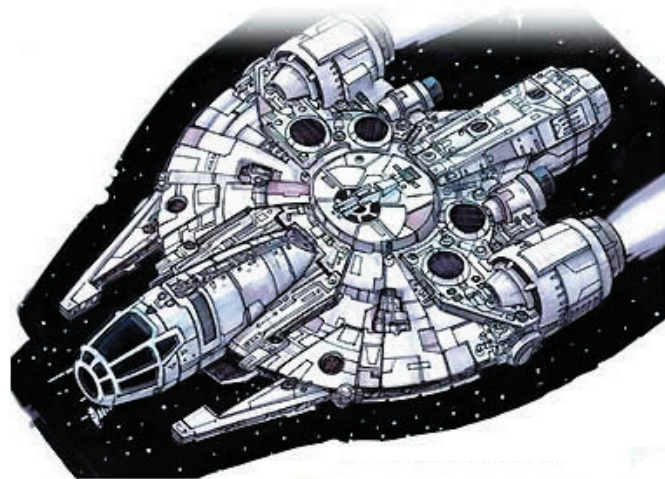
Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

YT-1760 Small Transport



Craft: Corellian Engineering YT-1760 Small Transport

Alignment: 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 km/h

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

YT-1930 Freighter

Craft: Corellian Engineering Corporation YT-1930

Alignment: General

Era: Rise of the Empire

Source: Starships of the Galaxy Web Enhancement

(page 3)

Type: Freighter

Scale: Starfighter

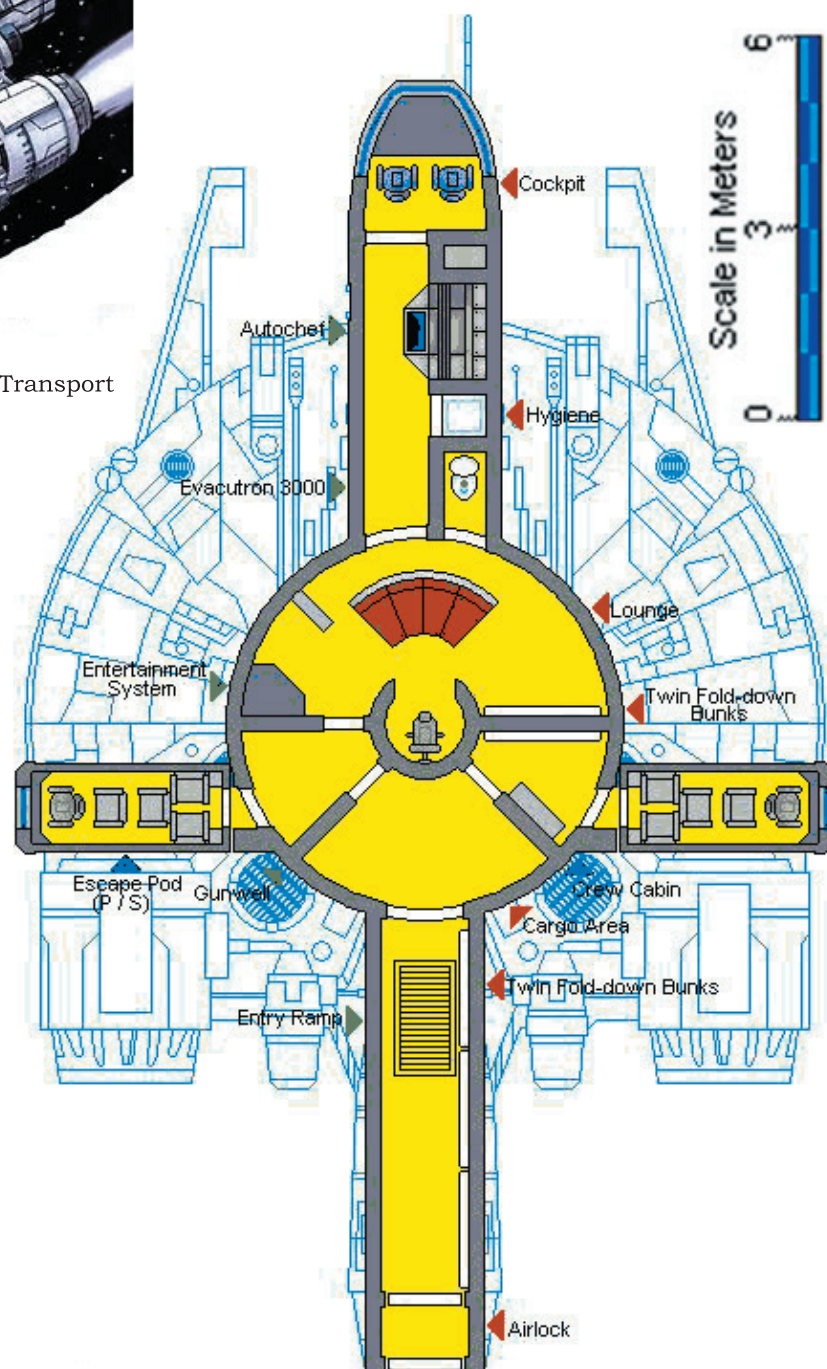
Length: 35 meters

Skill: Space transports: YT-1930

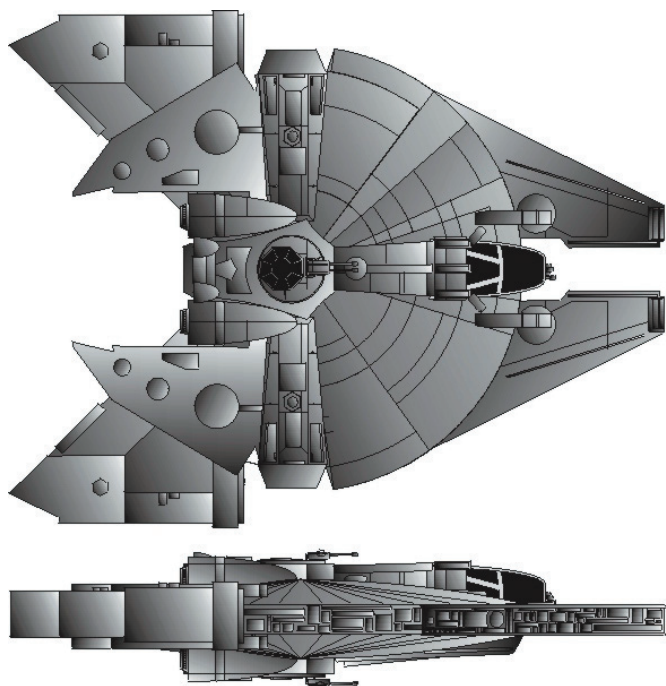
Crew: 2

Crew Skill: Varies

Passengers: 6



YT-2000 Transport

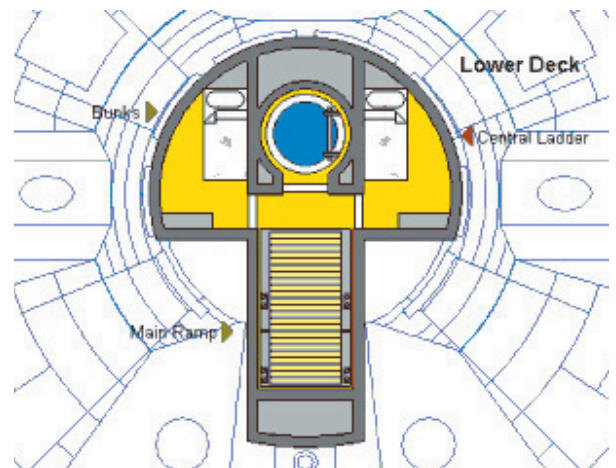
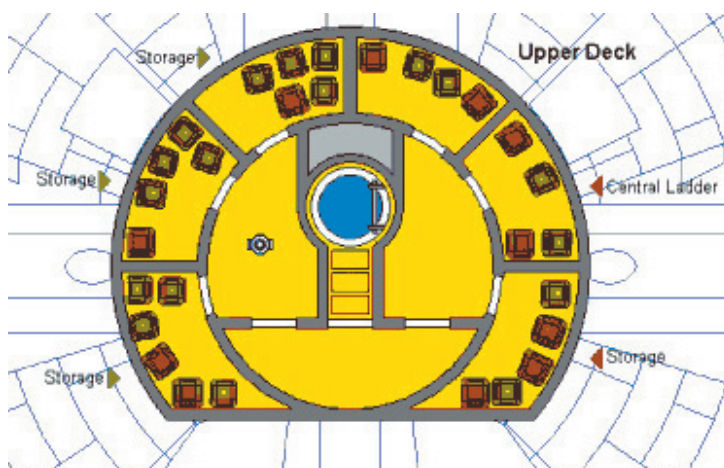
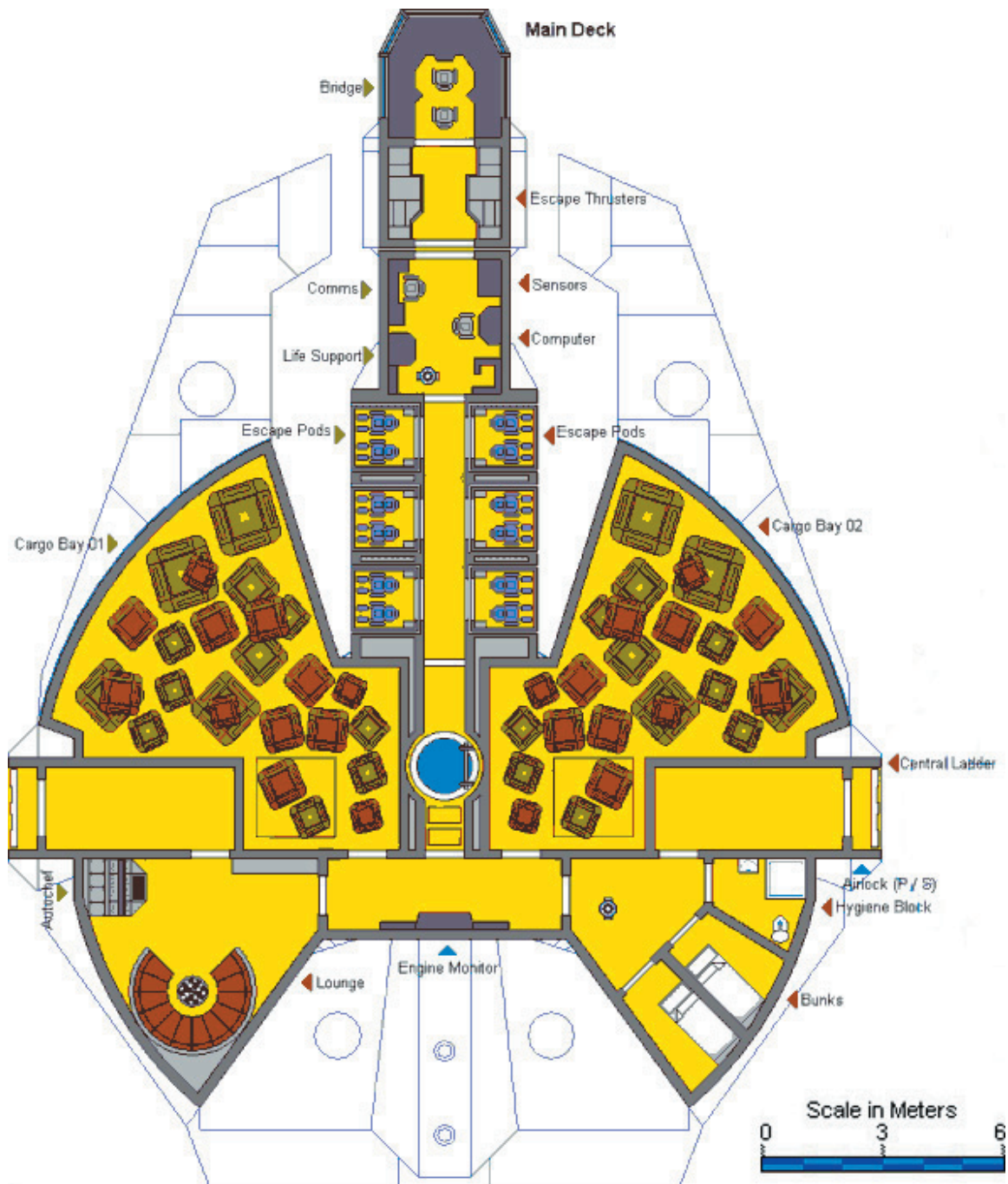


Cargo Capacity: 200 metric tons
Consumables: 4 months
Cost: 135,000 (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 km/h
Hull: 5D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Craft: Corellian Engineering Corp. YT-2000 Transport
Alignment: 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 km/h
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-2400 Light Freighter

Craft: Corellian Engineering Corporation YT-2400 Transport

Alignment: General

Era: Rebellion

Source: Pirates & Privateers (page 61), Starships of the Galaxy (page 88), The Essential Guide to Vehicles and Vessels (pages 32-33)

Type: Light freighter

Scale: Starfighter

Length: 21 meters

Skill: Space transports: YT-2400

Crew: 2, skeleton: 1/+10

Crew Skill: Varies widely

Passengers: 4

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 125,000 (new), 45,000 (used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 km/h

Hull: 5D

Shields: 2D

Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 75/2D+2

Focus: 3/3D

Weapons:

Heavy Double Laser Cannon

Fire Arc: Turret

Crew: 1

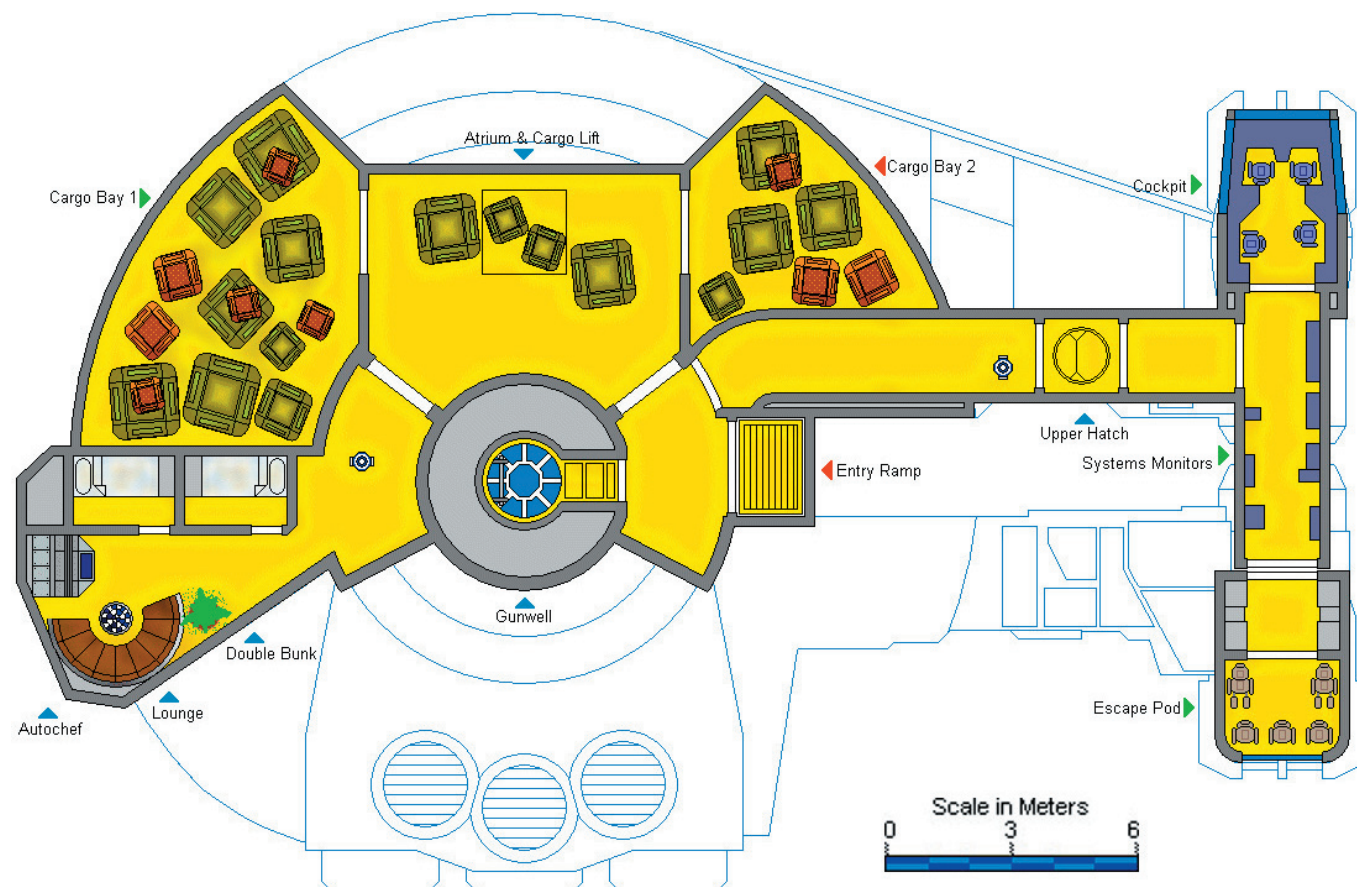
Skill: Starship gunnery

Fire Control: 1D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D



Crescent Transport



Craft: Hyrotil *Crescent*-class Transport

Alignment: General

Era: Rebellion

Source: *Pirates & Privateers* (pages 64-65)

Type: Stock light freighter

Scale: Starfighter

Length: 30 meters

Skill: Space transports: Crescent transport

Crew: 2

Crew Skill: Varies widely

Cargo Capacity: 80 metric tons

Consumables: 2 months

Cost: 25,000 (used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Atmosphere: 330; 950 km/h

Hull: 4D

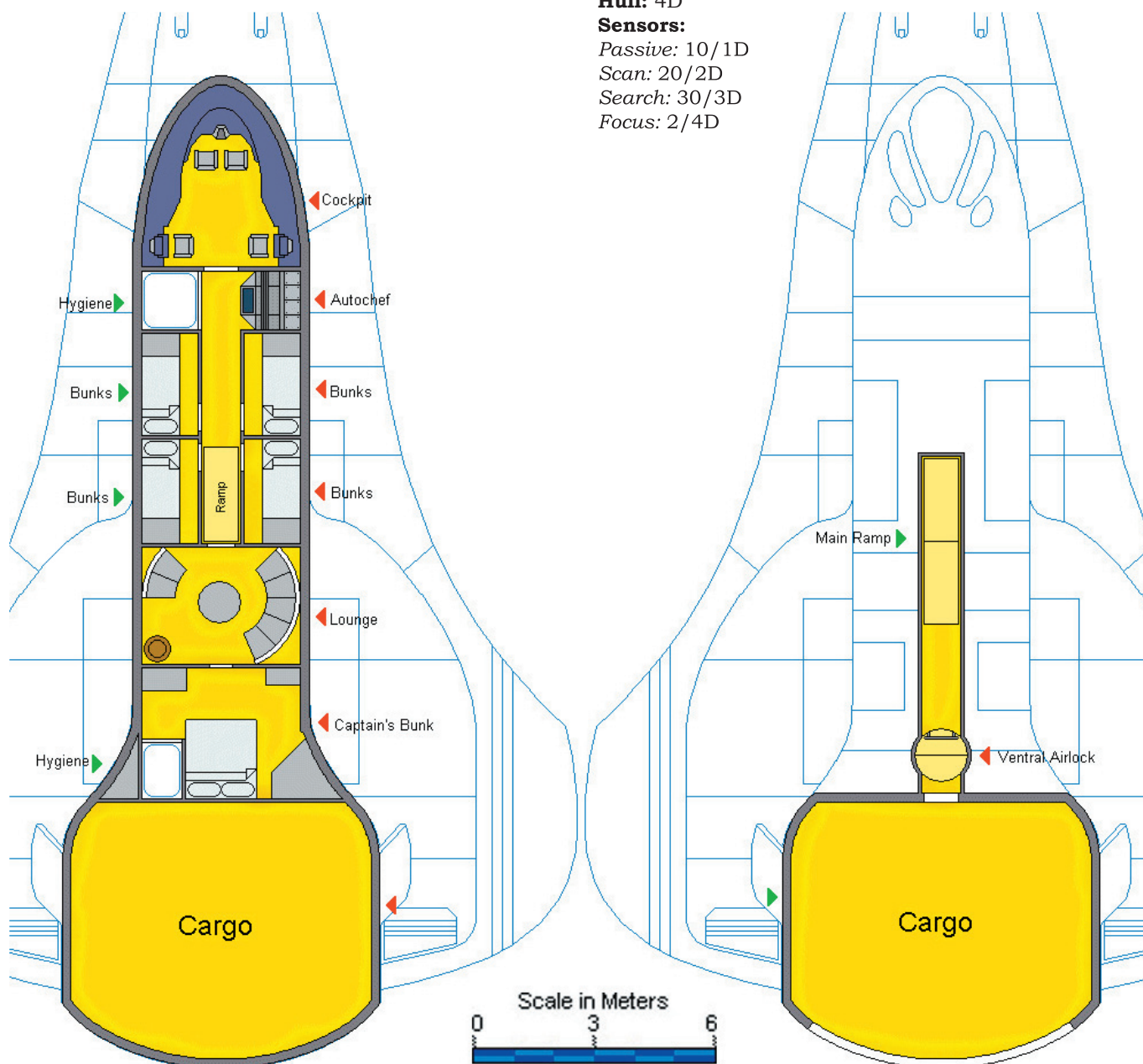
Sensors:

Passive: 10/1D

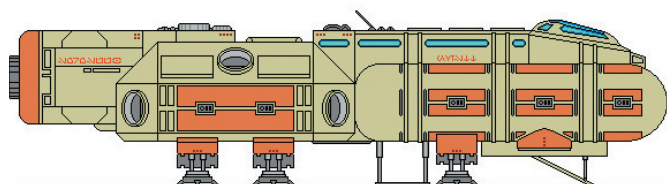
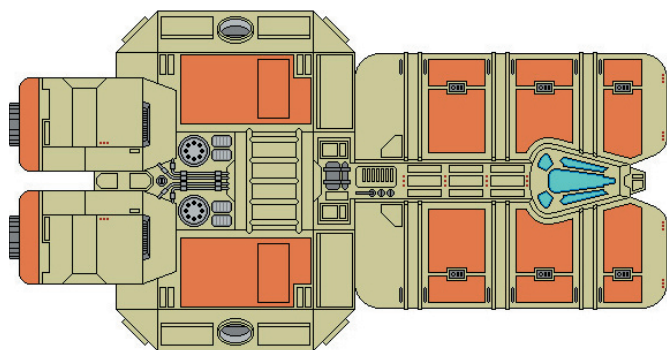
Scan: 20/2D

Search: 30/3D

Focus: 2/4D



Nesst Light Freighter



Craft: SoroSuub Nesst-class Light Freighter

Alignment: 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 km/h

Hull: 3D+2

Shields: 1D+1

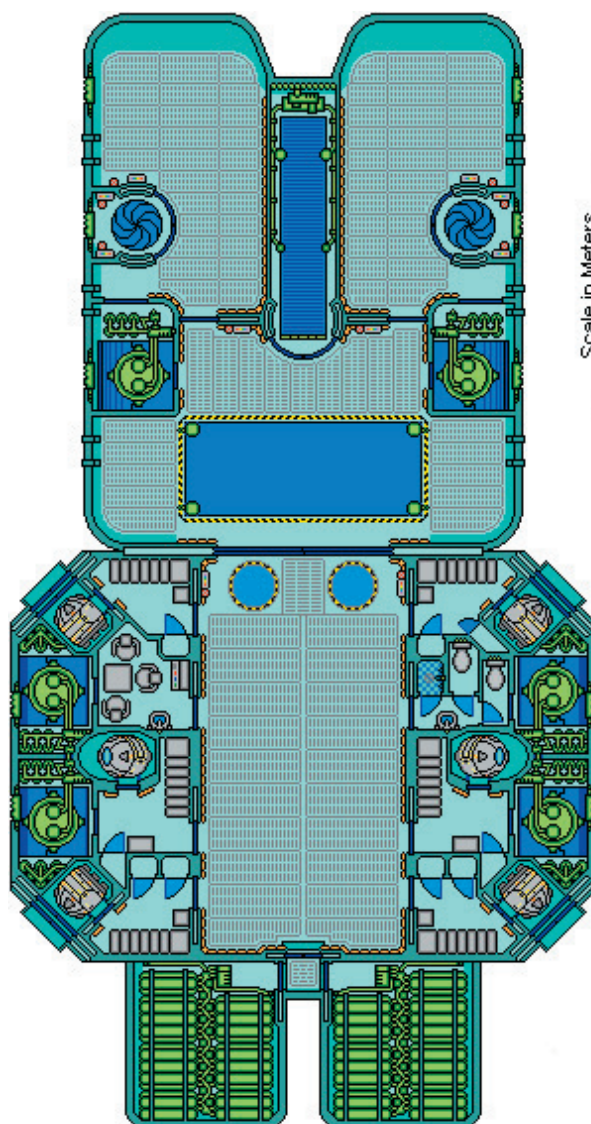
Sensors:

Passive: 15/1D

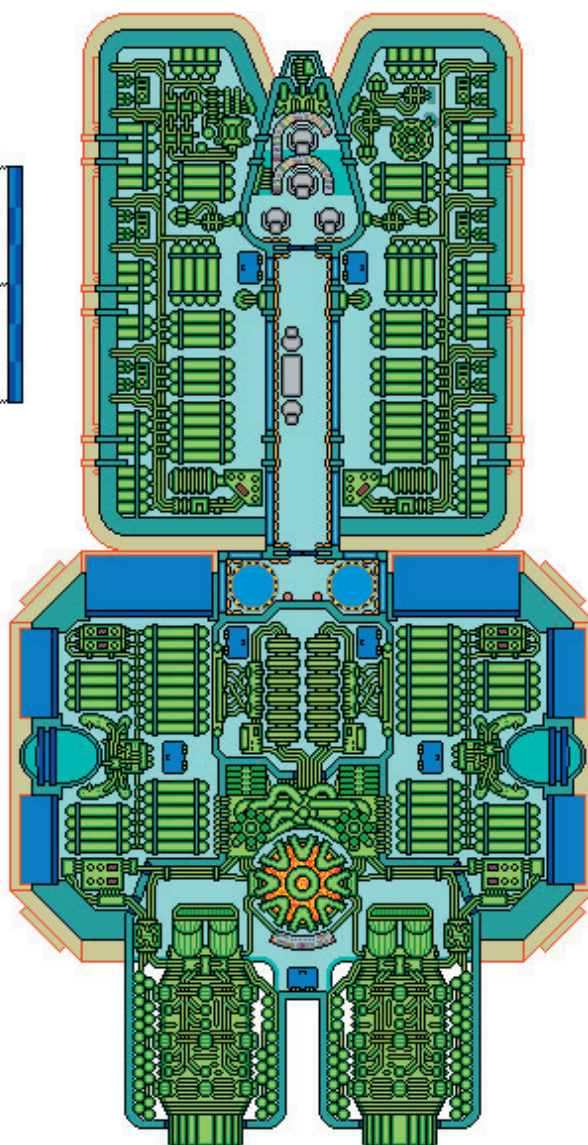
Scan: 25/2D

Search: 50/2D+2

Focus: 4/4D



Scale in Meters
0 3 6



Zuraco Cargo Hauler



Craft: Zuraco Cargo Hauler
Alignment: General
Era: Rebellion
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 km/h
Hull: 5D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 80/2D
Search: 100/3D
Focus: 4/4D

A-Z-Z-3 Light Freighter

Craft: Mon Calamari A-Z-Z-3 Light Freighter
Alignment: General
Era: Rebellion
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 km/h
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

Maccrow Freighter

Craft: Corellian Engineering Maccrow Freighter
Alignment: General
Era: Rebellion
Type: Light Freighter
Scale: Starfighter
Length: 23.5 m
Skill: Space transports: Maccrow
Crew: 1
Passengers: 2
Cargo Capacity: 30 metric tons
Cost: 140,000 (new), 65,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 7



Atmosphere: 360; 1,000 km/h

Hull: 4D

Shields: 1D+1

Sensors:

Passive: 25/1D

Scan: 50/2D

Search: 75/2D+2

Focus: 3/3D

Weapons:

Double Laser Cannon

Fire Arc: Turret

Crew: 1

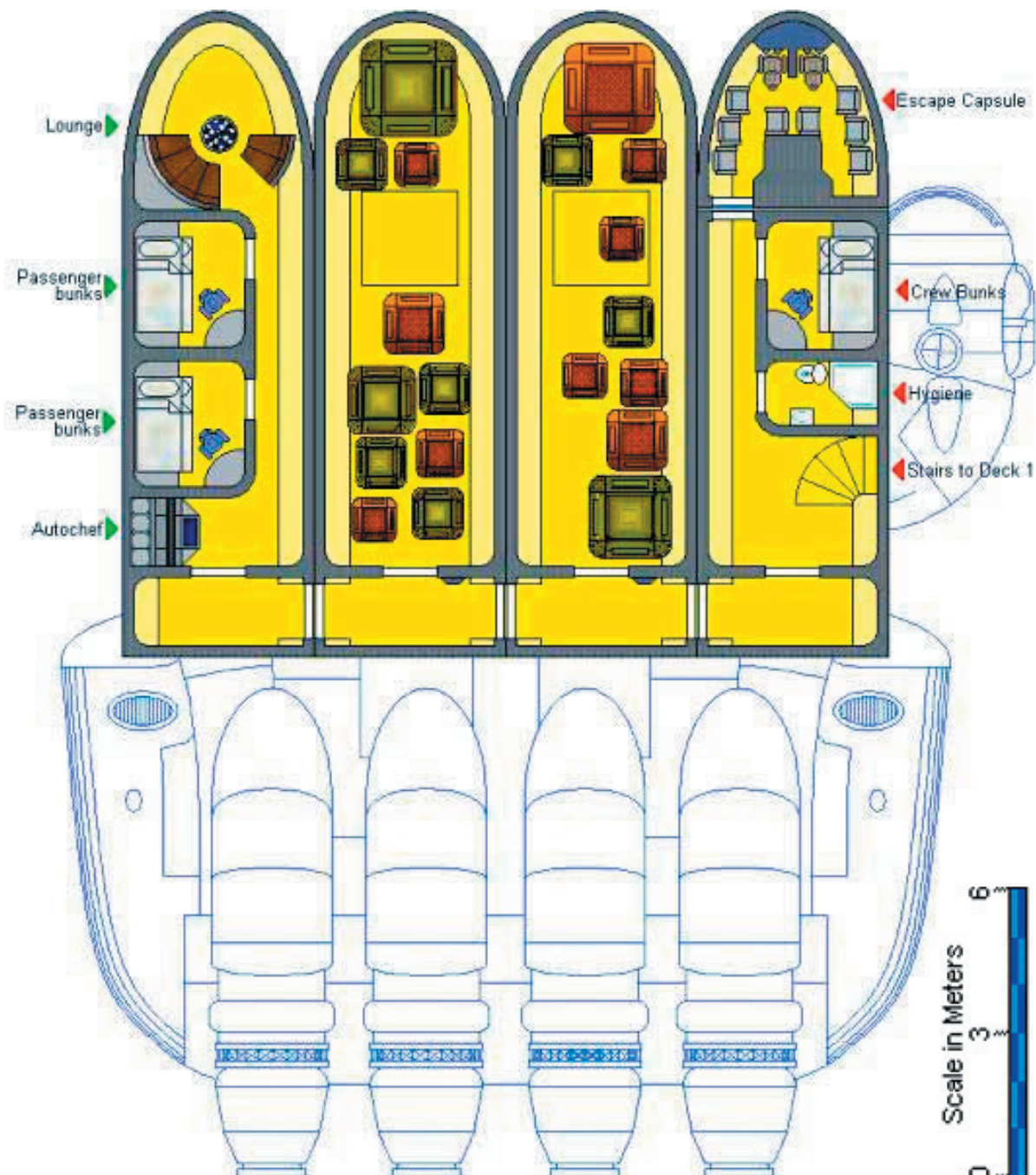
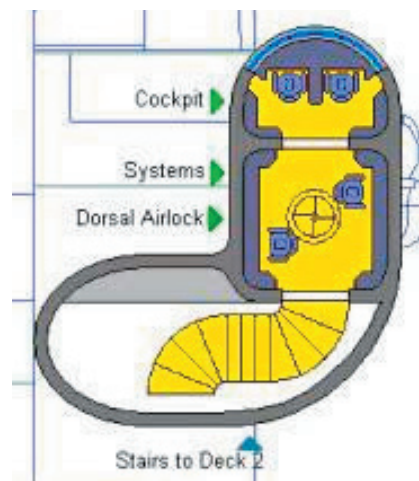
Skill: Starship gunnery

Fire Control: 1D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D



A-Z-Z-3 Light Freighter

Simiyar Light Freighter



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

Alignment: General / Rebel Alliance

Era: Rebellion

Type: Light Freighter

Scale: Starfighter

Length: 26.3 meters

Skill: Space transports: Simiyar

Crew: 1, gunners: 2

Passengers: 8

Cargo Capacity: 150 metric tons

Consumables: 2 months

Cost: Not available for sale

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 280; 800 km/h

Hull: 3D

Shields: 2D

Sensors:

Passive: 10/1D

Scan: 20/1D+1

Search: 30/1D+2

Focus: 2/2D+2

Weapons:

Dual 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

Ion Cannon

Fire Arc: front/left/right

Crew: 1 (can be controlled from cockpit with 0D fire control)

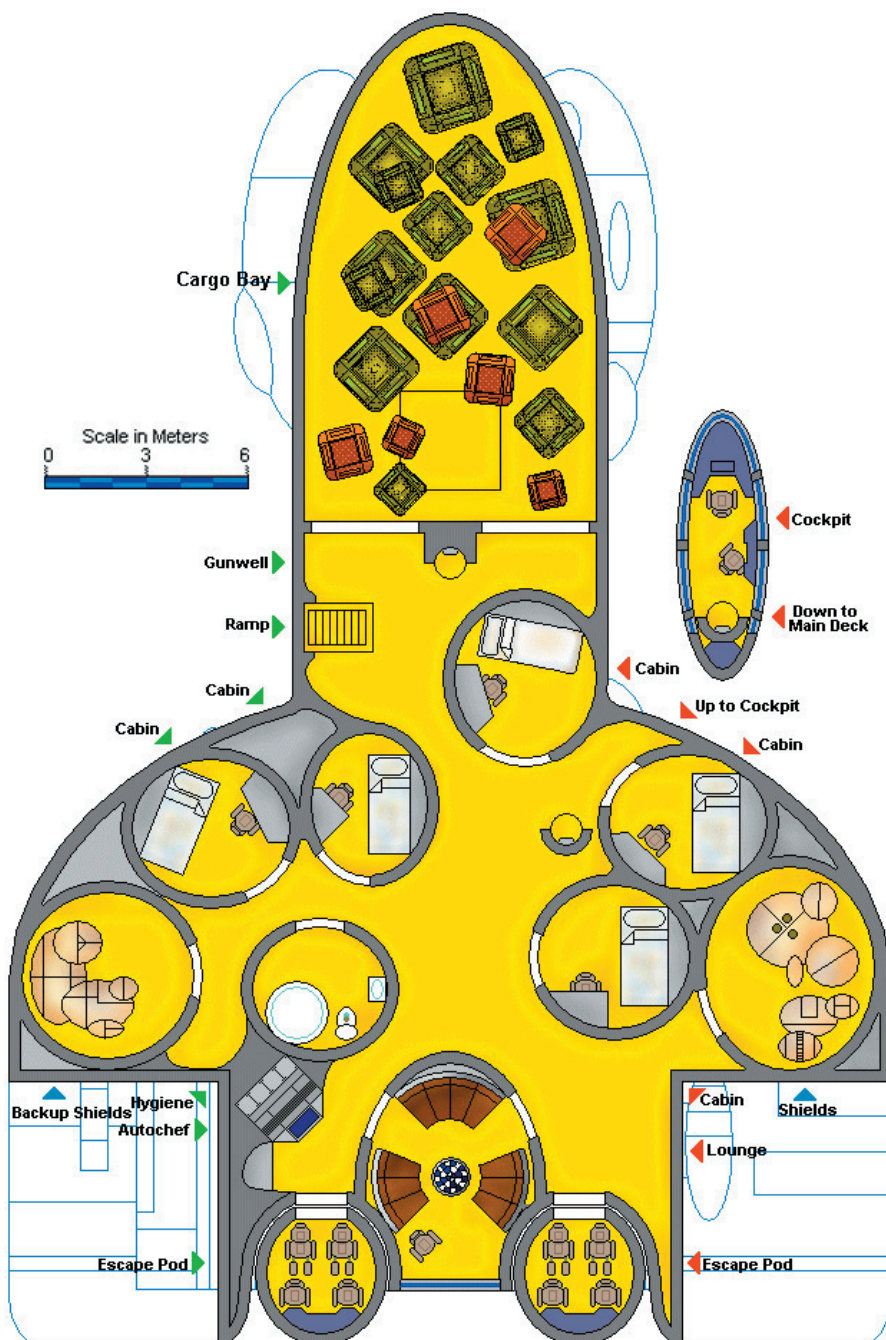
Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D



MC-18 Light Freighter



Craft: Mon Calamari MC-18 Light Freighter
Alignment: General / Rebel Alliance
Era: Rebellion
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 km/h
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

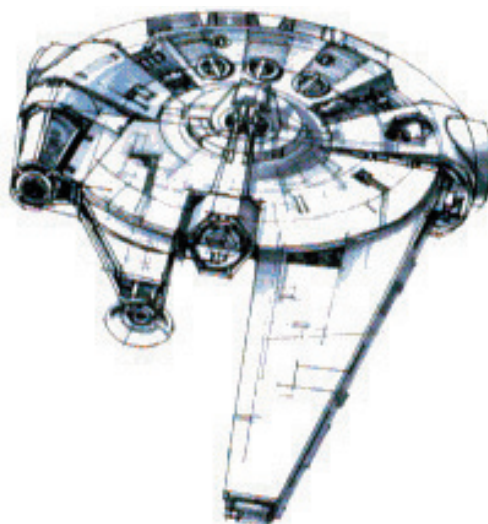
ZH-25 Questor

Craft: Starfeld Industries ZH-25 Questor
Alignment: General
Era: Rebellion
Source: 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 km/h
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: 5D

YV-545 Transport



Craft: Corellian Engineering Corporation YV-545 Transport

Alignment: 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 km/h

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-330 Transport

Craft: Corellian Engineering Corporation YV-330 Transport

Alignment: General / CorSec

Era: Rebellion

Type: Space transport

Scale: Starfighter

Length: 26 meters

Skill: Space transports: YV-330

Crew: 2, gunners: 2, skeleton: 1/+5

Crew Skill: Varies

Passengers: 6

Cargo Capacity: 20 metric tons

Consumables: 2 months

Cost: 100,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 km/h

Hull: 5D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Heavy 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

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: 3D

Auto Blaster

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

YT-2550 Medium Freighter



Craft: Corellian Engineering Corporation YT-2550 Transport

Alignment: 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 km/h

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

YT-4000 Transport

Craft: Correllian YT-4000 Transport

Alignment: General

Era: New Republic

Type: Stock light freighter

Scale: Starfighter

Length: 30.3 meters

Skill: Space transports

Crew: 1 to 2 (can coordinate)

Passengers: 6

Cargo Capacity: 125 metric tons

Cost: 225,000

Consumables: 2 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x2

Nav Computer: Yes

Maneuverability: 1D

Space: 5

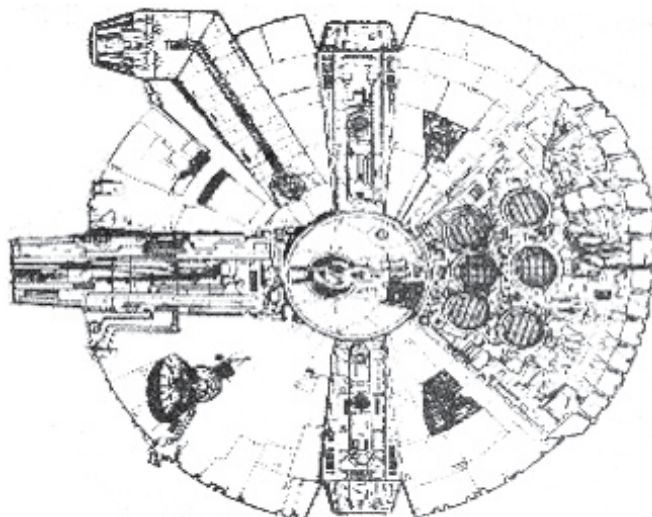
Atmosphere: 295; 850 km/h

Hull: 4D+1

Shields: 1D

Weapons:

2 Quad Laser Cannons



Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-2/12/25

Atmosphere Range: 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 Range: 100-300/700/3.6 km

Damage: 4D

Concussion Missile Tube

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Ammo: 6 missiles

Fire Control: 2D

Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

Damage: 8D

Bulk Freighters

Superlift Ore Hauler



Craft: Corellian Engineering Superlift Ore Hauler
Alignment: General
Era: Old Republic

Source: Pirates & Privateers (pages 69-70)
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 km/h
Hull: 2D+2
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 40/1D+2
Focus: 1/2D

Rin Assid Bulk Hauler



Craft: EoBaam Shipping Lines Rin Assid Bulk Hauler
Alignment: 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)
Maneuverability: 0D
Space: 1
Hull: 3D
Shields: 1D
Sensors:
Passive: 5/+1
Scan: 15/1D
Search: 25/1D+1
Focus: 1/2D

Mark I Bulk Transport



Craft: Sienar Ships Mark I Bulk Transport
Alignment: 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 km/h
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

Banshee Heavy Transport



Craft: Hoersch-Kessel Drive Inc. *Banshee*-Class Heavy Cargo Transport
Alignment: 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 km/h
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
Alignment: General
Era: Old Republic
Source: Pirates & Privateers (page 68), Starships of the Galaxy (page 77)
Type: Medium bulk freighter
Scale: Capital
Length: 100 meters
Skill: Space transports: Action IV transport
Crew: 8
Cargo Capacity: 75,000 metric tons
Consumables: 3 months
Cost: 945,000 (new), 345,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: No (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
Alignment: Empire
Era: Rise of the Empire
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
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
Alignment: General
Era: Rise of the Empire
Source: Pirates & Privateers (pages 68-69), 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 km/h
Hull: 2D+2
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 40/1D
Focus: 1/1D

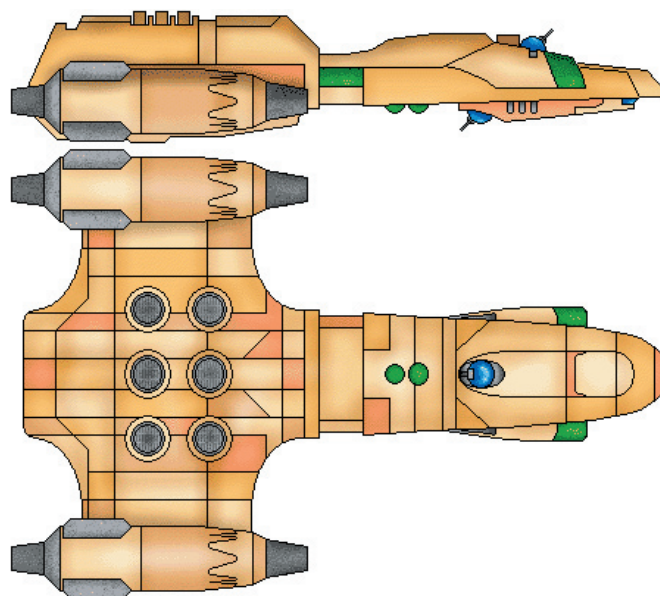
Action VI Bulk Freighter

Craft: Corellian Action VI Transport
Alignment: General / Rebel Alliance
Era: Rise of the Empire
Source: Rebel Alliance Sourcebook (pages 136-137), Pirates & Privateers (page 69), 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)



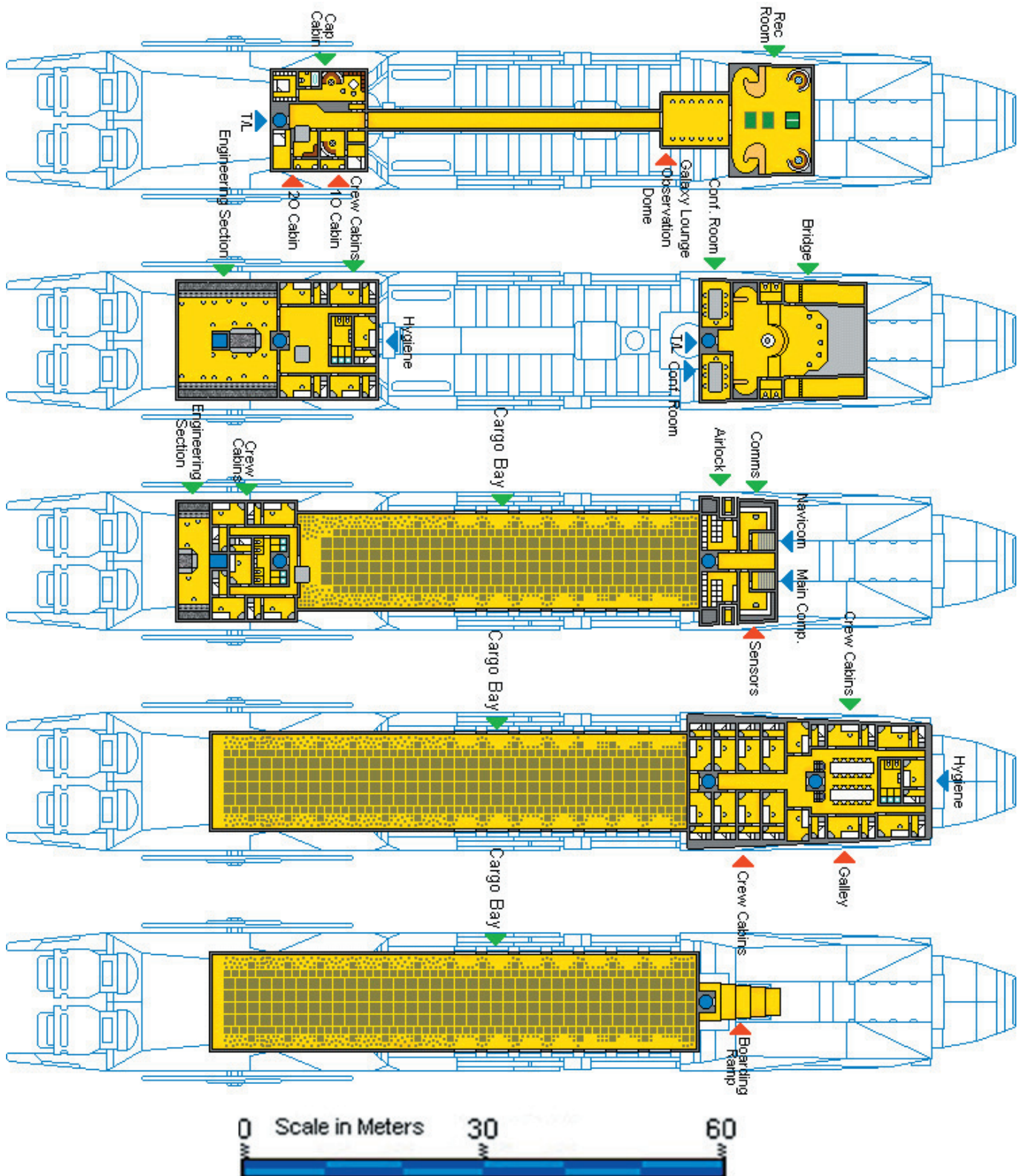
Space: 2
Atmosphere: 225; 650 km/h
Hull: 3D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 40/1D+1
Focus: 1/2D

