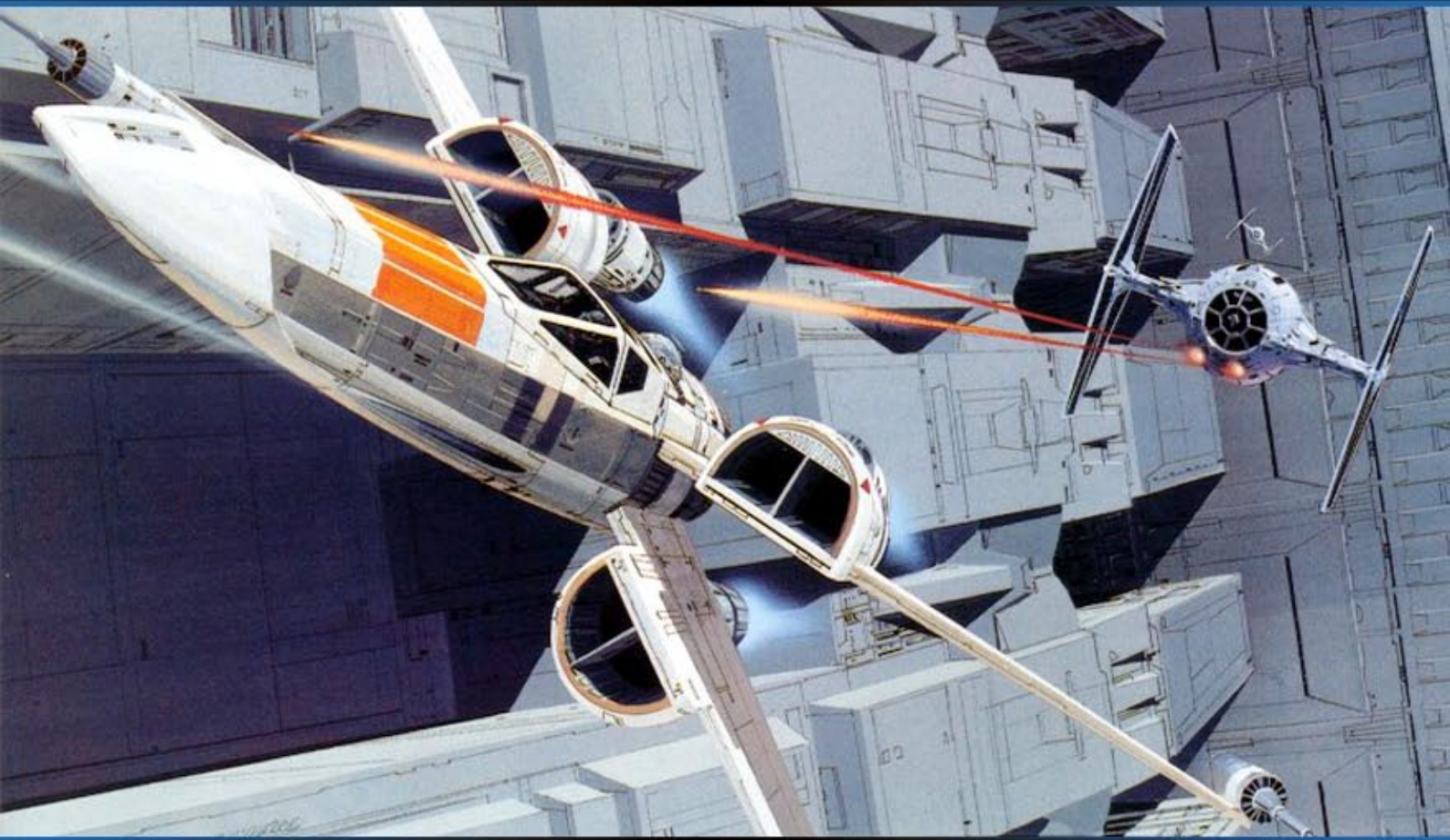


# STAR WARS

ROLEPLAYING GAME



## STARSHIPS STATS

THIAGO S. ARANHA

REVISED & EXPANDED

**CENSORED  
EDITION**

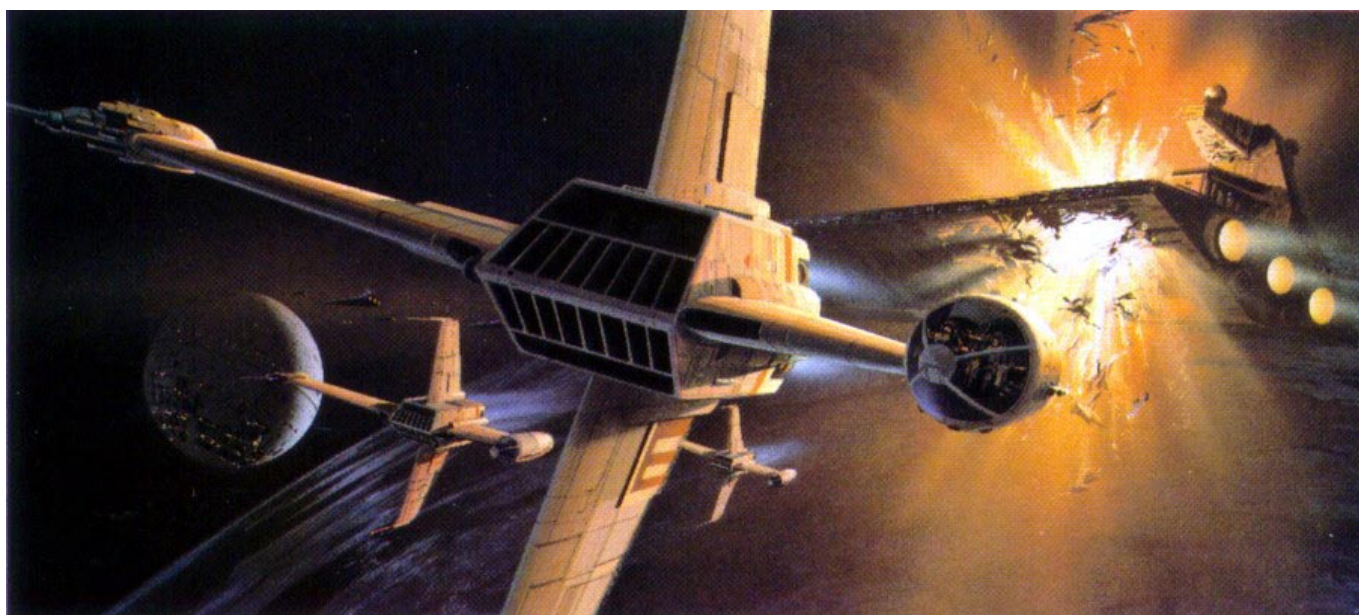


# STAR WARS

## STARSHIPS STATS

REVISED & EXPANDED

by Thiago S. Aranha



**Includes:**

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

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

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### Star Wars Eras



**Old Republic** - Before Episode I



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



**Rebellion** - Episode IV to Episode VI



**New Republic** - After Episode VI



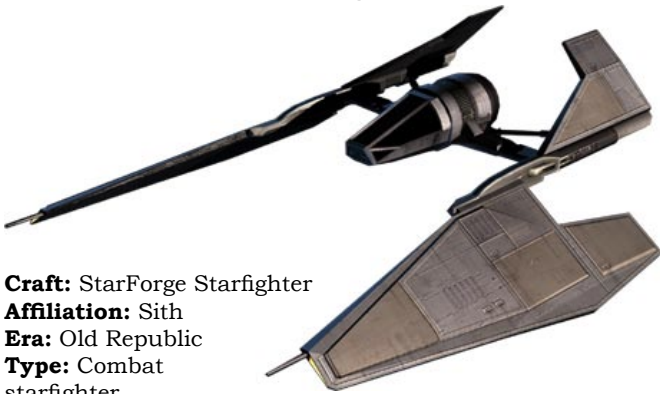
**New Jedi Order** - 21 years after Episode VI

# STARFIGHTERS





## Sith Fighter



**Craft:** StarForge Starfighter  
**Affiliation:** Sith  
**Era:** Old Republic  
**Type:** Combat starfighter  
**Scale:** Starfighter  
**Length:** 13 meters  
**Skill:** Starfighter piloting  
**Crew:** 1  
**Cargo Capacity:** 15 kilograms  
**Consumables:** 1 day  
**Cost:** Not available for sale  
**Maneuverability:** 3D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 5/0D  
*Scan:* 15/1D  
**Weapons:**  
**Twin Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/5/12  
*Atmosphere Range:* 1-300/500/1.2 km  
*Damage:* 3D

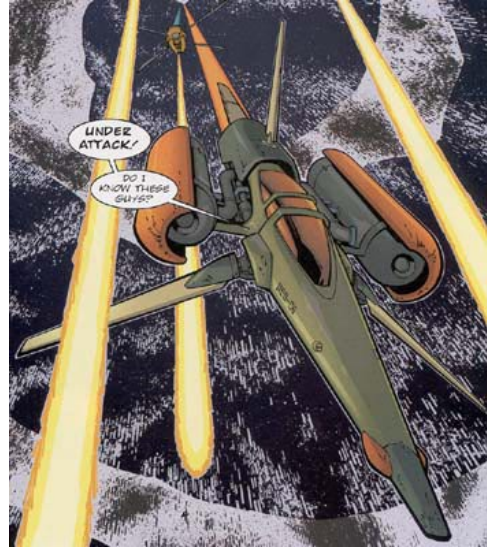


## Sith Starfighter

**Craft:** Sith Starfighter  
**Affiliation:** Sith  
**Era:** Old Republic  
**Source:** Star Wars Gamer Issue 5  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 45 meters long  
**Skill:** Starfighter piloting: Sith Starfighter  
**Crew:** 1  
**Crew Skill:** Typically 4D in all relevant skills  
**Cargo Capacity:** 0.5 metric tons  
**Consumables:** 5 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 6D

**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
**Weapons:**  
**Triple Blaster Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 2D+2

## Drake Starfighter



**Craft:** Kuat Systems Engineering *Drake-class* Starfighter  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Light interceptor  
**Scale:** Starfighter  
**Length:** 8.9 meters  
**Skill:** Starfighter piloting: Drake  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D, starship gunnery 3D+2, sensors 3D  
**Cargo Capacity:** 30 kilograms  
**Consumables:** 1 week  
**Cost:** 88,000 (new), 57,000 (used)  
**Hyperdrive Multiplier:** 1.5  
**Nav Computer:** No  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 1D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 5/0D  
*Scan:* 15/1D  
*Search:* 25/2D  
*Focus:* 1/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Cinnagar Interceptor



**Craft:** Cinnagar Security Engineering Division's Defense Interceptor

**Affiliation:** Cinnagar / General

**Era:** Old Republic

**Type:** Planetary defense starfighter

**Scale:** Starfighter

**Length:** 13 meters

**Skill:** Starfighter piloting: Cinnagar Interceptor

**Crew:** 1

**Crew Skill:** Sensors 2D, starfighter piloting 2D+2, starship shields 2D+1, starship gunnery 3D

**Cargo:** 80 kilograms

**Consumables:** 2 days

**Cost:** 70,000 (new)

**Maneuverability:** 2D+2

**Space:** 8

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

**Hull:** 2D+2

**Shield:** 2D+2; 2D

**Sensors:**

*Passive:* 20/1D

*Scan:* 40/1D+2

*Search:* 70/2D+1

*Focus:* 4/3D

**Weapons:**

**4 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 1-300/500/1.2 km

*Damage:* 4D

**Ion Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+1

*Space Range:* 1-3/5/8

*Atmosphere Range:* 1-300/500/800

*Damage:* 3D

## Star Sabre

**Craft:** Republic Fleet Systems Star Saber XC-01

**Affiliation:** Old Republic / Jedi Order

**Era:** Old Republic

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

**Type:** Starfighter

**Scale:** Starfighter

**Length:** 6.75 meters

**Skill:** Starfighter piloting: Star Saber

**Crew:** 1

**Crew Skill:** 4D in all applicable skills

**Passengers:** None

**Cargo Capacity:** 25 kilograms

**Consumables:** 1 week

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1.5

**Nav Computer:** Can store coordinates for 2 hyperspace jumps

**Maneuverability:** 1D+2

**Space:** 9

**Atmosphere:** 380; 1,100 kmh

**Hull:** 4D

**Shields:** 2D+1

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/4D

**Weapons:**

**2 Heavy Blaster Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 6D

## Stinger

**Craft:** Corellian Engineering Corp S-100 *Stinger*-class Starfighter

**Affiliation:** Jedi Order / General

**Era:** Old Republic

**Source:** Power of the Jedi Sourcebook (page 60)

**Type:** Starfighter

**Scale:** Starfighter

**Length:** 3.5 meters

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

**Crew:** 1

**Crew Skill:** 5D in all applicable skills

**Cargo Capacity:** 10 kilograms

**Consumables:** 1 month

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

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to 1 jump

**Maneuverability:** 3D+2

**Space:** 9

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

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 25/0D

*Scan:* 50/1D

*Search:* 75/2D

*Focus:* 3/4D

**Weapons:**

**2 Assault Laser Cannons** (fire-linked)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 8D

**2 Proton Torpedo Launchers** (4 missiles each)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700  
*Damage:* 9D



## C-73 Tracker

**Craft:** Subpro C-73 Tracker  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Alliance Intelligence Reports (page 50), Pirates & Privateers (pages 52-53)  
**Type:** Multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 11.5 meters  
**Skill:** Starfighter piloting: C-73 Tracker  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2  
**Cargo Capacity:** 60 kilograms  
**Consumables:** 1 day  
**Cost:** 20,000 credits (used)  
**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330;  
 950 kmh

**Hull:** 2D

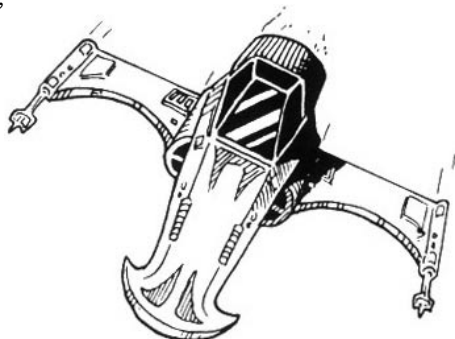
**Sensors:**

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

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D



## Dagger

**Craft:** Republic Sienar Systems Dagger Starfighter  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Escort starfighter  
**Scale:** Starfighter  
**Length:** 12.1 meters  
**Skill:** Starfighter piloting: Dagger  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 2D+1, starship gunnery 2D, starship shields 3D  
**Cargo Capacity:** 55 kilograms  
**Consumables:** 1 week

**Cost:** 32,000  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Programmed with 5 jumps  
**Maneuverability:** 2D  
**Space:** 7  
**Hull:** 2D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 35/2D  
*Search:* 65/2D+2  
*Focus:* 3/3D+2  
**Weapons:**  
**Three Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

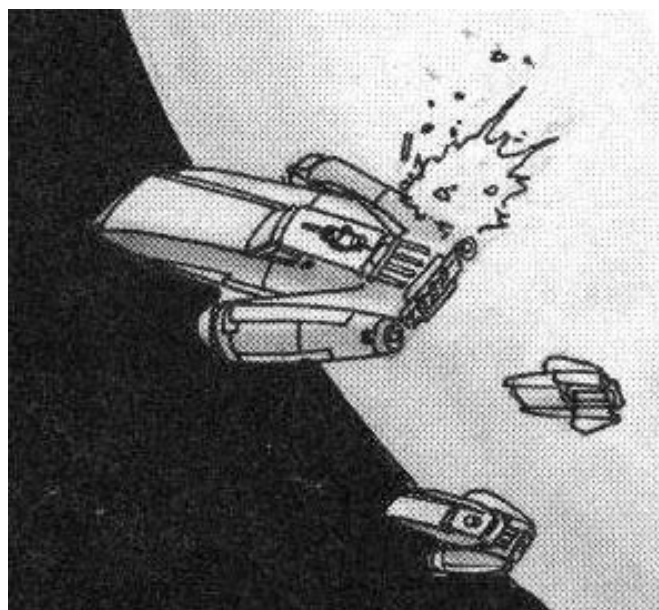
## Sigil Courier



**Craft:** Sigil  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Reconnaissance Courier  
**Scale:** Starfighter  
**Length:** 12.3 meters  
**Skill:** Starfighter piloting: Sigil  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D, starship gunnery 3D, starship shields 2D+1  
**Cargo Capacity:** 60 kilograms

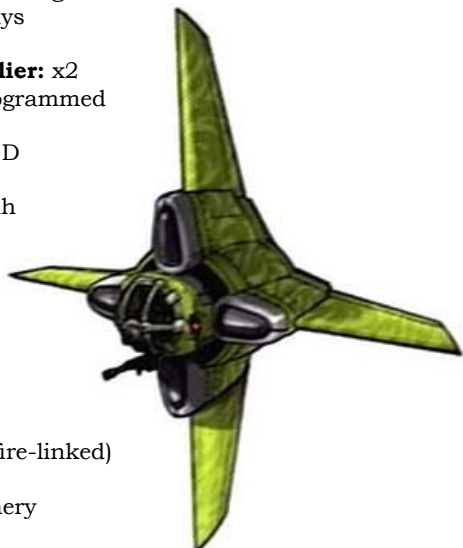
## Gun Tug

**Consumables:** 1 week  
**Cost:** 42,000  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 9  
**Move:** 330; 950 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 35/2D  
*Search:* 70/2D+2  
*Focus:* 4/3D+2  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D



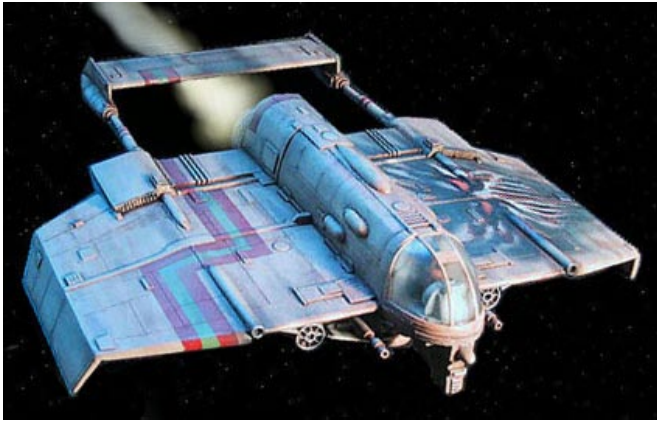
## Dianoga

**Craft:** Koensayr Dianoga  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Assault starfighter  
**Scale:** Starfighter  
**Length:** 16.1 meters  
**Skill:** Starfighter piloting: Dianoga  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 2D+1, starship gunnery 2D, starship shields 3D  
**Cargo Capacity:** 90 kilograms  
**Consumables:** 3 days  
**Cost:** 46,000  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Programmed with 5 jumps  
**Maneuverability:** 1D  
**Space:** 6  
**Move:** 330; 950 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/2D  
*Search:* 70/2D+2  
*Focus:* 3/3D+2  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Heavy Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 6D

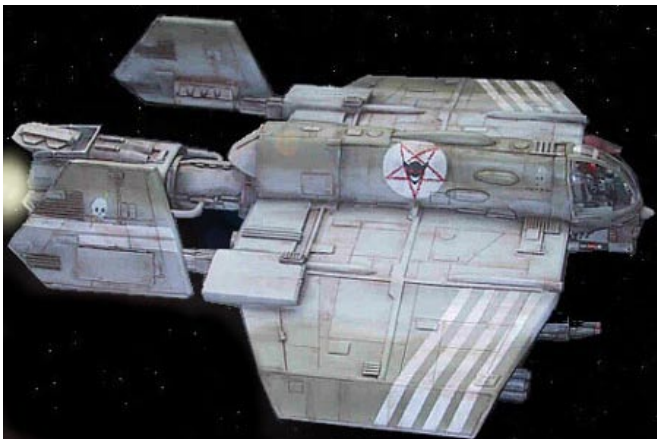


**Craft:** SoroSuub Gun Tug  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Starships of the Galaxy (pages 67-68)  
**Type:** Utility fighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: Gun Tug  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies  
**Cargo Capacity:** 500 kilograms  
**Consumables:** 1 week  
**Cost:** 142,000 (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to 2 jumps  
**Maneuverability:** 2D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**2 Tractor Beams**  
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 4D

## CloakShape Fighter



**Craft:** Kuat Systems Engineering CloakShape Fighter  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Dark Empire Sourcebook (page 111), Starships of the Galaxy (pages 65-66), The Essential Guide to Vehicles and Vessels (pages 22-23)  
**Type:** Stock multi-purpose Starfighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Starfighter piloting: CloakShape  
**Crew:** 1  
**Cargo Capacity:** 40 kilograms  
**Consumables:** 1 day  
**Cost:** 15,000 (stock and used)  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D+2  
**Weapons:**  
**Double Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D+2  
**Dual Concussion Missile Launchers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Missile weapons  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 7D



**Modification Notes:**

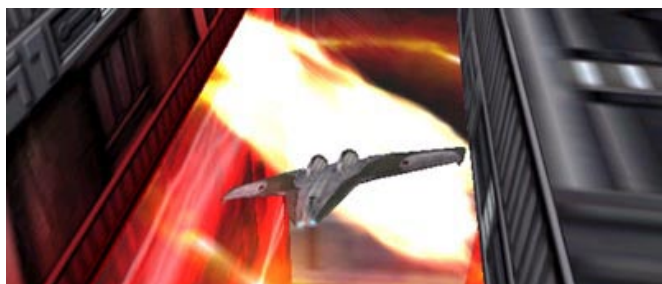
- **Maneuvering Fin**  
**Cost:** 5,000  
**Maneuverability:** 2D+2
- **Hyperdrive Sled**  
**Cost:** 15,000  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Uses R1 unit

## Whitcloak Fighter



**Craft:** Modified Kuat Systems Engineering Cloakshape  
**Affiliation:** Jedi Order  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (page 58)  
**Type:** Custom starfighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Starfighter piloting: Cloakshape  
**Crew:** 1  
**Crew Skill:** 7D in all applicable skills  
**Passengers:** 1 or 2  
**Cargo Capacity:** 40 kilograms  
**Consumables:** 2 weeks  
**Cost:** 150,000 (new), 100,000 (used)  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** Astromech programmed with 10 jumps  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 0D+2  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 40/2D  
*Search:* 60/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**2 Light Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D  
**2 Concussion Missile Launchers** (8 missiles each)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D

## Mercenary Fighter



**Craft:** Kuat Systems Engineering Custom Mercenary Starfighter

**Affiliation:** General

**Era:** Old Republic

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 16 meters

**Skill:** Starfighter piloting

**Crew:** 1

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

**Cargo Capacity:** 100 kilograms

**Consumables:** 2 week

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

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 9

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

**Hull:** 4D+1

**Shields:** 1D+1\*

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

**Sensors:**

*Passive:* 20/0D

*Scan:* 45/1D+1

*Search:* 85/2D+2

*Focus:* 4/4D

**Weapons:**

**Two Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 5D

**Concussion Missile Launcher** (10 missiles)

*Fire Arc:* Front

*Skill:* Starship gunnery

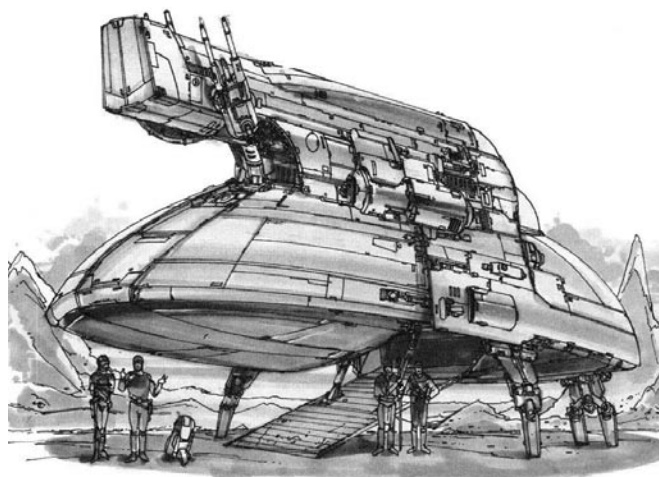
*Fire Control:* 3D+2

*Space Range:* 1-3/7/12

*Atmosphere Range:* 100-300/700/1.2 km

*Damage:* 8D

## Phoenix Hawk Light Pinnacle



**Craft:** Kuat Systems Engineering S40K Phoenix Hawk Light Pinnacle

**Affiliation:** General

**Era:** Old Republic

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

**Type:** Starfighter/transport

**Scale:** Starfighter

**Length:** 19.2 meters

**Skill:** Starfighter piloting: S40K

**Crew:** 1 or 2

**Crew Skill:** Varies

**Passengers:** 4

**Cargo Capacity:** 20 metric tons

**Consumables:** 2 months

**Cost:** 112,000 (new)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Limited to 2 jumps

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**2 Heavy Blaster Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 6D

**2 Light Ion Cannons** (fire-linked)

*Fire Arc:* Rear

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/7/36

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

*Damage:* 4D

## TL-118 StarHammer



**Craft:** Subpro Corporation TL-118 "StarHammer" Short-Range Attack Ship  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Instant Adventures (page 43)  
**Type:** Heavy assault fighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Starfighter piloting: TL-118  
**Crew:** 1 (can co-ordinate), gunners: 1  
**Crew Skill:** Starfighter piloting 3D+1, ship gunnery 4D+2  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 1 week  
**Cost:** 72,000 (used only)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 105; 300 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Light Laser Cannons**  
*Fire Arc:* Front  
*Crew:* 1 (gunner)  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D  
**2 Twin Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Concussion Missile Launcher**  
*Fire Arc:* Front  
*Crew:* 1 (gunner)  
*Skill:* Starship gunnery  
*Fire Control:* 1D

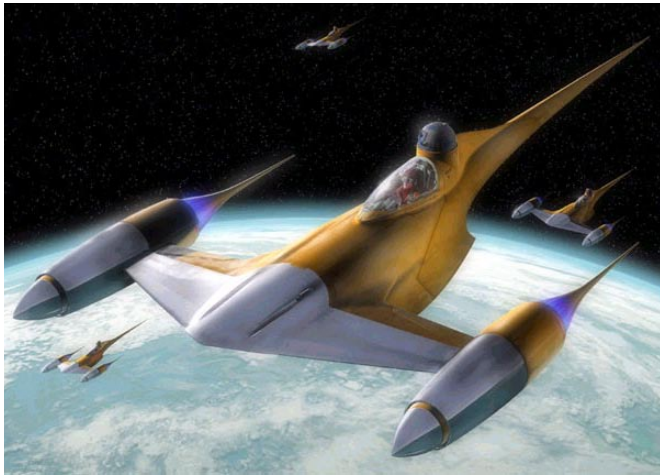
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D  
**Air-To-Surface Bombs**  
*Fire Arc:* Front  
*Crew:* 1 (gunner)  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/2/5  
*Atmosphere Range:* 500-2/4/10 km  
*Damage:* 9D

## Naboo Police Cruiser



**Craft:** Theed Palace Space Vessel Engineering Corps N-X Police Cruiser  
**Affiliation:** Naboo  
**Era:** Old Republic  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Starfighter piloting: Naboo Police Cruiser  
**Crew:** 1 plus astromech  
**Crew Skill:** All skills 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** None (x1 when modified)  
**Nav Computer:** If modified, 10 jumps with astromech  
**Maneuverability:** 3D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D+1  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Proton Torpedo Magazine** (10 torpedoes)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 10D

## N-1 Royal Starfighter



**Craft:** Theed Palace Space Vessel Engineering Corps N-1 Royal Starfighter  
**Affiliation:** Naboo  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 39)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Starfighter piloting: N-1  
**Crew:** 1 (plus astromech droid)  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 4D+1  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Uses Astromech with 10 jumps  
**Maneuverability:** 2D  
**Space:** 9  
**Atmosphere:** 380; 1,100 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
**Proton Torpedo Magazine** (10 torpedoes)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 10D

## G-1 Starfighter

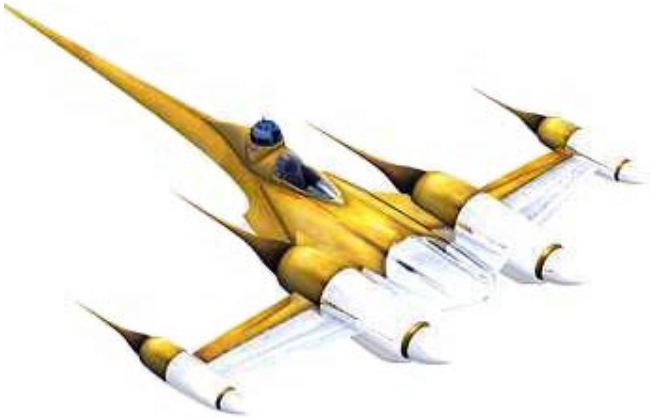
**Craft:** BullbaBong/Theed Palace Space Vessel Engineering Corps G-1 Starfighter  
**Affiliation:** Naboo / General  
**Era:** Rise of the Empire  
**Source:** Wizards Website  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Starfighter piloting: G-1 Starfighter  
**Crew:** 1 plus astromech droid  
**Crew Skill:** Typically 4D in all skills  
**Cargo Capacity:** 90 kilograms  
**Consumables:** 2 weeks  
**Cost:** 125,000 (new), 80,000 (used)  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** Limited to 10 jumps with Astromech droid  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 2D  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons**  
 (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/  
 1.2/2.5 km  
*Damage:* 5D  
**Proton Torpedo Launcher**  
 (10 torpedoes)  
*Fire Arc:* Front  
*Skill:* Starship Gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 10D



## Naboo Bomber

**Craft:** Naboo Bomber  
**Affiliation:** Naboo  
**Era:** Rise of the Empire  
**Source:** Gamer Magazine Issue 5  
**Type:** Starfighter/bomber  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Starfighter piloting: Naboo bomber  
**Crew:** 1  
**Passengers:** 2  
**Cargo Capacity:** 5 metric tons  
**Consumables:** 2 weeks  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 1D+1





**Sensors:**

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

**Weapons:**

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

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

**Bomb Chute** (30 ion bombs)

*Fire Arc:* Ventral  
*Skill:* Missile weapons: Ion Bombs  
*Fire Control:* 1D  
*Space Range:* 1/2/3  
*Atmosphere Range:* 500/1/2 km (altitude)  
*Damage:* 7D (actual damage, not ionization damage)

## Freefall Bomber



**Craft:** Royal Nubian *Freefall*-class Bomber

**Affiliation:** Naboo

**Era:** Rise of the Empire

**Type:** Bomber fighter

**Scale:** Starfighter

**Length:** 30 meters

**Skill:** Starfighter piloting: Freefall

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

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

**Cargo Capacity:** 20 metric tons

**Passengers:** 8

**Consumables:** 1 month

**Cost:** 220,000 (new)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**4 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 6D

**Bomb Chute** (20 bombs)

*Fire Arc:* Ventral

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 13D

## Jedi Starfighter



**Craft:** Kuat Systems Engineering Delta-7 *Aethersprite*-class Starfighter

**Affiliation:** Jedi Order

**Era:** Rise of the Empire

**Source:** d20 Rulebook (page 229)

**Type:** Starfighter

**Scale:** Starfighter

**Length:** 8 meters

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

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

**Crew Skill:** All skills typically at 4D

**Cargo Capacity:** 60 kilograms

**Consumables:** 1 week

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

**Hyperdrive Multiplier:** x1 (with booster ring, see below)

**Nav Computer:** Uses a modified astromech droid programmed with 10 jumps

**Maneuverability:** 3D

**Space:** 8

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

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 25/1D

*Scan:* 45/2D

*Search:* 65/2D+2

*Focus:* 3/3D+1



**Weapons:**

**2 Dual Lasers** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 6D

**Notes:** The Delta-7 requires a separate hyperdrive module in the form of a booster ring (the TransGalMeg Industries hyperdrive booster ring). Docking with the ring takes 3 rounds to accomplish, and requires a Difficult *starfighter piloting* skill check (the fighter's maneuverability counts for this roll). Additionally, the Delta-7 incorporates a specially-designed astromech droid (R4-P series), which is hardwired into the starfighter. Without the proper droid, the pilot suffers a -1D penalty to his *astrogation* skill checks. The droid suffers the same penalty to both its *astrogation* and *starfighter repair* skill checks.

## Jedi Interceptor



**Craft:** Kuat Systems Engineering Eta-2 *Actis*-class Interceptor

**Affiliation:** Jedi Order

**Era:** Rise of the Empire

**Source:** Wizards Website

**Type:** Interceptor

**Scale:** Starfighter

**Length:** 5.47 meters

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

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

**Cargo Capacity:** 20 kilograms

**Consumables:** 2 days

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

**Hyperdrive Multiplier:** x1 (with booster ring, see below)

**Nav Computer:** Uses a modified astromech droid programmed with 10 jumps

**Maneuverability:** 4D+2

**Space:** 16

**Atmosphere:** 515; 1,500 kmh

**Hull:** 2D+1

**Sensors:**

*Passive:* 10/0D

*Scan:* 15/1D

*Search:* 20/2D

*Focus:* 2/2D+1

**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**2 Light Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-300/1/2 km

*Damage:* 4D

**Notes:** The Eta-2 requires a separate hyperdrive module in the form of a booster ring (the TransGalMeg Industries hyperdrive booster ring). Docking with the ring takes 3 rounds, and requires a Difficult *starfighter piloting* roll (the fighter's maneuverability counts for this roll).

## V-19 Torrent



**Craft:** Slayn & Korpil V-19 Torrent Clone Fighter

**Affiliation:** Old Republic / Empire

**Era:** Rise of the Empire

**Type:** Short range assault starfighter

**Scale:** Starfighter

**Length:** 6 meters

**Skill:** Starfighter piloting: V-19 Torrent

**Crew:** 1

**Crew Skill:** Sensors 3D, starfighter piloting 3D, starship gunnery 3D, starship shields 3D

**Cargo Capacity:** 20 kilograms

**Consumables:** 2 days

**Hyperdrive Multiplier:** x1 (escort model only)

**Nav Computer:** Yes (escort model only)

**Maneuverability:** 3D+1

**Space:** 9

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

**Hull:** 3D+1

**Shields:** 1D+1

**Sensors:**

*Passive:* 20/1D

*Scan:* 35/2D

*Search:* 55/3D

*Focus:* 4/3D+2

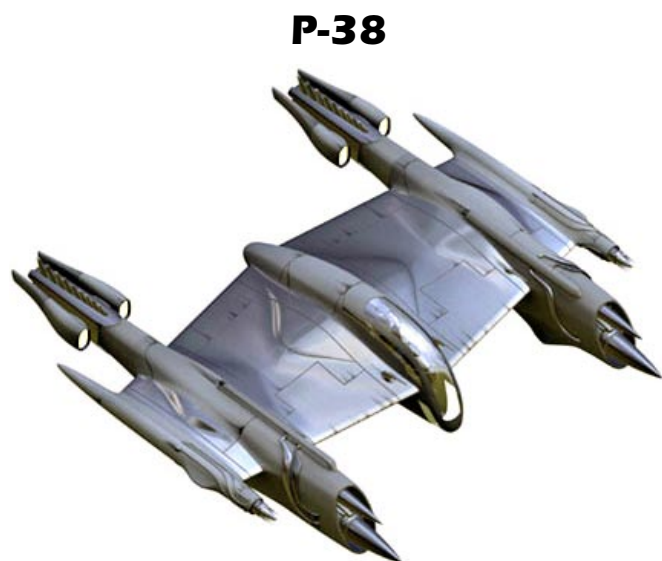
**Weapons:**

**2 Blaster Cannons**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 5D

**2 Concussion Missile Launchers** (3 missiles each)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 2-15/35/50  
*Atmosphere Range:* 200-1500/3.5/5 km  
*Damage:* 8D



**P-38**

**Craft:** Buuper Torskil Abbey Devices Porax-38 Starfighter

**Affiliation:** Utapaun / General

**Era:** Rise of the Empire

**Source:** Wizards Website

**Type:** Patrol starfighter

**Scale:** Starfighter

**Length:** 12.7 meters

**Skill:** Starfighter piloting: P-38

**Crew:** 1

**Cargo Capacity:** 65 kilograms

**Consumables:** 2 days

**Cost:** 120,000 (new)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to 4 jumps

**Maneuverability:** 2D+1

**Space:** 10

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

**Hull:** 3D

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/+2

*Scan:* 50/1D+1

*Search:* 80/3D+2

*Focus:* 5/4D

**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

**T-36 Skyfighter**



**Craft:** Incom T-36 Skyfighter

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Secrets of Tatooine (page 94)

**Type:** Near-orbit planetary defense fighter

**Scale:** Starfighter

**Length:** 8.2 meters

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

**Crew:** 1

**Crew Skill:** Varies

**Cargo Capacity:** 30 kilograms

**Consumables:** 2 hours

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

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 1D+1

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D

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

**Toscan 8-Q**

**Craft:** Shobquix Yards Toscan 8-Q Starfighter

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 53), Alliance Intelligence Reports (page 50)

**Type:** Multi-purpose starfighter

**Scale:** Starfighter

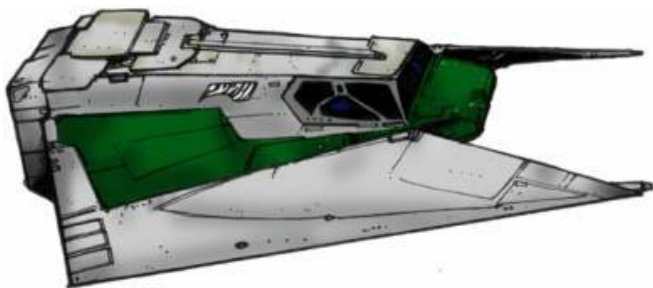


**Length:** 10.2 meters  
**Skill:** Starfighter piloting: Toscan 8-Q  
**Crew:** 1  
**Crew Skill:** All skills 3D+2  
**Cargo Capacity:** 75 kilograms  
**Consumables:** 1 day  
**Cost:** 35,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D

**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/+1  
*Search:* 50/1D+2  
*Focus:* 2/2D

**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 km  
*Damage:* 5D

## Zebra



**Craft:** Hyrotii Vehicle Works Zebra Starfighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Planets Collection (page 62)  
**Type:** Light short range starfighter  
**Scale:** Starfighter  
**Length:** 12.3 meters  
**Skill:** Starfighter piloting: Zebra  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D

**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 day  
**Cost:** 65,000 (new), 32,000 (used)  
**Maneuverability:** 2D

**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D

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

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

## TIE-Y Ugly



**Craft:** Average TIE-Y Ugly  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 54)  
**Type:** Patchwork starfighter

**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: TIE-Y  
**Crew:** 1

**Crew Skill:** Varies widely  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 2D

**Space:** 13  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D

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

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

## Patrol StarSpeeder

**Craft:** Echnos Protector StarSpeeder  
**Affiliation:** Echnos Patrol / General  
**Era:** Rise of the Empire  
**Source:** Adventure Journal 4 (page 203)  
**Type:** Patrol fighter  
**Scale:** Starfighter  
**Skill:** Starfighter piloting: StarSpeeder  
**Length:** 12 meters  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 195; 560 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 3/4D  
**Weapons:**  
**2 Laser Canons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## PTR-3 Vedette

**Craft:** Core Galaxy Systems PTR-3 Vedette  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Star Wars Gamer Issue 10  
**Type:** Snubfighter  
**Scale:** Starfighter  
**Length:** 10.5 meters  
**Skill:** Starfighter piloting: PTR-3  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 1 day  
**Cost:** 75,000 (new), 30,000 (used)  
**Maneuverability:** 2D  
**Space:** 9  
**Atmosphere:** 375; 1,080 kmh  
**Hull:** 3D+1  
**Shields:** 0D+2  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Hornet Interceptor



**Craft:** Modified Tenloss Hornet Interceptor  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** The Jedi Academy Sourcebook (pages 126-128), The Essential Guide to Vehicles and Vessels (pages 64-65)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Starfighter piloting: Hornet  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D+1  
**Cargo Capacity:** 80 kilograms  
**Consumables:** 5 days  
**Cost:** 75,000 (new), 32,000 (used)  
**Maneuverability:** 3D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 1D+2  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 65/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Turbo-charged Laser Cannons** (fire linked)\*  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-4/14/27  
*Atmosphere Range:* 100-400/1.4/2.7 km  
*Damage:* 10D  
 \*Once fired more than three times in a dogfight, the turbo-charged laser cannons rupture on a wild die roll of one, causing 6D damage to the ship itself.  
**Alternate Weapon Configuration:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/15/25  
*Atmosphere Range:* 100-300/1.5/2.5 km  
*Damage:* 5D+2

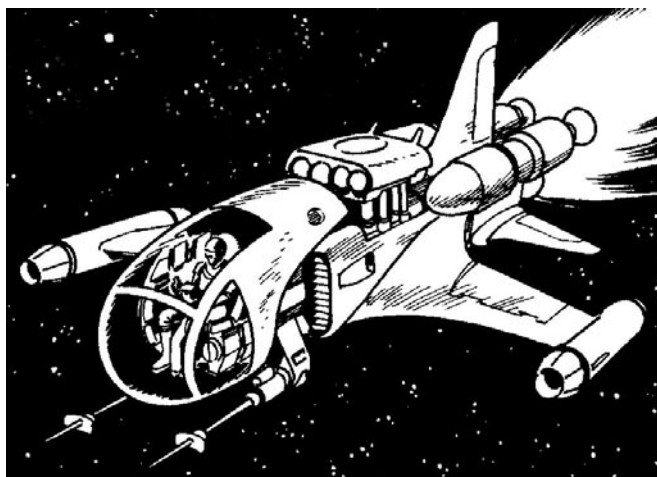
## Authority IRD



**Craft:** Authority IRD  
**Affiliation:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 102-103)  
**Type:** Multipurpose starfighter  
**Scale:** Starfighter  
**Length:** 8.5 meters  
**Skill:** Starfighter piloting: IRD  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D  
**Cargo Capacity:** 15 kilograms  
**Consumables:** 1 day  
**Cost:** Not available for sale  
**Maneuverability:** 2D (+2 in atmosphere)  
**Space:** 9  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 45/1D  
*Search:* 65/1D+2  
*Focus:* 2/2D+1  
**Weapons:**  
**2 Twin Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

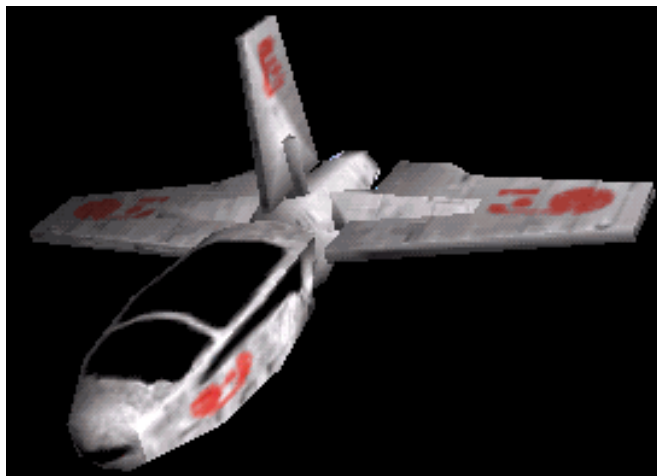
## Authority IRD-A

**Craft:** Authority IRD-A  
**Affiliation:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 102-103)  
**Type:** Multipurpose aerospace fighter  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Starfighter piloting: IRD  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D+2, ship gunnery 4D+1  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D+1 (2D in atmosphere)  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 4D



**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 50/1D+2  
*Focus:* 2/2D  
**Weapons:**  
**Twin Blaster Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Concussion Missile Tube**  
*Fire Arc:* Front  
*Skill:* Missile weapons: concussion missiles  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 7D

## Pinook Fighter



**Craft:** Joraan Drive Systems Pinook Starfighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Escort starfighter  
**Scale:** Starfighter  
**Length:** 9.5 meters  
**Skill:** Starfighter piloting: Pinook  
**Crew:** 1

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

**Cargo Capacity:** 100 kilograms

**Consumables:** 1 week

**Cost:** 85,000

**Hyderdrive Multiplier:** x2

**Nav Computer:** Limited to 4 jumps

**Maneuverability:** 2D

**Space:** 7.5

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

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 15/1D

*Scan:* 30/2D

*Search:* 60/3D

*Focus:* 2/3D+2

**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 1-300/1.2/2.5 km

*Damage:* 5D

**Concussion Missile Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700

*Damage:* 7D

**Hull:** 3D+2

**Shields:** 1D

**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+2

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

*Atmosphere Range:* 100-300/700/1.5 km

*Damage:* 7D

## Z-95 Mark I Headhunter



**Craft:** Incom/Subpro Z-95 Mark I Headhunter

**Affiliation:** General

**Era:** Old Republic

**Source:** Planets Collection (page 62)

**Type:** Multi-purpose starfighter

**Scale:** Starfighter

**Length:** 11.8 meters

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

**Crew:** 1

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

**Cargo Capacity:** 50 kilograms

**Consumables:** 1 day

**Cost:** 23,000 (in current condition)

**Maneuverability:** 1D

**Space:** 5

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

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**2 Triple Blasters** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

**Concussion Missiles**

*Fire Arc:* Front

*Skill:* Missile weapons: concussion missiles

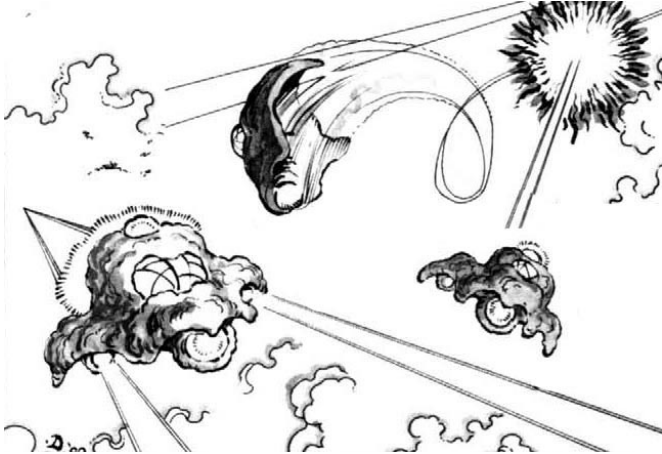
*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 30-100/300/700

*Damage:* 7D

## Charon Starfighter



**Craft:** Charon Starfighter

**Affiliation:** Charon

**Era:** Rise of the Empire

**Source:** Otherspace (page 40)

**Scale:** Starfighter

**Length:** 9 meters

**Skill:** Starfighter piloting

**Crew:** 1

**Crew Skill:** starfighter piloting 5D, starship shields 5D, starship gunnery 4D+2

**Cargo Capacity:** 50 kilograms

**Consumables:** 1 day

**Cost:** Not available for sale

**Maneuverability:** 2D

**Space:** 11

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

## Z-95 Headhunter



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

**Affiliation:** General / Rebel Alliance

**Era:** Rise of the Empire

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

**Type:** Multi-purpose starfighter

**Scale:** Starfighter

**Length:** 11.8 meters

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

**Crew:** 1

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

**Cargo Capacity:** 85 kilograms

**Consumables:** 1 day

**Cost:** 45,000 (used)

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**2 Triple Blasters** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

**Concussion Missiles**

*Fire Arc:* Front

*Skill:* Missile weapons: concussion missiles

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 30-100/300/700

*Damage:* 7D

## Z-95XT Trainer

**Craft:** Incom/Subpro Z-95XT

**Affiliation:** Rebel Alliance / General

**Era:** Rise of the Empire

**Source:** Rebel Alliance Sourcebook (pages 82-83)

**Type:** In-system courier/training vessel

**Scale:** Starfighter

**Length:** 12.2 meters

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

**Crew:** 1

**Crew Skill:** All skills 3D+2

**Passengers:** 1

**Cargo Capacity:** 200 kilograms

**Consumables:** 1 week

**Cost:** 49,860 (as modified)

**Maneuverability:** 1D

**Space:** 6

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

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**Two Triple Blasters** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

## Gauntlet

**Craft:** Shobquix Yards' Gauntlet Starfighter

**Affiliation:** General / Rebel Alliance

**Era:** Rise of the Empire

**Source:** Planets Collection (page 62)

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

**Scale:** Starfighter

**Length:** 14 meters

**Skill:** Starfighter piloting

**Crew:** 1, gunners: 1

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

**Cargo Capacity:** 85 kilograms

**Consumables:** 2 days

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

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 295; 850 kmh

**Hull:** 3D+2

**Shields:** 1D

**Sensors:**

*Passive:* 20/1D

*Scan:* 35/1D+2

*Search:* 45/2D

*Focus:* 5/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

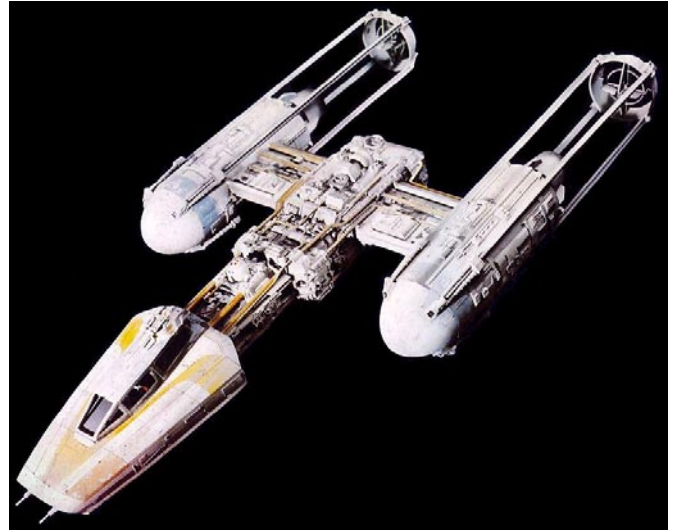
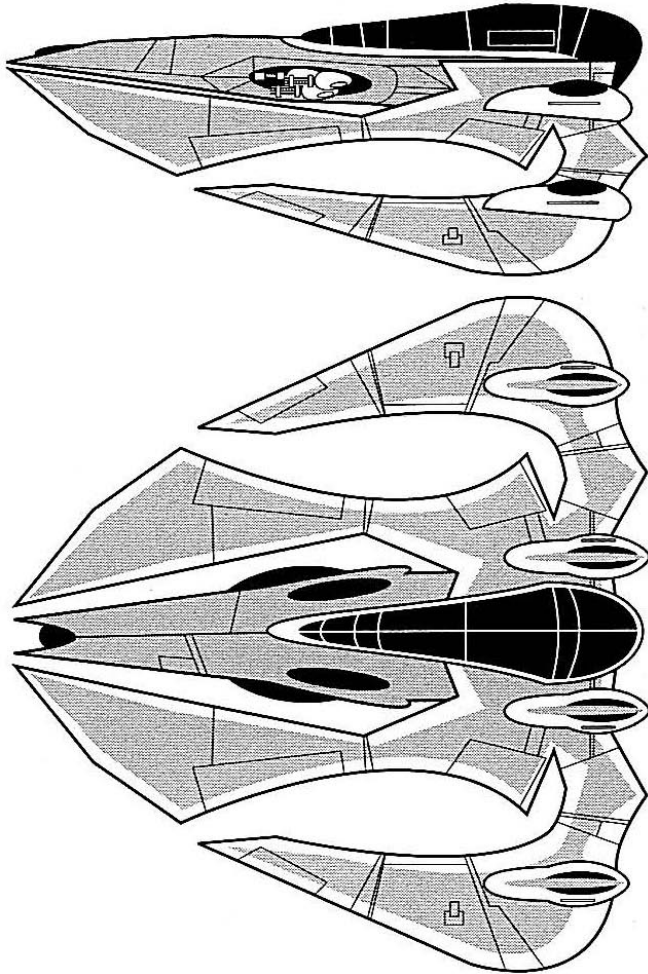
*Fire Control:* 2D

*Space Range:* 1-3/10/17

*Atmosphere Range:* 100-300/1/1.7 km

*Damage:* 4D





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

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**Proton Torpedo Launcher**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 8D

## Y-Wing

**Craft:** Koensayr BTL-S3 Y-wing

**Affiliation:** General / Rebel Alliance

**Era:** Rise of the Empire

**Source:** Rulebook (page 249), Rebel Alliance Sourcebook (pages 85-86), Star Wars Trilogy Sourcebook SE (pages 122-124), The Star Wars Sourcebook (pages 18-19), Galaxy Guide 1 – A New Hope (page 69), Dark Force Rising Sourcebook (pages 127-128), The Thrawn Trilogy Sourcebook (page 229), The Essential Guide to Vehicles and Vessels (pages 198-199)

**Type:** Attack starfighter

**Scale:** Starfighter

**Length:** 16 meters

**Skill:** Starfighter piloting: Y-wing

**Crew:** 1, gunners: 1, 1 astromech droid (can coordinate)

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

**Cargo Capacity:** 110 kilograms

**Consumables:** 1 week

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

**Hyperdrive Multiplier:** x1

**Nav Computer:** No (uses astromech droid programmed with 10 jumps)

**Maneuverability:** 2D

**Space:** 7

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

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**2 Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 9D

**2 Light Ion Cannons** (fire linked)

*Fire Arc:* Turret (may be fixed to forward to be fired by pilot at only 1D *fire control*)

