STAR WARS

LOST STOCK STATS
ARCHIVE

STAR WARS

LOST STOCK STATS
ARCHIVE

By HighAdmiral.de

Editing and formatting by Don Diestler

Cover and layout by Peter Lomas and Don Diestler.

Version 1
Published 2015

WRP
WOMP RAT PRESS

TABLE OF CONTENTS

PREFACE

Have you ever wondered if there were complete stock stats for the many starships that only appear modified or incomplete in the West End Games sourcebooks and supplements? Although supplements have been released that focus on stock versions of starships (WEG 40143, Pirates & Privateers; WEG 40029, The Far Orbit Project; WEG 40150, Stock Ships; WEG 41005, Adventure Journal #5) many still only exist in modifid and/or incomplete form. While most of these starships are light freighters, there are also several starfighters and some capital ships. This article proposes unofficial stock statistics for those missing starships. They can be sorted into three different categories:

- **Modified starship statistics:** These are usually privately owned starships that have been more or less extensively modified by their owners.
- **Incomplete starship statistics:** These starships only are published with a short statistics block with the minimum of needed game values.
- **Modified and incomplete statistics:** A combination of the first two categories. Their stock statistics are the most difficult to reconstruct.

Important Note

Creating stock statistics out of modified and/or incomplete statistics is not based on exact mathematical exact calculations. The process rather requires assumptions, estimations and personal interpretrations based on experience with starship statistics.

Undoing Modifications

The first step in the process of undoing modifications on a starship is to figure out which modifications were done in the first place. Often the modified starships come with a description that has detailed information on the modifications made by the ship's owner. Furthermore, the adventure context can help to reveal important facts about the ship's history. If there are no details in the description or if there is no description of the ship at all, the adventure context reminas the only source for figuring out at least some details about the modified ship. But sometimes even the adventure context does not contain any information about the related starship. In this case experience is all that can help to spot possible modifications in the statistics that break out too much from typical values. To distinguish between typical and possibly modified values also requires much experience in starship statistics.

After having determined those parts of the statistics to be changed, the second step of the unmodifying process is to reduce these game values to their presumed stock base values. The range of a stock value is wide, however. It depends on the type, size and age of the starship. This means that a military transport will most probably have higher base values for hull and shields than a civilian transport, a large bulk transport is likely to have more cargo space but less maneuverability than a light freighter, and older transport classes presumably have lower values for hyperdrive and backup than more modern designs. Thus it is important to gather as many information about the related starship as possible. Stock values then can be suggested by comparing its modified statistics with as many stock statistics of similar starships classes as there are available. There are no exact calculations for reconstructing the correct stcok base values, but experience tells that most modifications are within the range of two units (dice or speed units).

There are generally two methods to modify a starship (WEG 40095: Galaxy Guide 6: Tramp Freighters, pages 30-43). The first is to modify an already installed system while the second method is to use a replacement system which is the cheaper and safer of the two options (WEG 40095: Galaxy Guide 6: Tramp Freighters, page 32). For this reason all stock statistic reconstructions were

done on the basis of replacement systems. Installing a replacement system, however, goes in most cases together with the change of cargo capacity. For example fast hyperdrives require more space than slow hyperdrives, heavy shield generators require more space than light shield generators, and the installation of additional weapons also requires space. So, after unmodification of the desired systems the third and final step in the reconstruction process of a starship's stock statistics is the adjustment of its cargo capacity. Unlike the actual unmodification, this adjustment does in fact follow mathematical approximations. A compilation of replacement systems and their required space can be found in Galaxy Guide 6: Tramp Freighters (WEG 40095, pages 38-43). A more and extensive list on replacement systems can be found in D6 Space: Ships (WEG 51017, pages 27-47).

Expanding incomplete statistics

Incomplete game statistics for starships are often found within adventure scripts. Although incomplete, there is enough information for the gamemaster and the players to use the related starship for standard space encounters. These are usually the ship's scale, maneuverability, space and atmosphere speed, hull and shield strength, and weapons while the rest of the game values remains unknown. To obtain complete statistics for such a starship the empty gaming values have to be filled in. In most cases standard values can be used. To find out adeauqte standard values for the related starship, the values of other starships of the same class can be compared. This allows for the rough estimation of standard values for a starship of its class. As mostly being part of an adventure, the story often reveals important details like the ship's mission profile. This helps to find out appropriate values for the missing game statistics. For example, a patrol ship intercepting the player characters' starship might come with a small boarding party of troops and might lack hyperdrive. A scout ship will have a very powerful sensor suite and a very fast hyperdrive. A space yacht will also have a fast hyperdrive and additional passenger capacity. Other values like the starship's length or the number of cremen are more difficult to valuate. If the adventure script contains an image or deckplan of the ship, its length can be estimated which also give an indication for the crew size. As for the unmodification process it is helpful to use all given information.

Undoing Modifications and Expanding Incomplete Statistics

These are considered to be the most difficult stock statistics to reconstruct. To obtain estimated stock statistics for such starships the approaches for both unmodifying and expanding statistics have to be taken into account.

Starships List

The game statistics of the following starships were unmodified and/or completed using the approaches described above. These are no official stock statistics, but suggested values of how a stock version of the related starship could look like. There are detailed notes for every starship explaining what has been changed for what reason. The starships are sorted by type, name and source.

1550-LEX SPACE YACHT

Craft: SoroSuub 1550-LEX Space Yacht
Type: Space Yacht
Scale: Starfighter
Length: 30.4 meters
Skill: Space transports: SoroSuub 1550
Crew: 2
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 40 metric tons
Consumables: 2 months
Cost: 200,000 credits (new), 110,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D
Shields: 1D
Sensors:

> *Passive:* 10/0D
> *Scan:* 25/1D
> *Search:* 40/2D
> *Focus:* 3/3D

Original Source: Modified stats for the "Refugee" in WEG 41013, Adventure Journal #13, pages 248-249.

Notes: The 1550-LEX Space Yacht is described as a mid-sized yacht with four luxury cabins on the upper deck. The given stats, however, list 6 passengers. It is possible that there are two additional passenger cabins on the lower deck where presumably the crew quarters are as well. The description further lists the modifications of the yacht in detail. These include additional weaponry and improvements regarding hyperdrive, sublight engines, hull, shields and sensors. For the suggested stock stats of a SoroSuub 1550-LEX Space Yacht both proton torpedo launchers as well as the laser cannon was removed which had replaced the yacht's observation dome in its modified form. The hyperdrive has been lowered from x1 to x2 and the sublight speed was reduced from 6 units to 5 units with adjustment of the atmospheric speed. The hull strength was reduced from 4D+2 to 3D while shields were set from 3D to 1D. Finally a standard sensor suite was used that is commonly used in space yachts and an average price has been estimated by comparison with other space yacht prices (WEG 40143, Pirates & Privateers, pages 70-72). The unmodifications increased the cargo capacity from 25 to 40 metric tons.

A-Z-Z-3 LIGHT FREIGHTER

Craft: Mon Calamari A-Z-Z-3 Light Freighter
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: 75 metric tons
Consumables: 2 months
Cost: 80,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
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

Original Source: Modified stats for the "Black Obsession" in WEG 40066, Supernova, page 10.

Notes: Most freighters only feature very light weaponry due to legal reasons. Typically that is a single laser cannon or double laser cannon. More than one laser cannons or quad laser cannons are more uncommon, and usually only allowed for transports with more cargo space than a normal light freighter. For the suggested stock stats of a Mon Calamari A-Z-Z-3 Light Freighter one laser cannon has been removed, so that only one gunner is needed. The hyperdrive has been reduced to x2, a typical value for a standard light freighter. As a result, the unmodified freighter thus has slightly more cargo space.

ANXARTA LIGHT FREIGHTER

Craft: Sienar Fleet Systems Anxarta-class Light Freighter
Type: Light freighter
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Anxarta-class freighter
Crew: 1, gunners: 1
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 95 metric tons
Consumables: 2 months
Cost: 32,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
    Passive: 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: 100-300/1.2/2.5 km
        Damage: 4D

Original Source: Modified stats for the "Agent" in WEG 41011, Adventure Journal #11, pages 266-267.

Notes: Most freighters only feature very light weaponry due to legal reasons. Typically that is a single laser cannon or double laser cannon. More than one laser cannons or quad laser cannons are more uncommon, and usually only allowed for transports with more cargo space than a normal light freighter. For the suggested stock stats of a Sienar Fleet Systems Anxarta Freighter the turbolaser cannon as well as the two twin laser cannon have been removed and replaced by a single laser cannon so that only one gunner is needed. The hyperdrive has been reduced to x2, a typical value for a standard light freighter. As a result, the unmodified freighter thus has slightly more cargo space.
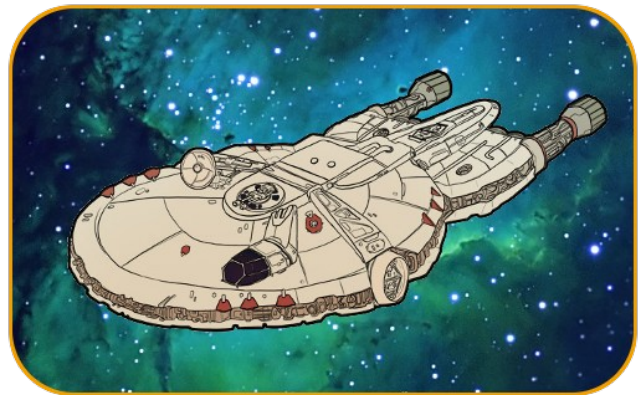
B-7 LIGHT FREIGHTER

Craft: Loronar B-7 Light Freighter
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: 40 metric tons
Consumables: 2 months
Cost: 20,000 credits (used only)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 4D
Shields: 1D
Sensors:
> *Passive:* 10/+1
> *Scan:* 20/1D
> *Search:* 30/1D+2
> *Focus:* 3/2D

Weapons:
Light Laser Cannon
> *Fire Arc:* Turret
> *Crew:* 1
> *Skill:* Starship gunnery
> *Fire Control:* 1D+2 (may be fired by pilot at 0d fire control)
> *Space Range:* 1-2/7/15
> *Atmosphere:* 100-200/700/1.5 km
> *Damage:* 4D

Original Source: Modified stats for the "Muvon" in WEG 40209, The Darkstryder Campaign, pages 79-80.

Notes: The "Muvon" is currently used as a personal passenger transport and is part of the shuttle complement of the Corellian Corvette "Farstar". As the Loronar B-7 is originally a light freighter, it is likely that most of the cargo space has been converted to increase the passenger capacity. The "Muvon" in its current configuration has space for 8 passengers but only 1 metric ton of cargo space left. Thus, a stock version of a B-7 Light Freighter would probably have more cargo space and less passenger space than the "Muvon".

BRAYL BULK FREIGHTER

Craft: Brayl-class Bulk Freighter
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
Passengers: none
Cargo Capacity: 75,000 metric tons
Consumables: 3 months
Cost: 1 million credits (new), 420,000 credits (used)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 1
Atmosphere: 210; 600 kmh
Hull: 3D
Shields: 1D
Sensors:
  Passive: 20/0D
  Scan: 30/1D
  Search: 40/1D+2
  Focus: 2/2D

Original Source: Modified and incomplete stats for the "Voxen Tass" in WEG 40137, Instant Adventure, page 5 and card #15.

Notes: There is no description available for the "Voxen Tass" making it difficult to figure out the modifications made to the Brayl-class bulk transport. Looking at the low subligh speed which remained unchanged for the stock stats proposal of the transport it is possible that the manufacturer didn't emphasize speed for his vessels and thus the hyperdrive could even be slower than for the modified "Voxen Tass". For the possible stock statistics it has been lowered from x3 to x4. To complete the statistics a standard sensor suite for bulk transports has been added by comparing values of several other bulk freighter types like for example the Corellian Action-series bulk freighters (WEG 40143, Pirates & Privateers, pages 68-69). It is probable that another modification of the "Voxen Tass" was the installation of passenger space as its captain, Leona Makk, was known to sympathize with the Rebel Alliance and gave the player characters a passage on her ship. As passenger space is rather untypical for bulk transports, the passenger capacity is set to zero for the stock model of a Brayl-class Bulk transport.