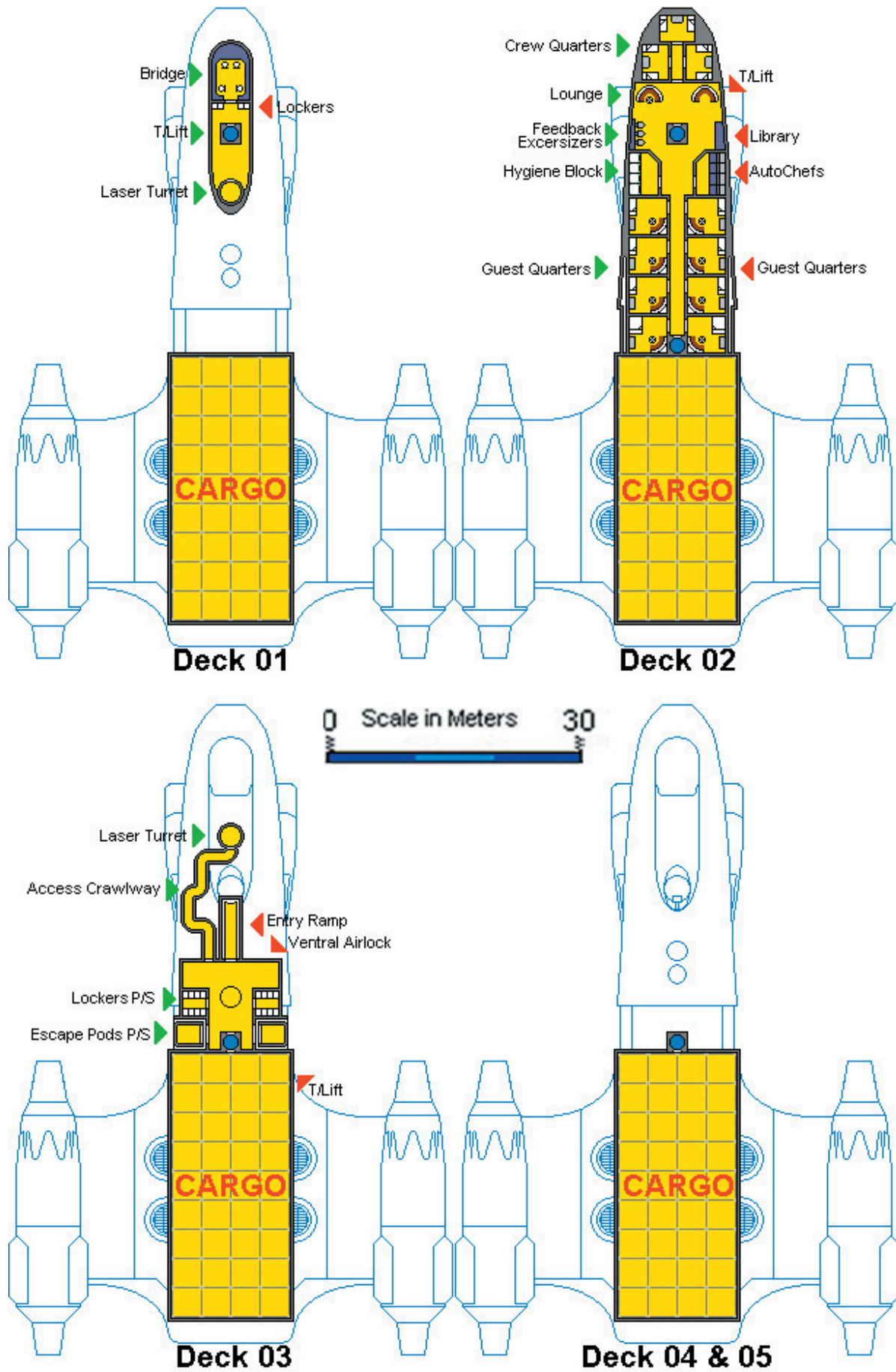
Loronar Medium Transport



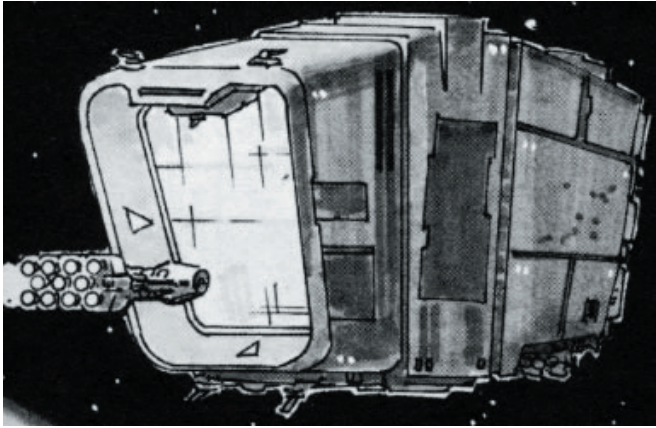
Craft: Loronar Corporation Medium Transport
Alignment: General
Era: Rise of the Empire
Type: Medium transport
Scale: Capital
Length: 75 meters
Skill: Space transports: Loronar Medium Transport
Crew: 4, skeleton 2/+10
Crew Skill: Astrogation 3D, capital ship piloting 3D+2, capital ship shields 2D+2, space 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 km/h
Hull: 2D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 35/2D
Focus: 2/3D

Action VI Bulk Freighter





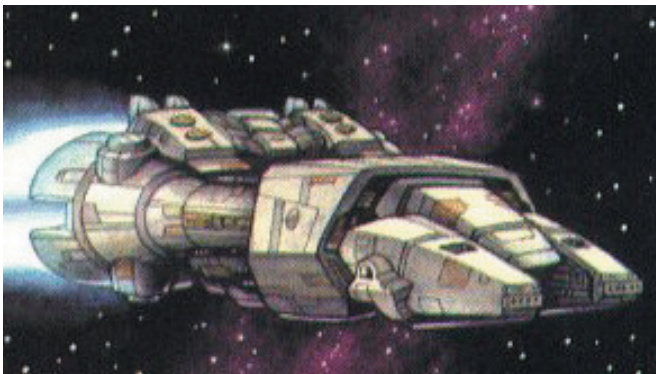
Container Ship



Craft: Kuat Drive Yards Super Transport XI
Alignment: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 70)
Type: Large container ship
Scale: Capital
Length: 840 meters
Skill: Space transports: Super Transport XI
Crew: 100, skeleton: 50/+10
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
Alignment: General / Rebel Alliance
Era: Rise of the Empire
Type: Bulk cargo hauler
Scale: Capital
Length: 100 meters
Skill: Capital ship piloting: *Brayl*-class freighter
Crew: 8



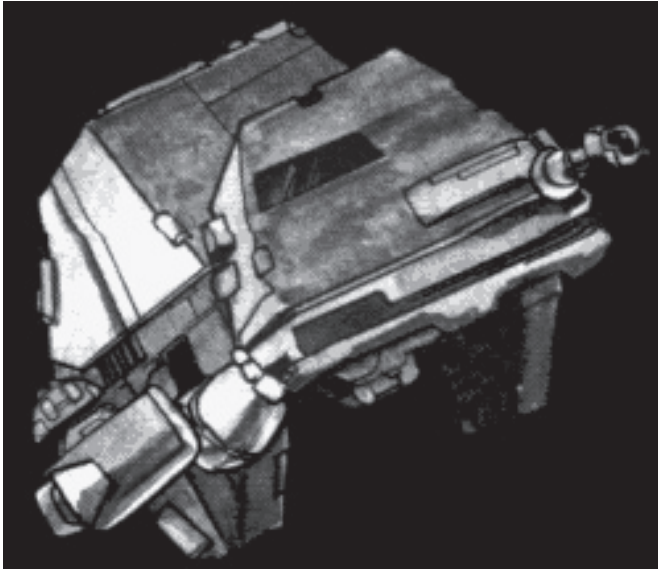
Crew Skill: Astrogation 3D, capital ship shields 2D+2, space transports 4D
Cargo Capacity: 75,000 metric tons
Consumables: 3 months
Cost: 1 million credits (new), 420,000 credits (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 0D
Space: 1
Atmosphere: 210; 600 km/h
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
Alignment: General
Era: Rise of the Empire
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 Manufactures X46-7-class Ore Carrier
Alignment: General
Era: Rise of the Empire
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 credits (new), 1 million credits (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20



Nav Computer: Yes
Maneuverability: 0D
Space: 5
Atmosphere: 125; 360 km/h
Hull: 3D
Shields: 1D
Sensors:
Passive: 4/0D
Scan: 8/1D
Search: 16/1D+2
Focus: 2/2D

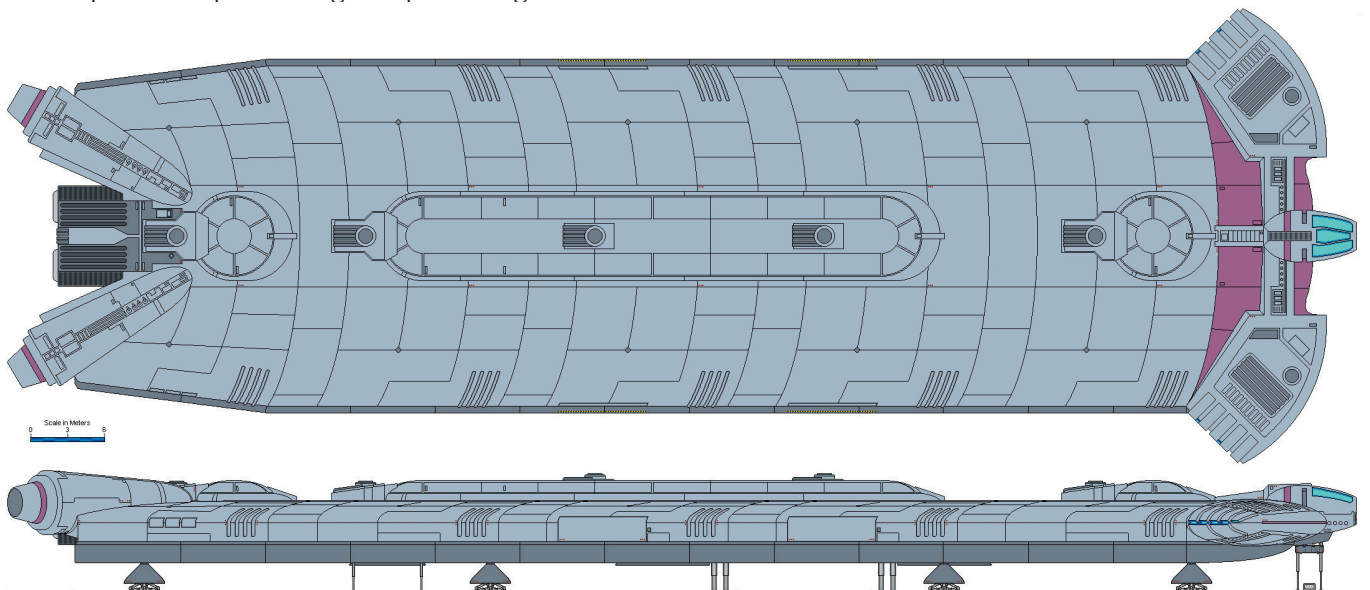
Cargo Empress Super Freighter

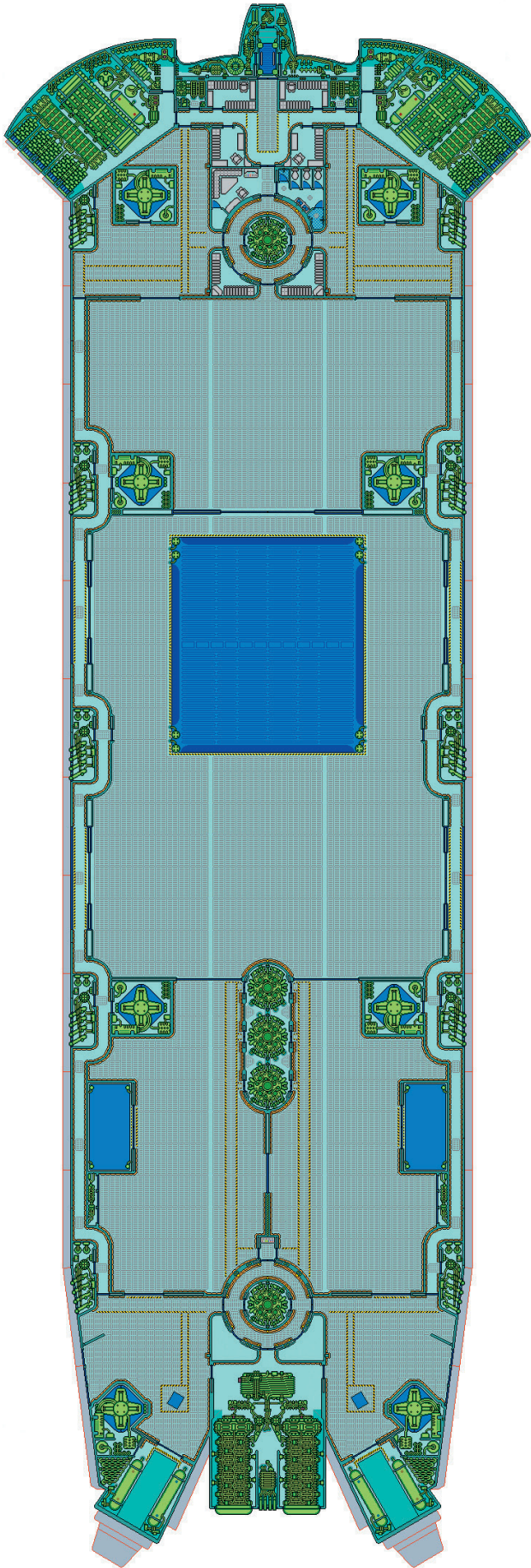
Craft: Ghtroc Industries *Cargo Empress*-class Super Freighter
Alignment: General
Era: Rise of the Empire
Source: *Pirates & Privateers* (page 68)
Type: Medium bulk freighter
Scale: Starfighter
Length: 110 meters
Skill: Space transports: Cargo Empress freighter

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 km/h
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 40/2D
Focus: 2/2D

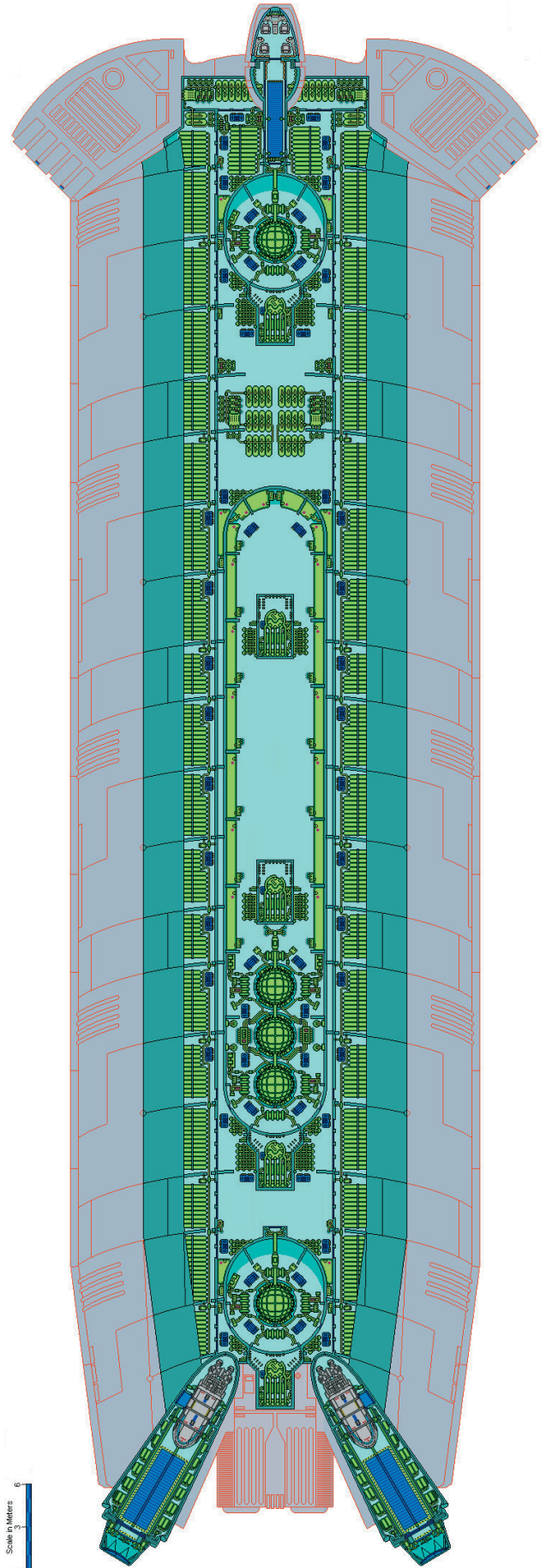
W-23 Space Barge

Craft: Incom W-23 Star Hauler
Alignment: General
Era: Rise of the Empire
Source: *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 km/h
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 30/1D+2
Focus: 1/1D

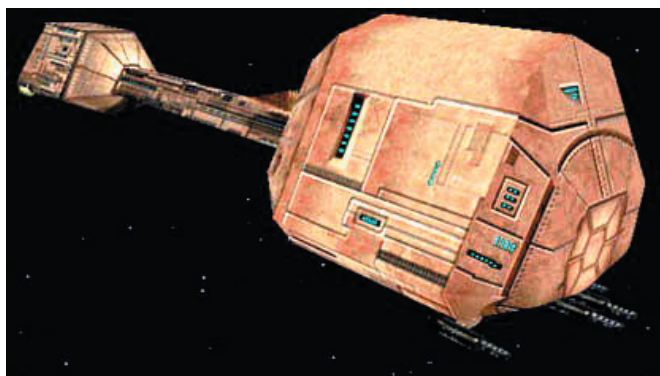




Scale in Meters
0 1 2 3 4 5 6



Xiytar Transport



Craft: TransGalMeg Xiytar-class Transport
Alignment: 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 km/h
Hull: 4D+2
Shields: 4D
Sensors:
Passive: 20/0D
Scan: 35/1D+1
Search: 40/3D
Focus: 2/3D

Mining Ship

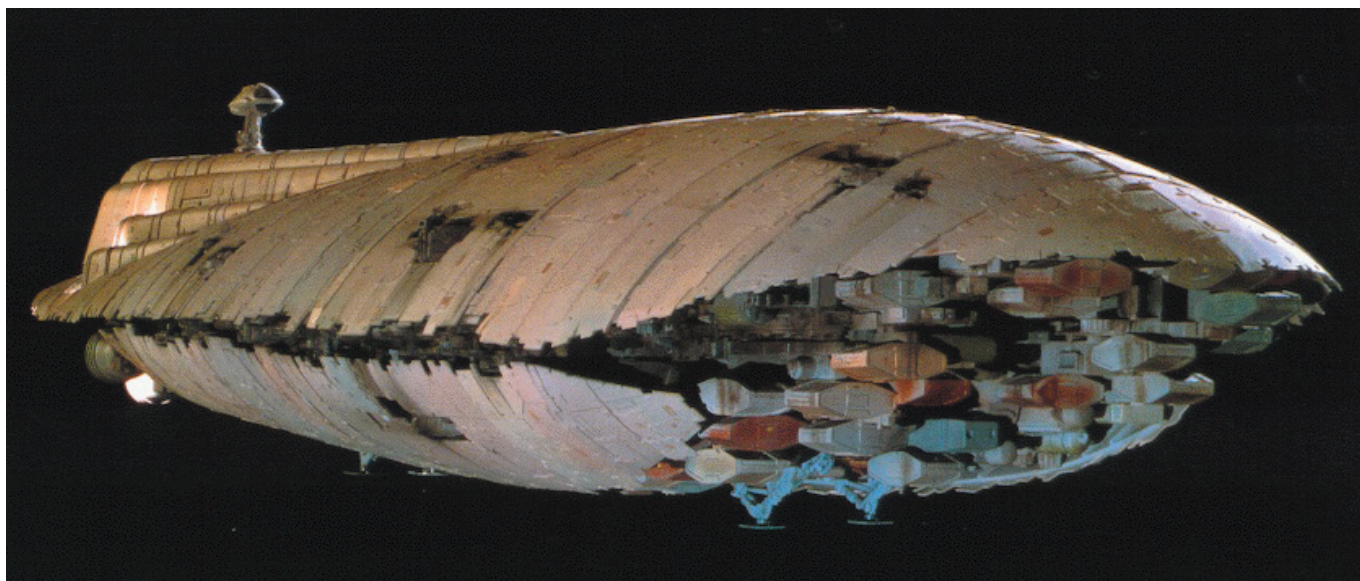
Craft: Arakyd Stellar Mag V Mining Vessel
Alignment: General
Era: Rise of the Empire



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: [3 months]
Cost: 5 million credits
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 km/h
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

Gallofree Medium Transport

Craft: Gallofree Yards Transport
Alignment: General / Rebel Alliance
Era: Rise of the Empire
Source: Rebel Alliance Sourcebook (page 136), Pirates & Privateers (page 67-68), 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 km/h
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

Etti Lighter

Craft: CSA Etti Light Transport
Alignment: 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 km/h

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

Scale: Capital

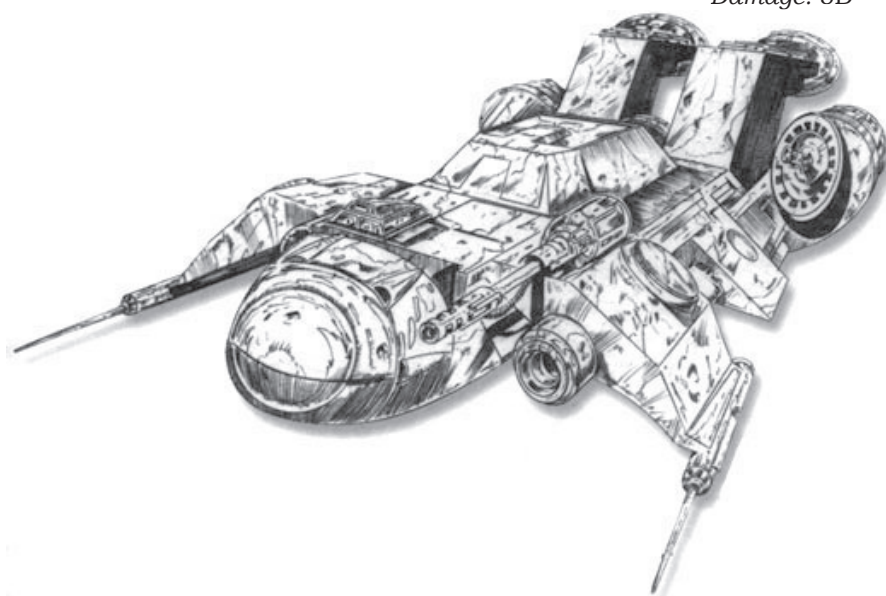
Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-10/20/40

Atmosphere Range: 100-1/2/4 km

Damage: 4D



Asteroid Mining Ship



Craft: Kuat Drive Yards Asteroid Prospector AP-300

Alignment: Empire / General

Era: Rise of the Empire

Source: Pirates & Privateers (page 69)

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

Alignment: General

Era: Rise of the Empire

Source: Pirates & Privateers (page 67), The Essential Guide to Vehicles and Vessels (pages 158-159)

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 km/h

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

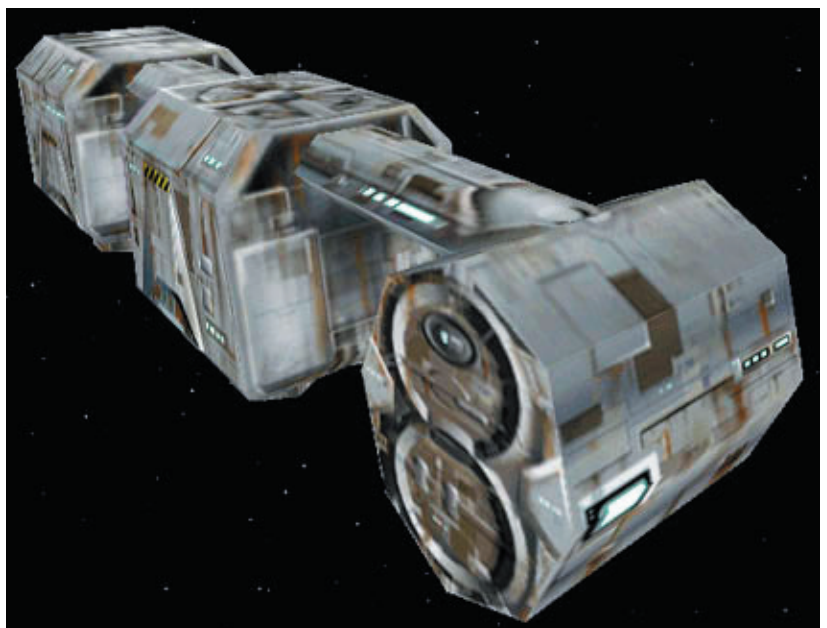
Fire Control: 2D

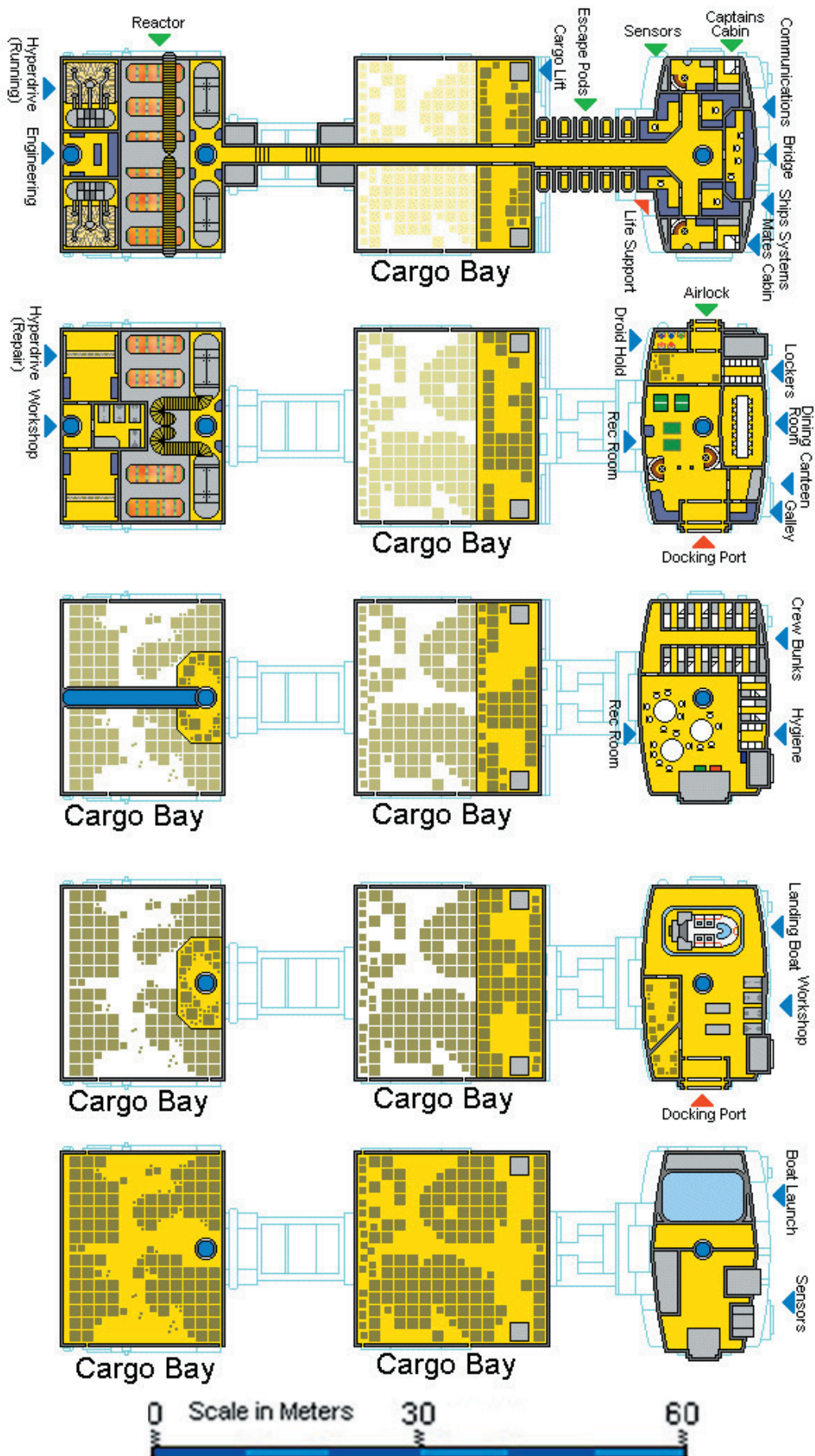
Space Range: 1-3/12/25

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

Alignment: 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 km/h

Hull: 4D

Shields: 1D

Sensors:

Passive: 10/1D

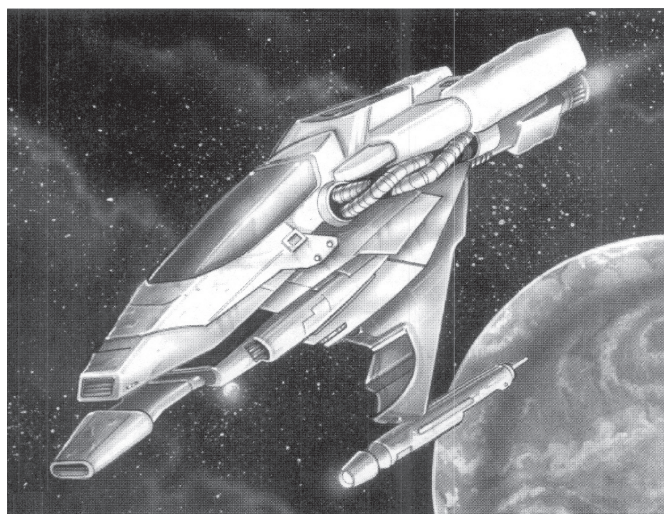
Scan: 25/1D

Search: 40/2D

Focus: 2/2D+2

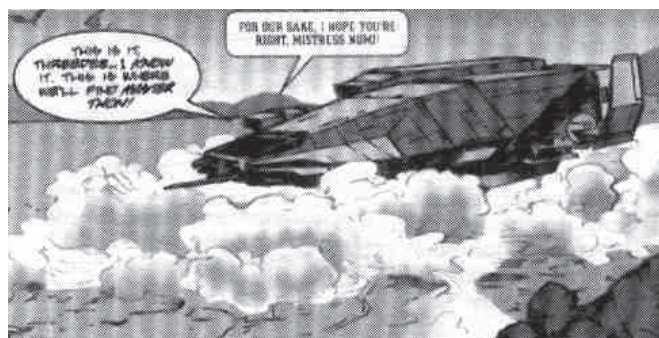
Scouts

Yvarema Scout Ship



Craft: Royal Yvarema Scout Ship
Alignment: 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, astrogation 4D, starship shields 4D+1
Passengers: 3
Cargo Capacity: 20 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x4
Nav Computer: Yes, limited to 3 jumps
Maneuverability: 1D
Space: 5
Atmosphere: 295; 800 km/h
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.

Vaya Scout Ship



Craft: Hoersch-Kessel Vaya-class Scout Ship
Alignment: 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 km/h
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 m
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 m
Damage: 5D

Redthorn Scoutship

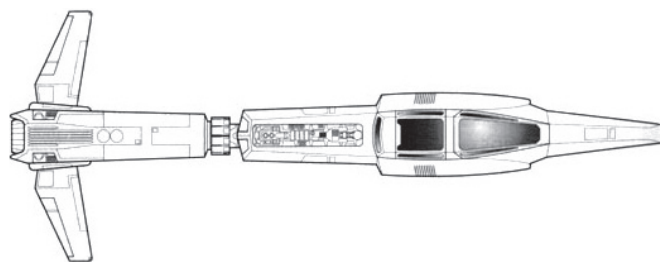
Craft: Tykannin Drive Redthorn-class Scout Ship
Alignment: General
Era: Old Republic
Type: Scout Ship
Scale: Starfighter
Length: 24 meters



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 km/h
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

Pathfinder Scoutship

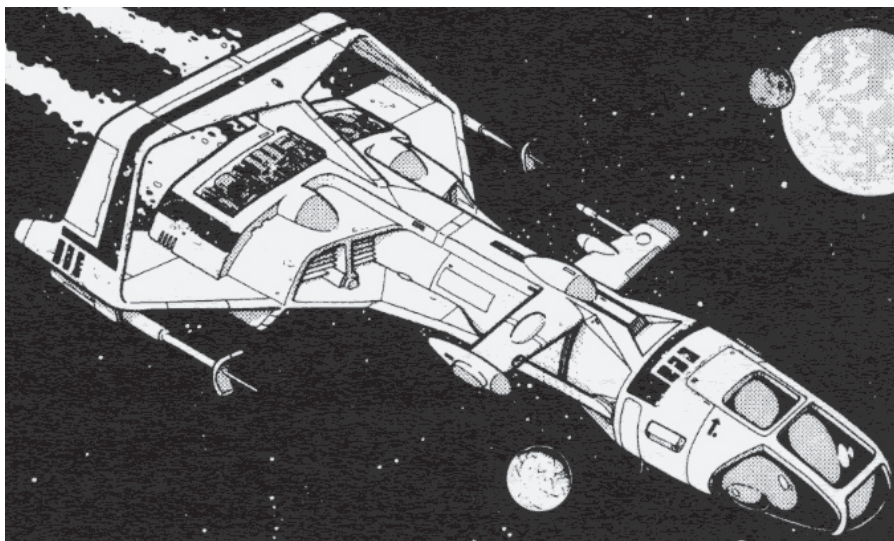
Craft: Vangaard Industries Pathfinder
Alignment: General
Era: Old Republic
Type: Small Fighter/Scoutship
Scale: Starfighter
Length: 36 meters
Skill: Space transports
Crew: 1
Passengers: 2
Cargo Capacity: 100 metric tons
Consumables: 6 months
Cost: 35,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 350; 950 km/h
Hull: 3D
Shields: 3D

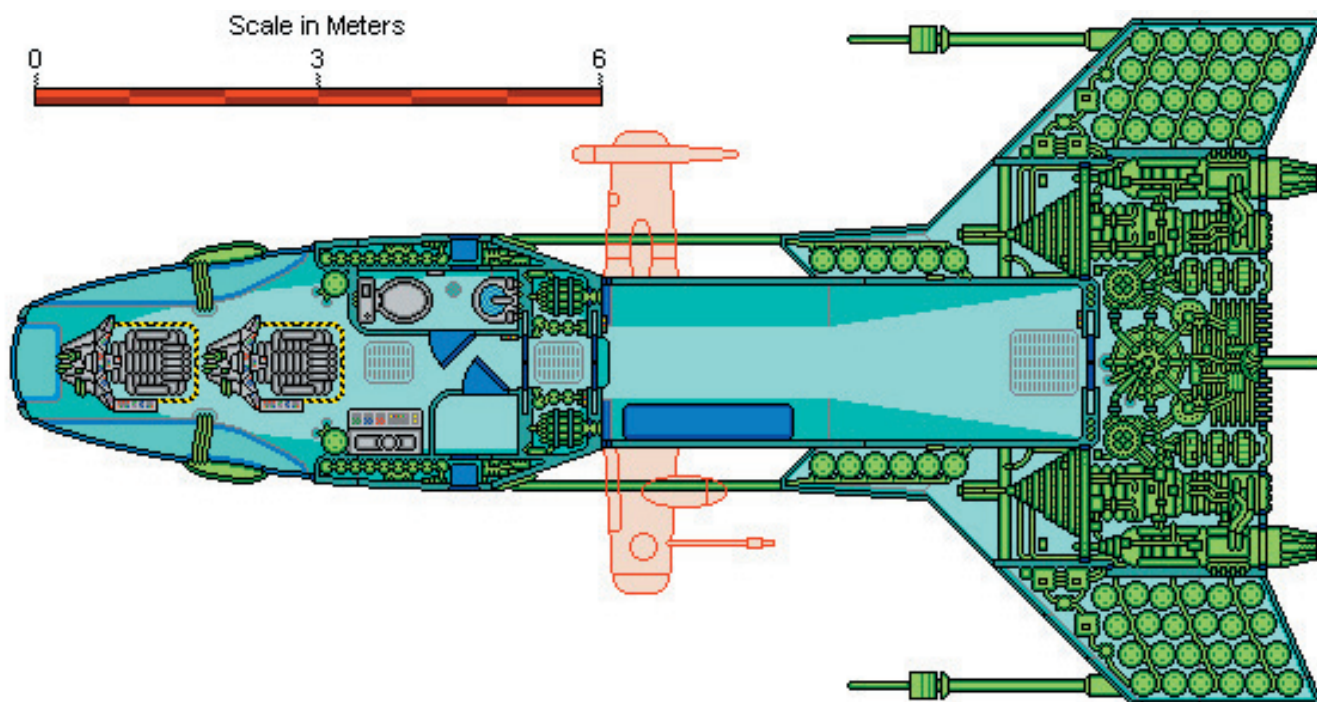


Sensors:
Passive: 30/0D
Scan: 45/1D
Search: 60/2D
Focus: 5/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Space Range: 1-5/15/20
Atmosphere Range: 2-10/30/60 km
Damage: 3D (Special)
Note: The laser cannon's special damage is that for each shot absorbed by the shields, the damage of 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
Alignment: General
Era: Old Republic
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 km/h
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

Cost: 125,000 (new), 30,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Space: 5
Atmosphere: 295; 850 km/h
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 Lone Scout

Craft: Sienar Fleet Systems "Lone Scout-A"
Alignment: Empire
Era: Rise of the Empire
Source: Core Rulebook (page 256)
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



“Explorer” Scout Ship



Craft: Incom Corporation “Explorer” Scout Ship
Alignment: General
Era: Rise of the Empire
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 km/h
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

SkyBlind Recon Ship

Craft: Loronar SkyBlind Recon Ship

Alignment: General

Era: Rise of the Empire

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 km/h

Hull: 6D

Shields: 3D (shields apply to defense against sensors as well)

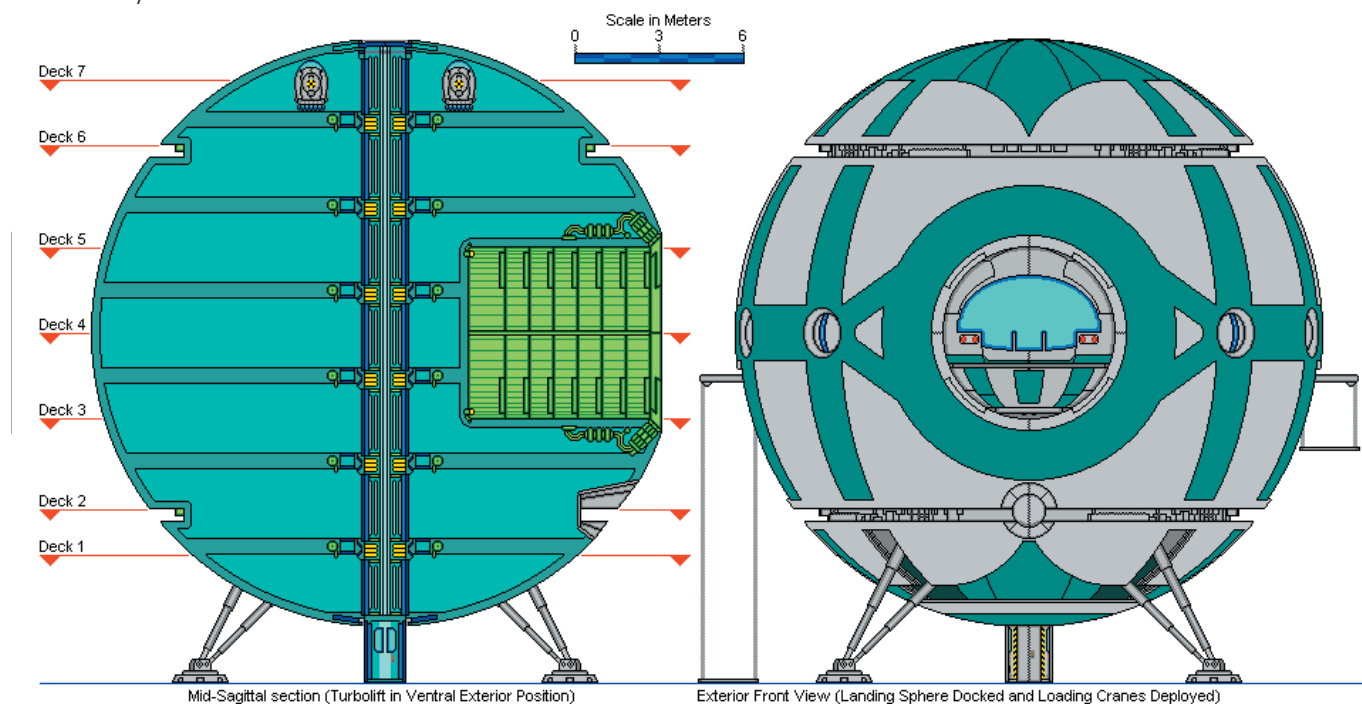
Sensors:

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 m

Damage: 7D

Landing Sphere

Craft: Loronar Landing Sphere

Type: Surface to starship transport

Scale: Speeder

Length: 6 meters

Skill: Repulsorlift operation: SkyBlind landing sphere

Crew: 1

Passengers: 7

Cover: Full

Cargo Capacity: 5 metric tons; 2 cubic meters

Consumables: 1 week

Cost: 178,600 (new), 89,300 (used)

Move: 225; 650 km/h

Maneuverability: 0D

Body Strength: 5D

Shields: 1D (shields apply only against sensors)

Sensors:

Passive. 5/0D

Scan. 10/1D

Search. 15/2D

Focus. 1/2D

Ferret Reconnaissance Vessel



Craft: Republic Engineering Corporation *Ferret*-class Reconnaissance Vessel

Alignment: New Republic

Era: New Republic

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

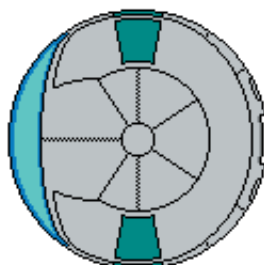
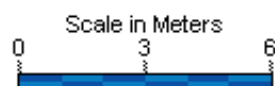
Skill: Starship gunnery

Fire Control: 3D

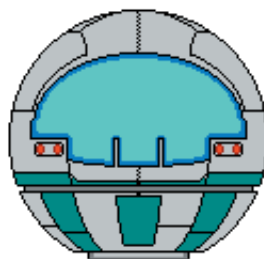
Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 km

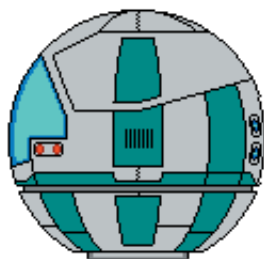
Damage: 7D



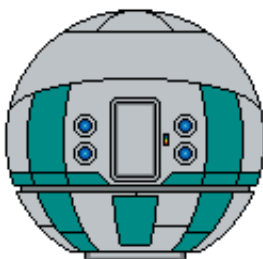
Exterior Top View



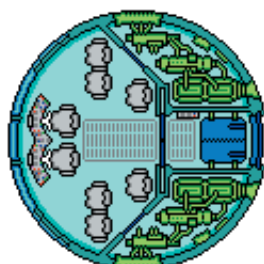
Exterior Front View



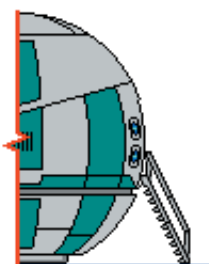
Exterior Port View



Exterior Rear View



Interior Section Plan



Entry Stair Extended

Shuttles

Sheathipede Shuttle



Craft: Trade Federation *Sheathipede*-class Lapiz Cutter Shuttle

Alignment: Neimoidians

Era: Old Republic

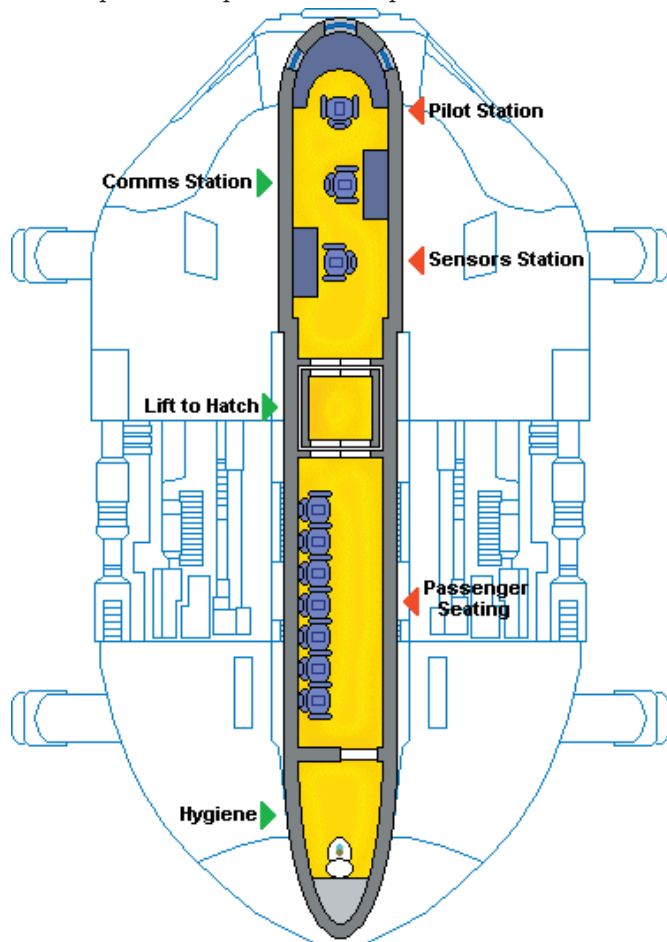
Source: Secrets of Naboo (page 18)

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)

Maneuverability: 0D

Space: 5

Atmosphere: 295; 850 km/h

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

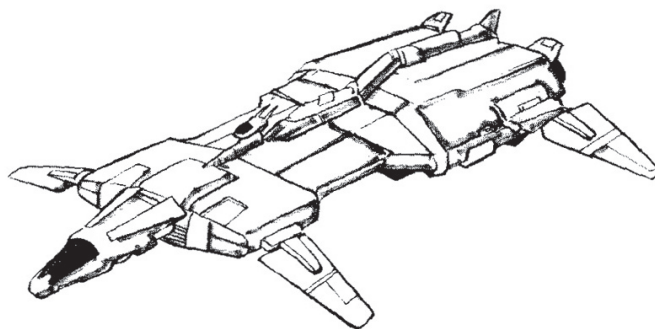
Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7km

Damage: 3D

BR-23 Courier



Craft: Republic Sienar Systems BR-23 Courier

Alignment: Old Republic / Empire / General / Rebel 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 km/h

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

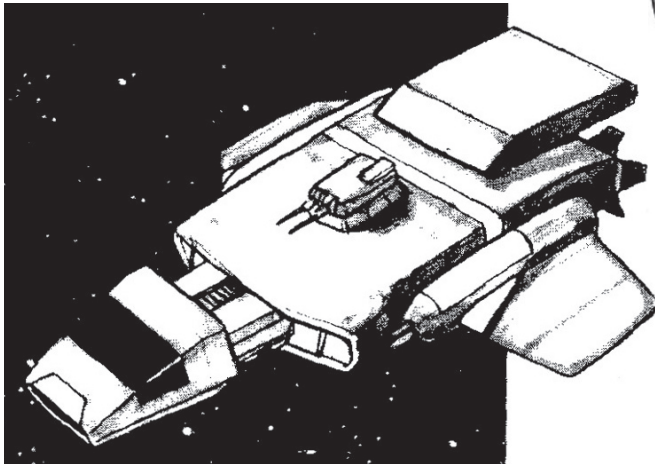
Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Kappa Troop Shuttle



Craft: Republic Sienar Systems *Kappa*-class Shuttle

Alignment: Old Republic / Empire / Rebel 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 km/h

Hull: 4D

Shields: 1D

Sensors:

Passive: 20/0D

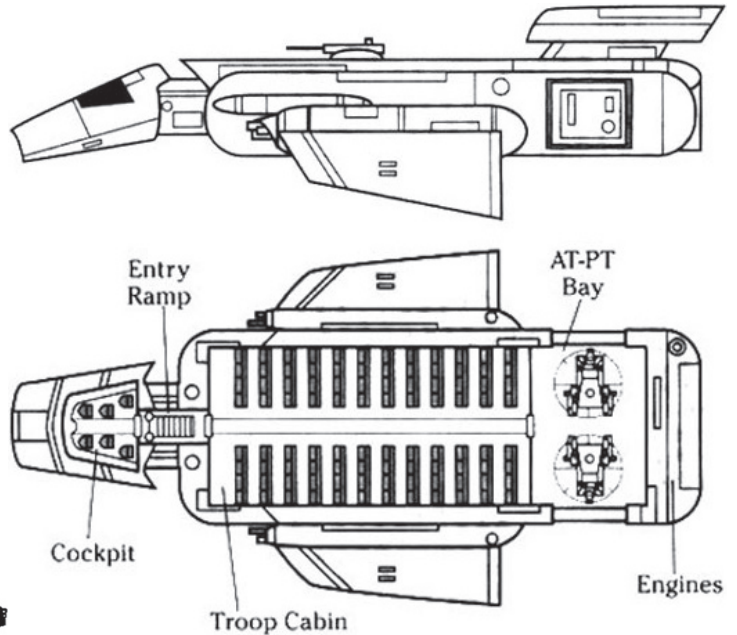
Scan: 40/D

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 m

Damage: 3D+2

Service Shuttle 23K

Craft: Gallofree Yards Service Shuttle 23K

Alignment: 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

Nav Computer: none

Maneuverability: 1D

Space: 2

Atmosphere: 225; 650 km/h

Hull: 1D+1

Sensors:

Passive: 10/1D

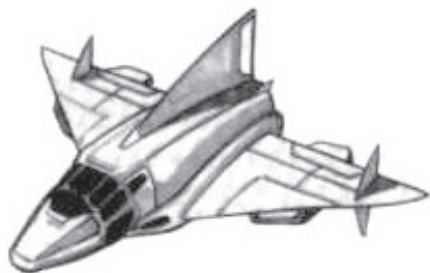
Scan: 15/1D+2

Search: 20/2D

Focus: 1/2D+2

Note: Shuttle can hold *either* passengers or cargo.