*Crew:* 1

*Skill:* Starship gunnery

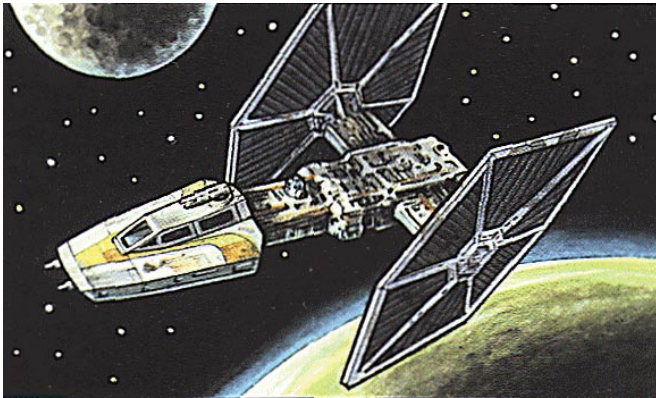
*Fire Control:* 3D

*Space Range:* 1/3/7

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

*Damage:* 4D

## Y-TIE Ugly



**Craft:** Average Y-TIE Ugly  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 53-54)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Starfighter piloting: Y-TIE  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

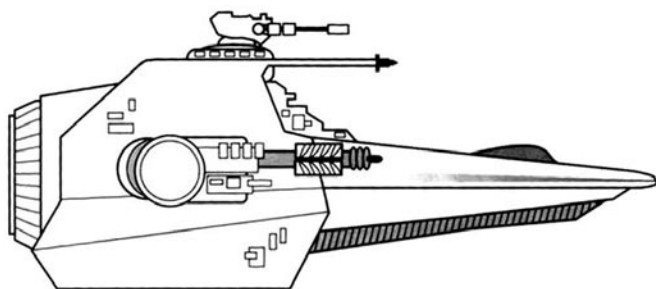
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 35/1D+1  
*Scan:* 55/2D+1  
*Search:* 80/3D+1  
*Focus:* 3/4D+1  
**Weapons:**  
**Twin Blaster Cannon** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

**PICTURE  
REMOVED**

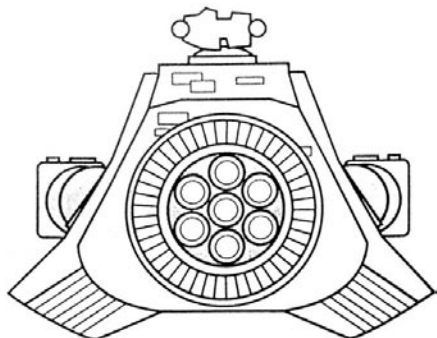
## Pursuer Enforcement Ship



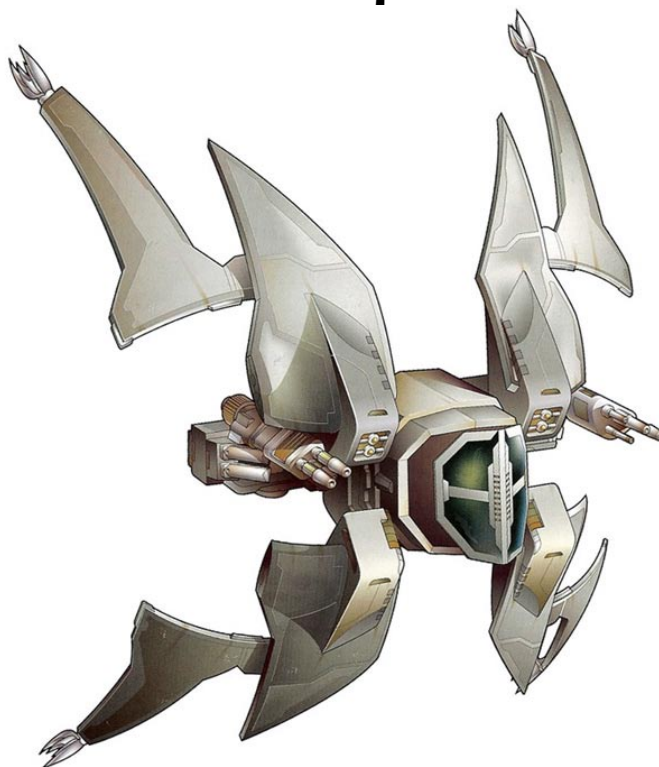
## Corsair Cruiser



**Craft:** SoroSuub *Corsair*-class Cruiser  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 9 – Fragments from the Rim (pages 63-64)  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 18 meters  
**Skill:** Starfighter piloting: Corsair  
**Crew:** 2, gunners: 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D  
**Cargo Capacity:** 90 kilograms  
**Consumables:** 2 days  
**Cost:** 275,000 credits  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Heavy Laser Cannons**  
*Fire Arc:* Front  
*Crew:* 1 (gunner)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Ion Cannons**  
*Fire Arc:* Turret  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere:* 100-300/700/3.6 km  
*Damage:* 3D



## StarViper



**Craft:** MandalMotors StarViper Assault Fighter  
**Affiliation:** Black Sun / General  
**Era:** Rise of the Empire  
**Source:** The Essential Guide to Vehicles and Vessels (pages 124-125)  
**Type:** Assault fighter  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Starfighter piloting: StarViper  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 2 months  
**Cost:** 350,000 credits  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D+2 (1D in atmosphere with wings extended)  
**Space:** 11  
**Atmosphere:** 435; 1,200 kmh  
**Hull:** 6D (front), 3D (back)  
**Shields:** 1D (front), 4D (back)  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**2 Double Heavy Laser Cannons**  
*Fire Arc:* Front (wings retracted); wings extended: 1 front/left/back, 1 front/right/back  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D (6D if fire-linked)

**2 Proton Torpedo Launchers** (3 torpedoes)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D

**Vanguard Heavy Assault Gunship**

**Craft:** Corellian *Vanguard*-class Heavy Assault Gunship  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Polyhedron Magazine 161 (pages 12-13)  
**Type:** Fighter  
**Scale:** Starfighter  
**Length:** 47 meters  
**Skill:** Starfighter piloting: *Vanguard*  
**Crew:** 6  
**Crew Skill:** All appropriate skills at 4D+1  
**Passengers:** 6  
**Cargo Capacity:** 220 kilograms  
**Consumables:** 2 weeks  
**Cost:** 115,700 (new), 69,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh

**Hull:** 5D+1

**Shields:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Turbolasers** (fire-linked)

*Fire Arc:* Front

*Scale:* Capital

*Skill:* Capital Ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**2 Blaster Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

**4 Proton Torpedo Launchers** (8 missiles each)

*Fire Arc:* Front

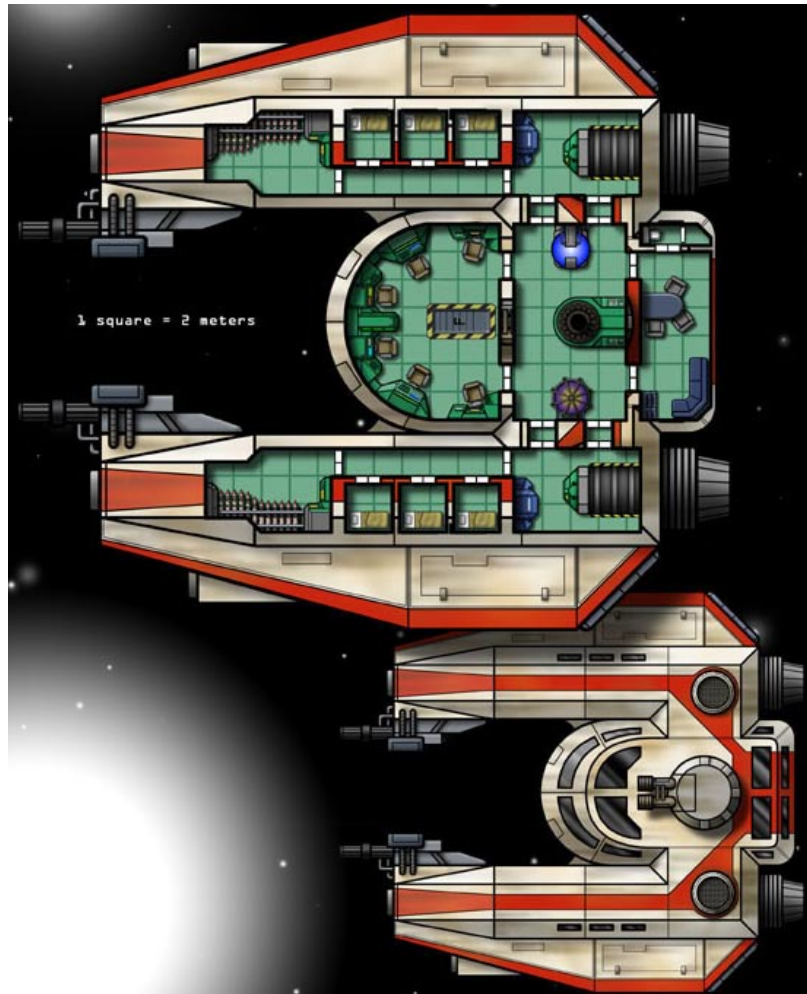
*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700

*Damage:* 9D



**Dagger-D Police Fighter**

**Craft:** Duro Defense Force Dagger-D Police Fighter

**Affiliation:** Duro / General

**Era:** Rebellion

**Source:** Coruscant and the Core Worlds (page 90)

**Type:** Starfighter

**Scale:** Starfighter

**Length:** 11.8 meters

**Skill:** Starfighter piloting: Dagger-D

**Crew:** 1

**Crew Skill:** 5D in all applicable skills

**Passengers:** 2

**Cargo Capacity:** 85 kilograms

**Consumables:** 2 days

**Cost:** 27,500 credits

**Maneuverability:** 2D+1

**Space:** 10

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

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 30/0D

*Scan:* 55/1D

*Search:* 85/2D+1

*Focus:* 5/4D

**Weapons:**

**2 Triple Blasters** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

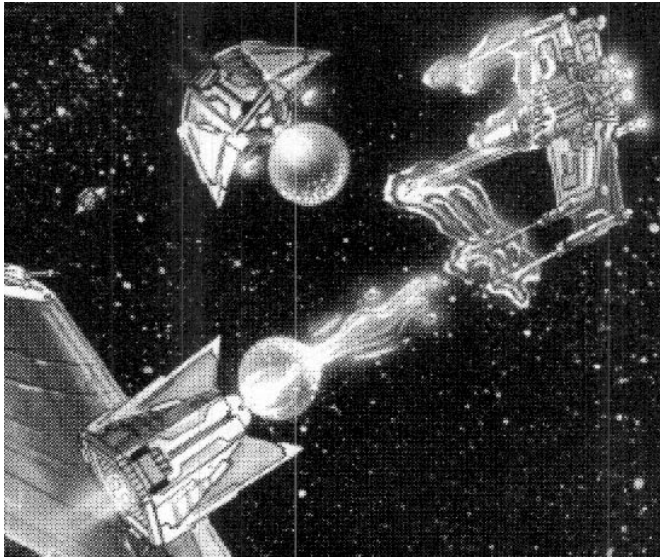
*Fire Control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

## Qektoth Confederation Starfighter



**Craft:** Modified Zebra Starfighter  
**Affiliation:** Qektoth Confederation  
**Era:** Rebellion  
**Source:** The DarkStryder Campaign: Kathol Rift (page 84)  
**Type:** Qektoth starfighter  
**Scale:** Starfighter  
**Length:** 12.3 meters  
**Skill:** Starfighter piloting: Zebra  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 5D+2  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 day  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D+1  
*Search:* 45/2D  
*Focus:* 3/2D+2  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**Bio-Plasmatic Gel Torpedo Launcher** (3 torpedoes)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/6/10  
*Atmosphere Range:* 100-300/600/1 km  
*Damage:* 5D\*  
**Note:** This gel clings to the hull of a starship, and continues burning until it freezes in space, or burns off in an atmosphere. While stuck to a ship, the gel does 5D damage for the first round, and 1D less damage each additional round. Resourceful pilots can remodulate their ship's particle shields to "buck" the gel off the ship. This requires a Moderate *starship shields* roll, during which the vessel's particle shields are down.

## M3-A Scyk



**Craft:** MandalMotors M3-A Scyk Light Hutt Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Type:** Light fighter  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Starfighter piloting: M3-A Scyk  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Consumables:** 2 days  
**Cargo Capacity:** 12 kilograms  
**Nav Computer:** Yes  
**Hyperdrive Multiplier:** x3  
**Maneuverability:** 3D+2  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 40/3D  
*Focus:* 3/4D  
**Weapons:**  
**2 Light Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmospheric Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Concussion Missile Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmospheric Range:* 50-100/300/700  
*Damage:* 8D

## G1-M4-C Dunelizard



**Craft:** MandalMotors G1-M4-C Dunelizard Medium Hutt Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Type:** Medium fighter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Starfighter piloting: G1-M4-C Dunelizard  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Consumables:** 4 days  
**Cargo Capacity:** 85 kilograms  
**Nav Computer:** Yes  
**Hyperdrive Multiplier:** x3  
**Maneuverability:** 2D+2  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 40/3D  
*Focus:* 3/4D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-3/12/25  
*Atmospheric Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1/3/7  
*Atmospheric Range:* 50-100/300/700  
*Damage:* 8D

## M12 Kimogila



**Craft:** MandalMotors M12-L "Kimogila" Heavy Hutt Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Type:** Heavy fighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: M12 Kimogila  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Consumables:** 1 week  
**Cargo Capacity:** 110 kilograms  
**Nav Computer:** Yes  
**Hyperdrive Multiplier:** x3  
**Maneuverability:** 1D+2  
**Space:** 6  
**Move:** 330; 950 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 40/3D  
*Focus:* 3/4D  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmospheric Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/1/17  
*Atmospheric Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmospheric Range:* 50-100/300/700  
*Damage:* 8D

## X-TIE Ugly



**Craft:** Incom T-65B X-wing-TIE Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Cracken's Threat Dossier (page 144)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to one jump  
**Maneuverability:** 3D+1  
**Space:** 9  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/3D+1  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## "Clutch" Ugly

**Craft:** Custom Modified TIE Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 6.2 meters



**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 3D+2, starship shields 2D+2  
**Cargo:** 60 kilograms  
**Cost:** Not available for sale  
**Maneuverability:** 3D+1  
**Space:** 11  
**Atmosphere:** 435; 1,350 kmh  
**Hull:** 2D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/25  
*Atmosphere Range:* 1-500/1.5/2.5 km  
*Damage:* 6D  
**Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5 km  
*Damage:* 4D

## Manta Assault Starfighter



**Craft:** Tapani Starship Cooperative *Manta*-class Starfighter

**Affiliation:** Tapani Sector / General

**Era:** Rebellion

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

**Type:** Intermediate assault starfighter

**Scale:** Starfighter

**Length:** 12 meters

**Skill:** Starfighter piloting: *Manta*-class starfighter

**Crew:** 1, gunners: 1

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

**Cargo Capacity:** 100 kilograms

**Consumables:** 1 week

**Cost:** 95,000 (new)

**Maneuverability:** 3D+1 (attack form.), 1D (intercept form.)

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

**Hull:** 2D+1

**Shields:** 2D+1

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 80/1D+2

*Focus:* 2/2D+1

**Weapons:**

**2 Light Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-250/1/1.5 km

*Damage:* 3D

**2 Medium Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-300/1.2/1.7 km

*Damage:* 4D+1

**2 Heavy Laser Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+2

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

*Atmosphere Range:* 100/750/1.2 km

*Damage:* 6D

## R-41 Starchaser

**Craft:** FreiTek Inc. R-41 Starchaser

**Affiliation:** General / Rebel Alliance

**Era:** Rebellion

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 11 meters

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

**Crew:** 1

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

**Cargo Capacity:** 35 kilograms

**Consumables:** 2 days

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 10

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

**Hull:** 2D

**Shields:** 2D+1



**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**2 Ion Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/7/36

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

*Damage:* 4D

## Razor Fighter



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

**Affiliation:** General

**Era:** Rebellion

**Type:** Attack starfighter

**Scale:** Starfighter

**Length:** 13.6 meters

**Skill:** Starfighter piloting: Razor fighter

**Crew:** 1

**Cargo Capacity:** 100 kilograms

**Consumables:** 2 days

**Cost:** 140,000 (new), 80,000 (used)

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x10

**Nav Computer:** Limited to 5 Jumps

**Maneuverability:** 2D

**Space:** 7

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

**Hull:** 3D

**Shields:** 1D



**Sensors:**

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

**Weapons:**

**Dual Lasers**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D+2

**Dual Ion Cannons**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

**2 Concussion Missile Tubes** (8 missiles)

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

**Hyperdrive Backup:** Yes

**Nav Computer:** Astromech droid holds 10 jumps

**Maneuverability:** 3D

**Space:** 9

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

**Hull:** 3D+1

**Shields:** 1D+1

**Sensors:**

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

**Weapons:**

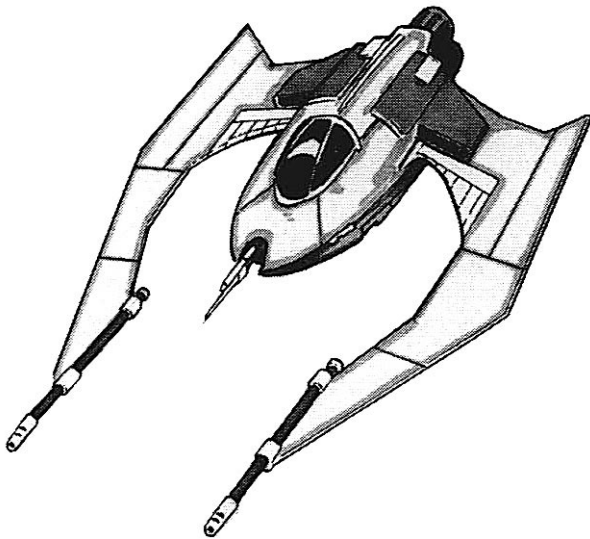
**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-4/15/30  
*Atmosphere Range:* 100-300/1.2/1.5 km  
*Damage:* 5D

**Concussion Missile Tube** (5 missiles)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1/5/9  
*Atmosphere Range:* 50-100/500/900  
*Damage:* 9D

## Miy'til Fighter



**Craft:** Hapan Cluster Miy'til Fighter

**Affiliation:** Hapes Consortium

**Era:** Rebellion

**Source:** Cracken's Threat Dossier (page 45), Starships of the Galaxy (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 160-161)

**Type:** Heavy combat starfighter

**Scale:** Starfighter

**Length:** 7.5 meters

**Skill:** Starfighter piloting: Miy'til fighter

**Crew:** 1 (plus astromech droid)

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

**Cargo Capacity:** 25 kilograms

**Consumables:** 1 week

**Cost:** 210,000

**Hyperdrive Multiplier:** x1.5

## Miy'til Assault Bomber

**Craft:** Hapes Consortium Miy'til Assault Bomber

**Affiliation:** Hapes Consortium

**Era:** Rebellion

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

**Type:** Bomber

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Starfighter piloting: Miy'til assault bomber

**Crew:** 2

**Cargo Capacity:** 400 kilograms

**Consumables:** 2 days

**Cost:** 200,000 (new)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Astromech droid holds 10 jumps

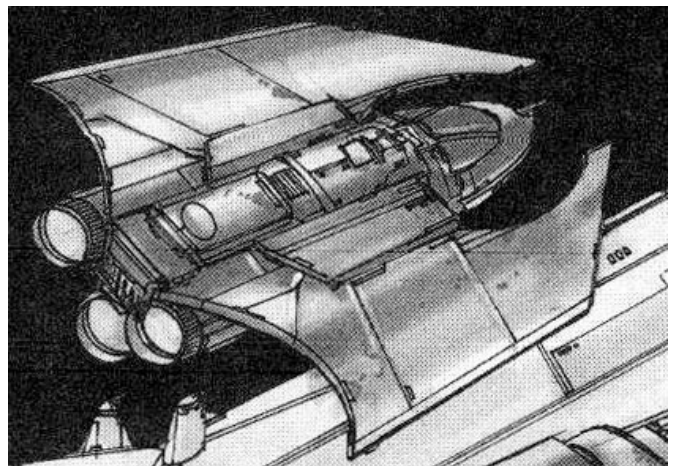
**Maneuverability:** 1D+2

**Space:** 8

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

**Hull:** 4D

**Shields:** 2D



**Sensors:**

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

**Weapons:**

**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-4/15/30  
*Atmosphere Range:* 100-400/1.5/3 km  
*Damage:* 5D

**2 Concussion Missile Tubes** (fire-linked, 16 heavy concussion missiles each)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1/5/9  
*Atmosphere Range:* 50-100/500/900  
*Damage:* 10D

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

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

*Damage:* 5D

**Proton Torpedo Launcher** (6 torpedoes)

*Fire Arc:* Front

*Skill:* starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-3/7/13

*Atmosphere Range:* 100-300/700/1.3 km

*Damage:* 9D

## Planetary Fighter



**Craft:** Sorosuub Planetary Fighter

**Affiliation:** General

**Era:** Rebellion

**Type:** Short range starfighter

**Scale:** Starfighter

**Length:** 17.4 meters

**Skill:** starfighter piloting: planetary fighter

**Crew:** 1, gunners: 1

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

3D+1, starship shields 2D+1

**Cargo Capacity:** 75 kilograms

**Consumables:** 2 days

**Cost:** 68,000

**Maneuverability:** 2D

**Space:** 9

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

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

*Passive:* 25/1D

*Scan:* 50/2D

*Search:* 80/3D

*Focus:* 4/4D

**Weapons:**

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

*Fire Arc:* Front

*Skill:* starship gunnery

*Fire Control:* 2D

## Supa Fighter



**Craft:** Joraan Drive Systems *Supa*-class Starfighter

**Affiliation:** General / Black Sun

**Era:** Rebellion

**Scale:** Starfighter

**Length:** 19 meters

**Skill:** Starfighter piloting: Supa fighter

**Crew:** 1

**Cargo Capacity:** 250 kilograms

**Cost:** 180,000 (new)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x7

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 8

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

**Hull:** 3D+2

**Shields:** 1D+2

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 80/1D+2

*Focus:* 2/2D+1

**Weapons:**

**Dual Lasers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 100-300/1.2/1.7 km

*Damage:* 6D

**Ion Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 100-250/1/1.5 km

*Damage:* 4D

**Two Proton Torpedo Launchers** (8 torpedoes)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+1

Space Range: 1/3/7  
 Atmosphere Range: 30-100/300/700  
 Damage: 9D

## Preybird Fighter



**Craft:** Sorosuub *Preybird*-class Starfighter  
**Affiliation:** General / New Republic  
**Era:** Rebellion  
**Source:** The Last Command Sourcebook (pages 132-133), The Thrawn Trilogy Sourcebook (pages 225-226)  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Starfighter piloting: Preybird  
**Crew:** 1, gunners: 1  
**Crew Skill:** Astrogation 4D, starfighter piloting 4D+2, starship gunnery 5D, starship shields 4D  
**Cargo Capacity:** 15 kilograms  
**Consumables:** 4 days  
**Cost:** 200,000 credits  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to five jumps  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Concussion Missile Launchers**  
*Fire Arc:* 1 front, 1 rear  
*Skill:* Starship gunnery  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D

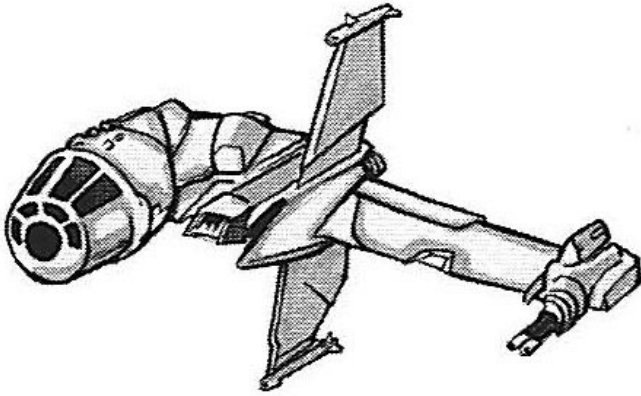
## Ssi-ruuvi Battle Droid

**Craft:** Ssi-ruuvi *Swarm*-class Battle Droid  
**Affiliation:** Ssi-ruuk  
**Era:** New Republic  
**Source:** The Truce at Bakura Sourcebook (pages 123-124), The Essential Guide to Vehicles and Vessels (pages 150-151)  
**Type:** Alien drone fighter  
**Scale:** Starfighter  
**Length:** 2 meters  
**Skill:** Special (see below)  
**Maneuverability:** 4D+2  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 1D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/2D  
*Scan:* 40/2D+2  
*Search:* 60/3D  
*Focus:* 3/4D  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D



**Notes:** When controlled directly by Ssi-ruuvi cruisers, battle droids use the following skill die codes: starfighter piloting 4D, starship gunnery 3D+1, starship shields 3D+2. When acting on their own - and merely relaying on data back to Ssi-ruuvi Cruisers - Battle droids have the following skill die codes: starfighter piloting 5D, starship gunnery 4D+1, starship shields 4D+2.  
*Weapon Damage:* A single laser cannon does 3D damage. Two or three of the cannons may be linked together to do 4D damage, while all four cannons may be linked for 5D damage. Fire-linking these weapons can be accomplished automatically.  
*Energy Absorption:* If a battle droid is hit by an incoming laser or Turbolaser blast (does not apply for ion cannons, tractor beams, concussion missiles or proton torpedoes) and the intelligence controlling the shields makes a Moderate starship shields roll, the micro-filament grid has been properly aligned to absorb part of the incoming energy. If this is successful, on the next round an extra 1D may be added to either shields or weapon damage or the droid's speed can be improved to Space: 11, Atmosphere: 435; 1,250 kmh for one round. If the ship is heavily damaged or worse, the micro-filament grid is overloaded and the energy is not absorbed.  
*Sensor Tracking:* The highly-radioactive exhaust of Ssi-ruuvi battle droids makes them easy to track. Enemy sensor operators get a +2D bonus to sensors when searching for and tracking these ships.  
**Gamemaster Notes:** Ssi-ruuvi battle droids are extremely agile and move erratically in combat. The first time a character battle Ssi-ruuvi droids, he suffers a -1D penalty to starship gunnery (or -2D penalty for capital ship gunnery) for the first five rounds of combat. After this period of time has elapsed, the character has "accustomed" to the odd movements of battle droids and can use his or her full gunnery skill.

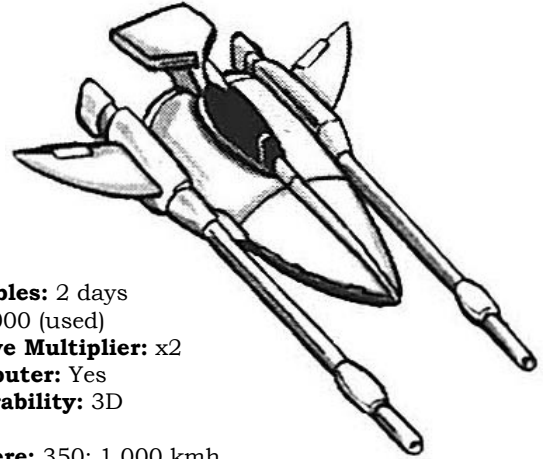
## Corellian B-Wing "Ugly"



**Craft:** Average Corellian/B-wing "Ugly"  
**Affiliation:** General  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 140)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 16.9 meters  
**Skill:** Starfighter piloting  
**Crew:** 1, gunners: 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1  
**Passengers:** 6  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 week  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to two jumps  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 750 kmh  
**Hull:** 2D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**Anti-Infantry Turbolaser Cannon**  
*Fire Arc:* Turret  
*Scale:* Speeder  
*Crew:* 1  
*Skill:* Vehicle blasters/starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

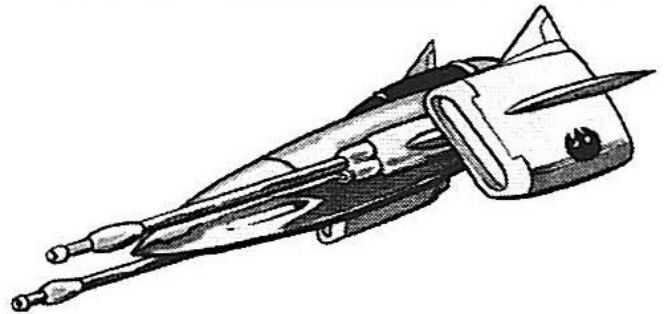
### LAF-250

**Craft:** Corellian Light Attack Fighter-250  
**Affiliation:** Corellian Defense Force / General  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 141)  
**Type:** Multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: light attack fighter  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 65 kilograms



**Consumables:** 2 days  
**Cost:** 35,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 5  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 50/1D+2  
*Focus:* 2/2D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 5D

### HLAF-500



**Craft:** Corellian Heavy/Light Attack Fighter-500  
**Affiliation:** Corellian Defense Force / General  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 142)  
**Type:** Multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: HLAf-500  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** 40,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 4D  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 2D  
**Shields:** 2D

**Sensors:**

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

**Weapons:**

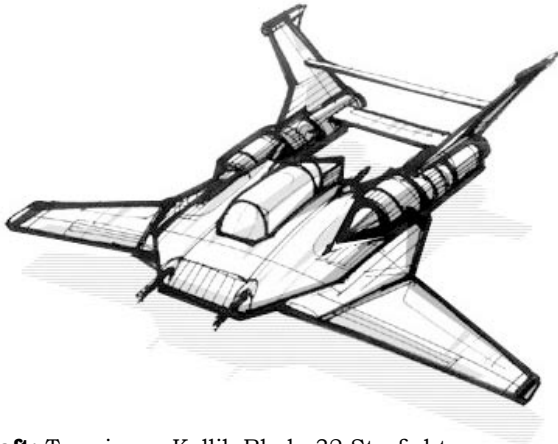
**2 Laser Cannons**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 5D

**2 Proton Torpedo Launchers**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D

**Blade-32**

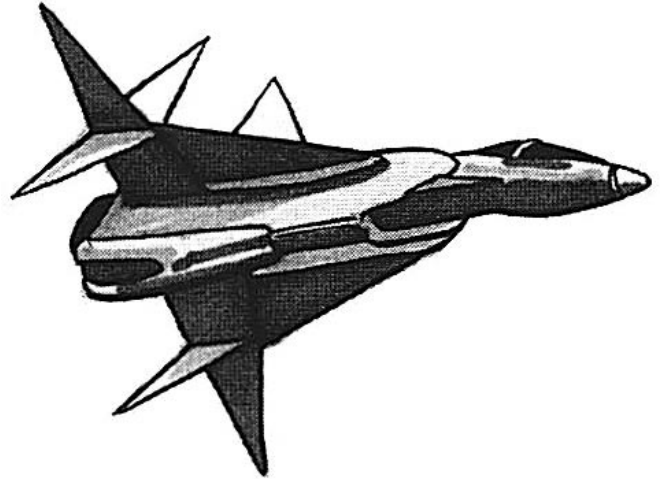


**Craft:** Tarrvin-on-Kallik Blade-32 Starfighter  
**Affiliation:** Adumar  
**Era:** New Republic  
**Type:** Aerospace superiority starfighter  
**Scale:** Starfighter  
**Length:** 12.6 meters  
**Skill:** Starfighter piloting: Blade-32  
**Crew:** 1  
**Crew Skill:** starfighter piloting 4D, starship gunnery 5D+1  
**Cargo:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** 55,000 (new), 25,000 (used)  
**Maneuverability:** 2D+2  
**Space:** 7  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 45/1D+2  
*Search:* 75/2D+1  
*Focus:* 4/3D  
**Weapons:**  
**4 Laser Cannons** (fire-linked by pairs)  
*Fire Arc:* 2 front, 2 rear  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

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

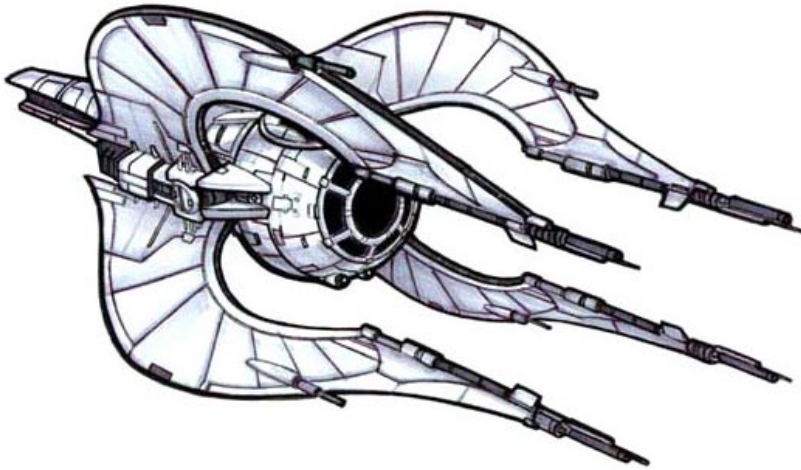
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 7D

**Yevethan D-type Fighter**



**Craft:** Yevethan "D-type" Starfighter  
**Affiliation:** Yevethan  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 97)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 1 day  
**Cost:** Not available for sale  
**Maneuverability:** 3D+2  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 80/2D  
*Focus:* 4/4D  
**Weapons:**  
**3 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## Clawcraft

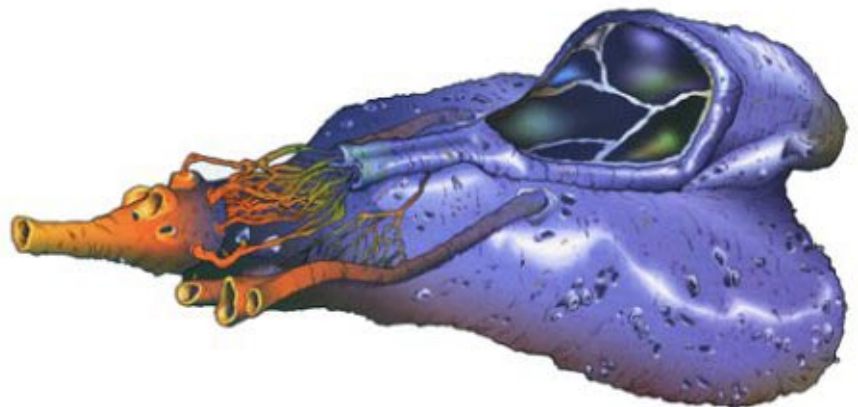


**Craft:** Chiss Nssis-class Clawcraft  
**Affiliation:** Chiss Empire  
**Era:** New Jedi Order  
**Source:** Gamer Magazine Issue 5  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 7.65 meters  
**Skill:** Starfighter piloting: Clawcraft  
**Crew:** 1  
**Crew Skill:** Typically 8D in relevant skills  
**Passengers:** None  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** No  
**Maneuverability:** 3D+1  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 25/1D+1  
*Scan:* 40/2D+1  
*Search:* 60/3D+1  
*Focus:* 4/4D  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship Gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 7D

## Yorik-et Coralskipper

**Craft:** Yuuzhan Vong Yorik-et Coralskipper  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (pages 31-32), d20 Core Rulebook (page 184)  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 13 meters  
**Skill:** Starfighter piloting: Yorik-et  
**Crew:** 1  
**Crew Skill:** 5D in all appropriate skills  
**Passengers:** None  
**Cargo Capacity:** 1.3 metric tons  
**Consumables:** 1 day  
**Cost:** Not available for sale  
**Maneuverability:** 2D+1  
**Space:** 9  
**Atmosphere:** 295; 850 kmh

**Hull:** 3D+1  
**Shields:** 1D+2 (dovin basal)  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 60/1D  
*Search:* 90/2D  
*Focus:* 3/4D  
**Weapons:**  
**2 Volcano Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Dovin Basal "Tractor"**  
*Fire Arc:* Any  
*Skill:* Starship gunnery  
*Fire Control:* 0D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/2.5 km  
*Damage:* Up to 1D+2 (see the entry on "Dovin Basals")



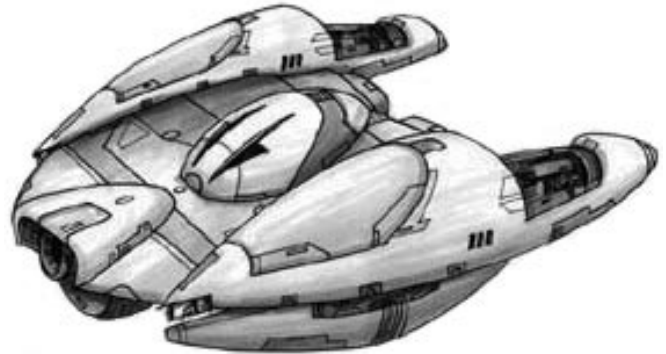
# Separatists

## Droid Starfighter



**Craft:** Xi Char Variable Geometry Self-Propelled Battle Droid, Mk. 1  
**Affiliation:** Trade Federation / Separatists  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 8), d20 Rulebook (page 229)  
**Type:** Autonomous starfighter  
**Scale:** Starfighter  
**Length:** 3.5 meters  
**Skill:** Starfighter piloting  
**Crew:** 0 (droid brain)  
**Crew Skill:** All skills 4D+1  
**Cargo Capacity:** None  
**Consumables:** None  
**Cost:** 19,000 (new), 5000 (used)  
**Maneuverability:** 3D  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 4D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 0D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**2 Energy Torpedo Launchers** (4 torpedoes each)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700  
*Damage:* 9D

## Droid Bomber



**Craft:** Xi Char Cathedral Factories Droid Bomber  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Type:** Surface bomber  
**Scale:** Starfighter  
**Length:** 3.9 meters  
**Skill:** Droid programming; droid bomber  
**Crew:** None (droid control ship)  
**Crew Skill:** Starfighter piloting 2D, starship gunnery 3D, starship shields 2D  
**Cargo:** 80 kilograms  
**Cost:** 74,000 for four; 5,000 for control unit  
**Maneuverability:** 1D+1  
**Space:** 7  
**Atmosphere:** 500; 1,350 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 50/2D  
*Focus:* 3/2D+1  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5km  
*Damage:* 4D  
**2 Energy Torpedo Launchers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1/3/5  
*Atmosphere Range:* 50-100/300/500 km  
*Damage:* 9D  
**Proton Bomb Launcher**  
*Fire Arc:* Ventral  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1/3/5  
*Atmosphere Range:* 1-100/300/500 km  
*Damage:* 13D

## Scarab



**Craft:** Xi Char Scarab  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Type:** Drone starfighter  
**Scale:** Starfighter  
**Length:** 3.8 meters  
**Skill:** Starfighter piloting: Scarab  
**Crew:** None (droid brain)  
**Crew Skill:** Starfighter piloting 2D, starship gunnery 3D, sensors 3D  
**Cost:** 21,000 (new), 4,000 (used)  
**Maneuverability:** 1D+2  
**Space:** 4  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 5/0D  
*Scan:* 15/1D  
*Search:* 25/2D  
*Focus:* 1/3D  
**Weapons:**  
**4 Blaster Cannons** (fire-linked in pairs)  
*Fire Arc:* Front  
*Scale:* Speeder  
*Skill:* Vehicle blasters  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 100-300/700/1.5 km  
*Damage:* 5D

## Advanced Droid Starfighter

**Craft:** Xi Char Variable Geometry Self-Propelled Battle Droid, Mk. 2  
**Affiliation:** Trade Federation  
**Era:** Rise of the Empire  
**Type:** Advanced droid starfighter  
**Scale:** Starfighter  
**Length:** 3.5 meters  
**Skill:** Starfighter piloting: advanced droid starfighter  
**Crew:** None (droid brain)  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 3D+2, sensors 3D  
**Cost:** 60,000 (new), 19,000 (used)  
**Maneuverability:** 2D+2  
**Space:** 10  
**Atmosphere:** 415; 1,180 kmh  
**Hull:** 4D



**Sensors:**  
*Passive:* 5/0D  
*Scan:* 15/1D  
*Search:* 25/2D  
*Focus:* 1/3D  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Proton Torpedo Launchers** (4 torpedoes each)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 100-300/700/1.5 km  
*Damage:* 9D

## Advanced Droid Bomber



**Craft:** Xi Char Cathedral Factories Advanced Droid Bomber  
**Affiliation:** Trade Federation  
**Era:** Rise of the Empire  
**Type:** Anti-capital ship and surface bomber  
**Scale:** Starfighter  
**Length:** 3.9 meters  
**Skill:** Droid programming: advanced droid bomber  
**Crew:** None (droid control ship)  
**Crew Skill:** Starfighter piloting 2D, starship gunnery 3D  
**Cargo:** 60 kilograms  
**Cost:** 80,000 for four; 5,000 for control unit  
**Maneuverability:** 1D+2  
**Space:** 9  
**Atmosphere:** 500; 1,350 kmh  
**Hull:** 3D+2



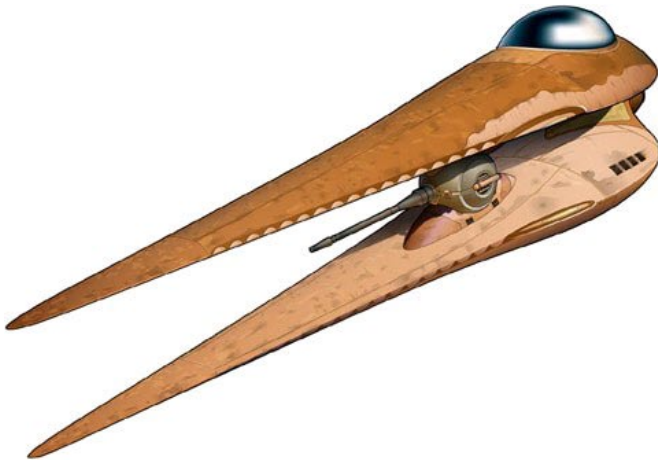
**Sensors:**

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

**Weapons:**

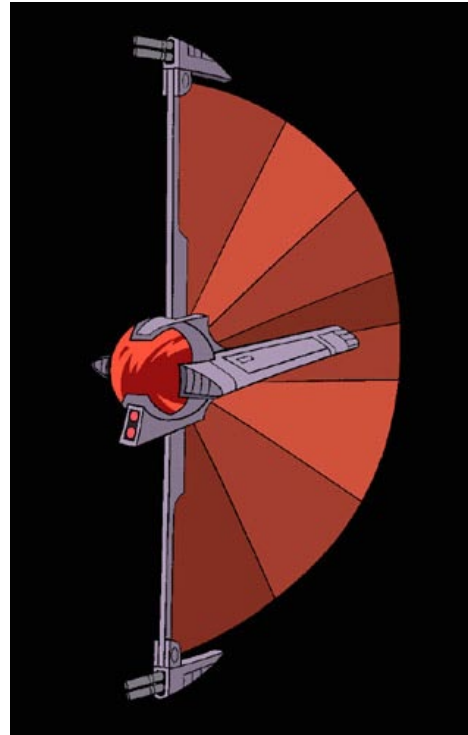
**2 Heavy Proton Missile Launchers** (fire-linked, 16 carried)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 1-300/700/1.5 km  
*Damage:* 10D

## Geonosian Starfighter



**Craft:** Huppla Pasa Tisc Shipwrights Collective's Nantex-class Territorial Defence Fighter  
**Affiliation:** Separatists  
**Era:** Rise of the Empire  
**Type:** Light interceptor starfighter  
**Scale:** Starfighter  
**Length:** 9.8 meters  
**Skill:** starfighter piloting: Nantex-class starfighter  
**Crew:** 1  
**Crew Skill:** starfighter piloting 3D+1, starship gunnery 3D+2, starship shields 3D  
**Cargo Capacity:** 40 kilograms  
**Consumables:** 1 day  
**Cost:** Not available for sale (estimated value 72,000 credits)  
**Maneuverability:** 2D+1  
**Space:** 10  
**Atmosphere:** 415, 1,200 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 45/1D+1  
*Search:* 85/2D+2  
*Focus:* 4/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Geonosian Fanblade Starfighter



**Craft:** Huppla Pasa Tisc Shipwrights Collective *Ginivex*-class Starfighter  
**Affiliation:** Separatists  
**Era:** Rise of the Empire  
**Type:** Aggressive starfighter  
**Scale:** Starfighter  
**Length:** 8.7 meters  
**Skill:** Starfighter piloting: Fanblade  
**Crew:** 1  
**Cargo Capacity:** 20 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 4D  
**Space:** 13  
**Atmosphere:** 475; 1,350 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Fanblades:** When in combat mode with fans extended, shields gain a +2D bonus, but attackers gain a +2 bonus to hit. Sensor rolls to detect the ship gain a +3D bonus.  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/+1  
*Search:* 50/1D+2  
*Focus:* 2/2D  
*Ion Bafflers:* When not in combat mode, baffled drive adds +1D to *sensors* difficulty to detect ship.  
**Weapons:**  
**2 Double Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/15/25  
*Atmosphere Range:* 100-300/1.5/2.5 km  
*Damage:* 3D+2

## Mankvim-814



**Craft:** Feethan Ottraw Scalable Assemblies Mankvim-814  
**Affiliation:** Techno Union  
**Era:** Rise of the Empire  
**Type:** Light interceptor  
**Scale:** Starfighter  
**Length:** 10.7 meters  
**Skill:** Starfighter piloting: Mankvim-814  
**Crew:** 1  
**Cargo Capacity:** None  
**Cost:** 15,000 (new), 6,000 (used)  
**Consumables:** 2 hours  
**Maneuverability:** 2D+2  
**Space:** 11  
**Atmosphere:** 500; 1,450 kmh  
**Hull:** 1D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D  
**Weapons:**  
**Twin Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 2D

## Belbullab-22

**Craft:** Feethan Ottraw Scalable Assemblies Belbullab-22  
Starfighter  
**Affiliation:** Separatists / General  
**Era:** Rise of the Empire  
**Type:** Heavy fighter  
**Scale:** Starfighter  
**Length:** 6.71 meters  
**Skill:** Starfighter piloting: Belbullab-22  
**Crew:** 1  
**Cargo Capacity:** 15 kilograms  
**Consumables:** 1 week  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 1D



**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D  
**Weapons:**  
**2 Triple Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D+1

## Tri-Fighter



**Craft:** Colla Designs/Phlac-Arphoc Automata Industries  
Tri-Fighter  
**Alignment:** Separatists  
**Era:** Rise of the Empire  
**Source:** Wizards Website  
**Type:** Droid starfighter  
**Scale:** Starfighter  
**Length:** 5.4 meters  
**Skill:** Starfighter piloting: Tri-fighter  
**Crew:** None (droid brain)  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+1  
**Cost:** 20,000 (new), 8,000 (used)  
**Maneuverability:** 2D+1  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D

# Imperial

## V-Wing



**Sensors:**

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

**Weapons:**

**Medium Laser Cannon**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/12/20  
*Atmosphere Range:* 100-500/1.2/2 km  
*Damage:* 5D

**3 Light Laser Cannons** (fire-linked)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D

**Buzz Droid Missile Launcher** (2-6 carried)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700 m  
*Damage:* For every 3 points by which the attack roll beats the difficulty, an additional buzz droid lands on the target, to a maximum of five buzz droids. See buzz droid stats in the Droids Stats book, pages 26-27.

**Craft:** Kuat Systems Engineering Alpha-3 *Nimbus*-class “V-wing” Starfighter

**Affiliation:** Old Republic / Empire

**Era:** Rise of the Empire

**Source:** Wizards Website

**Type:** Starfighter

**Scale:** Starfighter

**Length:** 7.9 meters

**Skill:** Starfighter piloting: V-wing

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

**Cargo Capacity:** 60 kilograms

**Consumables:** 15 hours

**Cost:** 102,500 (new), 45,000 (used)

**Maneuverability:** 4D+1

**Space:** 15

**Atmosphere:** 500; 1,450 kmh

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

*Search:* 50/2D

*Focus:* 3/3D

**Weapons:**

**2 Twin Laser Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

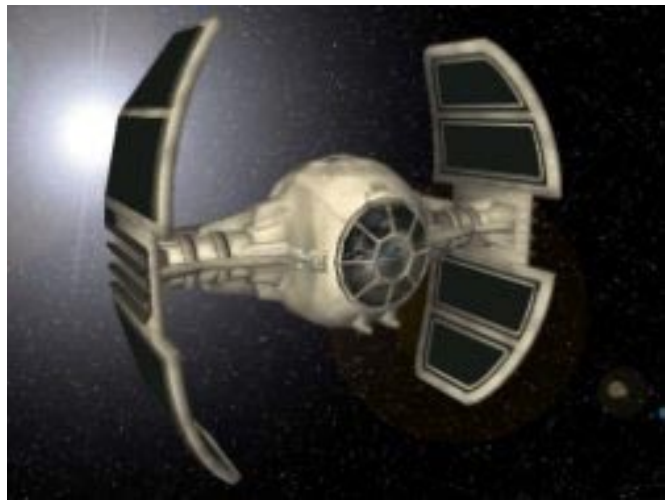
*Damage:* 3D

## ARC-170



**Craft:** Incom/Subpro ARC-170 (Aggressive Reconnaissance)  
**Affiliation:** Old Republic / Empire  
**Era:** Rise of the Empire  
**Source:** Wizards Website  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 14.5 meters  
**Skill:** Starfighter piloting: ARC-170  
**Crew:** 2 and astromech droid (can coordinate), gunners: 1, skeleton: 1/+10  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 5 days  
**Cost:** 155,000 (new), 70,000 (used)  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** No (uses astromech with 10 jumps)  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 70/2D  
*Focus:* 3/3D+1  
**Weapons:**  
**2 Medium Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Rear turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/12/2 km  
*Damage:* 5D  
**Proton Torpedo Launcher** (6 torpedoes)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700  
*Damage:* 9D

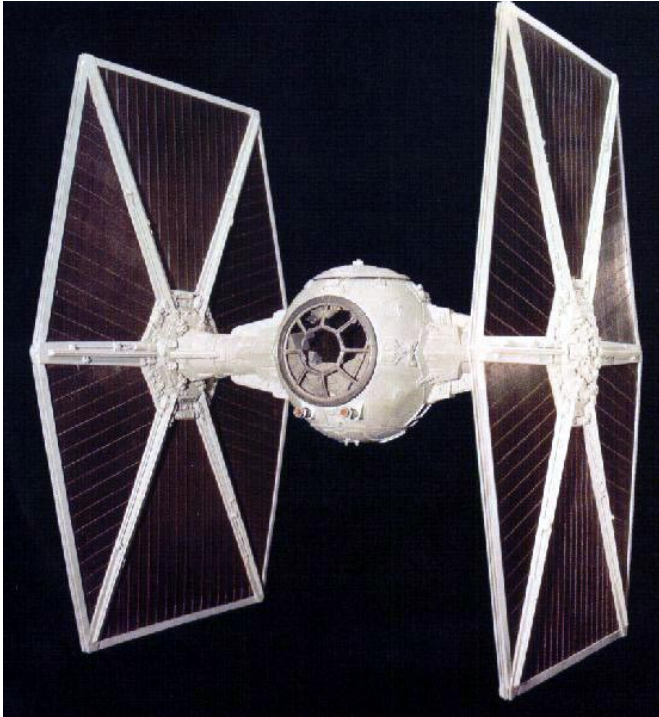
## T.I.E. Starfighter



**Craft:** Sienar Fleet Systems T.I.E.  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Adventure Journal  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**Double Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D

## TIE Fighter

**Craft:** Sienar Fleet Systems TIE/ln  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (pages 249-250), Star Wars Trilogy Sourcebook SE (pages 124-126), The Star Wars Sourcebook (pages 25-27), Galaxy Guide 1 – A New Hope (page 56), Dark Force Rising Sourcebook (pages 126-127), Heir to the Empire Sourcebook (pages 136-137), The Thrawn Trilogy Sourcebook (pages 226-227), The Essential Guide to Vehicles and Vessels (pages 180-181)  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 6.3 meters



**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** 60,000 (new), 25,000 (used)  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## TIE Ground Targeting

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

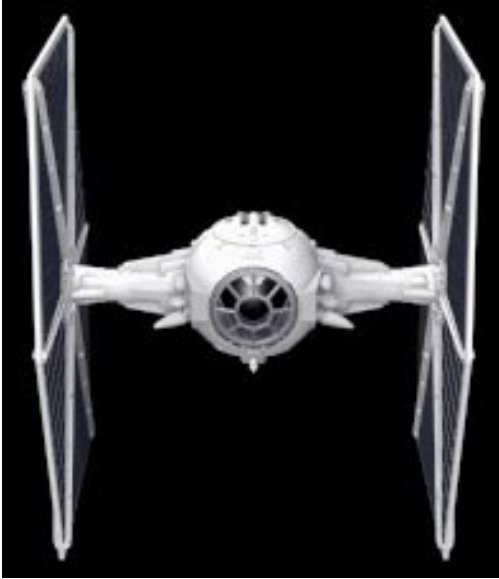


**Atmosphere:** 280; 800 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D+2  
**Concussion Missile Launcher \***  
*Fire Arc:* Front  
*Skill:* Starship gunnery: concussion missiles  
*Fire Control:* 1D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 8D

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

## TIE Reconnaissance

**Craft:** Sienar Fleet Systems TIE/rc  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Adventure Journal  
**Type:** Reconnaissance starfighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Sensors 4D+2, starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 2D+2  
**Space:** 10



**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D  
*Focus:* 6/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D+2

## TIE Fire Control

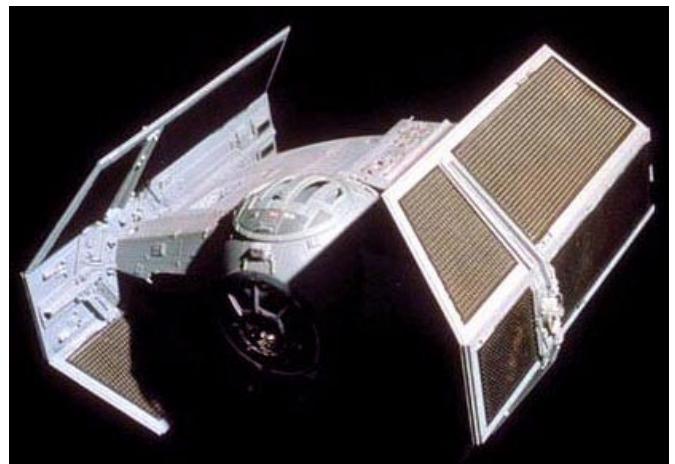
**Craft:** Sienar Fleet Systems TIE/fc  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Adventure Journal  
**Type:** Fire control starfighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Sensors 4D+2, starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 40/1D  
*Search:* 80/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D



*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D+2  
**Note:** The TIE/fc improves the fire control of another capital ship gunner by +2D, or a starfighter gunner by +1D. The TIE/fc must make a search scan of the designated target - a Moderate sensors skill difficulty, modified by circumstance and the TIE/fc's search value of 3D+2 - and be within sensor search range (80 units). Target acquisition can be dodged as if it were enemy fire. The improved fire control has no effect on the firing gun's range. Only one target can be painted and one gun guided at a time. New targets can be acquired and different guns guided in any round, as actions.