CAL-CLASS BATTLESHIP

Craft: Kumauri Cal-class Battleship
Type: Cal-class Battleship
Scale: Capital
Length: 3,000 meters
Skill: Archaic starship piloting: Cal-class
Crew: 32,250, gunners: 206, skeleton 16,125/+10
Crew Skill: Archaic starship piloting 4D, astrogation 3D+2, capital ship gunnery 4D, capital ship gunnery: mass driver 5D, starship gunnery 4D, capital ship shields 3D+2, sensors 3D
Passengers: 8,000 (troops)
Cargo Capacity: 10,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x6
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 0D
Space: 1
Hull: 4D
Shields: 2D
Sensors:
　　Passive: 30/0D
　　Scan: 50/1D
　　Search: 80/2D
　　Focus: 4/3D
Weapons:
　　Mass Driver
　　　　Fire Arc: Front
　　　　Crew: 10
　　　　Skill: Capital ship gunnery: mass driver
　　　　Fire Control: 1D
　　　　Space Range: 2-15/45/90
　　　　Damage: 8D
　　52 Turbolaser Cannons
　　　　Fire Arc: 6 front, 20 left, 20 right, 6 back
　　　　Crew: 3
　　　　Skill: Capital ship gunnery
　　　　Fire Control: 3D
　　　　Space Range: 3-5/7/10
　　　　Atmosphere: 200-500/1/1.5 km
　　　　Damage: 4D
　　30 Laser Cannons
　　　　Fire Arc: 6 front, 10 left, 10 right, 4 back
　　　　Crew: 1

　　　　Skill: Starship gunnery
　　　　Scale: Starfighter
　　　　Fire Control: 2D
　　　　Space Range: 1-3/10/20
　　　　Atmosphere Range: 100-300/1/2 km
　　　　Damage: 2D
　　6 Tractor Beam Projectors
　　　　Fire Arc: 2 front, 1 left, 1 right, 2 back
　　　　Crew: 5
　　　　Skill: Capital ship gunnery
　　　　Fire Control: 3D
　　　　Space Range: 1-10/15/25
　　　　Atmosphere: 2-10/30/60 km
　　　　Damage: 4D

Original Source: Modified stats for the "Cal Ambre" in WEG 40084, Cracken's Rebel Operatives, page 83.

Notes: The "Cal Ambre" is described as an antique Cal-class Battleship that has been converted into a luxury and gambling ship. During this conversion almost all weaponry had been removed. Thus the stock stats suggestion need to have again more weaponry as well as passenger space converted into compartments for a complete division of troops. Please note that the values for weapon output and range are much lower than during the era of the Empire as they represent older standards from ancient days. Another example of an ancient starship still being in use during the days of the Empire is the Rendili/Vaufthau Shipyards Invincible Dreadnaught described in the Han Solo and the Corporate Sector Sourcebook (WEG 40042, pages 92-94).

CARGO BARGE

Craft: Kuat Drive Yards Cargo Barge
Type: Armed cargo barge
Scale: Capital
Length: 100 meters
Skill: Capital ship piloting
Crew: 12, gunners: 2, skeleton 6/+10
Crew Skill: Capital ship piloting 3D, capital ship gunnery 3D
Passengers: 10
Cargo Capacity: 70,000 metric tons
Consumables: 2 months
Cost: 1.2 million credits (new), 500,000 credits (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 2D
Shields: 0D
Sensors:
    Passive: 20/0D
    Scan: 30/1D
    Search: 40/2D
    Focus: 2/2D+2
Weapons:
    2 Twin Laser Cannons
        Fire Arc: Turret
        Crew: 1
        Skill: Capital ship gunnery
        Fire Control: 1D
        Space Range: 1-3/12/25
        Atmosphere: 100-300/1.2/2.5 km
        Damage: 2D

Original Source: Incomplete stats for an armed "Cargo Barge" in WEG 40008, The Death Star Technical Companion, page 94.

Notes: The Imperial Cargo Barge was part of the support fleet of the first Death Star. It is stated to be a capital-scale vessel armed with two laser cannons. It appears that the Imperial Cargo Barge could be an armed version of a bulk transport, maybe a larger version of Kuat Drive Yards Imperial Armored Transport (WEG 40143, Pirates & Privateers, page 68), the predecessor of the Imperial Star Galleon which is also descibed as armed cargo barge (WEG 40143, Pirates & Privateers, page 70). The somewhat slow sublight speed given in the orginal description is typical for civilian bulk freighters and could imply that also a slightly slower hyperdrive was used on thei ship design. The suggested stock statistics for the Imperial Cargo Barge use a x3 hyperdrive and a standard sensor suize typically seen for bulk freighters.
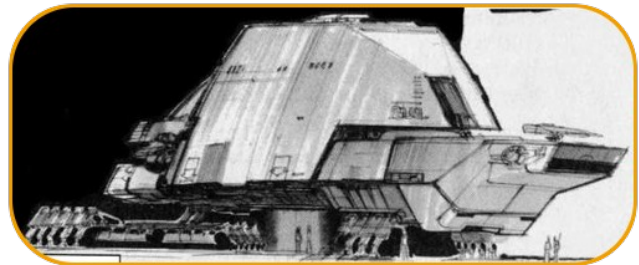
CLASS 440 LIGHT FREIGHTER

Craft: Ghtroc Industries Class 440 freighter
Type: Stock light freighter
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Gthroc Freighter
Crew: 1 to 2 (can coordinate)
Crew Skill: Varies videly
Passengers: 4
Cargo Capacity: 125 metric tons
Consumables: 2 months
Cost: 18,500 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
>*Passive:* 12/0D
>*Scan:* 25/1D
>*Search:* 35/2D
>*Focus:* 3/3D

Weapons:
>**Laser Cannon**
>>*Fire Arc:* Turret
>>*Skill:* Starship gunnery
>>*Fire Control:* 1D+2
>>*Space Range:* 1-3/12/25
>>*Atmosphere Range:* 100-300/1.2/2.5 km
>>*Damage:* 4D

Original Source: Modified stats for the "Isila" in WEG 40100, The Planets Collection, pages 72-73.

Notes: Most freighters only feature very light weaponry due to legal reasons. Typically that is a single laser cannon or double laser cannon. More than one laser cannons or quad laser cannons are more uncommon, and usually only allowed for transports with more cargo space than a normal light freighter. For the proposed stock stats of the Ghtroc class 400 Light Freighter only one laser cannon is kept which can be controlled by the co-pilot. Thus the crew is reduced reduced from 4 to 2 members and as a result the cargo space increases to 125 metric tons which is relatively high for a small light freighter. This could however be seen as a unique feature of Ghtroc Industries whose designs usually have a very good size to cargo space ratio like for the Ghtroc class 720 (WEG 40055, The Roleplaying Game 2nd Edition, page 121) and Ghtroc class 580 (WEG 40143, Pirates & Privateers, page 62) light freighters.

CLASS C FRIGATE

Craft: Kuat Drive Yards Class C Frigate
Type: Class C Frigate
Scale: Capital
Length: 330 meters
Skill: Capital ship piloting: C Frigate
Crew: 940, gunners: 56, skeleton 315/+10
Crew Skill: Astrogation 4D, capital ship piloting 3D+2, capital ship gunnery 4D+2, capital ship shields 3D, starship gunnery 4D+1, sensors 3D
Passengers: 120 (troops)
Cargo Capacity: 8,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 2D
Sensors:
> *Passive:* 30/0D
> *Scan:* 60/1D
> *Search:* 120/2D
> *Focus:* 4/3D

Weapons:
10 Turbolaser Cannons
> *Fire Arc:* 4 Front, 3 left, 3 right
> *Crew:* 2
> *Skill:* Capital ship gunnery
> *Fire Control:* 2D
> *Space Range:* 3-15/35/75
> *Atmosphere:* 6-30/70/150 km
> *Damage:* 5D

8 Laser Cannons
> *Fire Arc:* 2 Front, 2 left, 2 right, 2 back
> *Crew:* 2
> *Scale:* Starfighter
> *Skill:* Starshipship gunnery
> *Fire Control:* 2D
> *Space Range:* 1-3/12/25
> *Atmosphere:* 2-6/24/50 km
> *Damage:* 4D

6 Ion Cannons
> *Fire Arc:* 4 front, 3 left, 3 right
> *Crew:* 2
> *Skill:* Capital ship gunnery
> *Fire Control:* 3D
> *Space Range:* 1-5/15/30
> *Atmosphere Range:* 2-10/30/60 km
> *Damage:* 3D

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

Starfighter Complement: 1 Squadron

Original Source: Modified stats for the "Sudden Restoration" in WEG 40100, The Planets Collection, pages 207-208.

Notes: The "Sudden Restoration" is manufactured by Kuat Drive Yards, the same manufacturer who designed the well-known Nebulon-B Frigate. As the "Sudden Restoration" first appears in a New Republic campaign and is said to be only in service for one year, the Class C Frigate could be another successor of the Nebulon-B Frigate besides the Corona Frigates which is described in Cracken's Threat Dossier (WEG 40139, page 72). It is possible that this particular Class C Frigate has been converted to a medical frigate like it had been done for the Nebulon-B Frigate "Redemption" (WEG 40089, The Movie Trilogy Sourcebook, Special Edition, page 142-143), a medical frigate in the service of the Rebel Alliance. A suggestion for stock stats of a Class C Frigate include the additon of a moderate weapons complement and the conversion of space consuming medical facilities into space for cargo and increased crew. A company of troops and one starfighter squadron have also been added. Typical values were estimated by comparing the statistics of frigates and light cruisers of similar size.
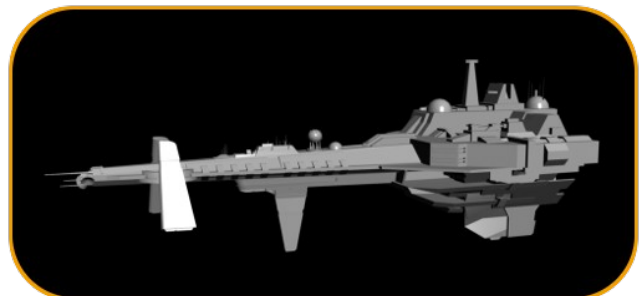
CORSAIR -CLASS CRUISER

Craft: SoroSuub Corsair-class Cruiser
Type: Heavy assault starfighter
Scale: Starfighter
Length: 18 meters
Skill: Starfighter piloting
Crew: 2, gunners: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 4D
Passengers: none
Cargo Capacity: 150 kilograms
Consumables: 2 days
Cost: 275,000 credits
Hyperdrive Multiplier: x3
Nav Computer: Limited to 3 jumps
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 1D
Sensors:
　　Passive: 20/0D
　　Scan: 40/1D
　　Search: 60/2D
　　Focus: 3/3D
Weapons:
　　2 Heavy Laser Cannons
　　　　Fire Arc: Front
　　　　Crew: 1 (gunner)
　　　　Skill: Starship gunnery
　　　　Fire Control: 2D
　　　　Space Range: 1-3/12/25
　　　　Atmosphere: 100-300/1.2/2.5 km
　　　　Damage: 5D
　　2 Ion Cannons
　　　　Fire Arc: Turret
　　　　Crew: 1 (co-pilot)
　　　　Skill: Starship gunnery
　　　　Fire Control: 3D
　　　　Space Range: 1-3/7/36
　　　　Atmosphere: 100-300/700/3.6 km
　　　　Damage: 3D

Original Source: Modified stats for the "Red Lancer" and "Blue Queen" in WEG 40063, Galaxy Guide 9: Fragemnets from the Rim, pages 63-64.

Notes: The "Red Lancer" and "Blue Queen" are described as two heavily modified Corsair-class starfighters. They were refittet with capital-scale powerplants and weapons. This consumed most of the cargo space and made the starfighters difficult to pilot. For the suggested stock statistic for a Corsair starfighter the weapons were reduced to starfighter-scale using typical values for hevay laser cannons and ion cannons, cargo space was increased as well as the maneuverability.
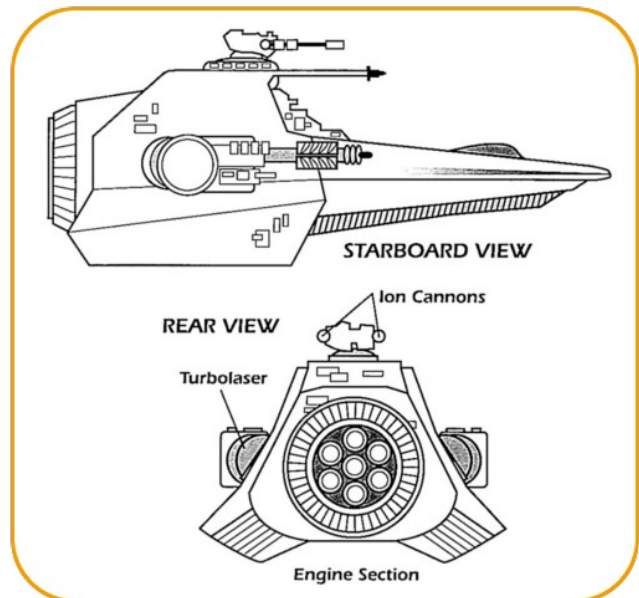
CRINYA-CLASS LIGHT FREIGHTER

Craft: Gallofree Yards Crinya-class Light Freighter
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: 115 metric tons
Consumables: 2 months
Cost: 65,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 1D
Sensors:
    Passive: 10/1D
    Scan: 25/1D+2
    Search: 40/2D
    Focus: 4/2D+2
Weapons:
    Laser Cannon
      Fire Arc: Turret
      Crew: 1 (co-pilot)
      Skill: Starship gunnery
      Fire Control: 2D (can be fired by pilot at 0D)
      Space Range: 1-3/12/25
      Atmosphere: 100-300/1.2/2.5 km
      Damage: 4D

Original Source: Modified stats for the "Planet Jumper" in WEG 40108, Classic Campaigns, page 90.