Paranji Orbital Jumper

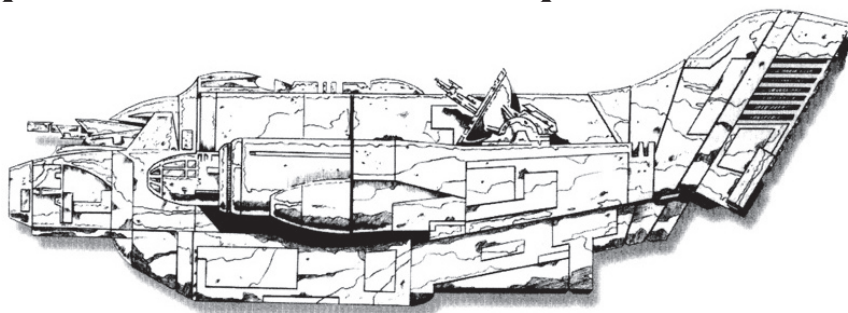


Craft: Paranji Orbital Jumper
Alignment: General
Era: Rise of the Empire
Type: Personal air-space ship
Scale: Starfighter
Length: 3 meters
Skill: Space transports
Crew: 1
Crew Skill: Varies drastically
Passengers: 3
Cargo Capacity: 500 kilograms
Consumables: 1 day
Cost: 35,000 (new), 20,000 (used)
Maneuverability: 1D
Space: 2
Atmosphere: 225; 650 km/h
Hull: 2D
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 30/2D
Focus: 2/2D+2

Tribune Shuttle

Craft: Sienar Fleet Systems *Tribune*-class Shuttle
Alignment: Empire / General
Era: Rise of the Empire
Source: Goroath, 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, only to military and corporations)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 km/h
Hull: 3D
Shields: 1D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 5/3D

Grek Troop Shuttle



Craft: Corellian Engineering *Grek*-class troop shuttle
Alignment: General / Empire
Era: Rise of the Empire
Source: Pirates & Privateers (pages 87-88)
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 km/h
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

Assault Shuttle Beta

Craft: Telgorn Corp *Beta*-class Assault Shuttle
Alignment: Empire
Era: Rise of the Empire
Source: 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
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 km/h

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

Alignment: 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

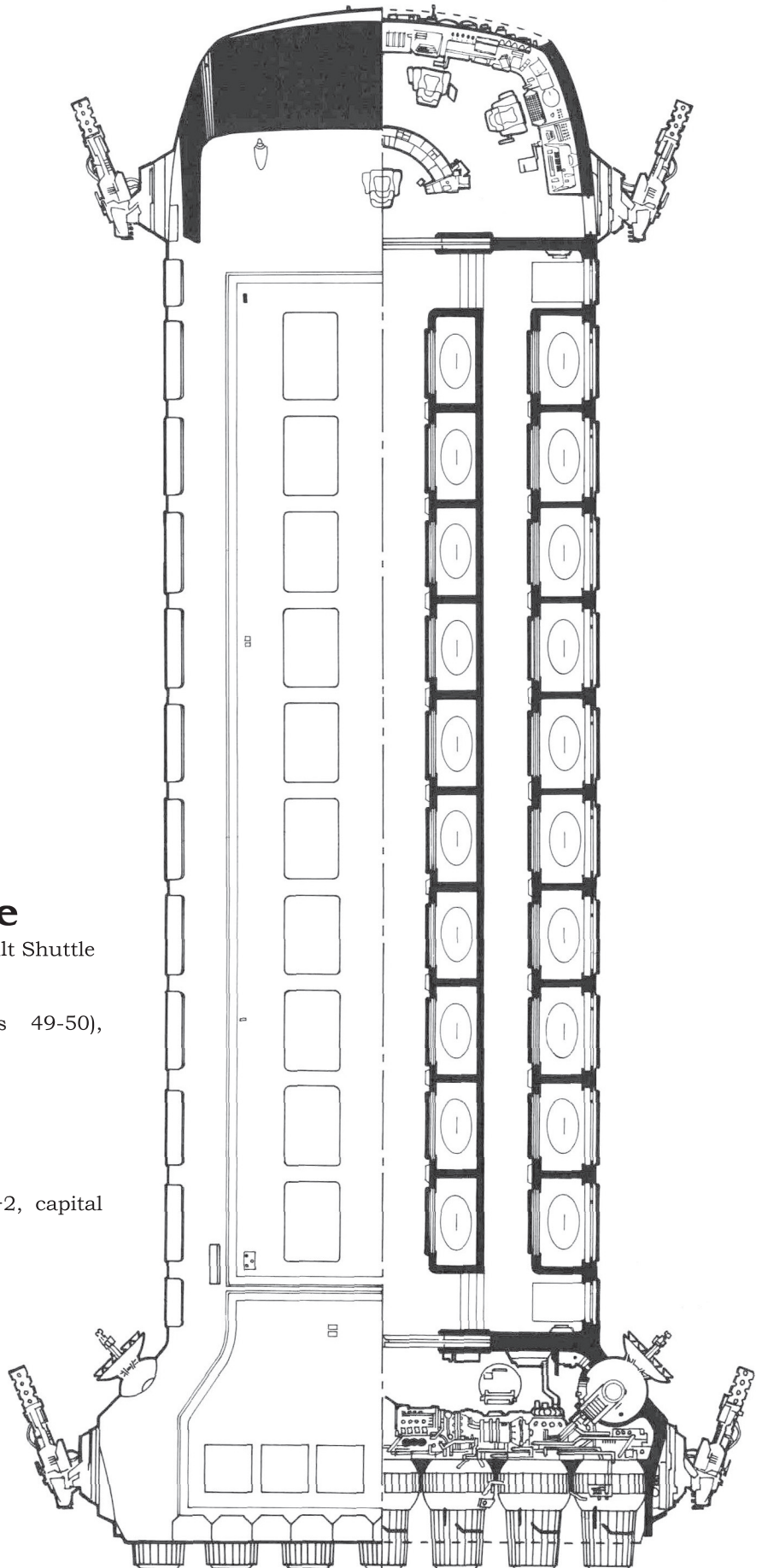
Space: 8

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

Alignment: Empire / Rebel Alliance / General

Era: Rise of the Empire

Source: Rules of Engagement: The Rebel SpecForce Handbook (page 48), Pirates & Privateers (page 88)

Type: Boarding shuttle

Scale: Starfighter

Length: 28 meters

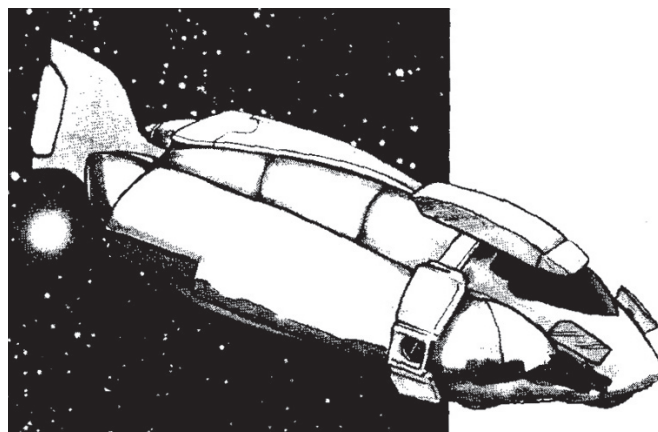
Skill: Space transports: Katarn shuttle

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 km/h

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.

Sentinel Landing Craft

Craft: Sienar Fleet Systems/Cygnus Spaceworks *Sentinel*-class Landing Shuttle

Alignment: Empire

Era: Rise of the Empire

Source: The Essential Guide to Vehicles and Vessels (pages 78-79)

Type: Heavily armed landing craft

Scale: Starfighter

Length: 38 meters



Crew: 2; gunners: 3
Passengers: 54 (troops)
Cargo Capacity: 100 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 km/h
Hull: 5D
Shields: 2D
Sensors:
Passive: 20/1D
Scan: 40/2D
Search: 60/2D+2
Focus: 3/3D

Weapons:

2 Retractable Double Laser Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Fire Control: 3D

Skill: Starship gunnery

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

2 Concussion Missile Launchers (fire-linked)

Fire Arc: Front

Crew: 1

Ammo: 8 missiles each

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 100/300/700 m

Damage: 8D

1 Retractable Ion Cannon

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6 km

Damage: 3D

2 Repeating Blasters (used when deploying troops)

Fire Arc: Turret

Crew: (same gunner as Ion Cannon)

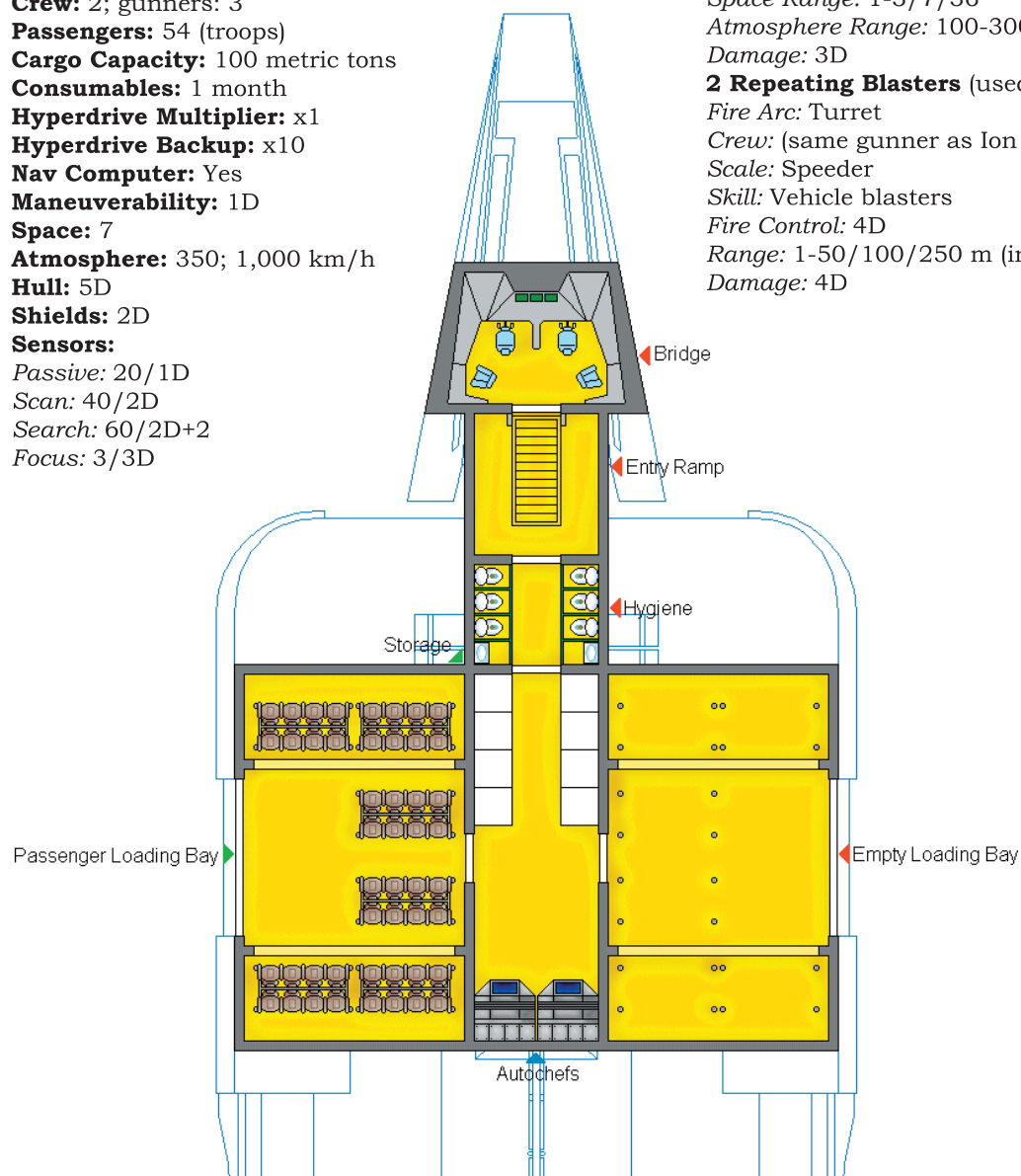
Scale: Speeder

Skill: Vehicle blasters

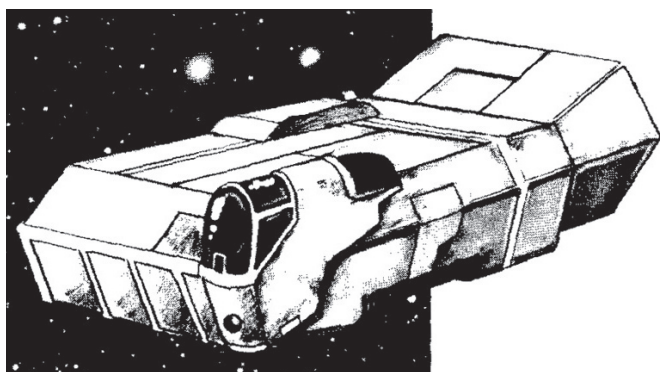
Fire Control: 4D

Range: 1-50/100/250 m (in atmosphere only)

Damage: 4D



Aegis Combat Shuttle



Craft: Telgorn Corp. *Aegis*-class Combat Shuttle
Alignment: General / Rebel Alliance
Era: Rise of the Empire
Source: Rules of Engagement: The Rebel SpecForce

Handbook (pages 47-48)

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 km/h

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 m

Damage: 7D

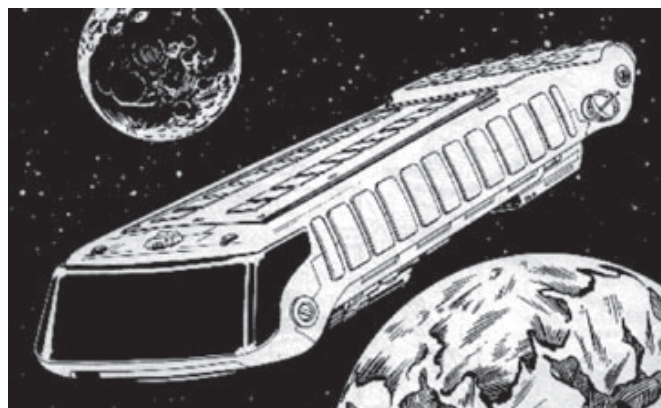
Med Runner

Craft: SoroSuub *Sprint*-class Rescue Craft

Alignment: General

Era: Rebellion

Type: Fast response emergency ship



Scale: Starfighter

Length: 30 meters

Skill: Space transports: Sprint rescue craft

Crew: 3, skeleton: 1/+10

Crew Skill: Astrogation 4D+2, sensors 6D, space transports 5D, starship shields 4D+2, first aid 6D+1

Passengers: 5 (medics), 40 (patients)

Cargo Capacity: 2 metric tons

Consumables: 1 month

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 2D+1

Space: 9

Atmosphere: 400; 1,150 km/h

Hull: 3D+1

Shields: 2D

Sensors:

Passive: 40/1D

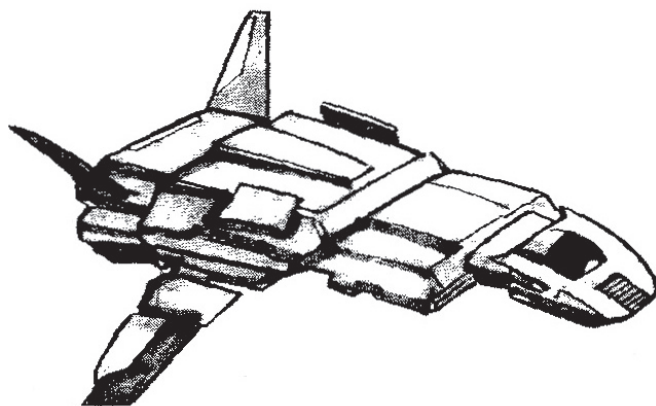
Scan: 80/1D+2

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

Alignment: 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 km/h

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

MT/191 Drop-Ship

Craft: Meller & Dax MT/191 Drop-Ship

Alignment: Empire / Rebel Alliance

Era: Rebellion

Source: Imperial Sourcebook (page 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

Cost: Not available for sale

Space: 10 (drop), 2 (return)

Atmosphere: 415; 1,200 km/h (drop), 225; 650 km/h (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

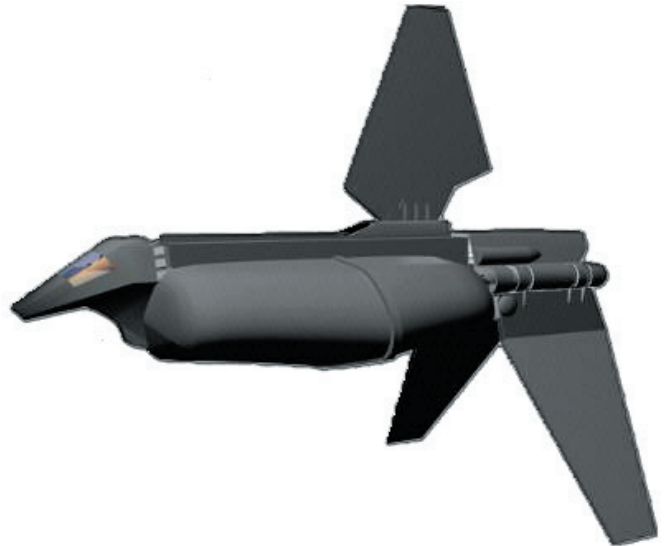
Fire Control: 1D

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

Alignment: Empire

Era: Rebellion

Source: 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 km/h (during drop), 225; 650 km/h (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

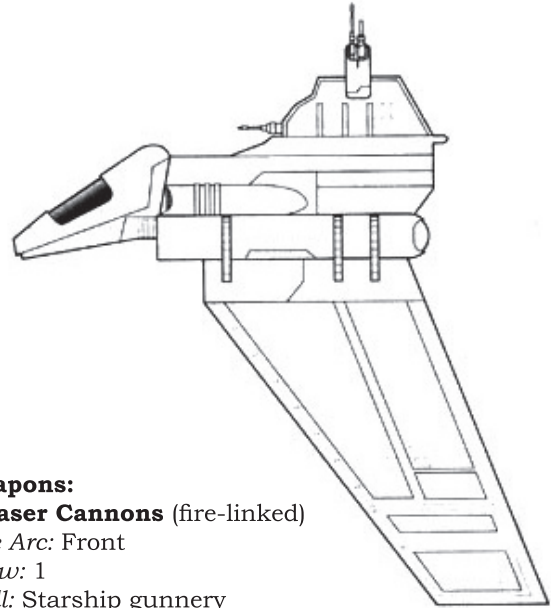
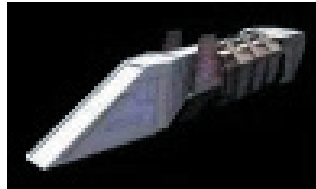
Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 3D+2

Zeta Shuttle

Craft: Telgorn Corp *Zeta*-class Long-Range Shuttle
Alignment: General
Era: Rebellion
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 km/h
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



Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-2/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D+1

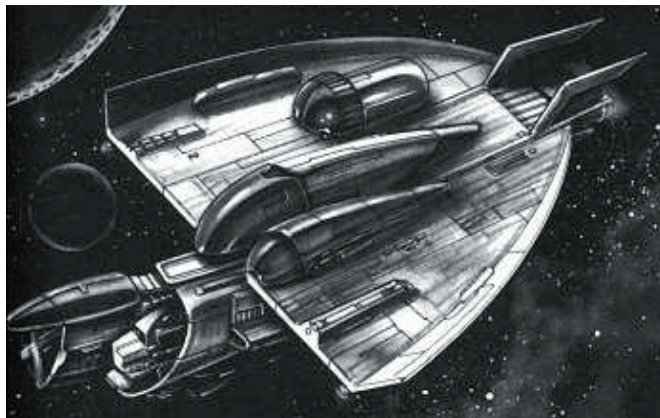
Mu-3 Shuttle

Craft: Sienar Fleet Systems Mu-3 Shuttle
Alignment: 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
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 km/h
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

Mu-2 Shuttle

Craft: Sienar Fleet Systems Mu-2 class Shuttle
Alignment: Empire
Era: Rebellion
Type: Long range shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Lambda-C
Crew: 2
Passengers: 14 (troops)
Cargo Capacity: 100 metric tons
Consumables: 6 months
Cost: 30,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 km/h
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 25/1D
Scan: 50/2D
Search: 60/2D
Focus: 3/3D

Mneffe Superluminal Passenger Shuttle



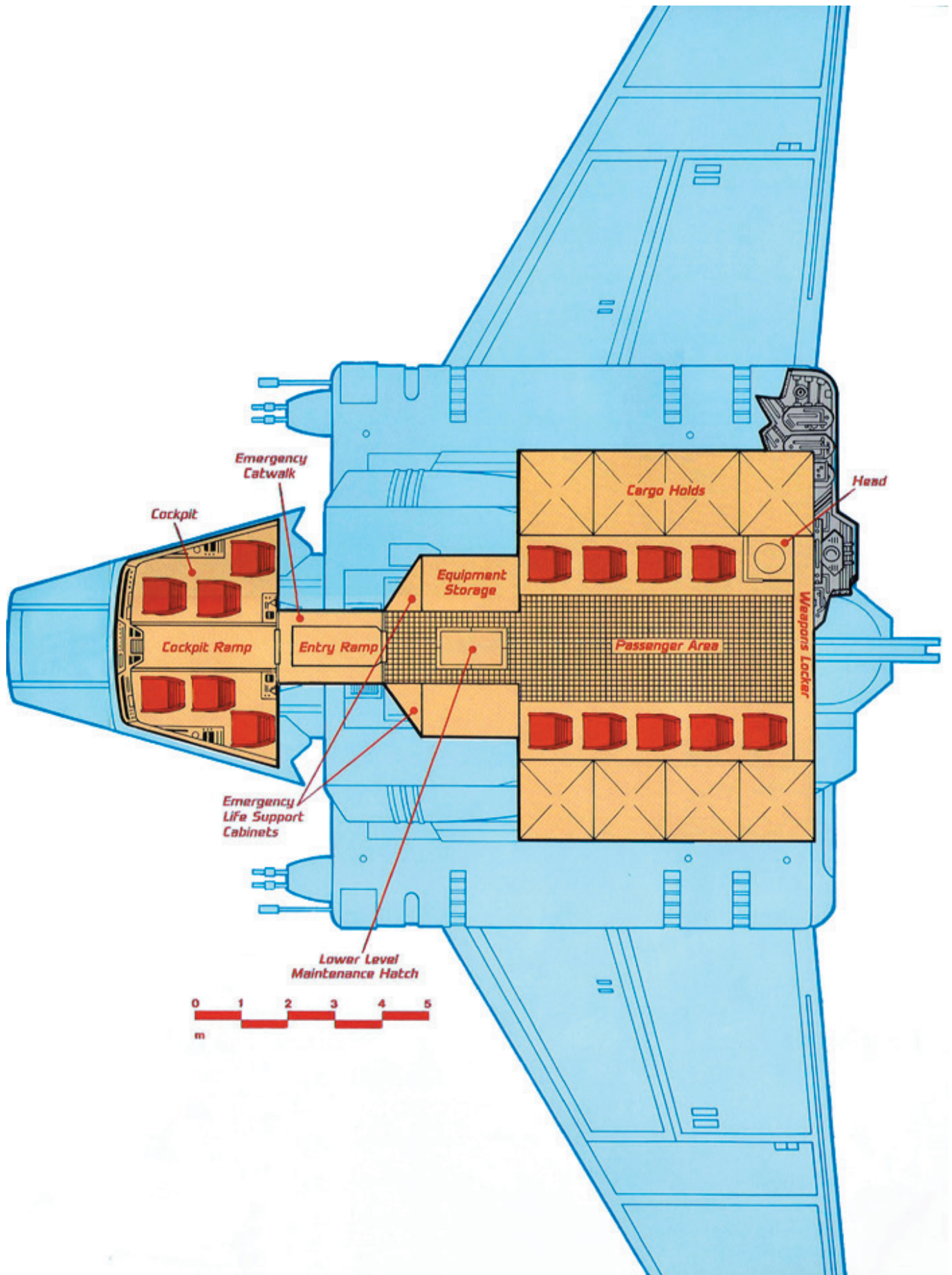
Craft: DuroTech *Mneffe*-class Superluminal
Alignment: General
Era: Rebellion
Type: Rapid passenger shuttle
Scale: Starfighter
Length: 27 meters
Skill: Space transports: Mneffe Superluminal
Crew: 2, gunners: 1, skeleton 1/+10
Passengers: 6
Cargo Capacity: 20 metric tons
Consumables: 1 month
Cost: 200,000 credits (new), 100,000 credits (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 km/h
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

Lambda Shuttle

Craft: Sienar Fleet Systems Shuttle
Alignment: Empire
Era: Rebellion
Source: The Thrawn Trilogy Sourcebook (pages 237-238), 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 km/h
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





Svelte Shuttle

Craft: Silviut Corporation *Svelte*-class Shuttle

Alignment: 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 km/h

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 45/1D

Search: 80/2D

Focus: 4/2D+2

Weapons:

2 Double Blaster Cannons

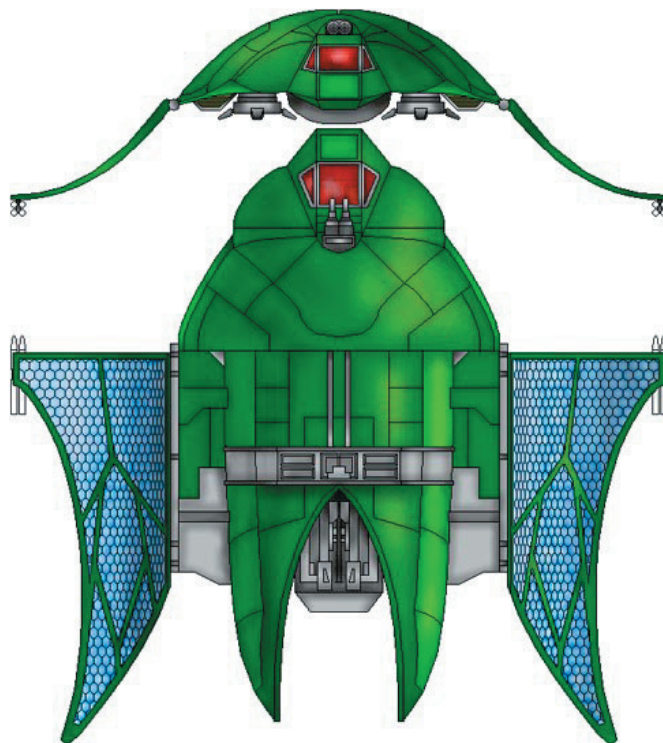
Fire Arc: 1 front, 1 back

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

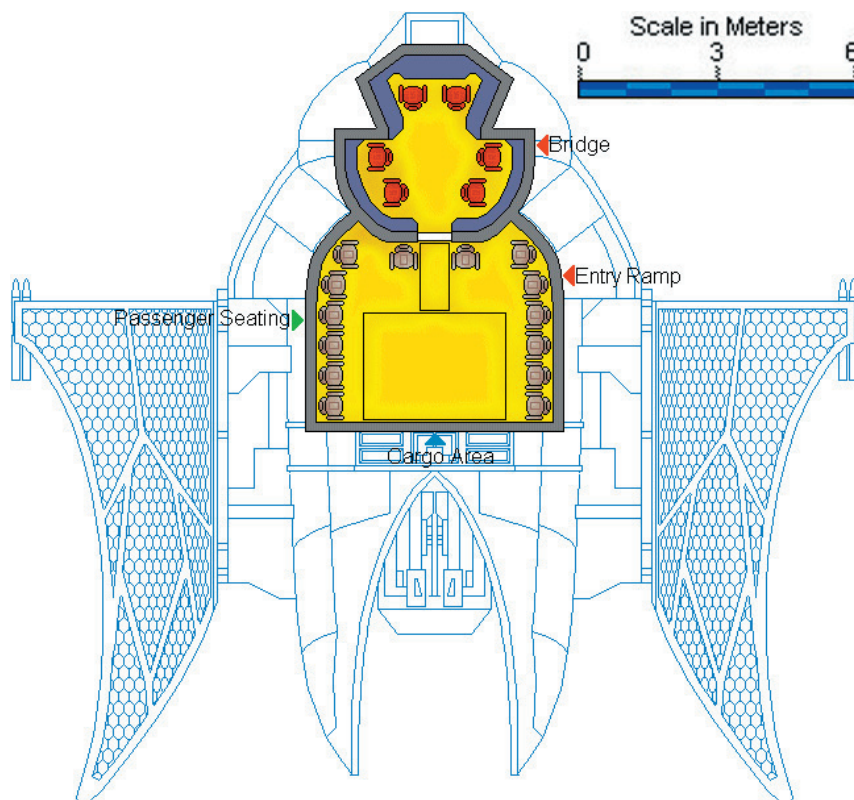
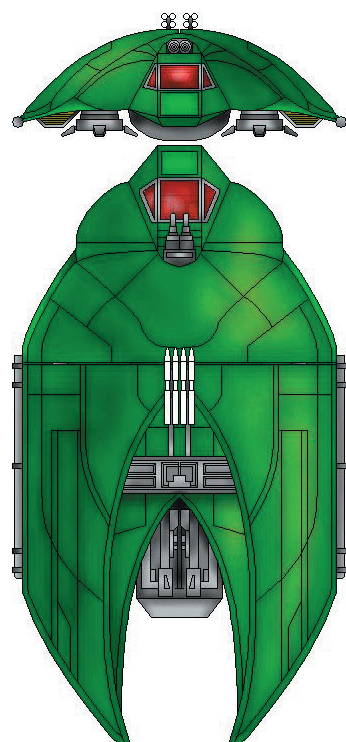
Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-8/14/30

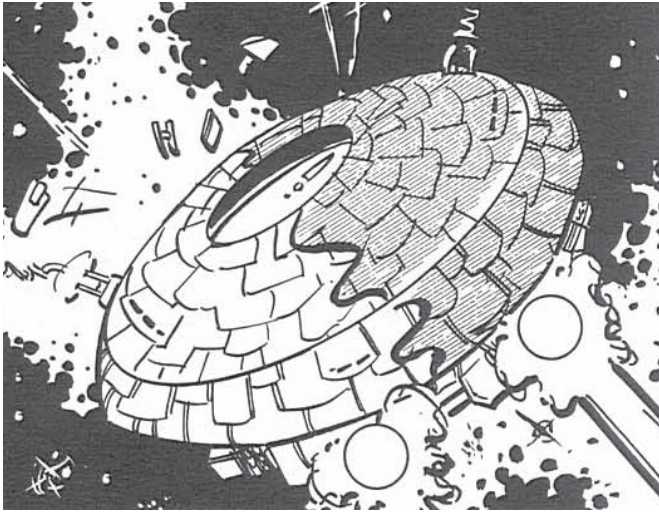
Atmosphere Range: 100-800/1.4/30 km

Damage: 4D+1



Military Transports

Ugor Battle-Wagon



Craft: Ugor Salvage Company *Captain's Pride*
Alignment: 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 km/h
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 m
Damage: 4D

Jedi Justice Cruiser

Craft: Republic Shipyards Jedi Justice Cruiser
Alignment: 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 km/h
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
Fire Arc: Front
Scale: Starfighter
Skill: Starship gunnery
Ammo: 16 missiles each
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700 m
Damage: 9D

Coruscant Heavy Courier

Craft: Corellia StarDrive *Coruscant*-class Heavy Courier
Alignment: Old Republic / General
Era: Old Republic
Source: Tales of the Jedi Companion (page 116), The Essential Guide to Vehicles and Vessels (pages 122-123)

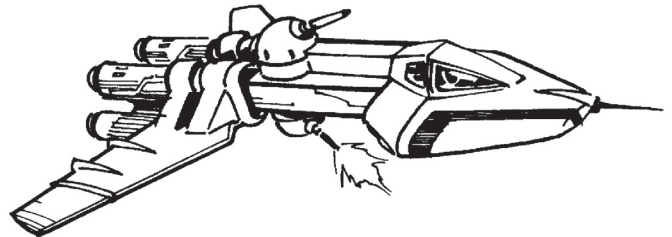


Type: Heavy courier
Scale: Starfighter
Length: 150 meters
Skill: Space transports: Coruscant Heavy Courier
Crew: 1, gunners: 1
Passengers: 6
Cargo Capacity: 25 metric tons
Consumables: 2 weeks
Cost: 50,000 (new), 23,000 (used)
Hyperdrive Multiplier: x11
Hyperdrive Backup: x17
Maneuverability: 3D
Space: 4
Atmosphere: 275; 850 km/h
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 m
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 m
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 m
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 m
Damage: 7D

TIS Zeta 19

Craft: CSA TIS Zeta 19
Alignment: 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 km/h
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
Alignment: Corporate Sector Authority
Era: Rise of the Empire
Source: Han Solo and the Corporate Sector Sourcebook (page 101), Pirates & Privateers (page 52)
Type: Pinnace
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Warpod
Crew: 1, gunners: 4
Crew Skill: Space transports: 3D, starship gunnery 3D+2, starship shields 1D
Troops: 6 (troops)
Cargo Capacity: 1 metric ton
Consumables: 1 day
Cost: 23,000

Maneuverability: 2D+1

Space: 7

Atmosphere: 350; 1,000 km/h

Hull: 3D

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 25/+1

Search: 50/1D+1

Focus: 2/2D

Weapons:

2 Laser Cannons (may be fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

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

Plasma Torch Boarding Device*

Fire Arc: Bottom

Crew: 2

Skill: Starship gunnery: plasma torch

Fire Control: 0D

Space Range: 4 meters

Damage: 8D

Note: The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torches roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms and airtight seal in 30 seconds.

MRX-BR Pacifier

Craft: Sydon Vehicle Works MRX-BR Pacifier Combat/Contact Vessel

Alignment: Empire / General

Era: Rise of the Empire

Source: 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: 24 metric tons

Consumables: 1 year

Cost: 170,000 (new)

Nav Computer: Yes

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Maneuverability: 1D

Space: 7

Atmosphere: 600; 1,200 km/h

Hull: 2D

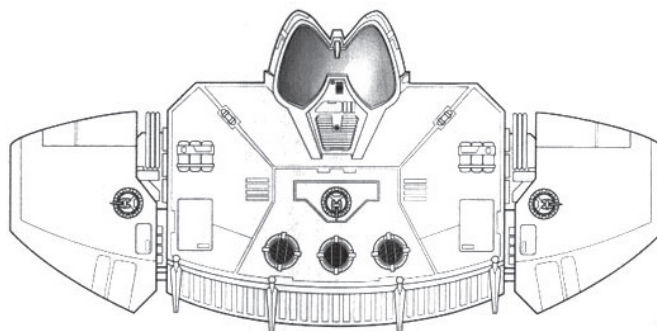
Shields: 2D

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 m

Damage: 9D

Firespray Patrol/Attack Craft

Craft: Kuat Systems Engineering *Firespray*-class Patrol Vessel

Alignment: General



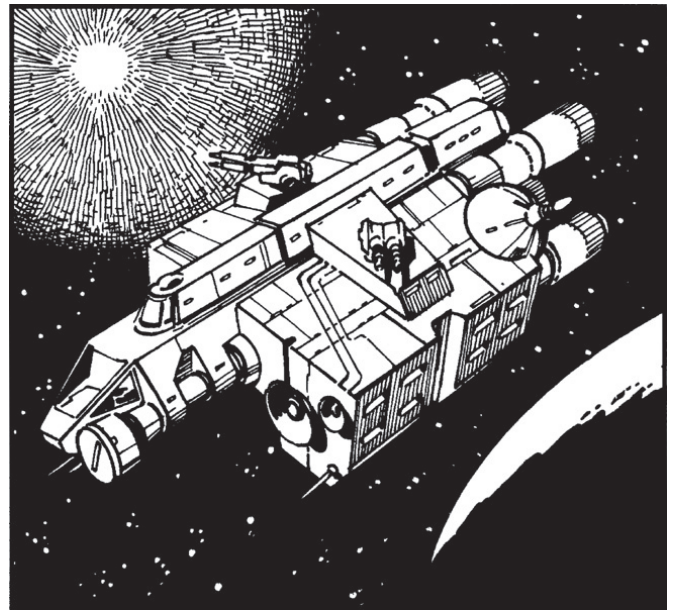
Era: Rise of the Empire
Source: Pirates & Privateers (page 75), Starships of the Galaxy (page 81), The Essential Guide to Vehicles and Vessels (pages 144-145)
Scale: Starfighter
Length: 21.5 m
Skill: Space transports: Firespray patrol/attack craft
Crew: 1; gunners: 2
Passengers: 4
Cargo Capacity: 70 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 km/h
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
Alignment: 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 km/h
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
Alignment: Trianii Rangers
Era: Rise of the Empire
Source: Han Solo and the Corporate Sector Sourcebook (pages 99-100), Pirates & Privateers (page 77)
Type: Light patrol craft
Scale: Starfighter
Length: 33 meters
Skill: Space transports: RX4 Scout Ship
Crew: 2, gunners: 2, skeleton: 1/+5
Crew Skill: Astrogation 3D+2, space transports: RX4 4D+1, starship gunnery 5D+2, starship shields 4D
Passengers: 6
Cargo Capacity: 30 metric tons
Consumables: 2 years
Cost: Not for sale
Hyperdrive: x1
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D+1
Space: 4
Atmosphere: 295; 850 km/h
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

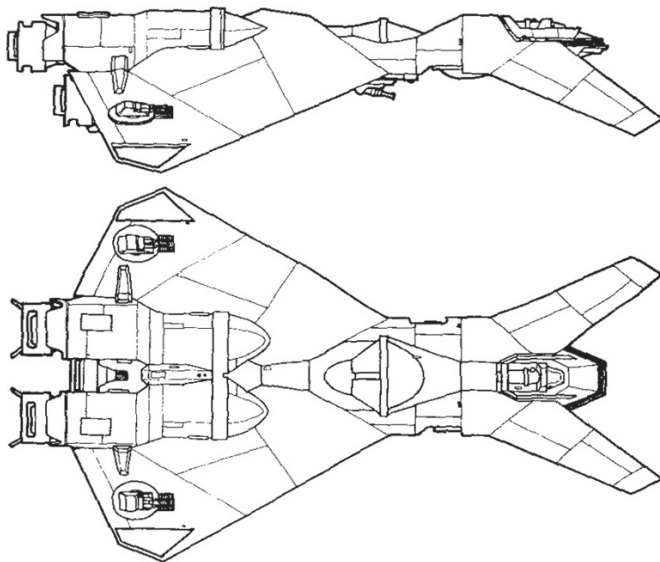
Space Range: 1-10/25/50

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

Alignment: Empire

Era: Rise of the Empire

Source: Pirates & Privateers (page 83)

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 km/h

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

Light Privateer Frigate

Craft: Modified Rendili StarDrive's Customs Frigate

Alignment: 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 km/h

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

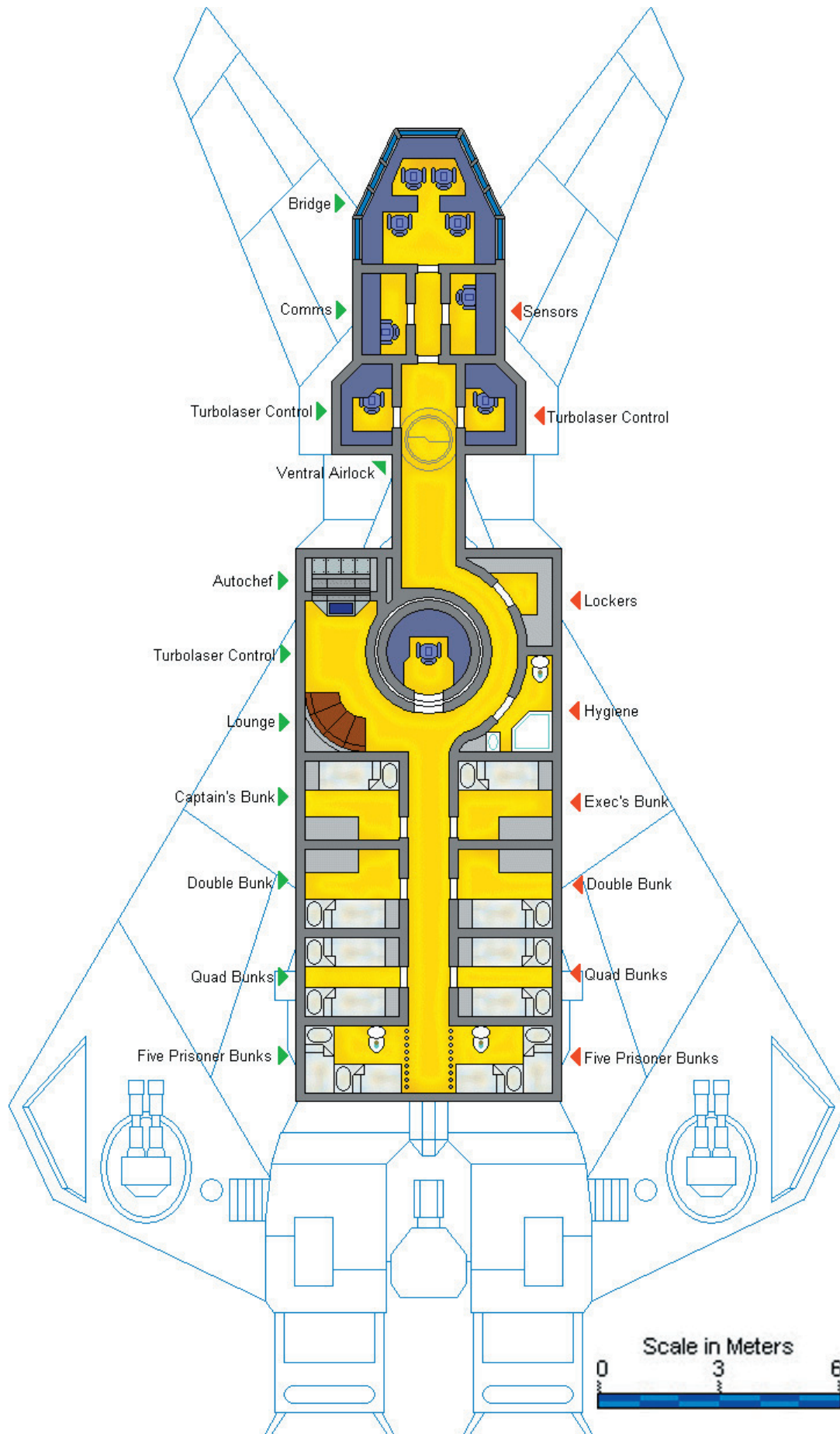
Ion Cannon

Fire Arc: Front

Crew: 1 to 3

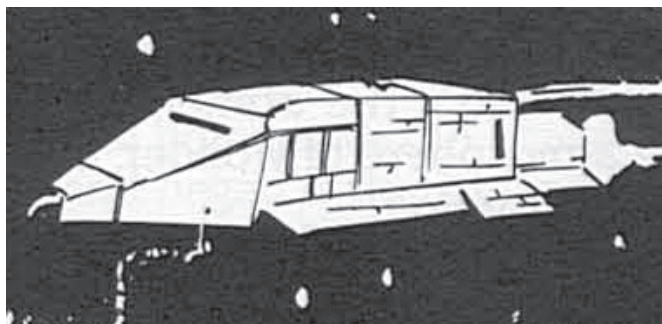
Skill: Starship gunnery

Fire Control: 3D



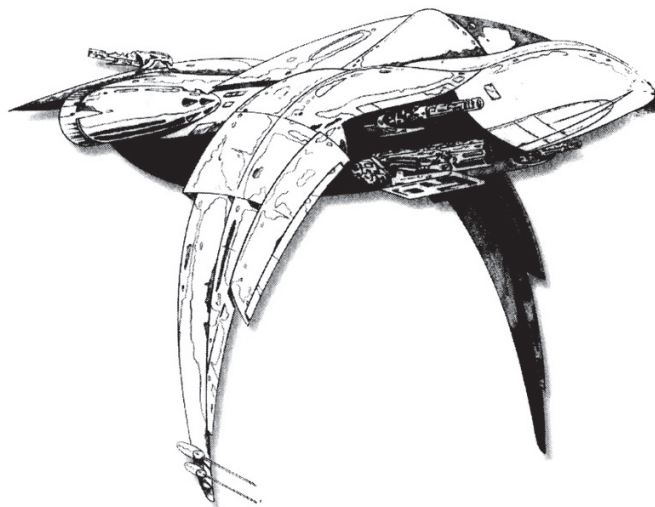
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 3D
Tractor Beam Emplacement
Fire Arc: Front
Crew: 1 or 2
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.3/2.5 km
Damage: 3D

Armored Transport



Craft: Kuat Drive Yards Armored Transport
Alignment: 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 km/h
Hull: 5D
Shields: 1D
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
Alignment: Empire
Era: Rise of the Empire
Source: Pirates & Privateers (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 km/h
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
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

Alignment: Empire

Era: Rise of the Empire

Source: Core Rulebook (page 256), *Pirates & Privateers* (page 84)

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 km/h

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

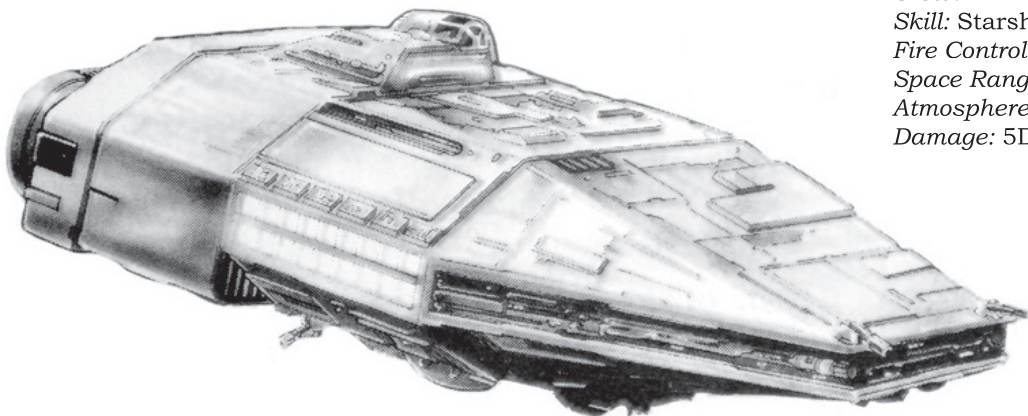
Skill: Starship gunnery

Fire Control: 2D+2

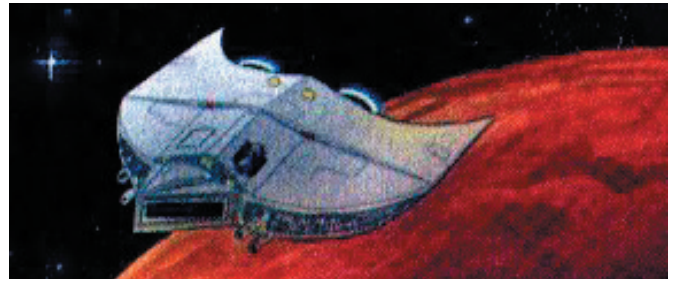
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D



Mansk Escort Frigate



Craft: Tallaani Shipyards *Mansk-class* Escort Frigate

Alignment: General / Rebel Alliance

Era: Rise of the Empire

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: 2 month

Cost: 135,000 credits (used only)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Atmosphere: 350; 1,000 km/h

Hull: 5D+2

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 4/4D

Weapons:

6 Double Laser Cannons

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+1

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

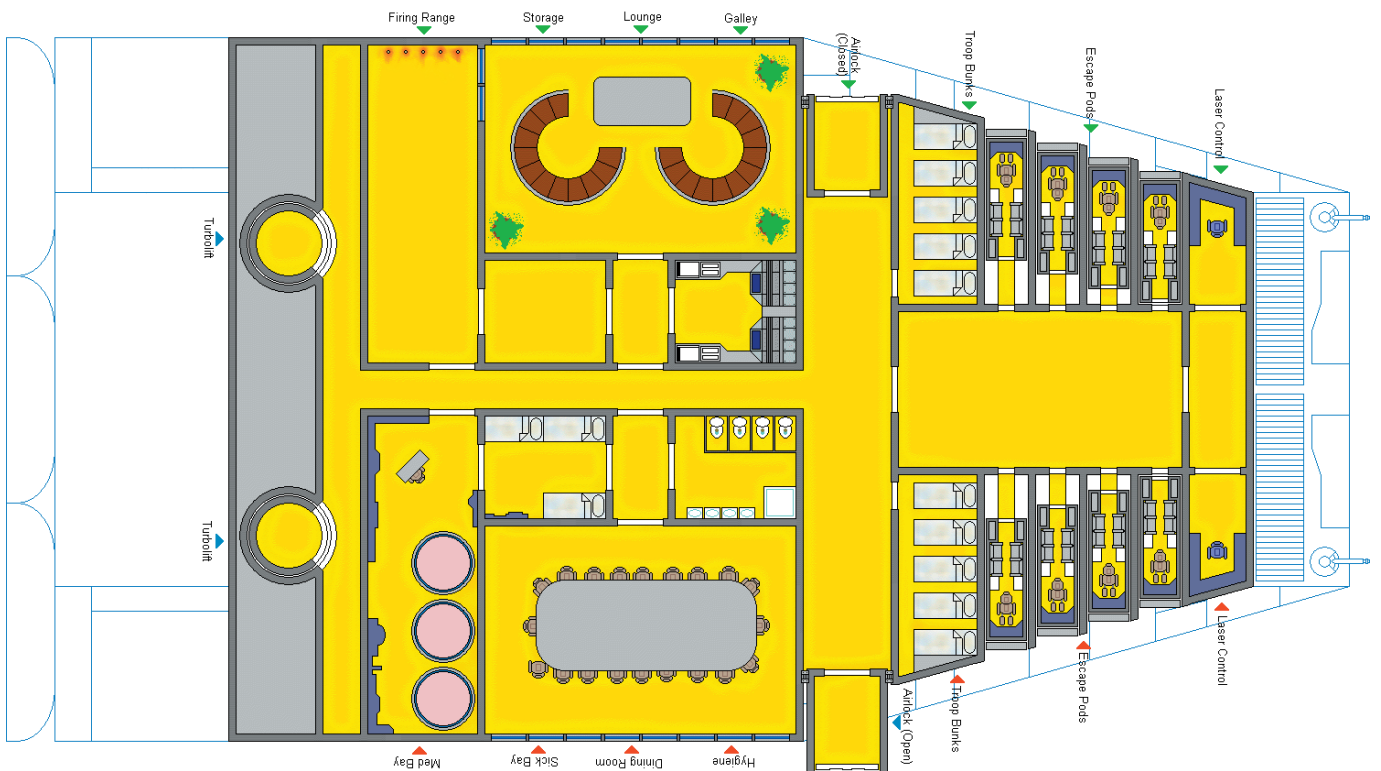
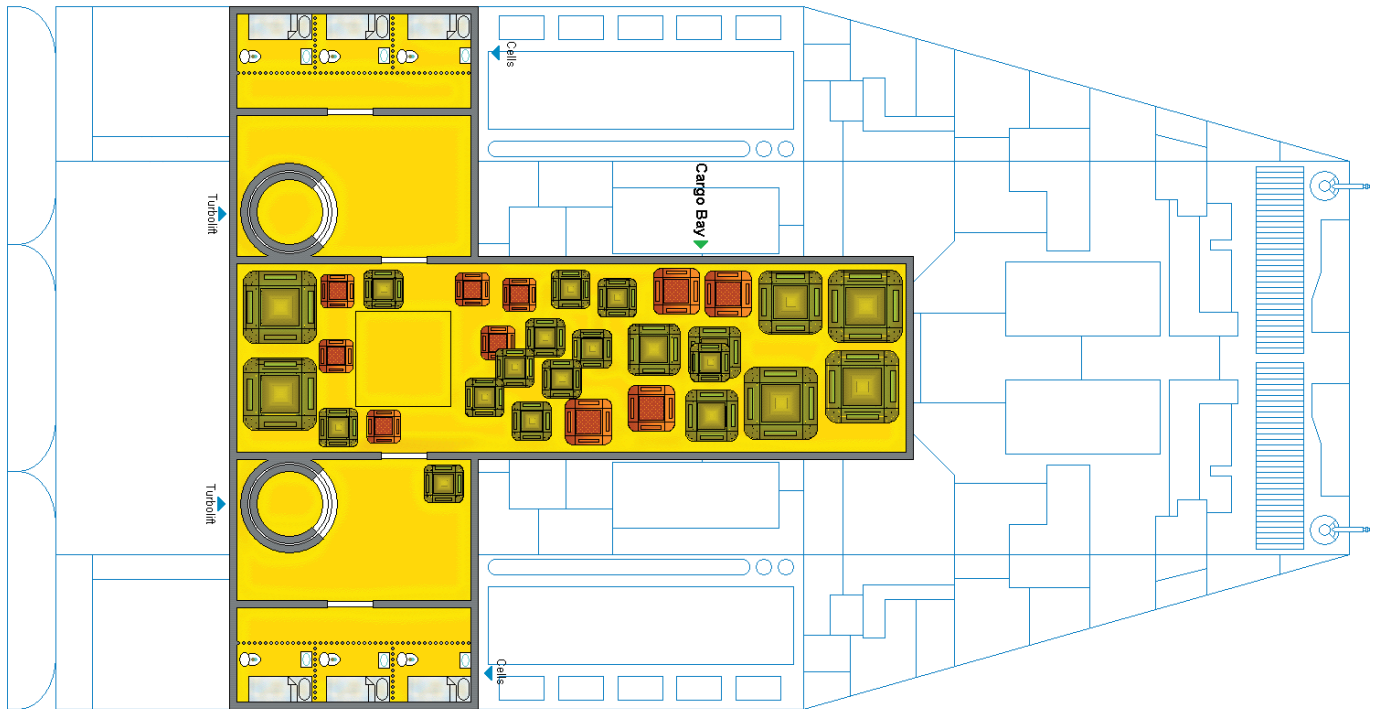
Fire Control: 2D

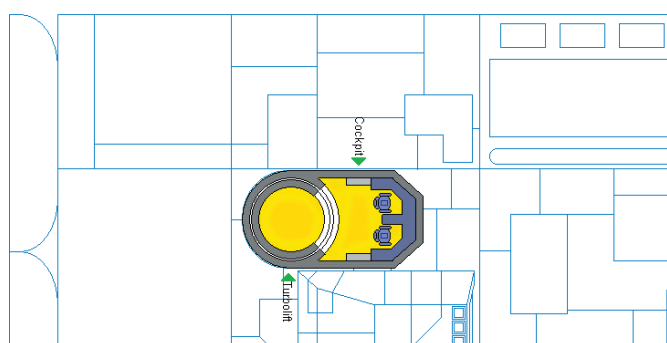
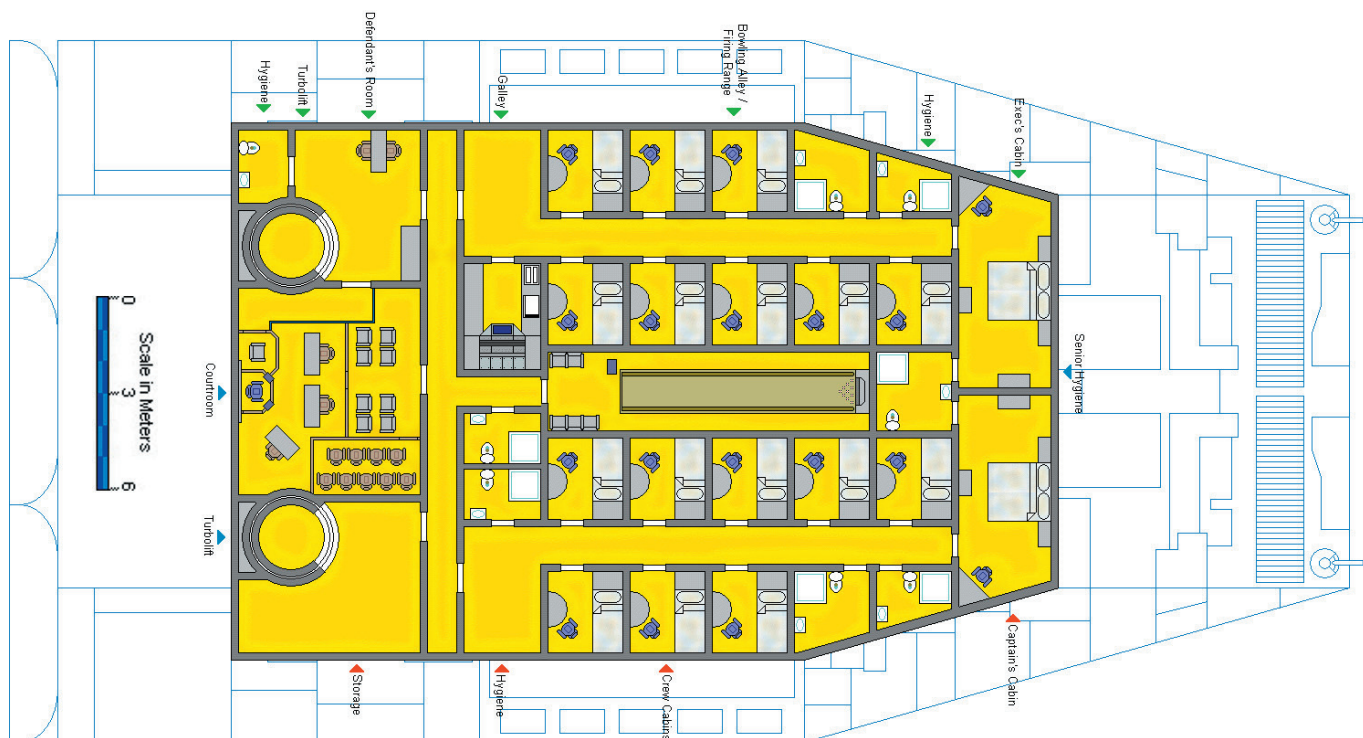
Space Range: 1-3/7/36

Atmosphere: 100-300/700/3.6 km

Damage: 3D

Guardian Light Cruiser





Hyperdrive Multiplier: x1.5 or x2

Hyperdrive Backup: x8

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 km/h

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

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/12/20

Atmosphere Range: 100-300/1.2 /2.5 km

Damage: 3D

Y-4 "Raptor" Transport

Craft: Incom Corporation Y-4 Military Transport

Alignment: Empire / Rebel Alliance / General

Era: Rise of the Empire

Source: 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 Skill: Astrogation 4D, sensors 3D+1, space transports: Y-4 Transport 5D+1, starship gunnery 4D and starship shields 3D.

Crew: 1, unners: 2

Passengers: 40 (troops)

Cargo Capacity: 300 metric tons

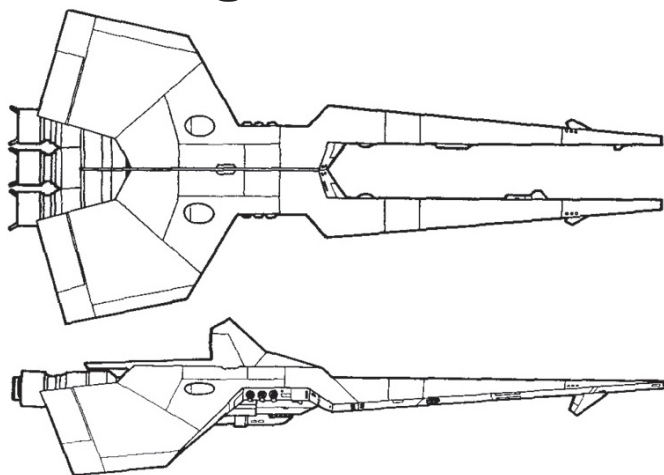
Consumables: 1 month

Cost: 250,000 (black market) 160,000 (civilian model - carries no weapons)

Nav Computer: Yes, astromech droid adds +1D to astrogation roll



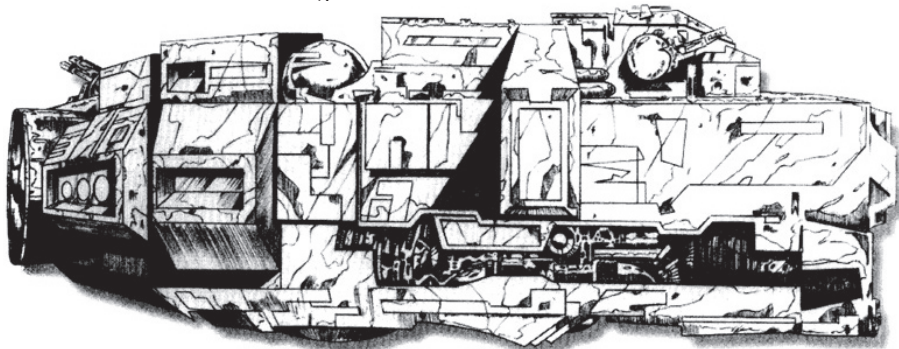
Light Corvette



Craft: Rendili StarDrive's Light Corvette
Alignment: Empire
Era: Rise of the Empire
Source: Galaxy Guide 6: Tramp Freighters (pages 76-77), Pirates & Privateers (page 83)
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 km/h
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

PB-950 Patrol Boat

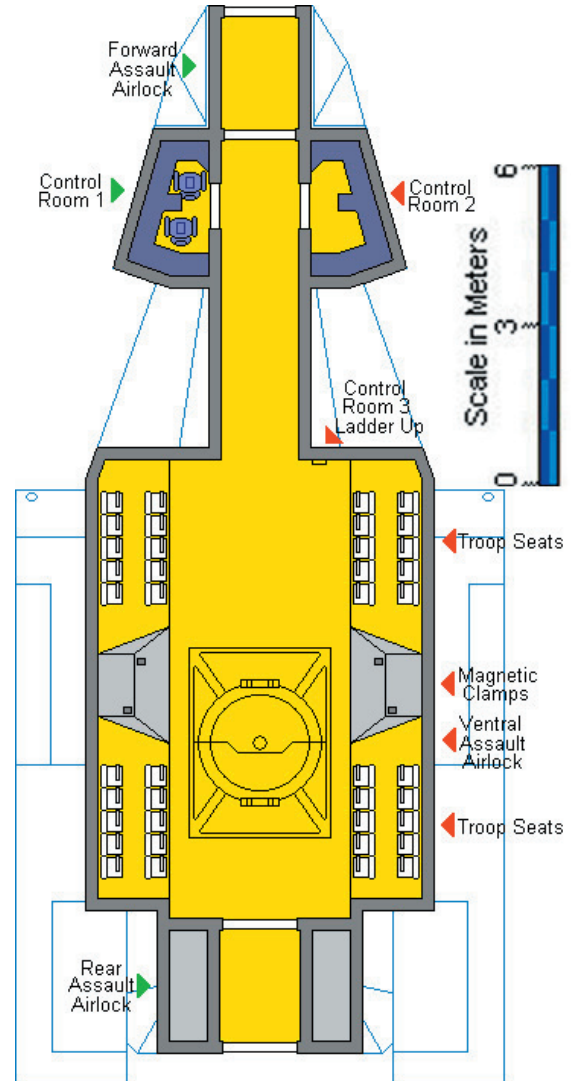
Craft: Corellian PB-950
Alignment: Empire
Era: Rise of the Empire
Source: Pirates & Privateers (pages 81-82)
Type: Stock patrol boat
Scale: Starfighter
Length: 37 meters
Skill: Space transports: PB-950 patrol boat
Crew: 2, gunners: 2
Passengers: 8
Cargo Capacity: 180 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 km/h
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 m
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



Stormtrooper Transport



Craft: Telgorn Corporation Dx-9 Transport
Alignment: 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 km/h
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 m
Damage: 9D

Conqueror Assault Ship

Craft: Surrionian *Conqueror*-class Assault Ship
Alignment: 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



Light Patrol Ship

Craft: Sienar Fleet Systems Light Patrol Ship
Alignment: Empire
Era: Rebellion
Source: Pirates & Privateers (page 82)
Type: Patrol ship
Scale: Starfighter
Length: 38 meters
Skill: Space transports
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

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1,000 km/h

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

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 8

Atmosphere: 365; 1,050 km/h

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

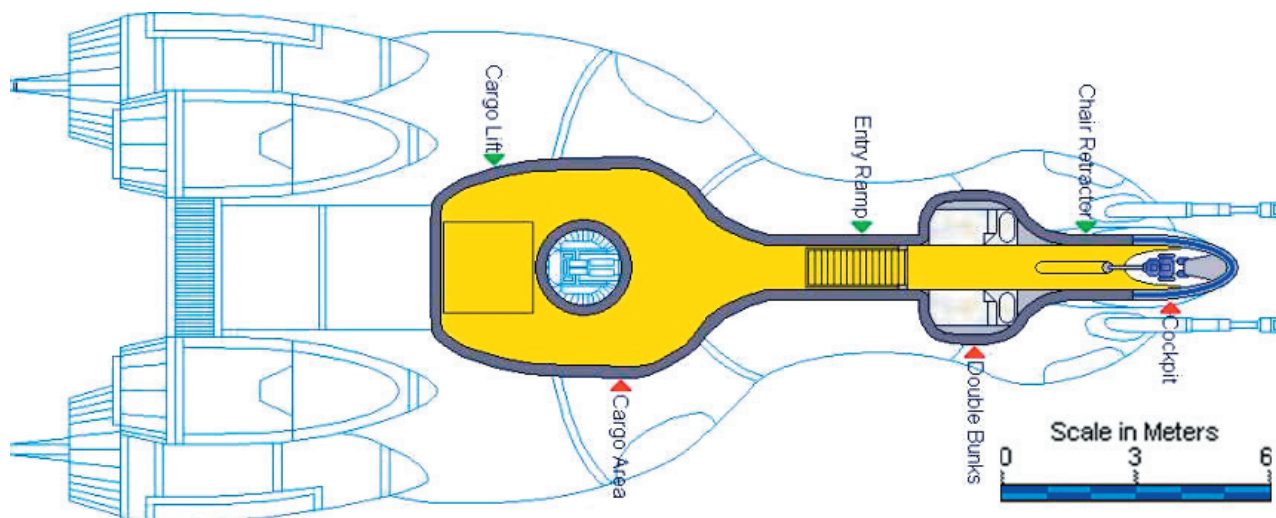
Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D



Speeder Transport

Craft: S&K V-Wing Speeder Transport, Model A
Alignment: 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 km/h
Hull: 5D
Shields: 2D

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 effect 9 square kilometer area. A Person is conscious but not able to move or talk, immobile. Can last up to 8 hours.

Speeder Transport, Model B

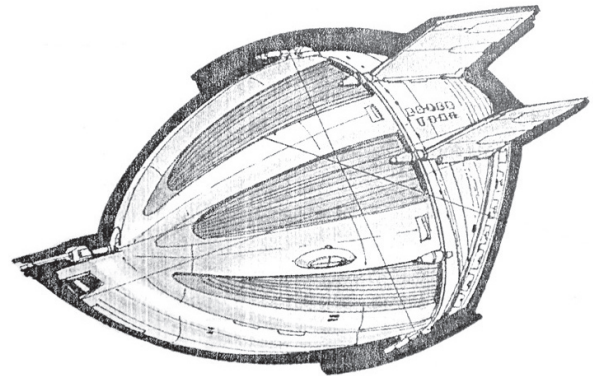
The Model B is identical to the Model A with the following modifications:

Craft: S&K 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
Alignment: Ssi-ruuk
Era: New Republic
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'weck collectors)
Cargo Capacity: 10,000 humans in confinement pens
Consumables: 1 day
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 km/h
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

Ssi-ruuvi Picket Ship



Craft: Ssi-ruuvi Fw'Sen-class Picket Ship
Alignment: Ssi-ruuk
Era: New Republic
Source: 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'wecks), 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: Single cannon: 4D

2-3 fire-linked: 5D

4-5 fire-linked: 6D

6 fire-linked: 7D

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

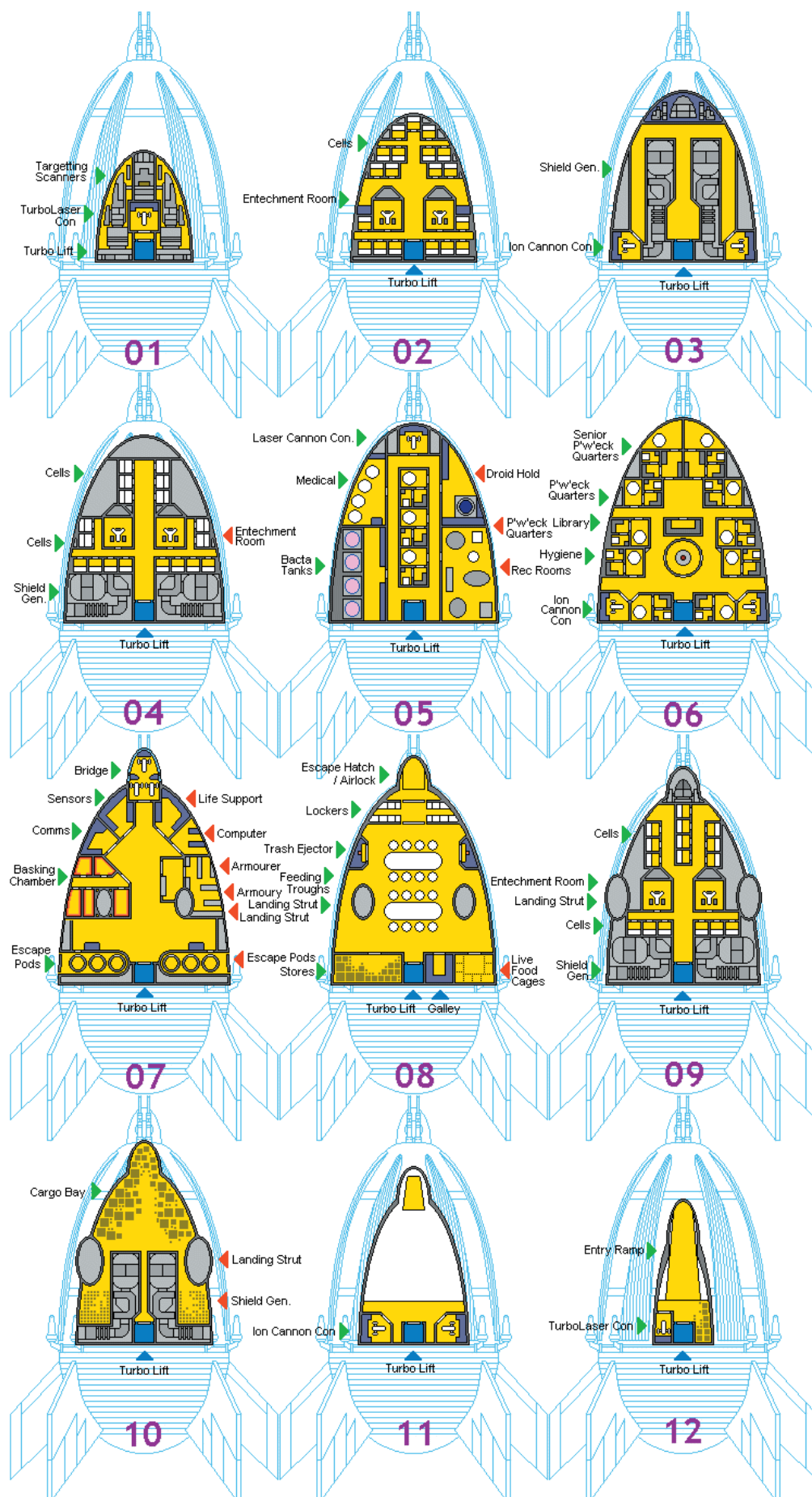
Skill: Capital ship gunnery

Fire Control: 1D

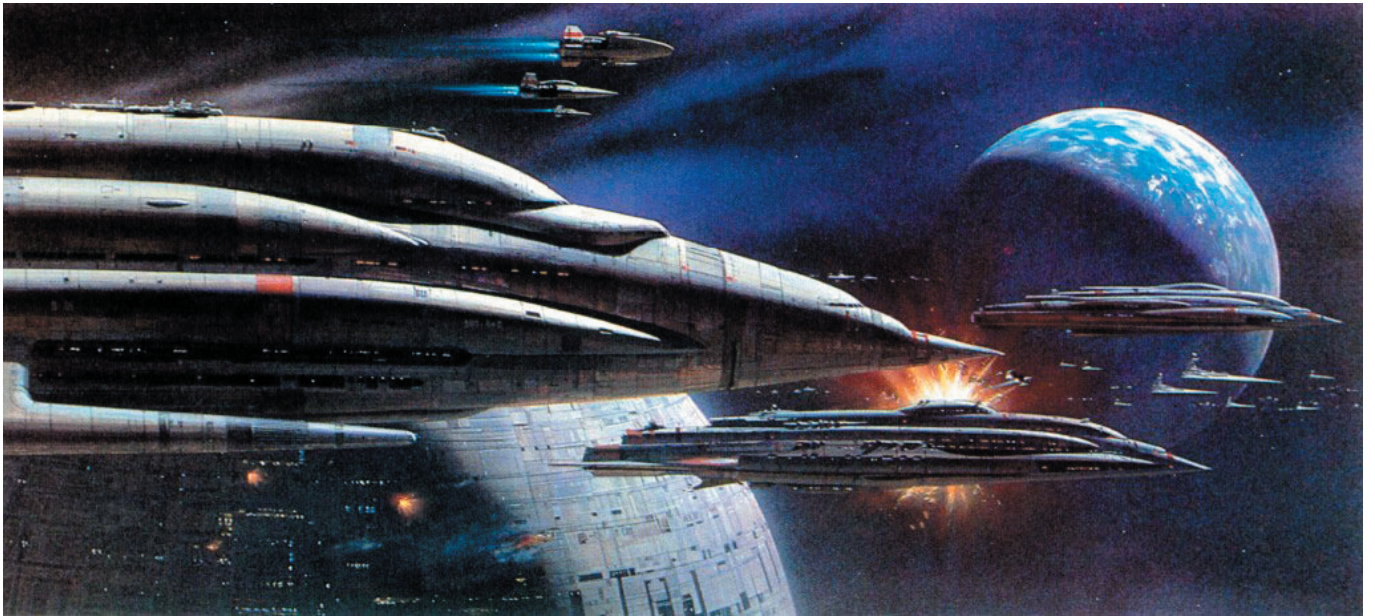
Space Range: 1-5/10/15

Atmosphere Range: 100-500/1/1.5 km

Damage: 2D+1



CAPITAL SHIPS



Sun Jammer

Craft: Starshipwrights/Aerospace Engineers Inc. Sun Skipper 2000 Sun Jammer

Alignment: General

Era: Old Republic

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 kg

Consumables: 1 week

Cost: 250,000 (new), 150,000 (used)

Availability: 4

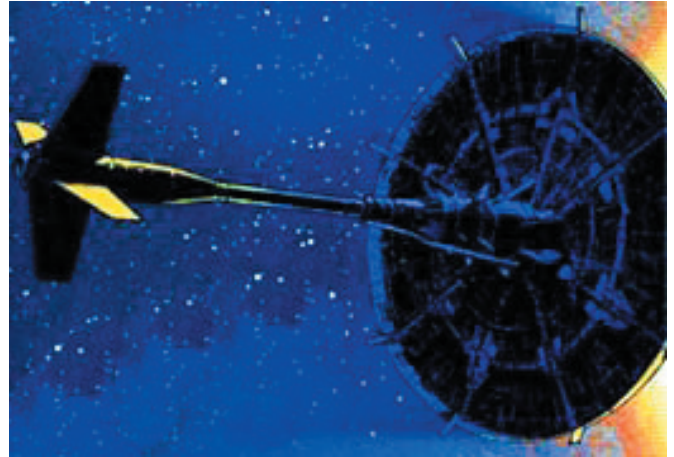
Maneuverability: +1

Space: 2

Hull: 1D (command pylon), 0D (solar collector)

Sensors:

Passive: 35/0D



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

Shieldship

Craft: Republic Engineering Corporation Heat-Resistant Escort Vehicle

Alignment: General

Era: New Republic

Source: The Thrawn Trilogy Sourcebook (page 239), The Essential Guide to Vehicles and Vessels (pages 138-139)

Type: Shieldship

Scale: Capital

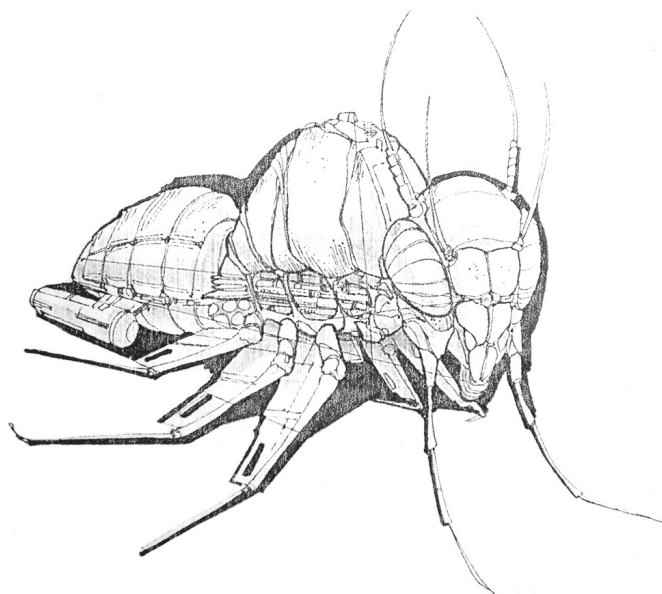
Length: 800 meters wide (dish), 400 meters long (tug pylon)

Skill: Capital ship piloting: shieldship

Crew: 1

Transports

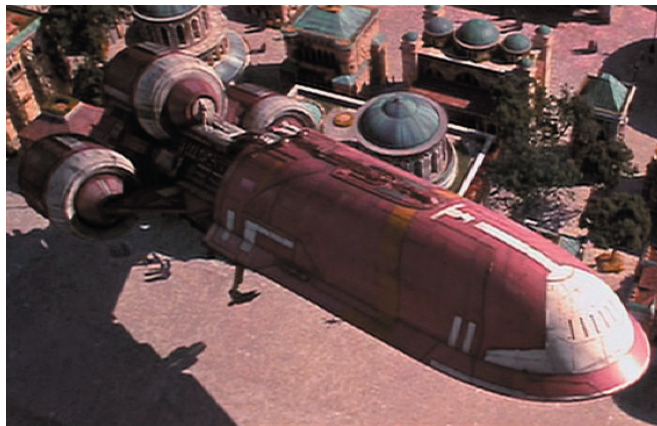
Ithullian Ore Hauler



Craft: Ithullian Ore Hauler
Alignment: 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
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 m
Damage: 2D+1

Star Shuttle



Craft: Corellian Star Shuttle
Alignment: 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 km/h
Hull: 4D
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D

Corellian Space Cruiser

Craft: Corellian Engineering Corporation Space Cruiser
Alignment: 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



Herd Ship

Craft: Ithorian SkyYards Herd Ship

Alignment: Ithorians

Era: Old Republic

Source: The Essential Guide to Vehicles and Vessels (pages 168-169)

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

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 km/h

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Consumables: 5 years

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:

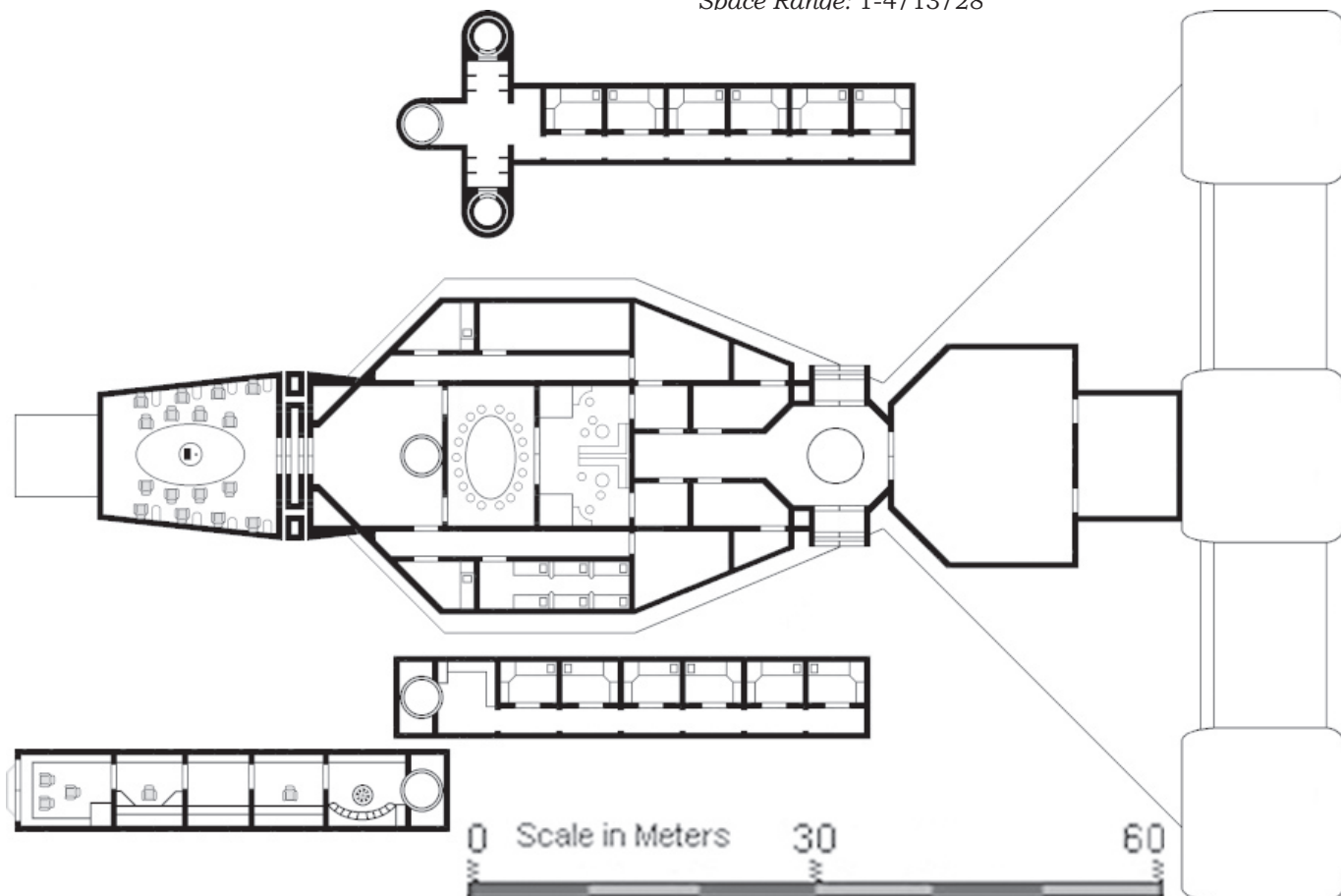
20 Laser Cannons

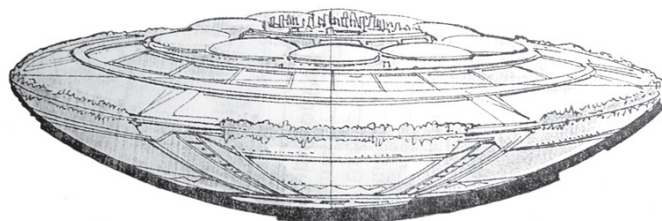
Fire Arc: 5 front, 5 left, 5 right, 5 back

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-4/13/28

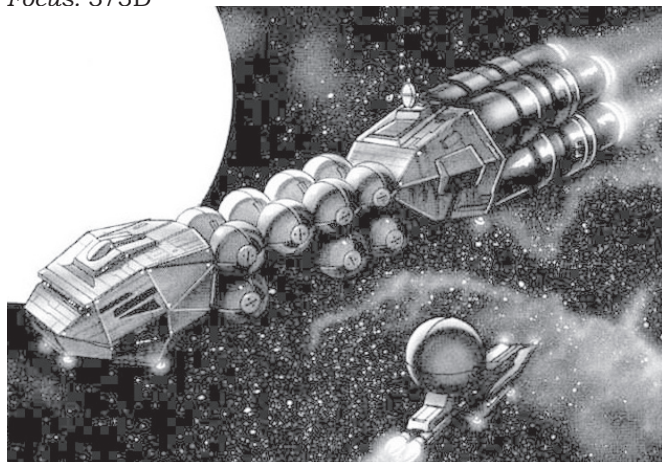




Atmosphere Range: .1-.4/1.3/2.8 km
Damage: 4D
4 Tractor Beam Projectors
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D+2

Bacta Transport

Craft: Kuat Drive Yard's B-12 Transport
Alignment: General
Era: Rise of the Empire
Source: Lord of the Expanse: Sector Guide (page 42)
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



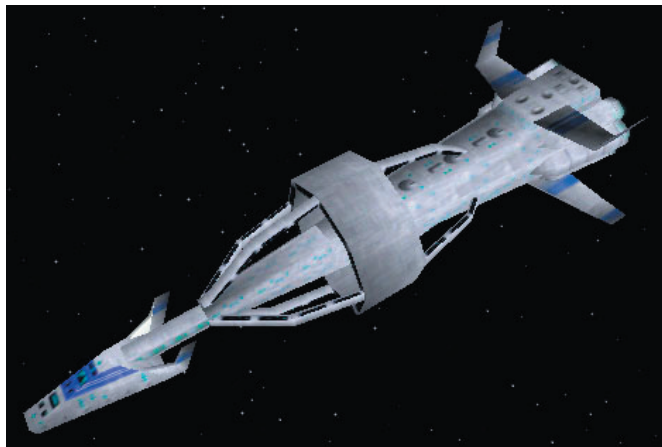
Ferryboat Liner



Craft: SoroSuub Corp. Ferryboat Liner
Alignment: 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 km/h
Hull: 2D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

C-3 Passenger Liner

Craft: Leonore Luxury Liners C-3
Alignment: General
Era: Rise of the Empire
Type: Passenger liner
Scale: Capital
Length: 400 m
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; 1000 km/h
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

Alignment: General

Era: Rise of the Empire

Source: Han Solo and the Corporate Sector Sourcebook (pages 101-102)

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

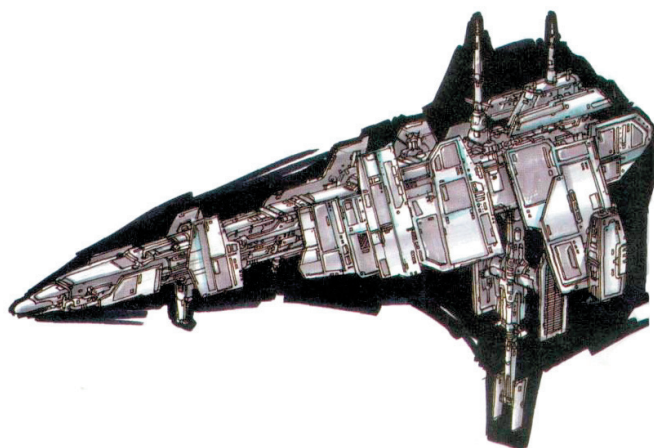
Fire Control: 1D

Space Range: 1-3/6/9

Damage: 4D

Battleships

Sith Battleship



Craft: Sith Battleship

Alignment: Sith

Era: Old Republic

Source: The Dark Side Sourcebook (page 63)