## TIE Advanced x1

**Craft:** Sienar Fleet Systems TIE Advanced x1  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Star Wars Trilogy Sourcebook SE (pages 126-127), Galaxy Guide 1 - A New Hope (page 57), Starships of the Galaxy (page 75), The Essential Guide to Vehicles and Vessels (pages 30-31)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 7.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1



**Crew Skill:** Starfighter piloting 6D, starship gunnery 5D  
**Cargo Capacity:** 150 kilograms  
**Consumables:** 5 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** limited to 10 jumps  
**Maneuverability:** 1D+1  
**Space:** 10  
**Atmosphere:** 415, 1,200 kmh  
**Hull:** 3D  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## TIE Aggressor



**Craft:** Santhe/Sienar Fleet Systems TIE/agg  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** **Heavy fighter/bomber**  
**Scale:** Starfighter  
**Length:** 7.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** **Starfighter piloting 5D, starship gunnery 5D**  
**Cargo Capacity:** 150 kilograms  
**Consumables:** 5 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** limited to 10 jumps  
**Maneuverability:** 2D  
**Space:** 9  
**Atmosphere:** 400, 1,150 kmh  
**Hull:** 3D  
**Shields:** 1D+1  
**Sensors:**

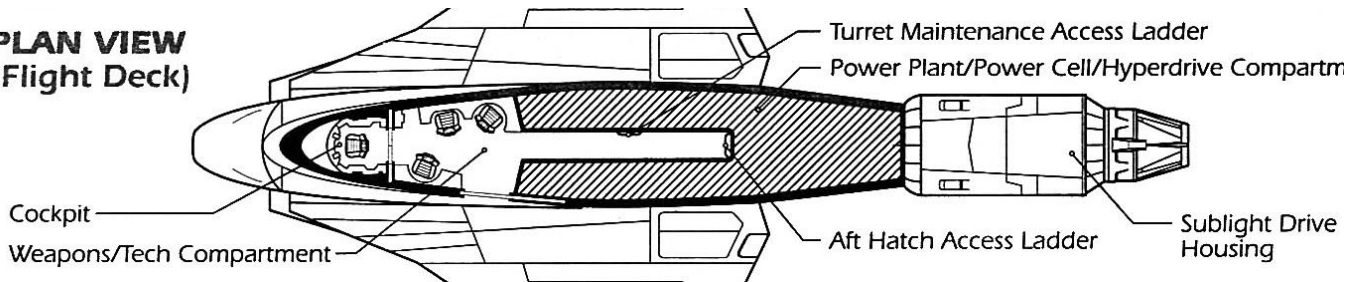
*Passive:* 0/0D  
*Scan:* 35/1D  
*Search:* 50/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Medium Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D+1  
**2 Concussion Missile Launchers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D  
**Twin Blaster Cannons**  
*Fire Arc:* Rear turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D+1

## Skypray Blastboat

**Craft:** Sienar Fleet Systems GAT-12j Skypray  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Imperial Sourcebook (pages 50-51), Heir to the Empire Sourcebook (pages 139-142), The Thrawn Trilogy Sourcebook (pages 239-242), Pirates & Privateers (page 86), Starships of the Galaxy (pages 84-85), The Essential Guide to Vehicles and Vessels (pages 142-143)  
**Type:** Defense and patrol blastboat  
**Scale:** Capital (due to power output)  
**Length:** 25 meters  
**Skill:** Starfighter piloting: skypray blastboat  
**Crew:** 2 (1 can coordinate), gunners: 2, skeleton: 1/+5  
**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, starfighter piloting 4D, starship gunnery 5D+1, starship shields 4D+1  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Cost:** 285,000 (new), 150,000 (used)



**PLAN VIEW  
(Flight Deck)**



**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to 4 jumps  
**Maneuverability:** 1D+2 (2D+2 in atmosphere)  
**Space:** 8

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

**Hull:** 2D+1

**Shields:** 2D

**Sensors:**

*Passive:* 35/1D

*Scan:* 60/1D+2

*Search:* 100/2D

*Focus:* 3/2D+2

**Weapons:**

**3 Medium Ion Cannons** (fire linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

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

*Damage:* 4D

**Proton Torpedo Launcher**

*Fire Arc:* Front

*Crew:* 1 (same gunner as ion cannon)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

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

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 5D

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

*Fire Arc:* Front

*Crew:* 1 (same gunner as ion cannon)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space range:* 1/3/7

*Atmosphere Range:* 1-50/100/250

*Damage:* 6D

**Tractor Beam Projector** (GAT-12g model only)

*Fire Arc:* Front

*Crew:* 1 (same gunner as ion cannon)

*Scale:* Starfighter

*Skill:* Starship gunnery

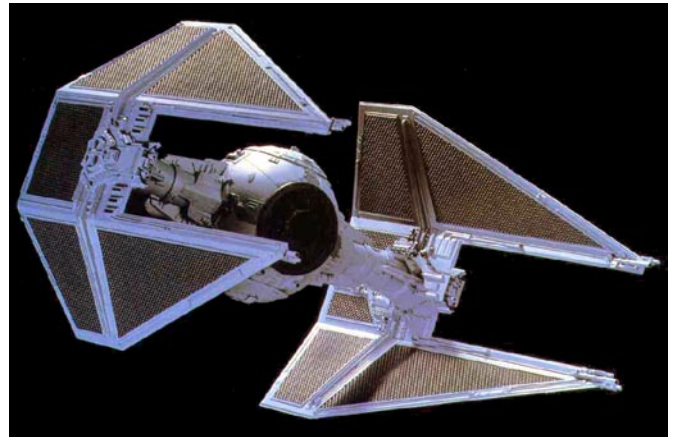
*Fire Control:* 4D

*Space range:* 1-3/8/12

*Atmosphere Range:* 100-300/800/1.2 km

*Damage:* 6D

## TIE Interceptor



**Craft:** Sienar Fleet Systems TIE Interceptor

**Affiliation:** Empire

**Era:** Rebellion

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

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 6.6 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

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

**Cargo Capacity:** 75 kilograms

**Consumables:** 2 days

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

**Maneuverability:** 3D+2

**Space:** 11

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

**Hull:** 3D

**Sensors:**

*Passive:* 25/1D

*Scan:* 40/2D

*Search:* 60/2D

*Focus:* 4/3D+2

**Weapons:**

**4 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

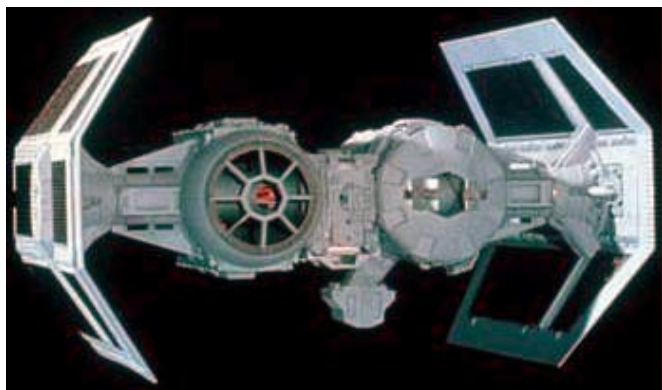
*Space Range:* 1-3/12/25

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

*Damage:* 6D



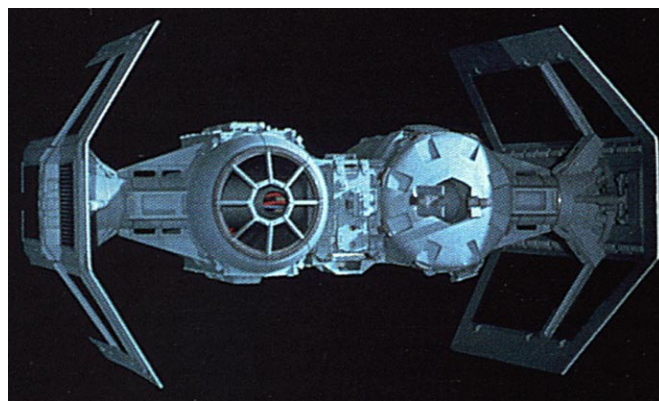
## TIE Bomber



**Craft:** Sienar Fleet Systems TIE Bomber  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Star Wars Trilogy Sourcebook SE (page 127), The Star Wars Sourcebook (page 28), Galaxy Guide 3 – The Empire Strikes Back (page 49), Starships of the Galaxy (pages 75-76), The Essential Guide to Vehicles and Vessels (pages 172-173)  
**Type:** Dedicated light space bomber  
**Scale:** Starfighter  
**Length:** 7.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Missile weapons 4D+1, starfighter piloting 4D, starship gunnery 5D  
**Cargo Capacity:** 15 metric tons (bomb bay)  
**Consumables:** 2 days  
**Cost:** 150,000 (new), 75,000 (used)  
**Space:** 6  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 50/2D  
*Focus:* 3/2D+2  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D  
**Concussion Missiles** Launcher (16 carried)  
*Fire Arc:* Front  
*Skill:* Missile weapons: concussion missiles  
*Fire Control:* 3D+2  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/1/5 km  
*Damage:* 9D

## TIE Shuttle

**Craft:** Sienar Fleet Systems TIE shuttle  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Star Wars Trilogy Sourcebook SE (page 129), Galaxy Guide 3 – The Empire Strikes Back (page 49)  
**Type:** Priority personnel shuttle



**Scale:** Starfighter  
**Length:** 7.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Passengers:** 2  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D+2

## TIE Vanguard

**Craft:** Sienar Fleet Systems TIE/va Vanguard  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Reconnaissance starfighter  
**Scale:** Starfighter



**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 3D+1, sensors 4D  
**Cargo:** 35 kilograms  
**Consumables:** 3 Days  
**Maneuverability:** 1D+2  
**Space:** 11  
**Atmosphere:** 435; 1,350 kmh  
**Hull:** 2D+1  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 60/2D  
*Search:* 90/3D  
*Focus:* 5/4D+1  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5 km  
*Damage:* 4D

## TIE Raptor



**Craft:** Zsinj TIE/rpt  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Cracken's Threat Dossier (page 47)  
**Type:** Combat starfighter  
**Scale:** Starfighter  
**Length:** 6.8 meters  
**Skill:** Starfighter piloting: Raptor Fighter  
**Crew Skill:** Starfighter piloting 5D+1, starship gunnery 5D  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 3D+2  
**Space:** 8  
**Atmosphere:** 355, 1,050 kmh  
**Hull:** 4D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 50/2D  
*Focus:* 3/2D+2  
**Weapons:**

**4 Laser Cannons**  
*Fire Arc:* front  
*Skill:* starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/14/27  
*Atmosphere Range:* 100-500/1.4/2.7 km  
*Damage:* 3D+2  
**2 Concussion Missile Tubes**  
*Fire Arc:* front  
*Skill:* starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1/4/7  
*Atmosphere Range:* 0.05-0.5/1/5 km  
*Damage:* 9D

## TIE Phantom



**Craft:** Sienar Fleet Systems V-38 TIE  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Strategic fighter  
**Scale:** Starfighter  
**Length:** 14.6 meters  
**Skill:** Starfighter piloting: V-38 TIE  
**Crew:** 1  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 3 days  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Limited to 5 jumps  
**Maneuverability:** 3D  
**Space:** 11  
**Atmosphere:** 415; 1,000 kmh  
**Hull:** 2D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 40/3D  
*Scan:* 80/5D  
*Search:* 130/5D+2  
*Focus:* 7/6D  
*Cloaking Device:* When activated, all sensors and visual contact is lost. Additionally, starfighter is invisible to all sensors and visual scanning while cloaked.  
**Weapons:**  
**3 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## TIE Oppressor



**Craft:** Sienar Fleet Systems TIE/opp  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 9.2 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 5D  
**Cargo Capacity:** 150 kilograms  
**Consumables:** 5 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** limited to 10 jumps  
**Maneuverability:** 1D+2  
**Space:** 8  
**Atmosphere:** 355, 1,050 kmh  
**Hull:** 3D+1  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 50/2D  
*Focus:* 3/2D+2  
**Weapons:**  
**2 Medium Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D+1  
**2 Concussion Missile Launchers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D  
**Twin Blaster Cannons**  
*Fire Arc:* Rear turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D+1

## Assault Gunboat

**Craft:** Cignus SpaceWorks Alpha Class Xg-1 Star Wing  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Assault fighter/gunboat  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Starfighter piloting: Assault Gunboat  
**Crew:** 1  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to 4 jumps  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 3D  
**2 General Purpose Warhead Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D



## Missile Boat



**Craft:** Cygnus Spaceworks Xg-13 Missile Boat  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Starfighter piloting: missile boat  
**Crew:** 1  
**Crew Skill:** starfighter piloting 3D+2, starship gunnery 4D, starship shields 2D+1  
**Cargo Capacity:** 130 kilograms  
**Consumables:** 1 week  
**Cost:** 96,000  
**Hyperdrive:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 9 (12 when engaging SLAM)  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 4D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 45/2D  
*Search:* 80/3D  
*Focus:* 6/4D  
**Weapons:**  
**Heavy Laser Cannon**  
*Fire Arc:* Front  
*Skill:* starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**16 Concussion Missile Launchers** (5 missiles per tube)  
*Fire Arc:* Front  
*Skill:* starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/7/13  
*Atmosphere Range:* 100-300/700/1.3 km  
*Damage:* 9D

## Space Battle Droid

**Craft:** Arakyd Space Battle Droid  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Supernova (page 74)

**Type:** Space combat droid  
**Scale:** Starfighter  
**Length:** 10.3 meters  
**Skill:** Battle droid piloting  
**Crew:** Droid brain  
**Crew Skill:** Battle droid piloting 4D, starship gunnery 5D  
**Cost:** 125,000  
**Maneuverability:** 1D  
**Space:** 2  
**Hull:** 6D  
**Weapons:**  
**Blaster Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Space Range:* 1-3/12/25  
*Damage:* 6D+2

## Scimitar Assault Bomber



**Craft:** Sienar Fleet Systems Scimitar  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Dark Force Rising Sourcebook (pages 125-126), The Thrawn Trilogy Sourcebook (page 226), Starships of the Galaxy (pages 72-73), The Essential Guide to Vehicles and Vessels (pages 136-137)  
**Type:** Assault bomber  
**Scale:** Starfighter  
**Length:** 13.8 meters  
**Skill:** Starfighter piloting: Scimitar  
**Crew:** 2  
**Crew Skill:** Starfighter piloting 4D, starfighter gunnery 4D+2, Starship shields 2D+1, missile weapons 4D+2  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 2D+1  
**Space:** 9  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

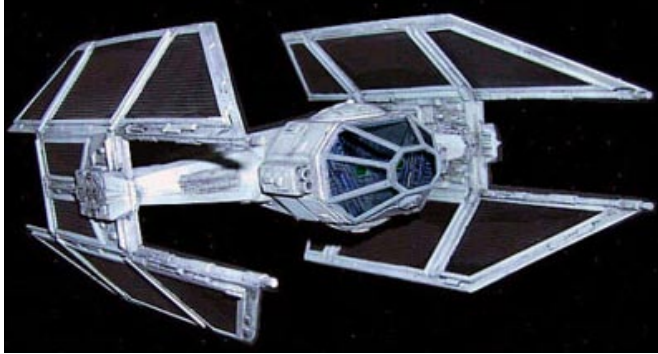
**Concussion Missile Launcher** (16 missiles)

*Fire Arc:* Front  
*Skill:* Missile weapons: concussion missiles  
*Fire Control:* 3D+2  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-500/1/5 km  
*Damage:* 9D

**Tractor Beam**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-8/15/20  
*Atmosphere Range:* 100-800/1.5/2 km  
*Damage:* 5D

**TIE Advanced / Avenger**

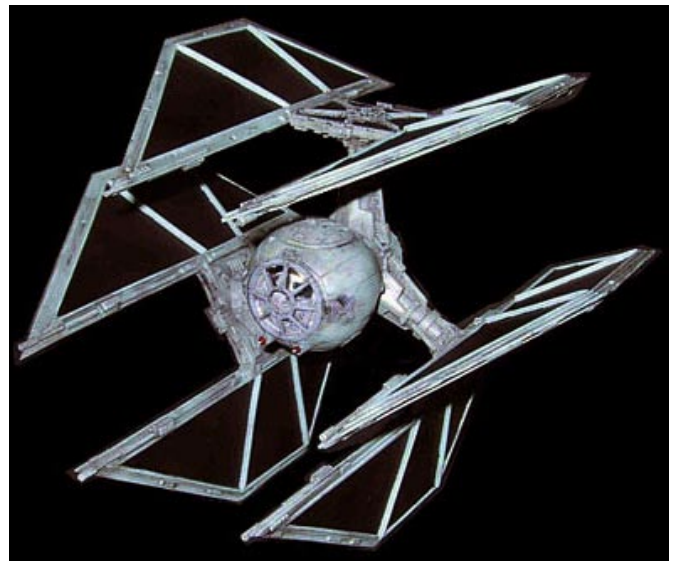


**Craft:** Sienar Fleet Systems' TIE/ad  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 6.4 meters  
**Skill:** Starship piloting: TIE  
**Crew:** 1  
**Crew Skill:** Astrogation 4D, Starfighter piloting 5D+2, starship gunnery 4D, starship shields 4D+1  
**Cargo Capacity:** 70 kilograms  
**Consumables:** 2 days  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 5D  
**Space:** 15  
**Atmosphere:** 515; 1,450 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 25/1D+1  
*Scan:* 40/2D  
*Search:* 60/3D+2  
*Focus:* 4/4D  
**Weapons:**  
**4 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 General Purpose Warhead Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7 for missile and torpedoes, 1/2/5 for rockets and bombs  
*Atmosphere Range:* 50-500/1/5 km if a missile, 30-100/300/700 if a torpedo  
*Damage:*  
 9D if a concussion missile or proton torpedo is used  
 10D if a heavy rocket is used  
 11D if a heavy proton bomb is used.

**TIE Defender Prototype**

**Craft:** Sienar Fleet Systems TIE/Ad x7 Prototype  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Coruscant and the Core Worlds (pages 77-78)  
**Type:** Prototype starfighter  
**Scale:** Starfighter  
**Length:** 9.2 meters  
**Skill:** Starfighter piloting: TIE/Ad x7  
**Crew:** 1  
**Crew Skill:** 5D in all applicable skills  
**Cargo Capacity:** 85 kilograms  
**Consumables:** 2 days  
**Cost:** Prototype, not available for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to 2 jumps  
**Maneuverability:** 3D  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 40/2D  
*Search:* 60/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

**TIE Defender**



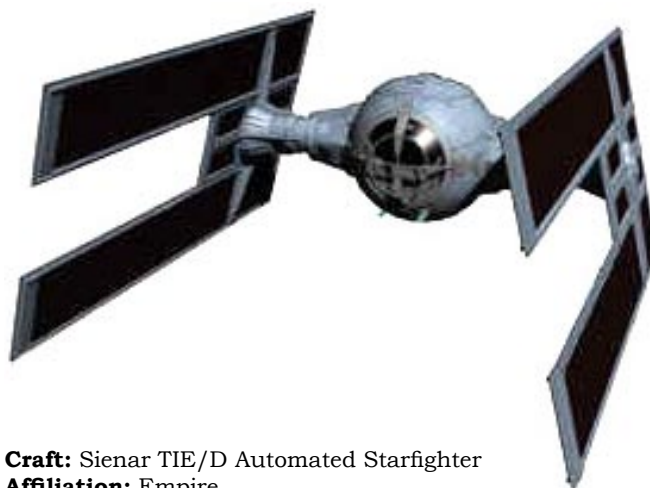
**Craft:** Sienar Fleet Systems' TIE Defender  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Starships of the Galaxy Web Enhancement (pages 2-3), The Essential Guide to Vehicles and Vessels (pages 176-177)  
**Type:** Multi-role starfighter  
**Scale:** Starfighter  
**Length:** 7.2 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Astrogation 4D, sensors 4D+2, Starfighter piloting 6D, starship gunnery 5D, starship shields 4D  
**Cargo Capacity:** 200 kilograms (can be modified depending on missions)  
**Consumables:** 2 days  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 6D  
**Space:** 17  
**Atmosphere:** 520; 1,550 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**4 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Ion Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**2 General Purpose Warhead Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7 for missiles and torpedoes, 1/2/5 for rockets and bombs  
*Atmosphere Range:* 50-500/1/5 km for missiles, 30-100/300/700 for torpedoes  
*Damage:* 9D for concussion missiles or proton torpedoes, 10D for heavy rockets, 11D for heavy proton bombs  
**Tractor Beam Projector**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-8/15/20  
*Atmosphere Range:* 100-800/1.5/2 km  
*Damage:* 5D

## Super TIE/In

**Craft:** Customized Sienar Fleet Systems TIE/In  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** The Jedi Academy Sourcebook (pages 128-129)

**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 3D  
**Cargo Capacity:** 55 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 2D+2  
**Space:** 11  
**Atmosphere:** 435; 1,250 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## TIE Droid



**Craft:** Sienar TIE/D Automated Starfighter  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 109-110), The Essential Guide to Vehicles and Vessels (pages 178-179)  
**Type:** Multi-environment automated attack fighter  
**Scale:** Starfighter  
**Length:** 6.1 meters  
**Crew:** None (droid brain)  
**Skill:** Starfighter piloting: TIE  
**Crew Skill:** Starfighter piloting 2D+2, starship gunnery 3D  
**Consumables:** 1 day  
**Cost:** 170,000  
**Maneuverability:** 2D+1  
**Space:** 10  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 25/1D+2  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

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

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

*Damage:* 4D+2

## I-7 Howlrunner



**Craft:** Incom I-7 "Howlrunner"

**Affiliation:** Empire

**Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 110-111), Starships of the Galaxy (pages 68-69), The Essential Guide to Vehicles and Vessels (pages 74-75)

**Type:** Multi-environment attack fighter

**Scale:** Starfighter

**Length:** 11.4 meters

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

**Crew:** 1

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

**Cargo Capacity:** 80 kilograms

**Consumables:** 2 days

**Cost:** 165,000

**Maneuverability:** 3D+1

**Space:** 9

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

**Hull:** 4D

**Shields:** 1D+1

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 55/2D

*Focus:* 3/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

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

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

*Damage:* 5D+2

## Shadow Droid



**Craft:** Imperial Research Division SHD-66 Shadow Droid

**Affiliation:** Empire

**Era:** New Republic

**Type:** Multi-environment cybernetic attack fighter

**Scale:** Starfighter

**Length:** 4.2 meters

**Crew:** None; cybernetic brain

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

**Maneuverability:** 3D

**Space:** 12

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

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 30/1D

*Scan:* 55/2D

*Search:* 85/3D

*Focus:* 5/3D

**Weapons:**

**Twin Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**2 Laser Turrets**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 2D

**2 Ion Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**Concussion Missile Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 km

*Damage:* 8D

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

# Alliance

## X-Wing



**Craft:** Incom T-65B X-Wing  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Core Rulebook (page 249), Rebel Alliance Sourcebook (pages 86-87), Star Wars Trilogy Sourcebook SE (pages 120-122), The Star Wars Sourcebook (pages 19-25), Galaxy Guide 1 – A New Hope (page 68), Heir to the Empire Sourcebook (pages 137-138), Dark Empire Sourcebook (page 106), The Thrawn Trilogy Sourcebook (pages 227, 229), The Essential Guide to Vehicles and Vessels (pages 196-197)  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting: X-wing  
**Crew:** 1 and astromech droid (can coordinate)  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Cost:** 150,000 (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** No (uses astromech droid programmed with 10 jumps)  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 3/4D  
**Weapons:**

**4 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700  
*Damage:* 9D

## Y-Wing Longprobe

**Craft:** Koensayr BTL-A4 Y-Wing (LP)  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebel Alliance Sourcebook (page 83)  
**Type:** Long-range reconnaissance fighter  
**Scale:** Starfighter  
**Length:** 16 meters  
**Skill:** Starfighter piloting: Y-wing  
**Crew:** 1, 1 Astromech droid (can coordinate)  
**Crew Skill:** Astrogation 3D+2, sensors 4D, starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 3D  
**Cargo Capacity:** 80 kilograms  
**Consumables:** 3 weeks  
**Cost:** 142,000 (new), 73,500 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+1  
**Shields:** 1D  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 70/1D  
*Search:* 80/2D  
*Focus:* 4/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700  
*Damage:* 9D  
**2 Light Ion Cannons** (fire-linked)  
*Fire Arc:* Must be fixed to one facing: front, left, right or back.  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D



## A-Wing

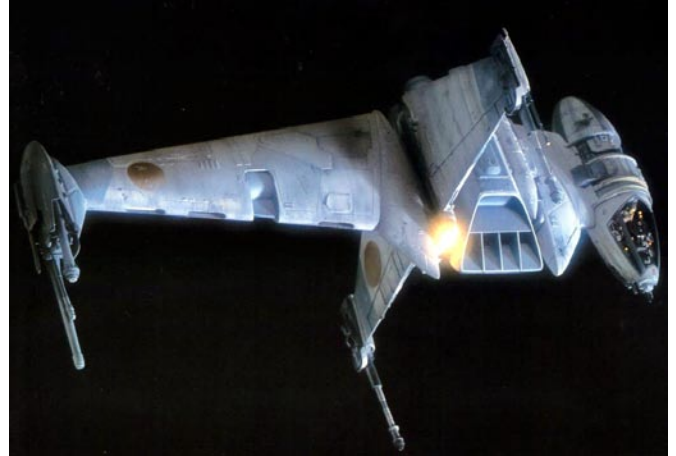


**Craft:** Alliance A-wing Starfighter  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Core Rulebook (pages 247-248), Rebel Alliance Sourcebook (page 87), Star Wars Trilogy Sourcebook SE (pages 117-118), The Star Wars Sourcebook (pages 15-16), Galaxy Guide 5: Return of the Jedi (page 38), Dark Force Rising Sourcebook (pages 123-125), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 63), The Essential Guide to Vehicles and Vessels (pages 10-11)  
**Type:** Interceptor and multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 9.6 meters  
**Skill:** Starfighter Piloting: A-wing  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1  
**Crew:** 1  
**Cargo Capacity:** 40 kilograms  
**Consumables:** 1 week  
**Cost:** 175,000 (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes (limited to 2 jumps)  
**Maneuverability:** 4D  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

### Enemy Targeting Jammer

*Fire Arc:* All  
*Skill:* Sensors  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 100-300/700/1.5 km  
*Damage:* -2D from Fire Control

## B-Wing



**Craft:** Slayn & Korpil B-Wing  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Core Rulebook (page 248), Rebel Alliance Sourcebook (page 88), Star Wars Trilogy Sourcebook SE (pages 118-120), The Star Wars Sourcebook (pages 16-17), Galaxy Guide 5: Return of the Jedi (page 39), Heir to the Empire Sourcebook (page 136), The Thrawn Trilogy Sourcebook (page 225), Starships of the Galaxy (page 64), The Essential Guide to Vehicles and Vessels (pages 14-15)  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 16.9 meters  
**Skill:** Starfighter piloting: B-wing  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1  
**Cargo Capacity:** 45 kilograms  
**Consumables:** 1 week  
**Cost:** 220,000 (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes (limited to 2 jumps)  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 7D

**2 Proton Torpedo Launchers**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D

**3 Medium Ion Cannons**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

**2 Auto Blasters**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-8/25/40  
*Atmosphere Range:* 100-800/2.5/4 km  
*Damage:* 3D

## Expanded B-Wing

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

**Affiliation:** Rebel Alliance

**Era:** Rebellion

**Source:** The Jedi Academy Sourcebook (pages 125-126), Starships of the Galaxy (page 64), The Essential Guide to Vehicles and Vessels (pages 52-53)

**Type:** Heavy assault starfighter

**Scale:** Starfighter

**Length:** 16.9 meters

**Skill:** Starfighter piloting: B-wing

**Crew:** 1, gunners: 1

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

**Cargo Capacity:** 50 kilograms

**Consumables:** 1 week

**Cost:** 250,000 (new)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes (limited to 2 jumps)

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 5D

**Shields:** 2D+2

**Sensors:**

*Passive:* 30/0D

*Scan:* 65/1D

*Search:* 80/2D

*Focus:* 4/3D+2



**Weapons:**

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

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 8D

**3 Medium Ion Cannons** (fire-linked)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/9/40  
*Atmosphere Range:* 100-500/900/4 km  
*Damage:* 4D

**Proton Torpedo Launcher** (8 torpedoes)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1/5/9  
*Atmosphere Range:* 50-100/500/900  
*Damage:* 9D

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

## T-Wing



**Craft:** Rebel Alliance T-wing

**Affiliation:** Rebel Alliance / General

**Era:** Rebellion

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 10 meters

**Skill:** Starfighter piloting: T-wing

**Crew:** 1

**Cargo Capacity:** 35 kilograms

**Consumables:** 2 days

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to two jumps

**Maneuverability:** 3D

**Space:** 11

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

**Hull:** 2D

**Shields:** 1D+2

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

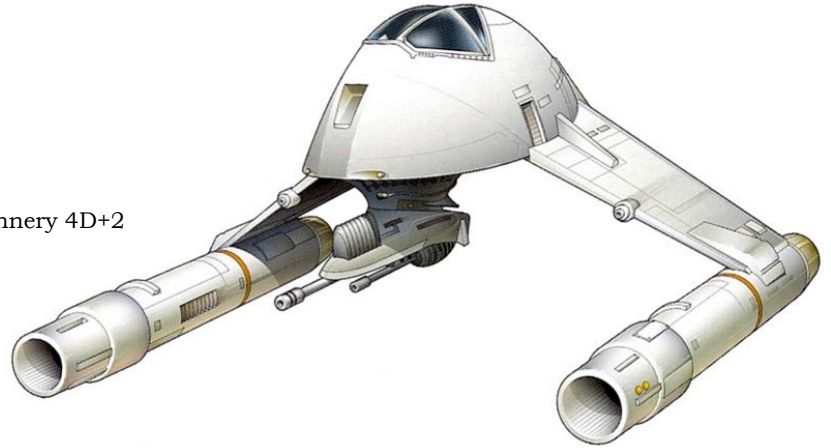
**2 Proton Torpedo Launchers** (8 torpedoes each)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D

## H-Wing

**Craft:** Koensayr BTS-A2 H-Wing  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Challenge Magazine (pages 58-59)  
**Type:** Long-range strike fighter/bomber  
**Scale:** Starfighter  
**Length:** 17.1 meters  
**Crew:** 1, gunners: 2  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2  
**Cargo Capacity:** 220 kilograms  
**Consumables:** 2 weeks  
**Cost:** 105,000 (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to 4 Jumps  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Weapons:**  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 65/1D  
*Search:* 80/2D  
*Focus:* 4/3D+2  
**Heavy Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Medium Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/0.7/3.6 km  
*Damage:* 4D

## A-9 Vigilance Interceptor

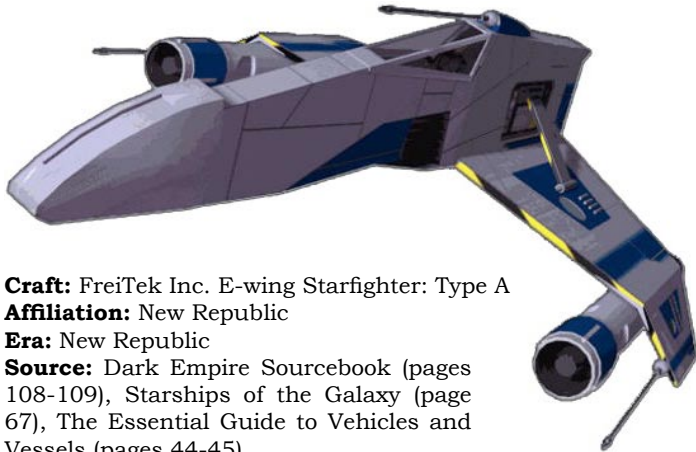


**Craft:** Kuat Drive Yards A-9 Vigilance Interceptor  
**Affiliation:** New Republic / Empire  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 106-107), Starships of the Galaxy (pages 62-63), The Essential Guide to Vehicles and Vessels (pages 8-9)  
**Type:** Territorial defense interceptor  
**Scale:** Starfighter  
**Length:** 7.4 meters  
**Skill:** Starfighter piloting: A-9  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D+1  
**Cargo Capacity:** 55 kilograms  
**Consumables:** 1 day  
**Cost:** 185,000  
**Maneuverability:** 4D+1  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 2D+2

**Sensors:**  
*Passive:* 10/1D  
*Scan:* 35/2D+1  
*Search:* 60/3D+1  
*Focus:* 3/4D  
**Weapons:**  
**2 Heavy Turbolaser Cannons** (can be fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D (6D when fire-linked)



## E-Wing



**Craft:** FreiTek Inc. E-wing Starfighter: Type A  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 108-109), Starships of the Galaxy (page 67), The Essential Guide to Vehicles and Vessels (pages 44-45)  
**Type:** Attack and close support fighter  
**Scale:** Starfighter  
**Length:** 11.2 meters  
**Skill:** Starfighter piloting: E-wing  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Cost:** 185,000  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Uses R7 Astromech Droid  
**Maneuverability:** 3D+1  
**Space:** 11  
**Atmosphere:** 435; 1,300 kmh  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 55/1D  
*Search:* 85/2D+1  
*Focus:* 5/4D  
**Weapons:**  
**Triple Heavy Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D+2  
*Space Range:* 1-3/5/8  
*Atmosphere Range:* 100-300/500/800  
*Damage:* 6D  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700  
*Damage:* 9D

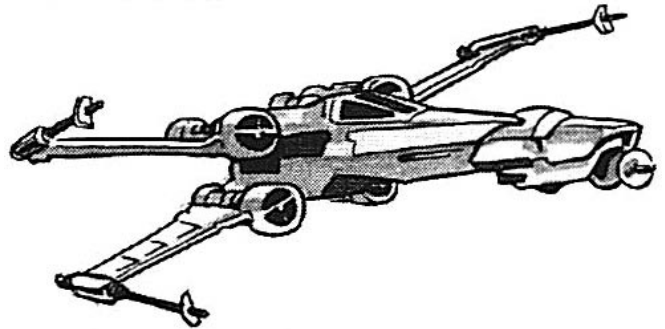
## E-Wing: Type B

Identical stats as the Type A except for:  
**Triple Heavy Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D+2  
*Space Range:* 1-5/10/25  
*Atmosphere Range:* 100-500/1/2.5 km  
*Damage:* 6D  
**Note:**

When a pilot rolls a mishap while firing the blaster cannon, roll on the table below:

- 1-3 - Blaster cannon functions normally.
- 4 - Blaster cannon shorts out for one round but can be repaired with a Very Easy *starship weapons repair* roll by R7 unit.
- 5 - Blaster cannon burns out. Cannot be repaired in battle. With replacement parts, *starship weapons repair* difficulty is Moderate and takes one hour.
- 6 - Blaster cannon will explode in 1D rounds doing 8D damage to ship (and pilot).

## Reconnaissance X-Wing

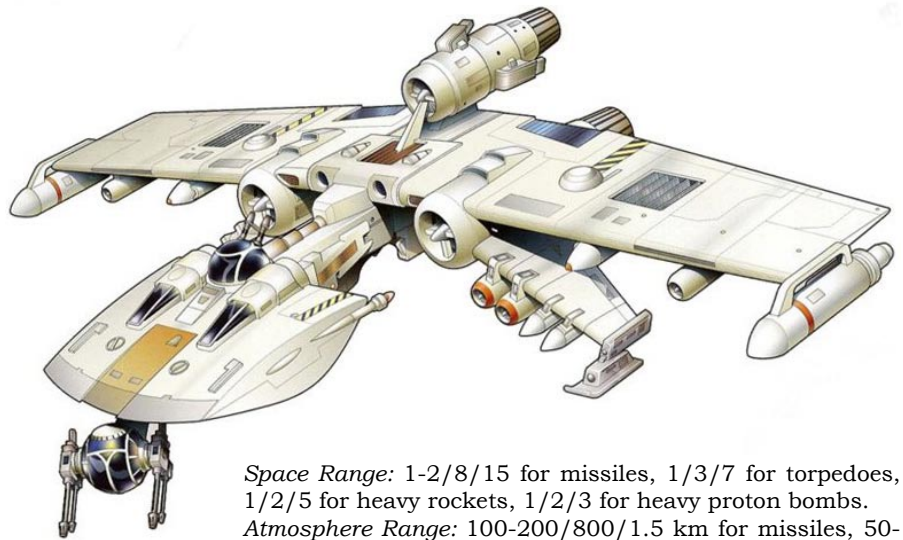


**Craft:** Incom T-65BR X-wing  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 82)  
**Type:** Reconnaissance fighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting: X-wing  
**Crew:** 1 and astromech droid (can coordinate)  
**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D+2, starship shields 3D, sensors 4D+2  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Cost:** 150,000 (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Astromech droid stores 10 jumps  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 75/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**  
**Four Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Self Destruct**  
*Space Range:* 1  
*Atmosphere Range:* 100  
*Damage:* 10D

## T-65AC4 X-Wing

**Craft:** Incom T-65AC4 X-Wing  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** The Jedi Academy Sourcebook (page 125), Starships of the Galaxy (page 74)  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting: X-wing  
**Crew:** 1 and astromech droid (can coordinate)  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+2, starship shields 3D  
**Cargo Capacity:** 150 kilograms  
**Consumables:** 1 week  
**Cost:** 200,000 credits (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Uses astromech droid programmed with 10 jumps  
**Maneuverability:** 3D+2  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 60/1D  
*Search:* 85/2D  
*Focus:* 4/4D  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D+2  
*Space Range:* 1-4/15/27  
*Atmosphere Range:* 100-400/1.5/2.7 km  
*Damage:* 6D+2  
**2 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1/4/8  
*Atmosphere Range:* 30-100/400/800  
*Damage:* 9D

*Search:* 70/3D  
*Focus:* 3/3D+2  
**Twin Laser Cannon**  
*Fire Arc:* Dorsal turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/13/25  
*Atmosphere Range:* 100-300/1.3/2.5 km  
*Damage:* 5D  
**Quad Turbolaser**  
*Fire Arc:* Ventral turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-2/8/1.5  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 6D  
**18 Configurable Hardpoints \***  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2



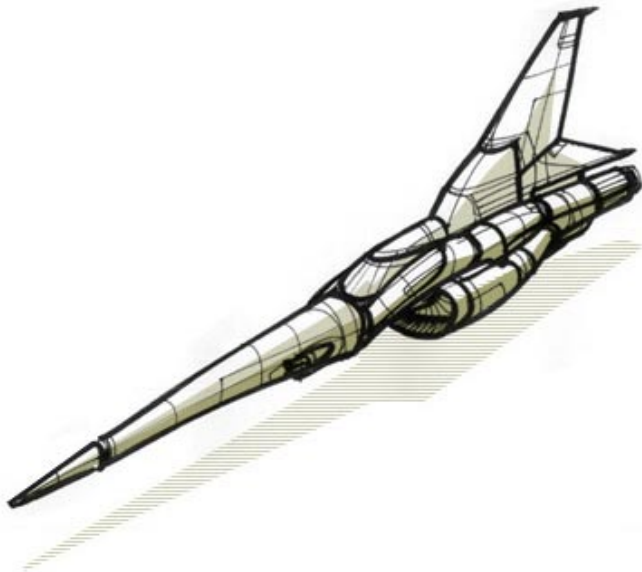
*Space Range:* 1-2/8/15 for missiles, 1/3/7 for torpedoes, 1/2/5 for heavy rockets, 1/2/3 for heavy proton bombs.  
*Atmosphere Range:* 100-200/800/1.5 km for missiles, 50-100/300/700 for torpedoes, 50-100/200/500 for heavy rockets, 50-100/200/300 for heavy proton bombs.  
*Damage:* The K-wing may carry up to 18 proton torpedoes (9D), 18 concussion missiles (8D) (or any combination of the two), 2 heavy bombs (10D, capital scale), 8 heavy rockets (8D), or 4 heavy space bombs (11D).

## K-Wing Assault Bomber

**Craft:** Koensayr BTL-S8 K-Wing Assault Starfighter  
**Affiliation:** New Republic  
**Era:** New Republic  
**Type:** Close/precision aero-space bomber  
**Scale:** Starfighter  
**Length:** 16 meters  
**Skill:** Starfighter piloting: K-wing  
**Crew:** 1, gunners: 1  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 4 days  
**Cost:** 210,000 credits  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 35/2D

## Corellian Lancet

**Craft:** Corellian Engineering Corporation LX-980 Lancet  
**Affiliation:** New Republic  
**Era:** New Republic  
**Type:** Judicial enforcement craft  
**Scale:** Starfighter  
**Length:** 14.1 meters  
**Skill:** Starfighter piloting: LX-980 Lancet  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D, starship gunnery 3D, starship shields 3D  
**Passengers:** 1  
**Cargo Capacity:** 60 kilograms  
**Consumables:** 1 week  
**Cost:** Not available For sale  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 9

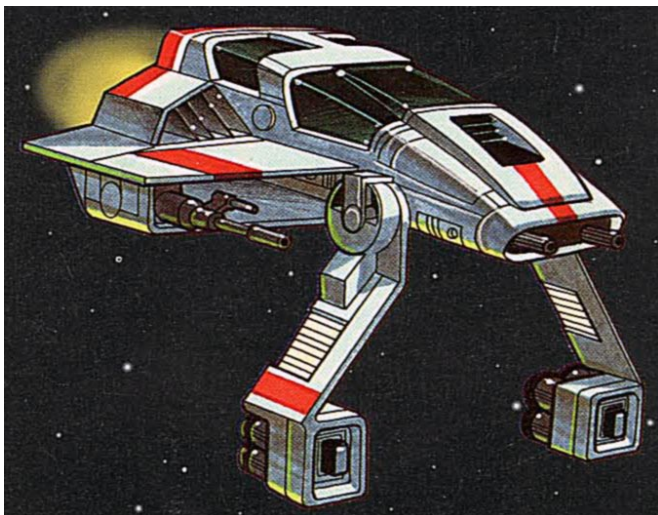


**Hull:** 2D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 45/1D+1  
*Search:* 85/2D+2  
*Focus:* 4/4D

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

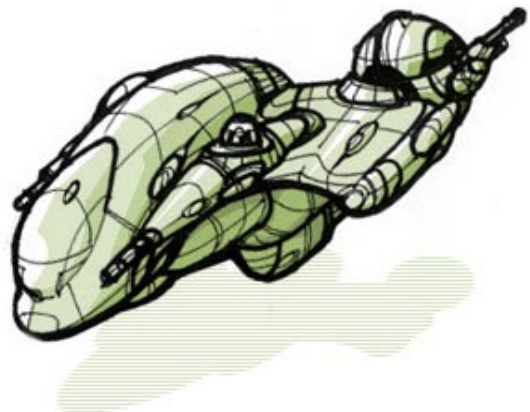
## Defender

**Craft:** Republic Engineering Corporation Defender Starfighter  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** The DarkStryder Campaign – Boxed Set (pages 77-79)  
**Type:** Short-range defense fighter  
**Scale:** Starfighter



**Length:** 5.3 meters  
**Skill:** Starfighter piloting: Defender  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 1 week  
**Maneuverability:** 4D (1D+2 in atmosphere)  
**Space:** 8  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D  
*Focus:* 4/4D  
**Weapons:**  
**3 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Crew:* 1 (gunner)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/20/35  
*Atmosphere Range:* 100-500/2/3.5 km  
*Damage:* 6D

## Cal Medium Starfighter



**Craft:** MCS107 Cal-class Medium Starfighter  
**Affiliation:** New Republic  
**Era:** New Republic  
**Type:** Medium starfighter  
**Scale:** Starfighter  
**Length:** 15.6 - 17.2 meters  
**Skill:** Starfighter piloting: Cal Starfighter  
**Crew:** 1, gunners: 1, 1 astromech droid (can coordinate and repair)  
**Crew Skill:** Starfighter piloting 6D\*, starship gunnery 5D+1\*, starship shields 4D\*  
 \*Mon Calamari Cal Starfighters are configured to provide Mon Calamari with their +1D bonus for being in moist environments. These skill levels do not reflect these bonuses.  
**Cargo Capacity:** 100 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale (Black Market only: 400,000 (new), 300,500 (used))  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Uses astromech droid programmed with 10 jumps  
**Maneuverability:** 4D  
**Space:** 10

**Atmosphere:** 400; 1,200 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
*Stealth Mode:* +2D to sensor difficulty, but -4 to Space

**Weapons:**

**3 Laser Cannons**

*Fire Arc:* 2 front, 1 turret  
*Crew:* 2 front (pilot), 1 turret (gunner)  
*Skill:* Starship gunnery  
*Fire Control:* 3D (back: 1D)  
*Space Range:* 1-4/16/35  
*Atmosphere Range:* 2-8/32/70 km  
*Damage:* 5D

**2 Ion Cannons**

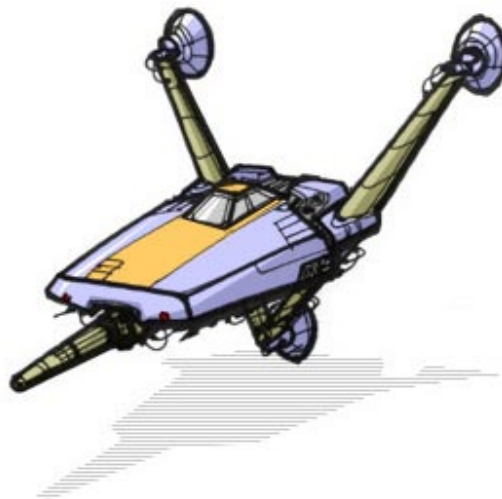
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

**Concussion Missile Tube** (12 missiles)

*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Missile weapons: concussion missiles  
*Fire Control:* 3D  
*Space Range:* 1-3/7/14  
*Atmosphere Range:* 100-300/700/1.4 km  
*Damage:* 7D

## Starlancer Project Starship

**Craft:** Starlancer Project Starship  
**Affiliation:** New Republic  
**Era:** New Republic  
**Type:** Superweapon starfighter  
**Scale:** Starfighter  
**Length:** 8.7 meters  
**Skill:** Starfighter piloting: Starlancer  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+1, capital ship gunnery 4D  
**Cargo Capacity:** 15 kilograms  
**Consumables:** 1 day  
**Cost:** Not available for sale (estimated value 159,000 credits)  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 1D  
**Shields:** 1D  
**Sensors**  
*Passive:* 30/1D+1  
*Scan:* 80/2D+2  
*Search:* 130/4D  
*Focus:* 10/4D+2  
**Weapons:**  
**Starlancer Cannon**  
*Fire Arc:* Front  
*Crew:* Pilot  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 10-15/30/60  
*Damage:* 7D



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

## XJ X-Wing

**Craft:** Incom T65XJ X-Wing  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Power of the Jedi Sourcebook (page 59)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting: X-Wing  
**Crew:** 1  
**Crew Skill:** All appropriate skills at 6D  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 3 days  
**Cost:** 140,000 (new), 125,000 (used)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Astromech droid programmed with 10 jumps  
**Maneuverability:** 3D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 5D  
**Shields:** 1D+2



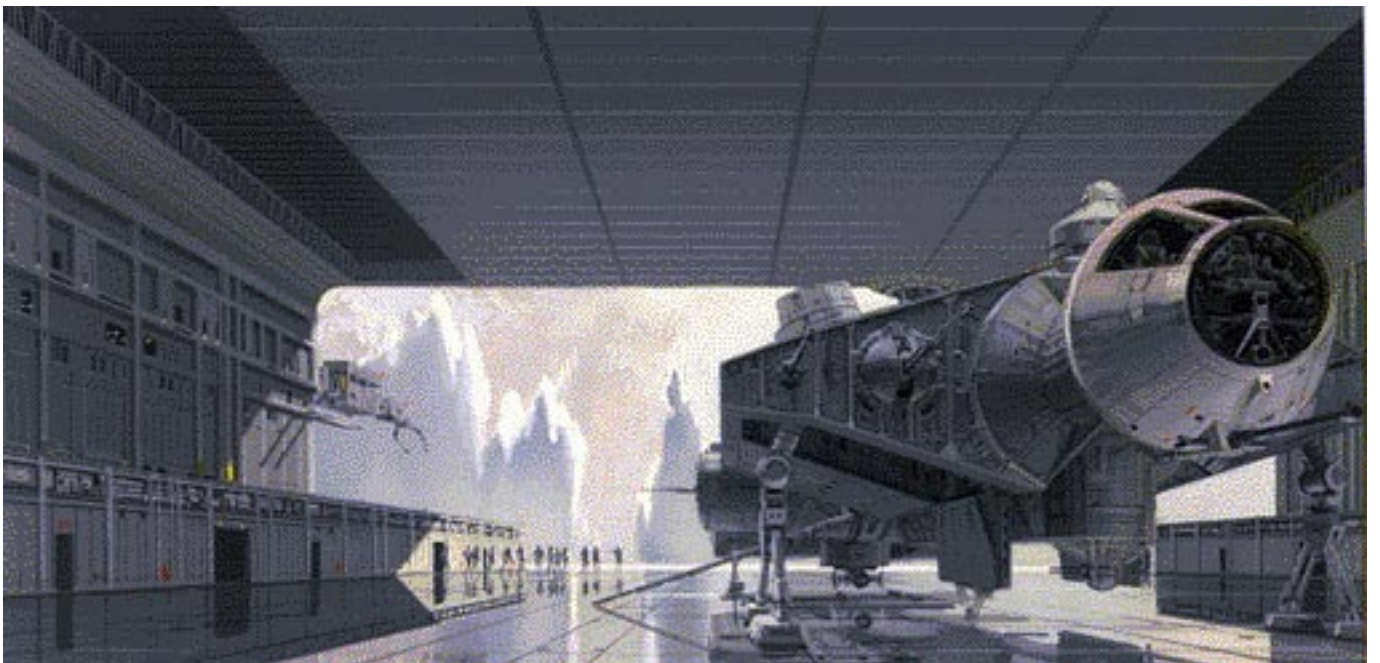
**Sensors:***Passive:* 30/0D*Scan:* 60/1D*Search:* 90/2D*Focus:* 4/4D**Weapons:****4 Heavy Laser Cannons** (fire-linked)*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 4D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 7D**3 Proton Torpedo Launchers** (3 torpedoes each)*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 3D*Space Range:* 1/3/7*Atmosphere Range:* 100/300/700*Damage:* 9D

## XJ3 X-Wing

**Craft:** Incom T65XJ3 X-Wing**Era:** New Jedi Order**Affiliation:** New Republic / Jedi Order**Source:** New Jedi Order Sourcebook (page 140)**Type:** Space superiority starfighter**Scale:** Starfighter**Length:** 12.6 meters**Skill:** Starfighter piloting: X-Wing**Crew:** 1**Crew Skill:** All appropriate skills at 6D**Cargo Capacity:** 35 kilograms**Consumables:** 3 days**Cost:** 315,000 (new), 220,000 (used)**Hyperdrive Multiplier:** x1**Nav Computer:** Astromech droid programmed with 10 jumps**Maneuverability:** 4D**Space:** 10**Atmosphere:** 415; 1,200 kmh**Hull:** 5D**Shields:** 2D (plus back-up generators)**Sensors:***Passive:* 30/0D*Scan:* 60/1D*Search:* 90/2D*Focus:* 4/4D**Weapons:****4 Heavy Laser Cannons** (fire-linked)*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 4D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 7D**3 Proton Torpedo Launchers** (4 heavy torpedoes each)*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 4D*Space Range:* 1/3/7*Atmosphere Range:* 100/300/700*Damage:* 10D (14D if loaded with "shadow bombs")

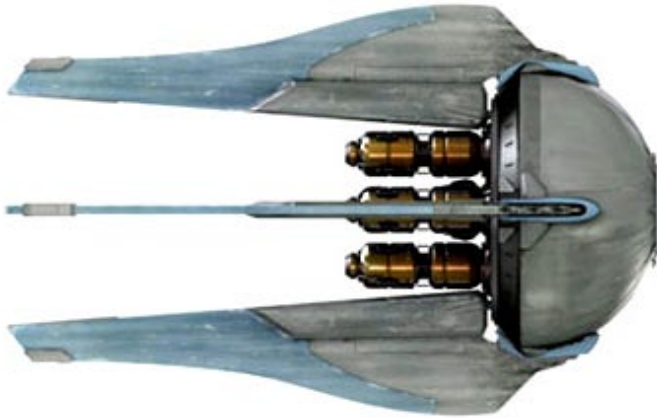


# **SPACE TRANSPORTS**



# Pods

## E3 Lifeboat E



**Craft:** His Grace the Duke Gadal-Herm's Safety Inspectorate E3-Standard Starship Lifeboat E

**Affiliation:** General

**Era:** Rise of the Empire

**Type:** Escape pod

**Scale:** Starfighter

**Length:** 3.5 meters diameter

**Skill:** Space transports: escape pod

**Crew:** 1

**Passengers:** None

**Cargo Capacity:** 60 kilograms

**Consumables:** 2 weeks

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 250; 700 kmh

**Hull:** 1D

**Sensors:**

*Passive:* 15/1D

## One-Man Escape Pod

PICTURE  
REMOVED

**Craft:** Faberstien-Lago PES-550

**Affiliation:** General

**Era:** Rise of the Empire

**Type:** Escape pod

**Scale:** Speeder

**Length:** 1.5 meters

**Skill:** Space transports: PES-550

**Crew:** 1

**Cargo capacity:** 100 kg

**Consumables:** 1 week

**Cost:** 800 (new), 200 (used)

**Weight:** 700 kg

**Space:** 1 (launch booster: 4)

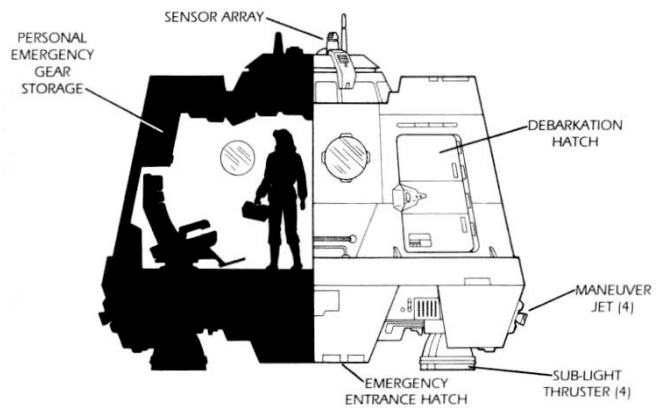
**Atmosphere:** 210; 600 kmh

**Hull:** 3D

**Sensors:**

*Passive:* 5/0D

## Corellian Escape Pod



**Craft:** Corellian Engineering Corporation Escape Pod

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Cracken's Rebel Field Guide (page 46)

**Type:** Escape pod

**Scale:** Starfighter

**Crew:** None

**Passengers:** 6

**Cargo Capacity:** 18 kilograms (personal gear for six)

**Consumables:** 1 week (for six passengers)

**Hyperdrive Multiplier:** No

**Hyperdrive Backup:** No

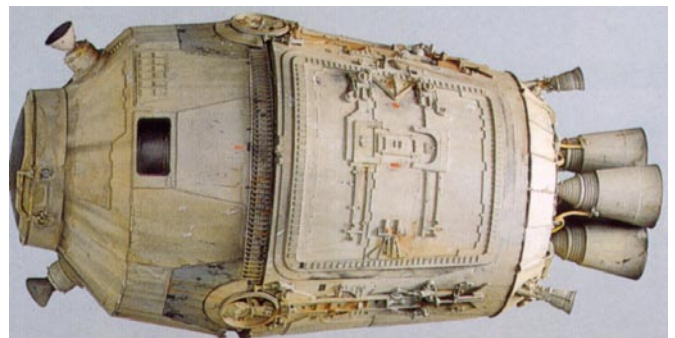
**Nav Computer:** None

**Space:** 0

**Maneuverability:** 0D

**Hull:** 1D

## Escape Pod



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

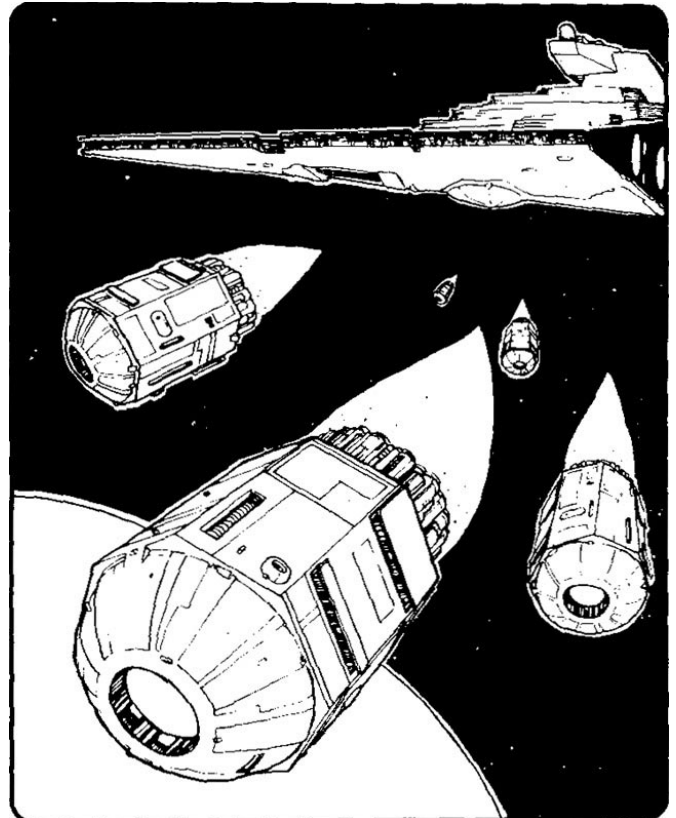
## Lifeboat

**Craft:** Corellian Engineering Corporation Survivor  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Han Solo and the Corporate Sector Sourcebook p.99  
**Type:** Emergency Lifeboat  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Space transports: Lifeboat  
**Crew Skill:** Varies by passengers  
**Crew:** 1  
**Passengers:** 14  
**Cargo Capacity:** None but emergency gear  
**Consumables:** 1 week  
**Cost:** 18,000 (new), 5,600 (used)  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Maneuverability:** 1D  
**Hull:** 1D  
**Sensors:**  
*Passive:* 10/1D



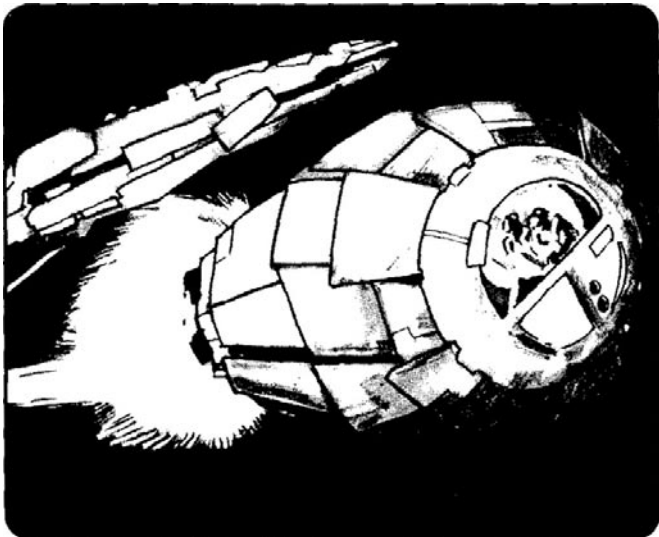
**Craft:** Alliance Squad Pod  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 48)  
**Type:** Modified escape pod  
**Scale:** Starfighter  
**Length:** 6 meters  
**Skill:** None  
**Crew:** None  
**Passengers:** 10  
**Cargo Capacity:** 100 kilograms  
**Consumables:** 1 day  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh (drop)  
**Hull:** 1D  
**Note:** The pods are automatic, and head toward their landing point at full speed, with evasive maneuvers programmed in.