Notes: The "Planet Jumper" is described as transport in the service of the Rebellion for many years. Among these modifications were according the description the installation of the triple laser cannons and increase of the hull strength. This makes a modification of the shields likely as well. For the suggested stock statistics of the Gallofree Yards Crinya Light Freighter a standard laser cannon is used instead of the two triple laser cannons. For shields and hull typical values for a ship of its class were used. As the manufacturer of the Crinya transport, Gallofree Yards, went out of business already before the Battle of Yavin, the Crinya transport is presumably an older transport design. Thus the sublight speed has been lowered as well to represent a more typical value for older freighter classes.
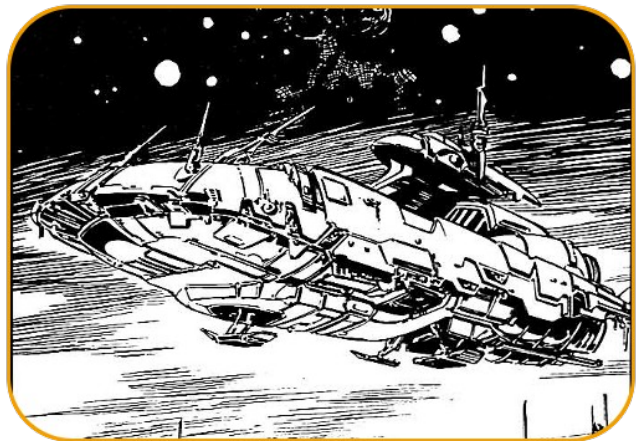
D9 RUNNER LIGHT FREIGHTER

Craft: Kuat Drive Yards D9 Runner
Type: Light freighter
Scale: Starfighter
Length: 23 meters
Skill: Space transports: D9 Runner
Crew: 2
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 95 metric tons
Consumables: 2 months
Cost: 80,000 credits (new), 22,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D+2
Shields: 1D+2
Sensors:
    Passive: 10/0D
    Scan: 25/1D
    Search: 40/2D
    Focus: 2/3D
Weapons:
    Double Laser Cannon
        Fire Arc: Turret
        Crew: 1 (co-pilot)
        Skill: Starship gunnery
   *Fire Control:* 1D
        Space Range: 1-3/12/25
        Atmosphere: 100-300/1.2/2.5 km
        Damage: 4D

Original Source: Modified stats for the "Starknife" in WEG 40136, Secrets of the Sisar Run, pages 10-11.

Notes: The modified Kuat Drive Yards D9 Runner class light freighter "Starknife" is said to only have undergone few modifications by her owner, the smuggler Kalend Thora. These modifications probably included increased shields, as with a value of 3D+2 they are far too strong for a standard freighter design. For the suggested stock stats, the shield value has been lowered. Furthermore the proton torpedo tube has been removed as light freighters are usually not equipped with such weapons. As a result, cargo space has been increased for the stock model. The sublight speed is similar to Kuat Drive Yards Corona transport (WEG 40066, Supernova, page 38), another of the few Kuat Drive Yards light freighter designs. The hyperdrive has been exchanged with a standard x2 multiplier like the Corona transport has it, too.

EPOCH-CLASS LIGHT FREIGHTER

Craft: Shobquix Yards Epoch-class Light Freighter
Type: Light Freighter
Scale: Starfighter
Length: 23 meters
Skill: Space transports: Epoch-class freighter
Crew: 1
Crew Skill: Varies widely
Passengers: 7
Cargo Capacity: 200 metric tons
Consumables: 2 months
Cost: 28,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
    Passive: 10/0D
    Scan: 25/1D
    Search: 40/2D
    Focus: 2/3D
Weapons:
    Laser Cannon
        Fire Arc: Turret
        Crew: Pilot
        Skill: Starship gunnery
        Fire Control: 2D
        Space Range: 1-3/12/25
        Atmosphere: 100-300/1.2/2.5 km
        Damage: 5D

Original Source: Modified stats for the "Resolve" in WEG 41010, Adevnture Journal #10, page 270.

Notes: The "Resolve" is said to be one of the last Epoch freighters still in service. This implies it is an older transport design. Despite the fast hyperdrive and hyperdrive backup, the rest of the stats seem to be apropriate for a ship of its class and age. For a small freighter of its size it has a very high cargo capacity but this is described to be one of the Epoch freighters biggest advantages towards other light freighter designs. Thus, lowering hyperdrive and backup speeds should create a reasonable stock version of the Epoch Light Freighter.

ETTI LIGHT TRANSPORT

Craft: CSA Etti Light Transport
Type: Medium freighter
Scale: Capital
Length: 125 meters
Skill: Space transports: Etti Light Transport
Crew: 5
Crew Skill: Astrogation 4D, space transports 4D+2, starship shields 3D+2
Passengers: 50
Cargo Capacity: 900 metric tons
Consumables: 3 months
Cost: 425,000 credits (new), 200,000 credits (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Limited to two jumps
Maneuverability: 0D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 3D
Shields: 1D
Sensors:
    Passive: 20/0D
    Scan: 30/1D
    Search: 40/2D
    Focus: 2/3D

Original Source: Modified stats for an Etti Light Transport in WEG 40042, Han Solo and the Corporate Sourcebook, pages 97-98 and for the "Javiq" in WEG 40029, The Far Orbit Project, page 94.

Notes: The Etti Light Transport is described as a combination of passenger and transport ship used by the Corporate Sector Authority. By using some of the cargo space, the Etti Light Transport could also easily be converted into a patrol vessel, the so-called "Etti Lighter". According to the description, the modifications include better sensors, quad laser cannons and a tractor beam emplacemnet, supplied by a more heavy power plant than the unmodified Etti Light Transport uses. It is possible that the better powerplant also was used to increase shield strength and speed. Thus, these values were also lowered besides the removal of the weapons. The passenger capacity was increased as well as the cargo capacity. As the Etti Light Transport is classified as a medium transport, its cargo capacity should be between 200 and 1,000 metric tons which are values typically seen for medium freighters like the Corellian HT-2200 Transport, the Mobquet Medium Cargo Hauler, the Subla Ransom Cargo Hauler or the Zuraco Cargo Hauler (WEG 40143, Pirates & Privateers, pages 66-67). It should be mentioned that another, further modified version of the "Etti Lighter" is described in Darkstryder: The Kathol Outback (WEG 40118, pages 19-20) which is used by the "Skandrei Bandits".

EXPLORER SCOUT SHIP

Craft: Incom Corporation Explorer Scout Ship
Type: Scout vessel
Scale: Starfighter
Length: 15 meters
Skill: Space transports
Crew: 1
Crew Skill: Varies widely
Passengers: 1 (can operate as gunner)
Cargo Capacity: 10 metric tons
Consumables: 1 month
Cost: 115,000 credits (new), 60,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
    Passive: 35/1D
    Scan: 50/2D
    Search: 75/2D+2
    Focus: 5/3D
Weapons:
    Dual Laser Cannon
        Fire Arc: Turret
        Crew: 1
        Skill: Starship gunnery
        Fire Control: 3D (gunner), 1D (pilot)
   *Space Range:* 1-3/12/20
        Atmosphere: 100-300/1.2/2 km
        Damage: 4D

Original Source: Modified stats for the "Hell's Axe" in WEG 40062, Wanted by Cracken, page 58; modified stats for the "Widow Maker" in WEG 40073, Galaxy Guide 10: Bounty Hunters, page 71.

Notes: The description of the "Hell's Axe" lists its detailed modifications including improvements for hyperdrive, sublight speed, maneuverability, and shields.

Furthermore the weapons were upgraded and some of the cargo space was converted into a larger airlock and a small arsenal compartment according to the description. For the suggested stock stats of the Explorer Scout Ship hyperdrive was reduced from x1 to x2, sublight speed was lowered from 6 units to 5 units, and shields were reduced from 3D to 1D. It should be mentioned that the modified sublight speed code of 6 units did not match with the atmosphere speed (295; 850 kmh) and hence was set back to 5 units which is in line with the atmosphere speed. The three laser cannons are probably the most obvious modification, as scout ships are usually only lightly armed while three laser cannons is seems much for a small ship of only 15 meters.
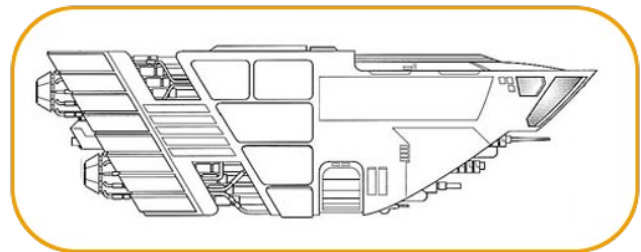
The second modified Explorer Scout Ship, the "Widow Maker" does not come with a description, but its values for hyperdrive, sublight speed, maneuverability, and shields are identical to those of the modified "Hell's Axe" where they were stated to be the main modifications. It therefore seems likely that the "Hell's Axe" was used as a template to create the "Widow Maker" taking over these modifications as stock stats by mistake. For this reason, the stats of the modified "Hell's Axe" were used to create the stock stats of the Explorer Scout Ship as it was probably designed before the "Widow Maker".

The "Widow Maker" mainly differs from the "Hell's Axe" by additional space for passengers and prisoners (its owners are bounty hunters) and a different weapons package consisting only of one double laser cannon. Minor differences are in the values for sensors (+2 scan for the "Widow Maker") and cargo capacity (-1 metric ton for the "Widow Maker"). As the most important modification for the bounty hunters probably was the installation of the restraint capsules for the prisoners, the double laser cannon as only weapon could still be the stock armamnet and hence has been taken over into the proposed stock statistics.

During the unmodification process, some cargo

space was freed and the capacity increased to from 5 to 10 metric tons. A rough price for the scout ship was calculated by comparing available scout ship prices of Sienar Ships Lone Scout-A (WEG 40029, The Far Orbit Project, page 73), Starfeld Industries Z-10 Seeker (WEG 40150, Stock Ships, page 15), the modified Uulshos Deep-X Explorer "Wild Star" (WEG 41009, Adventure Journal #9, page 60), and the modified Tykannin Drive Scout Ship (WEG 40100, The Planets Collection, page 118).

GYMSNOR-2 FREIGHTER

Craft: CorelliSpace Gymsnor-2 Freighter
Type: Light freighter
Scale: Starfighter
Length: 31.7 meters
Skill: Space transports: Gymsnor-2
Crew: 1
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 85 metric tons
Consumables: 2 months
Cost: 17,500 creits (used)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 4D
Shields: 1D
Sensors:
　　Passive: 15/0D
　　Scan: 30/1D
　　Search: 45/2D
　　Focus: 3/3D
Weapons:
　　Blaster Cannon
　　　　Fire Arc: Turret
　　　　Skill: Starship gunnery
　　　　Fire Control: 1D
　　　　Space Range: 1-5/10/17
　　　　Atmosphere: 100-500/1/1.7 km
　　　　Damage: 3D

Notes: The modified Gymsnor-2 freighter "Scupper Bantoo" is according to its description a very old transport design which already was outdated during the rise of the Empire. Furthermore the "Scupper Bantoo" was already heavily modified while in service for the Bith trader Maddie Macatten four years after the Battle of Endor. This could mean that the original hyperdrive of the "Scupper Bantoo" had already been replaced by its current x3 multiplier. It is further described that a Gymsnor-2 could only hardly be kept up to date regarding technology. This suggests very low performance statistics for the CorelliSpace Gymsnor-2 freighter.
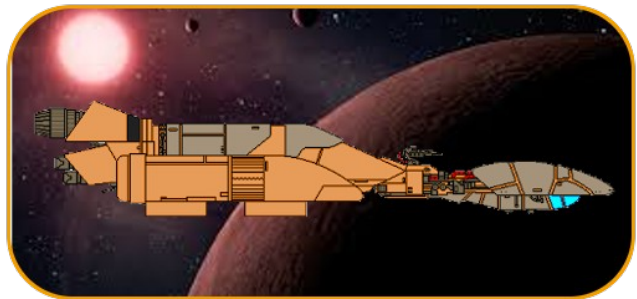
INT-66 HEAVY INTERCEPTOR

Craft: Corellian Engineering Corporation INT-66
Type: Heavy Interceptor
Scale: Starfighter
Length: 50 meters
Skill: Space transports: INT-66
Crew: 1, gunners: 2
Crew Skill: Space transports 5D, starship gunnery 5D+1, starship shields 4D+2
Passengers: 3
Cargo Capacity: 40 metric tons
Consumables: 4 months
Cost: 350,000 credits (new), 275,000 credits (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 2D
Sensors:
 Passive: 20/1D
 Scan: 45/1D+2
 Search: 75/2D+2
 Focus: 3/3D+2
Weapons:
 2 Turbolasers (fire-linked)
  Fire Arc: Front
  Crew: 1 (pilot)
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-4/15/30
  Atmosphere: 100-400/1.5/3 km
  Damage: 7D
 4 Multi-Repeat Blasters (fire-linked)
  Fire Arc: Front
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/20
  Atmosphere: 100-300/1.2/2 km
  Damage: 4D
 Double Pulse Laser Cannon
  Fire Arc: Turret
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 3D
  Space Range: 1-3/12/25
  Atmosphere: 100-300/1.2/2.5 km
  Damage: 5D+2

Original Source: Modified stats for the "Gorgon" in WEG 41004, Adventure Journal #4, page 202.