Type: Sith 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

Cost: Not available for sale

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

Marauder Corvette



Craft: Republic Sienar Systems *Marauder-class* Corvette

Alignment: 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 km/h

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

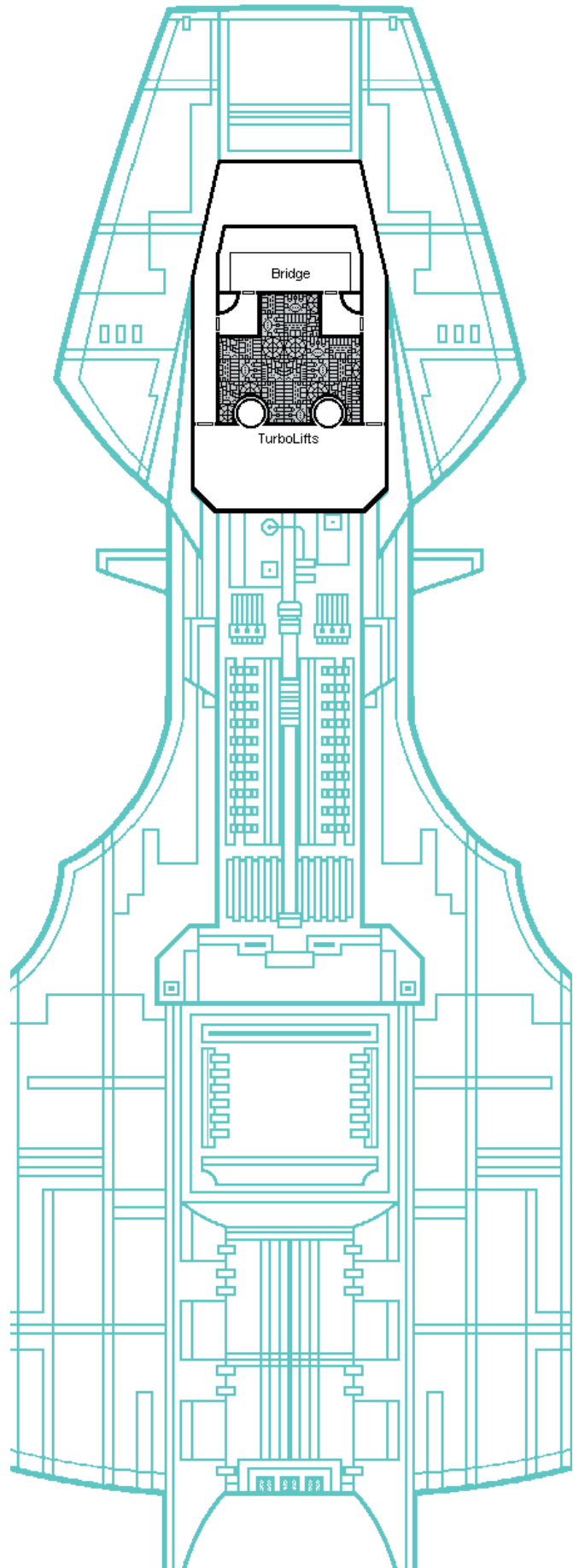
Fire Control: 2D

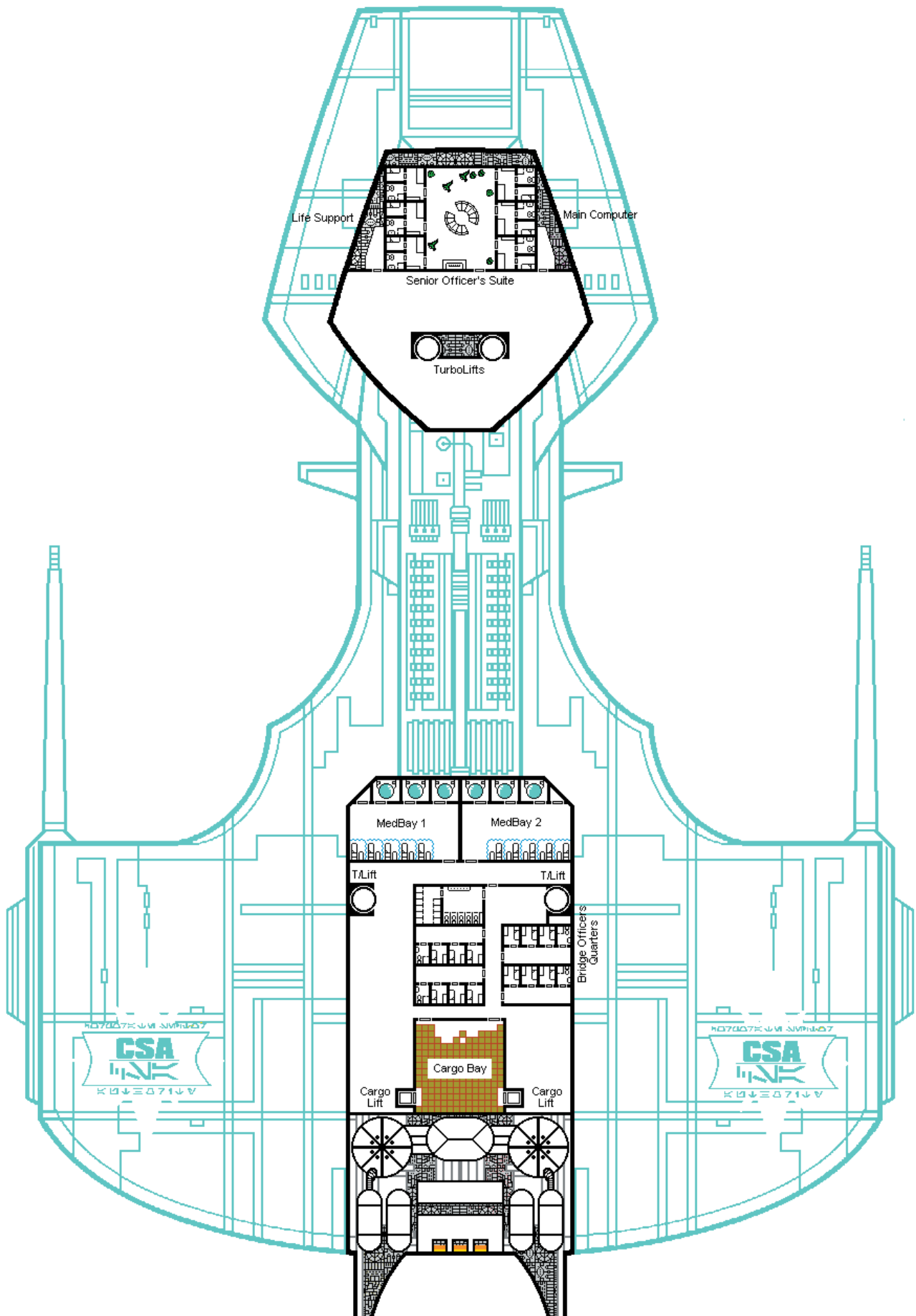
Space Range: 1-5/15/30

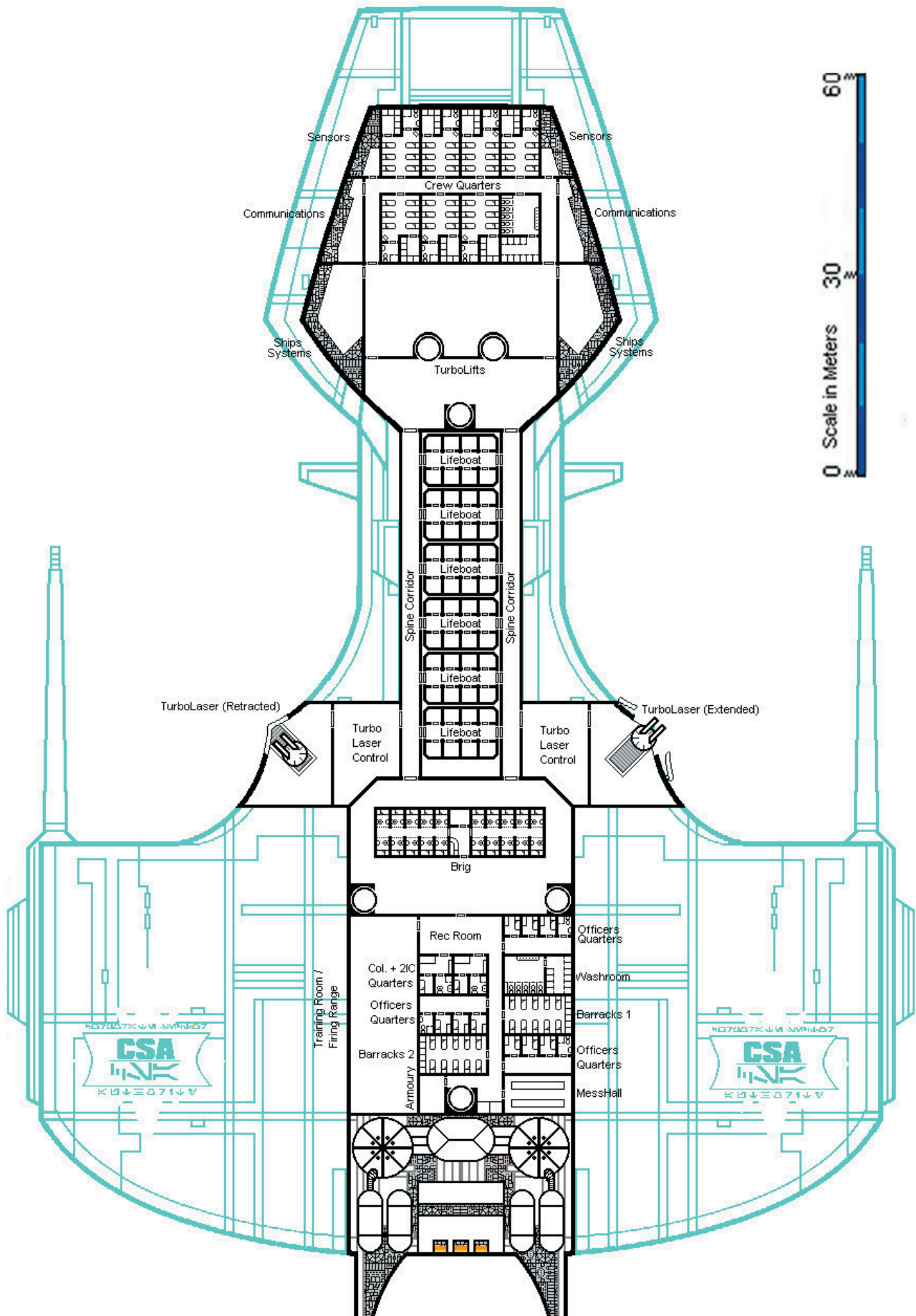
Atmosphere Range: 2-10/30/60 km

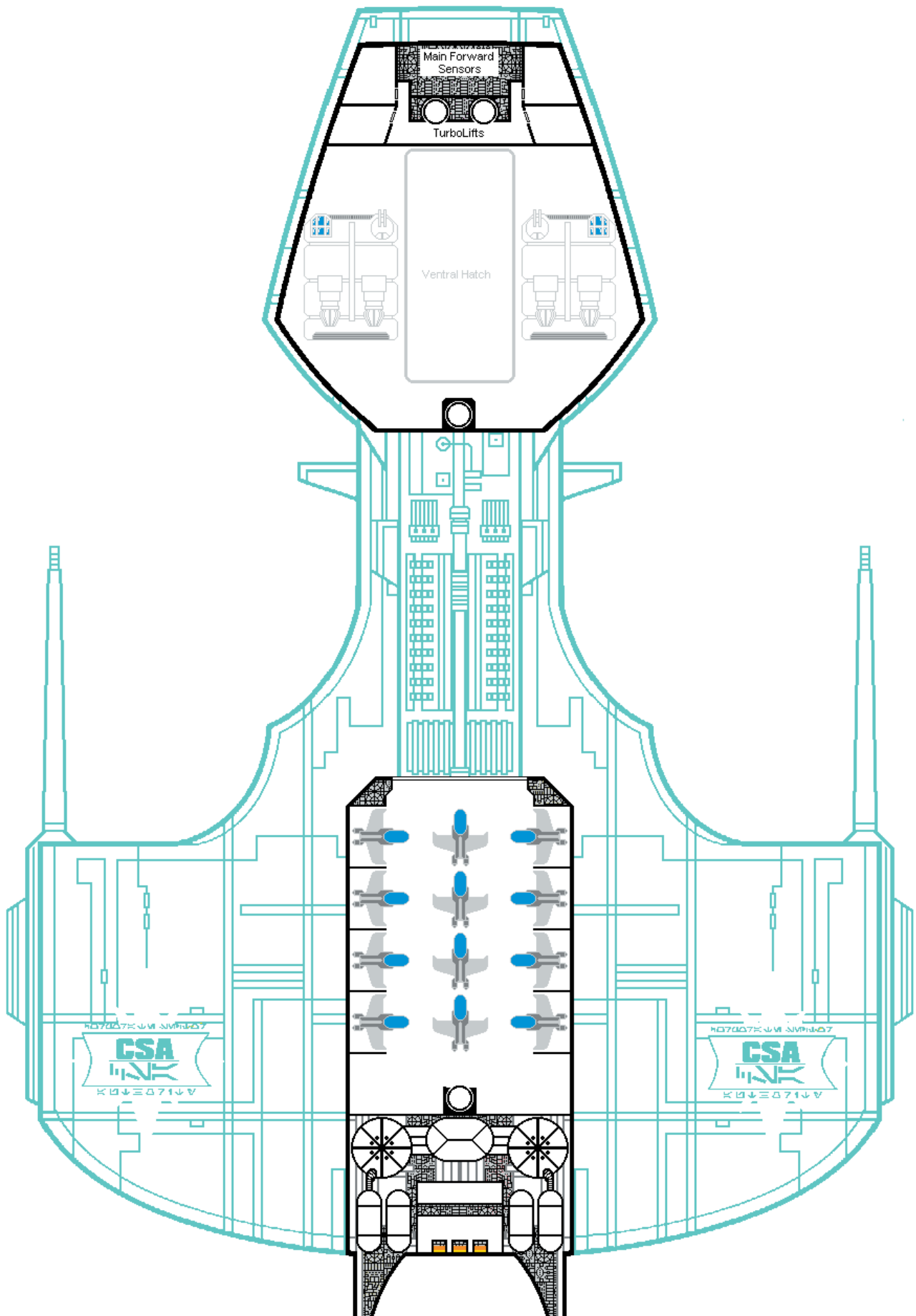
Damage: 4D

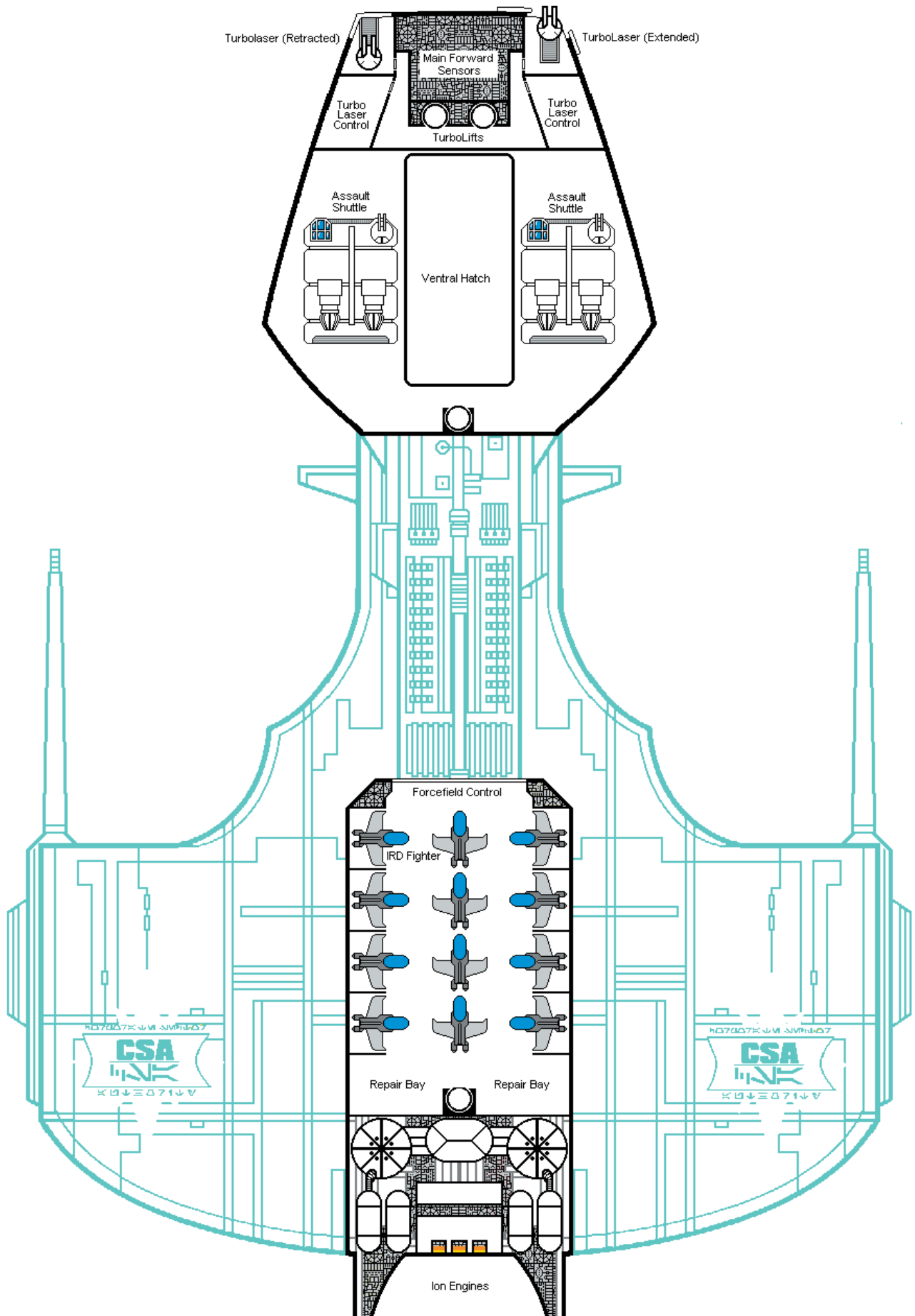
Starfighter Complement: 12 fighters











Invincible Dreadnaught Cruiser

Craft: Rendili/Vaufthau Shipyards *Invincible*-class Dreadnaught Heavy Cruiser

Alignment: 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

Alignment: 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

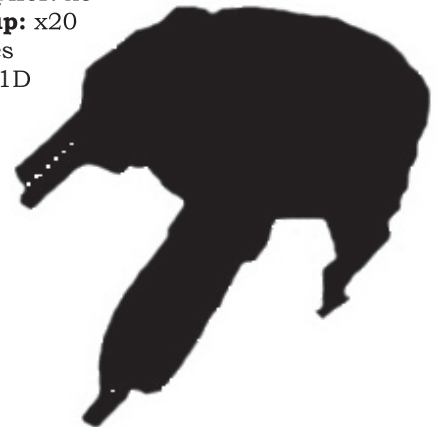
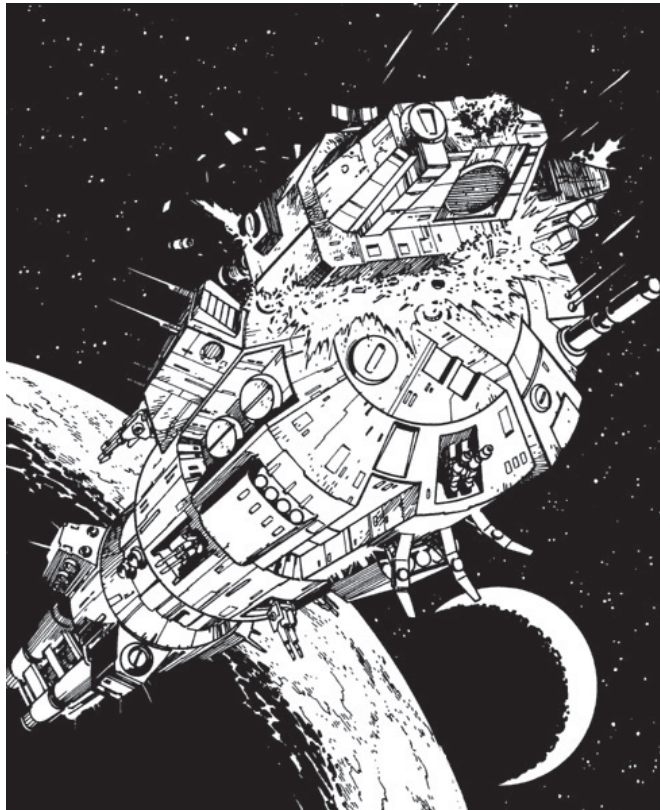
Focus: 3/3D

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

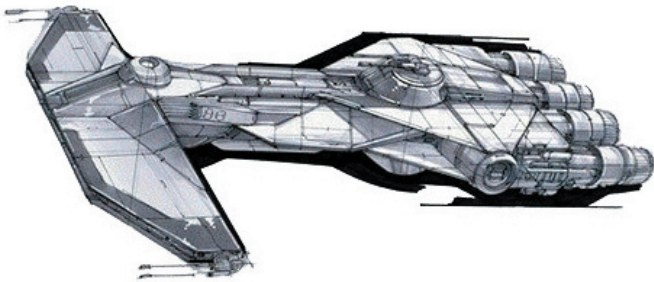
4 Tri-Particle Beamers

Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
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 Corp. Support Frigate
Alignment: 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
Alignment: Old Republic / Empire / General / New Republic
Era: Old Republic
Source: Imperial Sourcebook (page 57), The Jedi Academy Sourcebook (page 132), 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

Alignment: 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

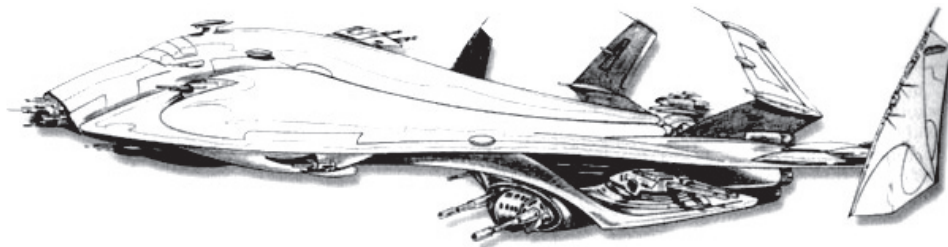
Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 1-5/10/20

Damage: 5D

IR-3F Patrol Ship



Craft: Sienar Fleet Systems IR-3F

Alignment: General / Empire

Era: Rise of the Empire

Source: Pirates & Privateers (page 74)

Type: Intra-system patrol/customs craft

Scale: Capital

Length: 110 meters

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 km/h

Hull: 3D

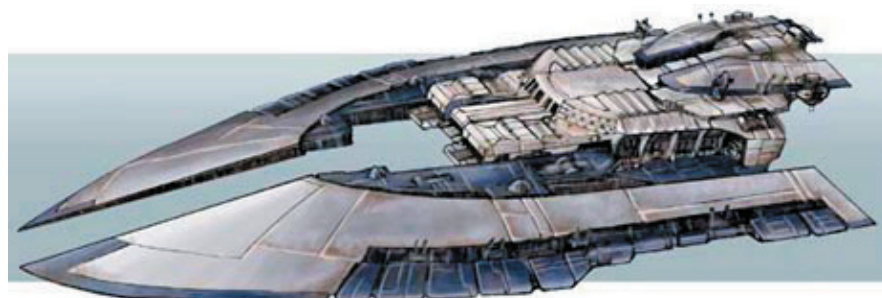
Shields: 2D+2

Sensors:

Passive: 40/1D

Scan: 80/1D+1

Search: 130/2D



Focus: 4/2D+2

Weapons:

4 Turbolaser Cannons (fire separately)

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

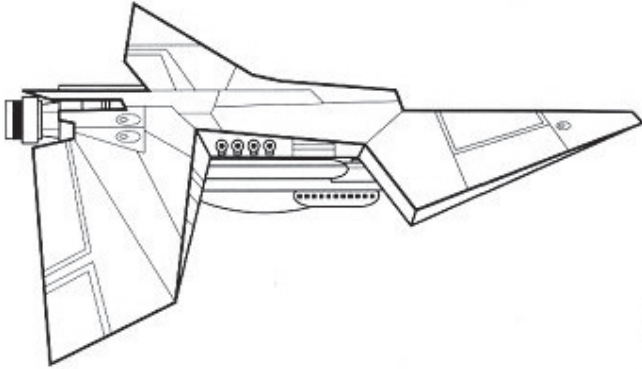
Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D

Trenchant Light Cruiser



Craft: Merkuni Drives *Trenchant*-class Cruiser

Alignment: General

Era: Rise of the Empire

Type: Light cruiser

Scale: Capital

Length: 215 meters

Skill: Capital ship piloting: Trenchant cruiser

Crew: 140, gunners: 20, skeleton 64/+10

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

Passengers: 80 (troops)

Cargo Capacity: 400 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull: 4D

Shields: 1D

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 90/2D

Focus: 3/3D

Weapons:

6 Turbolaser Cannons

Fire Arc: 2 forward, 4 back

Crew: 2

Skill: Capital gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere: 300-1.5/3.5/7.5 km

Damage: 4D+1

8 Quad Laser Cannons

Fire Arc: 4 left, 4 right

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere: 100-500/1/1.7 km

Damage: 4D+1

Nebulon-B Frigate

Craft: Kuat Drive Yards' Nebulon-B Frigate

Alignment: General / Rebel Alliance / Empire

Era: Rise of the Empire

Source: Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 60-61), The Jedi Academy Sourcebook (pages 134-135), Pirates & Privateers (page 55, 87), 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

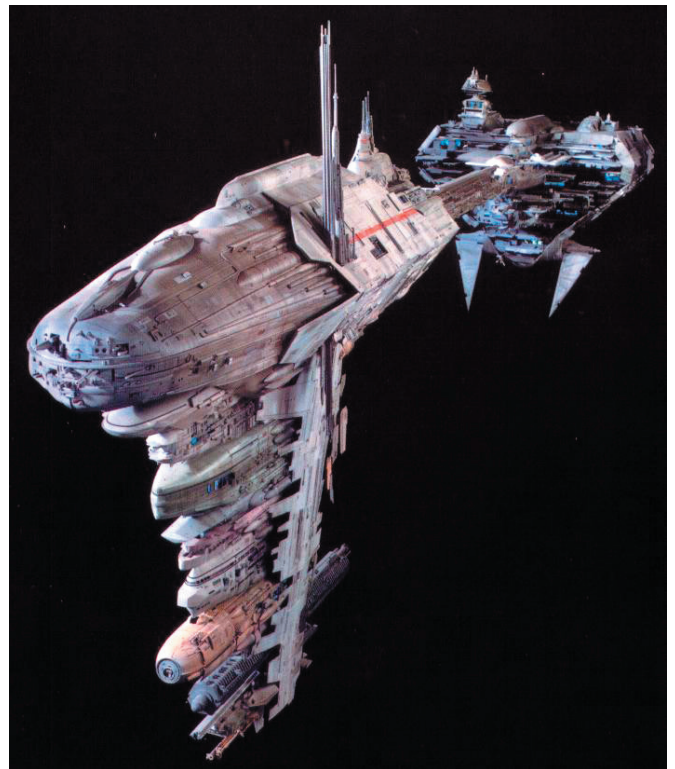
Cost: Not available for sale

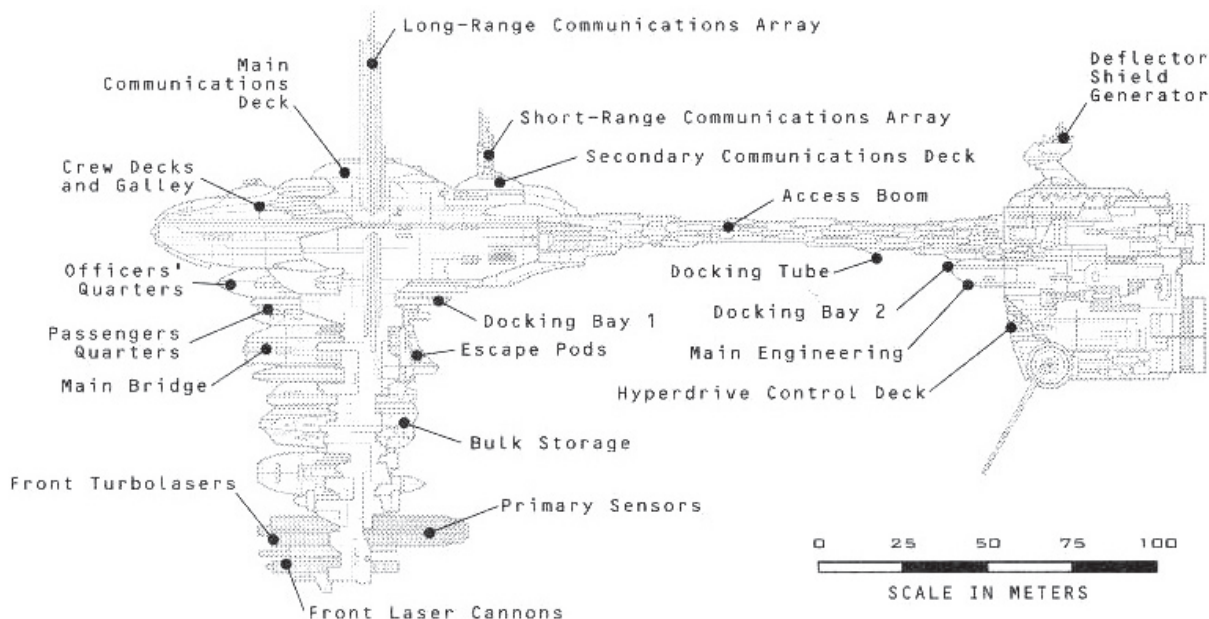
Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D





Space: 4

Atmosphere: 280; 850 km/h

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

Corellian Corvette

Craft: Corellian Engineering Corporation Corvette

Alignment: General / Rebel Alliance / Empire

Era: Rise of the Empire

Source: Rulebook (page 253), Rebel Alliance Sourcebook (pages 63-65), Pirates & Privateers (page 55), 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 km/h

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)

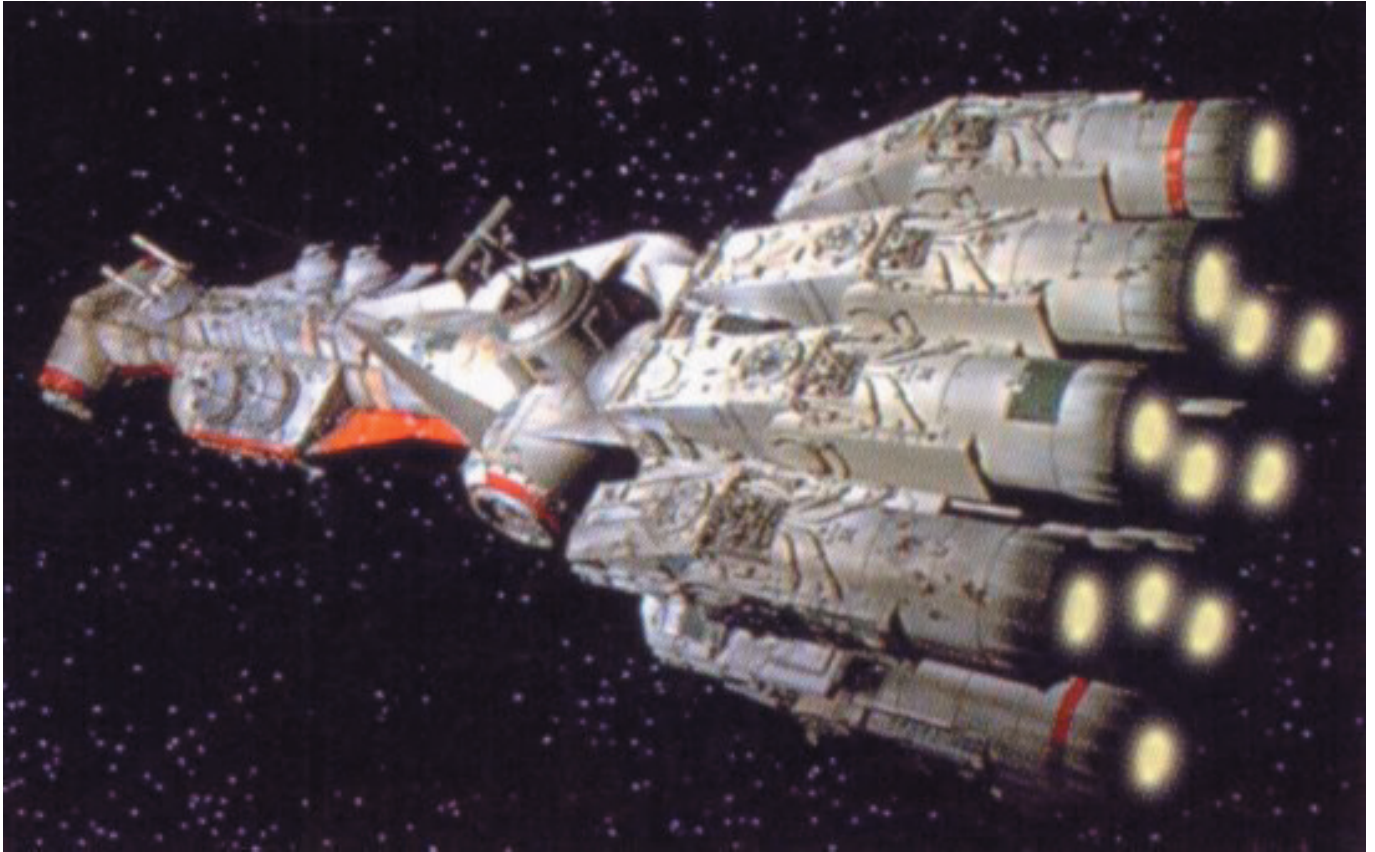
Skill: Capital ship gunnery

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

Alignment: 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 km/h

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

4 Double Turbolaser Cannons

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

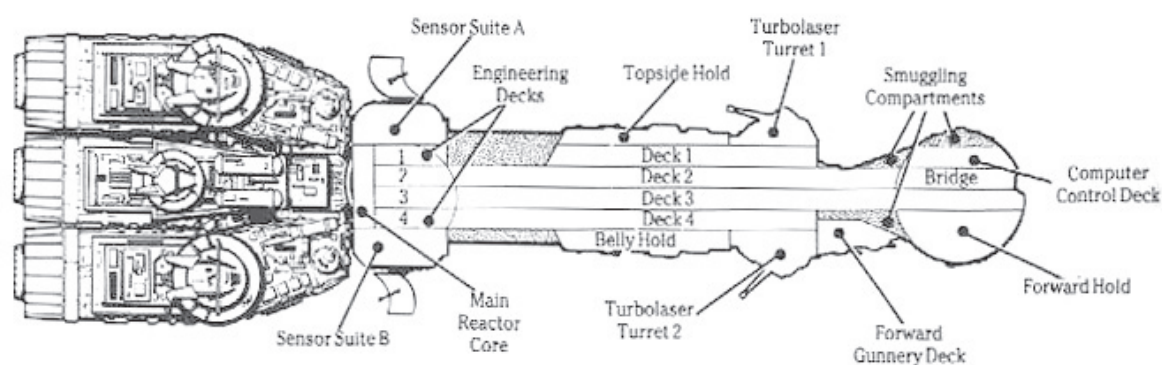
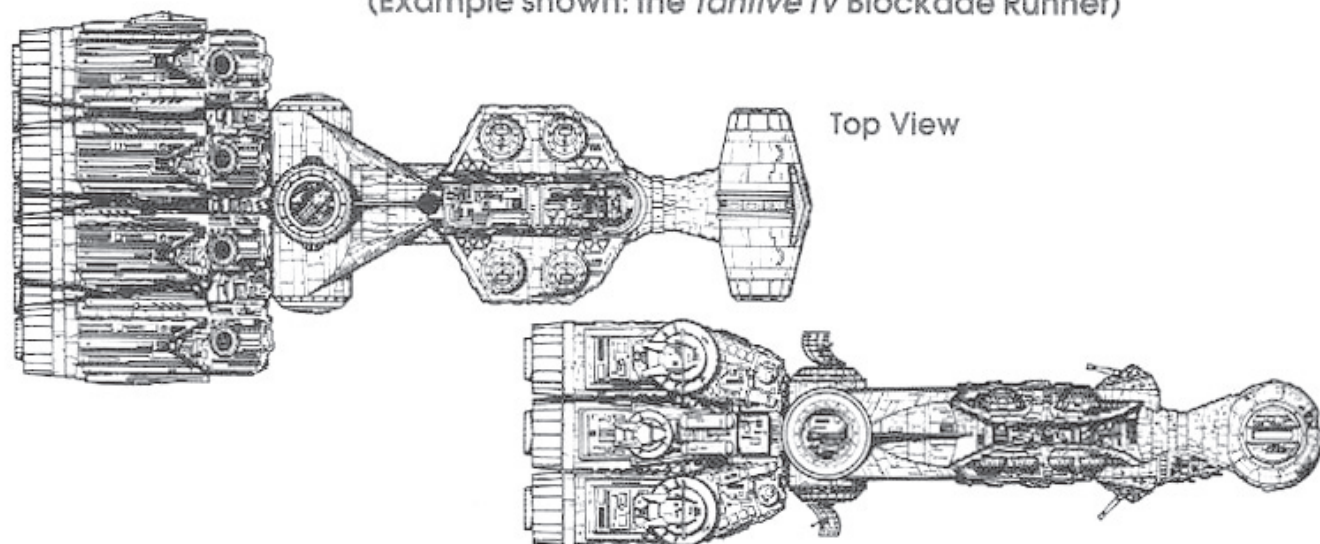
Space Range: 1-5/15/30

Atmosphere Range: 100-500/1.5/3 km

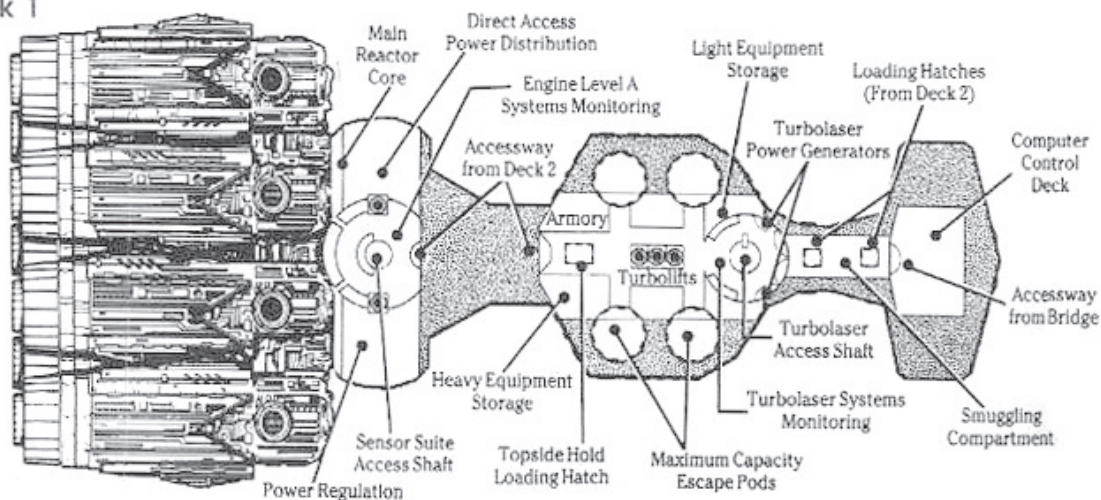
Damage: 3D

Corellian Engineering Corporation's Corvette

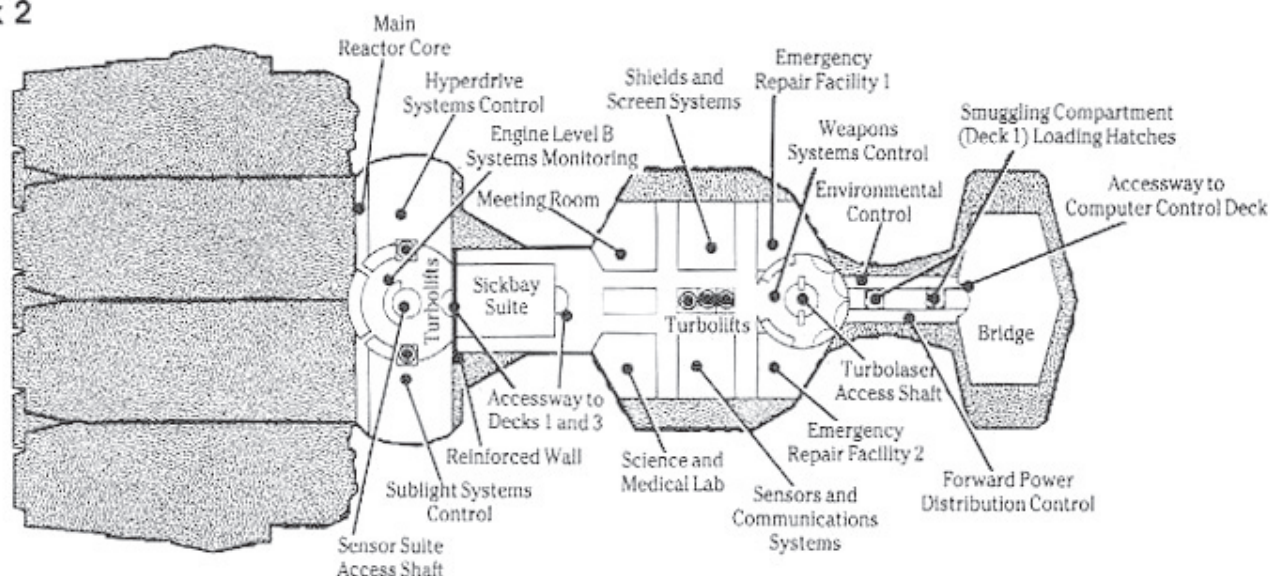
(Example shown: the *Tantive IV* Blockade Runner)



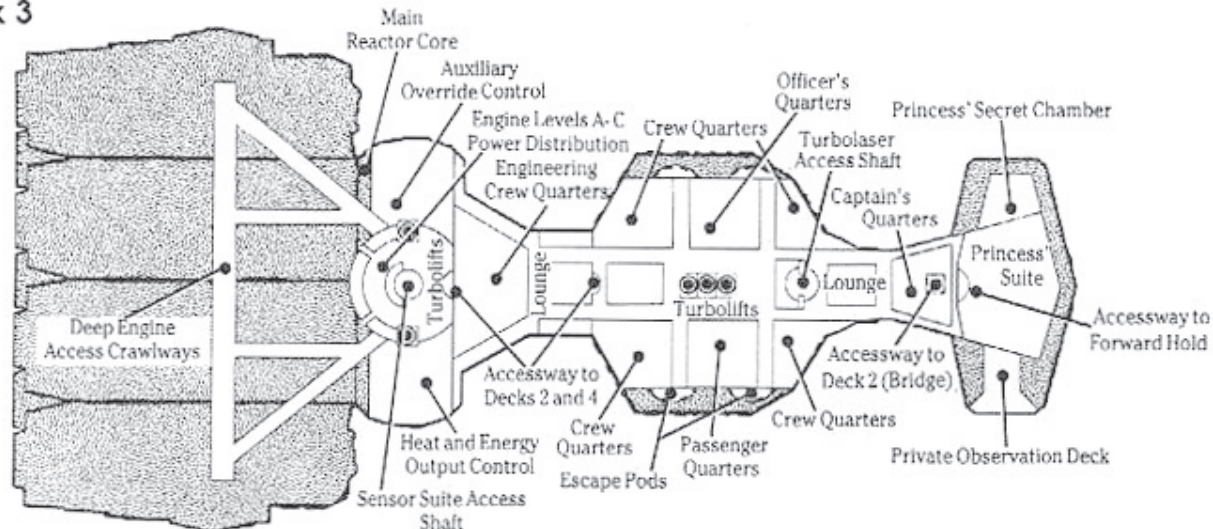
Deck 1



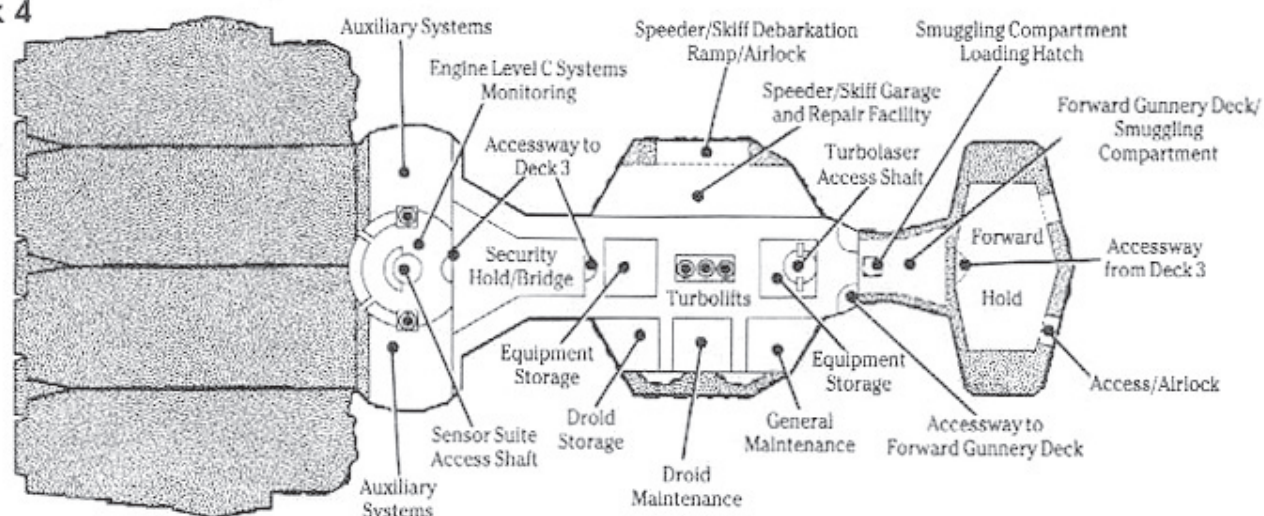
Deck 2



Deck 3



Deck 4



Tapani Carrier



Craft: Tapani Starship Cooperative *Tapani*-class Carrier
Alignment: 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
Alignment: Tapani sector
Era: Rise of the Empire
Source: Lord of the Expanse: Sector Guide (pages 40-41)
Type: Heavy assault frigate
Scale: Capital
Length: 750 meters
Skill: Capital ship piloting: *Tapani*-class frigate
Crew: 3,550, gunners: 114, skeleton: 988/+15
Crew Skill: Capital ship piloting 5D, capital ship gunnery 4D, capital ship shields 3D+1, sensors 3D+1
Passengers: 800 (troops)
Cargo Capacity: 12,500 metric tons
Consumables: 1 year
Cost: 1,6 billion (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Hull: 4D
Shields: 2D+2
Sensors:
Passive: 50/1D
Scan: 75/2D+1
Search: 125/3D+2
Focus: 6/4D+1
Weapons:
20 Laser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 rear
Crew: 1 (5), 2 (15)
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/1.75 km
Damage: 3D+1
15 Turbolaser Batteries
Fire Arc: 5 front, 5 left, 5 right
Crew: 3 (5), 4 (10)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 100-500/1/2 km
Damage: 4D



6 Quad Turbolaser Batteries

Fire Arc: 3 left, 3 right

Crew: 4 (6)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 5-10/50/100 km

Damage: 5D+2

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

Bulk Cruiser



Craft: Rendili StarDrive's *Battle Horn*

Alignment: General / Rebel Alliance

Era: Rise of the Empire

Source: The Thrawn Trilogy Sourcebook (pages 211, 214)

Type: Modified bulk cruiser

Scale: Capital

Length: 600 meters

Skill: Capital ship piloting: bulk cruiser

Crew: 1,948, gunners: 102, skeleton: 840/+15

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: Not available for sale

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 (5), 2 (10), 3 (5)

Scale: Starfighter

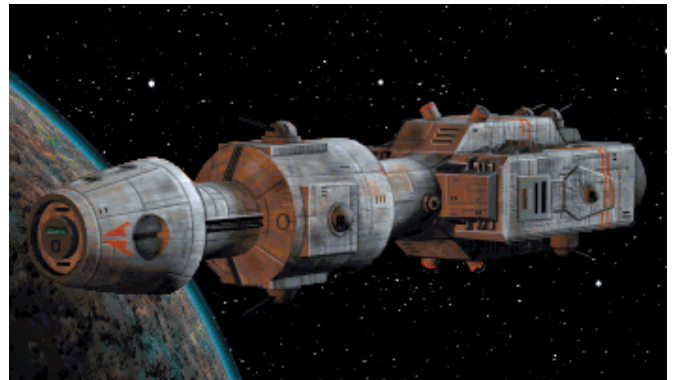
Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Damage: 4D

Corellian Gunship



Craft: Corellian Engineering Corporation Gunship

Alignment: General / Rebel Alliance

Era: Rise of the Empire

Source: Rebel Alliance Sourcebook (pages 61-62), 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 km/h

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

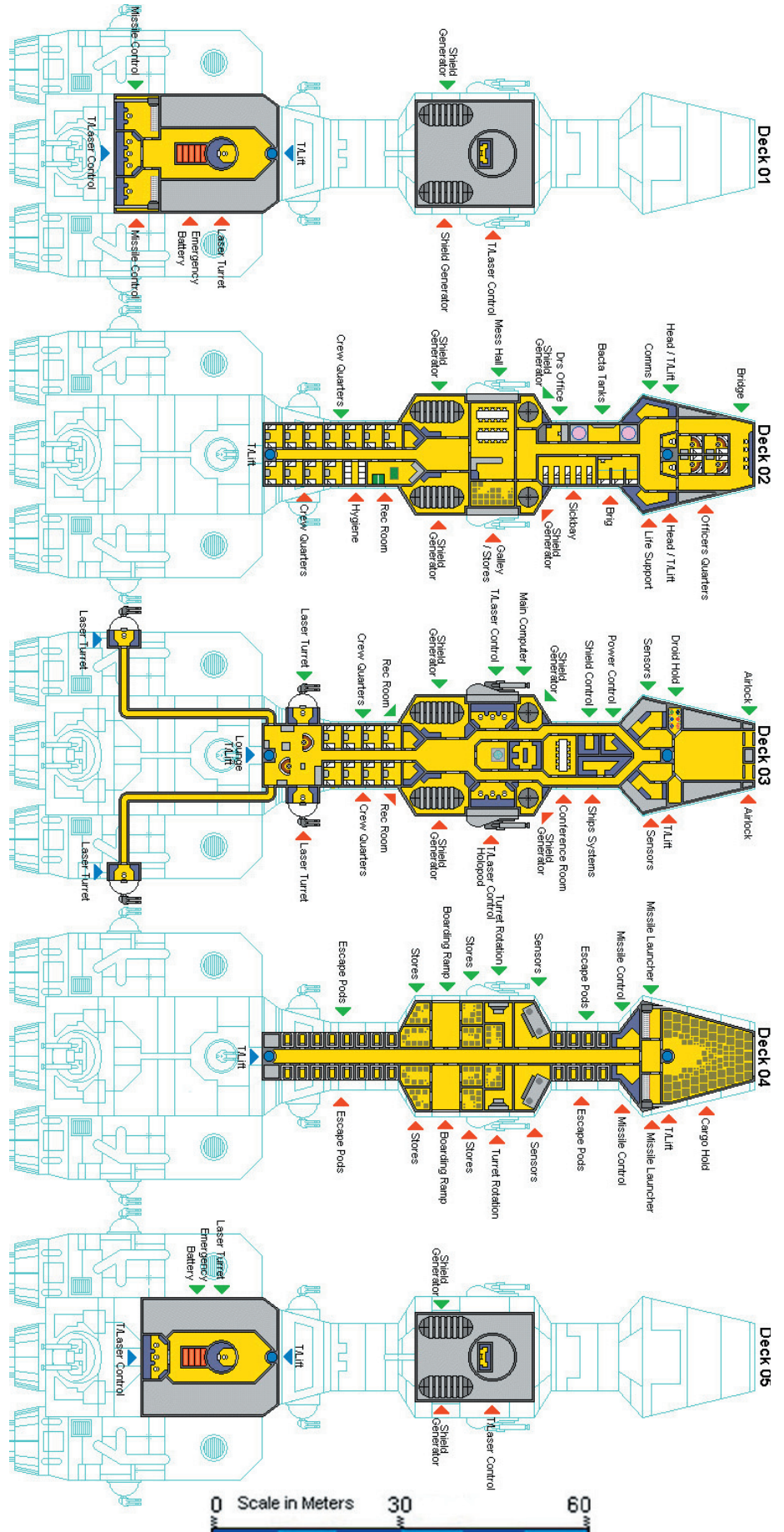
Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 9D



Quasar Fire Bulk Cruiser



Craft: Modified SoroSuub *Quasar Fire*-class Bulk Cruiser
Alignment: General / Rebel Alliance
Era: Rebellion
Source: The Essential Guide to Vehicles and Vessels (pages 56-57)
Type: Bulk Cruiser
Scale: Capital
Length: 340 meters
Skill: Capital ship piloting
Crew: 250, gunners: 4
Crew Skill: Capital ship gunnery 2D+2, capital ship shields 4D, capital ship piloting 3D
Passengers: none
Cargo Capacity: 100 metric tons
Consumables: 4 months
Cost: Not available for sale
Hyperdrive Multiplier: x3
Hyperdrive Backup: x10
Nav Computer: Unlimited
Maneuverability: 1D
Space: 5
Hull: 2D+2
Shields: 6D+2
Sensors:
Passive: 60/1D
Scan: 70/1D+2
Search: 100/3D
Focus: 4/3D
Weapons:
2 Turbolaser Cannons
Fire Arc: Turret
Crew: 2 on each
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 50/200/400
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D
4 Tractor Beam Projectors
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D+2

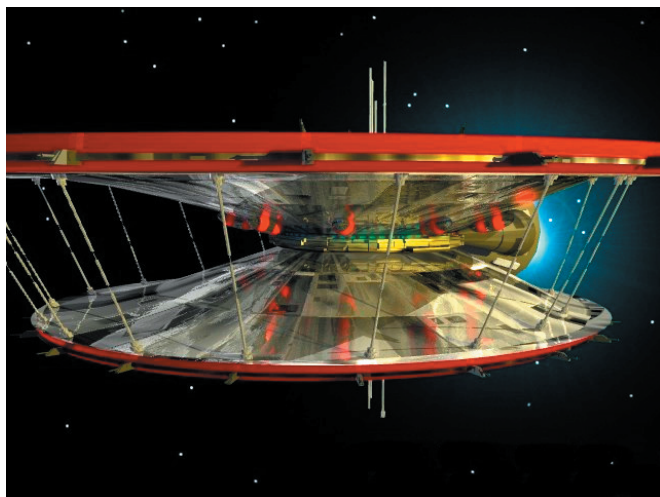
Hapes Nova Battlecruiser

Craft: Hapan Consortium *Hapes Nova*-class Battlecruiser
Alignment: Hapes Consortium
Era: Rebellion
Source: 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
Cargo Capacity: 600 metric tons, 2 fighter squadrons (24 starfighters)
Passengers: 600 (Troops/Support personnel)
Consumables: 1 month
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: Starfigther
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Damage: 5D
10 Ion Cannons
Fire arc: Front
Skill: Capital ship gunnery



Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50-100 km
Damage: 3D

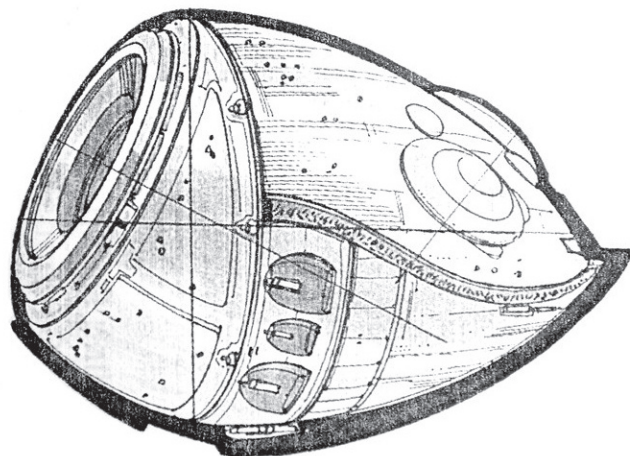
Hapan Battle Dragon



Craft: Olanjii/Charubah Battle Dragon
Alignment: Hapes Consortium
Era: Rebellion
Source: 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, 3 fighter squadrons (36 starfighters)
Consumables: 1 year
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
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

Ssi-ruuvi Planetary Assault Carrier



Craft: Ssi-ruuvi *Sh'ner*-class Carrier
Alignment: Ssi-ruuk
Era: New Republic
Source: The Essential Guide to Vehicles and Vessels (pages 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

Alignment: Ssi-ruuk

Era: New Republic

Type: Manufacturing ship

Scale: Capital

Length: 624 meters

Skill: Capital ship piloting: *Lwhekk* manufacturing ship

Crew: 300 (Ssi-ruuk), 1,000 (P'w'ecks), gunners: 126, skeleton: 150 (Ssi-ruuk), 500 (P'w'ecks)/+10

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

Passengers: 7,500 (P'w'eck manufacturing workers)

Cargo Capacity: 30,000 metric tons

Consumables: 3 months

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Limited to 3 jumps

Maneuverability: 1D

Space: 3

Hull: 3D

Shields: 2D

Sensors:

Passive: 15/1D

Scan: 45/1D+1

Search: 90/2D

Focus: 3/2D+1

Weapons:

3 Turbolaser Batteries

Fire Arc: 1 front, 2 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

20 Tractor Beam Projectors

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

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

Alignment: Ssi-ruuk

Era: New Republic

Type: Ssi-ruuvi light cruiser

Scale: Capital

Length: 400 meters

Skill: Capital ship piloting: *Wurrif* cruiser

Crew: 200 (Ssi-ruuk), 1,500 (P'w'ecks), gunners: 156, skeleton: 100 (Ssi-ruuk), 700 (P'w'ecks)/+10

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

Cargo Capacity: 2,000 metric tons

Consumables: 3 months

Hyperdrive Multiplier: x1

Nav Computer: Limited to 3 jumps

Maneuverability: 2D+2

Space: 6

Hull: 3D

Shields: 1D+2

Sensors:

Passive: 35/1D

Scan: 60/1D+1

Search: 100/2D

Focus: 3/2D+1

Weapons:

6 Heavy Turbolasers

Fire Arc: 3 front, 3 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

24 Ion Cannons

Fire Arc: 6 front, 6 right, 6 left, 6 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

24 Heavy Turbolasers

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

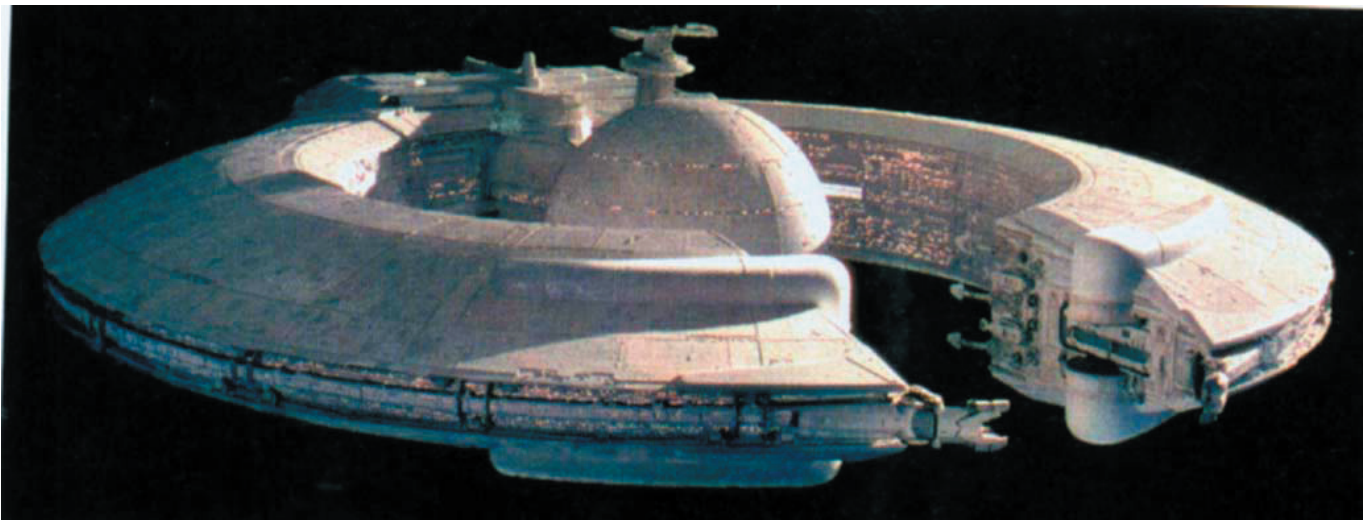
Separatists

LH-3210 Freighter

Craft: Hoersch-Kessel Drive, Inc., LH-3210
Alignment: 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., LH-3210
Alignment: 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

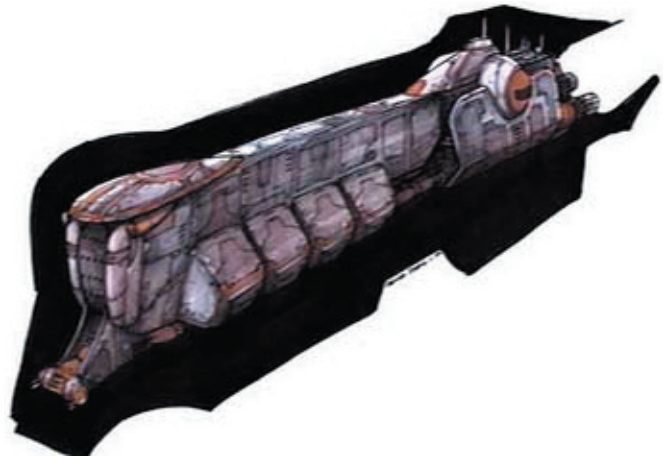


Trade Federation Droid Control Ship

Craft: Modified Hoersch-Kessel Drive, Inc., LH-3210
Alignment: 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