## Troop Pod



**Craft:** Imperial Troop Pod  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 103-104)  
**Type:** Orbit-to-surface deployment pod  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** None  
**Crew:** None  
**Passengers:** 20  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 1 day

## Squad Pod



**Maneuverability:** 3D

**Space:** 10

**Atmosphere:** 415; 1,200 kmh (drop)

**Hull:** 2D

**Note:** +2D to sensor operator's difficulty to identify; failure usually indicates the pod is a meteor or stray hunk of scrap.

## Supply Pod

**Craft:** Imperial Troop Drop Pod

**Affiliation:** Empire

**Era:** Rise of the Empire

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 104)

**Type:** Orbit-to-surface deployment pod

**Scale:** Starfighter

**Length:** 10 meters

**Skill:** None

**Crew:** None

**Passengers:** None

**Cargo Capacity:** 1 metric ton

**Maneuverability:** 3D

**Space:** 10

**Atmosphere:** 415; 1,200 kmh (drop)

**Hull:** 2D

**Weapons:**

**Self-Destruct Charge**

*Blast Radius:* 50/150/300

*Damage:* 4D

# Yachts

## Jemlaat Sail Yacht

**Craft:** Hyrotil *Jemlaat*-class In-System Sail Yacht

**Affiliation:** General

**Era:** Old Republic

**Source:** Adventure Journal 15

**Type:** Sail yacht

**Scale:** Starfighter

**Length:** 22 meters

**Skill:** Arcaic starship piloting

**Crew:** 1

**Crew Skill:** Varies widely, but typically 3D-5D

**Passengers:** 6

**Cargo Capacity:** 35 metric tons

**Consumables:** 2 months

**Cost:** 48,000 credits (used only)

**Maneuverability:** 1D

**Space:** 2 (sublight engines), 3 (sails)

**Atmosphere:** 225; 650 kmh

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 40/2D

*Focus:* 2/3D

## Mindabaal Custom Pleasure Yacht

**Craft:** Mindabaal Custom Pleasure Yacht

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 71)

**Type:** Personal yacht

**Scale:** Starfighter

**Length:** 30.1 meters

**Skill:** Space transports: Mindabaal Custom yacht

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 8

**Cargo Capacity:** 35 metric tons

**Consumables:** 5 weeks

**Cost:** 400,000 (new), 200,000 (used)

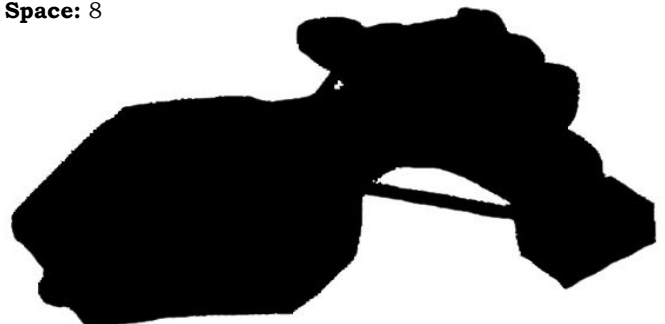
**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8



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

**Hull:** 3D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Note:** Modification rolls gain a +5 bonus, and the system can be modified up to 2D, more than the usual maximum.

## 1550-LEX Space Yacht



**Craft:** SoroSuub 1550-LEX Space Yacht

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Adventure Journal 13

**Type:** Space Yacht

**Scale:** Starfighter

**Length:** 30.4 meters

**Skill:** Space transports: SoroSuub 1550

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 50 metric tons

**Consumables:** 2 months

**Cost:** 200,000 credits (new), 100,000 credits (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 3/3D

## WUD-500 Star Yacht

**Craft:** Modified WUD-500 Star Yacht

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Gamer Magazine Issue 4

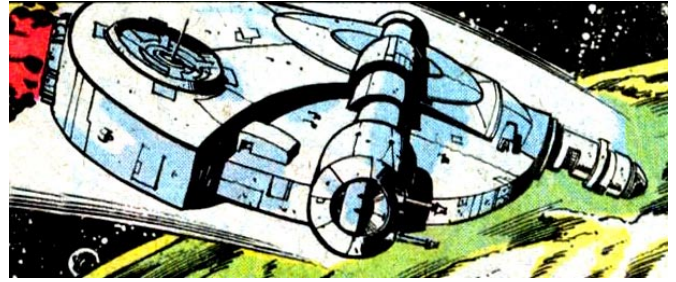
**Type:** Star yacht

**Scale:** Starfighters

**Length:** 18.5 meters

**Skill:** Space transports: WUD-500

**Crew:** 1



**Crew Skill:** Varies widely

**Passengers:** 7

**Cargo Capacity:** 10 metric tons

**Consumables:** 4 months

**Cost:** 185,000 (new), 92,500 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

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

**Hull:** 3D+2

**Shields:** 1D

**Sensors:**

*Passive:* 20/1D

*Scan:* 40/2D

*Search:* 60/3D

*Focus:* 3/3D+2

**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 5D

## Luxurious Space Yacht

**Craft:** Ghtroc Industries *Luxurious-class* Space Yacht

**Affiliation:** General

**Era:** Rebellion

**Source:** Classic Campaigns (page 67)

**Type:** Private space yacht

**Scale:** Starfighter

**Length:** 31 meters

**Skill:** Space transports: Luxurious space yacht

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 8

**Cargo Capacity:** 30 metric tons

**Consumables:** 2 months

**Cost:** 350,000 (new), 120,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 8

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

**Hull:** 2D

**Shields:** 1D

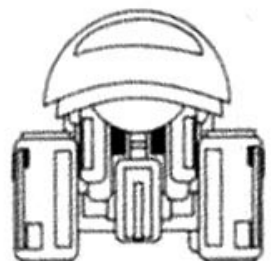
**Sensors:**

*Passive:* 15/1D

*Scan:* 30/2D

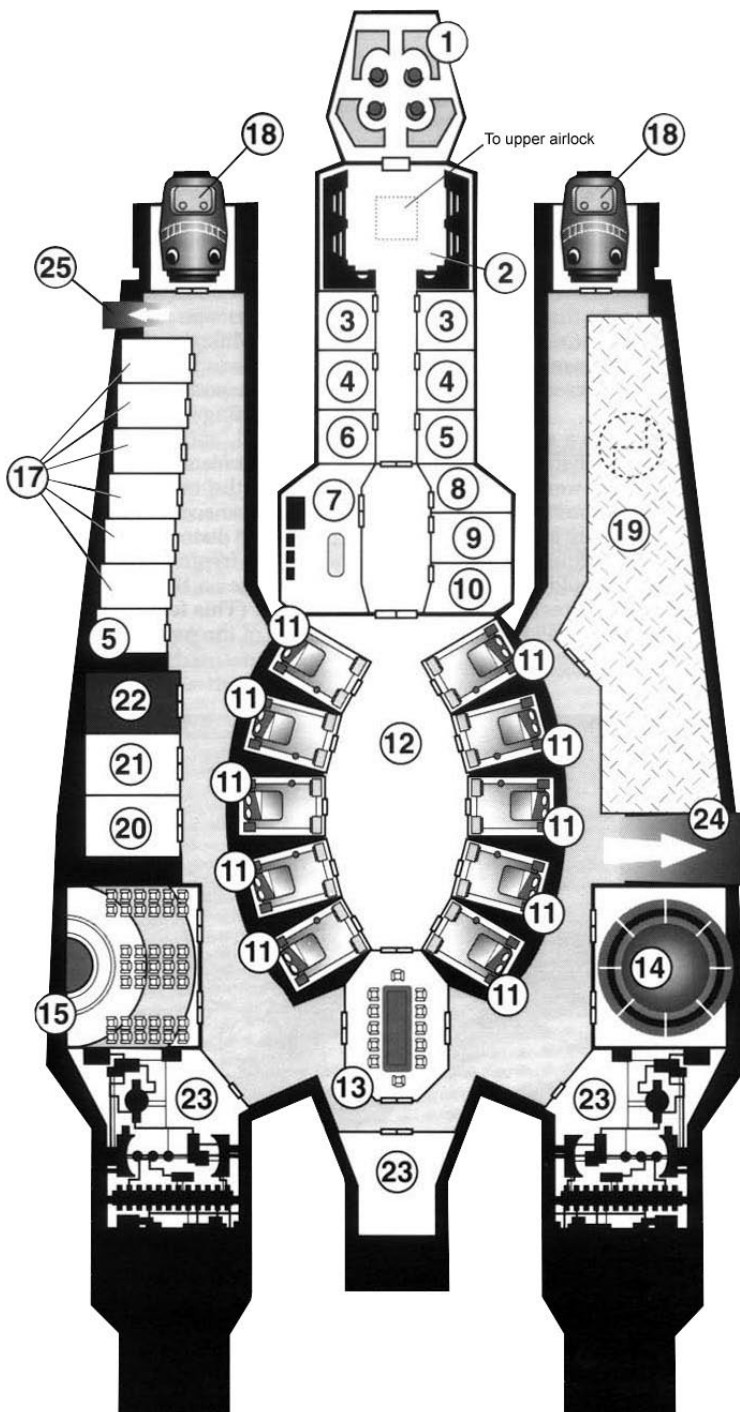
*Search:* 45/3D

*Focus:* 6/4D



## Starwind Yacht

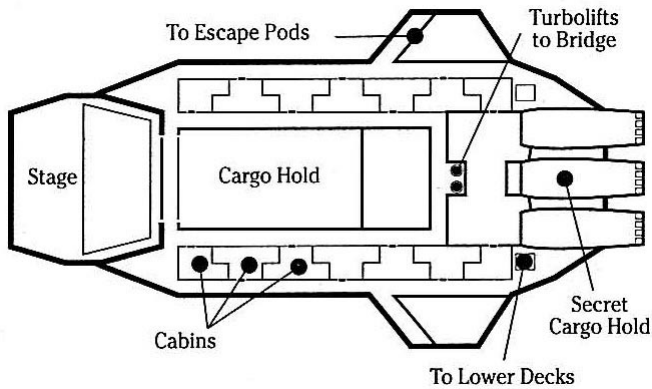
**Craft:** Kuat Drive Yards *Starwind*-class Pleasure Yacht  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Stock Ships (pages 9-11), Pirates & Privateers (page 72)  
**Type:** Space yacht  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Starwind  
**Crew:** 5  
**Crew Skill:** Varies widely  
**Passengers:** 10



**Cargo Capacity:** 20 metric tons  
**Consumables:** 2 months  
**Cost:** 1,000,000 (new), 450,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 35/2D  
*Focus:* 2/2D+2

- Deckplan Key:**
1. Cockpit
  2. Computer/Life Support
  3. Equipment Storage
  4. Armory
  5. Crew Refresher
  6. Crew Galley
  7. Passenger Galley
  8. Pantry/Backup Autochef
  9. Equipment Storage
  10. Autochef Computer
  11. Stateroom
  12. Passenger Lounge
  13. Dining Room
  14. Zergo-G Relaxation Chamber
  15. Holotheater
  16. Crew Area
  17. Crew Quarters
  18. Escape Pod
  19. Cargo Bay
  20. Audio-Visual Library
  21. Game Room
  22. Sensory Deprivation Chamber
  23. Engineering Deck
  24. Passenger Boarding Ramp
  25. Crew Boarding Ladder

## Aavman Extravagance 11-S



**Craft:** Aavman Extravagance 11-S  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (page 71)  
**Type:** Space yacht  
**Scale:** Starfighter  
**Length:** 44 meters  
**Skill:** Space transports: Aavman Extravagance 11-S  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 24  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 1 month  
**Cost:** 250,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D

## Luxury 2800 Yacht



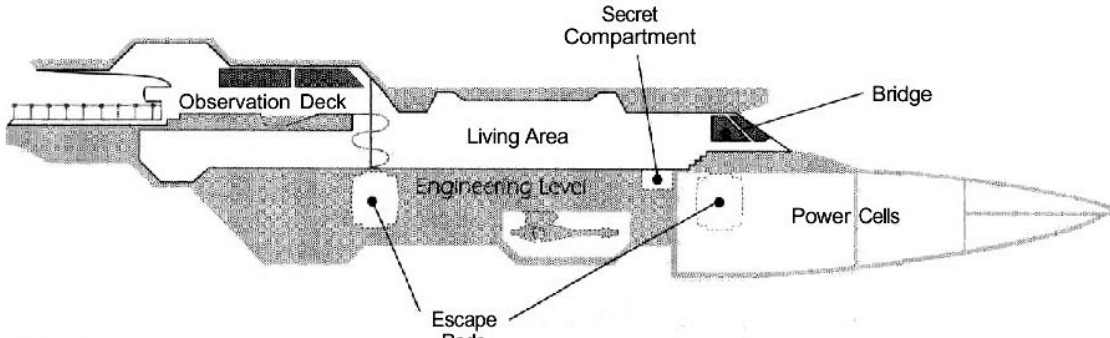
**Craft:** SoroSuub Luxury 2800  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Adventure Journal 11  
**Type:** Private space yacht  
**Scale:** Starfighter  
**Length:** 37 meters  
**Skill:** Space transports: SoroSuub 2800  
**Crew:** 1

**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Cost:** 225,000 credits (new), 110,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

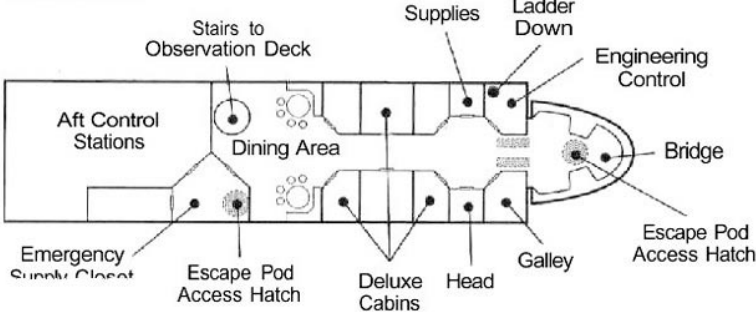
## Luxury 3000 Yacht



**Craft:** SoroSuub Luxury 3000  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 98-99)  
**Type:** Private space yacht  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Luxury 3000 yacht  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Cost:** 250,000 (new), 150,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 3/3D

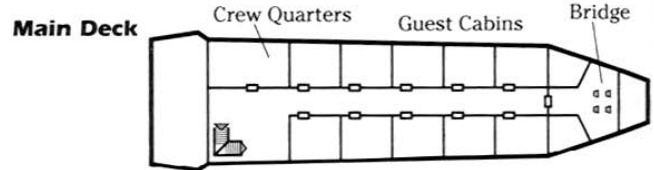
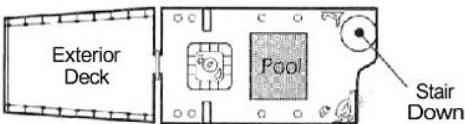


**Main Deck**

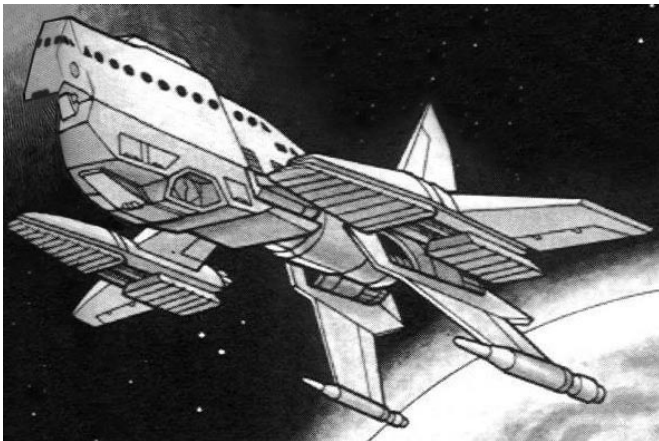


**Cost:** 125,000  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 6D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

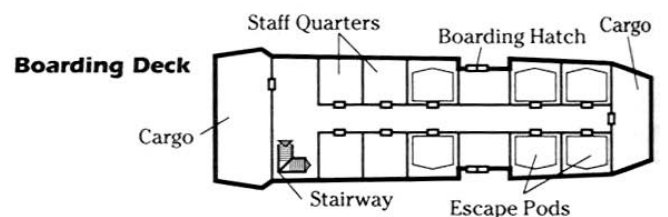
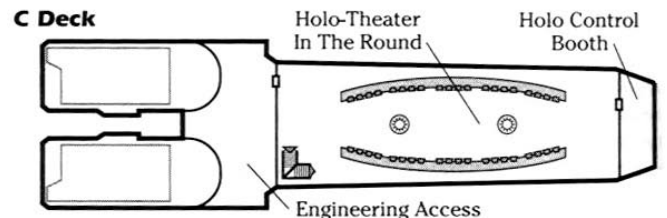
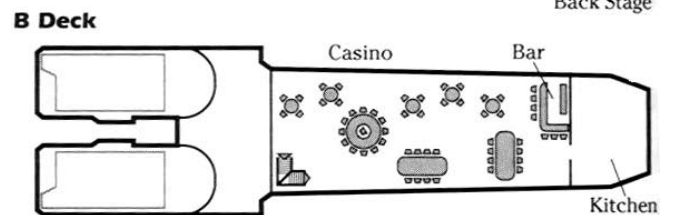
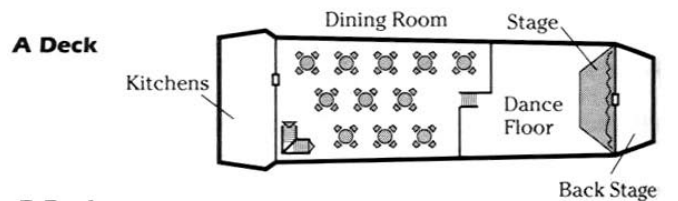
**Observation Deck**



**Luxury Cruiser 200**



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





## Luxury 5000 Yacht

**Craft:** SoroSuub Luxury 5000

**Affiliation:** General

**Era:** Rebellion

**Type:** Private space yacht

**Scale:** Starfighter

**Length:** 65 meters

**Skill:** Space transports: Luxury 3000 yacht

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

**Crew Skill:** Varies widely

**Passengers:** 16

**Cost:** 1 million (new), 500,000 (used)

**Cargo Capacity:** 100 metric tons

**Consumables:** 6 month

**Hyperdrive Multiplier:** x

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Space:** 4

**Atmosphere:** 280; 800 kr

**Hull:** 5D

**Shields:** 3D

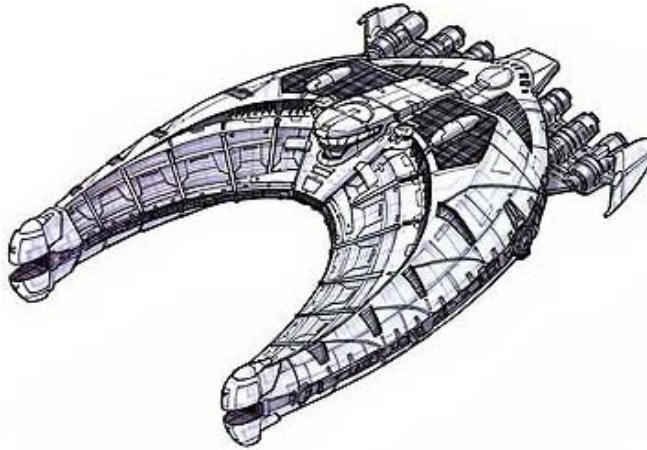
**Sensors:**

*Passive:* 25/1D

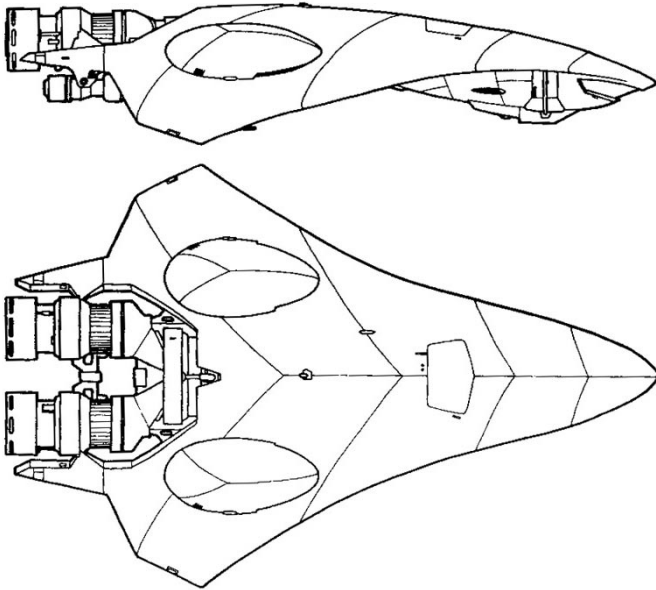
*Scan:* 50/2D

*Search:* 75/2D+2

*Focus:* 3/3D



**PICTURE  
REMOVED**

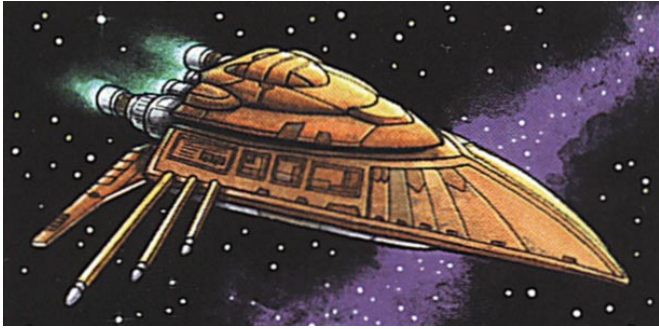


## Baudo Star Yacht

**Craft:** Baudo-class  
Star Yacht  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates &  
Privateers (pages 71-72)  
**Type:** Space yacht  
**Scale:** Starfighter  
**Length:** 32 meters  
**Skill:** Space transports: Baudo yacht  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 1 month  
**Cost:** 400,000 (new), 250,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x7  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D

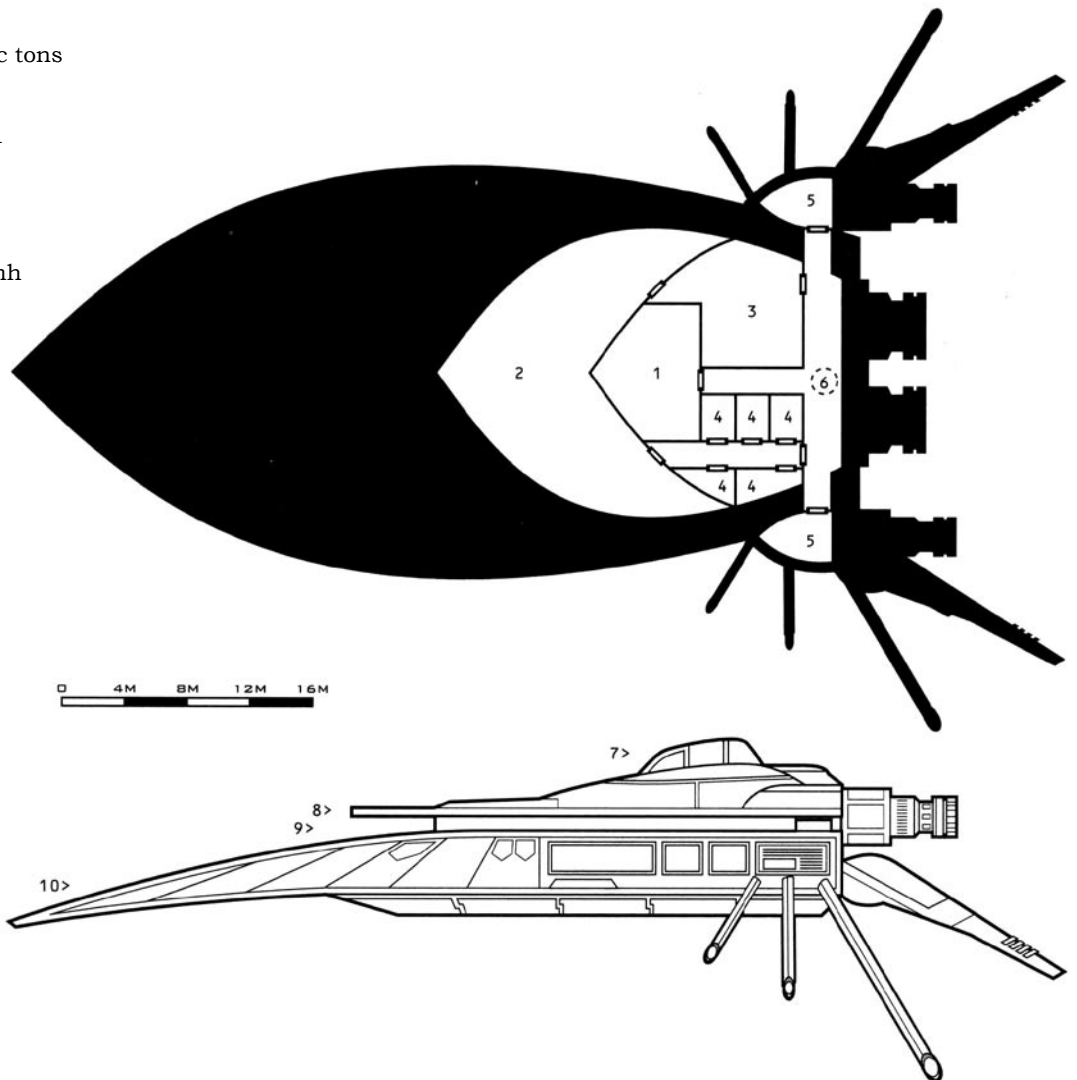
**PICTURE  
REMOVED**

## Minstrel Space Yacht



**Craft:** Ubrikkian *Minstrel*-class Space Yacht  
**Affiliation:** General /Hutts  
**Era:** Rise of the Empire  
**Source:** Instant Adventures (page 25), Tempest Feud (page 126), The Essential Guide to Vehicles and Vessels (pages 92-93)  
**Type:** Interstellar pleasure craft  
**Scale:** Capital  
**Length:** 160 meters  
**Skill:** Space transports:  
*Minstrel*-class space yacht  
**Crew:** 35, gunners: 2, skeleton: 10/+10  
**Crew Skill:** All skills 4D  
**Passengers:** 112  
**Cargo Capacity:** 90 metric tons  
**Consumables:** 3 months  
**Cost:** 1,450,000 (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D

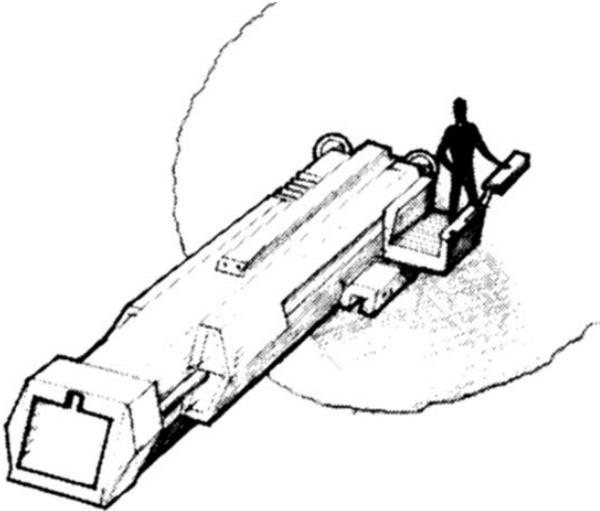
**Weapons:**  
**2 Triple Blasters** (fire-linked)  
*Fire Arc:* Front  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 3D  
**Tractor Beam Projector**  
*Fire Arc:* Front  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Damage:* 5D  
**Deckplan Key:**  
 1. Audience Chamber  
 2. Observation Deck  
 3. Master Suite  
 4. Passenger Quarters  
 5. Engine Power Feed Chambers  
 6. Lift (Up to Observation Dome, Deck, Down to Crew and Cargo Levels)  
 7. Observation Dome Deck  
 8. Passenger Deck  
 9. Crew Deck  
 10. Cargo Deck



0 4M 8M 12M 16M

# Freighters

## Verpine Asteroid Director



**Craft:** SlaynRoche Co. Verpine Asteroid Director  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Galladinium's Fantastic Technology (pages 57-58)  
**Type:** Asteroid propulsion unit  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Thrust unit piloting  
**Crew:** 1  
**Cargo Capacity:** 50 metric tons (hauled)  
**Consumables:** None  
**Cost:** 12,500  
**Availability:** 2  
**Space:** 1  
**Note:** Capable of mining and moving asteroids.

## Delaya Courier Ship



**Craft:** Hoersch-Kessel *Delaya*-class Courier Ship  
**Affiliation:** General / Jedi Order  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (pages 117-118), Power of the Jedi Sourcebook (page 59)  
**Type:** Standard courier ship  
**Scale:** Starfighter  
**Length:** 70 meters  
**Skill:** Space transports: *Delaya* Courier Ship  
**Crew:** 2, skeleton: 1/+5  
**Passengers:** 8  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 2 weeks  
**Cost:** 85,000 (new), 45,000 (used)  
**Hyperdrive Multiplier:** x7  
**Hyperdrive Backup:** x15  
**Maneuverability:** 4D  
**Space:** 7  
**Atmosphere:** 325; 950 kmh  
**Hull:** 4D  
**Shields:** 4D; 3D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 15/1D  
**Weapons:**  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/2/5  
*Atmosphere Range:* 25-70/100/150  
*Damage:* 10D (high-yield), 7D (normal)  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/10/20  
*Atmosphere Range:* 50-100/250/400  
*Damage:* 4D

## Vanya Jedi Courier Ship

**Craft:** Hoersch-Kessel *Vanya*-class Jedi Courier Ship  
**Affiliation:** Jedi Order  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (page 59)  
**Type:** Jedi courier ship  
**Scale:** Starfighter  
**Length:** 70 meters  
**Skill:** Space transports: *Vanya* Courier Ship  
**Crew:** 2, skeleton: 1/+5  
**Passengers:** 6  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Maneuverability:** 4D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 12/0D  
*Scan:* 25/1D  
*Search:* 35/2D  
*Focus:* 3/3D

**Weapons:**

**Proton Torpedo Launcher** (14 missiles)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700

*Damage:* 10D

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

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D

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

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

*Damage:* 4D

**2 Light Ion Cannons** (fire linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

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

*Damage:* 4D

## YG-4210 Transport



**Craft:** Corellian YG-4210 Transport

**Affiliation:** General

**Era:** Old Republic

**Source:** Star Wars Gamer Issue 2

**Type:** Exploration freighter

**Scale:** Starfighter

**Length:** 24 meters

**Skill:** Space transports: YG-4210

**Crew:** 1, gunners: 2

**Crew Skill:** Varies widely

**Passengers:** 12

**Cargo Capacity:** 25 metric tons

**Consumables:** 1 year

**Cost:** 40,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 4D

**Sensors:**

*Passive:* 10/+1

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Blaster Cannons** (fire-linked)

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

*Skill:* Starship gunnery

*Fire Control:* 1D

## Gozanti Cruiser



**Craft:** Gozanti-class Cruiser

**Affiliation:** General

**Era:** Old Republic

**Type:** Cruiser transport

**Scale:** Starfighter

**Length:** 41.8 meters

**Skill:** Space transports: Gozanti

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

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 1 month

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x21

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 6D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 50/2D

*Focus:* 3/3D

## Barloz Medium Freighter



**Craft:** Corellian Engineering Corporation *Barloz*-class Freighter

**Affiliation:** General

**Era:** Old Republic

**Source:** Stock Ships (pages 53-55), Pirates & Privateers (page 65), Starships of the Galaxy (page 78)

**Type:** Medium freighter

**Scale:** Starfighter

**Length:** 41 meters

**Skill:** Space transports: Barloz freighter

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

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 120 metric tons

**Consumables:** 2 months

**Cost:** 17,500 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/2D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

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

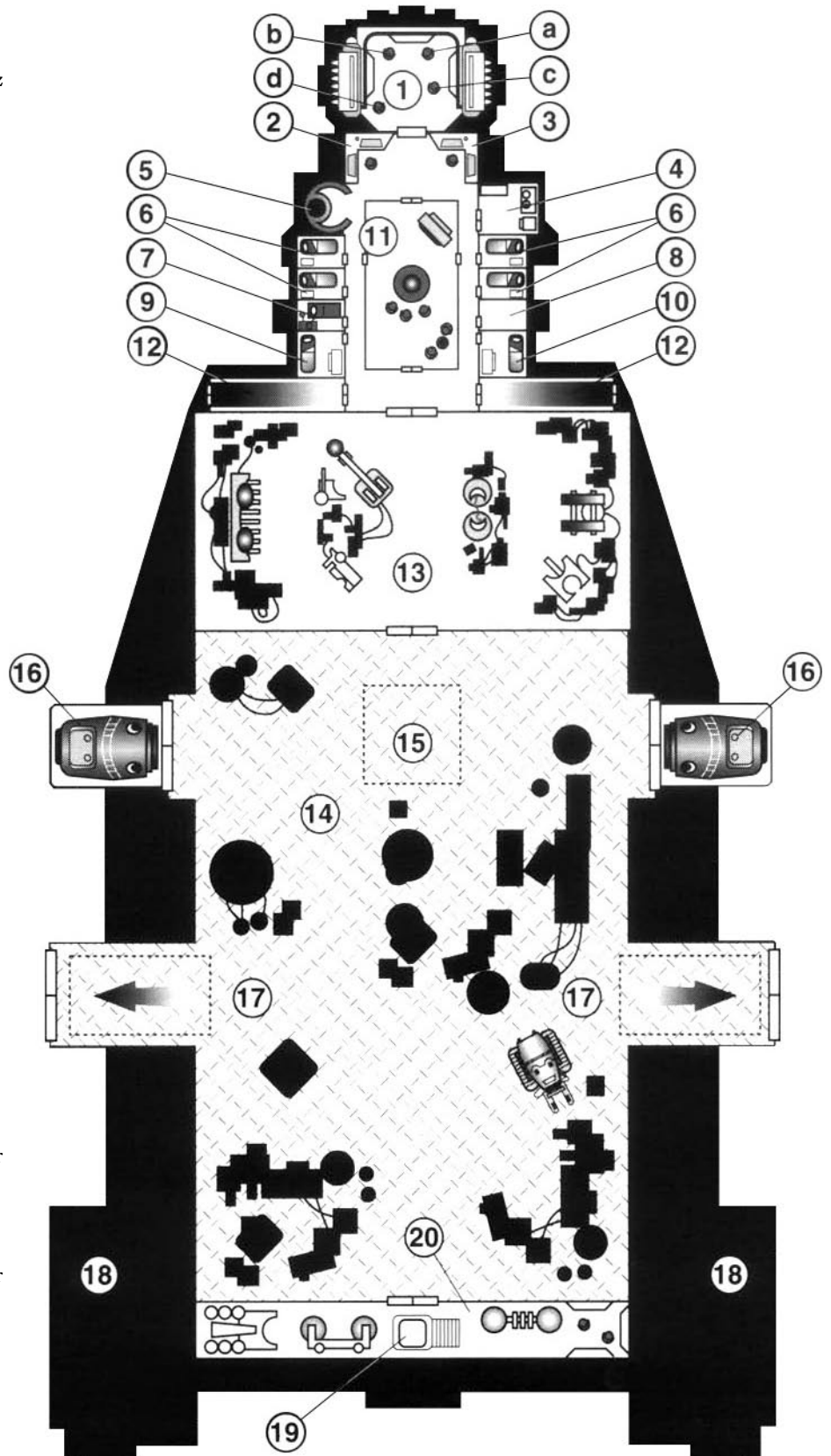
*Atmosphere Range:*

100-300/1.2/2.5 km

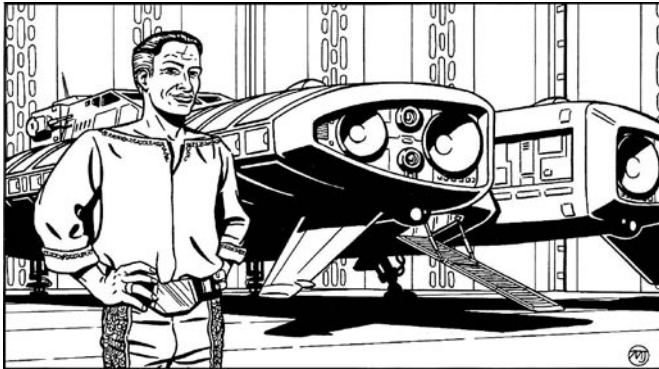
*Damage:* 3D

**Deckplan Key**

1. Cockpit
  - a. Pilot's Station
  - b. Co-pilot's Station
  - c. Sensors/Communication Station
  - d. Shields/Weapons Station
2. Ship's Computer
3. Life Support Station
4. Galley
5. Refresher/Sonic Shower
6. Crew Cabin
7. Medical Bay
8. Storage Locker/Armory
9. Captain's Cabin
10. First Mate's Cabin
11. Common Room (with holoprojector entertainment computer)
12. Boarding Ramp
13. Machine Shop
14. Cargo Bay
15. Cargo Elevator (to upper and lower loading hatches)
16. Escape Pod
17. Cargo Loading Ramps
18. Main Engines/Power Core
19. Upper Gunwell
20. Engineering Section



## Anxarta Light Freighter



**Craft:** Sienar Fleet Systems *Anxarta*-class Light Freighter

**Affiliation:** General

**Era:** Old Republic

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space transports: *Anxarta*-class freighter

**Crew:** 1, gunners: 1

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** 32,000 (used, difficult to locate)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 3D

## Squib Momship

**Craft:** Squib Merchandising's *Thrifty*

**Affiliation:** Squibs

**Era:** Old Republic

**Source:** Scavenger Hunt (page 6)

**Type:** Squib reclamation flagship

**Scale:** Starfighter

**Length:** 50 meters

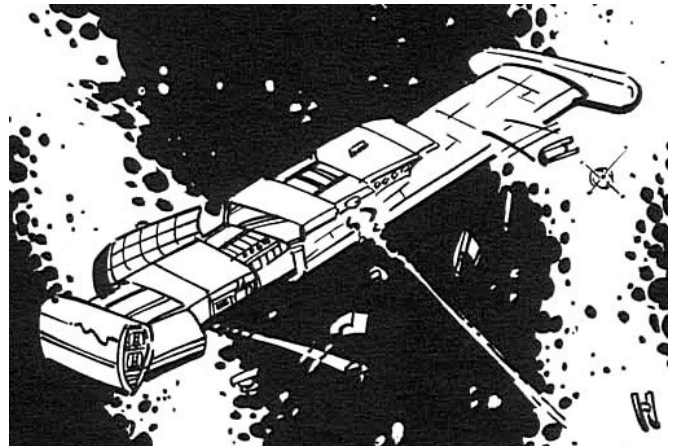
**Skill:** Space transports: *Thrifty*

**Crew:** 20

**Crew Skill:** Space transports 3D, tractor beam operation 4D, astrogation 3D, starship shields 3D

**Passengers:** 0 (but always room for paying customers)

**Cargo Capacity:** 500 metric tons



**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 8

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

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D+1

**Weapons:**

**10 Tractor Beam Projectors**

*Fire Arc:* 2 left, 2 right, 2 top, 2 bottom, 1 front, 1 back

*Crew:* 1

*Skill:* Tractor beam operation

*Fire Control:* 3D

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

*Atmosphere Range:* 100-300/1.3/2.5 km

*Damage:* 4D

## YT-700 Light Freighter

**Craft:** Corellian Engineering Corp. YT-700 Transport

**Affiliation:** General

**Era:** Old Republic

**Source:** Adventure Journal 5

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 21.7 meters

**Crew:** 1 (co-pilot optional)

**Passengers:** 4

**Cargo Capacity:** 75 metric tons

**Consumables:** 2 months

**Cost:** 18,000 (used only)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 210; 600 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

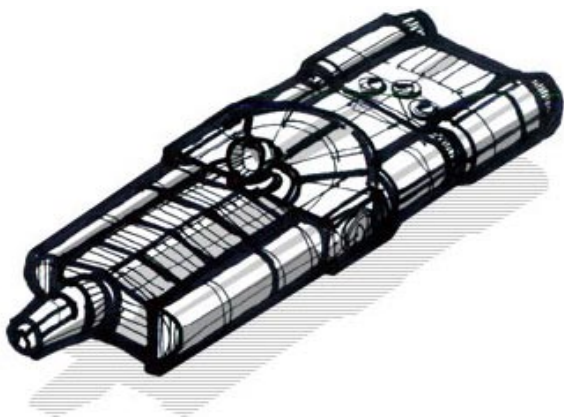
*Skill:* Starship gunnery

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

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

*Damage:* 4D

## YT-1150 Medium Transport



**Craft:** Corellian Engineering Corporation YT-1150 Medium Transport

**Affiliation:** General

**Era:** Old Republic

**Type:** Space transport

**Scale:** Starfighter

**Length:** 31.2 meters

**Skill:** Space transports: YT-1150

**Crew:** 1

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

3D+1, space transports repair 3D

**Passengers:** 6

**Cargo Capacity:** 95 metric tons

**Consumables:** 1 month

**Cost:** 74,000 (new), 15,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Maneuverability:** 1D

**Space:** 4

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 15/1D

*Scan:* 40/1D+2

*Search:* 80/2D+1

*Focus:* 2/3D+1

**Weapons:**

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

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/20/30

*Atmosphere Range:* 100-1/2/3 km

*Damage:* 4D

## B'zabuu Transport

**Craft:** SoroSuub B'zabuu-class Transport

**Affiliation:** General

**Era:** Old Republic

**Source:** Wizards Website

**Type:** Transport

**Scale:** Starfighter

**Length:** 22 meters

**Skill:** Space transports: B'zabuu-class transport

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

**Passengers:** 6

**Cargo Capacity:** 60 metric tons

**Consumables:** 3 months

**Cost:** 95,000 (new), 35,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D+2

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 50/2D

*Focus:* 3/3D

**Weapons:**

**Dual Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 4D

## Zuraco Cargo Hauler

**Craft:** Zuraco Cargo Hauler

**Affiliation:** General

**Era:** Old Republic

**Source:** Pirates & Privateers (page 66)

**Type:** Stock medium freighter

**Scale:** Starfighter

**Length:** 87.3 meters

**Skill:** Space transports: Zuraco hauler

**Crew:** 4

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 200 metric tons

**Consumables:** 2 months

**Cost:** 55,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 4/4D





## Citadel Cruiser

**Craft:** Koensayr ILH-KK Citadel Civilian Cruiser

**Affiliation:** General

**Era:** Old Republic

**Source:** Starships of the Galaxy (page 79)

**Type:** Civilian transport

**Scale:** Starfighter

**Length:** 36 meters

**Skill:** Space transports: ILH-KK Citadel

**Crew:** 1 or 2

**Crew Skill:** Varies

**Passengers:** 14

**Cargo Capacity:** 50 metric tons

**Consumables:** 6 months

**Cost:** 205,000

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 7

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

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**2 Dual Heavy Ion Cannons**

*Fire Arc:* Turrets

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/7/36

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

*Damage:* 5D

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 5D

**Concussion Missile Tube** (12 missiles)

*Fire Arc:* Front

*Skill:* Starship gunnery

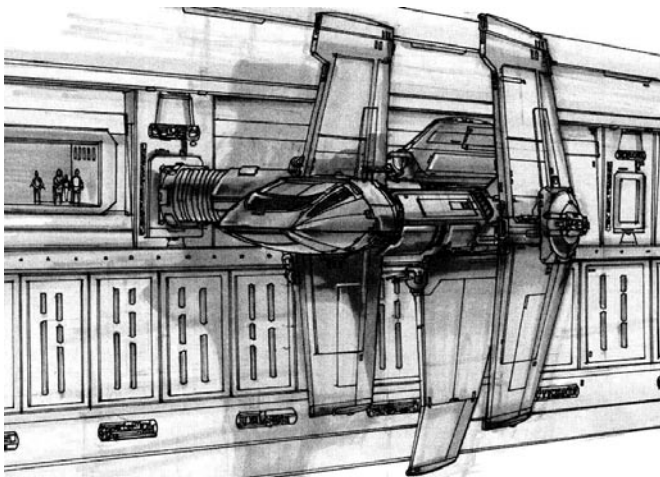
*Fire Control:* 1D

*Space Range:* 1/3/7

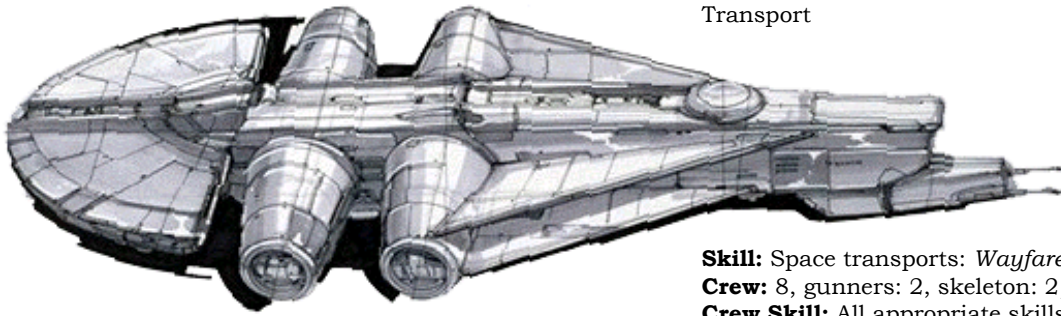
*Atmosphere Range:* 50-100/300/700

*Damage:* 8D

**PICTURE  
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## CT-200 Medium Transport



**Craft:** Corellian Engineering Corporation CT-200 Medium Transport

**Affiliation:** General

**Era:** Old Republic

**Type:** Space transport

**Scale:** Starfighter

**Length:** 38.4 meters

**Skill:** Space transports: CT-200

**Crew:** 2, gunners: 2, skeleton 1/+15

**Crew Skill:** Space transports 4D, starship gunnery 3D, starship shields 2D+2

**Passengers:** 6

**Cargo Capacity:** 120 metric tons

**Consumables:** 1 month

**Cost:** 100,000 (new), 25,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Maneuverability:** 2D

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Quad Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 3D

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

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

*Damage:* 4D

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

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 3D

## Wayfarer Medium Transport

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

**Affiliation:** General

**Era:** Old Republic

**Source:** Polyhedron Issue 157

**Type:** Space transport

**Scale:** Starfighter

**Length:** 82 meters

**Skill:** Space transports: *Wayfarer*

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

**Crew Skill:** All appropriate skills at 4D

**Passengers:** 6

**Cargo Capacity:** 220 metric tons

**Consumables:** 3 months

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

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 5D+1

**Shields:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 50/2D

*Focus:* 3/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 4D

**Quad Laser Cannon**

*Fire Arc:* Left

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 6D



## Nella 330 Heavy Scout

**Craft:** SoroSuub Nella 330  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Scout ship  
**Scale:** Starfighter  
**Length:** 26 meters  
**Skill:** Space transports: Nella 330  
**Crew:** 1, gunners: 1  
**Passengers:** 4  
**Cargo Capacity:** 30 metric tons  
**Consumables:** 3 months  
**Cost:** 122,000 (new), 30,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D+1  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D+1  
*Scan:* 30/2D  
*Search:* 45/2D  
*Focus:* 2/3D  
**Weapons:**  
**Heavy Blaster Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D