Notes: The Corellian INT-66 Heavy Interceptor is described as patrol and defense ship used by independent systems. Although ships of this size usually don't carry turbolaser cannons, the INT-66 might be an exception as the ship is used by local military and probably not sold to the public. For this reason, the proposed prices for the stock statistics were set quite high. There is one other known interceptor class starship, the Arakyd Helix Light Interceptor (WEG 41005, Adventure Journal #5, pages 68-74) which also is armed with two powerful Plasburst Laser Cannons. As the Corellian INT-66 is classified as heavy interceptor with superior weapons and shields and is larger than the Arakyd Helix, the turbolaser cannons were retained for its proposed stock statistics as well as the shield strength. The description also identifies the INT-66 as a gunship what also makes the presence of turbolasers likely. However, the sublight speed was decreased for the stock statistics as it is mentioned that interceptor's sublight engines are usually underpowered. By loweing sublight speed from 8 units to 5 units, cargo space increased to 40 metric tons. By changing the statistics for space and atmosphere speed, a minor glitch of the original statistics has been corrected where vehicle speed values were applied to atmosphere speed instead of starship speed values (WEG 40064, Gamemaster Screen for 2nd Edition, inner chart #4).

ISB OPERATIONS SHIP

Craft: Sienar Fleet Systems ISB Operations Ship
Type: Special operartions vessel
Scale: Starfighter
Length: 42 meters
Skill: Space transports: ISB Operations Ship
Crew: 3, gunners: 4
Crew Skill: Astrogation 5D, space transports 4D+2, starship gunnery 4D+1, starship shields 4D, sensors 5D
Passengers: 10 (troops), 6 (prisoners)
Cargo Capacity: 150 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D
Shields: 2D
Sensors:
    Passive: 30/1D
    Scan: 60/2D
    Search: 90/4D
    Focus: 4/4D+1
    Stealth: +2D sensor difficulties
Weapons:
    4 Laser Cannons
        Fire Arc: 2 front, 2 turret
        Crew: 1
        Skill: Starship gunnery
        Fire Control: 2D+2
        Space Range: 1-3/12/25
        Atmosphere: 100-300/1.2/2.5 km
        Damage: 5D

Original Source: Incomplete stats for the "ISB Operations Ship" in WEG 40107, Platt's Starport Guide, page 56.

Notes: The ISB Operations Ship is described as an Imperial cruiser converted into a ship for ISB operations. According to the description it is piloted by 3 crewmen and 4 gunners. As the term "cruiser" usually implies a large capital-scale ship with far more than just 3 crew members it is most probably a small customs cruiser that the term refers to. An example of a customs cruiser is the Guardian-class Customs Cruiser (WEG 40055, The Roleplaying Game, page 121-122). In fact the given stats for hull, shields and weapons are identical to those of the Guardian Cruiser. The values for maneuverability and sublight speed are higher than for the Guardian Cruiser, but identical to the Warden-class Security Cruiser, a modification of the Guardian Cruiser (WEG 41004, Adventure Journal #4, pages 225-226). Both the Guardian Cruiser and Warden Cruiser require a crew of 16 while the ISB Operations Ship only needs 3 members. However, the Guardian Cruiser was followed by the 344-class Light Cruiser which was identical to the Guardian Cruiser except that it only needed 4 crewmen to operate while the remaining space was used for passengers and troops (WEG 40143, Pirates & Privateers, page 84). All these facts make it likely that the ISB Operations Ship was another version of the Guardian Light Cruiser. For the stock statistics of an ISB Operations Ship additional sensor stealth has been added, a typical feature for reconnaissance and intelligence mission profiles as they are also performed by the Imperial Security Bureau.

JEMALAAT SAIL YACHT

Craft: Hyrotil Jemlaat-class In-System Sail Yacht
Type: Sail Yacht
Scale: Starfighter
Length: 22 meters
Skill: Arcahic starship piloting
Crew: 1
Crew Skill: Varies widley, but typically 3D-5D
Passengers: 6
Cargo Capacity: 25 metric tons
Consumables: 2 weeks
Cost: 100,000 credits (used only, rare collector's item)
Maneuverability: 1D
Space: 1 (sublight engines), 2-3 (sails)
Atmosphere: 210; 600 kmh
Hull: 3D
Shields: 0D
Sensors:
    Passive: 10/0D
    Scan: 20/1D
    Search: 40/2D
    Focus: 2/3D

Original Source: Modified stats for the "Lore Seeker" in WEG 41015, Adventure Journal #15, pages 45-46.

Notes: The description of the "Lore Seeker" states that cargo capacity and passenger space of the original In-System Yacht had been used to install a hyperdrive and hyperdrive backup, better sublight engines, and a laser cannon. Probably shields were also part of the modifications. By removing the hyperdrive and its backup, reducing the sublight speed from 4 to 1, and removing shields and the laser cannon, enough cargo space was recovered to make place for two more passengers and additonal 5 metric tons cargo. As the original sail yacht was for in-system use only, the consumables were reduced from 2 month to 2 weeks. It is furthermore mentioned that a Jemlaat Sail Yacht is considered a collector's item which would justify a quite high price compared to other space transports. Assuming 25,000 credits as a rough average price for a used space transport, the collector's could be around 100,000 credits. An example of the price trend when a ship becomes a collector's item is given for Surronian L19a Heavy Freighter which sells for more than four times of its original price (WEG 40150, Stock Ship, page 57).

KILTRIN DUNGEON SHIP

Craft: Rendili StarDrive's Kiltrin-class
Type: Mandalorian Dungeon Ship
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: Kiltrin-class
Crew: 115, gunners: 21, skeleton 75/+15
Crew Skill: Astrogation 2D+1, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 3D+2, sensors 2D+2
Passengers: 50 (security wardens), 1,250 (prisoners)
Cargo Capacity: 275 metric tons
Consumables: 2 months
Cost: 3,6 million credits
Hyperdrive Multiplier: x2
Nav Computer: Limited to two jumps
Maneuverability: 3D
Space: 4
Hull: 3D
Shields: 1D
Sensors:
>   *Passive:* 20/0D
>   *Scan:* 40/1D
>   *Search:* 50/2D
>   *Focus:* 4/3D
Weapons:
> **5 Quad Turbolaser Batteries**
>> *Fire Arc:* 1 front, 2 left, 2 right
>> *Crew:* 3
>> *Skill:* Capital ship gunnery
>> *Fire Control:* 2D
>> *Space Range:* 3-15/35/75
>> *Atmosphere:* 6-30/70/150 km
>> *Damage:* 4D
> **Tractor Beam Projector**
>> *Fire Arc:* front
>> *Crew:* 6
>> *Skill:* Capital ship gunnery
>> *Fire Control:* 2D

Space Range: 1-5/10/15
Atmosphere: 1-5/10/15 km
Damage: 4D

Original Source: Modified stats for the "Vanquisher" in WEG 40109, Alliance Intelligence Reports, page 57.

Notes: The "Vanquisher" is described as smaller version of the Imperial Lictor-class Dungeon Ship (WEG 40071, Dark Empire Sourcebook, pages 90-91) appearing in the Dark Empire series. The "Vanquisher" found its way into the hands of a Slaver who now uses the ship for his business. The modified Kiltrin-class Dungeon Ship features exactly half of the weapons complement of the larger Lictor-class. Thus it's probable that there were only made slight changes to the "Vanquisher" like improving shields, armor and maneuverability, typical modifications usually done by freighter crews to their transport ships.

LIGHT FRIGATE

Craft: Sienar Fleet Systems Light Frigate
Type: Customs vessel
Scale: Starfighter
Length: 40 meters
Skill: Space transports: light frigate
Crew: 6, gunners: 4, skeleton 3/+10
Crew Skill: Astrogation 3D+2, sensors 3D, space transports 4D+1, starship gunnery 4D, starship shields 4D
Passengers: 6
Cargo Capacity: 110 metric tons
Consumables: 2 months
Cost: 1 million credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D+1
Shields: 3D
Sensors:
　　Passive: 30/1D
　　Scan: 60/2D
　　Search: 90/3D
　　Focus: 4/4D
Weapons:
　　6 Heavy Laser Cannons
　　　　Fire Arc: 4 front, 1 left, 1 right
　　　　Crew: 1
　　　　Skill: Starship gunnery
　　　　Fire Control: 2D
　　　　Space Range: 1-3/12/25
　　　　Atmosphere: 100-300/1.2/2.5 km
　　　　Damage: 5D

Original Source: Modified stats for the "Light Privateer Frigate" in WEG 41002, Adventure Journal #2, page 177 and in WEG 40129, The Best of the Star Wars Adventure Journal Issues 1-4, page 120.

Notes: The original stats for the modified Sienar Fleet Systems Light Frigate are very similar to the stats for the Rendili StarDrive's Imperial Customs Frigate

(WEG 40143, Pirates & Privateers, page 83; WEG 40029, The Far Orbit Project, page 77). Their values for crew and gunners, cargo, hyperdrive, maneuverability, hull and shields are identical. It is possible that the stats for the Rendili StarDrive's Imperial Customs Frigate served as a template for the Light Privateer Frigate. The stock version of it could be a competing design to the frigate of Sienar Fleet Systems and thus have a similar performance.

In the original source article it is mentioned that a typical modification to convert a stock ship into a privateer vessel is the replacement of laser cannons by ion cannons and/or tractor beam projectors. This is confirmed by looking at several privateers corvettes and frigates like the "Zahtjav" (WEG 40029, The Far orbit Project, page 93), the "Backstab" (WEG 40063, Galaxy Guide 9: Fragments from the Rim, page 60), the "Freelance" (WEG 40143, Pirates & Privateers, page 93), the "Sable III" (WEG 41005, Adventure Journal #5, pages 92-93) or the Privateer Corvette (WEG 41002, Adventure Journal #2, page 175; WEG 40129, The Best of the Star Wars Adventure Journal Issues 1-4, page 119) which have one ore more laser cannons replaced by ion cannons and/or tractor beam projectors.

Thus it seems likely that the same replacement strategy was used to convert the Customs Light Frigate into the Light Privateer Frigate. As fast patrol and custom vehicles are not uncommon (WEG 40143, Pirates & Privateers, pages 73-84; WEG 40029, The Far Orbit Project, pages 76-84) the speed values were left intact for the suggested stock statistics of the Customs Light Frigate. A slight increase in cargo capacity from 100 to 110 metric tons was done due to the change in the weapons configuration.

LORONAR MEDIUM TRANSPORT

Craft: Loronar Corporation Medium Transport
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: None
Nav Computer: No
Maneuverability: +1
Space: 2
Atmosphere: 225; 650 kmh
Hull: 2D
Shields: 1D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 35/2D
  Focus: 2/3D

Original Source: Modified stats for the "Smoking Blaster" in WEG 40065, The Gamemaster Handbook, pages 108-109.

Notes: The "Smoking Blaster" shares quite some similarities with the well-known Gallofree Yards "Rebel Transport", a modification of a stock version Gallofree Yards Medium Transport by the Rebel Alliance (WEG 40093, Star Wars Sourcebook, pages 48-48). Like the "Rebel Transport", the "Smoking Blaster" is a capital-scale transport. It has the same weapon strength and a similar length and cargo capacity as the modified Gallofree transport.