Craft: Haor Chall Engineering C-9979
Alignment: 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 km/h
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



C-9979 Landing Craft



Craft: Hoersch-Kessel Drive Armed Freighter

Alignment: 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

Alignment: 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)

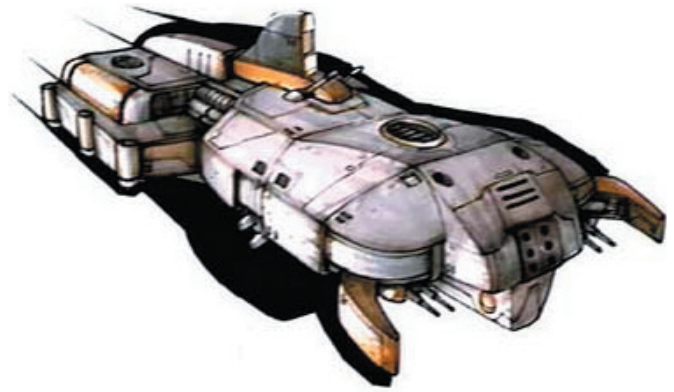
Cargo Capacity: 1300 metric tons

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

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

Crew: 3 (5), 2 (1)

Skill: Capital ship gunnery

Ammo: 12 missiles per battery

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

Alignment: Trade Federation

Era: Rise of the Empire

Type: Patrol frigate

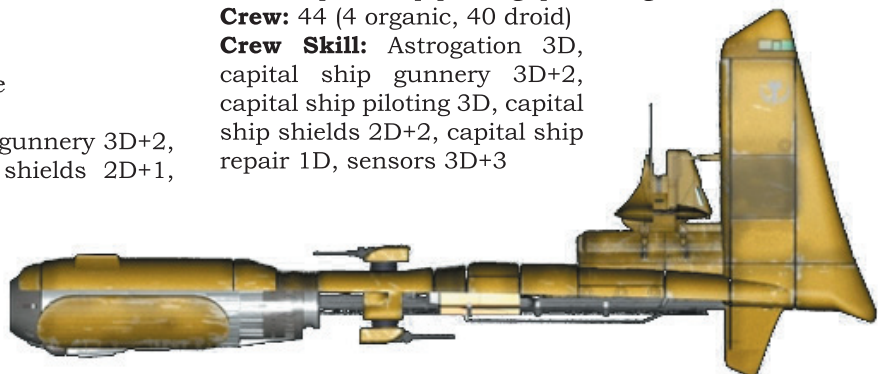
Scale: Capital

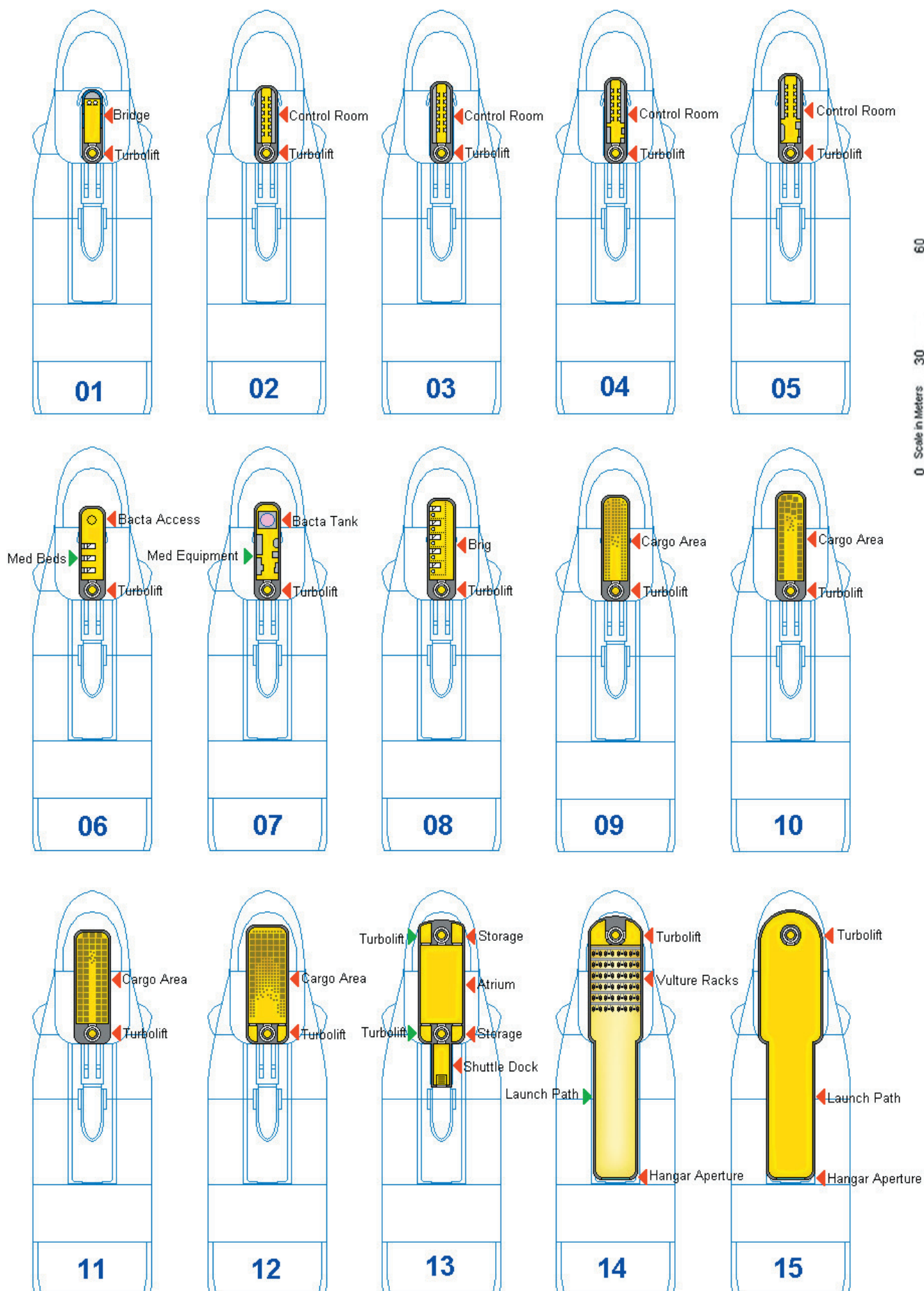
Length: 217 meters

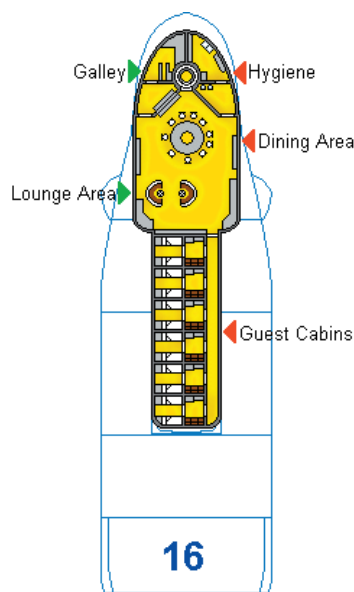
Skill: capital ship piloting: patrol frigate

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

Passengers: 400 troops

Cargo Capacity: 100 metric tons

Consumables: 3 months

Cost: Not available for Sale (estimated cost 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

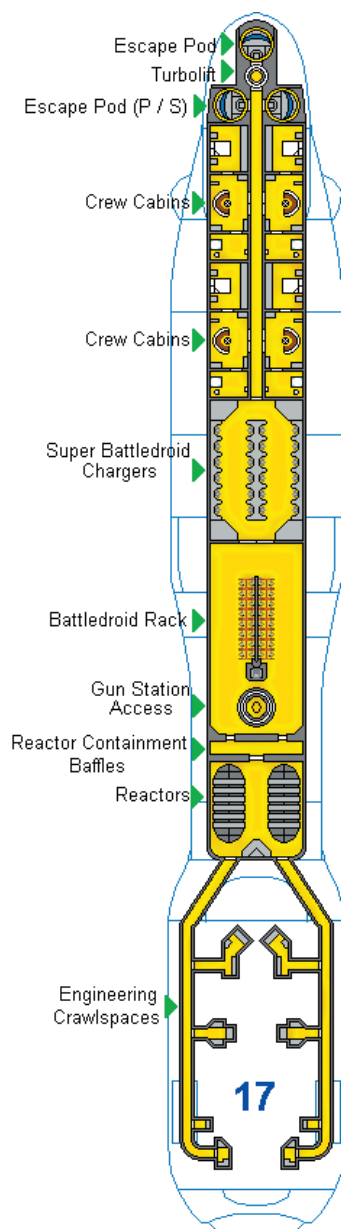
Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D



Banking Clan Starship

Craft: InterGalactic Banking Clan Starship

Alignment: Separatists

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



Imperial

Acclamator Assault Ship



Craft: Rothana Heavy Engineering *Acclamator*-class Military Transport

Alignment: Old Republic / Empire

Era: Rise of the Empire

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

Maneuverability: 0D

Space: 6

Atmosphere: 330; 950 km/h

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

Fire Arc: Front

Skill: Capital ship gunnery

Ammo: 20 missiles each

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

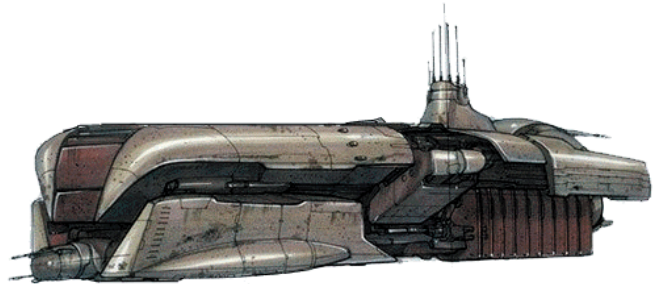
Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

Huntress Pursuit Cruiser



Craft: Loronar *Huntress*-class Pursuit Cruiser

Alignment: Old Republic / Empire

Era: Old Republic

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

X-Q1 Patrol Craft

Craft: Loronar X-Q1 Patrol Craft

Alignment: 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 km/h

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



Atmosphere: 350; 1,000 km/h

Hull: 4D

Shields: 2D+2

Sensors:

Passive: 20/1D

Scan: 40/1D+2

Search: 60/2D

Focus: 4/2D+2

Weapons:

5 Laser Cannons

Fire Arc: 2 front, 1 left, 1 right, 1 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D+2

Space Range: 2-15/30/60

Atmosphere Range: 400-3/6/12 km

Damage: 4D

System Patrol Craft



Craft: Sienar Fleet Systems IPV 1

Alignment: Empire

Era: Rise of the Empire

Source: Imperial Sourcebook (pages 51), Pirates & Privateers (page 74), The Thrawn Trilogy Sourcebook (page 222), 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 km/h

Hull: 3D+1

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/1D+2

X-Q2 System Patrol Cruiser

Craft: Loronar Regulator X-Q2 System Patrol Cruiser

Alignment: Empire / General

Era: Rebellion

Type: Inter-system patrol/customs craft

Scale: Capital

Length: 150 meters

Skill: Capital ship piloting: X-Q2

Crew: 9, gunners: 5, skeleton: 5/+15

Crew Skill: Capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 3D+2

Passengers: 15

Cargo Capacity: 300 metric tons

Consumables: 3 weeks

Cost: Not available for sale

Maneuverability: 2D+2

Space: 7

Search: 130/2D

Focus: 4/3D

Weapons:

4 Turbolaser Cannons

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

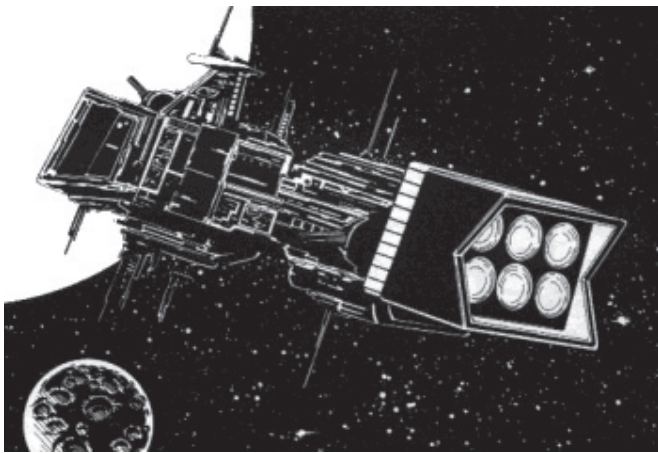
Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D

Dungeon Ship



Craft: Rendili StarDrive's *Lictor*-class

Alignment: 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

Bayonet Cruiser

Craft: Sienar Fleet Systems' *Bayonet*-class Cruiser

Alignment: Empire

Era: Rise of the Empire

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 km/h

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: 7D

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

Alignment: Empire

Era: Rise of the Empire

Source: Imperial Sourcebook (pages 57-58), 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

Victory Star Destroyer



Craft: Rendili Star Drive's Victory I

Alignment: Empire / General

Era: Rise of the Empire

Source: Imperial Sourcebook (pages 59-60), Han Solo and the Corporate Sector Sourcebook (pages 91-92), 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 km/h

Hull: 4D

Shields: 3D+1

Sensors:

Passive 40/1D

Scan 70/2D

Search 150/3D

Focus 4/3D+2

Weapons:
10 Quad Turbolaser Batteries

Fire Arc: 5 left, 5 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

40 Double Turbolaser Batteries

Fire Arc: 10 front, 15 left, 15 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 2D+2

80 Concussion Missile Launchers

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

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 2 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

Starfighter Complement: 2 squadrons

Victory II Star Destroyer

Craft: Rendili StarDrive's Victory II

Alignment: 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

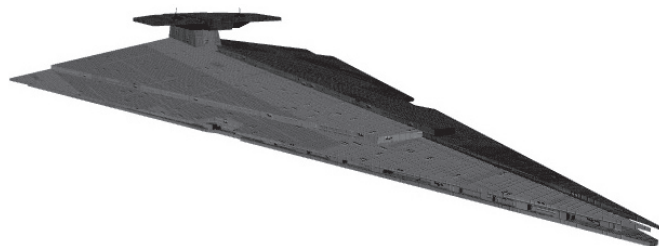
Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement: 2 squadrons

Vindicator Heavy Cruiser



Craft: Sienar Fleet Systems *Vindicator*-class Heavy Cruiser

Alignment: 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

Alignment: Empire

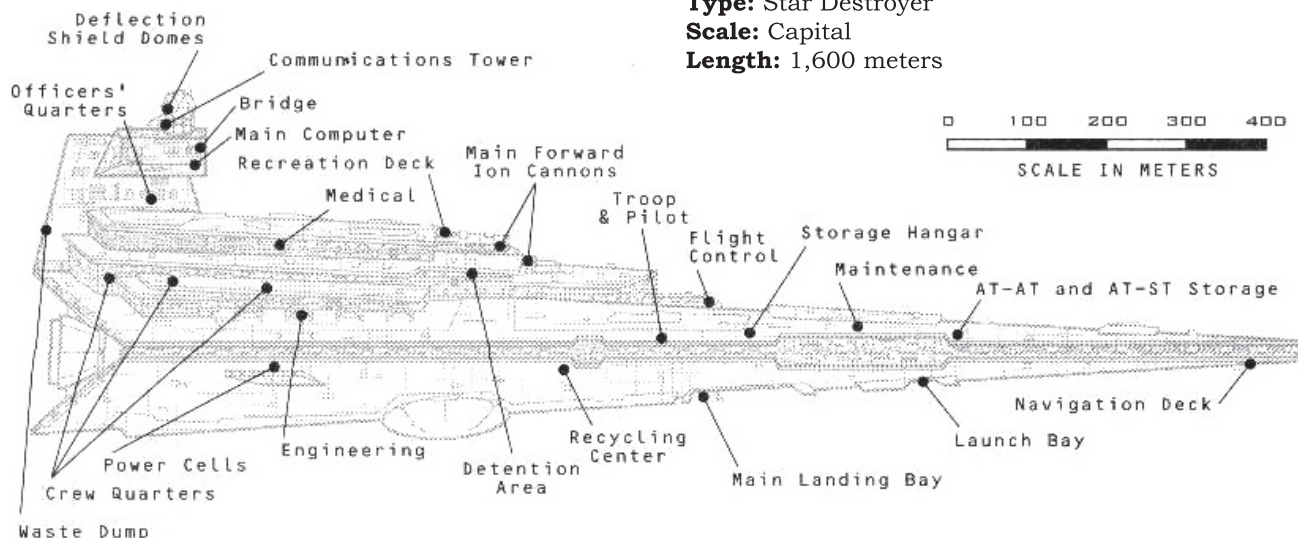
Era: Rise of the Empire

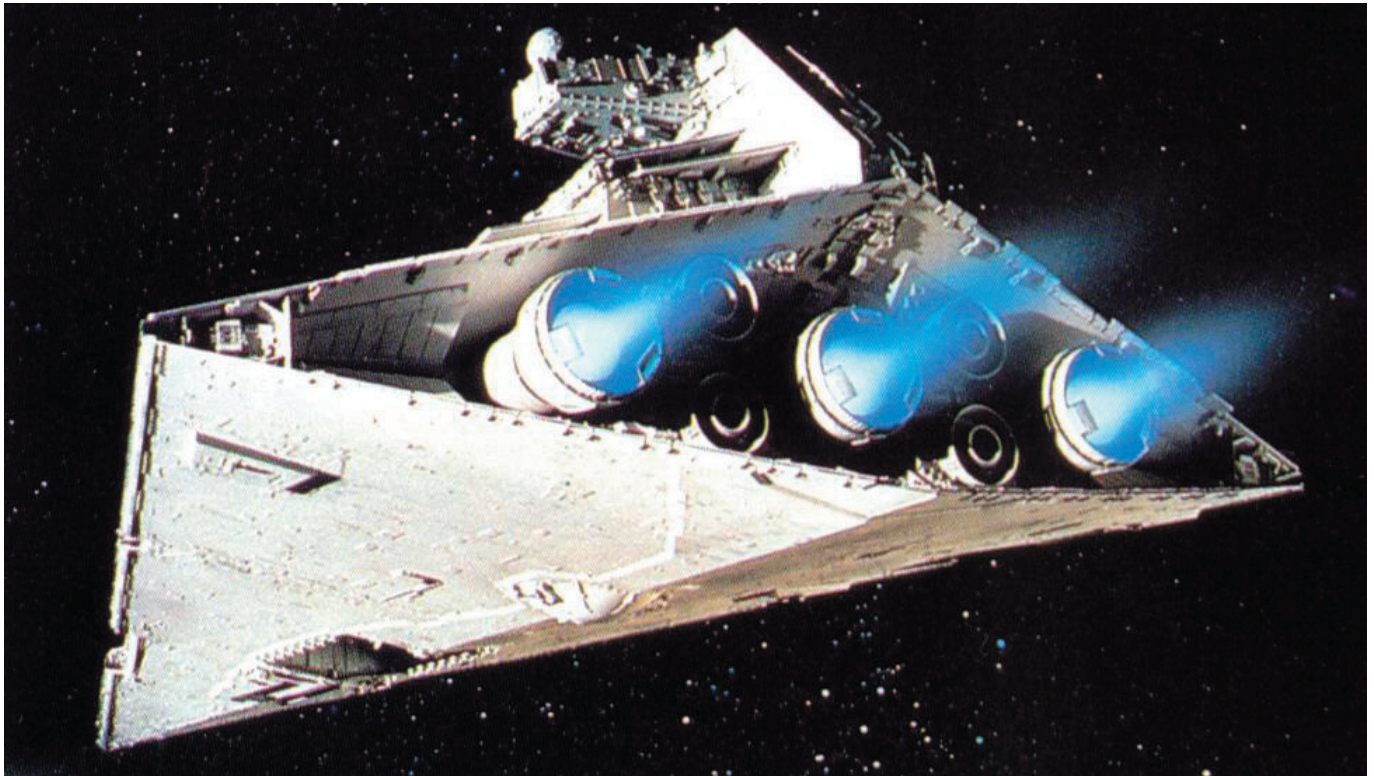
Source: Core Rulebook (page 252), Imperial Sourcebook (pages 61-62), The Thrawn Trilogy Sourcebook (page 219), The Essential Guide to Vehicles and Vessels (pages 80-81)

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:

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: 3-15/35/75

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

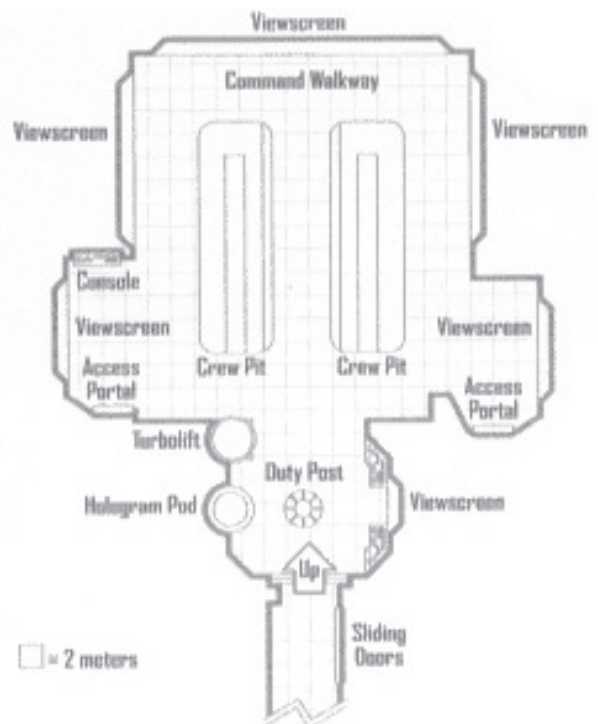
Space Range: 1-5/15/30

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

Alignment: 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

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 9,700 (troops)

Cargo Capacity: 36,000 metric tons

Consumables: 6 years

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Hull: 7D+1

Shields: 2D+2

Sensors:

Passive: 50/1D

Scan: 100/3D

Search: 200/4D

Focus: 6/4D+1

Weapons:

50 Heavy Turbolaser Batteries

Fire Arc: 20 front, 15 left, 15 right

Crew: 1 (20), 2 (30)

Skill: Capital ship gunnery

Fire Control: 0D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 10D

50 Heavy Turbolaser Cannons

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

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

20 Ion Cannons

Fire Arc: 10 front, 5 left, 5 right

Crew: 1 (10), 2 (10)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

10 Tractor Beam Projectors

Fire Arc: 6 front, 2 left, 2 right

Crew: 1 (2), 4 (2), 10 (6)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 6D

Starfighter Complement: 36 TIE/ln, 12 TIE Interceptors, 12 TIE Bombers, 8 TIE/rc, 4 TIE/fc, 1 Assault Shuttle

Ground/Air Complement: 20 AT-ATs, 30 AT-STs

Star Destroyer III

Craft: Kuat Drive Yards' Imperial III Star Destroyer

Alignment: Empire

Era: New Republic

Type: Star Destroyer

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

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: 6-15/72/150 km

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

Lancer Frigate



Craft: Kuat Drive Yard's Lancer-class Frigate

Alignment: Empire

Era: Rebellion

Source: Imperial Sourcebook (page 55), 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

Alignment: Empire

Era: Rebellion

Source: Imperial Sourcebook (pages 56-57), Pirates & Privateers (page 70), 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
Alignment: 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
Alignment: Empire
Era: Rebellion
Source: Imperial Sourcebook (pages 55-56), The Thrawn Trilogy Sourcebook (pages 219-220), Starships of the Galaxy (pages 99-100), The Essential Guide to Vehicles and Vessels (pages 86-87)
Type: Interdictor-class heavy cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: Interdictor Cruiser
Crew: 2,783, gunners: 24, skeleton: 1,500/+10
Crew Skill: Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D
Passengers: 80 (troops)
Cargo Capacity: 5,500 metric tons
Consumables: 1.2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 75/2D
Search: 150/3D
Focus: 5/4D
Weapons:
20 Laser Cannons
Fire Arc: 10 front, 5 left, 5 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 4D
4 Gravity Well Projector
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel
Starfighter Complement: 2 squadrons

Strike Cruiser



Craft: Loronar *Strike*-class Cruiser
Alignment: Empire / General / Rebel Alliance
Era: Rebellion
Source: Imperial Sourcebook (pages 51-54), The Thrawn Trilogy Sourcebook (page 222)
Type: *Strike*-class medium cruiser
Scale: Capital
Length: 450 meters
Skill: Capital ship piloting: *Strike*-class cruiser
Crew: 1,972, gunners: 140, skeleton: 800/+10
Crew Skill: Capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 3D+2
Passengers: 340 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 1.5 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Shields: 2D+2
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D
Weapons:
20 Turbolasers
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
10 Turbolaser Batteries
Fire Arc: 4 front, 3 left, 3 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
10 Tractor Beam Projectors
Fire Arc: 2 front, 3 left, 3 right, 2 back
Crew: 3

Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 1-5/15/30 km
Damage: 4D
10 Ion Cannons
Fire Arc: 4 front, 3 left, 3 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Starfighter Complement: 1 squadron
Ground/Air Complement: 1 At-AT, 2 AT-STs

Abolisher Cruiser



Craft: Sienar Fleet Systems' Neutralizer 418
Alignment: 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

Alignment: 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 km/h

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

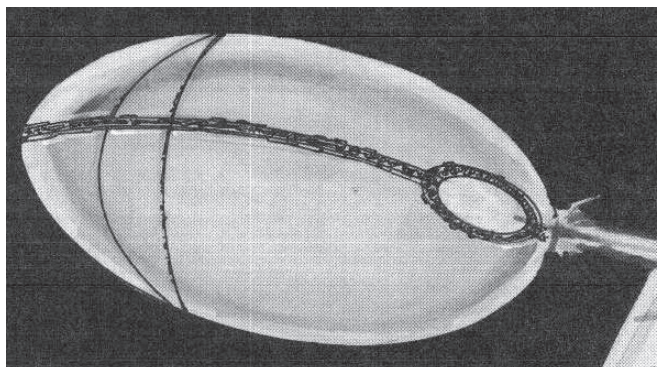
Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 9D

Torpedo Sphere



Craft: Loronar's Torpedo Sphere

Alignment: 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

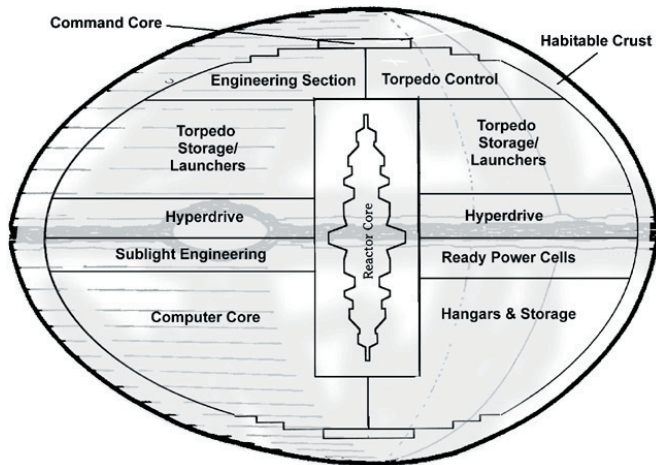
Hyperdrive Multiplier: x3

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' *Super-class* Star Destroyer

Alignment: 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: Super-class Star Destroyer

Scale: Capital

Length: 8,000 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

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

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

Class 1000 Cruiser

Craft: KDY's Class 1000 Cruiser

Alignment: 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

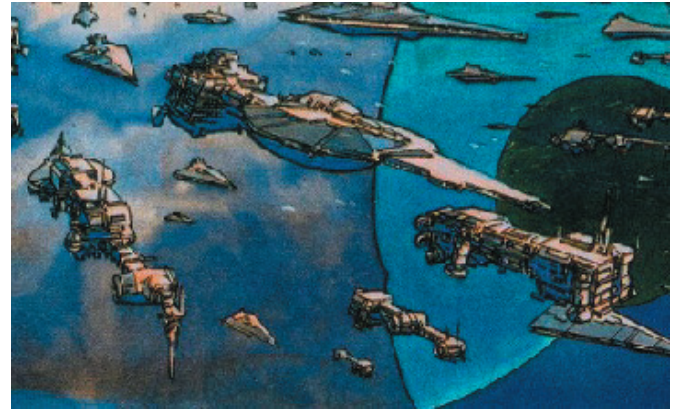
Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km



Modular Taskforce Cruiser

Craft: Tagge Industries Shipyards Ltd. Modular Taskforce Cruiser

Alignment: 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 km/h

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

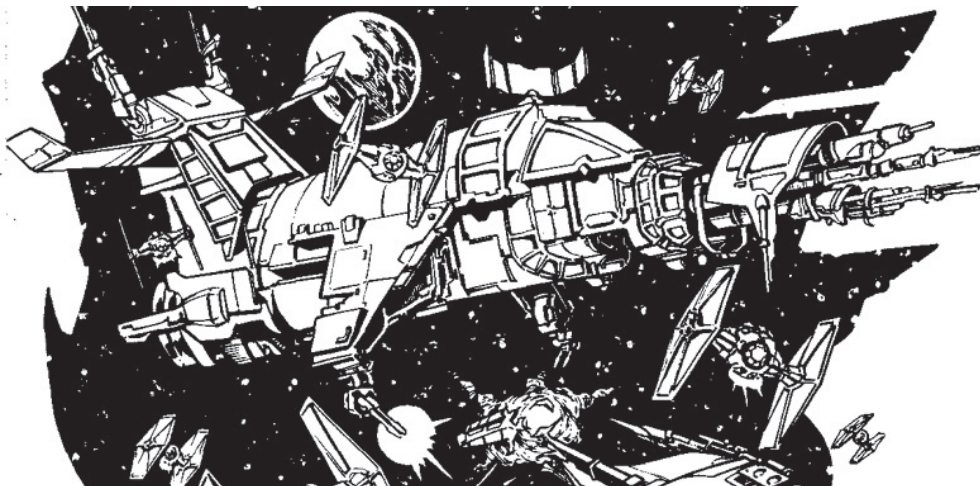
Focus: 4/4D+2

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

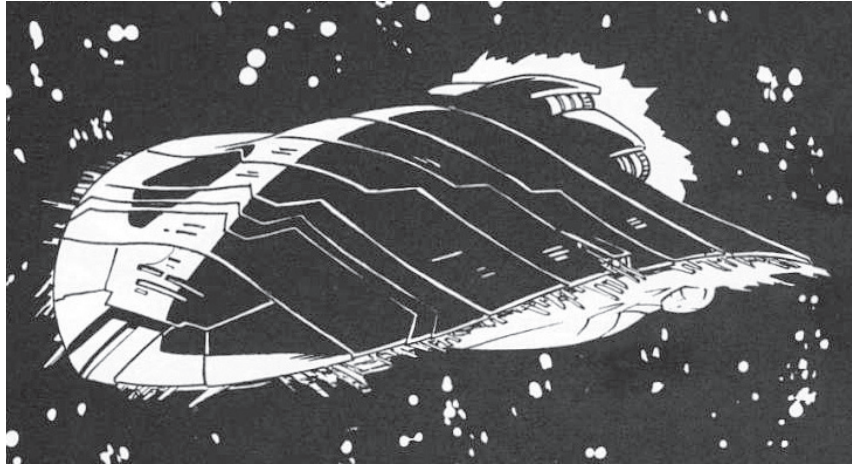
Crew: 140 doctors, 2,130 techs
Cargo Capacity: 40,000 metric tons
Cost: 500,000 credits (plus parts)

Inquisition Module

Crew: 100 Inquisitors, 3,660 COMPFforce/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.

Vibre Assault Cruiser

Craft: Silviut Corporation *Vibre*-class Assault Cruiser
Alignment: 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 km/h

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

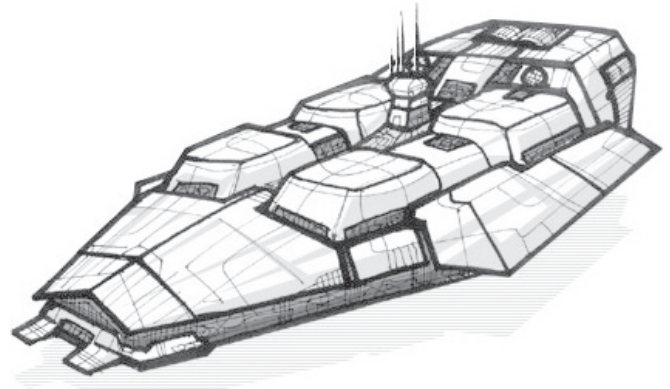
Enforcer Picket Cruiser

Craft: Sienar/KDY *Enforcer*-class Picket Cruiser
Alignment: Empire
Era: New Republic
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 Cannons
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
Alignment: Empire
Era: New Republic
Type: Heavy troop transport
Scale: Capital
Length: 1,475 meters
Skill: Capital ship piloting: “Broadsword”
Crew: 8,163, gunners: 53, skeleton 1,200/+20
Crew Skill: Astrogation 3D, Capital ship gunnery 5D, Capital ship piloting 4D+1, Capital ship shields 3D+2, Starship gunnery 3D, sensors 3D
Passengers: 10,000 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 6 months
Cost: Not Available For Sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Hull: 6D
Shields: 3D
Sensors:
Passive: 45/1D
Scan: 90/2D+1
Search: 150/3D+2
Focus: 6/4D
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

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

Interdictor II Cruiser

Craft: Sienar Fleet Systems' Immobilizer 419

Alignment: 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

Sovereign Star Destroyer

Craft: KDY's *Sovereign*-class Super Star Destroyer

Alignment: 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

Alignment: 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

Stock: Pages 165-166

Alignment: 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

Hyperdrive Multiplier: x3

Hyperdrive Backup: x16

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Atmosphere: 280; 850 km/h

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: Has 745 beds, with 80 medics and 30 medical droids (MD and 2-1B models). Has 15 bacta tanks. Has five operating theaters that can handle everything from microsurgery to prosthetic replacement to childbirth.

Mon Calamari Escort Frigate

Craft: Mon Calamari MCE-10 Escort Frigate

Alignment: 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° 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° 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° arc)

Crew: 1 to 10

Skill: Capital ship gunnery

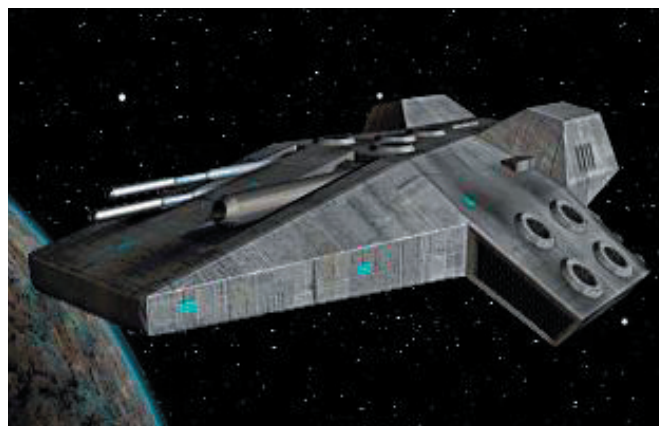
Fire Control: 2D+2

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60

Damage: 4D

Starfighter Complement: 1 squadron



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

CC-7700 Frigate

Craft: Corellian Engineering Corporation CC-7700 Frigate

Alignment: Rebel Alliance / General

Era: Rebellion

Type: Frigate

Length: 180 meters

Rebel Carrier Cruiser

Craft: Rendili StarDrive's Neutron Star Bulk Cruiser

Stock: Page 171

Alignment: Rebel Alliance

Era: Rebellion

Source: Rebel Alliance Sourcebook (pages 59-60)

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

Passengers: 200 (troops)

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Cost: Not available for sale

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: 1 (15), 2 (10), 3 (5)

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

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



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.

Rebel Assault Frigate

Craft: Rebel Assault Frigate

Alignment: Rebel Alliance

Era: Rebellion

Source: Rebel Alliance Sourcebook (pages 57-59), 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

Mon Calamari MC80 Star Cruiser

Craft: Mon Calamari MC80 Star Cruiser

Alignment: Rebel Alliance

Era: Rebellion

Source: Core Rulebook (page 252), Rebel Alliance Sourcebook (pages 56-57), The Thrawn Trilogy Sourcebook (pages 220, 222), The Essential Guide to Vehicles and Vessels (pages 116-117)

Type: Star cruiser

Scale: Capital

Length: 1200.0 meters

Skill: Capital ship piloting: Mon Calamari cruiser

Crew: Skeleton: 1,230 with Command 6D; Total crew: 5,402

Crew Skill: Starship piloting 5D+2, starship shields 5D, starship 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
Alignment: 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 km/h
Hull: 3D
Shields: 3D
Sensors:
Passive: 10/1D
Scan: 20/2D
Search: 30/3D

Bulwark Battlecruiser

Craft: TransGalMeg Industries Bulwark Battlecruiser
Alignment: 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
Nav Computer: Yes
Hull: 8D
Shields: 3D
Sensors:
Passive: 20/0D
Scan: 40/0D
Search: 80/1D
Focus: 2/2D
Weapons:



130 Turbolaser

Fire Arc: 12 batteries front, 6 batteries left, 6 batteries right, 2 batteries back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

60 Ion Cannons

Fire Arc: 8 batteries front, 2 batteries left, 2 batteries right
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Starship Compliment: 10 starfighter squadrons, 15 light transports

Agave Picket Ship



Craft: Republic Engineering Corporation Agave-class Picket Ship
Alignment: New Republic
Era: New Republic
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 km/h
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

Hajen Fleet Tender



Craft: Republic Engineering Corporation *Hajen*-class Fleet Tender
Alignment: New Republic
Era: New Republic
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 km/h
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
Alignment: New Republic

Era: New Republic

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 km/h

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

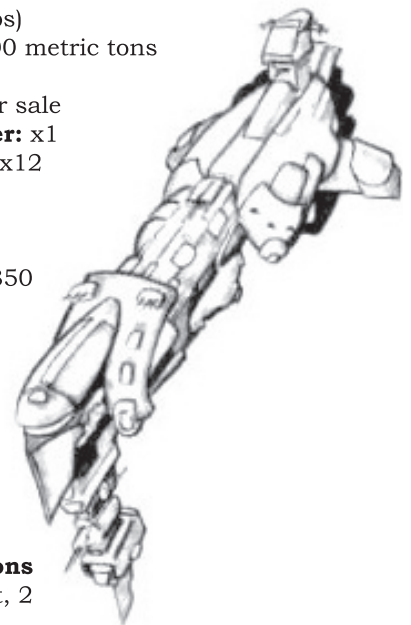
Fire Arc: 1 front, 1 left, 1 right, 1 back

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

Alignment: 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 Corporation Warrior-class Gunship

Alignment: New Republic

Era: New Republic

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 km/h

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

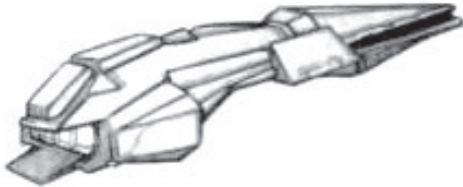
Fire control: 3D

Space range: 2-12/30/60

Atmospheres Range: 200-1.2/3/6 km

Damage: 9D

Sacheen Escort



Craft: Republic Engineering Corporation *Sacheen*-class Escort

Alignment: New Republic

Era: New Republic

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 km/h

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

Alignment: New Republic

Era: New Republic

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 km/h

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

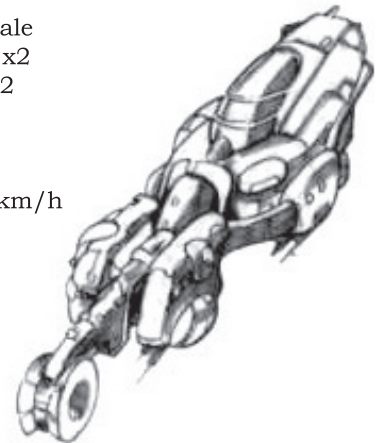
Crew: 3

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

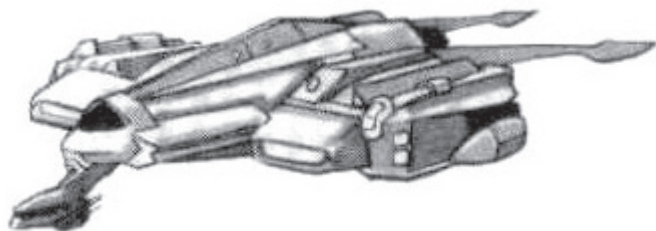
Fire Control: 4D

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

Alignment: New Republic

Era: New Republic

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 km/h

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

Alignment: New Republic

Era: New Republic

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 km/h

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

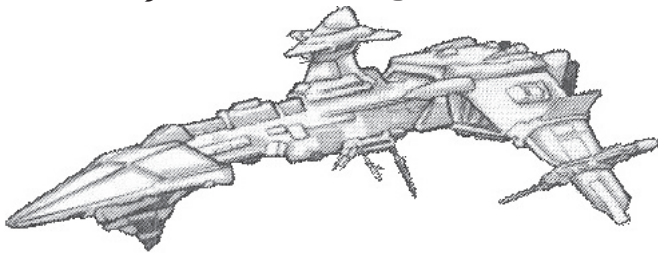
Fire Arc: 5 front, 1 left, 1 right, 1 back

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 Compliment: 12 squadrons

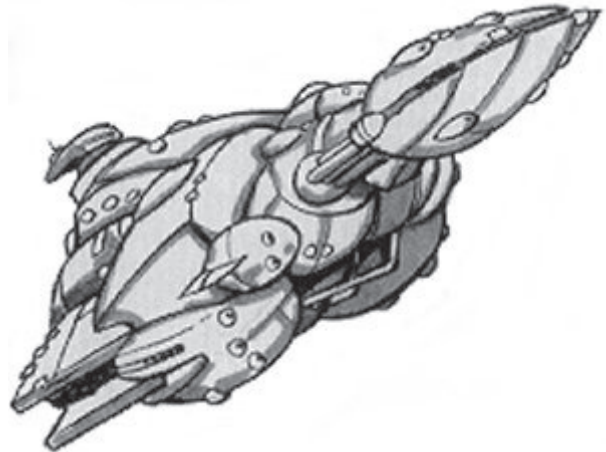
Majestic Heavy Cruiser



Craft: Republic Engineering Corporation *Majestic*-class Heavy Cruiser
Alignment: New Republic
Era: New Republic
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
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 km/h
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
Alignment: New Republic
Era: New Republic
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

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 km/h

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

Alignment: Bothans / New Republic

Era: New Republic

Source: Starships of the Galaxy (page 89)

Type: Assault cruiser

Scale: Capital

Length: 850 meters

Skill: Capital ship piloting

Crew: 1,240

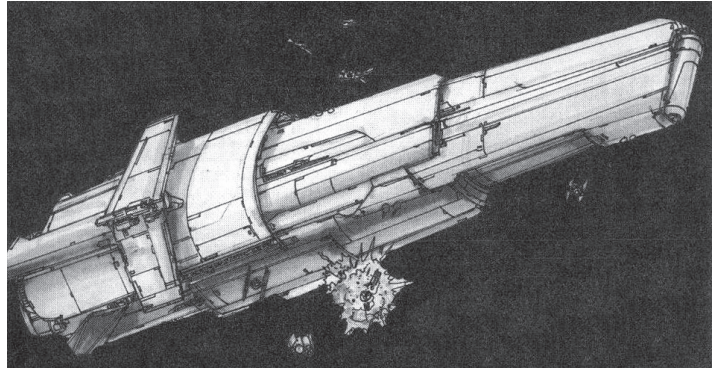
Crew Skill: Typically 6D in applicable skills

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

Fire Arc: 10 front, 5 right, 5 left

Scale: Starfighter

Skill: Starship gunnery

Ammo: 16 torpedoes each

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

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

Alignment: 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

Alignment: New republic

Era: New Republic

Source: 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 km/h

Hull: 7D

Shields: 5D





Sensors:

Passive: 50/1D

Scan: 100/2D

Search: 150/3D

Focus: 5/3D+2

Weapons:

40 Heavy Turbolaser Batteries

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

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 10D

40 Heavy Turbolaser Cannons

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

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 7D

20 Ion Cannons

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

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

8 Tractor Beam Projectors

Fire Arc: 3 front, 2 left, 2 right, 1 back

Crew: 6

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 4D

8 Concussion Missile Tubes

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

Damage: 9D

Mon Calamari Super Star Cruiser

Craft: Mon Calamari Super Star Cruiser

Alignment: New Republic

Era: New Republic

Type: Super Star Cruiser

Scale: Capital

Length: 7,500 meters

Skill: Capital ship piloting: Mon Calamari super cruiser

Crew: 183,647, gunners: 1728, skeleton: 32,894/+10

Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1

Passengers: 25,000(troops)

Cargo Capacity: 234,000 metric tons

Consumables: 2 years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull: 9D

Shield: 8D, backup: 4D

Sensors:

Passive: 65/1D+2

Scan: 110/2D+2

Search: 220/4D

Focus: 7/6D

Weapons:

300 Turbolaser Batteries

Fire Arc: 100 front, 100 left, 100 right

Crew: 1 (75), 2 (62), 3 (163)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

200 Heavy Turbolaser Batteries

Fire Arc: 75 front, 50 left, 50 right, 25 back

Crew: 2

Skill: Capital ship gunnery

Space Range: 5-20/40/60

Atmosphere Range: 10-20/80/120 km

Damage: 10D

200 Proton Torpedo Launchers

Fire Arc: 175 front, 25 back

Crew: 1

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 7D

250 Ion Cannons

Fire Arc: 75 front, 75 left, 75 right, 25 back

Crew: 1(100), 2(150)

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 4D

40 Tractor Beam Projectors

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

Crew: 1

Skill: Capital ship gunnery

Fire Control: 4D

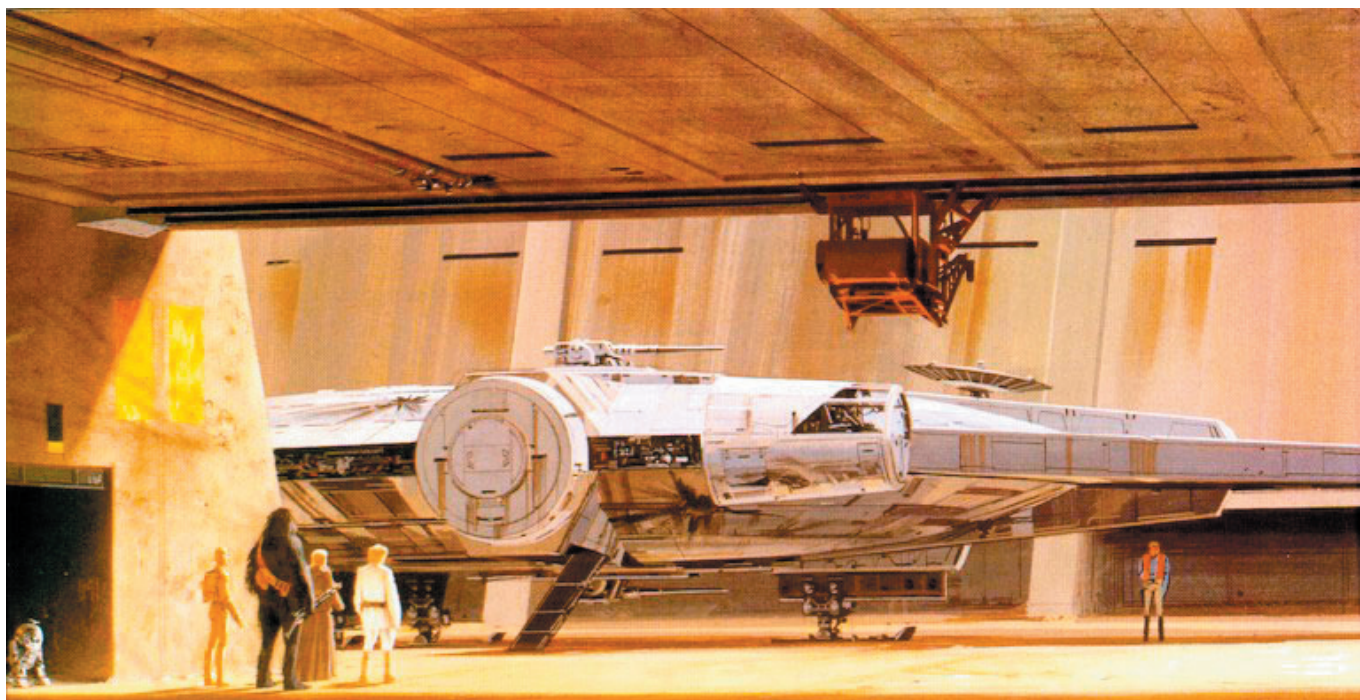
Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 7D

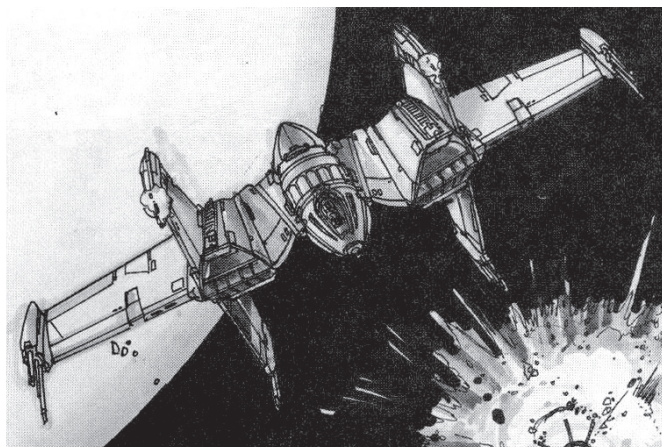
Starfighter Complement: 12 squadrons

PRIVATE SHIPS



Starfighters

Deathraven



Craft: Heavily-Modified Slayn & Korpil B-Wing/E2

Owner: Erron Kell (mercenary pilot)

Stock: Pages 45-46

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

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 km/h

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 m

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

Guardian Mantis



Craft: Custom Xi Char Designed Fighter

Owner: Vana Sage (mercenary pilot)

Era: Old Republic

Type: Space superiority fighter

Scale: Starfighter

Length: 14 meters

Skill: Starfighter piloting: *Guardian Mantis*

Crew: 2

Crew Skill: See Vana Sage and Mod-3

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 km/h

Hull: 1D+2

Shields: 1D*

* The Mantis' shields replenish at double the normal rate thanks to the hard-wired astromech droid

Sensors:

Passive: 35/1D+1

Scan: 55/2D+2

Search: 70/3D+1

Focus: 5/4D

Ion-Enabled Sensor Tags: When attached to a ship via proton torpedo launcher, these provide +3D to sensors rolls against the target; additionally, they subtract 1D from all ship electronic systems rolls, and can only be removed physically. Multiple tags can be attached to the same vessel.