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## Nella 342 Light Freighter

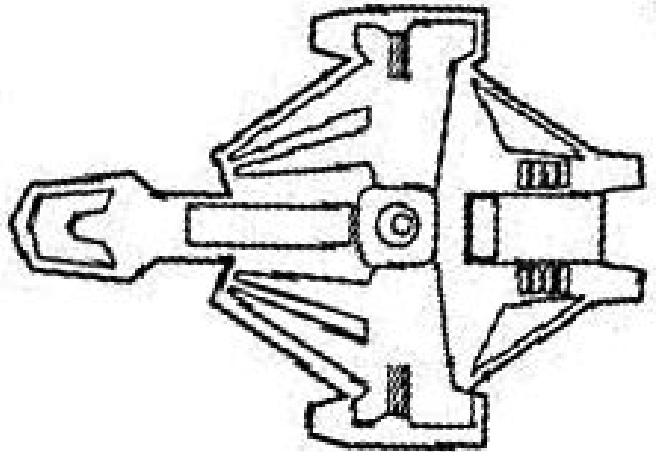
**Craft:** SoroSuub Nella 342  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (page 61)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 29.7 meters  
**Skill:** Space transports: Nella 342  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months  
**Cost:** 22,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/2D  
*Search:* 45/2D  
*Focus:* 2/2D+1

## Nella 352 Light Freighter

**Craft:** SoroSuub Nella 352  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 29.7 meters  
**Skill:** Space transports: Nella 352  
**Crew:** 1, gunners: 1  
**Passengers:** 4  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 2 months  
**Cost:** 98,000 (new), 24,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12

**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/2D  
*Search:* 45/2D  
*Focus:* 2/2D+1  
**Weapons:**  
**Light Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D

## Ghtroc 440 Light Freighter



**PICTURE  
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**Craft:** Ghtroc Industries class 440 freighter  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Planets Collection (page 73)  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Ghtroc Freighter  
**Crew:** 1 to 2 (can coordinate)  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 18,500 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 12/0D  
*Scan:* 25/1D  
*Search:* 35/2D  
*Focus:* 3/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

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## Ghtroc 580 Light Freighter

**Craft:** Ghtroc 580 Light Freighter  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (page 62)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 37 meters  
**Skill:** Space transports: Ghtroc 580  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 6 months  
**Cost:** 20,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D  
**Weapons:**

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

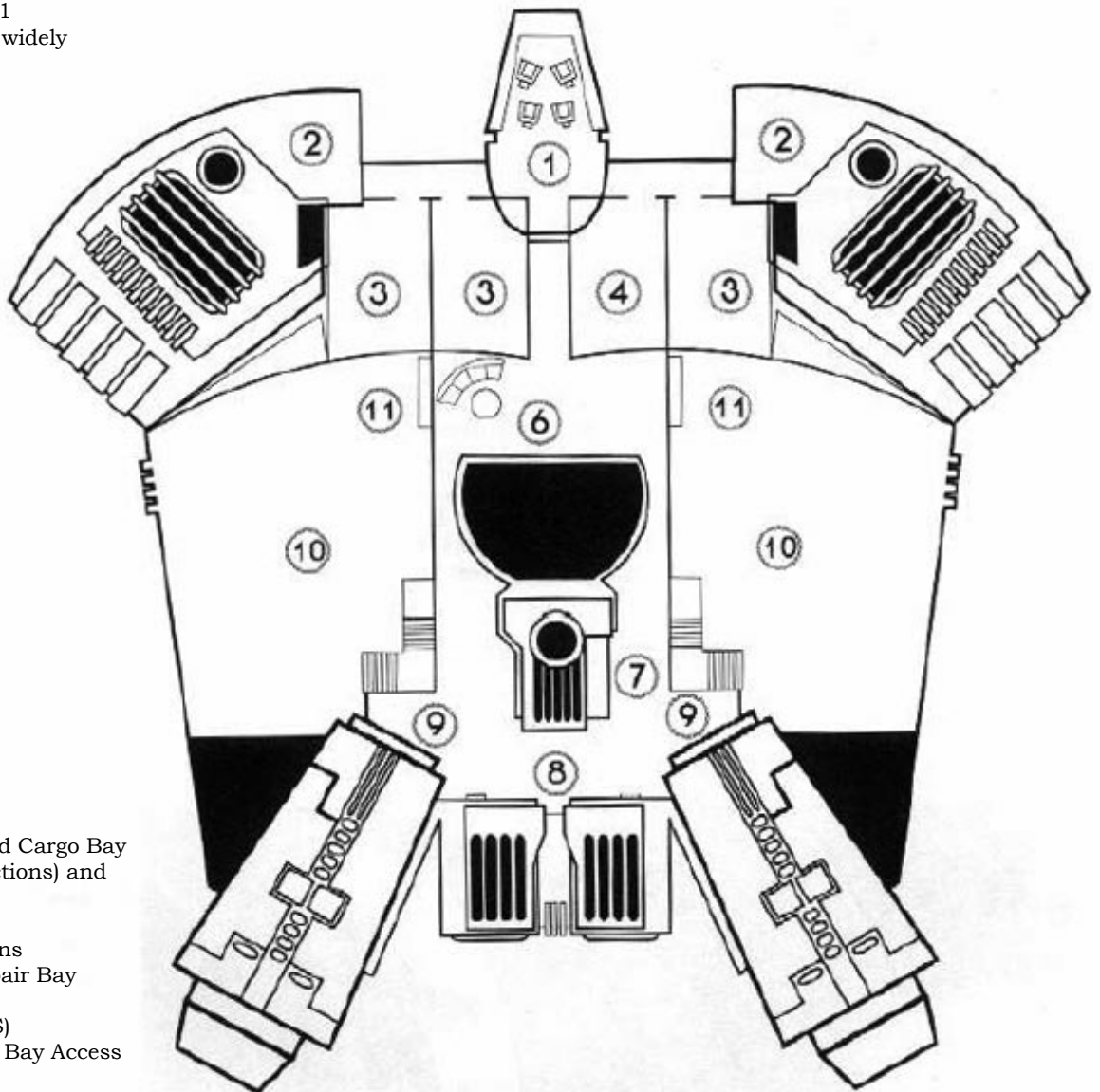


## Ghtroc 720 Freighter



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

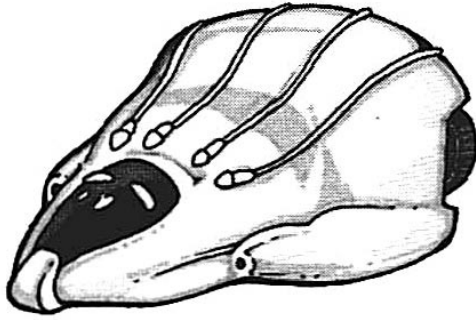
**Cargo Capacity:** 135 metric tons  
**Consumables:** 2 months  
**Cost:** 98,500 (new), 23,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D  
**Weapons:**  
**Double Laser Cannon**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D



**Deckplan Key:**

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

## Selonian Coneship



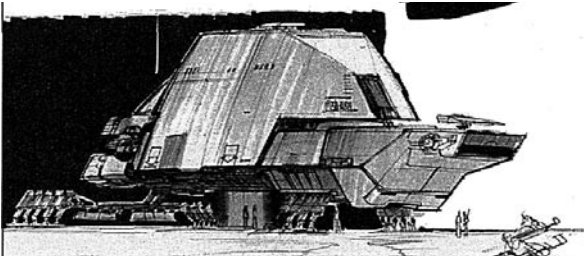
**Craft:** Selonian Hunchzuc Den Coneship  
**Affiliation:** Selonia  
**Era:** Rise of the Empire  
**Source:** Cracken's Threat Dossier (page 143), Coruscant and the Core Worlds (page 147)  
**Type:** Homemade coneship  
**Scale:** Starfighter  
**Length:** 20.5 meters  
**Skill:** Archaic starship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

## X-26 StarHaul

**Craft:** Incom X-26 StarHaul  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 60)  
**Type:** Space barge  
**Scale:** Starfighter  
**Length:** 55 meters  
**Skill:** Space transports: X-26 barge  
**Crew:** 2, plus droid  
**Crew Skill:** Varies, typically 3D-5D  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 week  
**Cost:** 400,000 (new), 175,000 (used)  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 70; 200 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 30/2D+2  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5  
*Damage:* 3D

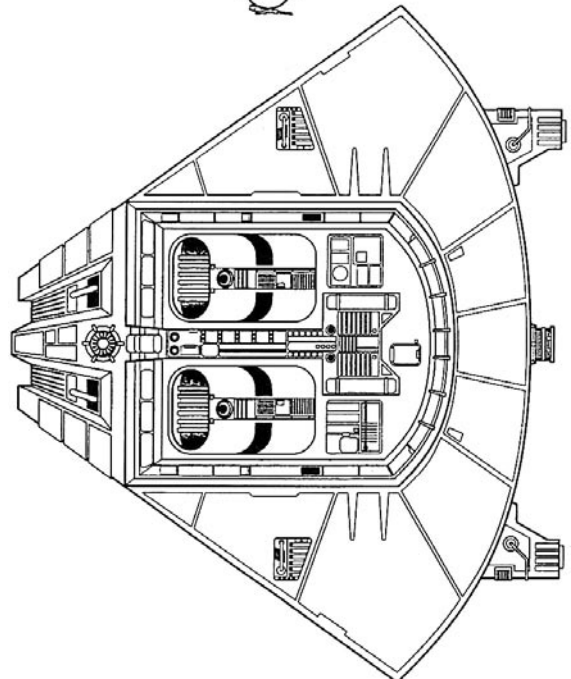
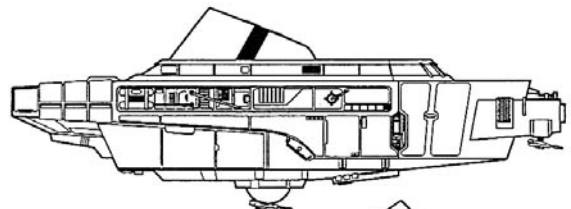


## X-23 Space Barge

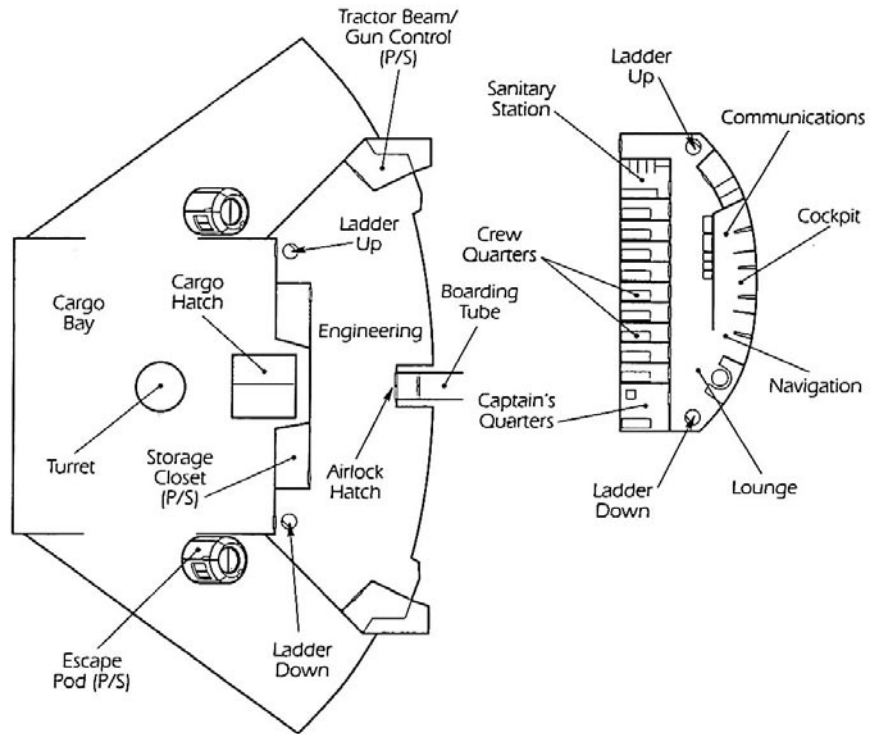


**Craft:** Incom X-23 StarWorker  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 56-60), The Star Wars Sourcebook (pages 38-39)  
**Type:** Intra-system space barge  
**Scale:** Starfighter  
**Length:** 38 meters  
**Skill:** Space transports: X-23 barge  
**Crew:** 2, plus labor droid, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 week  
**Cost:** 325,000 (new), 145,000 (used)  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 5/0D  
*Scan:* 10/1D  
*Search:* 15/2D

## CRX-Tug



**Craft:** Cuirilla-Raye *Xylines*-class Spacetug  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 56)  
**Type:** Spacetug  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports: *Xylines* Spacetug  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 255 metric tons  
**Consumables:** 2 weeks  
**Cost:** 20,000 (used)  
**Maneuverability:** 1D  
**Space:** 2  
**Atmosphere:** 80; 230 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 5/+1  
*Scan:* 15/1D  
*Search:* 25/1D+1  
*Focus:* 1/2D  
**Weapons:**  
**2 Tractor Beam Projectors**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 5D



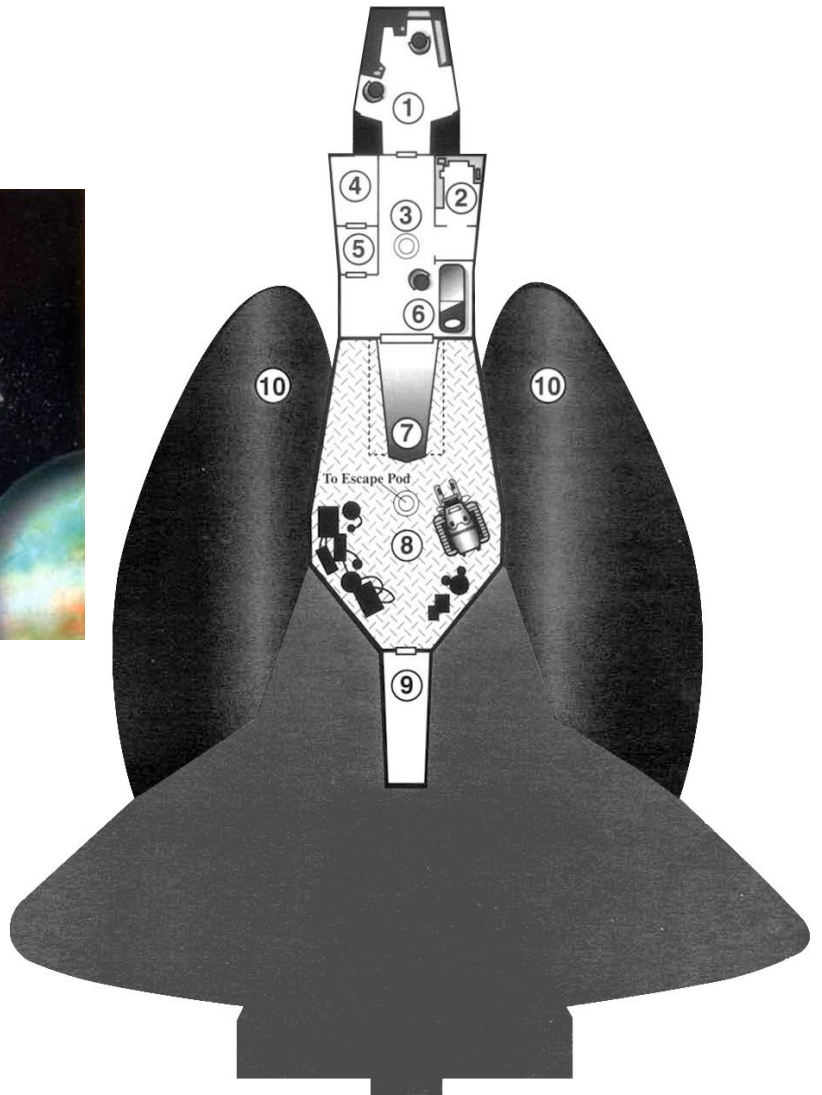
## Z-10 Seeker



### Deckplan Key

1. Cockpit
  - a. Pilot/Gunner Station
  - b. Co-pilot/Navigation Station
2. Galley
3. Ventral Autoblaster Access Hatch
4. Storage
5. Refresher
6. Bunks
7. Entry Ramp
8. Cargo Bay
9. Engineering Crawlspace
10. External Cargo Pods

**Craft:** Starfeld Industries Z-10 Seeker





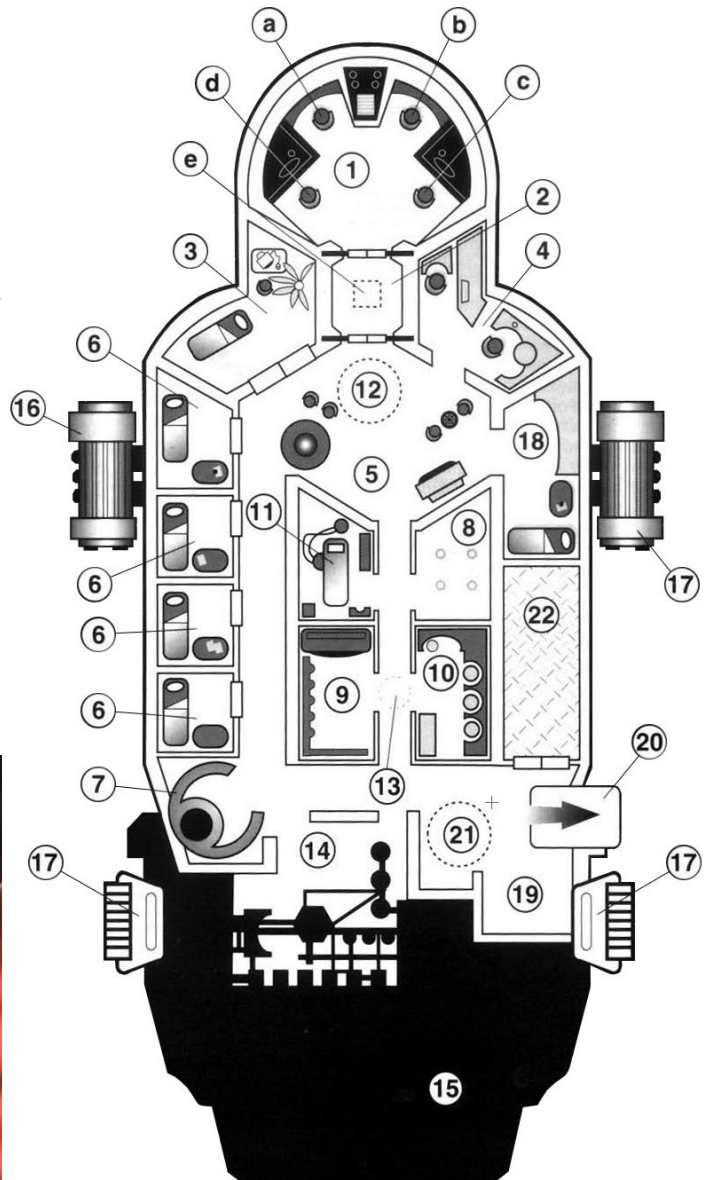
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Stock Ships (pages 13-15), Pirates & Privateers (pages 63-64)  
**Type:** Small scouting vessel  
**Scale:** Starfighter  
**Length:** 20.3 meters  
**Skill:** Space transports: Z-10 Seeker  
**Crew:** 1  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 2  
**Cargo Capacity:** 45 metric tons  
**Consumables:** 2 months  
**Cost:** 86,000 (new), 69,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/1D+2  
*Search:* 65/2D  
*Focus:* 3/3D  
**Weapons:**  
**Autoblaster**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D (0D if sensors inoperable)  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 3D+1  
**Notes:** All difficulty numbers to modify the Z-10 add +10. Without cargo pods Space increases +2 and Maneuverability increases 1D+1.

## Lantillian Short Hauler

**Craft:** Lantillian Shipwrights GX1 Short Hauler  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Stock Ships (pgs 5-7), Pirates & Privateers (pg 65)  
**Type:** Pleasure craft  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: Lantillian short hauler  
**Crew:** 4, skeleton: 2/+5  
**Crew Skill:** Varies widely  
**Deckplan Key**



1. Cockpit
    - a. Pilot's Station
    - b. Co-pilot's Station
    - c. Sensor/Communication Station
    - d. Shield Operator's Station
  2. Vestibule
    - e. Entry/Exit Elevator
  3. Captain's Quarters
  4. Main Computer and Life Support Control
  5. Common Room/Crew Lounge
  6. Crew Quarters
  7. Refresher
  8. Zero-G Relaxation Chamber
  9. Holotheater
  10. Galley
  11. Medical Bay
  12. Airlock Access Hatch
  13. Access to Gun Turret
  14. Engineering Section
  15. Hyperdrive Engines
  16. Sublight Engines
  17. Repulsorlift Engines
  18. Stabilizers
  19. Co-pilot's Quarters
  20. Foyer/Entry Area
  21. Entry/Exit Elevator
  22. Access to Escape Pod
  23. Storage/Cargo Hold
- Passengers:** 6



**Cargo Capacity:** 85 metric tons

**Consumables:** 1 month

**Cost:** 20,500 (used only)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/2D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1 (can be fired by pilot or co-pilot, +5 to difficulty)

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 3D



1. Cockpit
2. Entry Ramp/Airlock
  - a. Emergency Kits
3. Airlock/Vestibule
4. Refresher
5. Cabin
6. Cabin
7. Lounge
8. Overhead Viewport
9. Escape Pod
10. Engineering Station
11. Cargo Bay
12. Repulsorlift Platform
13. Communications/Sensor Array

## Starlight Freighter

**Craft:** Rendili-Surrton *Starlight*-class Freighter

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Stock Ships (pages 37-39),

Pirates & Privateers (page 63)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 34 meters

**Skill:** Space transports:

Starlight freighter

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 50 metric tons

**Consumables:** 3 weeks

**Cost:** 26,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Blaster Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

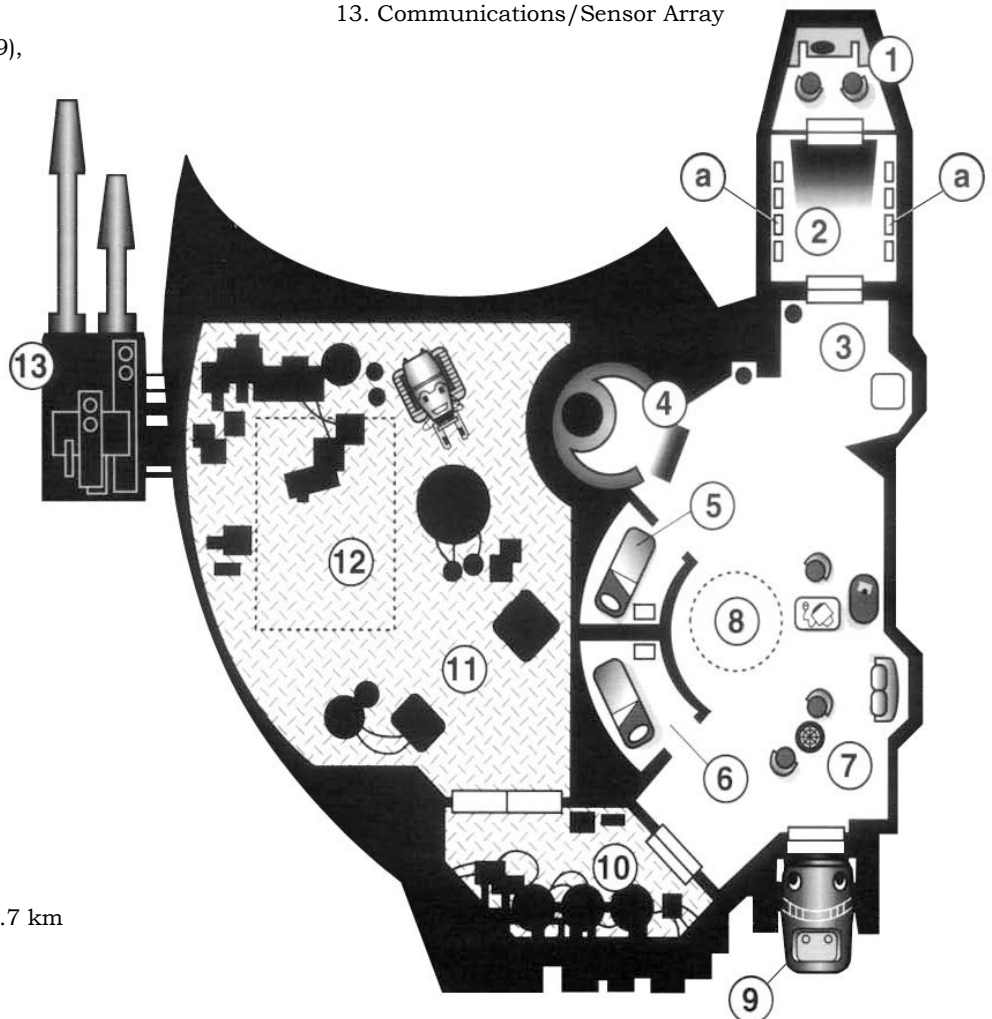
*Fire Control:* 2D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

**Deckplan Key**



## XS-800 Light Freighter



**Craft:** Corellian Engineering Corp. XS-800 Light Freighter

**Affiliation:** General

**Era:** Rebellion

**Source:** Stock Ships (pages 21-23)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 30.2 meters

**Skill:** Space transports: XS-800

**Crew:** 1 to 2 (can coordinate)

**Passengers:** 8

**Cargo Capacity:** 115 metric tons

**Consumables:** 2 months

**Cost:** 37,500 (new)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 3D

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**Double Laser Cannon** (fire linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D

**Deckplan Key**

1. Bridge

a. Pilot's Station

b. Co-pilot's Station

c. Sensors/Communications Station

d. Shield Operator's Station

2. Quarters

3. Storage Locker

4. Computer/Life Support

5. Ramp to cockpit

6. Access to Ventral Airlock

7. Primary Access Corridor

8. Common Room

9. Access to Dorsal Sensor Dish

10. Refresher

11. Galley

12. Medical Bay

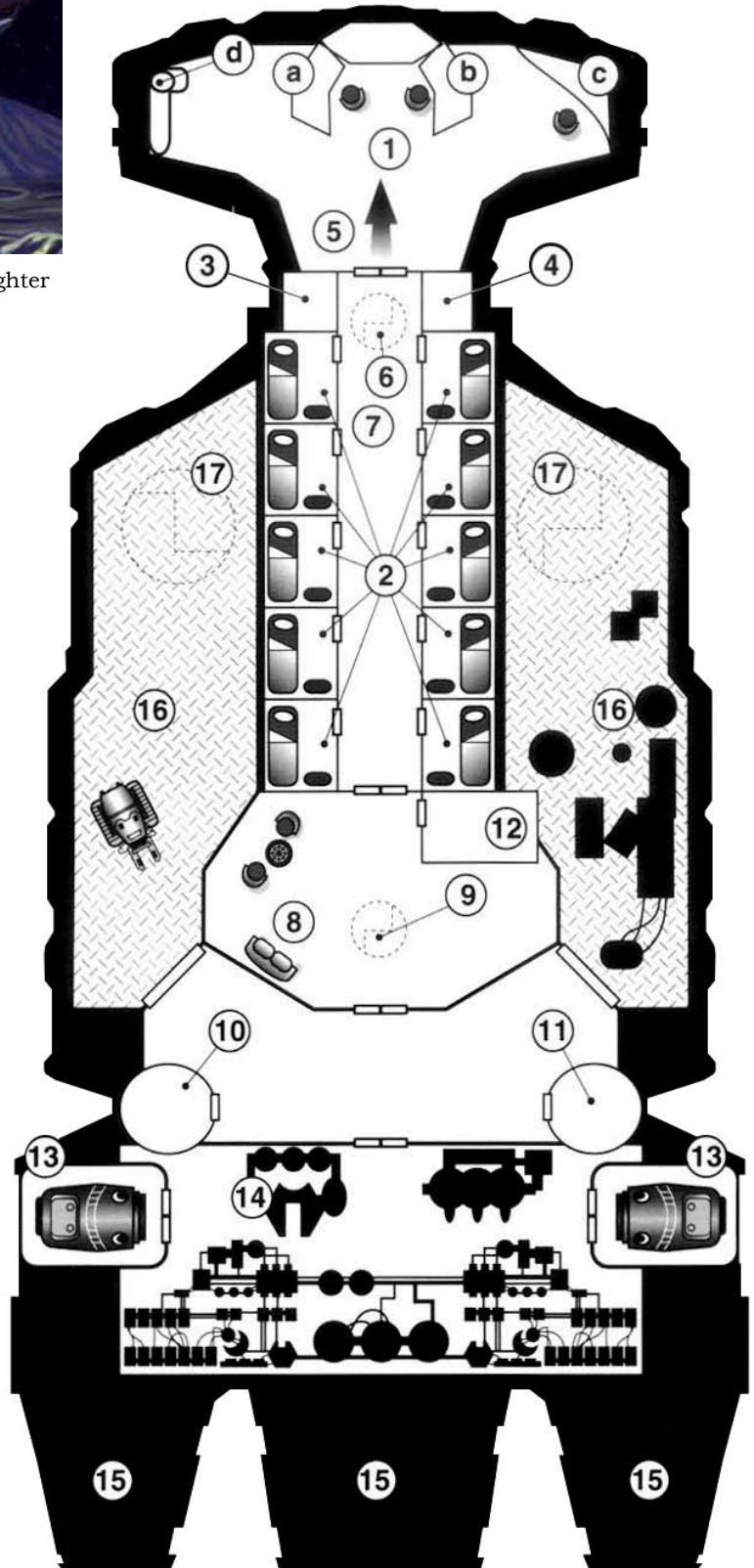
13. Escape Pod

14. Engineering Section/Machine Shop

15. Engines

16. Cargo Bay

17. Cargo Bay Loading Elevator



## Corona Transport

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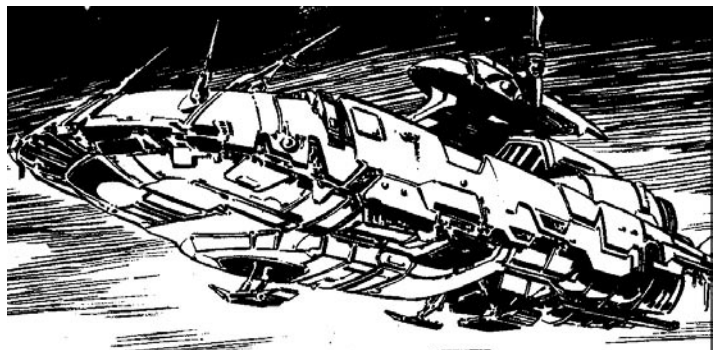
**Craft:** Kuat Drive Yards Corona Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 62)  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 28.4 meters  
**Skill:** Space transports: Corona transport  
**Crew:** 1 (optional co-pilot)  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 80 metric tons  
**Consumables:** 2 months  
**Cost:** 105,000 (new), 27,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Crinya Light Freighter

**Craft:** Gallofree Yards *Crinya*-class Light Freighter  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Classic Campaigns (page 90)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 29.2 meters  
**Skill:** Space transports: *Crinya*-class freighter  
**Crew:** 2 (1 can coordinate)  
**Crew Skill:** Varies  
**Passengers:** 7  
**Cargo Capacity:** 90 metric tons  
**Consumables:** 2 months

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**Cost:** 65,000 credits  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D+2  
**Shields:** 1D



**Sensors:**

*Passive:* 10/1D

*Scan:* 25/1D+2

*Search:* 40/2D

*Focus:* 4/2D+2

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1 (co-pilot)

*Skill:* Starship gunnery

*Fire Control:* 2D (can be fired by pilot at 0D)

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

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

*Damage:* 4D

## Mantaris Amphibious Transport



**Craft:** Theed Palace Space Vessel Eng. Corps/Otoh Gunga Bongowerks *Mantaris*-class Amphibious Medium Transport

**Affiliation:** Naboo

**Era:** Rise of the Empire

**Source:** Wizards Website

**Type:** Medium transport

**Scale:** Starfighter

**Length:** 68 meters (plus 30 meter long heat sink finials)

**Skill:** Space transports: Mantaris

**Crew:** 4 and 1 Astromech droid

**Crew Skill:** Typically 4D in all applicable skills.

**Passengers:** 20, plus additional depending on attached modules (see below)

**Cargo Capacity:** 250 metric tons, plus additional depending on attached modules (see below)

**Consumables:** 3 months, plus additional depending on attached modules (see below)

**Cost:** 280,000 (new)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Concussion Missile Launchers** (6 missiles each)

*Fire Arc:* 1 front, 1 back

*Skill:* Starship gunnery

*Fire Control:* 1D

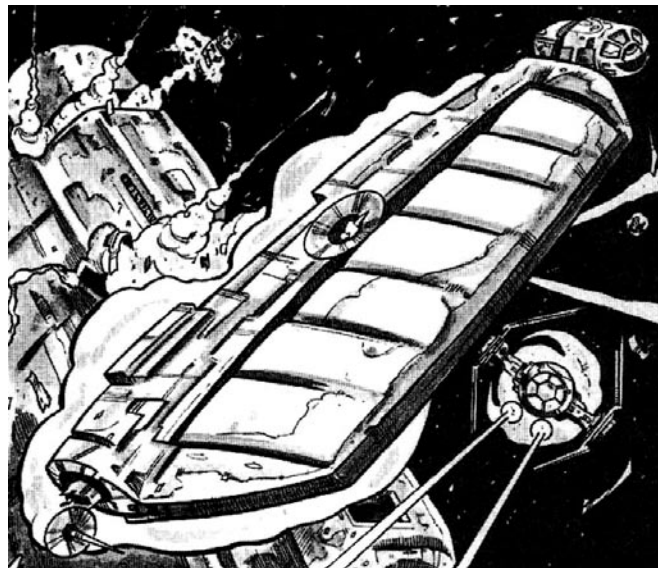
*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

**Notes:** The *Mantaris*-class transport can be fitted with up to four bubble-shaped, modular sections. These sections can increase cargo or passenger capacity, or be used to transport wildlife. Each modular section can accommodate and additional 30 passengers, or an extra 100 metric tons of cargo.

## D9 Runner Light Freighter



**Craft:** Kuat Drive Yards D9 Runner light freighter

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Secrets of the Sisar Run (pages 10-11)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 23 meters

**Skill:** Space transports: D9 Runner

**Crew:** 1, gunners: 1

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 80 metric tons

**Consumables:** 2 months

**Cost:** 80,000 (new), 22,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 3D+2

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/3D

*Focus:* 2/4D

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

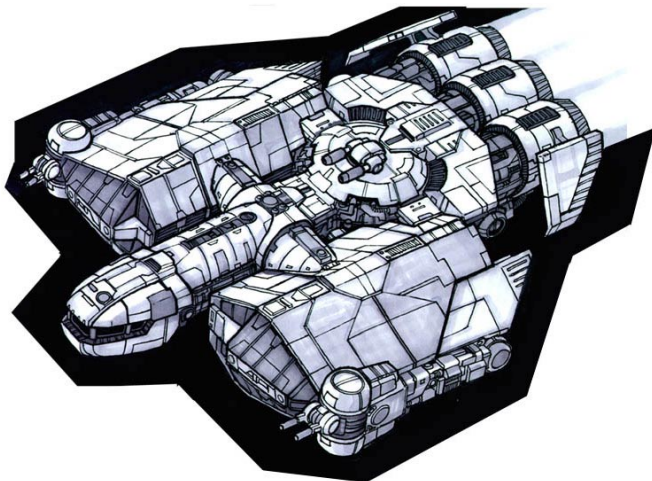
*Fire Control:* 1D

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

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

*Damage:* 4D

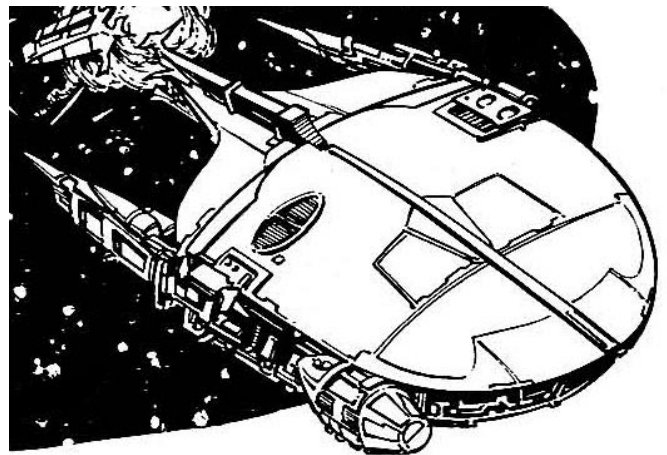
## YU-410 Light Freighter



**Craft:** YU-410 Light Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Gamer Magazine Issue 2  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 44 meters  
**Skill:** Space transports: YU-410  
**Crew:** 4, gunners: 4  
**Crew Skill:** Varies widely  
**Passengers:** 12  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 2 months  
**Cost:** 200,000 (new), 80,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D+2  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**4 Double Laser Cannons**  
*Fire Arc:* 2 turret, 1 front/right, 1 front/left  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## YL-2200 Light Freighter

**Craft:** Corellian Engineering Corporation YL-2200  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 3 – The Empire Strikes Back (page 88)  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 28.2 meters  
**Skill:** Space transports: YL-2200  
**Crew:** 1 (1 can coordinate), gunners: 1  
**Passengers:** 6



**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 100,000 (new), 25,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Epoch Light Freighter

**Craft:** Shobquix Yards *Epoch*-class Light Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Adventure Journal  
**Type:** Light Freighter  
**Scale:** Starfighter  
**Length:** 23 meters  
**Skill:** Space transports: *Epoch*-class freighter  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 180 metric tons  
**Consumables:** 2 months  
**Cost:** 28,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**

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

**Weapons:**

**Laser Cannon**

Fire Arc: Turret

Crew: Pilot

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere: 100-300/1.2/2.5 km

Damage: 5D



**3-Z Light Freighter**

**Craft:** Nova-Drive 3-Z Light Freighter

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Stock Ships (pages 33-35)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space transports: Nova-Drive 3-Z

**Crew:** 2

**Passengers:** 8

**Cargo Capacity:** 150 metric tons

**Consumables:** 2 months

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

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D+2

**Shields:** 1D

**Sensors:**

Passive: 20/0D

Scan: 30/1D

Search: 40/1D+2

Focus: 2/2D

**Weapons:**

**2 Laser Cannons**

Fire Arc: Front, right, back

Crew: 1 (co-pilot)

Skill: Starship gunnery

Fire Control: 1D

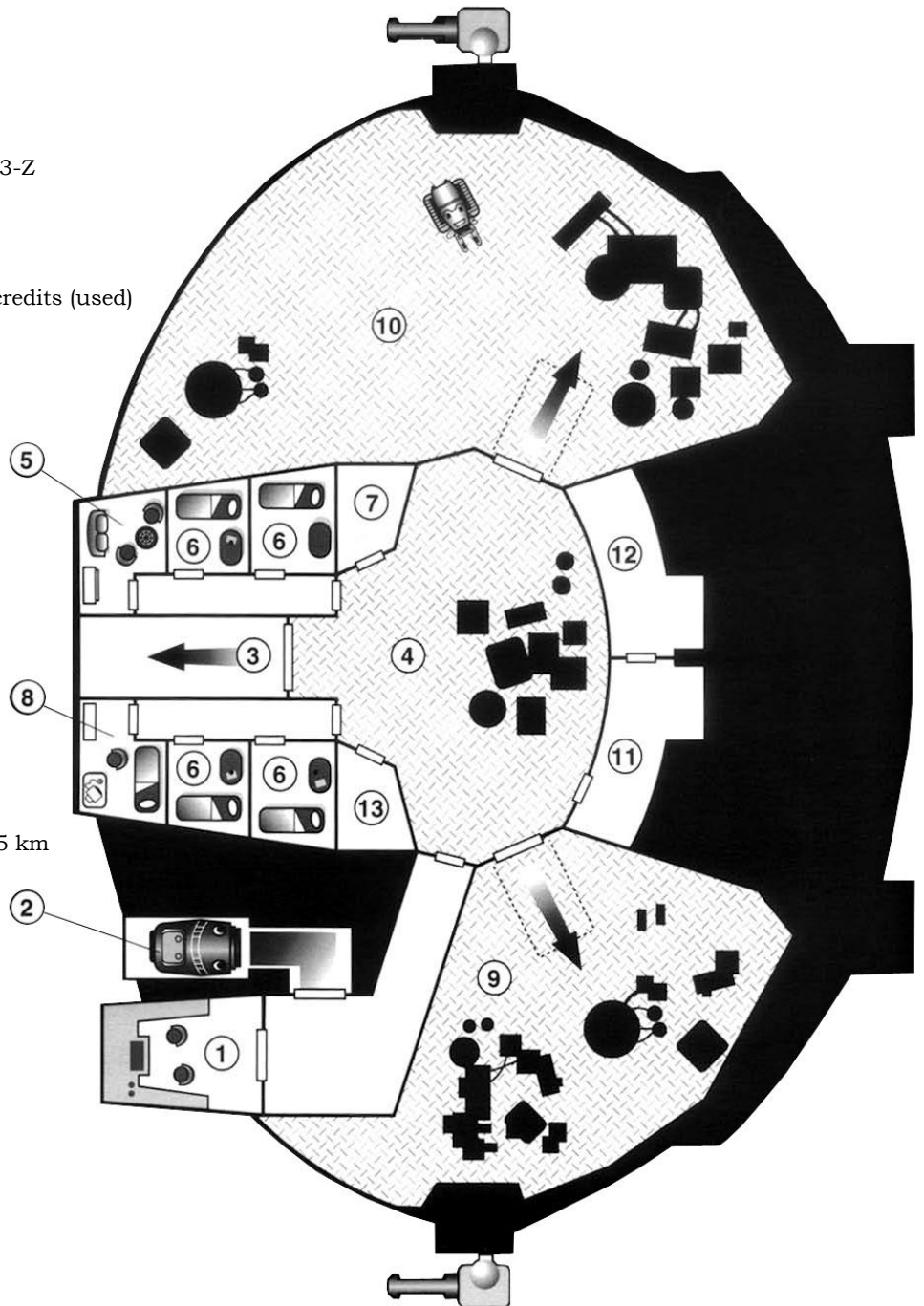
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

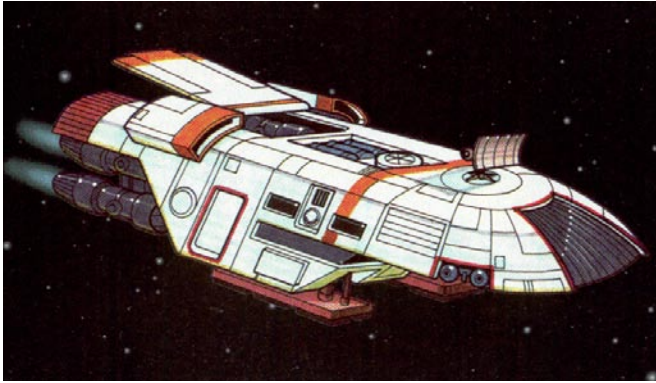
Damage: 3D

**Deckplan Key**

1. Cockpit
2. Escape Pod
3. Landing Ramp
4. Cargo Bay
5. Crew Lounge
6. Crew Cabins
7. Armory
8. Captain's Cabin
9. Cargo Bay
10. Cargo Bay
11. Engineering Station
12. Medical Bay
13. Storage Area



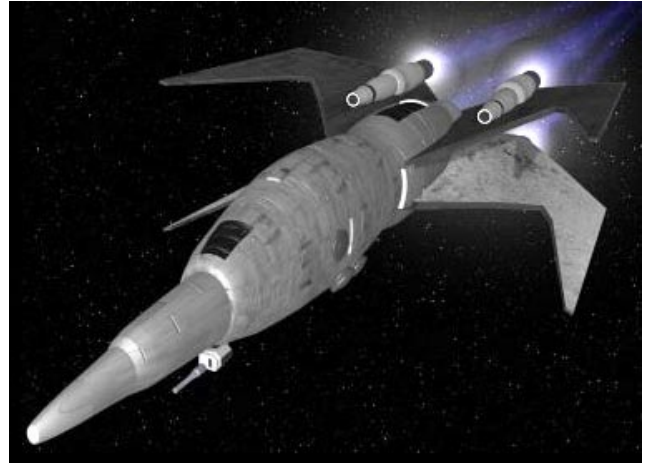
## B-7 Light Freighter



**Craft:** Loronar B-7 Light Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** The DarkStryder Campaign – Boxed Set (pages 79-80)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 19 meters  
**Skill:** Space transports: B-7  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months  
**Cost:** 20,000 credits (used only)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/+1  
*Scan:* 20/1D  
*Search:* 30/1D+2  
*Focus:* 3/2D  
**Weapons:**  
**Light Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2 (may be fired by pilot at 0D fire control)  
*Space Range:* 1-2/7/15  
*Atmosphere Range:* 100-200/700/1.5 km  
*Damage:* 4D

## Stalwart Light Freighter

**Craft:** *Stalwart*-class Light Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 65)  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 19.7 meters  
**Skill:** Space transports: Stalwart freighter  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 5



**Cargo Capacity:** 120 metric tons  
**Consumables:** 3 months  
**Cost:** 21,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 5  
**Atmosphere:** 290; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/1D+2  
*Search:* 40/2D  
*Focus:* 1/2D+2  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Jermaguim Light Freighter

**Craft:** SoroSuub *Jermaguim*-class Light Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 62)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 25 meters  
**Skill:** Space transports: Jermaguim freighter  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 2 months  
**Cost:** 28,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 1D+1





**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:****Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D+1

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

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

*Damage:* 4D

## Gymsnor-2 Freighter

**Craft:** CorellianSpace Gymsnor-2 Freighter

**Affiliation:** General

**Era:** Rise of the Empire

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 31.7 meters

**Skill:** Space transports: Gymsnor-2

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 90 metric tons

**Consumables:** 1 month

**Cost:** 17,500 (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 0D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 45/2D

*Focus:* 3/3D

**Weapons:****Blaster Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere:* 100-500/1/

1.7 km

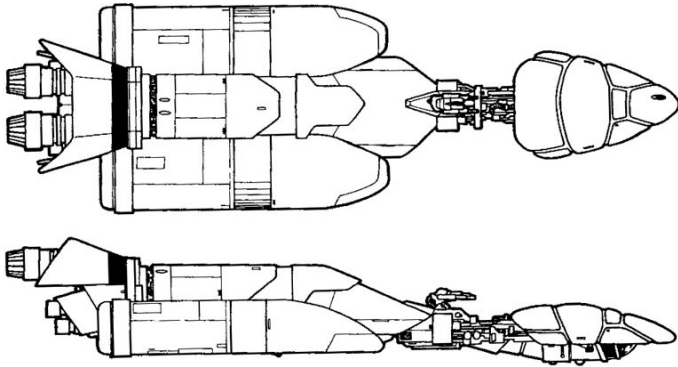
*Damage:* 3D

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## Gymsnor-3 Light Freighter

## Nyubba Cargo Barge Driver



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**Craft:** CorellianSpace Gymsnor-3 Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 62-63)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 34.1 meters  
**Skill:** Space transports: Gymsnor-3 freighter  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 95 metric tons  
**Consumables:** 1 month  
**Cost:** 19,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 45/2D  
*Focus:* 3/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

**Craft:** SoroSuub Transport Systems *Nyubba*-class Cargo Barge Driver  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Cargo barge driver  
**Scale:** Starfighter  
**Length:** 22 meters  
**Skill:** Space transports: *Nyubba*-class  
**Crew:** 2  
**Passengers:** 2  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes

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**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 5D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Double Laser Cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D+2

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

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

*Damage:* 4D

**Note:** Add +1 Difficulty of any *space transports* roll for each of the first eight barges. For each additional barge past eight, add +1D to difficulties.

## **HT-2200 Medium Freighter**

**Craft:** Corellian Engineering Corporation HT-2200

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Stock Ships (pg 49-51), Pirates & Privateers (pg 66)

**Type:** Medium freighter

**Scale:** Starfighter

**Length:** 54.8 meters

**Skill:** Space transports: HT-2200

**Crew:** 2

**Passengers:** 8

**Cargo Capacity:** 800 metric tons, in four cargo bays

**Consumables:** 3 months

**Cost:** 240,000 (new), 110,000 (used)

**Nav Computer:** Yes

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 5D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

Search: 40/2D

Focus: 2/3D

**Weapons:**

**2 Pulse Laser Cannons**

Fire Arc: Turret

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D

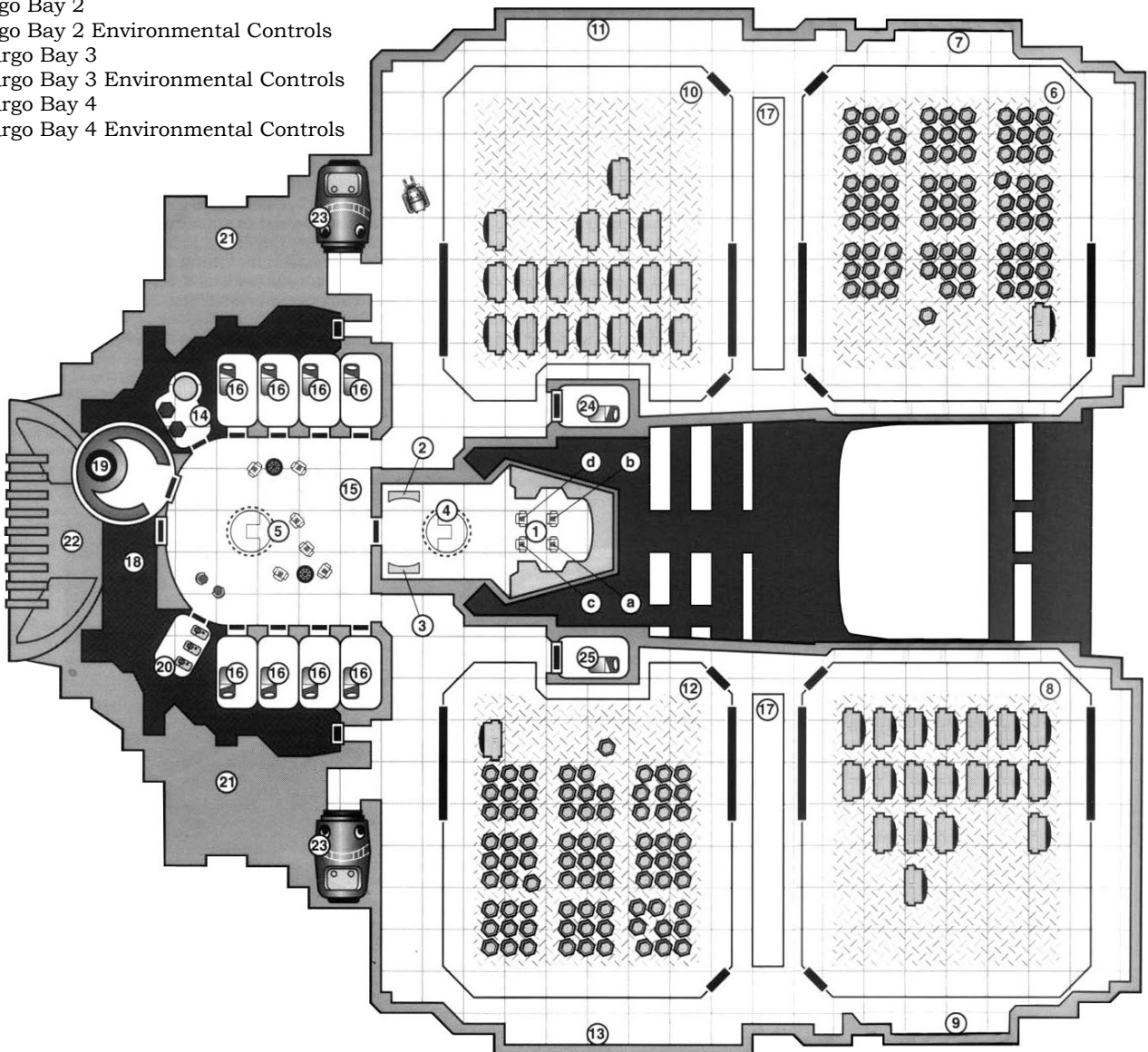
**Notes:** Since this vessel is easily modified, engineers gain a +5 bonus to their *space transports repair* rolls when performing modifications on an HT-2200.