A difference is the type of cargo storage. While the Gallofree transport has an open, shell-like hull for the attachment of separate cargo pods, the Loronar transport uses interior cargo space over five separate levels. Despite this difference, both designs have been around for several decades. This could mean that the stock versions of both transports shared technical similarities as well. The civilian stock version of the Gallofree Medium Transport does not have any weapons (WEG 40143, Pirates & Privateers, page 67). Thus all weaponry was removed from the "Smoking Blaster" to create a possible stock version of a Loronar Medium Transport. Other modifications over the last decaded might have included a hyperdrive backup, and a nav computer. These are also not present on Galofree Medium Transports (neither on military nor civilian versions), and therefore were removed for the stock version of the Loronar Medium Transport as well.

LUXURIOUS SPACE YACHT

Craft: Ghtroc Industries Luxurious-class Space Yacht
Type: Private space yacht
Scale: Starfighter
Length: 31 meters
Skill: Space transports
Crew: 1
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 30 metric tons
Consumables: 2 months
Cost: 350,000 credits (new), 120,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 2D
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:* 2D (gunner), 0D (pilot)
>> *Space Range:* 1-3/5/10
>> *Atmosphere:* 100-300/500/1 km
>> *Damage:* 2D

Original Source: Modified stats for the "Harthusa's Pride" in WEG 40108, Classic Campaigns, page 67.

Notes: The "Harthusa's Pride" is described as a highly modified Ghtroc Industries Luxurious Space Yacht owned by the slaver Harthusa. It is mentioned that the sublight engines were improved, but other than that the ship was pretty weak regarding hull and shield strength and weaponry. This implies that these systems most likely were not modified. However it seems that the sensor suite had been replaced by a more powerful unit as the sensor values are quite high for a private space yacht and furthermore are equipped with a stealth packacke. For the suggested stock statistics of the Luxurious Space Yacht the sublight speed was lowered from 10 space units to 6 units, and the sensor suite has been replaced by a standard unit with average values. Also the statistics of the modified "Harthusa's Pride" state that there is space for 30 slaves aboard. Seeing that there were only 4 passenger cabins left, the space used for the slave pens was converted back into 4 additional passenger cabins. Finally an estimated price for a used ship of this type has been added based on comparison with other staracht prices (WEG 40143, Pirates & Privateers, pages 70-72; WEG 40150, Stock Ships, pages 9-12).
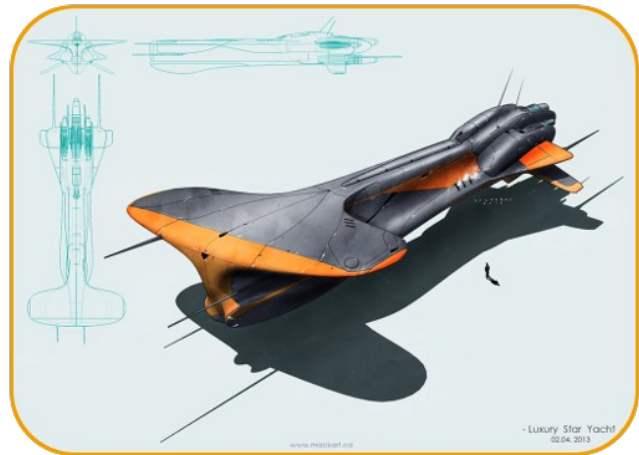
LUXURY 2800 SPACE YACHT

Craft: SoroSuub Luxury 2800
Type: Private space yacht
Scale: Starfighter
Length: 37 meters
Skill: Space transports: SoroSuub 2800
Crew: 1
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 60 metric tons
Consumables: 1 months
Cost: 225,000 credits (new), 135,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D+2
Shields: 1D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D

Original Source: Modified stats for the "Gambit" in WEG 41011, Adventure Journal #11, pages 171-172.

Notes: The Luxury 2800 Space Yacht is described as smaller version of the later Luxury 3000 Space Yacht with similar design and layout. According to the description, the modified "Gambit" had hidden weapons as well as an improved hull, shields, and sensors. For its suggested stock statistics, the concealed doule laser cannon as well as the retractable blaster cannon were removed again. The hull code was reduced from 3D to 2D and shields from 1D+1 to 1D. A standard sensor suite that is commonly found in space yachts was used and an average price has been estimated by comparions with other space yacht prices (WEG 40143, Pirates & Privateers, pages 70-72). The removed weapons and less powerful systems increased the yacht's cargo capacity from 50 to 60 metric tons. As the description does not contain information about modifcations to the drive systems, the hyperdrive and sublight speed codes were taken over from the modified to the stock version. This makes the Luxury 2800 a faster yacht than its successor, the Luxury 3000. This maybe reflects the use of the same sublight drives for the larger Luxury 3000 Soace Yacht making it slightly slower than its predecessor.

MANSK LIGHT ESCORT FRIGATE

Craft: Tallaani Shipyards Mansk-class Escort Frigate
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 kmh
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

Original Source: Incomplete stats for the Mansk Light Escort Frigate "Knife's Edge" in WEG 40147, Tapani Sector Instant Adventures, page 34 and card #27.

Notes: The incomplete statistics are missing the manufacturer, sensors and extended values for the weapons. The description identifies Tallaani Shipyards as the manrfucaturer of the Mansk Light Escort Frigate while for sensors and weapons typical values for starfighter-scaled light cruisers, corvettes and frigates have been used to complete the statistics.

The adventure article tells that the "Knife's Edge" is "operating under a Letter of Marque from the Rebel Alliance" (WEG 40147, Tapani Sector Instant Adventures, page 34) which classifies the light frigate as a privateer vessel. Thus it is possible that the "Knife's Edge" is actually a modified ship, although not explicitly declared as such.

MC-18 LIGHT FREIGHTER

Craft: Mon Calamari MC-18 Light Freighter
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: 65 metric tons
Consumables: 2 months
Cost: 110,000 credits (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 5D
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

Original Source: Modified stats for the "Ashanda Ray" in WEG 41013, Adventure Journal #13, pages 128-129.

Notes: The "Ashanda Ray" is described as an efficient model with excellent structural strength. It therefore is possible that a stock version of a MC-18 light freighter has higher values for hull strength and sublight speed than a usual light freighter. Thus, speed was only reduced from 8 units to 6, and the hull value of 5D was left intact. With lowering the speed, also maneuverability dropped a little from 2D+1 to 1D+2 which is still a very good value for a stock light freighter. A typical hyperdrive suite was used, and the large weapons arsenal was cut to a single laser cannon for the suggested stock statistics of the light freighter.

MINING SURVEY SHIP

Craft: MKI Mining Survey Vessel
Type: Exploration vessel
Scale: Starfighter
Length: 25 meters
Skill: Space transports: MKI Mining Survey Vessel
Crew: 2
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 50 metric tons
Consumables: 6 months
Cost: 150,000 credits (new), 55,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/4D
Focus: 4/4D+1
Weapons:
Heavy Laser Cannon
Fire Arc: Turret
Crew: 1 (co-pilot)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere: 100-300/1.2/2.5 km
Damage: 6D

Original Source: Modified and incomplete stats for the "Bright Seeker" in WEG 40147, Tapani Sector Instant Adventures, pages 33 and card #15.

Notes: The "Bright Seeker" is described as a modified MKI Mining Survey Vessel designed to search for potential orebodies. For this mission profile the ship has a powerful sensor array to scan for deposits and a heavy laser cannon to obtain samples of the potential ores. Therefore these features have been taken over for the possible stock statistics of the MKI Mining Survey Vessel. In fact, the only possible modification could be the additonal twin blaster cannons. Those have been removed for the stock statistics. It is furthermore mentioned that there's a crew of six (including captain and first officer) in addition to up to 4 player characters according to the adventure outline. So the stock statistics propose a crew of 2 with room for up to 8 passengers. The retained laser cannon can be operated by the co-pilot, thus no additional gunner is listed. The length and cargo capacity was calculated with the available deckplan of the ship. The other missing game values (consumables, price, hyperdrive and backup) were estimated by comparsion with other scout and mining ships (WEG 40061, Galaxy Guide 8: Scouts, pages 35-43; WEG 40029, The Far Orbit Project, page 73; WEG 41009, Adventure Journal #9, pages 60-62; WEG 40100, The Planets Collection, page 118).

MODEL 47 SPITROLIGHTER

Craft: Arden Industries Model 47 Spitrolighter
Type: Light freighter
Scale: Starfighter
Length: 30 meters
Skill: Space transports: Spitrolighter
Crew: 2
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 125 metric tons
Consumables: 2 months
Cost: 155,000 credits (new), 45,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D+2
Sensors:
    Passive: 10/0D
    Scan: 25/1D
    Search: 40/2D
    Focus: 2/3D
Weapons:
    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

Original Source: Modified stats for the "Lucan's Nightmare" in WEG 40083, Classic Adventures #1, page 12.
Notes: There is not much of a description for the "Lucan's Nightmare". The listed price of 155,000 credits implies that the freighter is still available as new stock model. This could mean it's a newer design already featuring better sublight engines and shields than older designs. Thus, sublight speed was only reduced by one unit and shields were only reduced from 2D to 1D+2 for creating a possible stock version of a Model 47 Spitrolighter. Other modifications could have included the fast hyperdrive backup which now was given a typical value and a second laser cannon which has been removed. Letting the co-pilot control the laser cannon reduces the crew needed and thus cargo space increases.
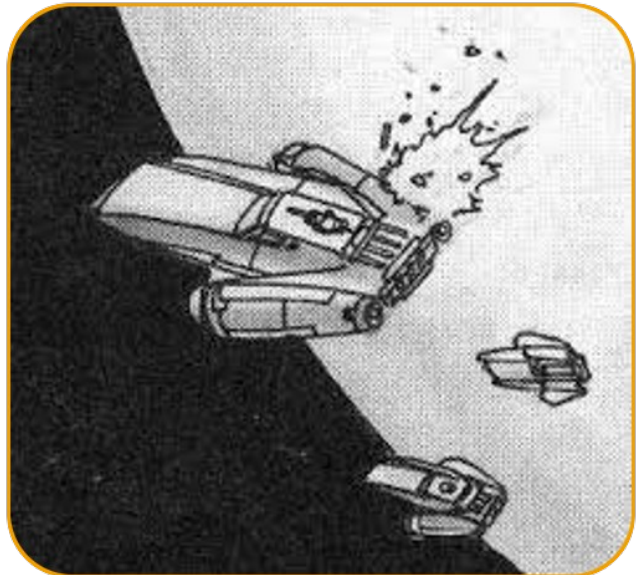
PATROL CRAFT

Craft: Patrol Craft
Type: Inter-system patrol craft
Scale: Capital
Length: 100 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: 10 (troops)
Cargo Capacity: 150 metric tons
Consumables: 3 months
Cost: Not available for sale
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 3D
Sensors:
  Passive: 40/1D
  Scan: 80/1D+2
  Search: 130/2D+1
  Focus: 4/3D
Weapons:
  2 Turbolaser Cannons
    Fire Arc: Turret
    Crew: 2
    Skill: Capital ship gunnery
    Fire Control: 2D
    Space Range: 3-15/35/75
    Atmosphere: 6-30/70/150 km
    Damage: 4D

Original Source: Incomplete stats for the "Cutlass" in WEG 41009, Adeventure Journal #9, page 79.

Notes: This patrol craft is stated to be capital-scale and featuring turbolaser cannons. This is similar to the patrol crafts IPV 1 (WEG 40092, Imperial Source-book, page 52) and IR-3F (WEG 40085, Truce at Bakura Sourcebook, page 119) both being manufactured by Sienar Fleet Systems. Furthermore it is mentioned that the patrol craft can be outrun if a ship to be inspected made its jump to hyperspace. This implies the lack of a hyperdrive limiting the range of the craft to a single system like for the IPV 1 and the IR-3F patrol crafts. Thus it is possible that this certain patrol craft could also be a Sienar Fleet Systems design. As it only has 2 turbolaser cannons, unlike the IPV 1 and IR-3F which both have 4 turbolaser cannons each, it is probably a smaller design or a predecessor. The suggested stats for a stock model of the Imperial Patrol Craft feature typical values for patrol and customs craft.