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 4D
Nano-Missile Magazine
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1/3/5
Atmosphere Range: 50-100/300/500 km
Damage: 3D or 1D ion (see IES tags above)

Havoc



Craft: Modified Nubian Prototype Bomber
Owner: Nym (feeorin pirate)
Era: Old Republic
Type: Surface bomber
Scale: Starfighter
Length: 22 meters
Skill: Starfighter piloting: Nubian Prototype
Crew: 1
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
Nav Computer: Yes
Consumables: 2 weeks
Maneuverability: 1D
Space: 5
Atmosphere: 295/850 km/h
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 (fire-linked)
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 (per group)

Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D*
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 4D
Energy Bomb Launcher
Fire Arc: Ventral
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/5
Atmosphere Range: 50-100/300/500 m
Damage: 13D
 *Can be set on auto-fire using only fire control to hit.

Krakana's Claw

Craft: Modified Sienar Fleet Systems Skypray Blastboat
Owner: Irackant (mon calamari bounty hunter)
Stock: Page 36
Era: New Jedi Order
Source: Starships of the Galaxy (pages 85-86)
Type: Defense and patrol blastboat
Scale: Capital (due to power output)
Length: 25 meters
Skill: Starfighter piloting: Skipray Blastboat
Crew: 1
Crew Skill: Unique
Passengers: 3 (prisoners)
Cargo Capacity: 20 metric tons
Consumables: 6 months
Cost: Not for sale (367,000 estimated)
Hyperdrive Multiplier: x1
Hyperdrive Backup: None
Nav Computer: Limited to 4 jumps
Maneuverability: 1D+2 (2D+2 in atmosphere)
Space: 8
Atmosphere: 415; 1,200 km/h
Hull: 2D+1
Shields: 1D+2
Sensors:
Passive: 35/1D
Scan: 60/1D+2
Search: 100/2D
Focus: 3/2D+2
Weapons:
2 Assault Lasers (fire-linked)
Fire Arc: Turret
Skill: Starship gunnery
Scale: Starfighter
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: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Proton Torpedo Launcher

Fire Arc: Front
Skill: Starship gunnery
Scale: Starfighter
Ammo: 16 heavy torpedoes
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 10D

Red Lancer & Blue Queen

Craft: Modified SoroSuub *Corsair*-class Cruiser
Owner: Dharus' pirates
Stock: Page 21
Era: Rise of the Empire
Source: Fragments from the Rim (page 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, starship gunnery 6D+2, starship shields 5D
Cargo Capacity: 15 kilograms
Consumables: 2 days
Cost: Not for sale
Hyperdrive Multiplier: x3
Nav Computer: Limited to 3 jumps
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 km/h
Hull: 4D+2
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Turbolaser Batteries (fire-linked)
Fire Arc: Front
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 3-15/35/50
Damage: 5D
2 Ion Cannons
Fire Arc: Turret
Crew: 1 (co-pilot)
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/30
Damage: 3D

Red Star 1

Craft: Modified Seinar Fleet Systems TIE Defender
Owner: Countess Iran Ryad (imperial wing commander)
Stock: Pages 41-42
Era: New Republic
Source: Starships of the Galaxy Web Enhancement (pages 2-3)

Type: Advanced starfighter
Scale: Starfighter
Length: 6.6 meters
Skill: Starfighter piloting: TIE Defender
Crew: 1
Crew Skill: Unique
Cargo Capacity: 65 kilograms
Consumables: 2 days
Cost: 262,500 (new)
Hyperdrive Multiplier: x2
Hyperdrive Back-Up: None
Nav Computer: Limited to two jumps
Maneuverability: 4D
Space: 14
Atmosphere: 485; 1400 km/h
Hull: 3D+1
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
4 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 5D+1
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: 5D+1
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
2 Concussion Missile Launchers
Fire Arc: Front
Skills: Starship gunnery
Ammo: 4 missiles each
Fire Control: 3D+1
Space Range: 1/3/7
Atmosphere Range: 50-500/1/5 km
Damage: 9D

Sharp Spiral



Craft: SoroSuub Cutlass-9
Owner: Saesse Tiin (lannik jedi master)

Era: Old Republic
Type: Space Superiority Starfighter
Scale: Starfighter
Length: 7.2 meters
Skill: Starfighter piloting
Crew: 1
Crew Skill: See Saesee Tiin
Cargo Capacity: 45 kilograms
Consumables: 2 weeks
Cost: 138,000 credits estimated cost
Hyperdrive Multiplier: x1.5
Nav Computer: Yes
Maneuverability: 3D
Space: 10
Move: 415, 1200 km/h
Hull: 2D+2
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 45/1D+1
Search: 85/2D+2
Focus: 4/4D
Weapons:
4 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

Slave II

Craft: Modified MandalMotors *Pursuer*-class Enforcement Ship
Owner: Boba Fett (bounty-hunter)
Stock: Page 20
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 km/h
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 m
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 m
Damage: 7D

Sun Crusher

Craft: Sun Crusher Prototype
Owner: 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 km/h
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

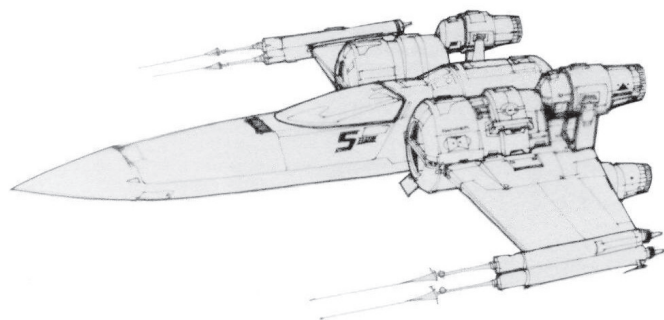
Space Range: 1-5/15/30

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

Owner: Adar Tallon (old republic commander)

Stock: Page 18

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 km/h

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 km/h

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

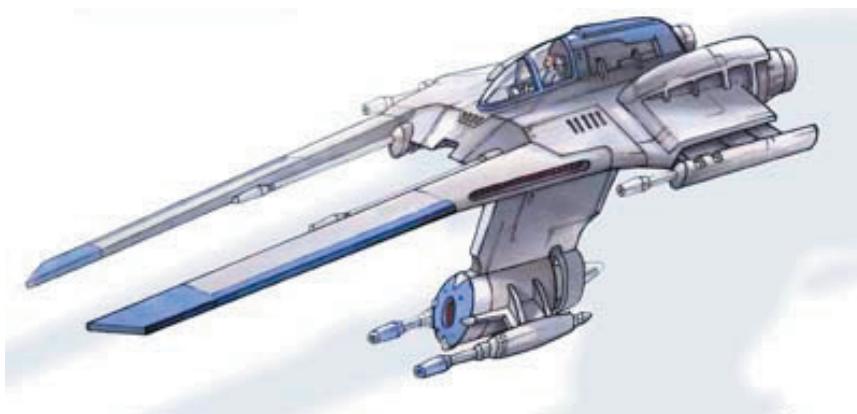
Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/8/15

Damage: 8D



Virago

Craft: Modified MandalMotors StarViper Assault Fighter

Owner: Prince Xizor (falleen crimelord)

Stock: Pages 21-22

Era: Rebellion

Source: 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 km/h with wings retracted. 600 km/h 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 m

Damage: 9D

Space Transports

Accuser

Craft: Modified Ghtroc Industries Class 720 Freighter

Owner: Kal-tan-shi (Tiss'shar bounty hunter/assassin)

Stock: Pages 71-72

Era: Rebellion

Type: Bounty hunting ship

Scale: Starfighter

Length: 35 meters

Skill: Space transports

Crew: 1; gunners: 1

Passengers: 10

Cargo Capacity: 115 metric tons

Consumables: 3 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: 1x5

Nav Computer: Yes

Maneuverability: 2D

Space: 5

Atmosphere: 295; 850 km/h

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 40/1D+2

Search: 75/2D

Focus: 6/4D

Weapons:

Laser Cannon

Fire Arc: Turret

Crew: 1 Gunner

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D+2

Double Laser Cannon

Fire Arc: Front

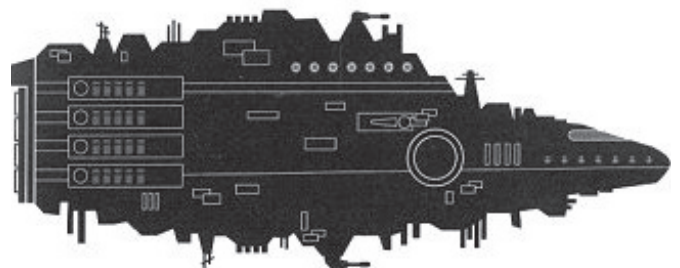
Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

Arkanian Dawn



Craft: Y164 Thalassian Slave Transport

Owner: Thila & Matt Talon (slavers)

Era: Rise of the Empire

Source: Fragments from the Rim (page 7)

Type: Modified medium slave transport

Scale: Capital

Length: 90 meters

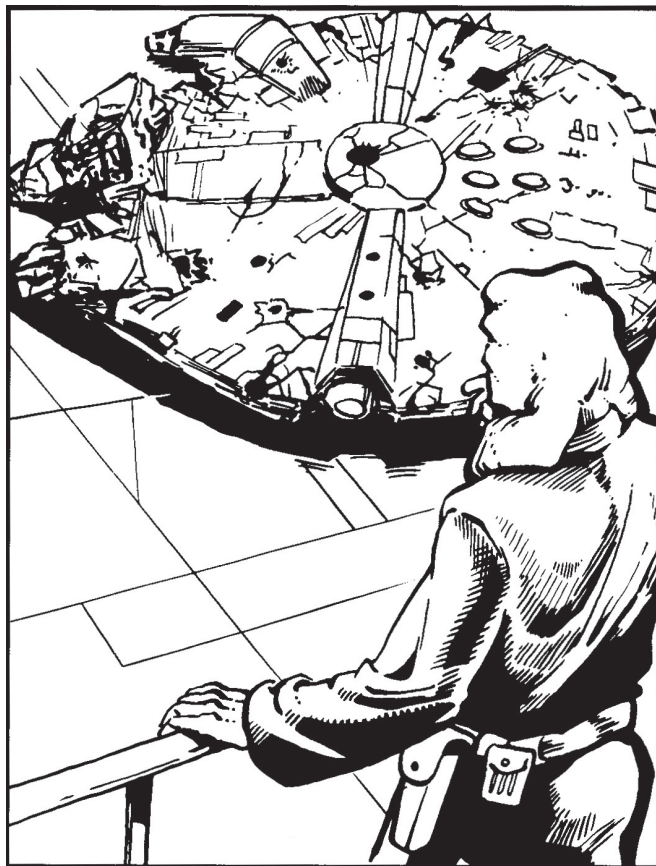
Skill: Space transports: Y164 slave transport
Crew: 5 (1 can coordinate), gunners: 2, support (for slaving): 8
Crew Skill: Astrogation 3D+2, starship gunnery 3D, space transports 4D
Passengers: 12,400 (slaves)
Cargo Capacity: 10 metric tons
Consumables: 1 month
Cost: 245,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x25
Nav Computer: Yes
Maneuverability: 1D
Space: 1
Atmosphere: 210; 600 km/h
Hull: 2D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 45/3D
Focus: 3/4D
Weapons:
2 Quad Laser Cannons
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere: 100-300/1.2/2.5 km
Damage: 5D

Avatar's Needle

Craft: Customized Sienar Fleet Systems *Guardian*-class light cruiser
Owner: Shanto Dhil (bacta pirate)
Stock: Pages 143-145
Era: Rise of the Empire
Source: Lord of the Expanse: Gamemaster Guide (page 74)
Type: Pirate ship
Scale: Starfighter
Length: 42 meters
Skill: Space transports: Guardian cruiser
Crew: 5, gunners: 4
Crew Skill: Space transports 5D, starship gunnery 5D+2, starship shields 5D+1
Passengers: 2
Cargo Capacity: 1,000 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 3D+2
Space: 9
Atmosphere: 400; 1,150 km/h
Hull: 5D
Shields: 3D
Sensors:
Passive: 45/1D
Scan: 80/2D

Search: 120/4D
Focus: 4/4D+1
Weapons:
4 Heavy Laser Cannons
Fire Arc: 2 front, 2 turret
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1 /1.7 km
Damage: 5D+2

Battered Freighter

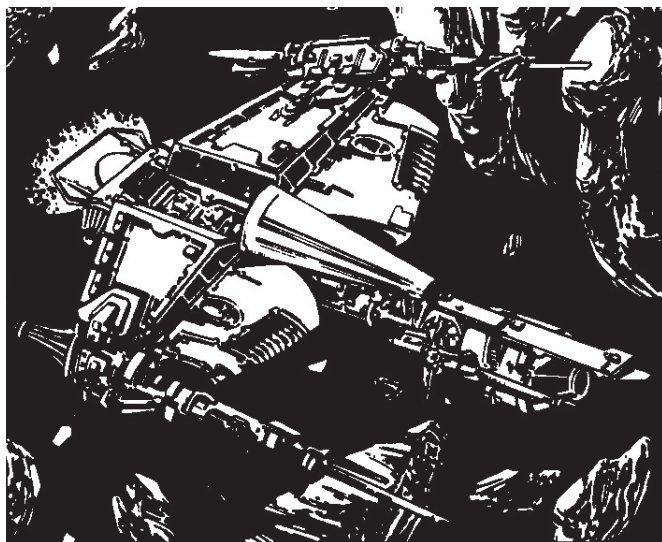


Craft: Corellian Engineering Corporation YT-1300 Transport
Owner: Dr. Langstyn Kraay (facility director)
Stock: Pages 92-93
Era: Rebellion
Source: The DarkStryder Campaign: The Kathol Rift (page 39)
Type: Light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300
Crew Skill: Varies widely
Crew: 1 (1 can coordinate), gunners: 1
Passengers: 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 km/h
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

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

Best Cargo



Craft: Modified Light Freighter
Owner: Rebel Alliance
Era: Rebellion
Source: Classic Adventures: Volume Two (page 34)
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 km/h
Hull: 6D
Shields: 2D
Sensors:
Passive: 15/0D

Distant Rainbow

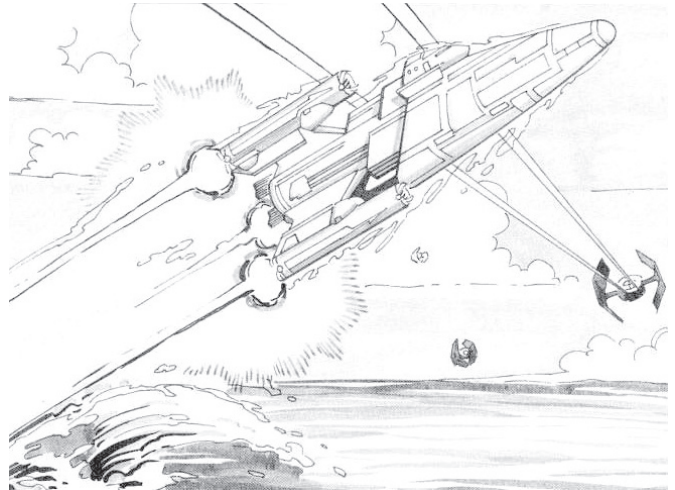
Craft: Modified Kuat Drive Yards *Starwind*-class Pleasure Yacht
Owner: Mazzic (smuggler)
Stock: Pages 56-57
Era: Rebellion
Source: Pirates & Privateers (page 72)
Type: Modified space Yacht
Scale: Starfighter
Length: 50 meters
Skill: Space transports: Starwind pleasure yacht
Crew: 5, gunners: 2, skeleton: 2/+5
Crew Skill: Astrogation 7D, sensors 6D+2, space transports 7D+2, starship gunnery 6D+2, starship shields 6D+2
Passengers: 10
Cargo Capacity: 2 metric tons
Consumables: 2 months
Cost: 1,610,000 (including modification costs)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Atmosphere: 280; 800 km/h
Hull: 3D+2
Shields: 3D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 45/3D
Focus: 3/4D
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

Dynasty

Craft: Modified Corellian YT-1210 Light Freighter
Owner: Axor Bridgeman (tramp freighter captain)
Stock: Pages 91-92
Era: Rise of the Empire
Source: Galaxy Guide 6: Tramp Freighters (pages 83-84)
Type: Modified light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: YT-1210 light freighter
Crew: 1, gunners: 1
Crew Skill: Space transports 6D, starship gunnery 4D+2, starship shields 4D+2, astrogation 4D
Passengers: 4
Cargo Capacity: 100 metric tons
Consumables: 2 months
Hyperdrive Multiplier: x2
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 km/h
Hull: 4D
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: 5D
2 Concussion Missile Tubes
Fire Arc: 1 front, 1 back
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-2/8/15
Atmosphere Range: 100-200/800/1.5 km
Damage: 8D

Explorer

Craft: Modified Space Boat
Owner: 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
Hyperdrive Multiplier: x 1/2



Nav Computer: Yes
Maneuverability: 1D+1
Space: 4
Atmosphere: 480; 800 km/h
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
Owner: 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 km/h
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

Gilded Lily

Craft: Converted *Baudo*-class Star Yacht
Owner: Rollo Morsai (tramp freighter captain)
Stock: Pages 59-60
Era: Rebellion
Source: Galaxy Huide 6: Tramp Freighters (page 87)
Type: Modified space yacht
Scale: Starfighter
Length: 32 meters
Skill: Space transports: *Baudo*-class space yacht
Crew: 1
Crew Skill: Space transports 6D, starship gunnery 5D, starship shields 6D+2, astrogation 5D+2
Passengers: 4
Cargo Capacity: 75 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x7
Nav Computer: Yes
Maneuverability: 1D
Space: 10
Atmosphere: 415; 1,200 km/h
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

Heroc's Slayer

Craft: Modified YT-1300 Transport
Owner: Heroc (bounty-hunter)
Stock: Pages 92-93
Era: Rise of the Empire
Source: Core Rulebook: 2nd Edition (page 48)
Type: Modified light freighter
Scale: Starfighter
Length: 27.3 meters
Skill: Space transports: YT-1300
Crew Skill: Astrogation 3D, starship gunnery 3D, space transports 3D
Crew: 1 to 3 (can coordinate)
Passengers: 5
Cargo Capacity: 25 metric tons
Consumables: 3 weeks
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 km/h
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 20/1D
Scan: 40/3D
Search: 50/4D
Focus: 4/3D
Weapons:
Triple Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

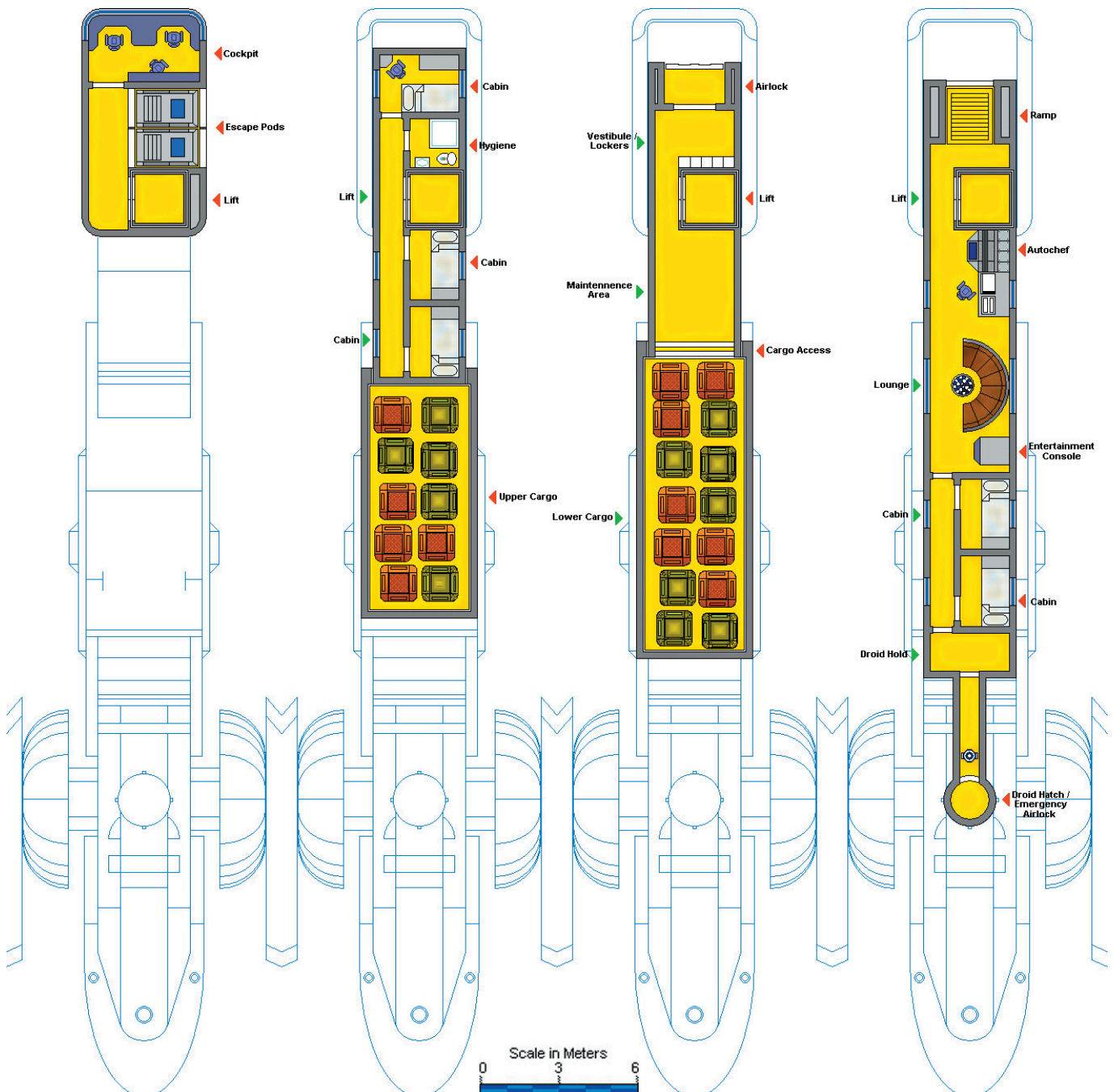
Hound's Tooth



Craft: Modified YV-666 Light Freighter
Owner: Bossk (trandoshan bounty-hunter)
Era: Rebellion
Source: The Essential Guide to Vehicles and Vessels (pages 68-69)
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 available for sale (480,000 estimated)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D+2
Space: 7
Atmosphere: 350; 1,000 km/h
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
Fire Arc: Front
Skill: Starship Gunnery
Ammo: 6 missiles
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 9D
Notes: Carries the Z-95 Headhunter *Nashtah Pup*.



Hyperspace Marauder

Craft: TransGalMeg *Xiytiar*-class Transport
Owner: Lo Kahn (smuggler)
Stock: Page 114
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 km/h
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

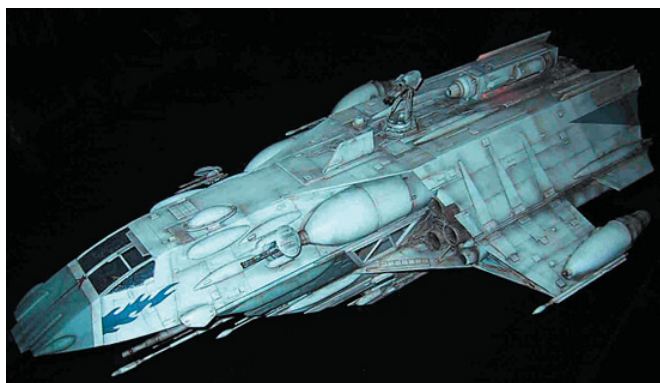
Craft: Modified Trilon, Inc. Aggressor Assault Fighter
Owner: IG-88 (bounty-hunter)
Era: Rebellion
Source: The Essential Guide to Vehicles and Vessels (pages 76-77)
Type: Transport
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Aggressor
Crew: 1
Crew Skill: Astrogation 4D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D
Passengers: 8 (prisoners)
Cargo Capacity: 465 kilograms
Consumables: 1 week
Cost: Not available for sale (650,000 estimated)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D+1
Space: 9



Atmosphere: 400; 1,150 km/h
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

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 km/h
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: SoroSuub *Horizon*-class Yacht
Owner: Mara Jade Skywalker (jedi master)
Era: New Jedi Order
Type: Space transport
Scale: Starfighter
Length: 55 meters
Skill: Space transports: *Horizon* yacht
Crew: 1 or 2
Crew Skill: Astroagation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2, starship shields 8D
Passengers: 10
Cargo Capacity: 100 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: 8
Atmosphere: 365; 1,050 km/h
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: Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Concussion Missile Tube
Fire Arc: Front
Skill: Starship gunnery
Ammo: 4 missiles
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 100/300/700 m
Damage: 9D

Lady Luck

Craft: Modified SoroSuub Luxury 3000
Owner: Lando Calrissian (gambler)
Stock: Pages 57-58
Era: New Republic
Source: 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 km/h

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

Lady Sunfire

Craft: Modified Corellian Engineering Corporation Barloz-class Freighter

Owner: Clyngunn (zehethbra smuggler)

Stock: Page 63

Era: Rise of the Empire

Source: The Thrawn Trilogy Sourcebook (pages 234-235)

Type: Modified medium freighter

Scale: Starfighter

Length: 41 meters

Skill: Space transports: Barloz freighter

Crew: 2, gunners: 1, skeleton: 1/+5

Crew Skill: Astrogation 7D+1, communications 4D+1, sensors 6D+1, space transports: Lady Sunfire 8D, starship shields 6D+1

Passengers: 4

Cargo Capacity: 70 metric tons

Consumables: 2 months

Cost: Not for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 km/h

Hull: 4D+2

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/2D

Countermeasures Package: Add +1D to difficulty for other ships to detect the *Lady Sunfire*.

Weapons:

3 Quad Turbolaser Batteries

Fire Arc: 1 front, 1 left, 1 right

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D+1

4 Concussion Missile Launchers (fire-linked)

Fire Arc: Rear

Crew: 1

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 8D

Luke's Freighter

Craft: Modified Ghtroc Industries class 720 freighter

Owner: Luke Skywalker (jedi knight)

Stock: Pages 71-72

Era: RiNew Republic

Source: 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

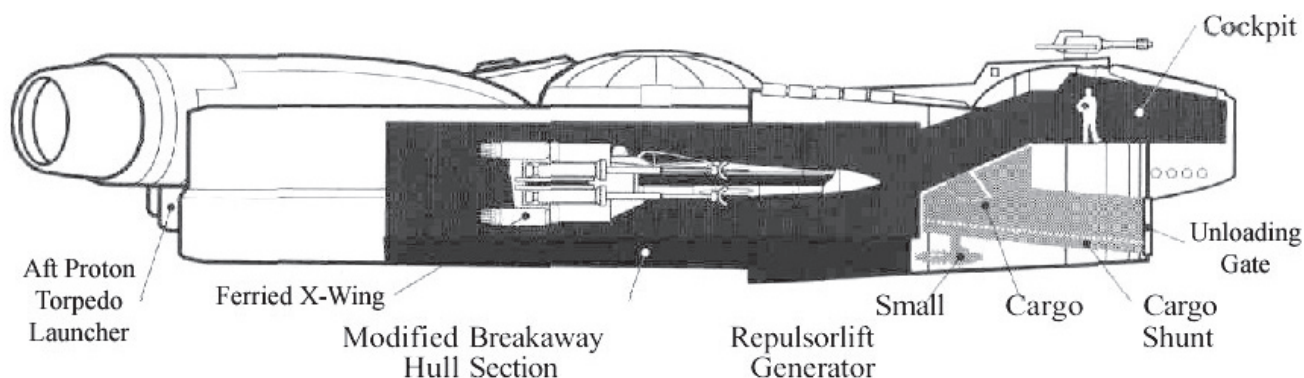
Weapons:

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

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.

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 km/h

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

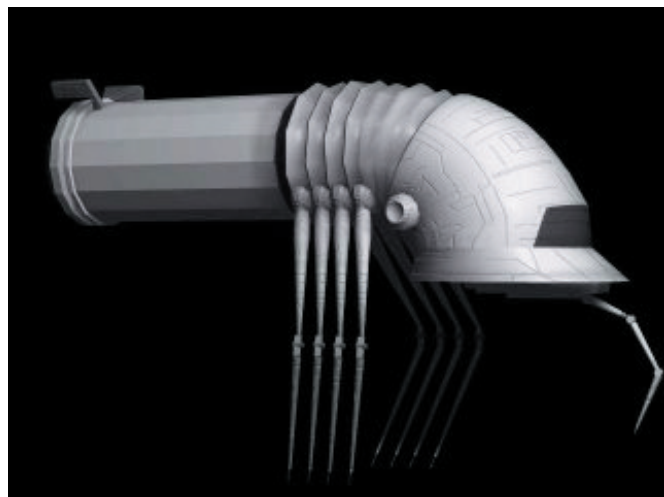
Fire Control: 1D

Space Range: 1-3/5/8

Atmosphere Range: 20-40/60/80 m

Damage: 8D

Marauder Starjacker



Craft: Byblos Drive Yards E-2 Asteroid Miner

Owner: 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

Merry Thrubidor

Craft: Modified Ghtroc Industries class 720 freighter

Owner: Rebel Alliance

Stock: Pages 71-72

Era: Rebellion

Source: Core Rulebook (page 181)

Type: Modified light freighter

Scale: Starfighter

Length: 35 meters

Skill: Space transports: Ghtroc freighter

Crew: 1 (can coordinate), gunners: 1

Passengers: 10

Cargo Capacity: 135 metric tons

Consumables: 2 months

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 2D

Space: 3

Atmosphere: 260; 750 km/h

Hull: 3D+2

Shields: 1D+2

Sensors:

Passive: 15/0D

Scan: 30/1D

Search: 50/3D

Focus: 2/4D

Weapons:

2 Double 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

Midnight Star

Craft: Modified Corellion Engineering Corporation YV-545 Transport

Owner: Outer Rim Trade Consortium

Stock: Pages 103-104

Era: Rebellion

Source: Rebellion Era Sourcebook (pages 14-15)

Type: Modified 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: Not for sale (estimated 45,000 used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 8

Atmosphere:

Hull: 5D

Shields: 0D+1

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

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

Concussion Missile Launch Tube

Fire Arc: Rear

Skill: Starship gunnery

Ammo: 6 missiles

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 8D

Millennium Falcon

Craft: Modified Corellian Engineering Corporation YT-1300 Transport

Owner: Han Solo (smuggler)

Stock: Pages 92-93

Era: Rise of the Empire

Source: Core Rulebook (page 254), Han Solo and the Corporate Sector Sourcebook (pages 95-96), Dark Empire Sourcebook (pages 101-102), The Thrawn Trilogy Sourcebook (page 231), 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: x1/2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere: 365; 1,050 km/h

Hull: 6D

Shields: 3D

Weapons:

2 Quad Laser Cannons (fire separately)

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: Missile weapons: concussion missiles

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 9D

Blaster Cannon (retractable)

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle blasters

Fire Control: 4D (fired from cockpit)

Atmosphere Range: 1-50/100/250 m

Damage: 3D+2

The Millennium Falcon

1. Boarding Ramp
2. Starboard-side Docking Ring
3. Main Corridor
4. Quad-laser Access Tube
5. Cockpit Access Corridor
6. Cockpit
7. Main Hold
8. Circuitry Bay
9. Forward Hold
10. Freight Loading Room
11. Number Two Hold
12. Port-side Docking Ring
13. Port-side Corridor
14. Crew Quarters
15. Engineering Bay
16. Number Three Hold

KEY



Mist Hunter



Craft: Modified Byblos G-1A Starfighter
Owner: Zuckuss (gand bounty-hunter)
Era: Rebellion
Type: Modified fighter
Scale: Starfighter
Length: 15 meters
Skill: Starfighter piloting: G-1A
Crew: 1 or 2
Crew Skill: Unique
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 km/h
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

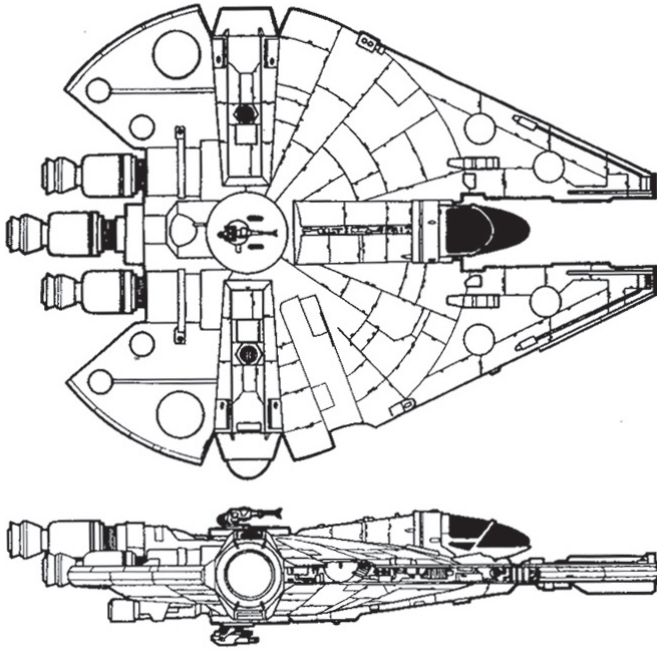
Nikto Kajidic

Craft: Modified Rendili StarDrive's Imperial Customs Frigate
Owner: Ga'p'tashi (kajain'sa'nikto syndicate privateer)
Stock: Page 140
Era: Rebellion
Source: Pirates & Privateers (page 97)
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 km/h
Hull: 3D+1
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/4D
Focus: 4/4D+1
Weapons:
4 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
Heavy Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/2 km
Damage: 5D
Tractor Beam Projector
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 4D

Oo-Ta Goo-Ta

Craft: Modified Corellian YT-1300 Light Freighter
Owner: Chordak (rodian pirate)
Stock: Pages 92-93
Era: Rebellion
Source: Galaxy Guide 6: Tramp Freighters (pages 84-85)

Outrider

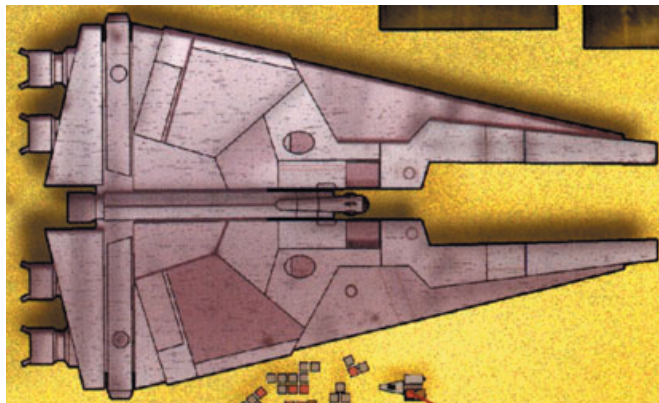


Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300
Crew: 1
Crew Skill: Space transports 4D, starship gunnery 3D+2, starship shields 3D+1, astrogation 3D
Passengers: 1
Cargo Capacity: 50 metric tons
Consumables: 3 weeks
Cost: Not available for sale
Hyperdrive 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

Craft: Modified Corellian YT-2400 Transport
Owner: Dash Rendar
Stock: Page 97
Era: Rebellion
Source: 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: Varies widely
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 km/h
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
Fire Arc: Front
Skill: Starship gunnery
Ammo: 3 missiles each
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
Owner: Vangar (barabel pirate lord)
Stock: Page 146
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 km/h

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

Owner: Mirax Terrik (smuggler)

Stock: Pages 59-60

Era: Rebellion

Type: Medium freighter

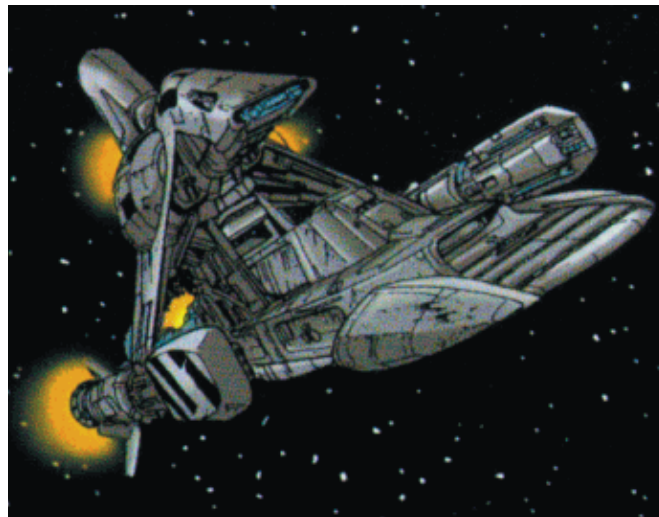
Scale: Starfighter

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 km/h

Hull: 2D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Laser Cannon

Fire Arc: Turret

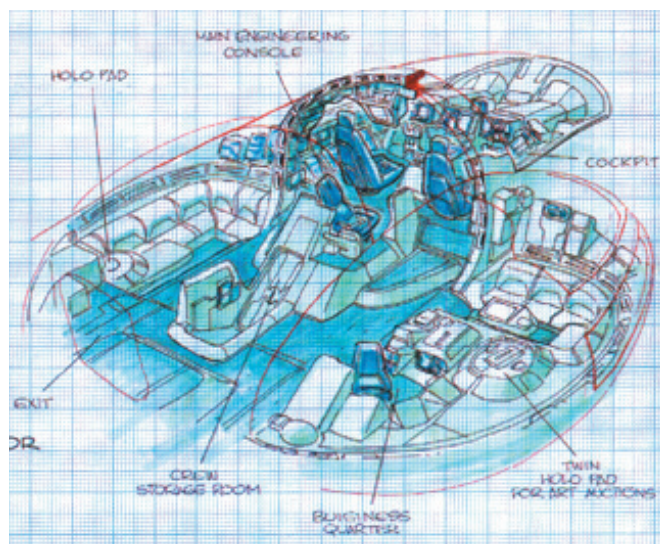
Skill: Starship gunnery

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

Owner: Dengar (bounty-hunter)

Era: Rebellion

Type: Scout Ship

Scale: Starfighter

Length: 20 meters

Skill: Starfighter piloting: JumpMaster 5000

Crew: 1

Crew Skill: Starship gunnery 5D

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 km/h

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

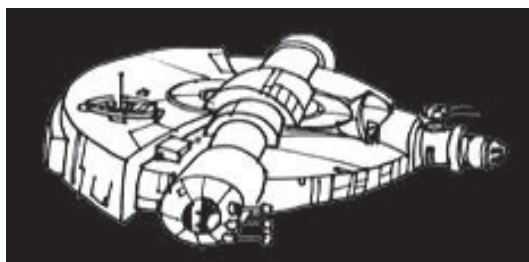
Space Range: 1-3/12/25

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.

Rabbit's Foot



Craft: Modified WUD-500 Star Yacht

Owner: Jaxxon (lepi smuggler)

Era: Rise of the Empire

Type: Star yacht

Scale: Starfighters

Length: 18.5 meters

Skill: Space transports: WUD-500

Crew: 1 pilot, 1 gunner

Crew Skill: Astrogation 7D+2, space transports 6D+2, starship gunnery 6D+2, starship shields 6D+1

Passengers: 7

Cargo Capacity: 3 metric tons

Consumables: 4 months

Cost: Not for sale (90,000)

Hyperdrive Multiplier: x.5

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere: 365; 1,050 km/h

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 75/3D

Focus: 4/4D

Weapons:

2 Quad Laser Cannons (fire separately)

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

Dual 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: 4D

Reclaimer

Craft: Customized Space Vehicle

Owner: Belinda Vog (salvage chief)

Era: Rise of the Empire

Source: Classic Adventures: Volume Two (page 34)

Scale: Starfighter

Length: 22.5 meters

Skill: Space transports



Crew: 2 (can coordinate)
Crew Skill: Astrogation 4D+1, space transports 5D+1, starship gunnery 4D+2
Passengers: 4
Cargo Capacity: 75 metric tons
Consumables: 1 month
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Space: 3
Atmosphere: 260; 750 km/h
Hull: 6D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Heavy Laser Cannon
Fire Arc: Turret
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: 5D

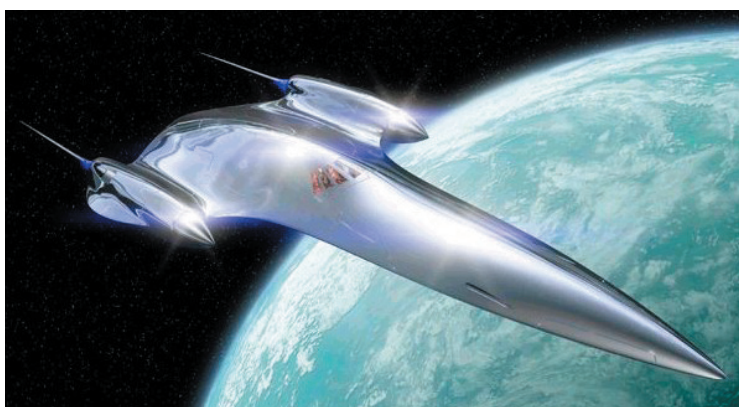
Riff-Raff

Craft: Modified Corellian Space Gymsnor-3 Freighter
Owner: Korkeal Hai (tramp freighter captain)
Stock: Pages 81-82
Era: Rebellion
Source: Galaxy Guide 6: Tramp Freighters (page 86)
Type: Modified light freighter
Scale: Starfighter
Length: 34.1 meters
Skill: Space transports: Gymsnor-3
Crew: 1
Crew Skill: Space transports 5D, starships gunnery 4D, starship shields 4D, astrogation 3D+2
Passengers: 4
Cargo Capacity: 75 metric tons (10 metric tons are full with junk, scrap parts and various other unidentifiable pieces of mechanical debris)
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 0D
Space: 4

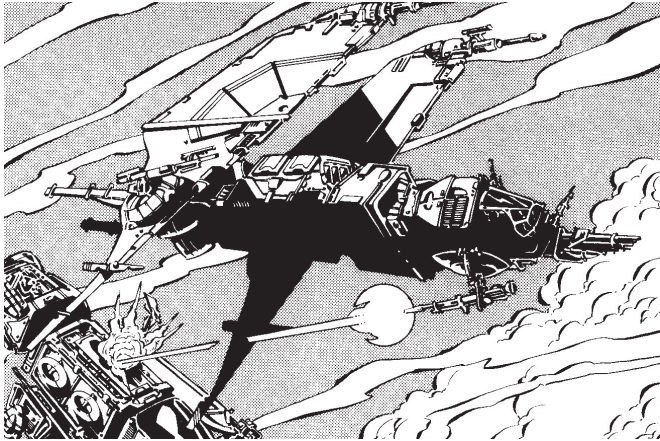
Atmosphere: 480; 800 km/h
Hull: 6D
Shields: 2D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 45/2D
Focus: 3/3D
Weapons:
Heavy Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1 /1.7 km
Damage: 5D

Royal Starship

Craft: Theed Palace Space Vessel Engineering Corps J-type Royal Starship
Owner: 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: x.5
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 km/h
Hull: 6D
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 75/3D
Focus: 4/4D



Scent of Fear

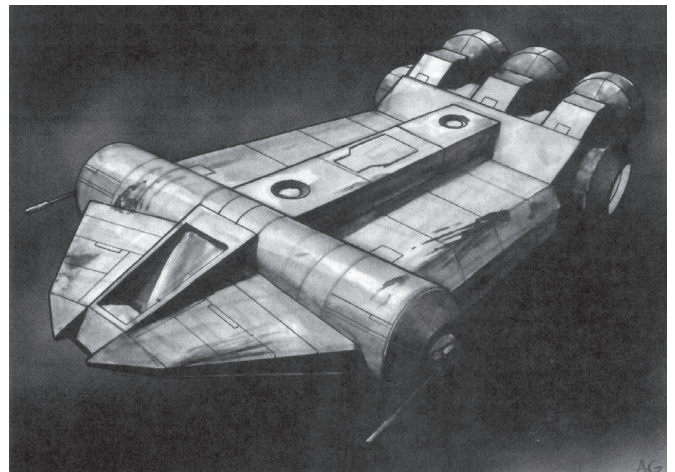


Craft: Modified Talaron Prey Chaser
Owner: Crutag (bounty-hunter)
Era: Rise of the Empire
Source: Classic Adventures: Volume Two (page 74)
Type: Modified prey chaser
Scale: Starfighter
Length: 40 meters
Skill: Space transports: Talaron prey chaser
Crew: 1
Crew Skill: All skills 2D
Passengers: 25
Cargo 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 km/h
Hull: 5D
Shields: 4D
Sensors:
Passive: 35/0D
Scan: 60/1D
Search: 100/2D
Focus: 3/2D+1
Weapons:
2 Laser Cannons (fire sperately)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Shadowfire

Craft: Heavily Modified Suwantek Systems TL-1200 Freighter
Owner: Derrend Montis (explorer)
Era: Rise of the Empire
Source: Tempest Feud (pages 123-124)
Type: Heavily modified freighter
Scale: Starfighter

Length: 52 meters
Skill: Space transports: TL-1200 freighter
Crew: 4, gunners: 2, skeleton: 1/+5
Passengers: 16
Cargo Capacity: 150 metric tons
Consumables: 3 months
Cost: Not for sale (estimated 1,428,000)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 km/h
Hull: 5D
Shields: 3D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Quad Laser Cannons (fire separately)
Fire Arc: Turret
Crew: 1 (can be fired from cockpit at 2D Fire Control)
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
2 Retractable Ion Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 1-300/700/3.6 km
Damage: 5D
2 Concussion Missile Launchers
Fire Arc: 1front, 1 rear
Skill: Starship gunnery
Ammo: 8 missiles each
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700 m
Damage: 8D
Tractor Beam Projector
Fire Arc: Turret



Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

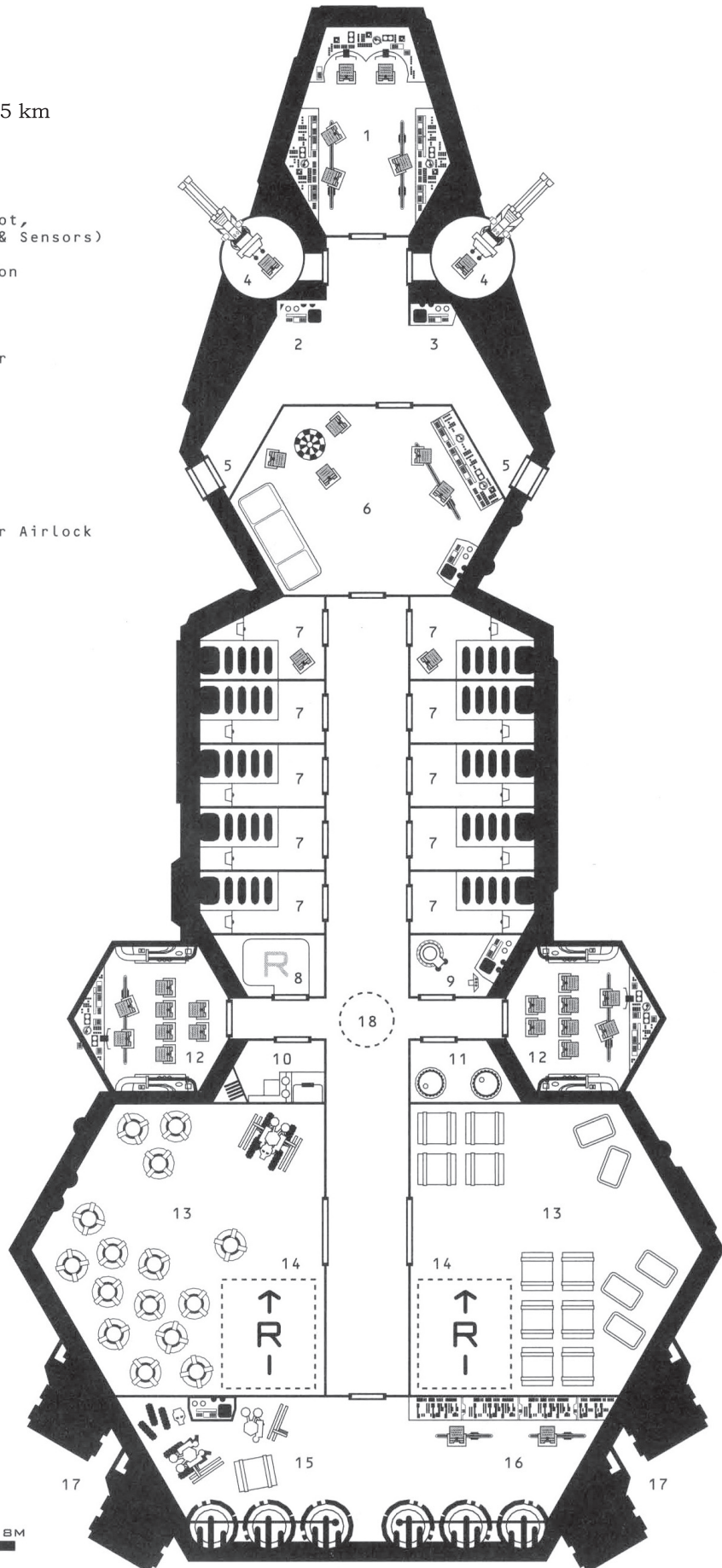
Atmosphere Range: 100-300/1.3/2.5 km

Damage: 3D

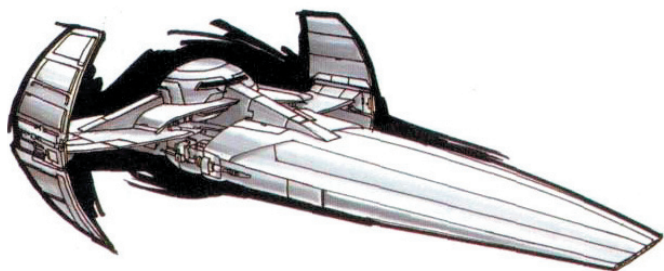
- 1> Cockpit (Pilot, Copilot, Astrogation, Shields & Sensors)
- 2> Life Support Station
- 3> Ship's Computer Station
- 4> Laser Cannon Gunwells
- 5> Landing Ramps
- 6> Crew Lounge
- 7> Crew Cabins
- 8> Refresher/Sonic Shower
- 9> Medical Bay
- 10> Galley
- 11> Storage
- 12> Escape Pods
- 13> Cargo Bays
- 14> Cargo Elevators
- 15> Machine Shop
- 16> Engineering
- 17> Engines
- 18> Access Ladder to Upper Airlock

-  Chair
-  Computer/Ship Com
-  Refresher
-  Holochess Board
-  Retractable Landing Ramp
-  Bed
-  Cargo Pod
-  Cargo Crate
-  Secure Cargo Container
-  Med Monitor
-  Bacta Tank
-  Couch
-  Cabinet
-  Door

0 2M 4M 6M 8M



Sith Infiltrator



Craft: Heavily modified Republic Sienar Systems Star Courier

Owner: 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 km/h

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: 100-300/1.2/25 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 ½ cover (SWD6, page 93) due to the *Infiltrator*'s indistinct lines.