**Deckplan Key**

1. Cockpit
  - a. Pilot's Station
  - b. Co-Pilot's Station
  - c. Technical Station
  - d. Shields/Weapons Station
2. Life Support Systems Control
3. Ship's Main Computer
4. To Upper Airlock
5. To Upper and Lower Gunwells
6. Cargo Bay 1
7. Cargo Bay 1 Environmental Controls
8. Cargo Bay 2
9. Cargo Bay 2 Environmental Controls
10. Cargo Bay 3
11. Cargo Bay 3 Environmental Controls
12. Cargo Bay 4
13. Cargo Bay 4 Environmental Controls



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



# Kazellis Light Freighter



**Craft:** Kazellis Corporation Light Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Stock Ships (pages 29-31), Pirates & Privateers (page 61)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Kazellis freighter  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 23,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 2D

**Sensors:**  
*Passive:* 20/1D  
*Scan:* 50/2D  
*Search:* 70/2D+1  
*Focus:* 4/3D  
**Weapons:**  
**Quad Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

- Deckplan Key**
1. Maintenance Crawlway
  2. Refresher
  3. Captain's Cabin
  4. Cargo Bay
  5. Technical Station
  6. Acceleration Couch
  7. Cargo Elevator
  8. Entry Ramp
  9. Accessway
  10. Cockpit

- a. Pilot's Station
- b. Co-pilot's Station
- c. Technical Station
11. Storage Lockers
12. Quadrex Power Core
13. Access to Gunwell
14. Engineering Station
15. Maintenance Crawlways
16. Crew Bunks (Triple Bunks)
17. Shield Generator
18. Storage
19. Engines
20. Machine Shop
21. Medical Bay
22. Armory



# DeepWater Light Freighter



**Craft:** Mon Calamari *DeepWater*-class Light Freighter

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Stock Ships (pages 61-63)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 45 meters

**Skill:** Space transports: DeepWater

**Crew:** 1 or 2

**Passengers:** 6

**Cargo Capacity:** 85 metric tons

**Consumables:** 2 months

**Cost:** 99,000

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 3D

**Shields:** 2D (in space); (+1 versus physical damage in aquatic mode)\*

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/2D

*Search:* 65/2D+2

*Focus:* 5/2D+2

**Weapons:**

**Laser Turret**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

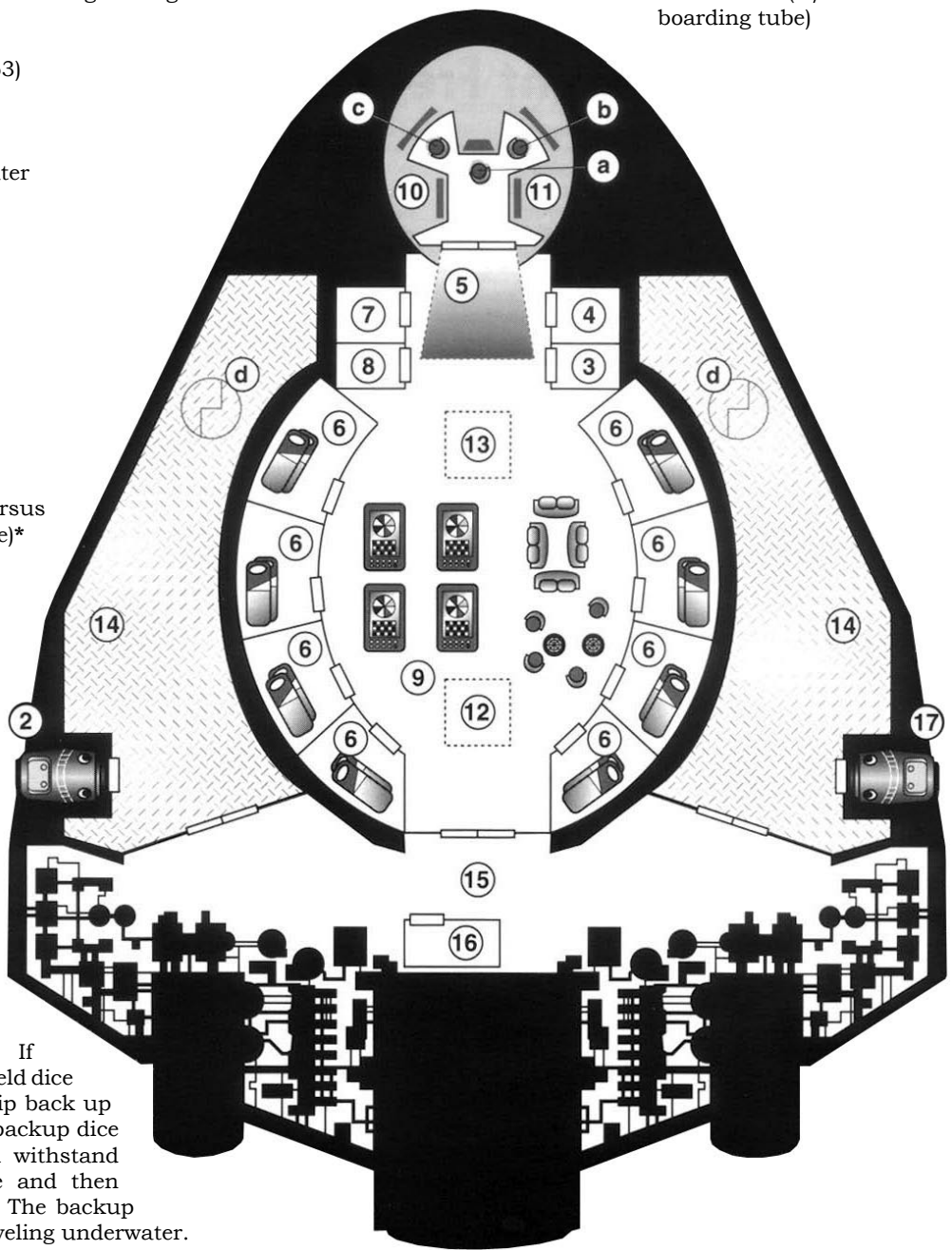
*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

\* The DeepWater has 3D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the ship back up to 2D in shields. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled. The backup dice cannot be applied when traveling underwater.

**Deckplan Key**

- 1. Cockpit
  - a. Pilot's Station
  - b. Co-pilot's Station
  - c. Shield/Communications Station
- 2. Escape Pod
- 3. Galley
- 4. Equipment Storage
- 5. Entry Ramp
- 6. Staterooms
- 7. Refresher
- 8. Medical Bay
- 9. Crew Lounge
- 10. Ship's Computer
- 11. Environment Controls
- 12. Upper Gunwell Access
- 13. Lower Gunwell Access
- 14. Cargo Bay
  - d. Cargo elevator
- 15. Engineering Section
- 16. Tool Locker
- 17. Airlock (w/ extendable boarding tube)



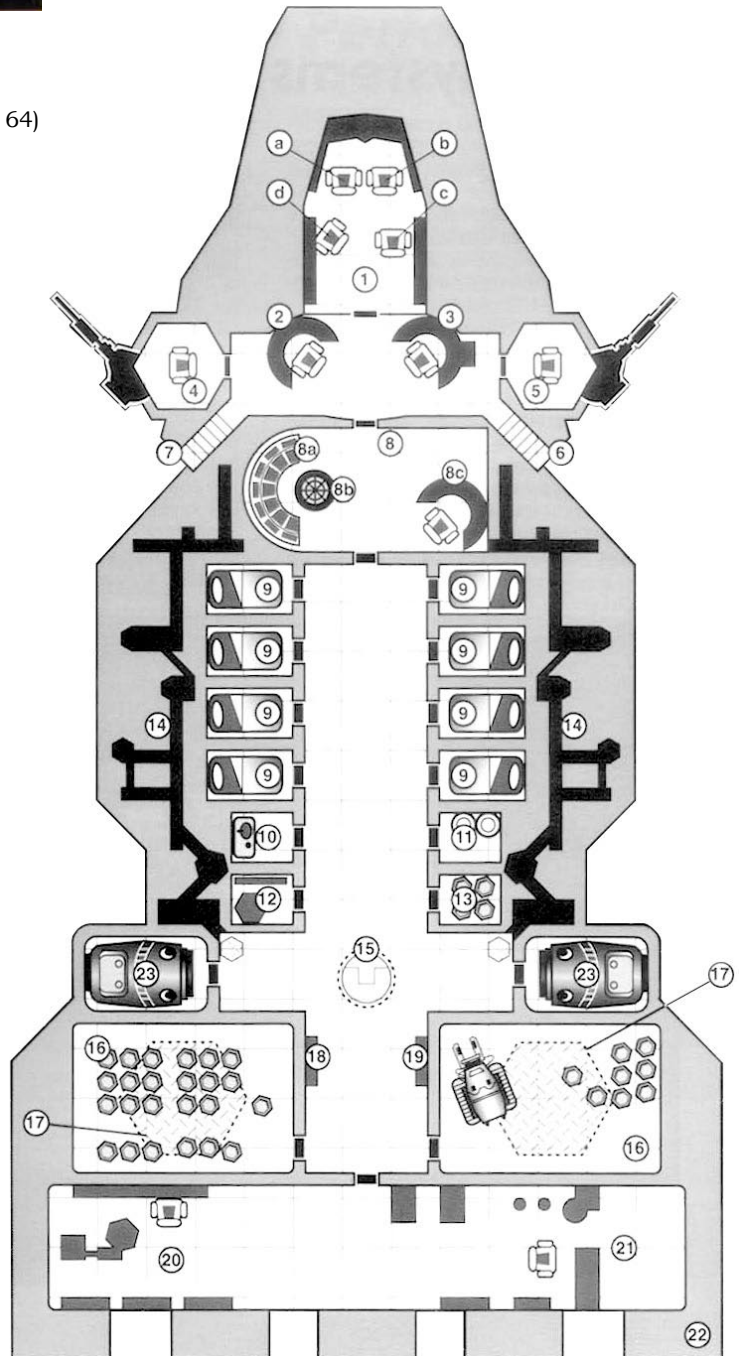
# TL-1800 Transport



**Craft:** SuwanteK Systems TL-1800 Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Stock Ships (pg 41-43), Pirates & Privateers (pg 64)  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: TL-1800 transport  
**Crew:** 1 to 2 (can coordinate)  
**Crew Skill:** Varies widely  
**Passengers:** 7  
**Cargo Capacity:** 110 metric tons (internal cargo storage; with cargo pods: 400 metric tons)  
**Consumables:** 3 months  
**Cost:** 41,500 (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

**Deckplan Key**

- 1. Cockpit
  - a. Pilot's station
  - b. Co-pilot's station
  - c. Astrogation/communications station
  - d. Shield/sensors station
- 2. Life support controls
- 3. Ship's computer
- 4. Gunwell
- 5. Gunwell
- 6. Landing ramp
- 7. Landing ramp
- 8. Crew lounge
  - 8a. Acceleration couch
  - 8b. Holographic gameboard
  - 8c. Entertainment computer
- 9. Crew cabins
- 10. Refresher/sonic shower
- 11. Medical Bay
- 12. Galley
- 13. Storage
- 14. Access crawlways
- 15. Access to upper airlock
- 16. Cargo bay
- 17. Cargo elevator
- 18. Cargo pod capture mechanism
- 19. Backup cargo pod capture mechanism control
- 20. Engineering section
- 21. Machine shop
- 22. Engines
- 23. Escape pods



## Subla Ransom Medium Cargo Hauler

**Craft:** Subla Ransom Cargo Hauler  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 67)  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 23 meters  
**Skill:** Space transports: Subla Ransom hauler  
**Crew:** 5  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 700 metric tons  
**Consumables:** 3 months  
**Cost:** 110,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 335; 950 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 65/2D  
*Search:* 110/3D  
*Focus:* 4/4D  
**Weapons:**  
**Blaster Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D

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## Muurian Transport

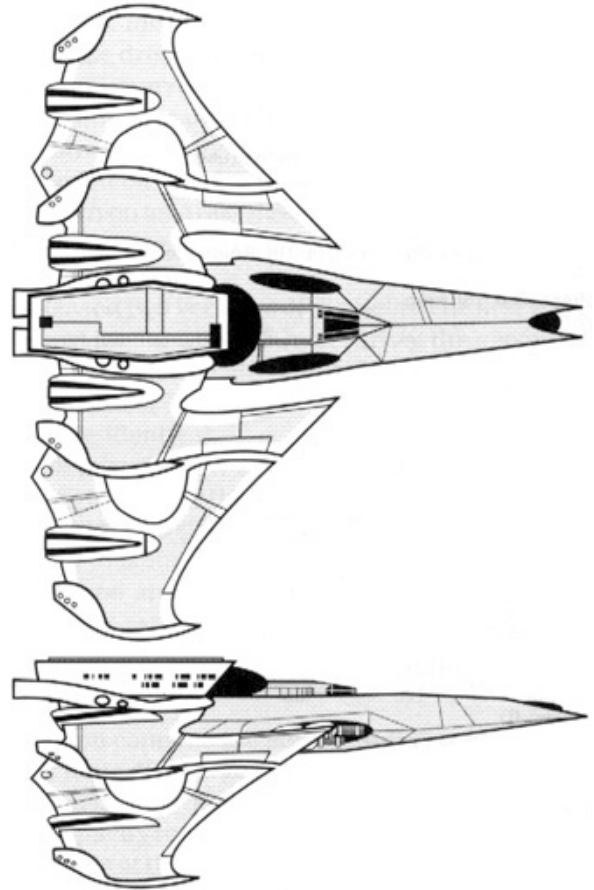


**Craft:** Muurian Interstellar Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Light transport  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Muurian  
**Crew:** 1, gunners: 2  
**Passengers:** 8  
**Cargo Capacity:** 110 metric tons  
**Cost:** 150,000 (new), 60,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Weapons:**  
**2 Quad Lasers**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/28  
*Atmosphere Range:* 100-300/1.2/2.8 km  
*Damage:* 5D  
**Dual Lasers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D+1  
**Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/0.7/3.6 km  
*Damage:* 4D  
**Concussion Missile Launcher** (6 missiles)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 7D



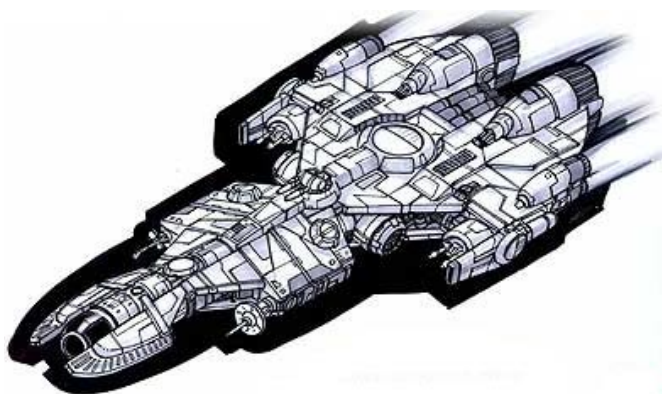
## Helix Light Freighter

**Craft:** Arakyd Helix Light Freighter  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 30.9 meters  
**Skill:** Space transports: Arakyd Helix  
**Crew:** 2  
**Crew Skill:** Varies tremendously  
**Passengers:** 4  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 4 weeks  
**Cost:** 215,000(new), 182,000(used)  
**Hyperdrive Multiplier:** x2 (B model is x1)  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1 (in space); 0D (in an atmosphere)  
**Space:** 7  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/2D+1  
*Focus:* 2/3D+1  
**Weapons:**  
**2 Plasburst Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 4D  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700  
*Damage:* 9D  
**Notes:** Sensor operators searching for an Arakyd Helix gain a +5 bonus to their *sensors* rolls as long as the Helix is under way using its main ion drives.



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## YZ-900 Transport



**Craft:** Corellian Engineering Corporation YZ-900 Transport

**Affiliation:** General / Empire

**Era:** Rise of the Empire

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 54.3 meters

**Skill:** Space transports: YZ-900

**Crew:** 3, gunners: 4, skeleton: 2/+5

**Crew Skill:** Varies widely

**Passengers:** 14

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** 300,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Heavy Twin Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**2 Twin Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 4D

**Concussion Missile Launcher**

*Fire Arc:* Front

*Skill:* Missile weapons

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 8D

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## YT-1200 Transport



**Craft:** Corellian Engineering Corporation YT-1200  
Transport

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Star Wars Gamer Issue 1

**Type:** Light Freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: YT-1200

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 75 metric tons

**Consumables:** 2 months

**Cost:** 20,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

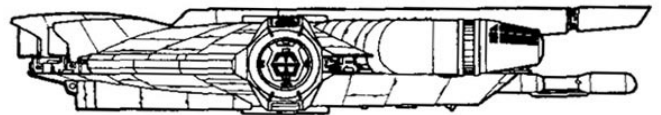
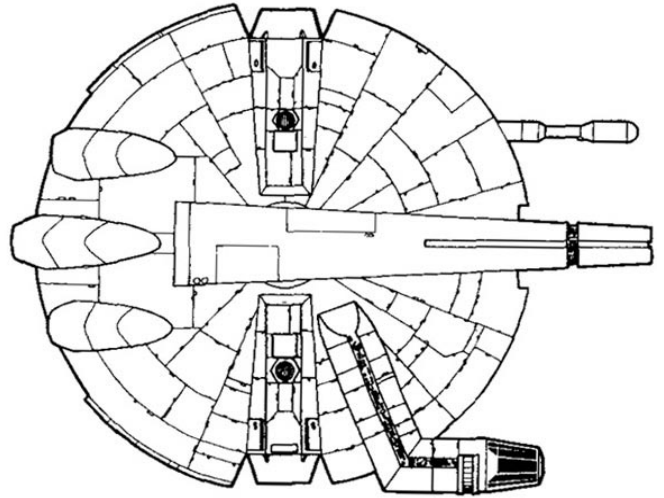
*Fire Control:* 1D

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

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

*Damage:* 4D

## YT-1210 Light Freighter



**Craft:** Corellian Engineering Corporation YT-1210  
Transport

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (pages 60-61)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: YT-1210

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** 20,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

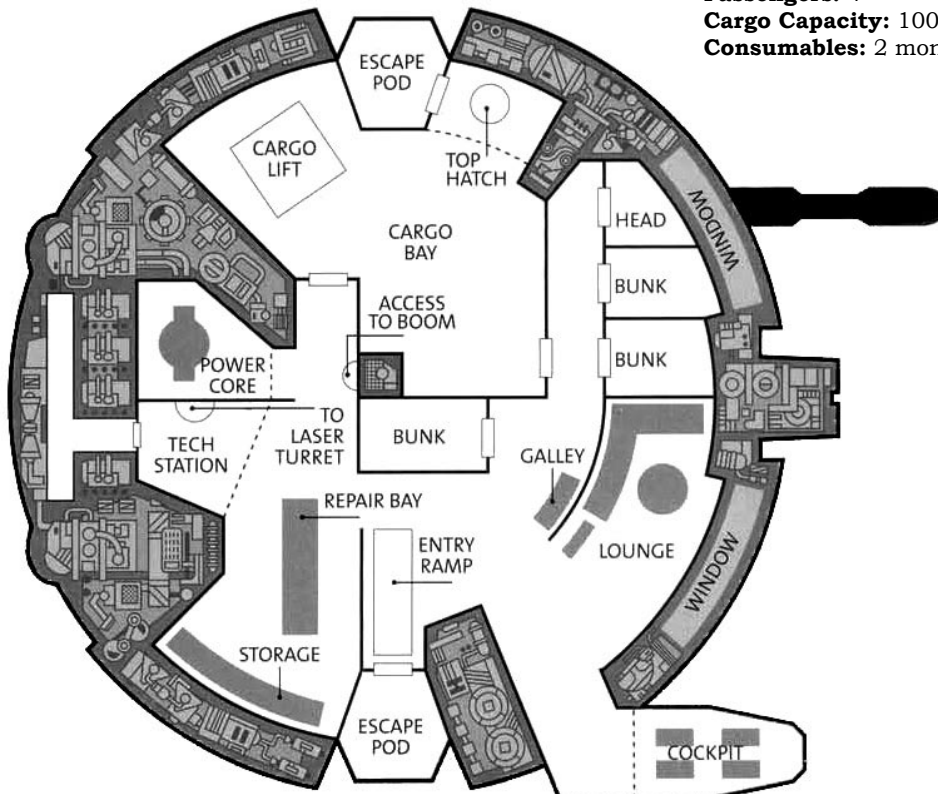
*Fire Control:* 1D

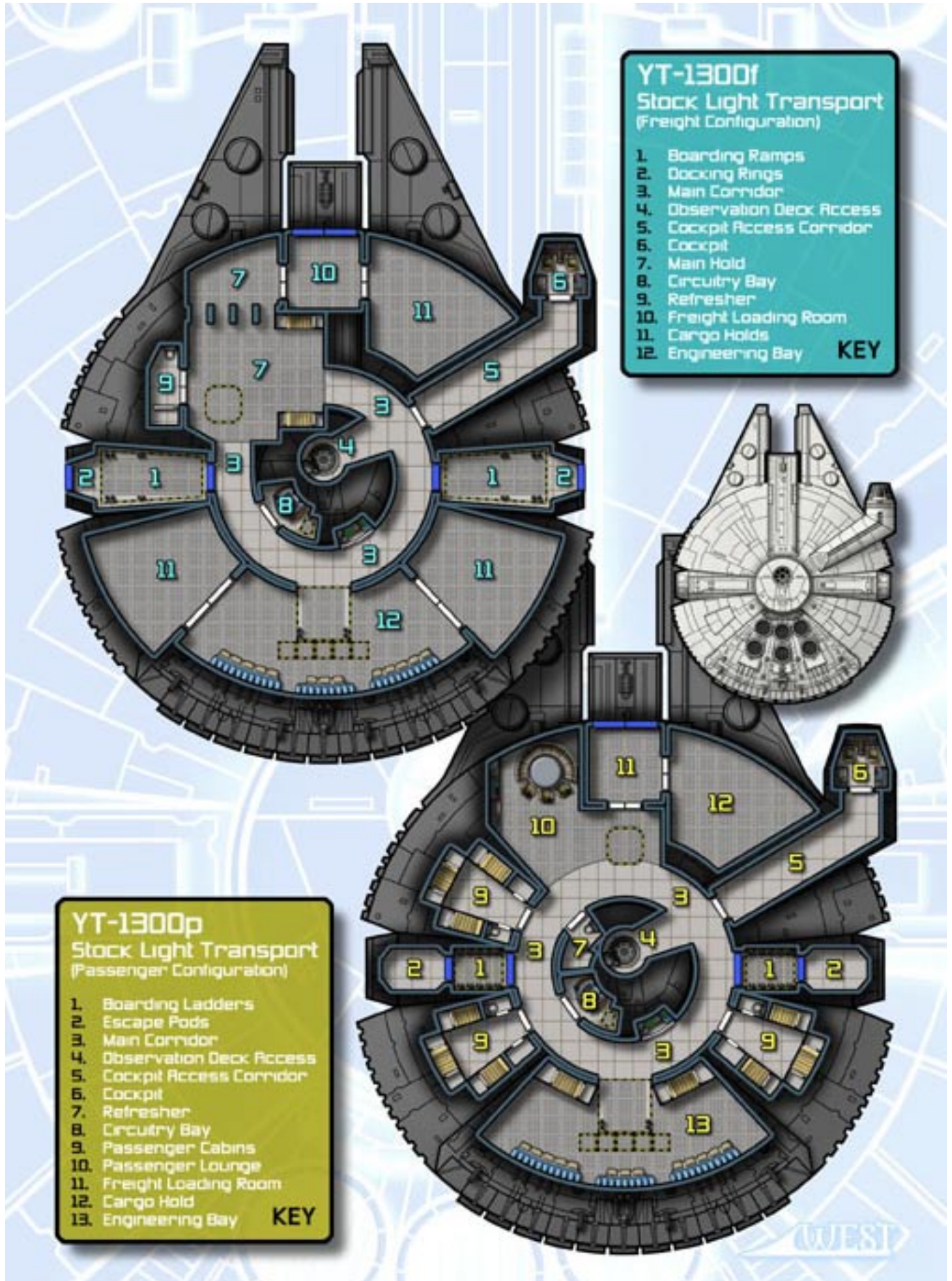
*Space Range:* 1-3/12/25

*Atmosphere Range:*

100-300/1.2/2.5 km

*Damage:* 4D





**YT-1300f**  
**Stock Light Transport**  
 (Freight Configuration)

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

**KEY**

**YT-1300p**  
**Stock Light Transport**  
 (Passenger Configuration)

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

**KEY**

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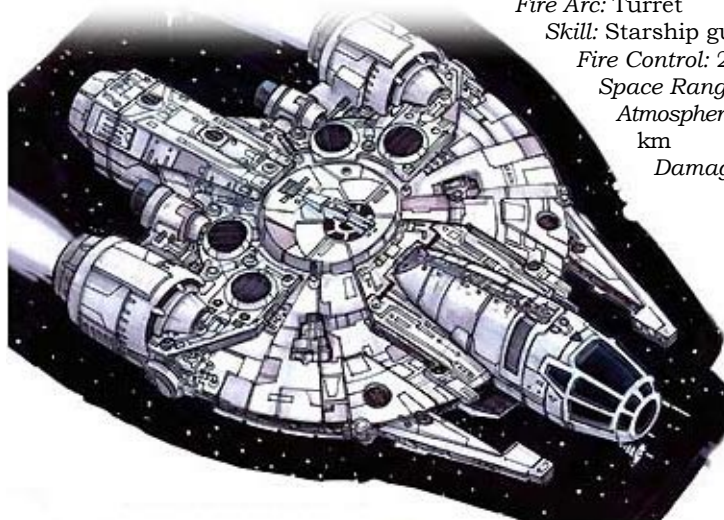


## YT-1300 Transport

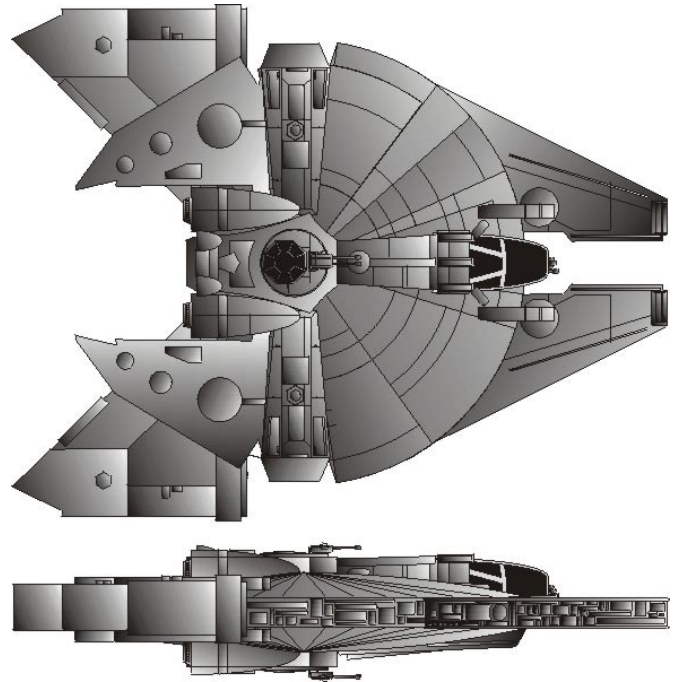
**Craft:** Corellian Engineering Corp. YT-1300 Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 254), Platt's Smugglers Guide (pages 30-32), The Star Wars Sourcebook (pages 39-40), Dark Force Rising Sourcebook (pages 130-131), Heir to the Empire Sourcebook (page 129), The Thrawn Trilogy Sourcebook (page 231), Polyhedron Issue 162  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300  
**Crew:** 1 (1 can coordinate), gunners: 1  
**Crew Skill:** Varies widely  
**Passengers:** 6; 9 (YT-1300p); None (YT-1300f)  
**Cargo Capacity:** 100 metric tons; 50 (YT-1300p); 150 (YT-1300f)  
**Consumables:** 2 months  
**Cost:** 100,000 (new), 25,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 4D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## YT-1760 Small Transport

**Craft:** Corellian Engineering YT-1760 Small Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Small space transport  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: YT-1760  
**Crew:** 2  
**Crew Skill:** Varies  
**Passengers:** 8  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 2 months  
**Cost:** 80,000 (new) 20,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 60/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D



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

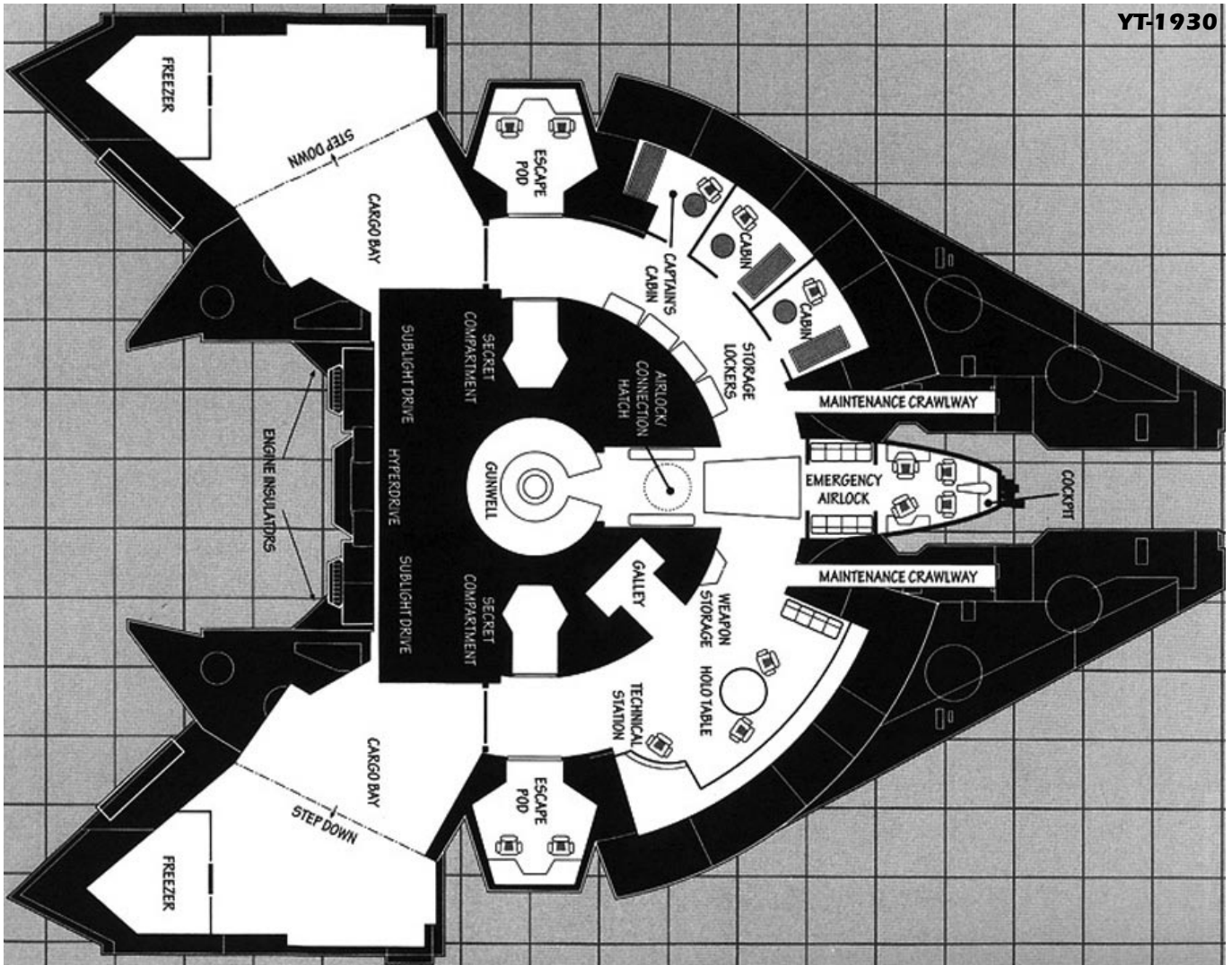
## YT-1930 Light Freighter

**Craft:** Corellian Engineering Corporation YT-1930 transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Wretched Hives of Scum and Villainy (page 98), Starships of the Galaxy Web Enhancement (page 3)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports: YT-1930  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 4 months  
**Cost:** 110,000 (new), 50,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh

## YT-2000 Transport

**Craft:** Corellian Engineering Corp. YT-2000 Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Type:** Light Freighter  
**Scale:** Starfighter  
**Length:** 29 meters  
**Skill:** Space transports: YT-2000  
**Crew:** 1 or 2 (can co-ordinate)  
**Passengers:** 6  
**Cargo Capacity:** 110 metric tons  
**Consumables:** 2 months  
**Cost:** 130,000  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 35/1D

YT-1930



*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**Quad Laser Cannon**

*Fire Arc:* Dorsal turret (Turret may be fixed to forward to be fired by the Pilot at only 1D Fire Control)

*Crew:* 1 or pilot

*Skill:* Starship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:*

100-500/1/1.7 km

*Damage:* 5D



**YT-2000**

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## YT-2400 Transport

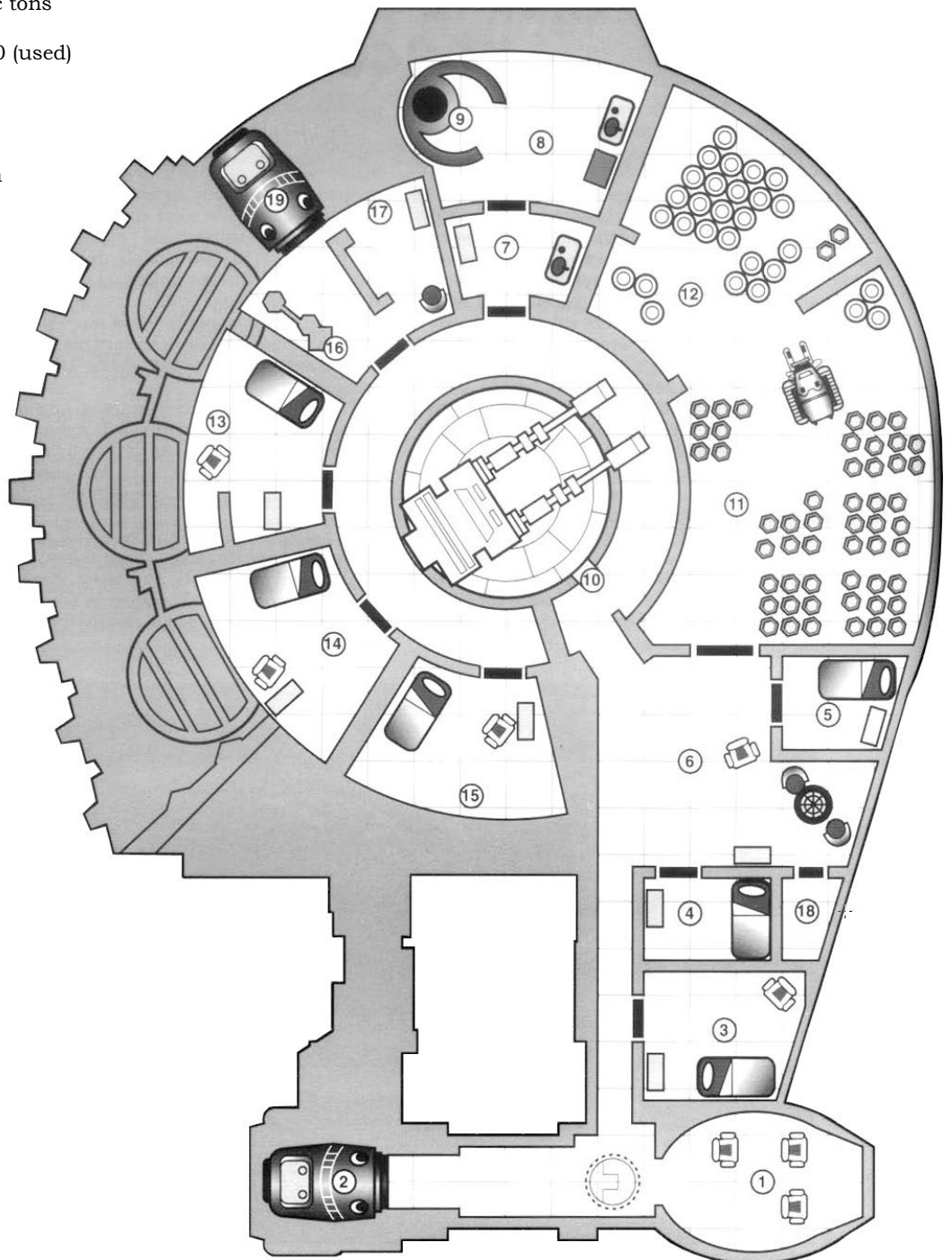
**Craft:** Corellian YT-2400 Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Stock Ships (pages 17-19), Pirates & Privateers (page 61), Starships of the Galaxy (page 88), The Essential Guide to Vehicles and Vessels (pages 32-33)  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Space transports: YT-2400  
**Crew:** 2, gunners: 1, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 2 months  
**Cost:** 130,000 (new), 32,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes

**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

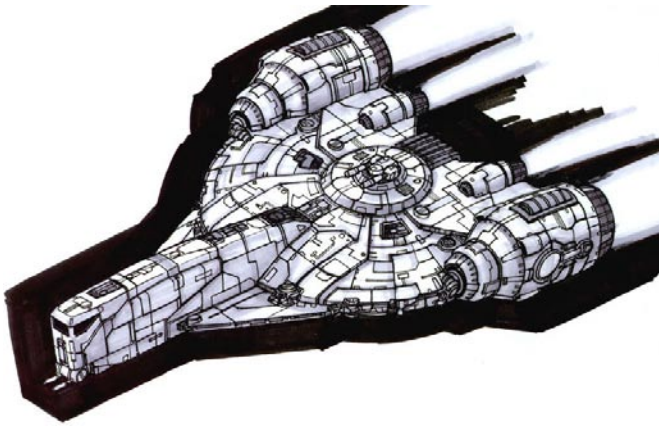
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

**Deckplan Key**

1. Cockpit
2. Primary Escape Pod
3. Captain's Suite
4. First Mate's Cabin
5. Second Mate's Cabin
6. Living Suite
7. Galley
8. Head
9. Refresher
10. Turret Access
11. Primary Cargo Hold
12. Secondary Cargo Hold
13. Cabin A
14. Cabin B
15. Cabin C
16. Machine Shop
17. Engine Room
18. Storage
19. Secondary Escape Pod



## YV-100 Light Freighter



**Craft:** Corellian Engineering Corporation YV-100

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Star Wars Gamer Issue 2

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 46.5 meters

**Skill:** Space transports: YV-100

**Crew:** 2

**Crew Skill:** Varies

**Passengers:** 10

**Cargo Capacity:** 150 metric tons

**Consumables:** 6 months

**Cost:** 150,000 (new), 50,000 (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 5D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Blaster Cannons** (fire-linked)

*Fire Arc:* Partial Turret (front, right, left)

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D+1

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D+1

## YV-260 Transport

**Craft:** Corellian Engineering Corporation YV-260 Transport

**Affiliation:** General

**Era:** Rebellion

**Source:** Tempest Feud (page 125)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 41.5 meters

**Skill:** Space transports: YV-260

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

**Crew skill:** Varies widely

**Passengers:** 8

**Cargo Capacity:** 140 metric tons

**Consumables:** 3 months

**Cost:** 140,000 (new), 83,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 10/+1

*Scan:* 30/1D

*Search:* 45/2D

*Focus:* 3/3D

**Weapons:**

**2 Blaster Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**4 Ion Cannons** (fire-linked in groups of 2)

*Fire Arc:* Turret

*Skill:* Starship gunnery

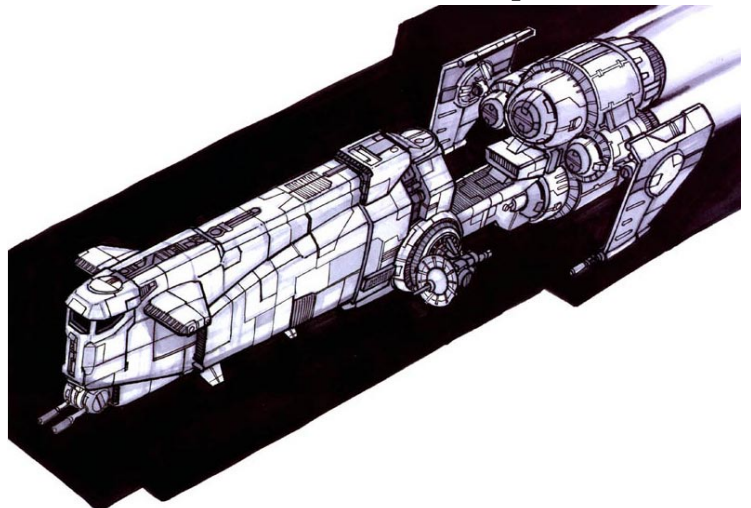
*Fire Control:* 2D

*Space Range:* 1-3/7/36

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

*Damage:* 4D

## YV-330 Transport



**Craft:** Corellian Engineering Corporation YV-330 Transports

**Affiliation:** General / CorSec

**Era:** Rebellion

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 26 meters

**Skill:** Space transports: YV-330

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

**Crew skill:** Varies widely

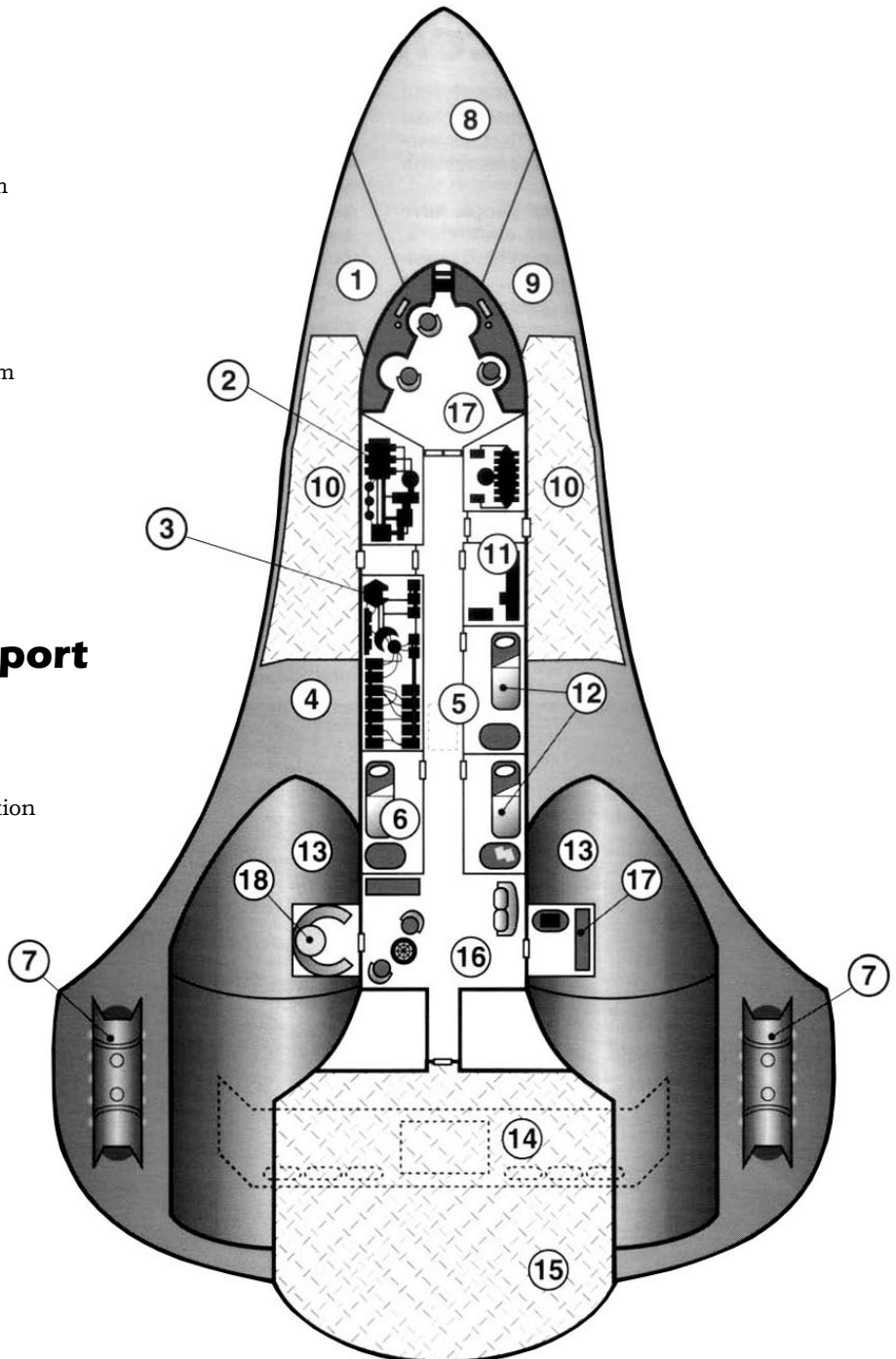
**Passengers:** 6  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 2 months  
**Cost:** 100,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/+1  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**4 Light Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**Autoblaster**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 3D



## Crescent Transport

### Deckplan Key

1. Communications Station
  - a. Pilot's Station
  - b. Co-pilot's Station
  - c. Communications/Shield Station
  - d. Access to Escape Pod
2. Main Computer
3. Internal Power Routing Conduits
4. Hull Armor
5. Entry Ramp
6. Captain's Bunk
7. Deflector Shield Generator
8. Active Sensors
9. Passive Sensors
10. Secure Equipment Storage (with magnetic seals that are controlled from the cockpit)
11. Armory
12. Crew Barracks (with double bunks)
13. Main Engines
14. Rollbar S-Foil (above hull)
15. Cargo Bay
16. Crew Lounge
17. Galley
18. Refresher



**Craft:** Hyrotil *Crescent*-class Transport, Mark II  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Stock Ships (pages 25-27), Pirates & Privateers (pages 64-65)  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Crescent transpor  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 80 metric tons  
**Consumables:** 2 months  
**Cost:** 200,000 (new), 125,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 300; 900 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 2/0D  
*Scan:* 4/1D  
*Search:* 8/2D  
*Focus:* 1/3D  
**Light Blaster Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 1D

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## **Nesst Light Freighter**

**Craft:** SoroSuub *Nesst*-class Light Freighte  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 63)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 29 meters  
**Skill:** Space transports: Nesst freighter  
**Crew:** 1 (optional co-pilot)  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 1 month  
**Cost:** 30,000  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x9  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D+2  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 25/2D  
*Search:* 50/2D+2  
*Focus:* 4/4D

## ZH-25 Questor



1. Cockpit
2. Storage
3. Refresher
4. Tech Center
5. Laser Cannon Access Hatch (down)
6. Entry Ramp
7. Loading Bay
8. Escape Pod
9. Galley and Common Room
10. Captain's Quarters
11. Crew Bunks
12. Cargo Bay
13. Engineering Bay
14. External Cargo Pods

**Craft:** Starfeld Industries ZH-25 Questor

**Affiliation:** General

**Era:** Rebellion

**Source:** Stock Ships (pages 45-47),  
Pirates & Privateers (page 64)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 22.4 meters

**Skill:** Space transports:

ZH-25 Questor

**Crew:** 1

**Passengers:** 6

**Cargo Capacity:** 85 metric tons

**Consumables:** 3 months

**Cost:** 136,000 (new),  
89,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/2D

*Focus:* 2/3D

**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

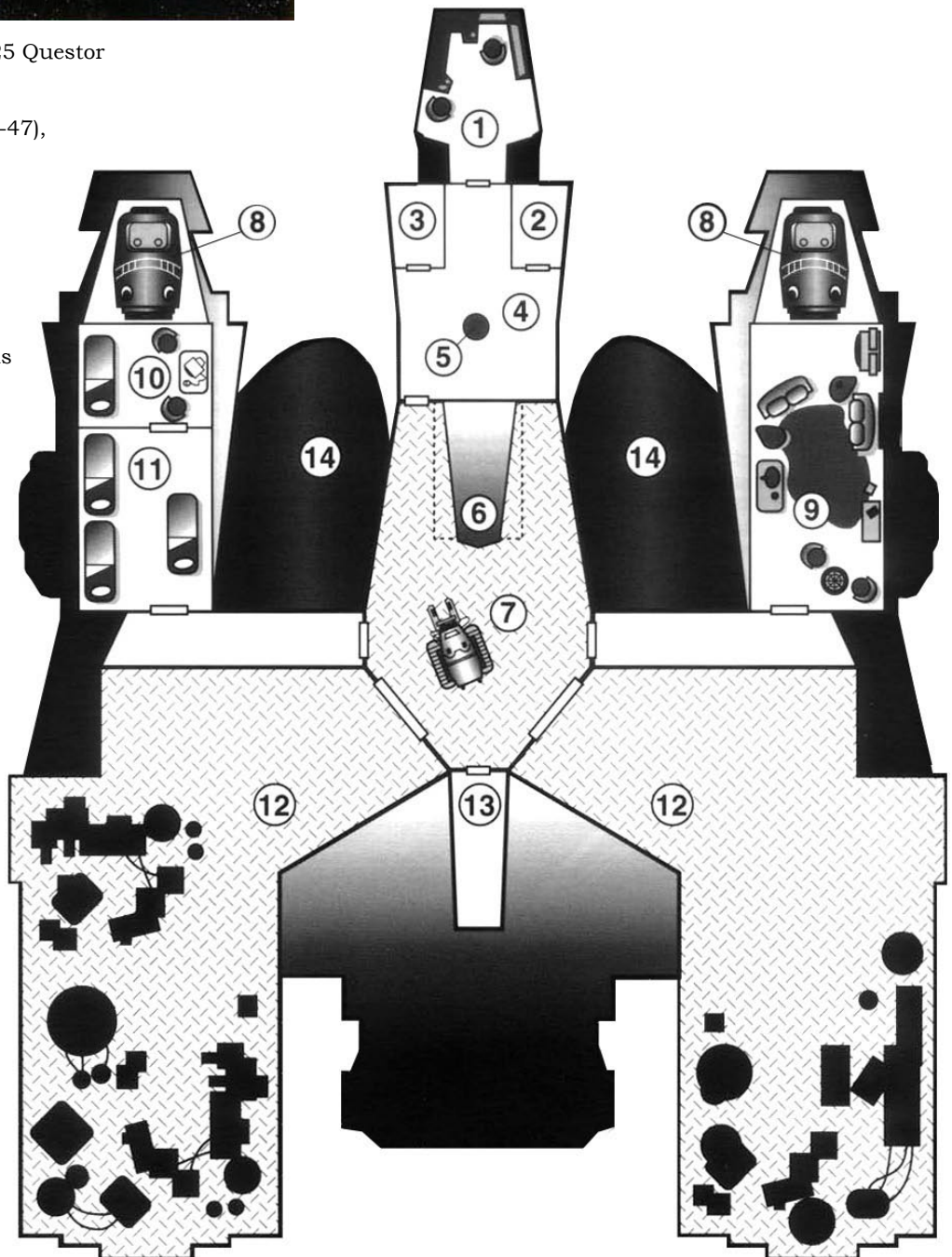
*Space Range:* 1-3/12/25

*Atmosphere Range:*

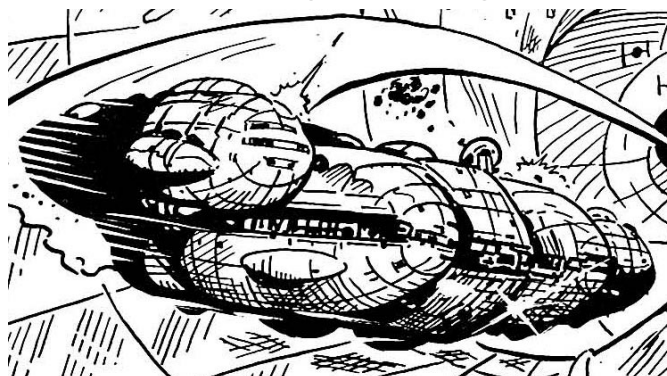
100-300/1.2/2.5 km

*Damage:* 4D

**Deckplan Key**



## A-Z-Z-3 Light Freighter



**Craft:** Mon Calamari A-Z-Z-3 Light Freighter

**Affiliation:** General

**Era:** Rebellion

**Source:** Supernova (page 10)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 24 meters

**Skill:** Space transports: A-Z-Z-3 freighter

**Crew:** 1 to 2 (co-pilot optional), gunners: 1

**Crew Skill:** Varies widely

**Passengers:** 8

**Cargo Capacity:** 110 metric tons

**Consumables:** 2 months

**Cost:** 80,000 credits

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 3D

**Shields:** 2D, backup: 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D

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## Simiyar Light Freighter



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

## FA-504s Transport

**Craft:** Corellian Engineering Corp. FA-504s Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Wizards Website  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: FA-504s  
**Crew:** 1  
**Passengers:** 10  
**Cargo Capacity:** 120 metric tons  
**Consumables:** 2 months  
**Cost:** 100,000 (new), 30,000 (used)

**PICTURE  
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**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Maneuverability:** 1D+2  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 50/2D  
*Search:* 80/3D  
*Focus:* 3/4D  
**Weapons:**  
**Laser cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Model 47 Spitrolighter

**Craft:** Arden Industries Model 47 Spitrolighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** The Politics of Contraband (page 13)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Spitrolighter  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 155,000 (new), 45,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**

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

**Weapons:**

**Laser Cannon**

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

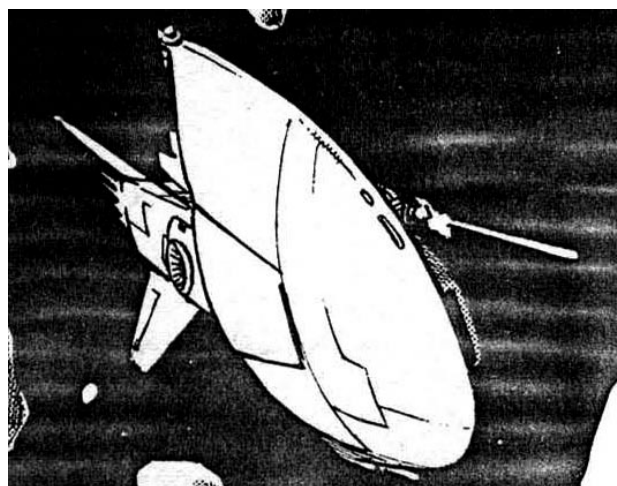


**Weapons:**

**2 Blaster Cannons**

*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D

## Wander Freighter



**Craft:** Mon Calamari Wander-class Jump Freighter

**Affiliation:** General

**Era:** Rebellion

**Source:** Tatooine Manhunt (page 6)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 30 meters

**Skill:** Space transports: Wander-class freighter

**Crew:** 1 or 2

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 75 metric tons

**Consumables:** 2 months

**Cost:** 85,000 credits

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1 (co-pilot)