PATROL CRAFT

Craft: Patrol Craft
Type: Hyperdrive equipped patrol vessel
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: IPV/h
Crew: 12, gunners: 10, skeleton 8/+10
Crew Skill: Capital ship piloting 5D, capital ship gunnery 4D+1, starship gunnery 5D
Passengers: 20 (troops), 2 (pilots)
Cargo Capacity: 250 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D (1D with TIE hangar attached)
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+1
Shields: 3D
Sensors:
  Passive: 40/1D
  Scan: 80/1D+2
  Search: 130/2D
  Focus: 4/2D+2
Weapons:
  4 Turbolaser Cannons
    Fire Arc: Turret
    Crew: 2
    Skill: Capital ship gunnery
    Fire Control: 2D
    Space Range: 3-15/35/75
    Atmosphere: 6-30/70/150 km
    Damage: 4D+2
  2 Medium Ions Cannons
    Fire Arc: Turret
    Crew: 1
    Scale: Starfighter
    Skill: Starship gunnery
    Fire Control: 3D
    Space Range: 1-3/7/36
    Atmosphere: 100-300/700/3.6 km
    Damage: 4D
Starfighter Complement: 2 TIE/ln Starfighters

Original Source: Incomplete stats for a "Patrol Craft" in WEG 40100, The Star Wars Planets Collection, page 104.

Notes: This patrol craft is described to be capital-scale, equipped with a hyperdrive and a modular hangar for two TIE fighters. This stands in contrast to most other known patrol craft which normally don't have a starfighter complement. The larger capital-sacled patrol craft like Sienar Fleet Systems IPV 1 (WEG 40092, Imperial Sourcebook, page 52) and IR-3F (WEG 40085, Truce at Bakura Sourcebook, page 119) or Loronar's Regulator X-Q2 System Patrol Cruiser (WEG 40108, Classic Campaigns, page 71; WEG 40029, The Far Orbit Project, page 82) usually are not hyperdrive-equipped. Maybe the Empire realised that it needed a larger patrol craft with enough firepower and starfighter support to deal with the increasing occurance of smuggling and piracy, and to pursue the villains into hyperspace. Thus this patrol craft might be successor of Sienar Fleet Systems IPV 1. The suggested stock stats feature typical values for capital-scaled patrol vessels. The original incomplete stats list 4 oridinary laser cannons. Regarding the fact that these are scaled capital as well, and the fact that a presumed IPV-1 is listed with 4 ordinary laser cannons as well on the same page, suggests that the cannon type of both ships are meant to be turbolaser cannons as stated in the Imperial Sourcebook for the IPV 1.

PREYBIRD STARFIGHTER

Craft: Sorosuub Preybird-class Starfighter
Type: Heavy assault starfighter
Scale: Starfighter
Length: 21 meters
Skill: Starfighter piloting: Preybird
Crew: 1, gunner: 1
Crew Skill: Astrogation 4D, starfighter piloting 5D, starship gunnery 5D, starship shields 4D
Cargo Capacity: 15 kg
Consumables: 4 days
Cost: 200,000 credits
Hyperdrive Multiplier: x3
Nav Computer: Limited to five jumps
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D+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
>>   *Space Range:* 1-3/12/25
>>   *Atmosphere Range:* 100-300/1.2/2.5 km
>>   *Damage:* 5D

>   **2 Concussion Missile Launchers**
>>   *Fire Arc:* 1 front, 1 rear
>>   *Skill:* Starship gunnery
>>   *Space Range:* 1/3/7
>>   *Atmosphere Range:* 50-100/300/700
>>   *Damage:* 8D

Original Source: Modified stats for the "Raptor" and "Skyclaw" in WEG 40131, The Thrawn Trilogy Sourcebook, pages 225-226 and in WEG 40059, The Last Command Sourcebook, pages 132-133; modified stats for a "Pirate Preybird Starfighter" in WEG 40029, The Far Orbit Project, page 96.

Notes: The "Raptor" and "Skyclaw" are two heavily modified SoroSuub Preybird-class starfighters. Only very few of these craft saw production and those two fell into the hands of the smuggler Mazzic who extensively modified them by improving flight and weapon systems according to the description. This implies that modifications could have been done to the sublight engines, hull and shields, and fire control. There also exists a conversion of the "Raptor" and "Skyclaw" for the game system by Wizards of the Coast (Star Wars Gamer #4, page 76) wherein it is stated that that weapons and sublight speed had been modified. The "Raptor" and "Skyclaw" also seem to have been used as template for the "Pirate Preybird Starfighter". It has even higher performance statistics than the already modified "Raptor" and "Skyclaw". An exception is the hull strength which is the only value that is lower for the "Pirate Preybird" (3D+2) than for the "Raptor" and "Skyclaw" (4D+2). But this could simply be a typographical error. The statistics of the "Raptor" and "Skyclaw" were used to reconstruct their possible stock statistics as they are less modified than the those of the "Pirate Preybird Starfighter". These propose a reduction of the sublight speed from 9 units to 8 units, a reduction of the heavy laser cannon fire control from 2D+1 to 2D and damage from 5D+1 to 5D. Also the crew skill values have been lowered to represent a typical starfighter pilot, as the "Raptor" and "Skyclaw" are piloted by Mazzic's highly skilled crew.

REDTHORN SCOUT SHIP

Craft: Tykannin Drive Redthorn-class Scout Ship
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: 15 metric tons
Consumables: 6 months
Cost: 55,000 credits (used only)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D+2
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

Original Source: Modified stats for "Dorok's Scout Ships" in WEG 40100, The Planets Collection, page 118.

Notes: The statistics of the modified Redthorn Scout Ship are all typical for scout ships, and at a first glance the ship does not look modified at all. However, the given price with 55,000 credits is most probably for a used ship as new space transports cost usually around 100,000 credits. Now assuming that the Redthorn Scout Ship is an older scout ship, and no longer available new, its is possible that the original stock version had a slower hyperdrive and sublight speed than the given values. For the suggested stock stats of the Redthorn Scout Ship the hyperdrive was set from x2 to x3 and the sublight speed was lowered from 5 space units to 4 units. These are still adequate values for scout ships and can be found on several other scout ships as well (WEG 40061, Galaxy Guide 8: Scouts, pages 35-43). By using less powerful engines and hyperdrive, there is space for additional 5 metric tons of cargo.

SIGMA SHUTTLE

Craft: Koensayr Sigma-class Shuttle
Type: Sigma shuttle
Scale: Starfighter
Length: 21.6 meters
Skill: Space transports: Sigma Shuttle
Crew: 2, gunners: 2, skeleton 1/+5
Crew Skill: Space transports 4D+2, starship gunnery 4D+2, starship shields 4D,
Passengers: 8
Cargo Capacity: 100 metric tons
Consumables: 4 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Shields: 1D+2
Sensors:
  Passive: 20/1D
  Scan: 25/1D+2
  Search: 30/2D+1
  Focus: 4/2D+2
Weapons:
  2 Laser Cannons
    Fire Arc: Turret
    Crew: 1
    Skill: Starship gunnery
   *Fire Control:* 3D
    Space Range: 1-3/12/25
    Atmosphere: 100-300/1.2/2.5 km
    Damage: 5D

Original Source: Modified stats for the "Mist Laden" in WEG 40109, Alliance Intelligence Reports, pages 35-36.

Notes: The "Mist Laden" is described as a highly modified Sigma Shuttle. It is compared with the Lambda Shuttle (WEG 40089, Star Wars Trilogy Sourcebook Special Edition, pages 135-136; WEG 40131, Thrawn Trilogy Sourcebook, page 237; WEG 40066, Supernova, page 30) which later replaced the Sigma Shuttle. The Lambda Shuttle is said to be faster and more powerful than the Sigma Shuttle. Hence the hyperdrive speed was reduced to x2 (x1 for the Lambda Shuttle) and the sublight speed to 4 units (5 units for the Lambda Shuttle). The value for maneuverability were lowered from 2D to 1D (as for the Lambda Shuttle) and shields were lowered from 3D to 1D+2 (as for the Lambda Shuttle). Finally the heavy turbolaser cannon which was most likely one of the modifications has been replaced by a second laser cannon as turbolaser cannons are usually only installed on larger vessels (WEG 40095, Galaxy Guide 6: Tramp Freighters, page 40). The Koensayr Sigma Shuttle should not be confused with the Sienar Fleet Systems Sigma Shuttle (WotC 950515, Legacy Era Campaign Guide, page 188).
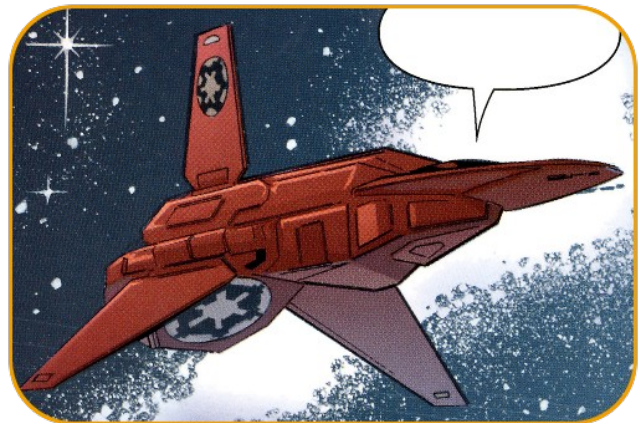
SIMIYIAR LIGHT FREIGHTER

Craft: Mon Calamari Simiyiar-class Light Freighter
Type: Light freighter
Scale: Starfighter
Length: 26.3 meters
Skill: Space transports: Simiyiar freighter
Crew: 1, gunners: 1
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 150 metric tons
Consumables: 2 months
Cost: 96,000 credits (new), 45,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Shields: 2D, backup: 2D
Sensors:
  Passive: 10/1D
  Scan: 20/1D+1
  Search: 30/1D+2
  Focus: 2/2D+2
Weapons:
  Double Laser Cannon (fire-linked)
    Fire Arc: Turret
    Crew: 1
    Skill: Starship gunnery
    Fire Control: 2D
    Space Range: 1-3/6/10
    Atmosphere: 100-300/600/1 km
    Damage: 5D

Original Source: Modified stats for the "Waterspire" in WEG 40109, Alliance Intelligence Reports, page 33.

Notes: The "Waterspire" is another Calamarian freighter design which is described to have already served for the Alliance before it was stolen and fell into the hands of a bounty hunter called Milacass. For representing a possible stock version of a Mon Calamari Simiyar-class Light Freighter, the additional ion cannon was removed, a hyperdrive backup has been added which might simply have been forgotten to add to the stats, and 2D of backup shields were added which are typically found on Mon Calamari starship designs.

SUPER TRANSPORT VII

Craft: Kuat Drive Yards Super Transport VII
Type: Container ship
Scale: Capital
Length: 280 meters
Skill: Space transports
Crew: 80, skeleton 20/+10
Crew Skill: Astrogation 4D, space transports 4D
Cargo Capacity: 2.5 million metric tons
Consumables: 9 months
Cost: 5 million credits (new), 2.5 millions credits (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Hull: 3D
Sensors:
> *Passive:* 30/1D
> *Scan:* 40/1D+2
> *Search:* 60/2D+1
> *Focus:* 3/3D

Original Source: Modified stats for the "Impasse" in WEG 40132, Operation Elrood, pages 19-20.

Notes: Once the "Impasse" fell into the hands of a pirate band called "The Scourge" it was modified with a shield generator, while cargo space was converted into living quarters and a hangar for 6 Skipray Blastboats and a space barge according to the description. The biggest modification, however, was the installation of a capital-scale gravity well projector from an Imperial Interdictor Cruiser. To reconstrcut the stock statistics for a Kuat Drive Yards Super Transport VII, shields were removed again as well as the gravity well projector. By removing these components and the hangar, cargo capacity increased again. While the space gained by the removal of the shield generator is negligible compared to the huge cargo space still remaining, the hangar and gravity well projector need to be taken into account.
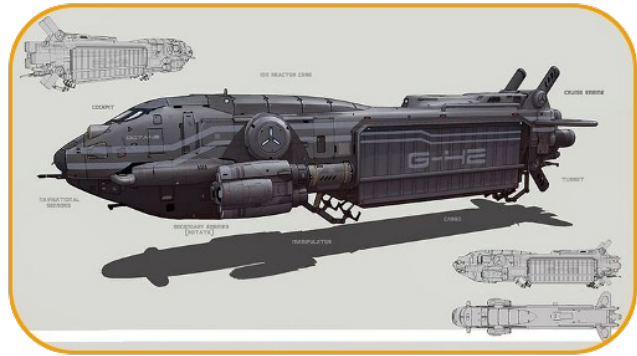
Looking at the New Republic "Shroud" Freighter/Fighter System, a modified Ghtroc class 720 freighter that has been converted to hold a single X-Wing fighter (WEG 40131, Thrawn Trilogy Sourcebook, pages 236-237), one can assume that starfighter roughly takes up 100 metric tons of cargo space including repair and refuelling facilities. This is in consistence with the data for hangar bays found in "D6 Space: Ships" (WEG 51017, page 34). Roughly estimating that a shuttle-sized ship like the Skipray Blastboast takes twice the space of a starfighter, and a space barge about twice the space of a shuttle, the required cargo space for installing the hangar on the "Impasse" would be around 1,600 metric tons. Compared to the remaining cargo space of 2 million metric tons, the hangar should be negligible as well for recalculating the original cargo space.