Slave I

Craft: Modified Kuat Systems Engin. *Firespray*-class

Owner: Boba Fett (bounty-hunter)

Stock: Pages 138-139

Era: Rise of the Empire

Source: 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 km/h

Hull: 4D+2

Shields: 2D+2

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 m

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

Two 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

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.

Solar Flare

Craft: Modified Corellian Engineering Corporation Barloz-class medium freighter

Owner: Rebel Alliance

Stock: Page 63

Era: Rebellion

Source: Lords of the Expanse: Campaign Guide (pages 13-14)

Type: Modified medium freighter

Scale: Starfighter

Length: 41 meters

Skill: Space transports: Barloz-class freighter

Crew: 2, gunners: 2, skeleton: 1/+5

Crew Skill: Varies

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 km/h

Hull: 4D+1

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 45/2D

Focus: 3/2D

Counter Measures Package: Adds +2D to the difficulty of other ships attempting to detect the *Solar Flare*.

Weapons:

Quad Turbolaser

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-3/15/30

Atmosphere Range: 100-300/1.5/3 km

Damage: 5D

2 Double Laser Cannons

Fire Arc: 1 front, 1 front right

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-3/10/20

Atmosphere Range: 100-300/1 /1.75 km

Damage: 3D

2 Concussion Missile Launchers (fire-linked)

Fire Arc: Front

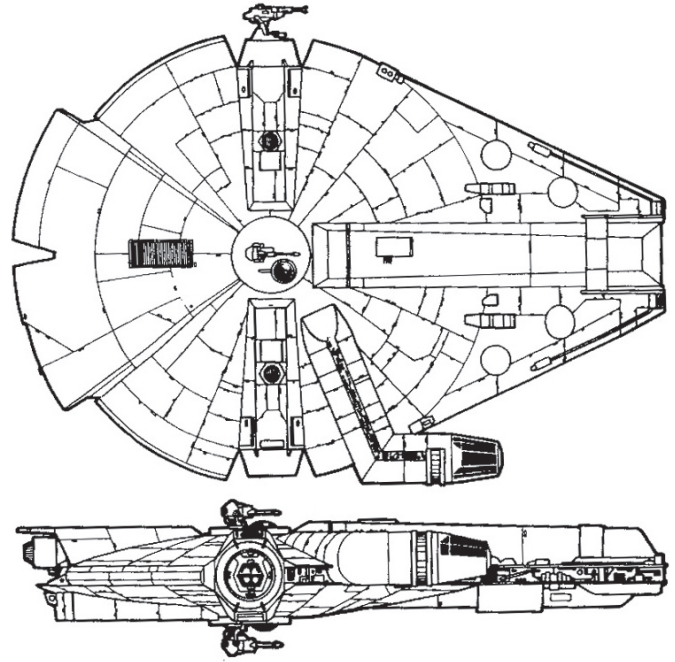
Skill: Starship gunnery

Fire Control: 1D+2

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 6D+1



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 km/h

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 Flare

Craft: Modified Corellian YT-1300 Light Freighter

Owner: Trynic (devaronian tramp freighter captain)

Stock: Pages 92-93

Era: Rise of the Empire

Starlight Intruder

Craft: Custom Mobquet Medium Cargo Hauler
Owner: Salla Zend (smuggler)
Stock: Page 116
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 km/h
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

Stinger

Craft: Modified Surronian *Conqueror*-class Assault Ship
Owner: Guri (black sun android)
Stock: Pages 147-148
Era: Rebellion
Source: The Essential Guide to Vehicles and Vessels (pages 58-59)
Type: Modified assault ship
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Conqueror
Crew: 1, gunners: 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 km/h
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

Sudden Death

Craft: Modified Sydon Vehicle Works MRX-BR Pacifier scout ship
Owner: Iceman (bounty-hunter)
Stock: Page 138
Era: Rebellion
Source: Galaxy Guide 6: Tramp Freighters (page 78)
Type: Modified scout ship
Scale: Starfighter
Length: 25 meters
Skill: Space transports: MRX-BR Pacifier
Crew: 1
Crew Skill: Space transports 6D+2, astrogation 5D, starship gunnery 6D+1, starship shields 6D
Passengers: 1, 8 (prisoners' brig)
Cargo Capacity: 25 metric tons
Consumables: 1 year
Cost: Not available for sale
Nav Computer: Yes
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 3D
Space: 7
Atmosphere: 600; 1,200 km/h
Hull: 6D
Shields: 4D
Sensors:
Passive: 15/1D
Scan: 30/2D
Search: 45/3D
Focus: 3 /4D

Weapons:

3 Laser Cannons

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 3D

3 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

Suprosa

Craft: Modified Corellian CE-2 Transport

Owner: Black Sun

Stock: Page 118

Era: Rebellion

Type: Modified light freighter

Scale: Starfighter

Length: 100 meters

Skill: Space Transports: CE-2 transport

Crew: 2, gunners: 2

Crew Skill: Astrogation 5D, space transports 5D+2, starship gunnery 6D+2, starship shields 4D

Passengers: 2

Cargo Capacity: 50,000 metric tons

Consumables: 2 months

Cost: Not for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+2

Space: 4

Atmosphere: 280; 800 km/h

Hull: 5D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Double 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: 5D

2 Concussion Missile Launchers (may be fire-linked)

Fire Arc: Turret

Crew: 1 (co-pilot)

Skill: Starship gunnery

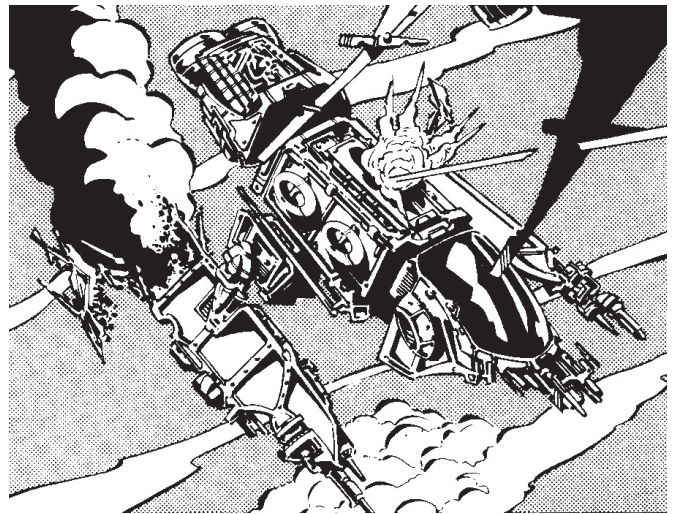
Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 8D (9D if fire-linked)

Tallus' Rustbucket



Craft: Modified (and very dilapidated) Ghtroc Freighter

Owner: Kwenn Space Station

Era: Rise of the Empire

Source: Classic Adventures: Volume Two (page 74)

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 km/h

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

Wild Karrde

Craft: Modified Corellian Action VI Transport

Owner: Talon Karrde (smuggler)

Stock: Pages 108-109

Era: Rebellion

Source: 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 km/h
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

Wild Menagerie

Craft: Modified Corellian Engineering Corporation YT-1930
Owner: Zan Ransom (bounty-hunter)
Stock: Pages 94-95
Era: Rebellion
Source: Starships of the Galaxy Web Enhancement (page 3)
Type: Modified freighter
Scale: Starfighter
Length: 35 meters
Skill: Space Transports: YT-1930
Crew: 1
Crew Skill: Unique
Passengers: 1 (plus containment space in the cargo bay)
Cargo Capacity: 200 metric tons
Consumables: 4 months
Cost: 208,000 (new)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 6
Atmosphere: 330; 950 km/h
Hull: 5D
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 35/1D+1
Search: 50/2D
Focus: 3/3D+1
Weapons:
Quadlaser 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: 6D
Belly Gun (retractable)
Fire Arc: Turret
Skill: Vehicle blasters
Scale: Speeder
Fire Control: 4D (fired from cockpit)
Atmosphere Range: 1-50/100/250 m
Damage: 3D+2 (stun)

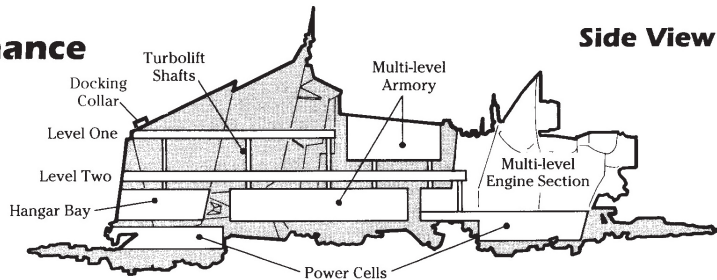
Capital Ships

Another Chance

Craft: Refitted Alderaanian War Frigate
Owner: Alderaan Government
Era: Rise of the Empire
Source: Classic Adventures: Volume Two (page 58)
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

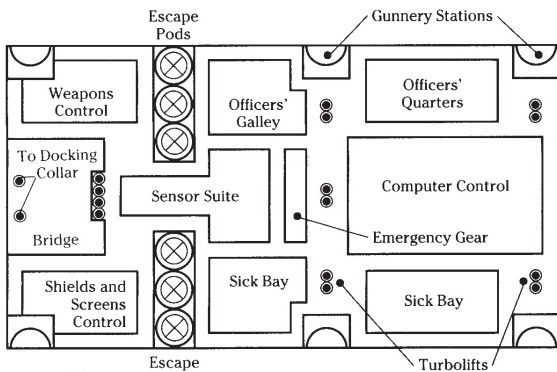


Another Chance

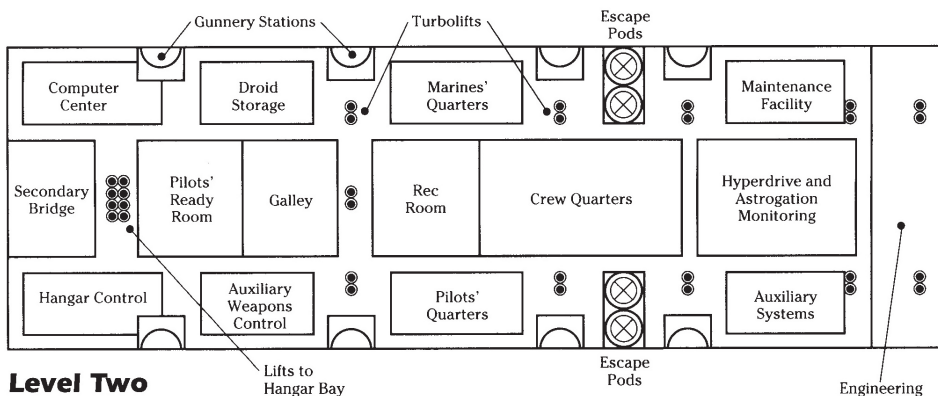


Side View

Plan Views



Level One



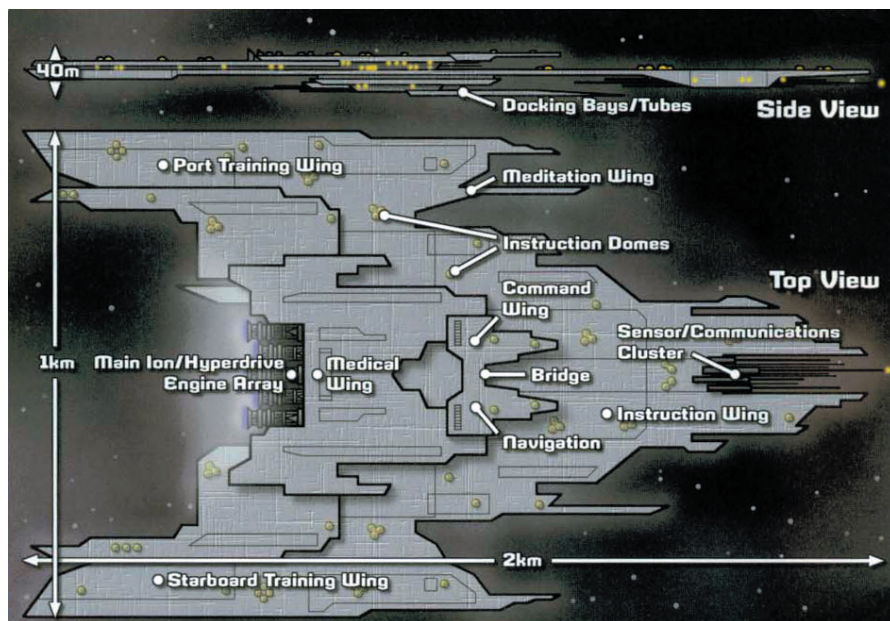
Level Two

Space: 8
Atmosphere: 365; 1,050 km/h
Hull: 6D
Shields: 2D+2
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
4 Medium Ion Cannons (fire separately)
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
10 Quad Turbolaser Batteries (fire separately)
Fire Arc: 3 front, 3 left, 3 right, 1 back
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D

Backstab

Craft: Corellian Engineering Corporation Corvette
Owner: Khuiumin Survivors (pirates)
Stock: Pages 166-167
Era: Rise of the Empire
Source: 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 km/h
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

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



Dark Revenge

Craft: Corellian Engineering Corporation Gunship
Owner: Dharus (pirate leader)
Stock: Pages 171-172
Era: Rise of the Empire
Source: Fragments from the Rim (page 65)
Type: Modified mid-sized anti-starfighter warship
Scale: Capital
Length: 120 meters
Skill: Capital ship piloting: Corellian Gunship
Crew: 45, gunners: 46, skeleton: 8/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D

Chu'unthor

Craft: Chu'unthor
Owner: 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

Cargo Capacity: 300 metric tons

Consumables: 5 months

Cost: Not for sale

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x8

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Atmosphere: 350; 1,000 km/h

Hull: 4D+2

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/1D+2

Search: 100/2D+2

Focus: 4/3D+1

Weapons:

8 Double Turbolaser Batteries

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: 600-3/7/15 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

Dead Reckoning

Craft: Modified Corellian Space Cruiser

Owner: Rif Taranu (smuggler)

Stock: Pages 153-154

Era: Rebellion

Source: Starships of the Galaxy (page 92)

Type: Modified transport

Scale: Capital

Length: 115 meters

Skill: Capital ship piloting: Corellian space cruiser

Crew: 6

Crew Skill: Typically 6D in applicable skills

Passengers: 8

Cargo Capacity: 1,500 metric tons

Consumables: 6 months

Cost: Not available for sale (1,673,000 estimated)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 330; 950 km/h

Hull: 4D+2

Shields: 2D+2

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

2 Double Turbolaser Cannons

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

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D+2

2 Small Concussion Missile Launchers

Fire Arc: Front

Scale: Starfighter

Skill: Starship gunnery

Ammo: 8 missiles each

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 8D

Emancipator & Liberator

Craft: Kuat Drive Yards' Imperial I Star Destroyer

Owner: New Republic

Stock: Pages 186-187

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 1/2

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

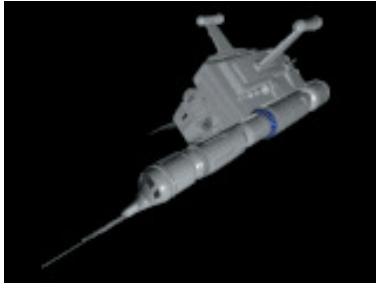
Crew: 1 (40), 2 (20)

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
Owner: 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

Errant Venture

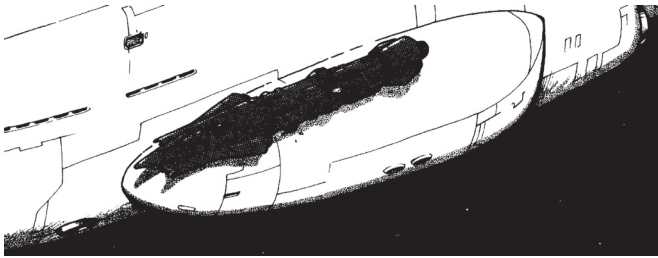
Craft: Heavily modified Kuat Drive Yards *Imperial II* Star Destroyer
Owner: Booster Terrik (smuggler)
Stock: Page 188
Era: New Republic
Source: The New Jedi Order Sourcebook (page 117)
Type: Star Destroyer
Scale: Capital
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 4,780
Crew Skill: All appropriate skills at 4D
Passengers: 30,000
Cargo Capacity: 49,000 metric tons
Consumables: 5 years
Cost: Not for sale (estimated value is 145 million credits)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D+1
Shields: 2D+2
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:
10 Turbolasers
Fire Arc: 4 right, 4 left, 2 front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150 km
Damage: 5D
10 Ion Cannons
Fire Arc: 4 right, 4 left, 2 front

Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D

2 Tractor Beams

Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Eye of Shiblizar



Craft: Modified *Ulig Abaha Dimel* attack ship
Owner: Magg and Zlarb's slavery ring
Era: Rise of the Empire
Source: Han Solo and the Corporate Sector Sourcebook (pages 98-99)
Type: Antiquated attack ship
Scale: Capital
Length: 95 meters
Skill: Archaic starship piloting
Crew: 23, gunners: 43, skeleton: 16/+20
Crew Skill: Archaic starship piloting 3D+1, astrogation 4D, capital ship gunnery 3D+2, starship gunnery 4D
Passengers: 34 (troops)
Cargo Capacity: 600 tons (660 tons when pinnaces are mounted externally)
Consumables: 3 weeks
Cost: 450,000 (after refitting)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Limited to five jumps
Maneuverability: 1D
Space: 5
Atmosphere: 260; 750 km/h
Hull: 2D+1
Shields: 2D
Sensors:
Passive: 12/0D
Scan: 25/1D
Search: 50/1D+2
Focus: 5/2D+1
Weapons:
10 Double Laser Cannons
Fire Arc: 4 front, 2 rear, 2 left, 2 right
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 3-10/15/30

Atmosphere Range: 150-500/750/1.5 km
Damage: 5D+2

Ion Cannon

Fire Arc: Turret
Crew: 7
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 50-100/125/250 m
Damage: 3D

Tractor Beam Projector

Fire Arc: Front
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D

Fa-Loh-Sui

Craft: Corellian Engineering Corporation Corvette
Owner: Abin-Ral-Xufush (tiss'shar pirate)
Stock: Pages 166-167

Era: Rebellion

Source: Pirates & Privateers (page 103)

Type: Mid-sized multi-purpose vessel

Scale: Capital

Length: 150 meters

Skill: Capital ship piloting: Corellian Corvette

Crew: 50, gunners: 12, skeleton: 20/+5

Crew Skill: Astrogation 5D, capital ship gunnery 6D+2, capital ship piloting 5D+2, capital ship shields 6D

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 km/h

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

4 Double Turbolaser Cannons

Fire Arc: 2 turret, 1 left/back, 1 right/back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 6D

Ion Cannon

Fire Arc: Front/left

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

Tractor Beam

Fire Arc: Front/right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Free Lance

Craft: Modified KDY Nebulon-B Frigate

Owner: Urias Xhaxin (rebel privateer)

Stock: Pages 165-166

Era: Rebellion

Source: Pirates & Privateers (page 93)

Type: Escort starship

Scale: Capital

Length: 300 meters

Skill: Capital ship piloting: Nebulon-B

Crew: 854, gunners: 66, skeleton: 307/+10

Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 5D

Passengers: 75 (45 boarders)

Cargo Capacity: 6,000 metric tons

Consumables: 2 years (6 months in stock)

Cost: Not for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+1

Space: 4

Atmosphere: 280; 850 km/h

Hull: 4D

Shields: 2D+1

Sensors:

Passive: 40/1D

Scan: 75/2D

Search: 150/3D

Focus: 4/4D+2

Weapons:

10 Turbolaser Batteries

Fire Arc: 4 front, 3 left, 3 right

Crew: 2 (8), 4(2)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 2-6/24/50 km

Damage: 4D

2 Ion Cannons

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

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

Freejack

Craft: Modified Sienar Fleet Systems Patrol Craft IPV 1

Owner: Frei Aycen (pirate)

Stock: Pages 182-183

Era: Rise of the Empire

Source: Starships of the Galaxy (page 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: Typically 8D in applicable skills

Passengers: 20

Cargo Capacity: 400 metric tons

Consumables: 9 months

Cost: Not available for sale (3,342,000 estimated)

Hyperdrive Multiplier: x1.5

Nav Computer: Yes

Maneuverability: 2D+1

Space: 7

Atmosphere: 350; 1,000 km/h

Hull: 3D+1

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/1D+2

Search: 130/2D

Focus: 4/3D

Weapons:

4 Turbolaser Cannons

Fire Arc: Turret

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 5-30/70/150 m

Damage: 4D

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: 4D+1

Harmzuay

Craft: *Kaloth-class Battlecruiser*

Owner: Thalassian Slavers

Era: Rise of the Empire

Source: 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

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

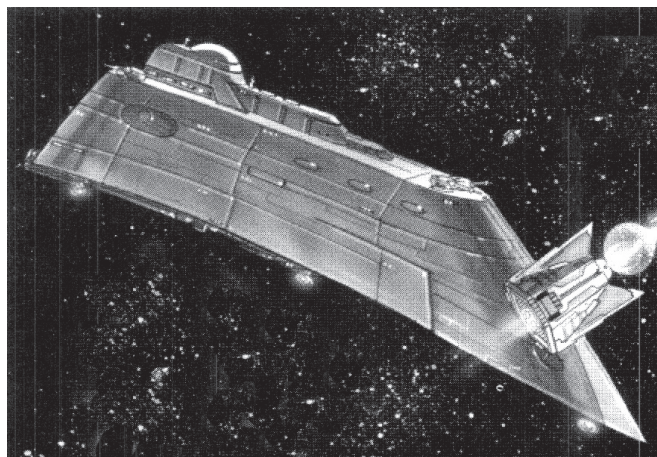
Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Damage: 4D

Heart of Flesh



Craft: Qektoth Attack Cruiser

Owner: 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 km/h

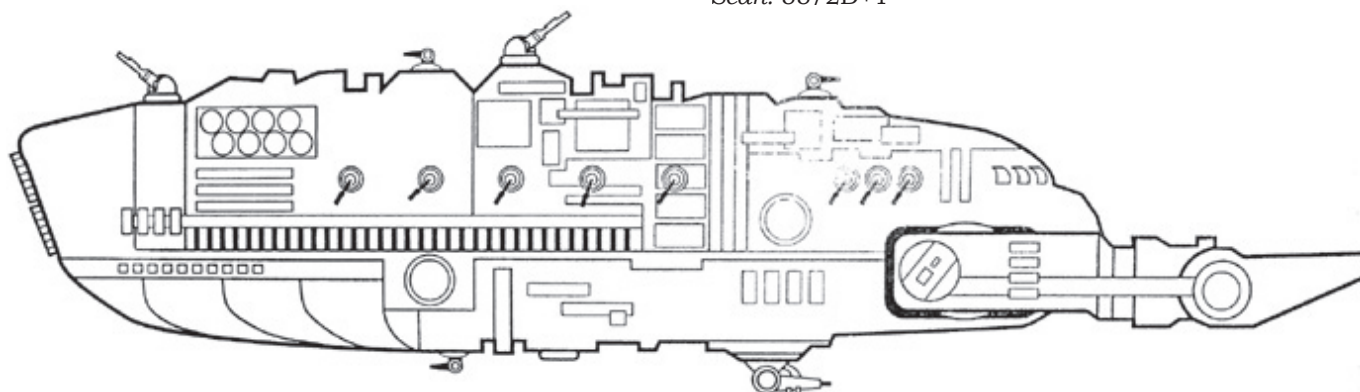
Hull: 4D+2

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

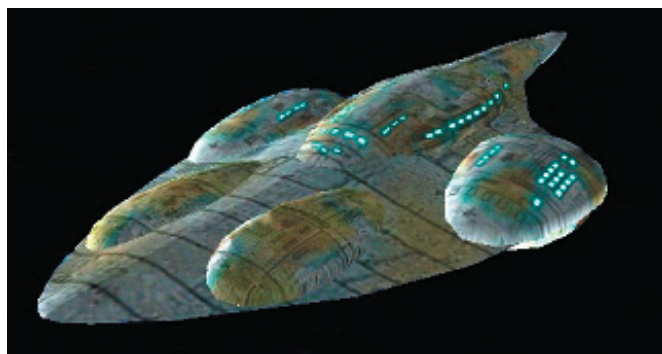
Space Range: 1-30/55/75

Atmosphere Range: 100-700/2/3.5 km

Damage: 4D+1 (not affected by shields)

Starfighter Complement: 5 Qektoth starfighters

Mon Remonda



Craft: Mon Calamari MC80B Star Cruiser

Owner: New Republic

Stock: Page 202

Era: New Republic

Source: 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

Hyperdrive Multiplier: x1

Hyperdrive Backup: x6

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Hull: 8D

Shields: 4D*

* The Mon Remonda has an advanced set o backup shields (8D). When a die of shields is lost, the shield operators can make an Easy *capital ship shields* roll to use on of the backup dice to bring the shields back to a full 4D

Sensors:

Passive: 50/1D

Scan: 65/2D+1

Search: 115/3D

Focus: 5/4D

Weapons:

48 Turbolaser Batteries

Fire Arc: 12 front, 12 left, 12 right, 12 back

Crew: 1 (12), 2 (10), 3 (26)

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 4D

20 Ion Cannon Batteries

Fire Arc: 8 front, 4 left, 3 right, 4 back

Crew: 1 (6), 4 (6), 12 (8)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-10/25/50

Atmosphere Range: 2-20/50/100 km

Damage: 3D

Penumbra

Craft: Modified Shieldship

Owner: Neen Niuvs (sullustan crimelord)

Stock: Page 152

Era: New Republic

Source: Starships of the Galaxy Web Enhancement (pages 3-4)

Type: Modified shieldship

Scale: Capital

Length: 550 meters

Skill: Capital ship piloting: shieldship

Crew: 16

Crew Skill: Unique, typically 4D in all applicable skills

Cargo Capacity: 20 metric tons

Consumables: 3 months

Cost: 13,180,000 (new)

Hyperdrive Multiplier: x1

Space: 3

Hull: 7D

Shields: 3D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

Tractor Beam

Fire Arc: Front

Skill: Capital ship gunnery

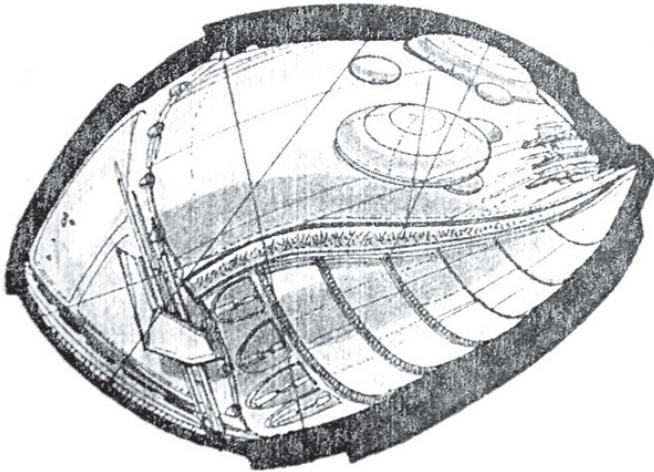
Fire Control: 1D

Space Range: 1-5/15/30

Atmosphere Range: 1-5/15/30 km

Damage: 5D

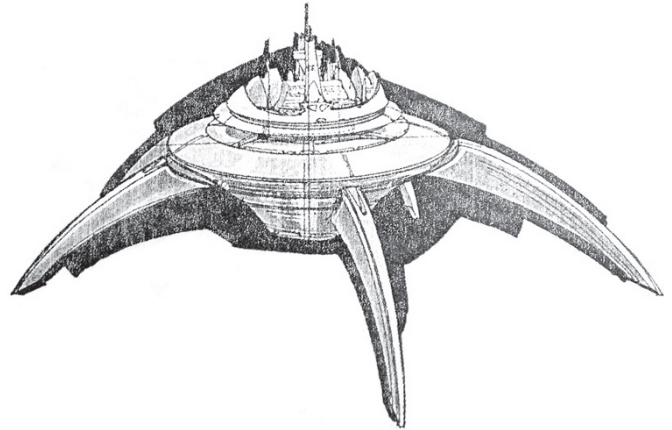
Shriwirr



Craft: Ssi-ruuvi Shree-class Cruiser
Owner: Ssi-ruuk > New Republic (renamed *Sibwarra*, or *Flutie*)
Era: New Republic
Source: 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
24 Heavy Turbolasers
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
Owner: Hapan Queen Mother
Era: Rise of the Empire
Source: 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 Homes'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 Homes'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 Homes's 5 "legs", 1 turret mounted ventrally

Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 6D

* The Hapans have an archaic turbolaser technology. Once fired, a single turbolaser takes three minutes the normal recharge time of the more standart Imperial turbolasers.

Starfighter Complement: 60 Miy'til Fighters

Alphabetical Index

- 1550-LEX Space Yacht - 56
3-Z Light Freighter - 79
A-24 Sleuth Scout Vessel - 120
A-9 Vigilance Interceptor - 48
Aavman Extravagance 11-S - 57
Abolisher Cruiser - 191
Acclamator Assault Ship - 181
Accuser - 218
Action IV Bulk Freighter - 107
Action V Bulk Freighter - 108
Action VI Bulk Freighter - 108
Advanced Droid Bomber - 31
Advanced Droid Starfighter - 31
Aegis Combat Shuttle - 130
Aethersprite Delta-7 - 9
Agave Picket Ship - 203
Another Chance - 242
Arkanian Dawn - 218
Armored Transport - 142
Assault Gunboat - 39
Assault Shuttle - 127
Assault Shuttle Beta - 126
Asteroid Mining Ship - 116
Authority IRD - 16
Authority IRD-A - 16
Avatar's Needle - 219
A-Wing - 45
A-Z-Z-3 Light Freighter - 100
B-7 Light Freighter - 79
Backstab - 243
Bacta Transport - 155
Banking Clan Starship - 180
Banshee Heavy Transport - 107
Barge Driver - 111
Barloz Medium Freighter - 63
Battered Freighter - 219
Baudo Star Yacht - 59
Bayonet Cruiser - 183
Belarus Medium Cruiser - 206
Best Cargo - 220
Blade-32 - 29
Bothan Assault Cruiser - 209
BR-23 Courier - 124
Brayl Bulk Freighter - 111
"Broadsword" Heavy Troop Transport - 196
Bulk Cruiser - 171
Bulwark Battlecruiser - 203
B-Wing - 45
C-3 Passenger Liner - 155
C-73 Tracker - 7
C-9979 Landing Craft - 177
Cal Medium Starfighter - 50
Cargo Empress Super Freighter - 112
Carrack Light Cruiser - 184
CC-7700 Frigate - 200
CC-9600 Frigate - 205
CE-2 Transport - 118
Charon Starfighter - 17
Chu'unthor - 243
Cinnagar Interceptor - 6
Citadel Cruiser - 66
Class 1000 Cruiser - 194
Clawcraft - 29
CloakShape Fighter - 11
"Clutch" Ugly - 23
Conqueror Assault Ship - 147
Container Ship - 111
Corellian Corvette - 166
Corellian Escape Pod - 54
Corellian Gunship - 171
Corellian Lancet - 50
Corellian Space Cruiser - 153
Corellian Support Frigate - 163
Corona Frigate - 204
Corona Transport - 78
Corsair Cruiser - 21
Coruscant Heavy Courier - 136
Crescent Transport - 98
Crinya Light Freighter - 78
CRX-Tug - 73
CT-200 Medium Transport - 65
Dagger - 8
Dagger-D Police Fighter - 22
Dark Revenge - 243
Dead Reckoning - 244
Deathraven - 213
DeepWater Light Freighter - 85
Defender Carrier - 207
Defender Ion Mine - 33
Defender Star Destroyer - 210
Delaya Courier Ship - 62
Dianoga - 10
Discril Cruiser - 162
Distant Rainbow - 220
Drake Starfighter - 6
Dreadnaught - 163

Droid Bomber - 30
Droid Starfighter - 30
Dungeon Ship - 183
Dynasty - 221
Eclipse Star Destroyer - 198
Emancipator & Liberator - 244
Endurance Fleet Carrier - 207
Enforcer One - 245
Enforcer Picket Cruiser - 196
Errant Venture - 245
Escape Pod - 54
Escort Carrier - 190
Etti Lighter - 115
E-Wing - 48
E-Wing: Type B - 49
Expanded B-Wing - 46
Explorer - 221
"Explorer" Scout Ship - 122
Eye of Shiblizar - 246
F7 "Landing Brick" Drop-Ship - 131
Fa-Loh-Sui - 246
Feeg Liat - 221
Ferret Reconnaissance Vessel - 123
Ferryboat Liner - 155
Firespray Patrol/Attack Craft - 138
Free Lance - 247
Freefall Bomber - 14
Freejack - 247
Gallofree Medium Transport - 114
Gauntlet - 47
Geonosian Starfighter - 32
Ghtroc 440 Light Freighter - 70
Ghtroc 580 Light Freighter - 70
Ghtroc 720 Freighter - 71
Gilded Lily - 222
Grek Troop Shuttle - 126
Guardian Light Cruiser - 143
Guardian Mantis - 213
Gun Tug - 10
Gymsnor-3 Light Freighter - 81
Hajen Fleet Tender - 204
Hapan Battle Dragon - 174
Hapes Nova Battlecruiser - 173
Harmzuay - 248
Havoc - 214
Heart of Flesh - 248
Helix Light Freighter - 88
Herd Ship - 154
Heroc's Slayer - 222
Hornet Interceptor - 15
Hound's Tooth - 222
HT-2200 Medium Freighter - 83
Huntress Pursuit Cruiser - 181
Hutt Space Yacht - 61
H-Wing - 47
Hyperspace Marauder - 224
I-7 Howlrunner - 43

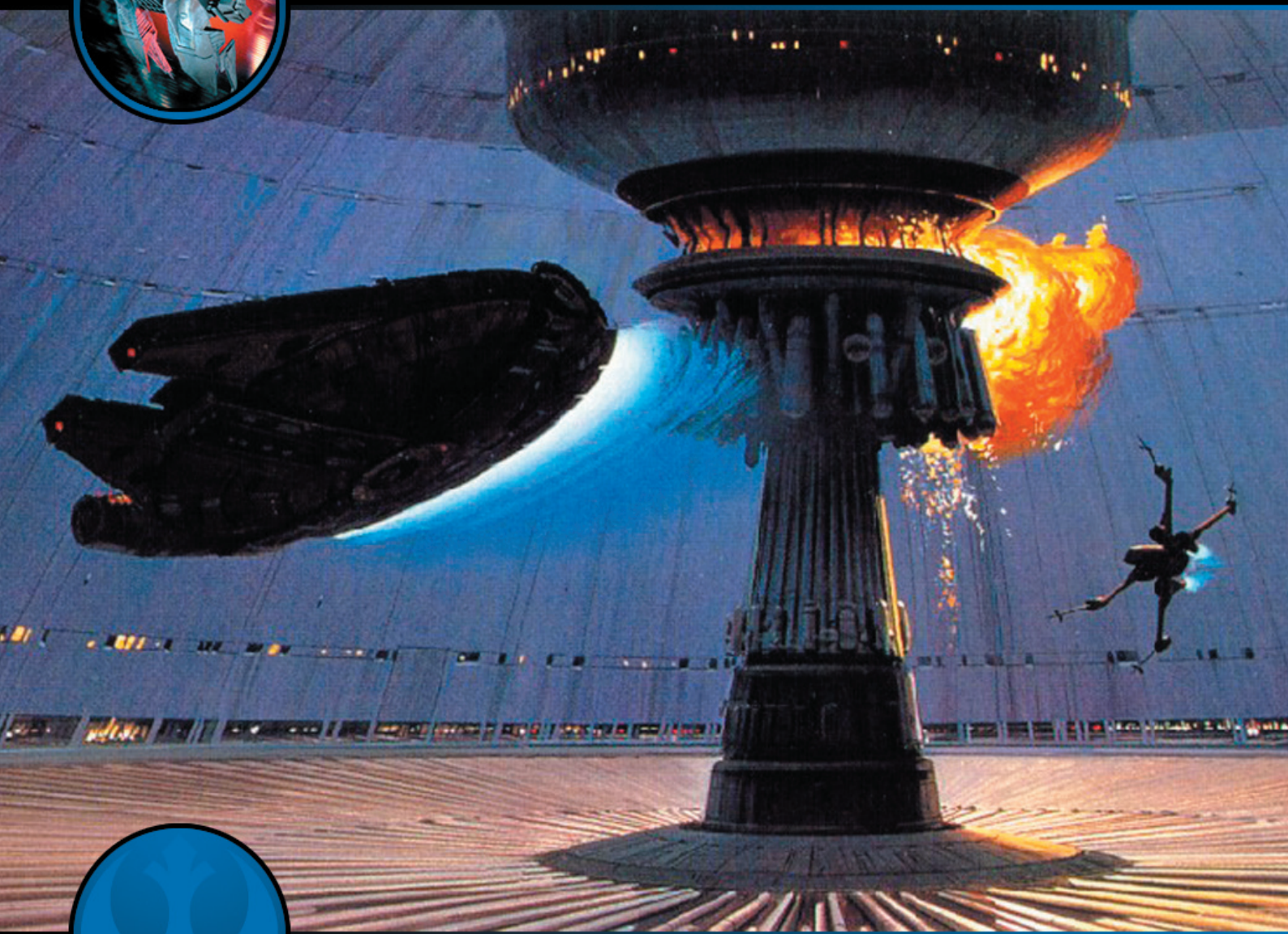
IG-2000 - 224
Imperial Customs Frigate - 140
Imperial Patrol Ship - 107
Interdictor Cruiser - 190
Interdictor II Cruiser - 197
Invincible Dreadnaught Cruiser - 162
IR-3F Patrol Ship - 164
Ithullian Ore Hauler - 153
Jade Sabre - 224
Jade Shadow - 225
Jedi Justice Cruiser - 136
Jermaguim Light Freighter - 81
Kappa Troop Shuttle - 125
Katarn Boarding Shuttle - 128
Kazellis Light Freighter - 85
Kleeque Transport - 130
Krakana's Claw - 214
K-Wing Assault Bomber - 49
L19 Heavy Freighter - 86
Lady Luck - 225
Lady Luxury Liner - 156
Lady Sunfire - 226
Lambda Shuttle - 133
Lancer Frigate - 189
Lantillan Short Hauler - 74
Law Light Patrol Craft - 142
LH-3210 Freighter - 176
Liberator Cruiser - 192
Lifeboat - 54
Light Corvette - 146
Light Patrol Ship - 148
Light Privateer Frigate - 140
Loronar Medium Transport - 108
Luke's Freighter - 226
Luxury 2800 Yacht - 57
Luxury 3000 Yacht - 57
Luxury 5000 Yacht - 59
Luxury Cruiser 200 - 59
Maccrow Freighter - 100
Majestic Heavy Cruiser - 208
Mansk Escort Frigate - 143
Manta Assault Starfighter - 24
Marauder Corvette - 157
Marauder Starjacker - 227
Mark I Bulk Transport - 106
MC-18 Light Freighter - 103
Med Runner - 130
Medical Frigate - 199
Mercenary Fighter - 12
Merry Thruvidor - 227
Midnight Star - 228
Millennium Falcon - 228
Mindabaal Custom Pleasure Yacht - 56
Mining Ship - 114
Mining Survey Ship - 65
Missile Boat - 40
Mist Hunter - 230

Miy'til Assault Bomber - 26
Miy'til Fighter - 26
Mneffe Superluminal Passenger Shuttle - 133
Mobquet Medium Cargo Hauler - 116
Modified Light Freighter - 92
Modular Taskforce Cruiser - 194
Mon Calamari Escort Frigate - 200
Mon Calamari Evacuation Cruiser - 203
Mon Calamari MC80 Star Cruiser - 202
Mon Calamari MC90 Star Cruiser - 210
Mon Calamari Super Star Cruiser - 211
Mon Remonda - 249
MRX-BR Pacifier - 138
MT/191 Drop-Ship - 131
Mu-2 Shuttle - 132
Mu-3 Shuttle - 132
Muurian Transport - 87
M-Wing - 24
N-1 Royal Starfighter - 8
Nebulon-B Frigate - 165
Nella 330 Heavy Scout - 67
Nella 342 Light Freighter - 67
Nella 352 Light Freighter - 70
Nesst Light Freighter - 99
Nikto Kajidic - 230
Nyubba Cargo Barge Driver - 82
One-Man Escape Pod - 54
Oo-Ta Goo-Ta - 230
Outrider - 231
Paranji Orbital Jumper - 126
Pathfinder Scoutship - 120
PB-950 Patrol Boat - 146
Penumbra - 249
Phoenix Hawk Light Pinnace - 12
Pinook Fighter - 17
Pirate Corvette - 231
Planetary Fighter - 27
Preybird Fighter - 28
Privateer Corvette - 167
Pulsar Skate - 232
Punishing One - 233
Pursuer Enforcement Ship - 20
Qektoth Confederation Starfighter - 23
Quasar Fire Bulk Cruiser - 173
R-41 Starchaser - 25
Rabbit's Foot - 233
Razor Fighter - 25
Rebel Assault Frigate - 201
Rebel Carrier Cruiser - 201
Reclaimer - 233
Red Lancer & Blue Queen - 215
Red Star 1 - 215
Redthorn Scoutship - 119
Republic Defender - 50
Republic Star Destroyer - 208
Riff-Raff - 234
Rin Assid Bulk Hauler - 106
Royal Starship - 234
RX4 Patrol Ship - 139
Sabaoth Destroyer - 164
Sacheen Escort - 206
Scarab - 31
Scent of Fear - 235
Scimitar Assault Bomber - 40
Selonian Cone Ship - 72
Sentinel Landing Craft - 129
Service Shuttle 23K - 125
Shadowfire - 235
Sharp Spiral - 215
Sheathipede Shuttle - 124
Shieldship - 152
Shriwirr - 250
Sigil Courier - 8
Simiyar Light Freighter - 102
Sith Battleship - 156
Sith Infiltrator - 237
Skanaw Patrol Frigate - 178
SkyBlind Recon Ship - 122
Skypray Blastboat - 36
SkySlayer Light Assault Ship - 139
Slave I - 237
Slave II - 216
Solar Flare - 238
Solar Flare - 238
Sovereign Star Destroyer - 197
Speeder Transport - 149
Speeder Transport, Model B - 149
Squad Pod - 55
Squib Momship - 63
Ssi-ruuvi Battle Droid - 28
Ssi-ruuvi Light Cruiser - 175
Ssi-ruuvi Manufacturing Ship - 175
Ssi-ruuvi Picket Ship - 149
Ssi-ruuvi Planetary Assault Carrier - 174
Ssi-ruuvi Planetary Lander - 149
Stalwart Light Freighter - 80
Star Destroyer - 186
Star Destroyer II - 188
Star Destroyer III - 188
Star Galleon - 189
Star Home - 250
Star Sabre - 7
Star Shuttle - 153
Starlancer Project Starship - 51
Starlight Freighter - 75
Starlight Intruder - 239
StarViper - 21
Starwind Yacht - 56
Stinger - 239
Stinger - 7
Stormtrooper Transport - 147
Strike Cruiser - 191
Subla Ransom Medium Cargo Hauler - 86
Sudden Death - 239

Sun Crusher - 216
Sun Jammer - 152
Supa Fighter - 27
Super Star Destroyer - 193
Super TIE/In Fighter - 42
Superlift Ore Hauler - 106
Supply Pod - 55
Suprosa - 240
Svelte Shuttle - 135
System Patrol Craft - 182
T.I.E. Starfighter - 33
T-36 Skyfighter - 14
T-65AC4 X-Wing - 49
Tallon's Headhunters - 217
Tallus' Rustbucket - 240
Tapani Assault Frigate - 170
Tapani Carrier - 170
Tenchant Light Cruiser - 165
TIE Advanced / Avenger - 41
TIE Advanced x1 - 35
TIE Bomber - 37
TIE Defender - 41
TIE Defender Prototype - 41
TIE Droid - 42
TIE Fire Control - 35
TIE Ground Targeting - 34
TIE Interceptor - 37
TIE/In Fighter - 33
TIE Lone Scout - 121
TIE Phantom - 39
TIE Raptor - 38
TIE Reconnaissance - 34
TIE Shuttle - 37
TIE Vanguard - 38
TIE-Y Ugly - 15
TIS Zeta 19 - 137
TL-118 StarHammer - 12
TL-1800 Transport - 86
Torpedo Sphere - 192
Toscan 8-Q - 14
Toth's Starfighter - 217
Trade Federation Armed Freighter - 177
Trade Federation Battleship - 176
Trade Federation Droid Control Ship - 177
Trade Federation Missile Frigate - 178
Tribune Shuttle - 126
Troop Pod - 55
T-Wing - 46
Ugor Battle-Wagon - 136
V-19 Clone Fighter - 13
Vanguard Heavy Assault Gunship - 22

Vanya Jedi Courier Ship - 62
Vaya Scout Ship - 119
VCX-820 Escort Freighter - 91
Vibre Assault Cruiser - 195
Victory II Star Destroyer - 185
Victory Star Destroyer - 184
Vindicator Heavy Cruiser - 186
Virago - 218
W-23 Space Barge - 112
Warpod #2 - 137
Warrior Gunship - 205
Whitecloak Fighter - 11
Wild Karrde - 240
Wild Menagerie - 241
X-23 Space Barge - 72
X-26 StarHaul - 73
X46-7 Ore Carrier - 111
Xiytiar Transport - 114
XJ X-Wing - 51
X-Q1 Patrol Craft - 182
X-Q2 System Patrol Cruiser - 182
XS-800 Light Freighter - 76
X-Wing - 44
Y-4 "Raptor" Transport - 145
YG-4210 Light Freighter - 67
YT-1150 Medium Transport - 64
YT-1210 Light Freighter - 91
YT-1300 Transport - 92
YT-1760 Small Transport - 94
YT-1930 Freighter - 94
YT-2000 Transport - 95
YT-2400 Light Freighter - 97
YT-2550 Medium Freighter - 104
YT-4000 Transport - 105
YT-700 Transport - 64
Y-TIE Ugly - 19
YV-330 Transport - 104
YV-545 Transport - 103
Yvarema Scout Ship - 119
Y-Wing - 19
Y-Wing Longprobe - 44
YZ-900 Transport - 89
Z-10 Seeker - 73
Z-95 Headhunter - 18
Z-95 Mark I Headhunter - 18
Z-95XT Trainer - 18
Zebra - 15
Zeta Shuttle - 132
ZH-25 Questor - 103
Zuraco Cargo Hauler - 100

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into one of those dreadful starships.



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