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D

## Kubrai S4 Transport

**Craft:** Kubrai Transportation S4 Transport

**Affiliation:** General

**Era:** Rebellion

**Source:** Gamer Magazine Issue 9

**Type:** Space transport

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Space transports: Kubrai S4

**Crew:** 1, gunners: 2

**Passengers:** 2

**Cargo Capacity:** 40 metric tons

**Consumables:** 2 months

**Cost:** 180,000 (new), 75,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 8

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

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 25/0D

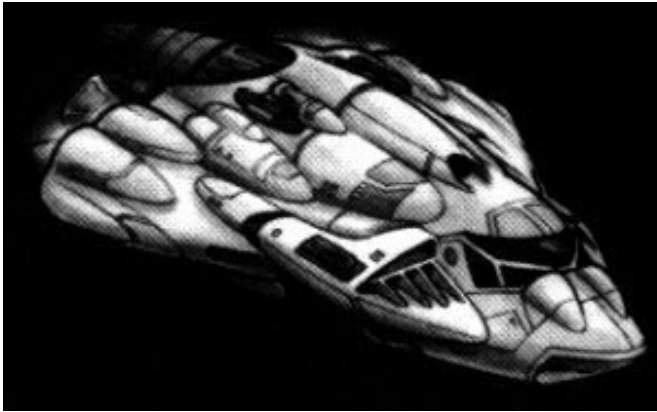
*Scan:* 50/1D

*Search:* 75/2D

*Focus:* 4/4D



## MC-18 Light Freighter



**Craft:** Mon Calamari MC-18 Light Freighter  
**Affiliation:** General / Rebel Alliance  
**Era:** Rebellion  
**Source:** Adventure Journal  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 23.6 meters  
**Skill:** Space transports: MC-18  
**Crew:** 1 or 2  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 months  
**Cost:** 110,000 credits (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D, backup: 4D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 45/3D  
*Focus:* 3/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Ycaqt Droid Cargo Ship

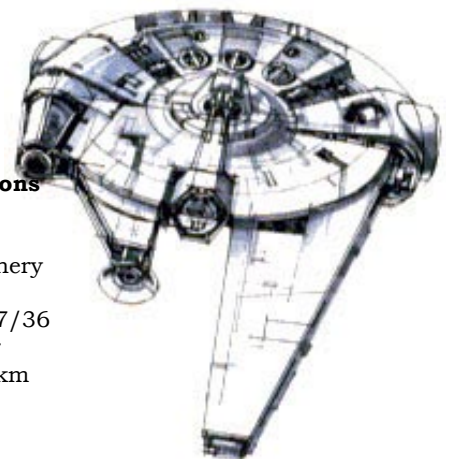
**Craft:** CEC/Loronar Ycaqt-class Droid Cargo Ship  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Gamer Magazine Issue 10  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Space transports: Ycaqt  
**Crew:** Droid brain  
**Crew Skill:** Astrogation 4D, Sensors 4D, Space Transports 4D, Starship Gunnery 4D, Starship Shields 4D

**Passengers:** None  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 2 years  
**Cost:** 130,000 (new), 32,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 250; 720 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Ion Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 5D



## YV-545 Transport

**Craft:** Corellian Engineering Corporation YV-545 Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Rebellion Era Sourcebook (pages 14-15)  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 32 meters  
**Skill:** Space transports: YV-545  
**Crew:** 2  
**Crew Skill:** Varies  
**Passengers:** 8  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 45,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 360; 1,000 kmh  
**Hull:** 5D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Heavy Ion Cannons**  
 (fire-linked)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 5D



## YV-664 Light Freighter



**Craft:** Corellian Engineering Corporation YV-664 Light Freighter

**Affiliation:** General

**Era:** Rebellion

**Type:** Space transport

**Scale:** Starfighter

**Length:** 40 meters

**Skill:** Space transports: YV-664

**Crew:** 2, gunners: 1

**Crew Skill:** Varies

**Passengers:** 10

**Cargo Capacity:** 130 metric tons

**Consumables:** 3 months

**Cost:** 120,000 (new), 40,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Space:** 7

**Atmosphere:** 350; 950 kmh

**Hull:** 5D

**Sensors:**

*Passive:* 10/0D

*Scan:* 30/1D

*Search:* 40/2D

*Focus:* 2/3D

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D+2

## YV-929 Armed Freighter

**Craft:** Corellian Engineering Corporation YV-929 Armed Freighter

**Affiliation:** General

**Era:** New Republic

**Source:** The New Jedi Order Sourcebook (page 95), Star Wars Gamer Issue 2

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 22 meters

**Skill:** Space transports: YV-929

**Crew:** 1, gunners: 3

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 150 metric tons

**Consumables:** 3 months

**Cost:** 250,000 (new), 100,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

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

**Hull:** 1D

**Shields:** 4D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Double Turbolaser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/20

*Atmosphere Range:* 100-500/1.5/2 km

*Damage:* 5D+1

**2 Ion Cannons** (fire-linked)

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

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

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

*Damage:* 4D+1

**2 Triple Blasters** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 4D+2

**8 Concussion Missile Launchers** (4 sets of 2, each set fire-linked, 10 missiles each set)

*Fire Arc:* 2 front, 2 rear

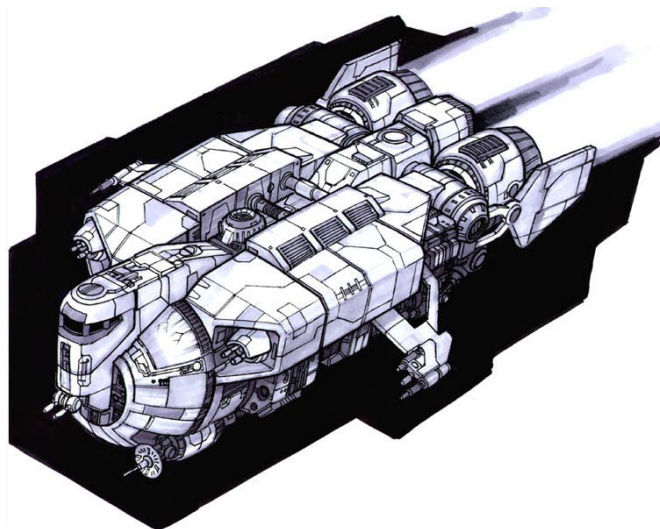
*Skill:* Missile weapons: concussion missiles

*Fire Control:* 1D

*Space Range:* 1/3/7

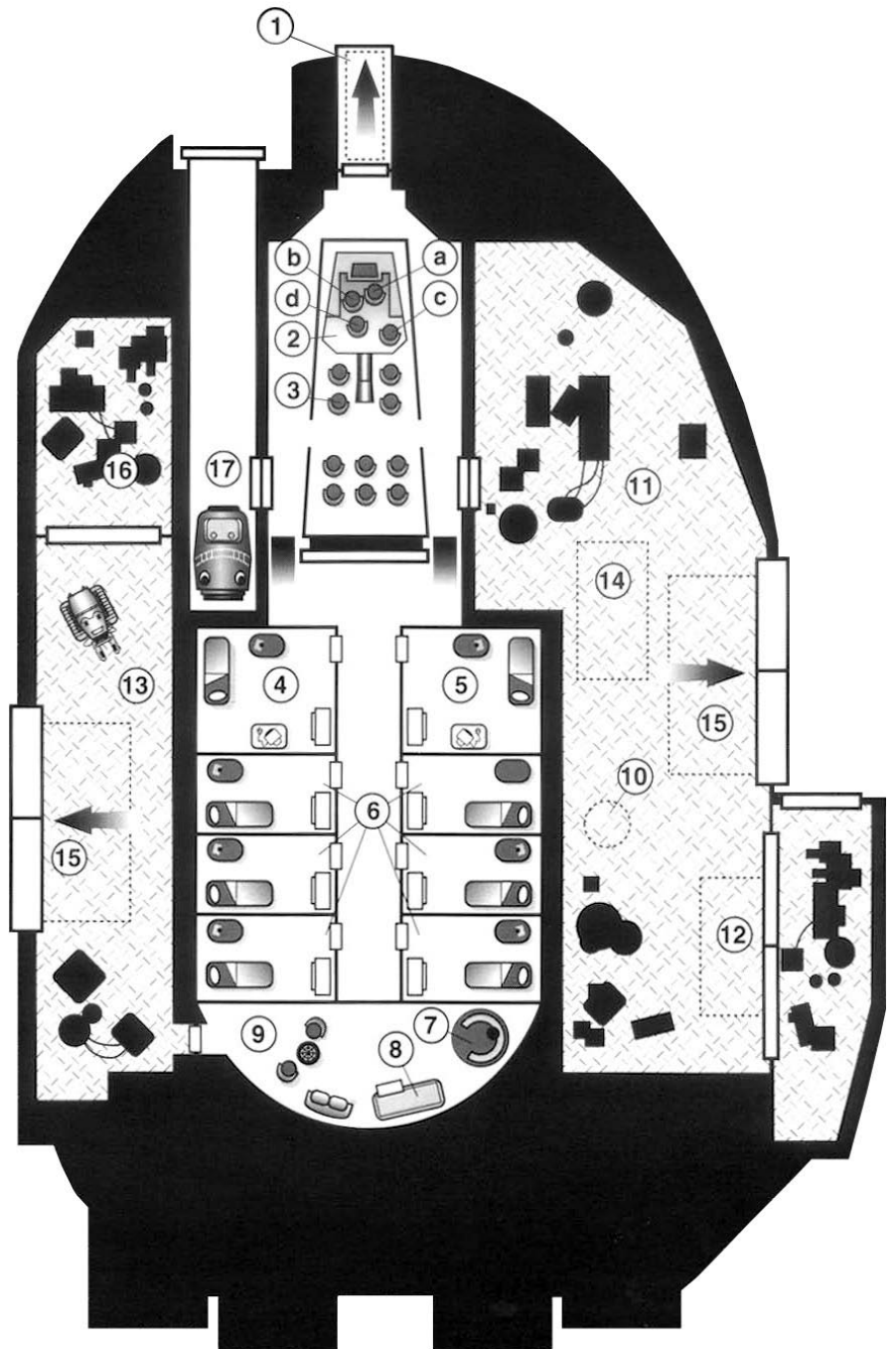
*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

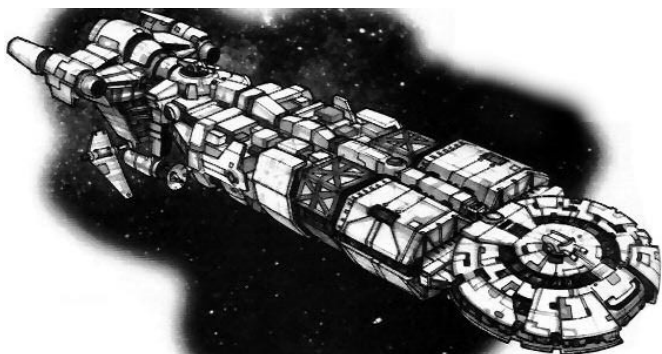


## L19 Heavy Freighter

- Craft:** Surrionian StarTech L19 Heavy Freighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Stock Ships (pages 57-59), Pirates & Privateers (pages 65-66)  
**Type:** Heavy freighter  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: L19 freighter  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 10  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 8 weeks  
**Cost:** 75,000 (new), 28,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 6D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 4/4D  
**Weapons:**  
**Twin Blaster Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Deckplan Key**  
1. Entrance Ramp  
2. Cockpit  
    a. Pilot's Station  
    b. Co-pilot Station  
    c. Communications/Sensors Station  
    d. Shield Operator/Astrogation Station  
3. Passenger Seats  
4. Captain's Suite  
5. First Mate's Suite  
6. Cabins  
7. Refresher  
8. Sonic Shower  
9. Galley/Lounge  
10. Secondary Escape Pod  
11. Cargo Bay A  
12. Lift to Cargo Bay B  
13. Cargo Bay C  
14. Lift to Cargo Bay D  
15. Cargo Ramp  
16. Cargo Bay E  
17. Primary Escape Pod



## Space Master Medium Transport



**Craft:** Kuat Drive Yards Space Master Medium Transport

**Affiliation:** General

**Era:** Rebellion

**Source:** Star Wars Gamer Issue 4

**Type:** Medium freighter

**Scale:** Starfighter

**Length:** 80 meters

**Skill:** Space transports: Space Master medium transport

**Crew:** 2, gunners: 3

**Crew Skill:** All skills at 4D

**Passengers:** 4

**Cargo Capacity:** 19,000 metric tons

**Consumables:** 3 months

**Cost:** 550,000 (new), 175,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 5D+1

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 40/2D

*Search:* 50/2D+1

*Focus:* 4/3D

**Weapons:**

**4 Twin Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D

## YKL-37r Nova Courier

**Craft:** Gallofree Yards YKL-37R Nova Courier

**Affiliation:** General / Rebel Alliance

**Era:** Rebellion

**Type:** Light transport

**Scale:** Starfighter

**Length:** 30 meters

**Skill:** Space transports: Nova Courier

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

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 50 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15



**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 8

**Atmosphere:** 360; 1,000 kmh

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 10/1D

*Scan:* 25/2D

*Search:* 40/3D

*Focus:* 3/4D

*Sensor Suit:* Grants a +1D bonus to *sensors* to detect other starships.

**Weapons:**

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

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 6D

**2 Concussion Missile Launchers** (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 8D

## YZ-775 Transport

**Craft:** YZ-775 Transport

**Affiliation:** General

**Era:** Rebellion

**Source:** Gamer Magazine Issue 2

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 52 meters

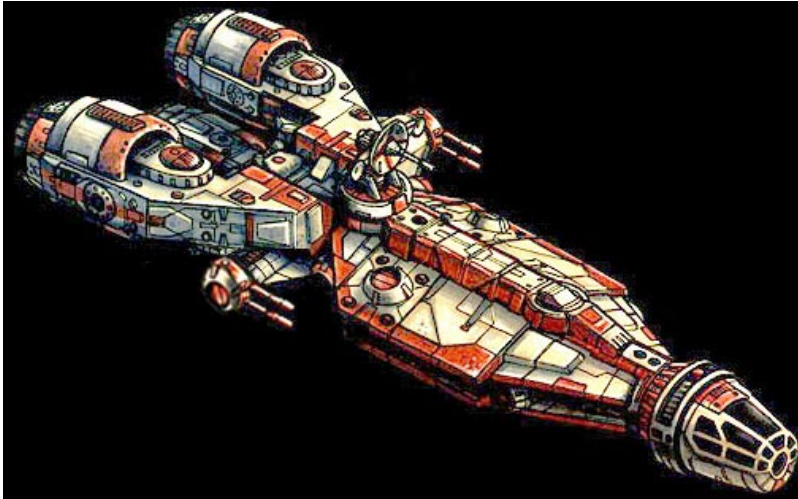
**Skill:** Space transports: YZ-775

**Crew:** 8

**Crew Skill:** Varies

**Passengers:** 14

**Cargo Capacity:** 400 metric tons



**Consumables:** 6 months  
**Cost:** 500,000 (new), 350,000 (used)

**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12

**Nav Computer:** Yes  
**Maneuverability:** 1D

**Space:** 6  
**Atmosphere:** 330; 950 kmh

**Hull:** 7D  
**Shields:** 6D

**Sensors:**  
*Passive:* 10/0D

*Scan:* 25/1D  
*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Turbolaser Cannons** (fire-linked)

*Fire Arc:* Front/right/left

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/15/20

*Atmosphere Range:* 100-500/1.5/2 km

*Damage:* 4D+1

**2 Twin Laser Cannons** (fire separately)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 3D

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

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

*Damage:* 5D

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

## YT-2550 Medium Freighter

**Craft:** Corellian Engineering Corporation YT-2550 Transport

**Affiliation:** General

**Era:** New Republic

**Type:** Medium Transport

**Scale:** Starfighter

**Length:** 65.9 meters

**Skill:** Space transports: YT-2550

**Crew:** 4, gunners: 2, skeleton: 2/+5

**Crew Skill:** Varies widely

**Passengers:** 10

**Cargo Capacity:** 1,200 metric tons

**Consumables:** 4 months

**Cost:** 220,000 credits (new), 100,000 credits (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D



**Weapons:**

**2 Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D

## 1A-Telak Light Freighter

**Craft:** KT 1A-Telak

**Affiliation:** General

**Era:** New Republic

**Source:** Twin Stars of Kira (page 57)

**Type:** Custom light freighter

**Scale:** Starfighter

**Length:** 19 meters

**Skill:** Space transports: KT 1A-Telak

**Crew:** 1, gunners: 1

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 500 kilograms

**Consumables:** 1 month

**Hyperdrive Multiplier:** x1

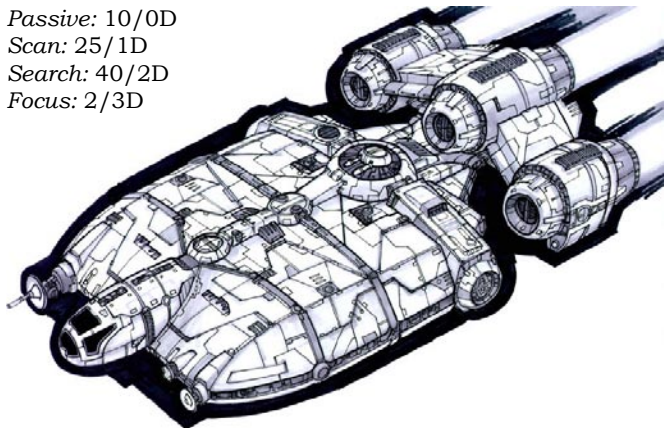
**Nav Computer:** Yes

**Maneuverability:** 4D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

**Weapons:**  
**Dual Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship Gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/15/30  
*Atmosphere Range:* 100-300/1.5/3 km  
*Damage:* 6D  
**Concussion Missile Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/6/10  
*Atmosphere Range:* 100-300/600/1 km  
*Damage:* 7D

## VCX-350 Freighter

**Craft:** VCX-350 Light Freighter  
**Affiliation:** General  
**Era:** New Republic  
**Source:** Star Wars Gamer Issue 2  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 31 meters  
**Skill:** Space transports: VCX-350  
**Crew:** 2, gunners: 1  
**Crew Skill:** Varies  
**Passengers:** 8  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 6 months  
**Cost:** 300,000 (new), 175,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x11  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D



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

## VCX-700 Heavy Courier

**Craft:** VCX-700 Heavy Courier  
**Affiliation:** General  
**Era:** New Republic  
**Source:** Star Wars Gamer Issue 2  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 26 meters  
**Skill:** Space transports: VCX-700  
**Crew:** 1, gunners: 4  
**Crew Skill:** Varies  
**Passengers:** 6  
**Cargo Capacity:** 5 metric tons  
**Consumables:** 1 month  
**Cost:** 350,000 (new), 250,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D+1  
**4 Light Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 5D  
**Autoblaster**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 3D+1  
**4 Concussion Missile Launchers** (fire-linked, 4 missiles)  
*Fire Arc:* Front  
*Skill:* Missile weapons: concussion missiles  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D

## VCX-820 Escort Freighter

**Craft:** VCX-820 Escort Freighter

**Affiliation:** General

**Era:** New Jedi Order

**Type:** Light Freighter

**Scale:** Starfighter

**Length:** 20.2 meters

**Skill:** Space Transports: VCX-820

**Crew:** 2+6 gunners

**Crew Skill:** Varies

**Passengers:** None

**Cargo Capacity:** 1 metric ton

**Consumables:** 6 months

**Cost:** 450,000 (new), 300,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 5D

**Shields:** 6D

**Sensors:**

*Passive:* 20/1D

*Scan:* 35/1D+1

*Search:* 80/2D+1

*Focus:* 2/3D

**Weapons:**

**2 Twin Heavy Laser Cannons** (fire separately)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D+1

**8 Autoblasters** (4 groups of 2, fire separately)

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

*Skill:* Starship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 100-300/1/2 km

*Damage:* 3D+2

**Proton Torpedo Launcher**

*Fire Arc:* Front

*Skill:* Projectile weapons: proton torpedoes

*Ammo:* 16 torpedoes

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

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# Bulk Freighters

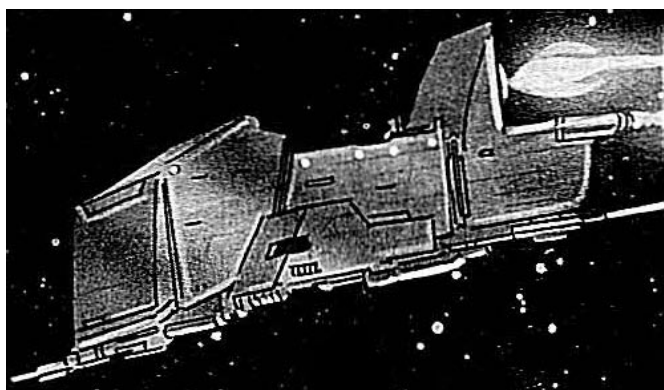
## Superlift Ore Hauler



**Craft:** Corellian Engineering Superlift Ore Hauler  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (pages 69-70), Flashpoint! Brak Sector (page 30)  
**Type:** Medium ore hauler  
**Scale:** Capital  
**Length:** 155 meters  
**Skill:** Space transports: Superlift hauler  
**Crew:** 10, skeleton: 5/+5  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 90,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1.5 million (new), 500,000 (used)  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x20  
**Nav Computer:** Limited to 4 jumps  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+2  
*Focus:* 1/2D

## Super Transport VII

**Craft:** Kuat Drive Yards Super Transport VII  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Container ship  
**Scale:** Capital



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

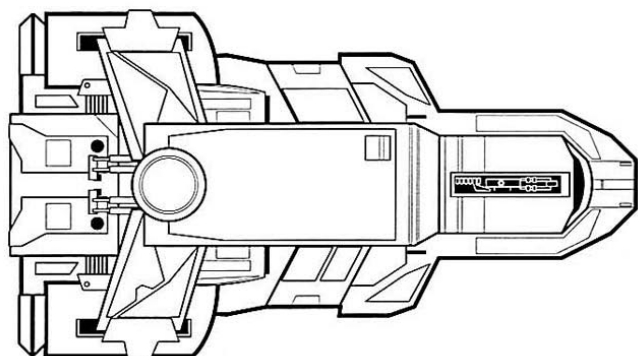
## Rin Assid Bulk Hauler



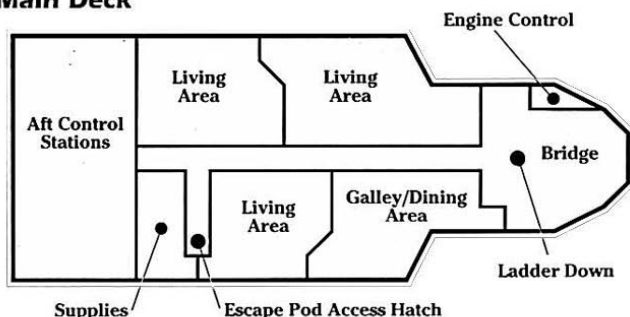
**Craft:** EoBaam Shipping Lines Rin Assid Bulk Hauler  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 96-97), Pirates & Privateers (page 69)  
**Type:** Bulk cargo hauler  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Space transports: Rid Assid bulk hauler  
**Crew:** 15; skeleton 6/+10  
**Crew Skill:** Astrogation 3D, capital ship shields 3D, space transports 3D+1  
**Passengers:** 10  
**Cargo Capacity:** 100,000 metric tons  
**Consumables:** 3 months  
**Cost:** 775,000  
**Hyperdrive Multiplier:** x5  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes (limited to 4 jumps)  
**Space:** 1  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 5/+1  
*Scan:* 15/1D  
*Search:* 25/1D+1  
*Focus:* 1/2D



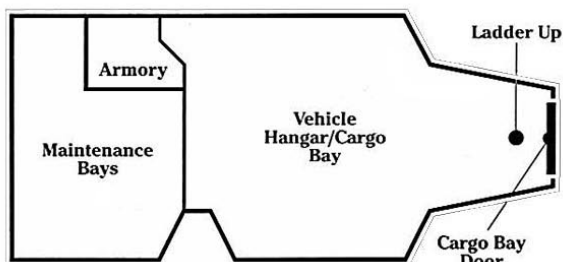
## Mark I Bulk Transport



### Main Deck



### Lower Deck



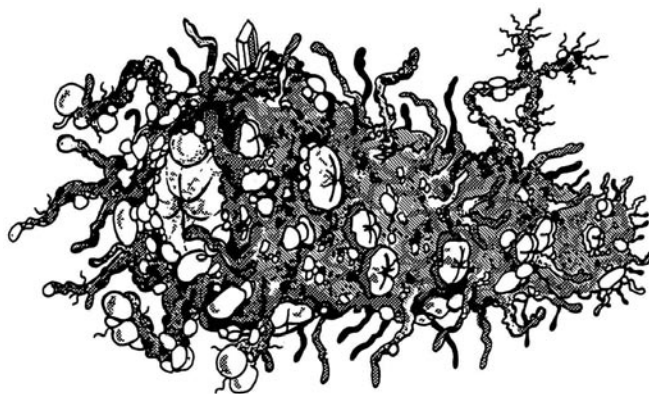
**Craft:** Sienar Ships Mark I Bulk Transport  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (pages 66-67)  
**Type:** Bulk transport  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Mark I bulk transport  
**Crew:** 4  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 60,000 metric tons  
**Consumables:** 5 months  
**Cost:** 500,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 5D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 50/1D  
*Search:* 80/2D  
*Focus:* 4/3D

### Weapons:

#### Laser Cannon

*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/5/10  
*Atmosphere Range:* 100-300/500/1 km  
*Damage:* 2D

## Starjumper



**Craft:** Ergesh Starjumper  
**Affiliation:** Ergesh  
**Era:** Old Republic  
**Source:** Planets Collection (page 214)  
**Type:** Customized biological vessel  
**Scale:** Starfighter  
**Length:** 200 meters  
**Skill:** Space transports  
**Crew:** 50, gunners: 5, skeleton: 30/+10  
**Crew Skill:** Space transports 4D, starship gunnery 4D+1  
**Passengers:** 30  
**Cargo Capacity:** 400 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x6  
**Hyperdrive Backup:** x22  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 40/2D  
*Search:* 50/2D+2  
*Focus:* 4/3D  
**Weapons:**  
**Electrical Beam**  
*Fire Arc:* Front  
*Crew:* 5  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/7/10  
*Atmosphere Range:* 100-300/700/1 km  
*Damage:* 5D  
**Note:** Starjumpers are biologically engineered sentient creatures, with the ability to self-repair battle damage with natural healing rolls made every three hours.

## Banshee Heavy Transport

**Craft:** Hoersch-Kessel Drive Inc. *Banshee*-Class Heavy Cargo Transport  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 49.2 meters  
**Skill:** Space transports: HKD heavy transport  
**Crew:** 2, gunners: 3, skeleton 1/+15  
**Crew Skill:** Space transports 3D, starship gunnery 3D+1, starship shields 3D  
**Passengers:** 10  
**Cargo Capacity:** 350 metric tons  
**Consumables:** 4 months  
**Cost:** 200,000 (new), 85,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Maneuverability:** 1D  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 30/1D+2  
*Search:* 60/2D+2  
*Focus:* 3/3D+2  
**Weapons:**  
**2 Light Turbolasers** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1 (copilot)  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Quad Lasers**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Tractor Beam Projector**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/20  
*Atmosphere Range:* 30-100/300/500 km  
*Damage:* 4D



## Action IV Bulk Freighter

**Craft:** Corellian Action IV Transport  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** *Pirates & Privateers* (page 68), *The Star Wars Sourcebook* (pages 44-45), *Starships of the Galaxy* (page 77)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Space transports: Action IV transport  
**Crew:** 8  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 75,000 metric tons  
**Consumables:** 3 months  
**Cost:** 945,000 (new), 345,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** No (uses droid or starport computations)  
**Space:** 2  
**Hull:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 20/1D  
*Search:* 30/1D+2

## Imperial Patrol Ship

**Craft:** Modified Corellian Action IV Transport  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** *Platt's Starport Guide* (page 131)  
**Type:** Modified medium bulk freighter  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Space transports  
**Crew:** 8, gunners: 2  
**Crew Skill:** Astrogation 4D, space transports 4D+2, starship gunnery 4D  
**Passengers:** 4  
**Cargo Capacity:** 74,000 metric tons  
**Consumables:** 3 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 20/1D+2  
*Search:* 30/2D  
**Weapons:**

### 2 Laser Cannons

*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 2D

## Action V Bulk Freighter

**Craft:** Corellian Action V Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 68-69), Dark Force Rising Sourcebook (pages 131-132), The Thrawn Trilogy Sourcebook (pages 231-232)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 115 meters  
**Skill:** Space transports: Action V transport  
**Crew:** 10  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 80,500 metric tons  
**Consumables:** 3 months  
**Cost:** 965,000 (new), 435,000 (used)  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** No (uses droid or starport computations)  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D  
*Focus:* 1/1D

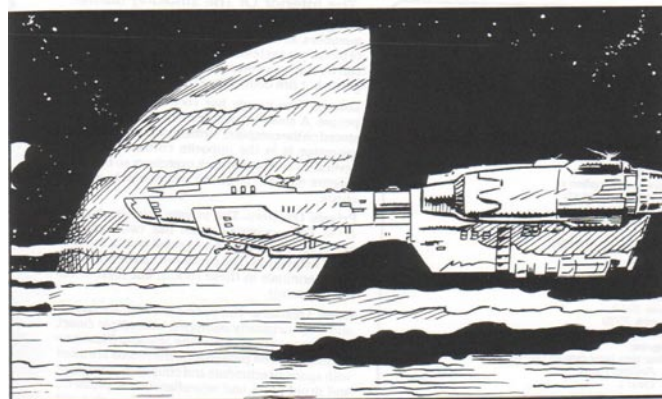
## Action VI Bulk Freighter



**Craft:** Corellian Action VI Transport  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Rebel Alliance Sourcebook (pages 136-137), Pirates & Privateers (page 69), Heir to the Empire Sourcebook (pages 130-131), The Essential Guide to Vehicles and Vessels (pages 190-191)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Action VI transport  
**Crew:** 10, skeleton: 6/+10  
**Crew Skill:** Astrogation 3D, capital ship shields 2D+2, space transports 3D  
**Cargo Capacity:** 90,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1,000,000 (new), 500,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** No (uses droid or starport computations)  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 3D  
**Shields:** 1D

**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+1  
*Focus:* 1/2D

## Loronar Medium Transport



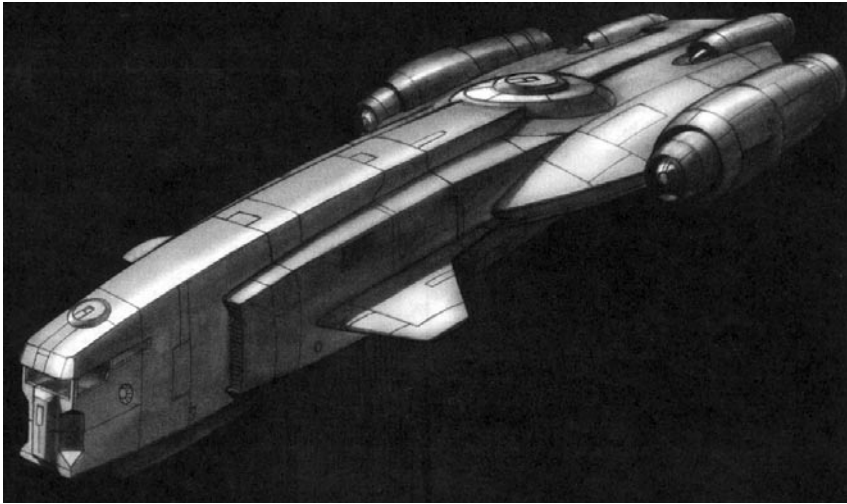
**Craft:** Loronar Corporation Medium Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Gamemaster Handbook  
**Type:** Medium transport  
**Scale:** Capital  
**Length:** 75 meters  
**Skill:** Space transports: Loronar Medium Transport  
**Crew:** 4, skeleton 2/+10  
**Crew Skill:** Astrogation 3D, capital ship piloting 3D+2, capital ship shields 2D+2, space transports 4D  
**Passengers:** 10  
**Cargo Capacity:** 17,000 metric tons  
**Consumables:** 3 months  
**Cost:** 320,000 credits (new), 110,000 credits (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 35/2D  
*Focus:* 2/3D

**Action VI**

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## Etti Light Transport

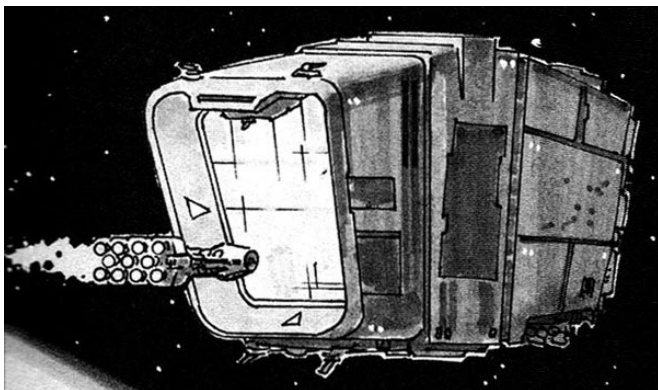


Sourcebook (pages 45-46)  
**Type:** Large container ship  
**Scale:** Capital  
**Length:** 840 meters  
**Skill:** Space transports: Super Transport XI  
**Crew:** 100, skeleton: 50/+10  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 25,000,000 metric tons  
**Consumables:** 500 days  
**Cost:** 35,000,000 (new), 17,000,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 3D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 40/2D  
*Search:* 50/2D+2  
*Focus:* 4/3D

**Craft:** Etti Light Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Medium freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Etti light transport  
**Crew:** 5  
**Crew Skill:** Varies widely  
**Passengers:** 50  
**Cargo Capacity:** 2,000 metric tons  
**Consumables:** 3 months  
**Cost:** 425,000 (new), 200,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes (limited to 4 jumps)  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/2D  
*Focus:* 2/3D

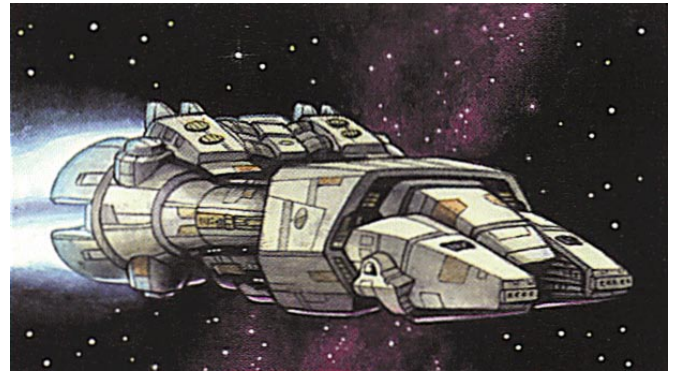
## Container Ship

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



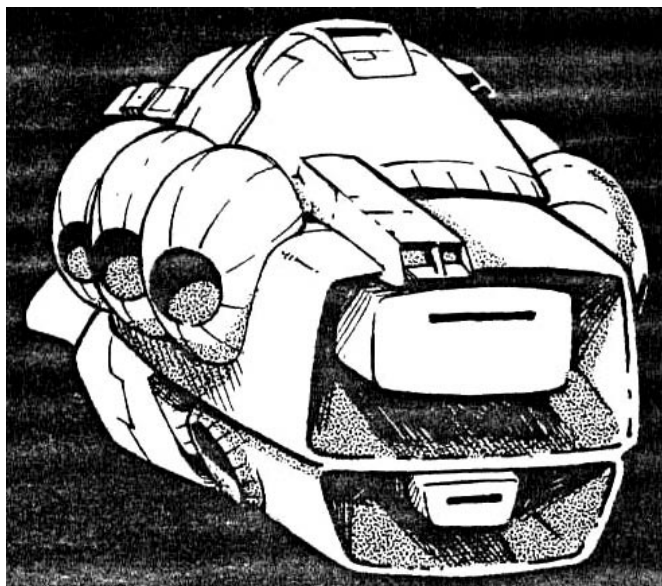
## Brayl Bulk Freighter

**Craft:** SoroSuub *Brayl*-class Bulk Freighter



**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Instant Adventures  
**Type:** Bulk cargo hauler  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Space transports: *Brayl*-class freighter  
**Crew:** 8 (1 pilot, 7 subsidiary crew)  
**Crew Skill:** Astrogation 3D, capital ship shields 2D+2, space transports 4D  
**Passengers:** none  
**Cargo Capacity:** 75,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1 million (new), 420,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 1  
**Atmosphere:** 210; 600 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+2  
*Focus:* 2/2D

## Barge Driver



**Craft:** Corellian Engineering BD-27 Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Adventure Journal  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 110 meters  
**Skill:** Space transports: BD-27 Transport  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Astrogation 3D, capital ship shields 3D, space transports 3D+2  
**Cargo Capacity:** 75,000 metric tons  
**Consumables:** 3 months  
**Cost:** 800,000(new), 350,000(used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 25/1D+1  
*Focus:* 1/1D+2

## X46-7 Ore Carrier

**Craft:** Damorian Manufacturing X46-7-class Ore Carrier  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Operation: Elrood (page 69)  
**Type:** Ore carrier  
**Scale:** Capital  
**Length:** 175 meters  
**Skill:** Space Transports: Ore carrier  
**Crew:** 20, skeleton 6/+10  
**Crew Skill:** Astrogation 4D, space transports 4D  
**Passengers:** 8  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** 2.5 million (new), 1 million (used)  
**Hyperdrive Multiplier:** x3



**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 0D (-1D when fully loaded)  
**Space:** 5  
**Atmosphere:** 125; 360 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 4/0D  
*Scan:* 8/1D  
*Search:* 16/1D+2  
*Focus:* 2/2D

## W-23 Space Barge

**Craft:** Incom W-23 Star Hauler  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Dark Force Rising Sourcebook (pages 129-130), The Thrawn Trilogy Sourcebook (page 230)  
**Type:** Intra-system space barge  
**Scale:** Capital  
**Length:** 80 meters  
**Skill:** Space transports: W-23  
**Crew:** 2, plus labor droid  
**Crew Skill:** Space transports 4D, starship shields 3D  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 1 month  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 30/1D+2  
*Focus:* 1/1D



## Cargo Empress Super Freighter

**Craft:** Ghtroc Industries *Cargo Empress*-class Super Freighter

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** *Pirates & Privateers* (page 68)

**Type:** Medium bulk freighter

**Scale:** Starfighter

**Length:** 110 meters

**Skill:** Space transports: Cargo Empress freighter

**Crew:** 4

**Crew Skill:** Varies widely

**Cargo Capacity:** 50,000 metric tons

**Consumables:** 2 months

**Cost:** 1,000,000 (new), 825,000 (used)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Space:** 2

**Atmosphere:**

225; 650 kmh

**Hull:** 3D+2

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

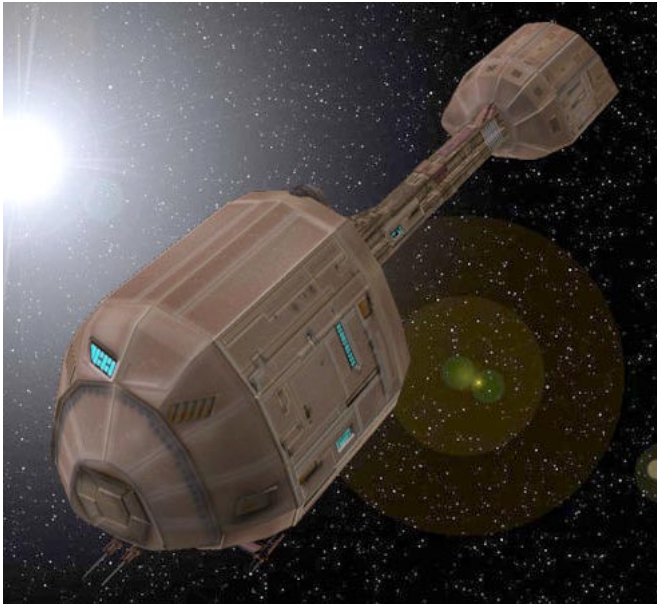
*Search:* 40/2D

*Focus:* 2/2D

**PICTURE  
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## Xiytiar Transport



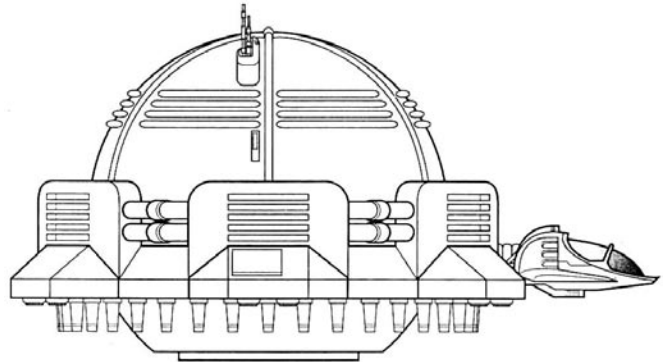
**Craft:** TransGalMeg *Xiytiar*-class Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 68), The Essential Guide to Vehicles and Vessels (pages 72-73)  
**Type:** Large transport  
**Scale:** Starfighter  
**Length:** 164.8 meters  
**Skill:** Space transports: *Xiytiar* transport  
**Crew:** 10  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 3 months  
**Cost:** 800,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D+2  
**Shields:** 4D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D+1  
*Search:* 40/3D  
*Focus:* 2/3D

## Mining Ship



**Craft:** Arakyd Stellar Mag V Mining Vessel  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Supernova (page 75)  
**Type:** Mine repair and supply vessel  
**Scale:** Capital  
**Length:** 542 meters  
**Skill:** Space transports: Mag V  
**Crew:** 3, droids: 19, gunners: 1  
**Crew Skill:** Varies  
**Passengers:** 10  
**Cargo Capacity:** 500,000 metric tons  
**Consumables:** 1 month  
**Cost:** 5 million credits  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 50/1D  
*Search:* 70/2D  
*Focus:* 2/3D  
**Weapons:**  
**Turbolaser Battery**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-30/72/150 km  
*Damage:* 3D

## Trilon Mining Barge



**Craft:** Trilon Inc. Mobile Mining Vehicle  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 8 – Scouts (page 43)  
**Type:** Work ship  
**Scale:** Starfighter  
**Length:** 80 meters  
**Skill:** Space transports  
**Crew:** 3  
**Passengers:** 6  
**Cargo Capacity:** 3,000 metric tons; 1,000 cubic meters  
**Consumables:** 4 months  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x9  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 100; 400 kmh  
**Hull:** 3D  
**Shields:** 1D

**Sensors:**

*Passive:* 100/1D  
*Scan:* 200/2D  
*Search:* 400/3D  
*Focus:* 50/4D

**Weapons:**

**Turbolaser**

*Fire Arc:* Front  
*Crew:* 1 (pilot or gunner)  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5/3.5/7.5 km  
*Damage:* 2D

**Heavy Mining Laser\***

*Fire Arc:* Bottom  
*Scale:* Capital  
*Crew:* 1 (gunner)  
*Skill:* Capital ship gunnery  
*Fire Control:* 0D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700  
*Damage:* 3D

**\*Note:** While the Heavy Mining Laser was designed for strip mining on planets, it has occasionally been adapted by daring and unscrupulous scouts and pirates as a deadly ship-destroying weapon. If a pilot can “land” it on top of another vessel – or fly right above it – the laser can cut through the hull of most small ships quite easily.

## Gallofree Medium Transport

**Craft:** Gallofree Yards Transport  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire

**Source:** Rebel Alliance Sourcebook (page136), Star Wars Trilogy Sourcebook SE (pages 140-141), The Star Wars Sourcebook (pages 48-49), Pirates & Privateers (page 67-68), Heir to the Empire Sourcebook (pages 129-130), Starships of the Galaxy (page 82), The Essential Guide to Vehicles and Vessels (pages 134-135)

**Type:** Medium transport  
**Scale:** Capital  
**Length:** 90 meters  
**Skill:** Space transports: Gallofree Yards transport  
**Crew:** 6, gunners: 1, skeleton: 3/+10  
**Crew Skill:** Astrogation 4D, space transports 4D, starship gunnery 3D+1, starship shields 3D  
**Cargo Capacity:** 19,000 metric tons

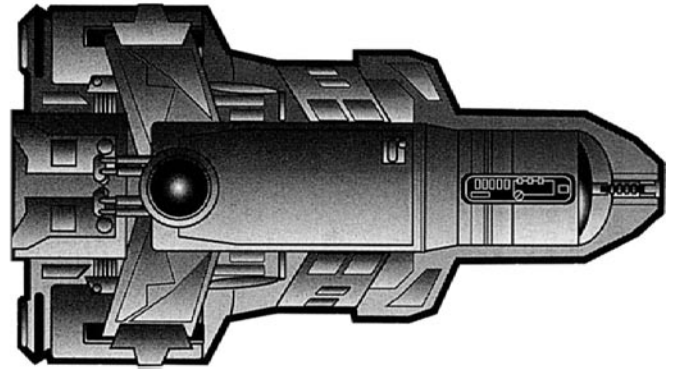
**Consumables:** 6 months  
**Cost:** 350,000 (new), 125,000 (used)  
**Hyperdrive Multiplier:** x4

**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D  
**Shields:** 1D

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

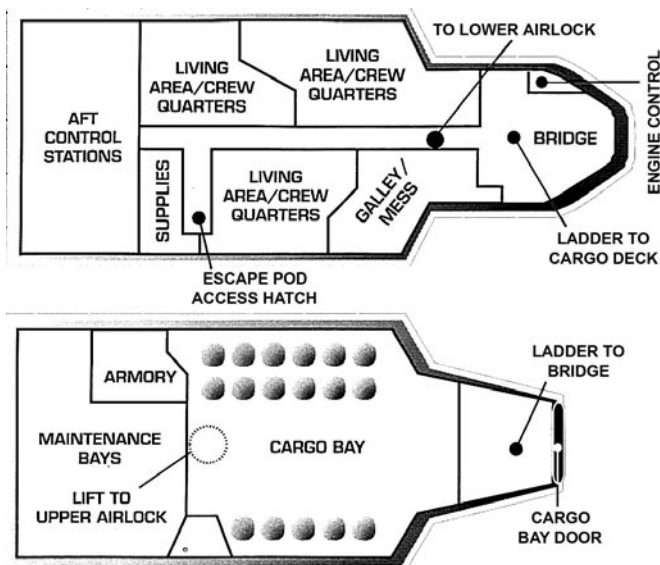
**Weapons:**  
**4 Twin Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Mark III Bulk Transport



**Craft:** Sienar Ships Mark III Bulk Transport  
**Affiliation:** General  
**Era:** Rise o the Empire  
**Source:** The Far Orbit Project (pages 142-143)  
**Type:** Bulk transport  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Space transports: Mark III bulk transport  
**Crew:** 10  
**Crew Skill:** Astrogation 4D, capital ship piloting 5D, capital





ship shields 5D, starship gunnery 4D

**Cargo Capacity:** 160,000 metric tons

**Consumables:** 5 months

**Cost:** 400,000 (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 5D

**Sensors:**

*Passive:* 20/1D

*Scan:* 50/1D

*Search:* 80/2D

*Focus:* 4/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/5/10

*Atmosphere Range:* 100-300/500/1 km

*Damage:* 2D

## Atmospheric Gas Mining Ship

**Craft:** Corellian Engineering *Garman*-class Gas Miner

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Flashpoint! Brak Sector (pages 28-29)

**Type:** Atmospheric mining vessel

**Scale:** Capital

**Length:** 300 meters

**Skill:** Space transports: *Garman* mining vessel

**Crew:** 300, gunners: 4, skeleton: 150/+5

**Crew Skill:** Capital ship shields 3D+2, mining: atmospheric mining 4D, sensors 3D, space transports 3D, starship gunnery 2D+1

**Passengers:** 20

**Cargo Capacity:** 70,000 metric tons

**Consumables:** 2 years

**Cost:** 7.5 million (new), 5.8 million (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes



**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 3D

**Shields:** 2D

**Sensors:** (Space, atmosphere ranges)

*Passive:* 3, 3 km/1D

*Scan:* 6, 6 km/1D+2

*Search:* 10, 10 km/2D

*Focus:* 1, 1 km/3D

**Weapons:**

**4 Quad Laser Cannons**

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

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/15

*Atmosphere Range:* 100-500/10/15 km

*Damage:* 2D+2

**Carried Craft:** 20 Atmospheric Gas Skimmers

## Y164 Slave Transport

**Craft:** Y164 Thalassian Slave Transport

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Galaxy Guide 9 - Fragments from the Rim (page 7)

**Type:** Medium slave transport

**Scale:** Capital

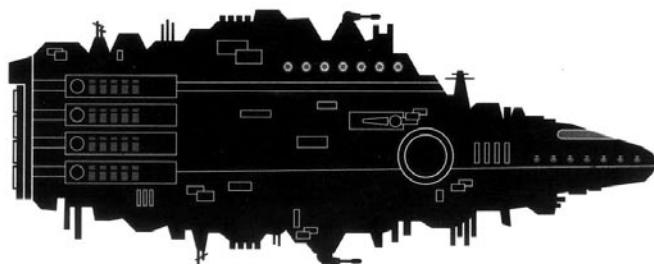
**Length:** 90 meters

**Skill:** Space transports: Y164 slave transport

**Crew:** 5, gunners: 2, support (for slaving): 8

**Crew Skill:** Astrogation 3D+2, starship gunnery 3D, space transports 4D

**Passengers:** 9,800 (slaves)



**Cargo Capacity:** 200 metric tons  
**Consumables:** 2 months  
**Cost:** 245,000 (used only)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x25  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 1  
**Atmosphere:** 210; 600 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 45/3D  
*Focus:* 3/4D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Class-7 Repair Vessel

**Craft:** KDY Class-7 Repair Vessel  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Supernova (page 80)  
**Type:** Mine repair and supply vessel  
**Scale:** Capital  
**Length:** 560 meters  
**Skill:** Space transports: Class-7 repair vessel  
**Crew:** 3, 15 droids, gunners: 1  
**Crew Skill:** Varies  
**Passengers:** 10  
**Cargo Capacity:** 400,000 metric tons  
**Consumables:** 3 months  
**Cost:** 4,5 million credits  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 3/4D  
**Weapons:**  
**Turbolaser Battery**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-15/72/150 km  
*Damage:* 5D

## Asteroid Mining Ship

**Craft:** Kuat Drive Yards Asteroid Prospector AP-300  
**Affiliation:** General / Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 69), Flashpoint! Brak Sector (page 28)  
**Type:** Asteroid mining starship  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Space transports: Prospector AP-300  
**Crew:** 500, gunners: 36, skeleton: 300/+15  
**Crew Skill:** Varies widely  
**Passengers:** 50  
**Cargo Capacity:** 80,000 metric tons  
**Consumables:** 2 years  
**Cost:** 8 million (new), 6 million (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 45/1D  
*Scan:* 70/2D  
*Search:* 120/2D+1  
*Focus:* 5/3D  
**Weapons:**  
**8 Laser Cannons** (fire separately)  
*Fire Arc:* 2 front, 2 left, 2 right, 2 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/10/17  
*Damage:* 3D  
**4 Tractor Beam Projectors** (fire separately)  
*Fire Arc:* 2 front, 1 left, 1 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/15/30  
*Damage:* 4D



## Mobquet Medium Cargo Hauler

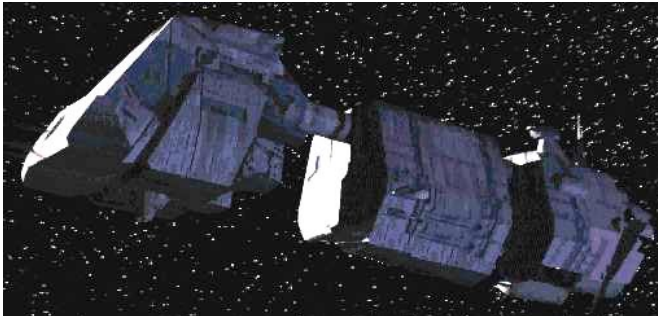
**Craft:** Mobquet Custom Medium Cargo Hauler  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 67), The Essential Guide to Vehicles and Vessels (pages 158-159)



**PICTURE  
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**Type:** Medium transport  
**Scale:** Starfighter  
**Length:** 79.3 meters  
**Skill:** Space transports: Mobquet Custom hauler  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 700 metric tons  
**Consumables:** 2 months  
**Cost:** 120,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x11  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 7D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 50/1D  
*Search:* 80/2D  
*Focus:* 4/3D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Game Notes:** +5 to modification and replacement rolls.