The capital-scale gravity well projector, however, should have consumed a serious amount of cargo space. The volume of the ellipsoid-shaped projector can be roughly calculated using the blueprints of the Imperial Interdictor Cruiser (Essential Guide to Vehicles and Vessels, 1st Edition, pages 86-87) to 230,000 cubic meters. A conversion from cubic meters to metric tons for the Star Wars Universe is given in Galaxy Guide 8: Scouts (WEG 40061, pages 35-43, 87) where 1 cubic meter equals 2.5 metric tons. The 230,000 cubic meters of volume for the projector then equals roughly 575,000 metric tons. As it is unlikely that the space directly around the ellipsoid still can be used for cargo storage, it is probably better to assume a cuboid in the interor of the ship which would roughly use 1.1 million metric tons. As the way the gravity well generator is installed in the ship is unknown, it could also be possible that only one half of it is actually in the ship while the other half forms a semi-sphere on

the outside of the ship. Then only about 0.5 million metric tons would be needed which is the amount that now has been added for the suggested stock statistics of the Super Transport VII.

SUPERLUMINAL RAPID PASSENGER SHUTTLE

Craft: DuroTech Mneffe-class Superluminal
Type: Rapid passenger shuttle
Scale: Starfighter
Length: 27 meters
Skill: Space transports: DuroTech Superluminal
Crew: 2, gunners: 1, skeleton 1/+10
Crew Skill: Varies, but typically all stats at 3D
Passengers: 6
Cargo Capacity: 20 metric tons
Consumables: 1 month
Cost: 200,000 credits (new), 100,000 credits (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D
Shields: 2D
Sensors:
>   *Passive:* 25/1D
>   *Scan:* 50/2D
>   *Search:* 75/3D
>   *Focus:* 3/4D

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

Original Source: Modified stats for the "Elusive" in WEG 40151, No Disintegrations, page 90.

Notes: There is no description available for the Superluminal Rapid Passenger Shuttle. The statistics given do not seem to be heavily modified, if at all. As the ship is classified as a rapid passenger shuttle, fast hyperdrive and sublight speed seems adequate. It also has a more powerful sensor array than one would expect for a shuttle. But as there are no indications of modification they were not changed either. The remaining statistics resemble standard values typical for space transports. So the Superluminal Rapid Passenger Shuttle is most probably just misspelled as modified craft.

TRENCHANT LIGHT CRUISER

Craft: Merkuni Drives Trenchant-class Cruiser
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: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 3
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
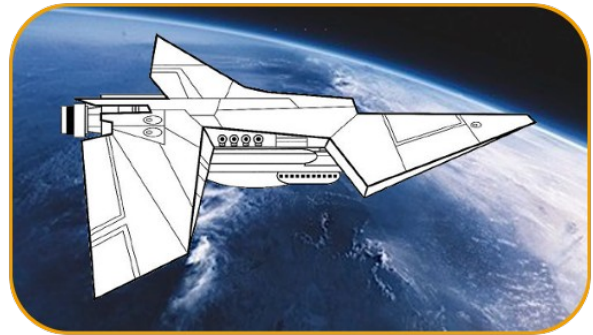   *Skill:* Starship gunnery
    Fire Control: 2D
    Space Range: 1-5/10/17

Atmosphere: 100-500/1/1.7 km
Damage: 4D+1

Original Source: Modified stats for the "Ironhand" in WEG 40109, Alliance Intelligence Reports, page 86.

Notes: The "Ironhand", a modified Trenchant-class Light Cruiser serves as personal starship for Imperial High Inquisitor Slosin. The fact that Slosin is a High Inquisitor implies that he already is long in the service of the Empire. This could mean that the "Ironhand" is an already older ship. In fact Merkuni Drives, the manufacturer of the Trenchant-class Light Cruiser, does not seem to play an importnat role in the starship market as no other ships of this manufacturer are known. It could be a company that already went out of production during the days of the Empire. If we assume the "Ironhand" to be an older design, typical modifications could have included a faster hyperdrive and sublight engines to make it a suitable ship for the inquisitor's activities.

TL-118 STARHAMMER

Craft: Subpro TL-118 "StarHammer"
Type: Heavy assault starfighter
Scale: Starfighter
Length: 35 meters
Skill: Starfighter piloting
Crew: 1, gunners: 1 (can coordinate)
Crew Skill: Starfighter piloting 3D+1, starship gunnery 4D+2
Passengers: none
Cargo Capacity: 200 kilograms
Consumables: 1 week
Cost: 72,000 credits (used only)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 5D
Shields: 2D
Sensors:
> *Passive:* 20/0D
> *Scan:* 40/1D
> *Search:* 60/2D
> *Focus:* 3/3D

Weapons:
> **2 Light Laser Cannons**
> > *Fire Arc:* Front
> > *Crew:* 1 (gunner)
> > *Skill:* Starship gunnery
> > *Fire Control:* 3D
> > *Space Range:* 1-5/10/17
> > *Atmosphere:* 100-500/1/1.7 km
> > *Damage:* 4D

> **2 Twin Laser Cannons (fire-linked)**
> > *Fire Arc:* Front
> > *Crew:* 1 (pilot)
> > *Skill:* Starship gunnery
> > *Fire Control:* 1D
> > *Space Range:* 1-3/12/25
> > *Atmosphere:* 100-300/1.2/2.5 km
> > *Damage:* 5D

> **Concussion Missile Launcher**
> > *Fire Arc:* Front
> > *Crew:* 1 (gunner)
> > *Skill:* Starship gunnery
> > *Fire Control:* 1D
> > *Space Range:* 1/3/7
> > *Atmosphere:* 50-100/300/700 km
> > *Damage:* 8D

> **Air-To-Surfcae Bombs**
> > *Fire Arc:* Bottom
> > *Crew:* 1 (gunner)
> > *Skill:* Starship gunnery
> > *Fire Control:* 1D
> > *Space Range:* 1/2/5
> > *Atmosphere:* 500-2/4/10 km
> > *Ammo:* 8
> > *Damage:* 9D

Original Source: Incomplete stats for the TL-118 Star-Hammer in WEG 40137 Instant Adventures, page 43 and card #19.

Notes: The TL-118 StarHammer is described as a hevay attack starfighter produced before the rise of the Empire. Although featuring a large weapons comple-ment it saw no service for the Old Republic and later the Empire due to its unsufficient ion engines. A standrad sensor suite has been added, and the weapon stats were completed with fire arc, crew, skill and ranges by using typical values. Another minor glitch in

the original stats has been corrected: the atmosphere speed codes was given as 105; 300 kmh. This does, however not match with the space move of "4". It seems there was a conversion error from a possible 1st edition template of that starfighter whose existence is unknown however. If speed was 2D in the first edition stats, this converts to a space move of "4" and 280; 800 kmh for atmsopherical movement. The same 2D would however result in 105; 300 kmh if the vehicle speed chart was used instead of the starship speed chart (WEG 40064, Gamemaster Screen for 2nd Edition, inner chart #4). Thus the atmosphere speed has been corrected to reflect the related space speed.

WANDER LIGHT FREIGHTER

Craft: Mon Calamari Wander-class Jump Freighter
Type: Light freighter
Scale: Starfighter
Length: 30 meters
Skill: Space transports: Wander-class freighter
Crew: 1, gunners 1
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 90 metric tons
Consumables: 2 months
Cost: 85,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 2D, backup: 2D
Sensors:
> *Passive:* 15/0D
> *Scan:* 30/1D
> *Search:* 50/3D
> *Focus:* 2/4D

Weapons:
> **Laser Cannon**
> > *Fire Arc:* Turret
> > *Crew:* 1 (co-pilot)
> > *Skill:* Starship gunnery
> > *Fire Control:* 2D
> > *Space Range:* 1-3/12/25
> > *Atmosphere:* 100-300/1.2/2.5 km
> > *Damage:* 4D

Notes: The "Alabak's Gold" is described as converted Mon Calamari Wander-class Light Freighter. Probably this means that it is just a modified version instead of a conversion from a different ship type. It is described to be slightly smaller than the Millennium Falcon although its length is listed with 30 meters whereas the Millennium Falcon has a length of only 26.7 meters. This could mean that there is an error in the description, and it should read "slightly larger" than the Millennium Falcon, or the given length should be different from the stated 30 meters. The size comparison with the Millennium Falcon could also be meant in terms of cargo capacity where the "Alabak's Gold" is indeed smaller than the Millennium Falcon. For the suggested stock statistics of a Mon Calamari Wander-class Light Freighter the original length of 30 meters was kept, assuming an error in the original description. However, the cargo capacity still remained under the value of 100 metric tons of the Millennium Falcon although it increased from 75 to 90 metric tons by removing one of the laser cannons and reducing the crew by one gunner. The sublight engines have also been reduced by one unit to represent a more typical value for freighter designs. Additional 2D of backup shields have been added which are a typical feature Mon Calamari starship designs.

X46-7 ORE CARRIER

Craft: Damorian Manufacturing X46-7-class Ore Carrier
Type: Ore carrier
Scale: Capital
Length: 175 meters
Skill: Space Transports: X46-7-class Ore Carrier
Crew: 20, skeleton 6/+10
Crew Skill: Varies widely
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: 295; 850 kmh
Hull: 3D
Shields: 1D
Sensors:
>   *Passive:* 4/0D
>   *Scan:* 8/1D
>   *Search:* 16/1D+2
>   *Focus:* 2/2D

Original Source: Modified stats for the "Galax Titan" in WEG 40132, Operation Elrood, page 69.

Notes: The "Galax Titan" is described as modified Damorian Manufacturing X46-7 Ore Carrier with improved hull plating and shields as well as four additional laser cannons. For the suggested stock statistics of a X46-7-class Ore Carrier, the hull strength was reduced from 3D+2 to 3D and shields were lowered from 1D+2 to 1D. Furthermore all weaponry was removed. Although it is mentioned in the description that the "Galax Titan" could not escape an attack, its sublight speed is quite fast for such a large space transport. However, this value retained unchanged in the suggested stock statistics as Damorian Manufacturing also produces the 350 meter long Carrack-class Light

Cruiser with a sublight speed code of 8 units which makes him one of the fastest capital ships available. This could mean that Damorian Manufacturing emphasized powerful engines for its starships, also including their transport designs.
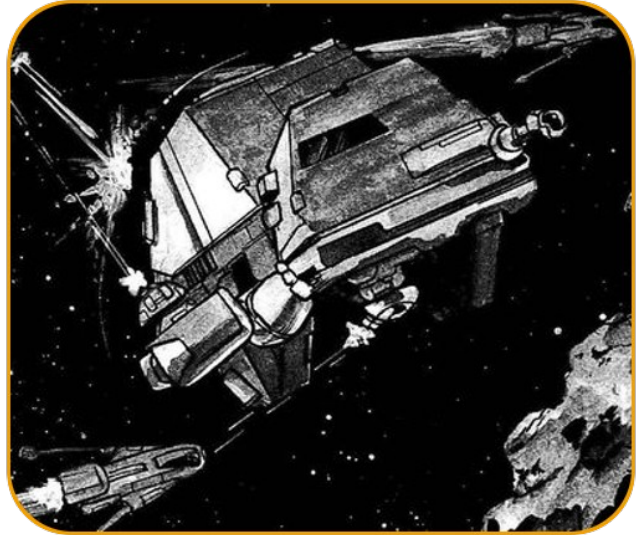
Furthermore a minor glitch of the given statistics has been corrected where vehicle speed values were applied to the atmosphere speed code instead of starship speed codes (WEG 40064, Gamemaster Screen for 2nd Edition, inner chart #4).

Although the "Galax Titan" is correctly classied as a capital-scaled starship, it needs the capital ship piloting skill to be operated. This seems unusual as ships of similar size like the Xiytiar Transport (WEG 40143, Pirates & Privateers, page 68) and the Superlift Ore Hauler (WEG 40143, Pirates & Privateers, pages 69-70) as well as larger ships like the Rin Assid Bulk Hauler (WEG 40143, Pirates & Privateers, page 69), the Mark III Bulk Transport (WEG 40029, The Far Orbit Project, page 143) or even the gargantuan Super Transport XI (WEG 40093, The Star Wars Sourcebook, page 46) all use the space transport skill to be operated. For his reason, the suggested stock statistics also use the space transport skill instead of capital ship piloting.

Y164 THALASSIAN SLAVE TRANSPORT

Craft: Y164 Thalassian Slave Transport
Type: Medium slave transport
Scale: Capital
Length: 90 meters
Skill: Space transports: Y164 slave transport
Crew: 5, gunners: 2, support for slaving: 8
Crew Skill: Astrogation 3D+2, starship gunnery 3D, space transports 4D
Passengers: 12,400 (slaves)
Cargo Capacity: 10 metric tons
Consumables: 1 months
Cost: 245,000 credits (used only)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x25
Nav Computer: Yes
Maneuverability: 1D
Space: 1
Atmosphere: 210; 600 kmh
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

Original Source: (Modified) stats for the "Arkanian Dawn" in WEG 40063, Galaxy Guide 9: Fragments from the Rim, page 7.

Notes: The "Arkanian Dawn" is described as a modified Y164 Thalassian Slave Transport although it remains unclear what modifications were done to the ship. These statistics have later been taken over by Wizards of the Coast who published a stock version of the Y164 Thalassian Slave Transport (WotC 950355, Scum and Villainy, page 127) with exactly the same statistics as the modified "Arkanian Dawn". In support for the consistency bewteen the different roleplaying systems, one could assume that the modifications of the "Arkanian Dawn" are only related to its interior layout and do not affect the overall game statistics. Referring to this the description of the "Arkanian Dawn" tells that the ship does in fact ferry its passengers to Rebel safe worlds rather than enslaving them what would support the hypothesis of interior changes only in favor of its real mission profile.
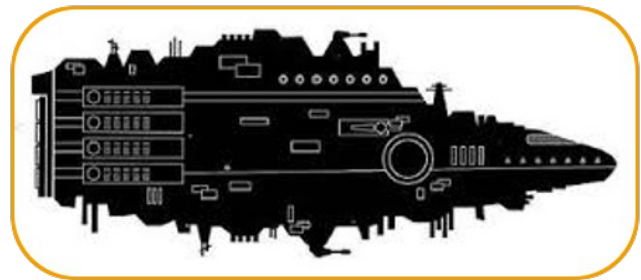
There is one minor problem with taking over the modified stats of the "Arkanian Dawn" as stock stats. The price of the "Arkanian Dawn" is listed with 245,000 credits, not telling if this is the price for a new or used ship. Wizards of the Coast interpreted this as a price for a new ship and added a price of 122,000 credits for a used one, similar to the price of a used Gallofree Medium Transport which has the same size. However, only 245,000 credits for a new capital-scaled treansport seems surprisingly cheap, as even a new Gallofree Medium Transport costs 350,000 credits (WEG 40143, Pirates & Privateers, page 67).

New medium sized transports of around 50 meters in length often have a price of roughly 250,000 credits. For example the Imperial Armed Transport with 240,000 credits (WEG 40143, Pirates & Privateers, page 68), the Corellian HT-2200 Medium Transport with 240,000 credits (WEG 40150, Stck Ships, page

51) or the Curich Cargo Shuttle with 250,000 credits (WEG 40108, Classic Campaigns, page 45). This suggests that a capital-scaled transport of about twice the size of the mentioned medium transports should have a higher list price than just 245,000 credits. An estimated list price for a new Y164 Transport could be around 500,000 credits. However, the easiest way to solve this problem is to see the WotC list price as a misinterpretation of the given stats for the "Arkanian Dawn". To clarify this, the missing term "used only" has been added to the otherwise unchanged statistics of the Y164 Thalassian Slave Transport.

YT-700 LIGHT FREIGHTER

Craft: Corellian Engineering Corporation YT-700 Transport
Type: Light Freighter
Scale: Starfighter
Length: 21.7 meters
Skill: Space transports: YT-700 transport
Crew: 1, gunner: 1
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 65 metric tons
Consumables: 2 months
Cost: 18,000 credits (used only)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D
Space: 3
Atmosphere: 210; 600 kmh
Hull: 4D
Shields: 1D
Sensors:
> *Passive:* 10/0D
> *Scan:* 25/1D
> *Search:* 40/2D
>> *Focus:* 2/3D

Weapons:
> **Laser Cannon**
>> *Fire Arc:* Turret
>> *Crew:* 1
>> *Skill:* Starship gunnery
>> *Fire Control:* 0D
>> *Space Range:* 1-3/12/25
>> *Atmosphere:* 100-300/1.2/2.5 km
>> *Damage:* 4D

Original Source: Modified stats for the "Jackpot" in WEG 41005, Adventure Journal #5, pages 182-183.

Notes: The "Jackpot" is described as an old Corellian YT-700 Light frighter design which already went through numerous hands. Assuming that the newer freighters of the Corellian YT-series have higher numbers such as the YT-1300 (WEG 40055, The Roleplaying Game, pages 120-121) or the YT-2400 (WEG 40150, Stock Ships, pages 17-20) light freigthers, the YT-700 could be one of the earliest models of the series. Furthermore the "Jackpot" is described to have received a new sensor suite on cost of cargo and passenger space. This probably was the need for an additional crewman to operate the new powerful sensors. For the suggested stock statistic of a Corellian YT-700 Light Frighter, the sensor suite has been converted back to standard sensor values, one crewman has been subtracted while passenger space was increased by one unit. It was probably due to bad maintenance that the atmosphere speed was below the value that it should have related to a space speed of 3 units. This has been corrected as well for the stock version of the YT-700 transport.

YT-1930 LIGHT FREIGHTER

Craft: Corellian Engineering Corporation YT-1930 Light Freighter
Type: Stock light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: YT-1930
Crew: 2
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 200 metric tons
Consumables: 4 months
Cost: 135,000 credits (new), 45,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 4
Atmosphere: 280; 800 kmh
Hull: 5D
Shields: 1D
Sensors:
>   *Passive:* 10/0D
>   *Scan:* 25/1D
>   *Search:* 40/2D
>   *Focus:* 2/3D

Weapons:
> **Laser Cannon**
>> *Fire Arc:* Turret
>> *Crew:* 1 (co-pilot)
>> *Skill:* Starship gunnery
>> *Fire Control:* 2D
>> *Space Range:* 1-3/12/25
>> *Atmosphere:* 100-300/1.2/2.5 km
>> *Damage:* 4D

Original Source: Modified stats for the "Starbound Misfit" in WEG 40153, Wretched Hives of Scum an Villainy, page 98.

Notes: The "Starbound Misfit" is described as a new freighter mith some modifications. These probably included hyperdrive and backup, sublight engines, shields, and wepaons. Using typical values for light freighters should have produced a reasonable stock version for a Corellian YT-1930 transport. It has to be mentioned, however, that Wizards of the Coast (WotC) who held the Star Wars roleplaying game license from 2000-2010 after the former holder of the license West End Games lost its license in 1998, published a stock version for the YT-1930 transport in "More Starships! A Starships of the Galaxy Web Enhancement". Using this data, the conversion guidelines from the WotC Star Wars Roleplaying Game Core Rulebook 1st Edition (WotC 917938, pages 309-313) as well as the starship speed table from the WotC Star Wars Roleplaying Game Core Rulebook 2nd Edition (WotC 928767, page 218), almost a complete stock version for the YT-1930 transport could be reconstructed. WotC lists "cruise" speed for the light freighter which could be 2-4 units. Regarding that the YT-1930 is a pretty new transport design, the fastest possible was chosen for the stock version. For the same reason, the value of 2D for maneuverability was kept, as for the WotC system maneuverability is only a rough value combining size and crew skill. It produces identical values for all typical light freighters, rather than a characteristic value for each starship.

YT-2550 MEDIUM FREIGHTER

Craft: Corellian Engineering Corporation YT-2550 Medium Transport
Type: Medium freighter
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: 800 metric tons
Consumables: 4 months
Cost: 220,000 credits (new), 100,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D+1
Shields: 1D
Sensors:
> *Passive:* 10/0D
> *Scan:* 25/1D
> *Search:* 40/2D
> *Focus:* 2/3D

Weapons:
> **2 Laser Cannons**
> > *Fire Arc:* Turret
> > *Crew:* 1
> > *Skill:* Starship gunnery
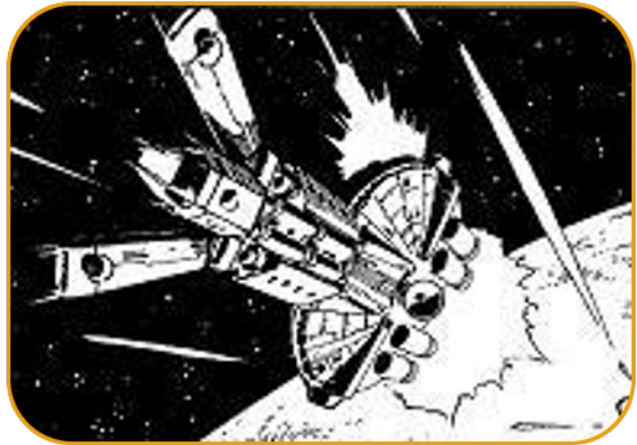> > *Fire Control:* 2D
> > *Space Range:* 1-3/12/25
> > *Atmosphere:* 100-300/1.2/2.5 km
> > *Damage:* 4D

Original Source: Modified stats for the "The Ship" in WEG 40083, Classic Adventures #1, page 3.

Notes: There is no description for "The Ship" given. It seems to be just an example ship that can be used by the player characters for the adventure. To make it a suitable vessel for the player characters the hyperdrive and its backup were most probably modified. For a possible stock version of a Corellian YT-2550 Medium Transport the values for the hyperdrive were set back from x1 to x2 and for the backup from x4 to x12. The two laser cannons were retained as it is a larger medium freighter with more cargo potential like for example the Corellian HT-2200 Medium Transport (WEG 40150, Stock Ships, pages 49-52) which also has two laser cannons. There remains a problem with the cargo space. Even with all modifications undone, the cargo capacity would still be far too low for a medium freighter. Please note that this should not be compared with the Corellian Barloz Medium Transport which also only has a cargo capacity of 120 metric tons (WEG 40150, Stock Ships, pages 53-56). The Barloz medium freighter is actually a design from the Old Republic where a medium freighter was comparable to a light freighter during the Empire (WEG 40150, Stock Ships, page 53). The YT-2550 Medium Transport should rather me compared with other medium freighters of the Imperial era like the Corellian HT-2200 Transport, the Mobquet Medium Cargo Hauler, the Subla Ransom Cargo Hauler or the Zuraco Cargo Hauler (WEG 40143, Pirates & Privateers, pages 66-67). These are of similar size as the YT-2550 transport and have a cargo capacity of several hundred metric tons. The easiest way to solve this problem would be to assume that there is simply missing another zero for the cargo capacity of 80 metric tons in

the stats given for the modified YT-2550 transport. Thus the suggested stock statistics for the YT-2550 Medium Transport list the cargo capacity with 800 metric tons. A price was estimated by comparison with other medium freighters, and the consumables were increased from 1 to 4 moths to reflect the longer space journeys typical for larger transports.

YVAREMA RELIEF VESSEL

Craft: Royal Yvarema Relief Vessel
Type: Rescue ship
Scale: Starfighter
Length: 50 meters
Skill: Archaic starship piloting: Yvarema Relief Vessel
Crew: 2
Crew Skill: Archaic starship piloting 4D, starship gunnery 3D, sensors 5D
Passengers: 50
Cargo Capacity: 15 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x4
Nav Computer: Limited to 3 jumps
Maneuverability: 1D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 2D
Shields: 0D
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: 100-300/800/1.5 km
        Damage: 2D
Starship comeplement: 4 lifeboats (various types, docked to the outer hull)

Original Source: Incomplete stats for Yvarema Relief Vessels in WEG 40112, Dark Stryder: Endgame, page 89.

Notes: Yvarema Relief Vessels are the third class of Yvarema starships known. While the Yvarema Warship (WEG 40112, Darkstryder: Endgame, page 90 is a modification of the Yvarema Scout Ship (WEG 40121, Darkstryder: The Kathol Rift, page 84), the Yvarema Relief Vessel can not be another variant of the only 20 meter long scout ship. The Yvarema Relief Vessel is described as a ferry starship with a capacity of 50 passengers and docking gear for several life pods which are not further specified. This implies a length of more than just 20 meters, and thus a typical length for a space transport has been chosen. The "starfighter piloting" skill of the original stats description seems unsuitable for a transport ship that also serves as a ferry for passengers to larger ship according the description. As both other Yvarema starship types use the "archaic starship piloting" skill, it is also used for the suggested stock stats of the Yvarema Relief Vessel.