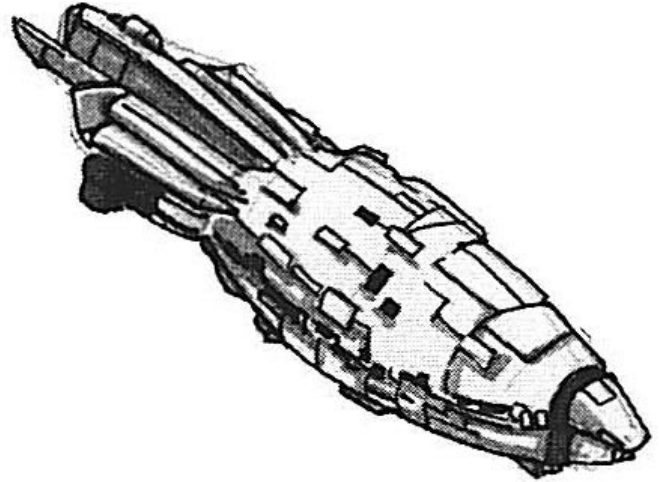
## CE-2 Transport



**Craft:** Corellian Engineering Corporation CE-2 Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 66)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 100 meters  
**Skill:** Space transports: CE-2 transport  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 50,000 metric tons  
**Consumables:** 2 months  
**Cost:** 200,000 (new), 95,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh

**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/2D+2

## Junker



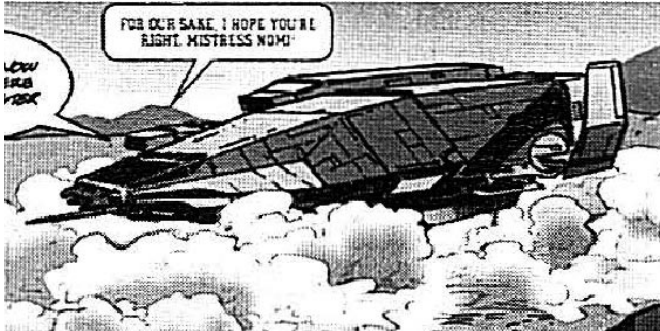
**Craft:** Gallofree Yards Transport  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier  
**Type:** Modified medium transport  
**Scale:** Starfighter  
**Length:** 90 meters  
**Skill:** Space transports  
**Crew:** 6  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 20 (specialists), 48 (droids)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 3 months  
**Cost:** 150,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

# Scouts

## Star Cab

**Craft:** Orlean Star Explorer  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Galaxy Guide 8 – Scouts (page 41)  
**Type:** Ancient exploration vessel  
**Scale:** Starfighter  
**Length:** 70 meters  
**Skill:** Space transports  
**Crew:** 1 plus 3 droids  
**Passengers:** 11  
**Cargo Capacity:** 100 metric tons; 40 cubic meters  
**Consumables:** 5 years  
**Hyperdrive Multiplier:** x10  
**Nav Computer:** None (astromech droid)  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 15/2D  
*Search:* 25/3D  
*Focus:* 3/3D+2

## Vaya Scout Ship



**Craft:** Hoersch-Kessel *Vaya*-class Scout Ship  
**Affiliation:** Old Republic / General  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (page 115)  
**Type:** Scout ship  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space Transports  
**Crew:** 1, gunners: 2  
**Passengers:** 4  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 1 month  
**Cost:** 45,000(new), 15,000 (used)  
**Hyperdrive Multiplier:** x8  
**Hyperdrive Backup:** x15  
**Maneuverability:** 3D+1  
**Space:** 2  
**Atmosphere:** 450; 700 kmh  
**Hull:** 3D  
**Shields:** 3D; 2D  
**Sensors:**  
*Passive:* 6/0D  
*Scan:* 15/1D

### Weapons:

#### Laser Cannon

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-2/8/18

*Atmosphere Range:* 50-100/350/650

*Damage:* 3D

#### Concussion Projectile Launcher

*Fire Arc:* Front

*Crew:* 1

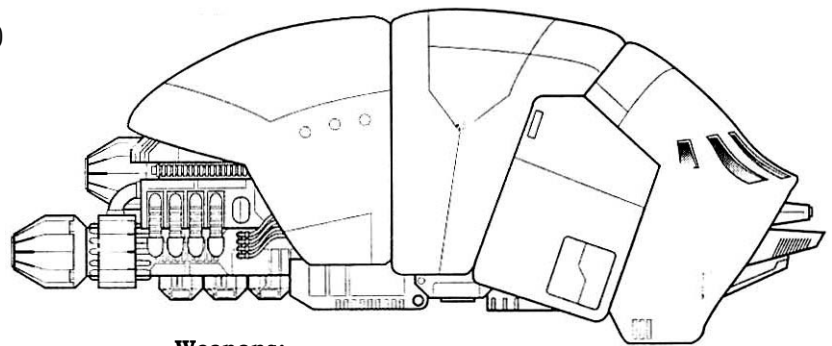
*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1/2/5

*Atmosphere Range:* 24-60/90/120

*Damage:* 5D



### Weapons:

#### 4 Blaster Cannons

*Fire Arc:* 2 front, 2 rear

*Crew:* 1 (usually droids)

*Skill:* Starship gunnery

*Fire Control:* 0D

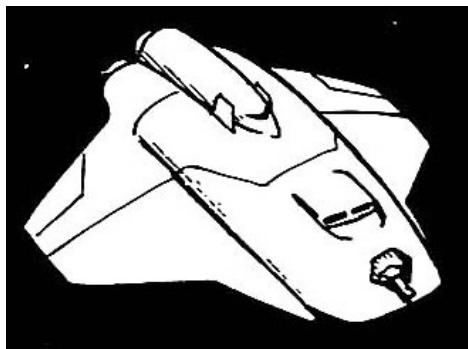
*Space Range:* 1-4/15/20

*Atmosphere Range:* 100-400/1.5/2 km

*Damage:* 2D

## Redthorn Scoutship

**Craft:** Tykannin Drive *Redthorn*-class Scout Ship  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Planets Collection (page 118)  
**Type:** Scout ship  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space Transports: Redthorn scout ship  
**Crew:** 1 or 2 (can coordinate)  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 6 months  
**Cost:** 55,000 credits (used only)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2



**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 5/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 4D

**Laser Cannon**

*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Space Range:* 1-5/15/20  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 3D (Special)

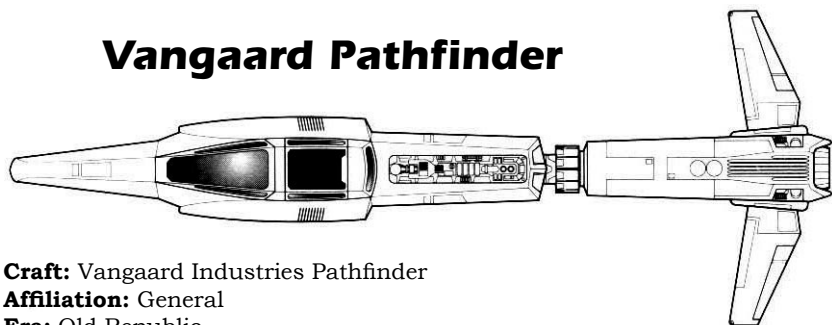
**Note:** The laser cannon's special damage is that for each shot absorbed by the shields, the damage of the cannon goes up by +1. When the shields absorb 3 hits, the generator overloads and shuts down for 3 rounds while it recalibrates. Both the +1 and the overload effect reset to zero after ten rounds automatically. The generator can be replaced for 10,000 credits, however, it then loses its additive damage value.

**A-24 Sleuth Scout Vessel**

**Craft:** Incom Corporation A-24 Sleuth  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Wanted by Cracken (page 81), Galaxy Guide 10 – Bounty Hunters (page 111)  
**Type:** Scout Ship  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Space transports: A-24 Sleuth  
**Crew:** 1 (Astromech droid may serve as a co-pilot)  
**Passengers:** 1  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x1

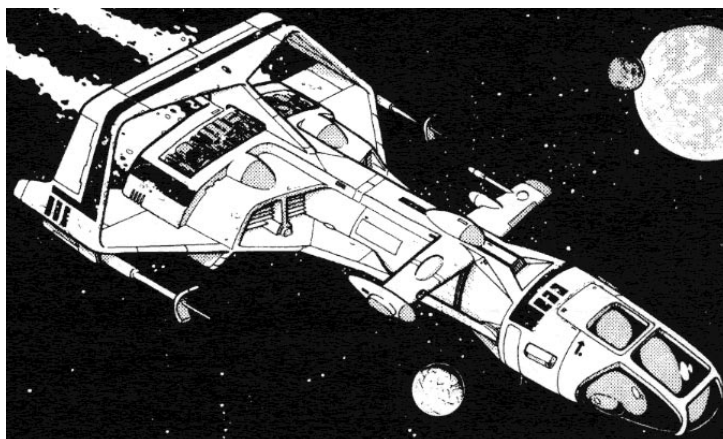
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**

**Vangaard Pathfinder**



**Craft:** Vangaard Industries Pathfinder  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Galaxy Guide 8 – Scouts (page 40)  
**Type:** Small fighter/scoutship  
**Scale:** Starfighter  
**Length:** 36 meters  
**Skill:** Space transports  
**Crew:** 1  
**Passengers:** 2  
**Cargo Capacity:** 100 metric tons; 40 cubic meters  
**Consumables:** 6 months  
**Cost:** 35,000  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 350; 950 kmh  
**Hull:** 3D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 45/1D  
*Search:* 60/2D  
*Focus:* 5/3D  
**Weapons:**

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

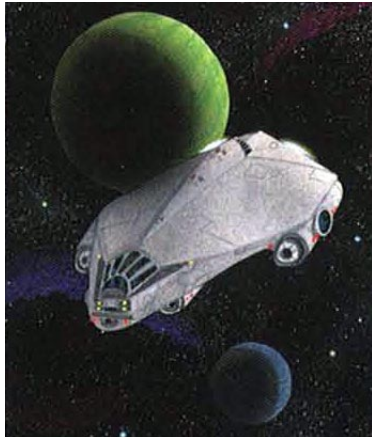




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## Mining Survey Ship

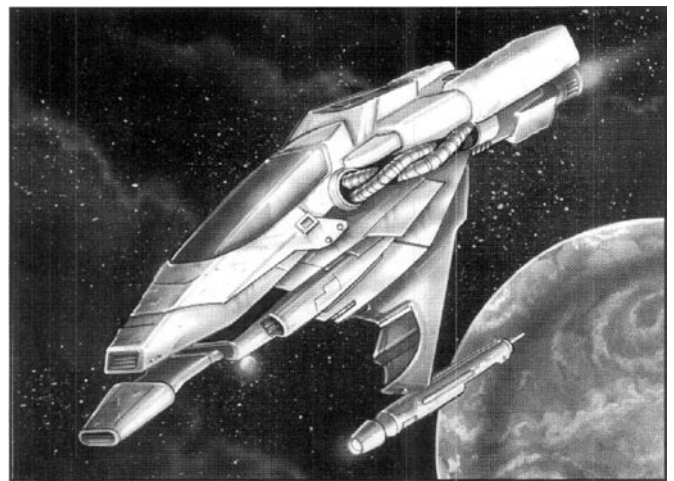
**Craft:** SoroSuub MKI Mining Survey Vessel  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Tapani Sector Instant Adventures  
**Type:** Exploration vessel  
**Scale:** Starfighter  
**Length:** 45 meters  
**Skill:** Space transports: MKI  
**Crew:** 6, gunners: 1, skeleton 2/+10  
**Crew Skill:** Astrogation 3D+2, space transports 5D, starship gunnery 4D+1, starship shields 4D, sensors 4D+2  
**Passengers:** 8  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 6 months  
**Cost:** 300,000 credits (new), 120,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**Heavy Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere:* 100-500/1.5/3 km  
*Damage:* 6D



## Yvarema Scout Ship

**Craft:** Royal Yvarema Scout Ship  
**Affiliation:** Yvarema  
**Era:** Rise of the Empire  
**Source:** The DarkStryder Campaign: The Kathol Rift (page 84)  
**Type:** Medium-range exploration craft

**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Archaic starship piloting: Yvarema scout ship  
**Crew:** 2  
**Crew Skill:** Archaic starship piloting 5D, astrogation 4D, starship shields 4D+1  
**Passengers:** 3  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** Yes, limited to 3 jumps  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 800 kmh  
**Hull:** 2D+2  
**Shields:** 1D



**Sensors:**  
*Passive:* 25/0D  
*Scan:* 35/1D  
*Search:* 50/2D+1  
*Focus:* 3/3D  
**Weapons:**  
**Navigational Deflector**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Space Range:* 1-3/8/15  
*Atmosphere Range:* 100-300/800/1.5 km  
*Damage:* 2D  
**Note:** Immune to ionization damage.

## Lone Scout



**Craft:** Sienar Fleet Systems "Lone Scout-A"  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 256), Galaxy Guide 8 – Scouts (page 35)  
**Type:** Stock scout vessel  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: Lone Scout  
**Crew:** 1  
**Crew Skill:** Astrogation: 3D+2, sensors: 3D, space transports 4D, starship gunnery 4D, starship shields 3D+2  
**Passengers:** 3  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 1 year  
**Cost:** 125,000 (new), 30,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 5/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## TIE Scout



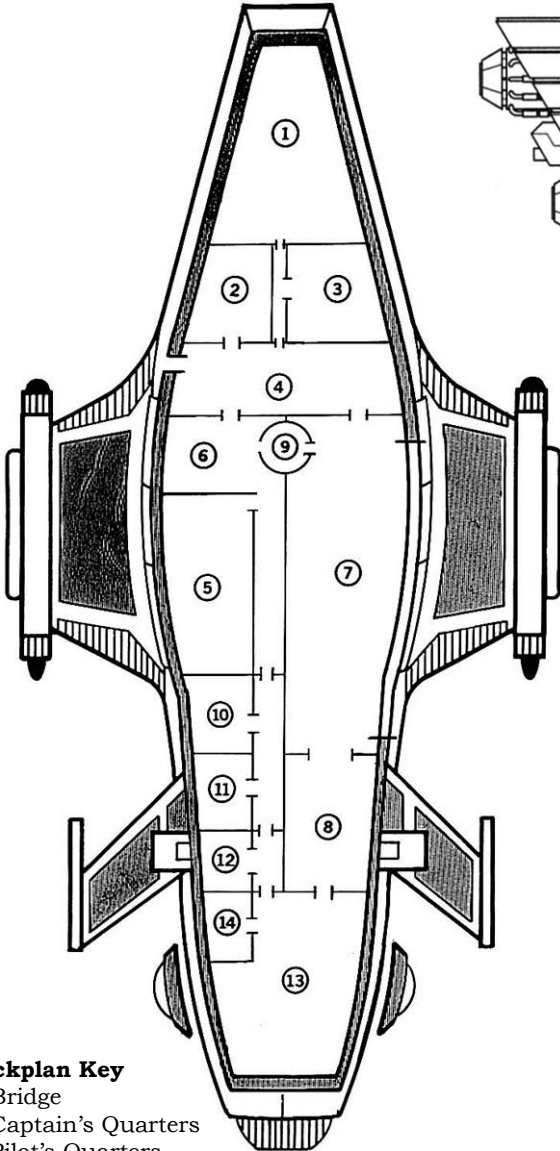
**Craft:** Sienar Fleet Systems TIE/sr "Lone Scout-B"  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** Military scout vessel  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: TIE/sr  
**Crew:** 1  
**Passengers:** 3

**Cargo Capacity:** 150 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 45/1D  
*Scan:* 90/2D  
*Search:* 120/2D+2  
*Focus:* 10/3D+2  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Far Reach Survey Vessel

**Craft:** Loronar Far Reach IV PQR  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** The Isis Coordinates (page 21)  
**Type:** Imperial survey vessel  
**Scale:** Starfighter  
**Length:** 80 meters  
**Skill:** Space transports: Far Reach  
**Crew:** 2, gunners: 4  
**Crew Skill:** Astrogation 4D+1, space transports: Imperial Survey Vessel 6D, starship gunnery 4D, starship shields 4D, sensors 5D  
**Passengers:** None  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 120/4D  
*Focus:* 4/4D+2  
**Weapons:**  
**4 Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 4D



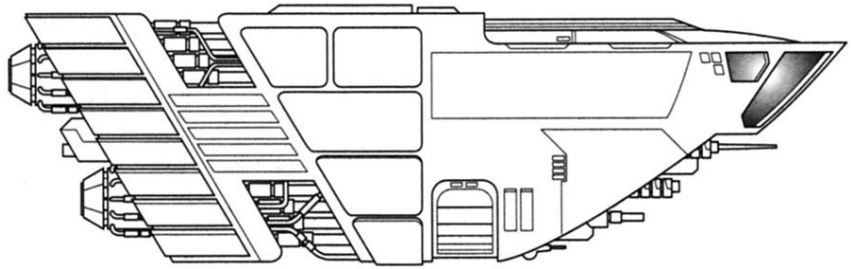


**Deckplan Key**

- 1. Bridge
- 2. Captain's Quarters
- 3. Pilot's Quarters
- 4. Entrance Bay
- 5. Cargo Hold
- 6. Lounge/Galley
- 7. Skiff Hangar
- 8. Repair Bay
- 9. Gun Well
- 10. Crewman's Quarters
- 11. Crewman's Quarters
- 12. Crewman's Quarters
- 13. Engine Room
- 14. Engineer's Quarters

**"Explorer" Scout Ship**

**Craft:** Incom Corporation "Explorer" Scout Ship  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Wanted by Cracken (page 58), Galaxy Guide 10 – Bounty Hunters (page 71)  
**Type:** Scout vessel  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Space transports  
**Crew:** 1 or 2 (can combine)



**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 4 metric tons  
**Consumables:** 1 month  
**Cost:** 150,000 credits (new), 80,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 5/3D  
**Weapons:**  
**Dual Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/20  
*Atmosphere:* 100-300/1.2/2 km  
*Damage:* 4D

**Corellian OreSeeker**

**Craft:** Corellian Engineering Corporation *OreSeeker*-class Survey Ship  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Graveyard of Alderaan (page 31)  
**Scale:** Starfighter  
**Length:** 22.5 meters  
**Skill:** Space transports: OreSeeker  
**Crew:** 2 (can coordinate)  
**Crew Skill:** Varies widely , but usually 3D-5D  
**Passengers:** 4  
**Cargo Capacity:** 80 metric tons  
**Consumables:** 2 months  
**Cost:** 180,000 (new), 67,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 5D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**

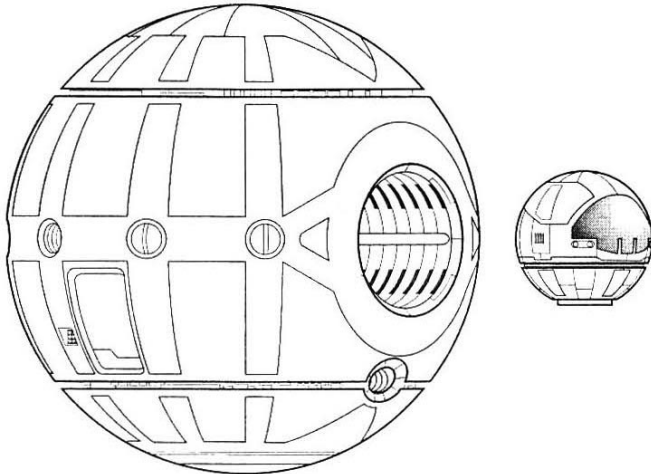


**Heavy Laser Cannon**

*Fire Arc:* Turret  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D (0D when fired by pilot)  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

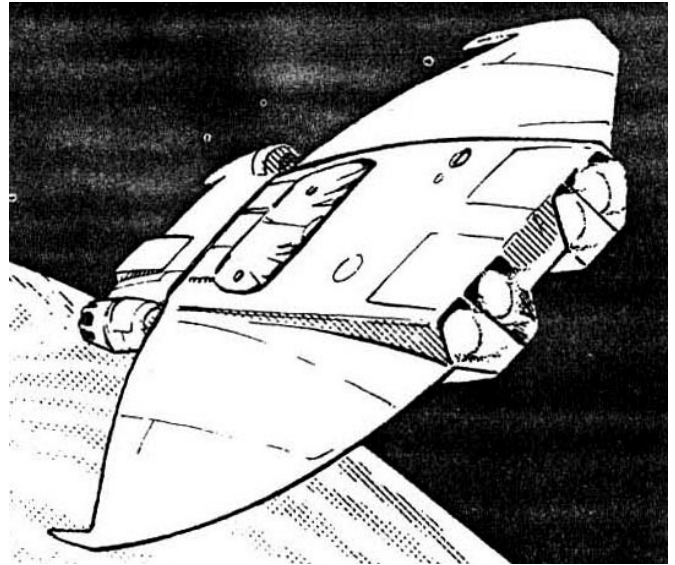
**SkyBlind Recon Ship**

**Craft:** Loronar SkyBlind Recon Ship



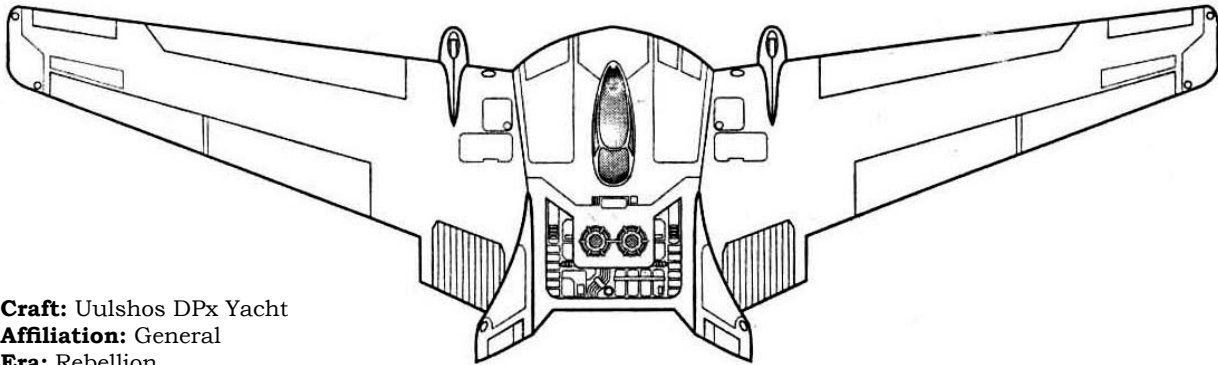
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 8 – Scouts (page 38)  
**Type:** Reconnaissance scoutship  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Space transports: SkyBlind  
**Crew:** 1  
**Passengers:** 7  
**Cargo Capacity:** 50 metric tons; 20 cubic meters  
**Consumables:** 6 months  
**Cost:** 1,120,000 (new), 560,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 6D  
**Shields:** 3D (shields apply to defense against sensors as well)  
**Sensors:**  
*Passive:* 50/2D  
*Scan:* 30/1D  
*Search:* 50/2D  
*Focus:* 3/3D  
**Weapons:**  
**Proton Torpedo Launcher**  
*Fire Arc:* All  
*Skill:* Starship gunnery  
*Fire control:* 0D  
*Space range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 7D  
*Landing Sphere*  
**Carried Craft:** 1 Landing Sphere (Vehicles Stats – page 88)

**Out System Scout Vessel**



**Craft:** Loronar “Out System” Scout Vessel  
**Affiliation:** Empire / General  
**Era:** Rebellion  
**Source:** Supernova (pages 81-82)  
**Type:** Light scout ship  
**Scale:** Starfighter  
**Length:** 63 meters  
**Skill:** Space transports: “Out System” Scout Vessel  
**Crew:** 4, gunners: 1  
**Crew Skill:** Astrogation 4D, space transports 5D, starship gunnery 5D  
**Passengers:** 4  
**Cargo Capacity:** 70 metric tons  
**Consumables:** 8 months  
**Cost:** 500,000 (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 5/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 3-5/15/30  
*Atmosphere Range:* 75200/1/2 km  
*Damage:* 3D+2

## Deep-X Explorer



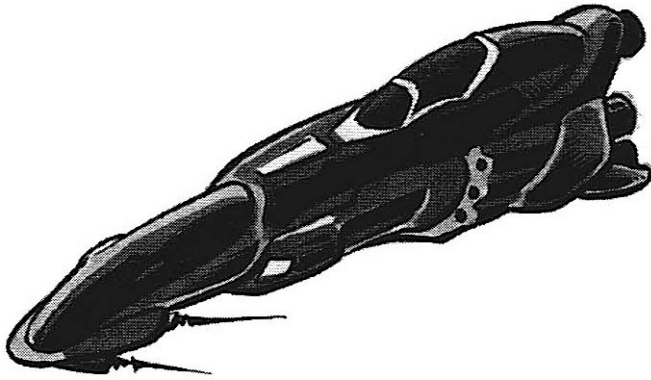
**Craft:** Uulshos DPx Yacht  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Galaxy Guide 8 – Scouts (page 36)  
**Type:** Modified space yacht  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Space transports: DPx  
**Crew:** 1  
**Passengers:** 5 (including two to operate blaster cannon)  
**Cargo Capacity:** 50 metric tons; 20 cubic meters  
**Consumables:** 6 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 50/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Blaster Cannons** (fire separately)  
*Fire Arc:* Front  
*Crew:* 1 per gun  
*Skill:* Starship gunnery  
*Fire Control:* 0D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 1D

## “Flatfish” Astrogator Probe Ship

**Craft:** *Astrogator*-class Probe Ship  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (pages 86-87)  
**Type:** Astrographic charting vessel  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports  
**Crew:** 3  
**Crew Skill:** Varies; typically space transports 3D, sensors 4D+2  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 1 week  
**Cost:** 60,000 (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 150/4D  
*Focus:* 5/4D+2

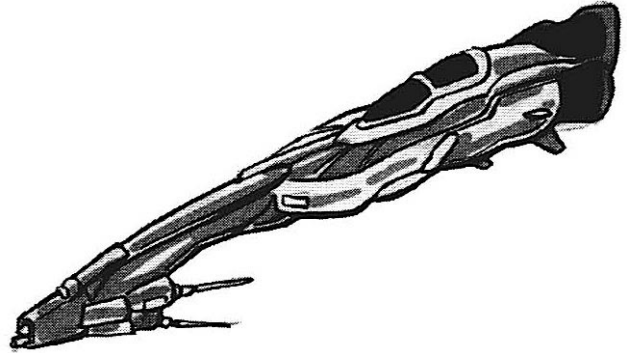
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## Ferret



**Craft:** Republic Engineering Corporation Reconnaissance Vessel  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 83)  
**Type:** Stealth spyship  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports  
**Crew:** 3  
**Crew Skill:** Astrogation 5D, sensors 5D  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale (890,000 credits for government sale)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 10 (5 using baffled drive)  
**Hull:** 2D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
*Stealth:* +5D to sensor difficulties  
**Weapons:**  
**2 Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 7D

## Prowler



**Craft:** Republic Engineering Corporation *Prowler*-class Reconnaissance Vessel  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 84)  
**Type:** Long term spy ship  
**Scale:** Starfighter  
**Length:** 48 meters  
**Skill:** Space transports  
**Crew:** 6  
**Crew Skill:** Astrogation 5D, space transports 4D, sensors 5D  
**Cargo Capacity:** 3 metric tons  
**Consumables:** 5 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5 (2 using baffled drive)  
**Hull:** 3D  
**Sensors:**  
*Passive:* 100/1D  
*Scan:* 125/2D  
*Search:* 150/3D  
*Focus:* 5/4D+2  
*Stealth:* +3D  
**Weapons:**  
**2 Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 7D

# Shuttles

## SST-67 Shuttle

**Craft:** Republic Sienar Systems SST-67 Short Range Transit Shuttle

**Affiliation:** General

**Era:** Old Republic

**Source:** Star Wars Gamer Issue 1

**Type:** Transport shuttle

**Scale:** Starfighter

**Length:** 14 meters

**Skill:** Space transport: SST-67 shuttle

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 18

**Cargo Capacity:** 1 metric ton

**Consumables:** 2 days

**Cost:** 82,000 (new), 20,000 (used)

**Maneuverability:** 0D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D

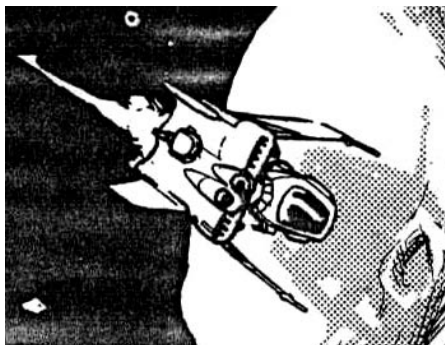
**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

*Search:* 40/1D+2

*Focus:* 4/3D



## BB-2 Shuttle

**Craft:** BullbaBong BB-2 Shuttle

**Affiliation:** General

**Era:** Old Republic

**Source:** Wizards Website

**Type:** Space shuttle

**Scale:** Starfighter

**Length:** 13 meters

**Skill:** Space transports: BB-2 Shuttle

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 550 kilograms

**Consumables:** 3 days

**Cost:** 25,000 (new), 11,000 (used)

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 1D+2

**Shields:** +1

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**2 Blaster Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

## Sheathipede Shuttle



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

**Affiliation:** Neimoidians

**Era:** Old Republic

**Source:** Secrets of Naboo (page 18)

**Type:** Transport shuttle

**Scale:** Starfighter

**Length:** 15 meters

**Skill:** Space transports: Sheathipede shuttle

**Crew:** 2 pilot droids

**Crew Skill:** As pilot droid

**Passengers:** 5

**Cargo Capacity:** 500 kilograms

**Consumables:** 5 days

**Cost:** 22,000 (new), 9,000 (used)

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**Blaster Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

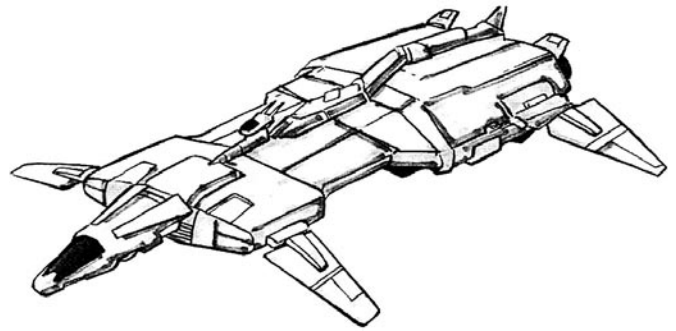
*Fire Control:* 2D

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

*Atmosphere Range:* 100-500/1/1.7km

*Damage:* 3D

## BR-23 Courier



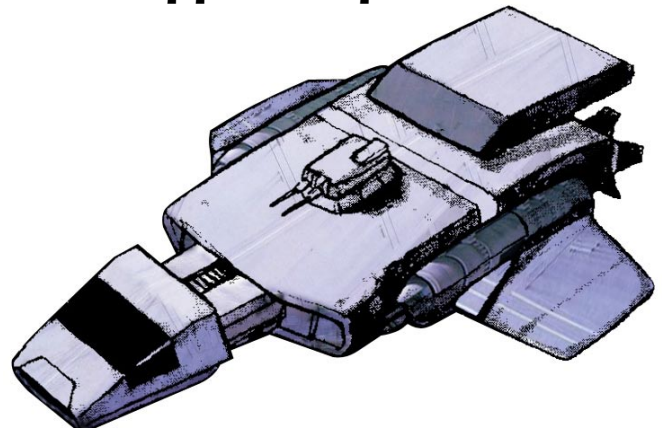
**PICTURE  
REMOVED**

**Craft:** Republic Sienar Systems BR-23 Courier  
**Affiliation:** Old Republic / Empire / General / Alliance  
**Era:** Old Republic  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 49)  
**Type:** Long-range troop transport  
**Scale:** Starfighter  
**Length:** 20.7 meters  
**Skill:** Space transports: BR-23 Courier  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies  
**Passengers:** 40  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 2 weeks  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Luxury Shuttle 001

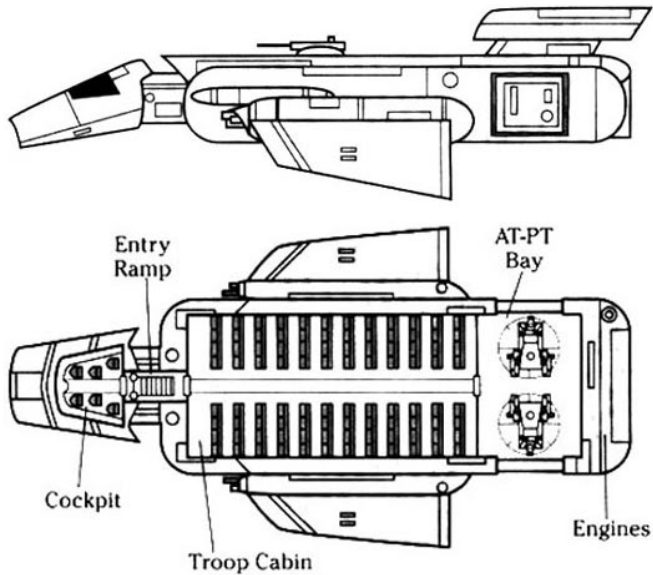
**Craft:** SoroSuub *Ambassador*-class luxury shuttle 001  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Adventure Journal 3  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports  
**Crew:** 2; gunners: 1  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 25/1D+2  
*Search:* 45/2D  
*Focus:* 4/3D  
**Weapons:**  
**2 Double Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire control:* 3D+1  
*Space Range:* 1-5/10/25  
*Atmosphere Range:* 100-500/1/2.5 km  
*Damage:* 4D

## Kappa Troop Shuttle





## Theta Shuttle



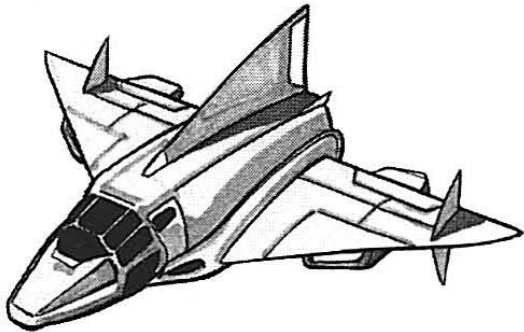
**Craft:** Republic Siemar Systems *Kappa*-class Shuttle  
**Affiliation:** Old Republic / Empire / Alliance / General  
**Era:** Old Republic  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 46-47)  
**Type:** Troop Shuttle  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports: Kappa shuttle  
**Crew:** 2, gunners: 2  
**Crew Skill:** Space transports 4D, starship gunnery 4D, starship shields 3D  
**Passengers:** 40  
**Cargo Capacity:** 50 metric tons (rarely + 2 AT-PTs)  
**Consumables:** 1 month  
**Cost:** Not generally for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/D  
*Search:* 80/2D  
*Focus:* 4/2D+2  
**Weapons:**  
**2 Double Blaster Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**2 Repeating Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Scale:* Speeder  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Atmosphere Range:* 1-50/100/250  
*Damage:* 3D+2

**Craft:** Cygnus Spaceworks *Theta*-class T-2c Personnel Transport  
**Affiliation:** Old Republic / Empire  
**Era:** Rise of the Empire  
**Source:** Wizards Website  
**Type:** Personnel shuttle  
**Scale:** Starfighter  
**Length:** 18.5 meters  
**Skill:** Space transports: *Theta* Shuttle  
**Crew:** 5, skeleton: 1/+10  
**Passengers:** 16  
**Cargo capacity:** 50 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale (valued at 210,000)  
**Hyperdrive multiplier:** x1  
**Hyperdrive backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 285; 825 kmh  
**Hull:** 4D  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 75/2D  
*Focus:* 4/2D+1  
**Weapons:**  
**2 Quadlaser Cannons**  
*Fire arc:* Front  
*Skill:* Starship gunnery  
*Fire control:* 2D (Can be set to automated computer-controlled fire)  
*Space range:* 1-3/12/25  
*Atmosphere range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Laser Cannon**  
*Fire arc:* Rear  
*Skill:* Starship gunnery  
*Fire control:* 2D (Can be set to automated computer-controlled fire)  
*Space range:* 1-4/12/25  
*Atmosphere range:* 100-400/1.2/2.5 km  
*Damage:* 4D

## Service Shuttle 23K

**Craft:** Gallofree Yards Service Shuttle 23K  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 7: Mos Eisley (pages 30-31)  
**Type:** Orbital service shuttle  
**Scale:** Starfighter  
**Length:** 18 meters  
**Skill:** Space transports: Service Shuttle 23K  
**Crew:** 1  
**Crew Skill:** Space transports 4D  
**Passengers:** 6\*  
**Cargo Capacity:** 1 metric ton\*  
**Consumables:** 1 day  
**Hyperdrive Multiplier:** none  
**Hyperdrive Backup:** none  
**Nav Computer:** none  
**Maneuverability:** 1D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 1D+1  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 15/1D+2  
*Search:* 20/2D  
*Focus:* 1/2D+2  
**Note:** Service shuttle can hold *either* passengers or cargo.

## Paranji Orbital Jumper

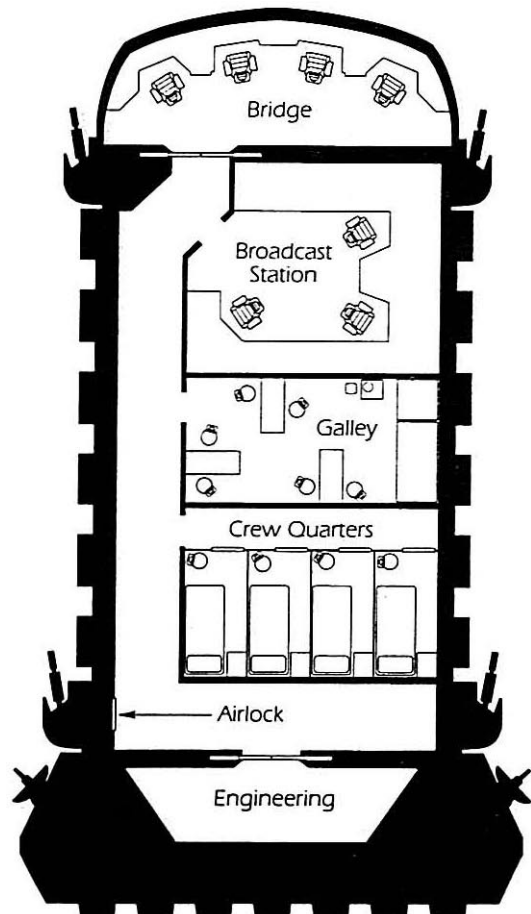


**Craft:** Paranji Orbital Jumper  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Cracken's Threat Dossier (page 86)  
**Type:** Personal air-space ship  
**Scale:** Starfighter  
**Length:** 3 meters  
**Skill:** Space transports  
**Crew:** 1  
**Crew Skill:** Varies drastically  
**Passengers:** 3  
**Cargo Capacity:** 500 kilograms  
**Consumables:** 1 day  
**Cost:** 35,000 (new), 20,000 (used)  
**Maneuverability:** 1D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 30/2D  
*Focus:* 2/2D+2

## Space Skiff

**Craft:** Telex-Delcor SS-29 Space Skiff  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Operation – Elrood (page 107)  
**Type:** Space work skiff  
**Scale:** Speeder  
**Length:** 9.6 meters  
**Skill:** Space transports: SS-39  
**Crew:** 1, gunners: 1 (patrol craft variants)  
**Passengers:** 8 (in powersuits)  
**Cargo Capacity:** 3 metric tons  
**Consumables:** 30 hours  
**Cost:** 12,500 (new), 7,000 (used)  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 2  
**Hull:** 1D  
**Sensors:**  
*Passive:* 1/0D  
*Scan:* 2/1D  
**Weapons:** (SS-39L variants only)  
**Light Laser Cannon**  
*Fire Arc:* Turret  
**Crew:** 1  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/6/9  
*Damage:* 2D

## Imperial Broadcast Ship



**Craft:** 'Merthyog Communication' II-xC Maintenance/Broadcast Ship  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** The Abduction of Crying Dawn Singer (page 27)  
**Type:** Maintenance and broadcast ship  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: broadcast ship  
**Crew:** 4, skeleton: 2/+10  
**Crew Skill:** Space transports 3D, sensors 4D  
**Passengers:** 10 (normally technicians)  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 2 weeks  
**Cost:** 9,000  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** Limited to 5 jumps  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D

## Tribune Shuttle

**Craft:** Sienar Fleet Systems *Tribune*-class Shuttle  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Goroath, Slave of the Empire (page 66)  
**Type:** Light shuttle  
**Scale:** Starfighter  
**Length:** 18.5 meters  
**Skill:** Space transports: Tribune shuttle  
**Crew:** 3, skeleton 4D  
**Crew Skill:** Space transports 4D  
**Passengers:** 14  
**Cargo Capacity:** 30 metric tons  
**Consumables:** 3 weeks  
**Cost:** 150,000 (new), but generally for sale only to the military and corporations  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 5/3D

## Taylander Shuttle

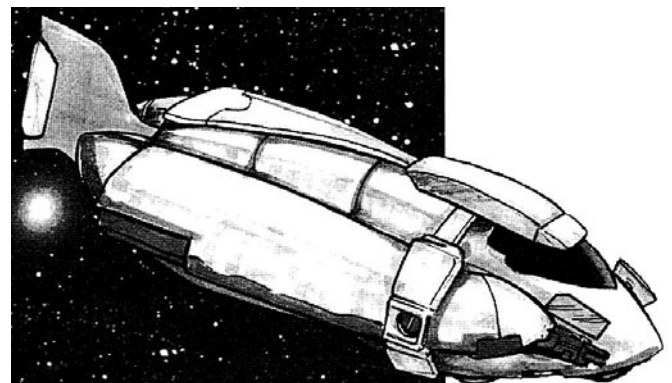
**Craft:** Joraan Drive Systems Taylander Shuttle  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** General transport shuttle  
**Scale:** Starfighter  
**Length:** 43.5 meters



**Skill:** Space transports: Taylander shuttle  
**Crew:** 4, skeleton: 2 (+5)  
**Crew Skill:** Varies  
**Passengers:** 22  
**Cargo Capacity:** 700 metric tons  
**Consumables:** 4 weeks  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Autoblasters**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 3D

## Grek Troop Shuttle

**Craft:** Corellian Engineering *Grek*-class troop shuttle  
**Affiliation:** General / Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 87-88), The Far Orbit Project (pages 31-32)  
**Type:** Ship-to-ship troop shuttle  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Grek shuttle  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 50

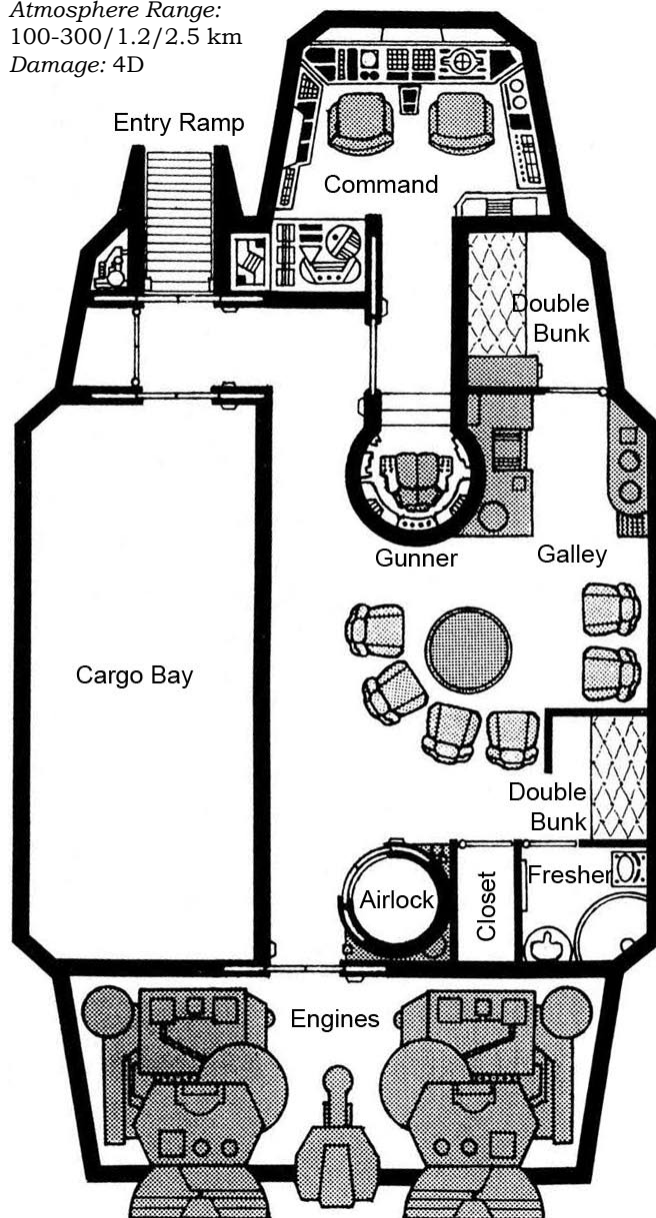
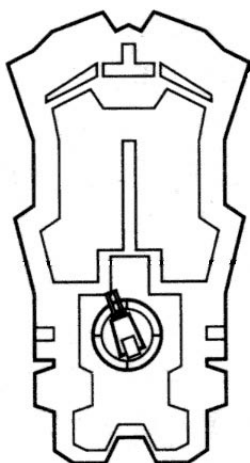


**Cargo Capacity:** 500 kilograms  
**Consumables:** 1 day  
**Cost:** 40,000 (new), 18,000 (used)  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/3D+2  
**Weapons:**  
**Laser Cannon**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

**Skill:** Space transports  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 4-6  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** No, stores 20 jump coordinates  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 15/1D+2  
*Search:* 30/2D  
*Focus:* 1/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## PeopleMover Personnel Transport

**Craft:** Incom CX-5011 PeopleMover  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Planet of the Mists (page 53)  
**Type:** Long-range personnel transport  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports  
**Crew:** 1  
**Passengers:** 20  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 5/0D  
*Scan:* 20/1D  
*Search:* 40/2D+1  
*Focus:* 4/2D+2  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/12/25  
*Atmosphere Range:* 100-500/1.2/2.5 km  
*Damage:* 4D

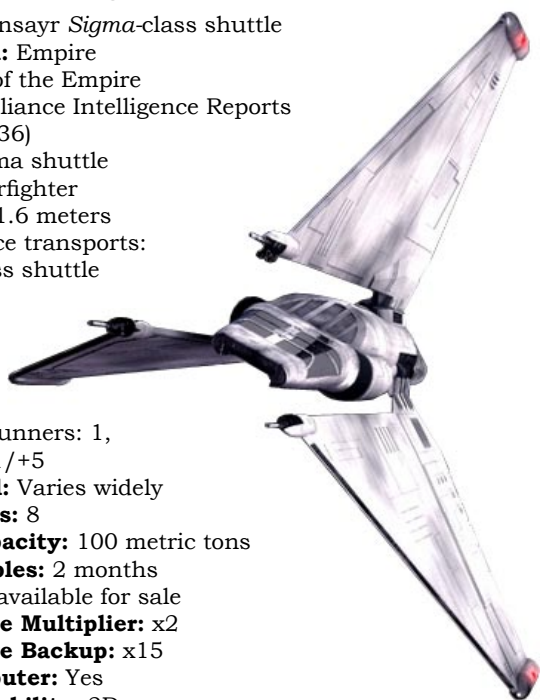


## JS-77B Starhound

**Craft:** Subpro Corporation JS-77B *Starhound*  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Challenge Magazine 35 (page 57)  
**Type:** Interstellar shuttle  
**Scale:** Starfighter  
**Length:** 18 meters

## Sigma Shuttle

**Craft:** Koensayr *Sigma*-class shuttle  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Alliance Intelligence Reports (pages 35-36)  
**Type:** Sigma shuttle  
**Scale:** Starfighter  
**Length:** 21.6 meters  
**Skill:** Space transports: *Sigma*-class shuttle



**Crew:** 2, gunners: 1, skeleton: 1/+5  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 25/1D+2  
*Search:* 30/2D+1  
*Focus:* 4/2D+2  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

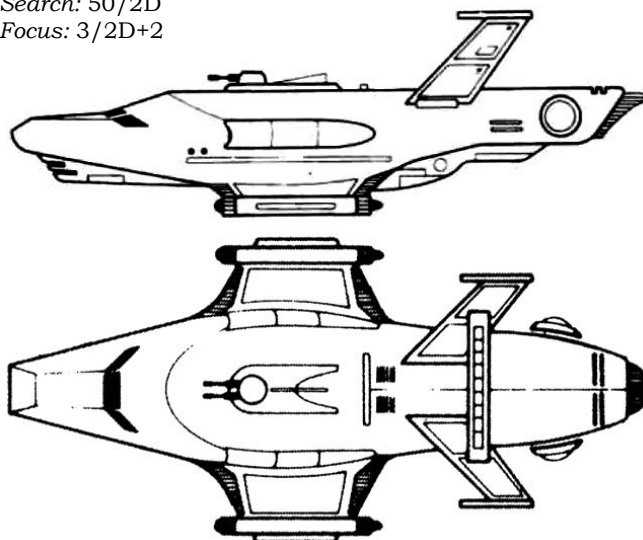
## AIC-4

**Craft:** Sonda Armament's Armored Interface Craft-4  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Adventure Journal 2  
**Scale:** Starfighter  
**Length:** 40 meters  
**Skill:** Space transports: dropship  
**Crew:** 6  
**Passengers:** 44 (troops)  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 3 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 9 (during drop); 3 (on return flight)  
**Atmosphere:** 400; 1,150 kmh (during drop); 260; 750 kmh (on return flight)  
**Hull:** 5D  
**Shields:** 1D

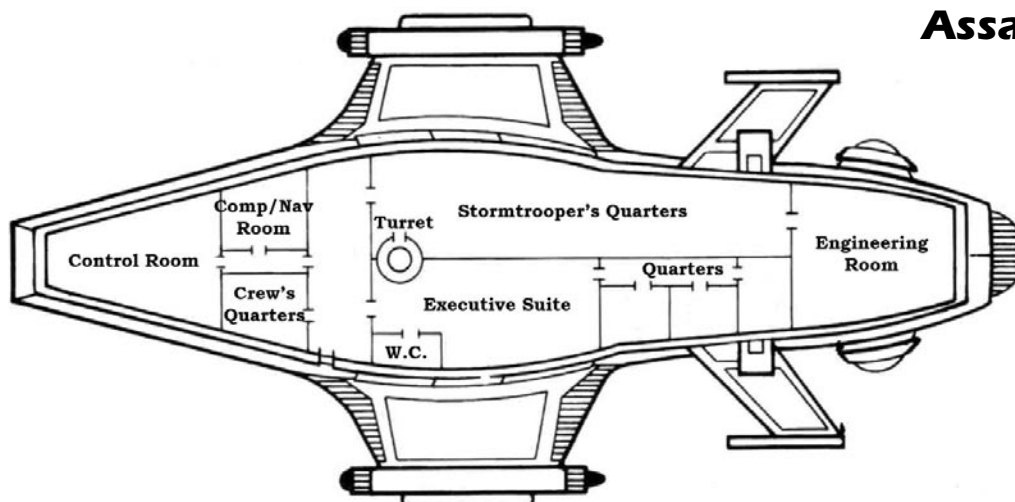
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Heavy Repeating Blasters**  
*Fire Arc:* Turret  
*Crew:* 1 each  
*Scale:* Character  
*Ranges:* 3-75/200/500  
*Damage:* 8D

## Churic Shuttle

**Craft:** Sienar Fleet Systems *Churich*-class Shuttle  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Classic Campaigns (pages 45-47)  
**Type:** Cargo shuttle  
**Scale:** Starfighter  
**Length:** 54 meters  
**Skill:** Space transports: Churic shuttle  
**Crew:** 3, gunners: 1  
**Crew Skill:** Space transports 4D, starship gunnery 3D  
**Passengers:** 50  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 1 month  
**Cost:** 250,000 (new), 112,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/1D+2  
*Search:* 50/2D  
*Focus:* 3/2D+2



## Assault Shuttle Beta



**Craft:** Telgorn Corp *Beta*-class Assault Shuttle  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** The Last Command Sourcebook (page 131), The Thrawn Trilogy Sourcebook (pages 235, 237)  
**Type:** Assault shuttle  
**Scale:** Capital (due to power output)  
**Length:** 30 meters  
**Skill:** Space transports: assault shuttle  
**Crew:** 5, skeleton: 3/+10

### Weapons:

#### Heavy Blaster Cannon

*Fire Arc:* Front, left, right

*Crew:* 1

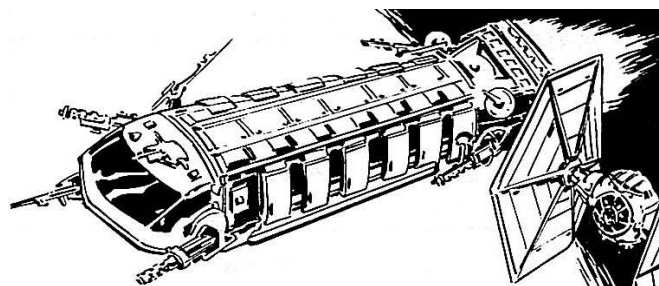
*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 6-30/1.2/2.5 km

*Damage:* 6D



## Quick Ship Shuttle

**Craft:** Heckson Industries "Quick Ship" Shuttle

**Affiliation:** General / Rebel Alliance

**Era:** Rise of the Empire

**Source:** Classic Campaigns (page 89)

**Type:** Transport shuttle

**Scale:** Starfighter

**Length:** 17 meters

**Skill:** Space transports: Quick Ship

**Crew:** 1, gunners: 1

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 100 kilograms

**Consumables:** 5 days

**Cost:** 75,000 (new), 35,000 (used)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Astromech droid stores 10 jumps

**Maneuverability:** 1D+2

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 6D

**Shields:** 2D

**Sensors:**

*Passive:* 10/1D

*Scan:* 25/1D+2

*Search:* 40/2D

*Focus:* 3/2D+2

**Weapons:**

**2 Triple Blasters** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 3D+2

**Crew Skill:** Varies, but typically capital ship gunnery 5D, capital ship shields 4D, space transports 5D+1

**Passengers:** 40 (spacetroopers)

**Cargo Capacity:** 500 kilograms

**Consumables:** 5 days

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x3

**Nav Computer:** Limited to 3 jumps

**Maneuverability:** 1D+2

**Space:** 8

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

**Hull:** 3D

**Shields:** 3D+2

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**4 Laser Cannons**

*Fire Arc:* 2 front, 2 rear

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 1D+2

**Tractor Beam Projector**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* 5D

**Concussion Missile Launcher**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

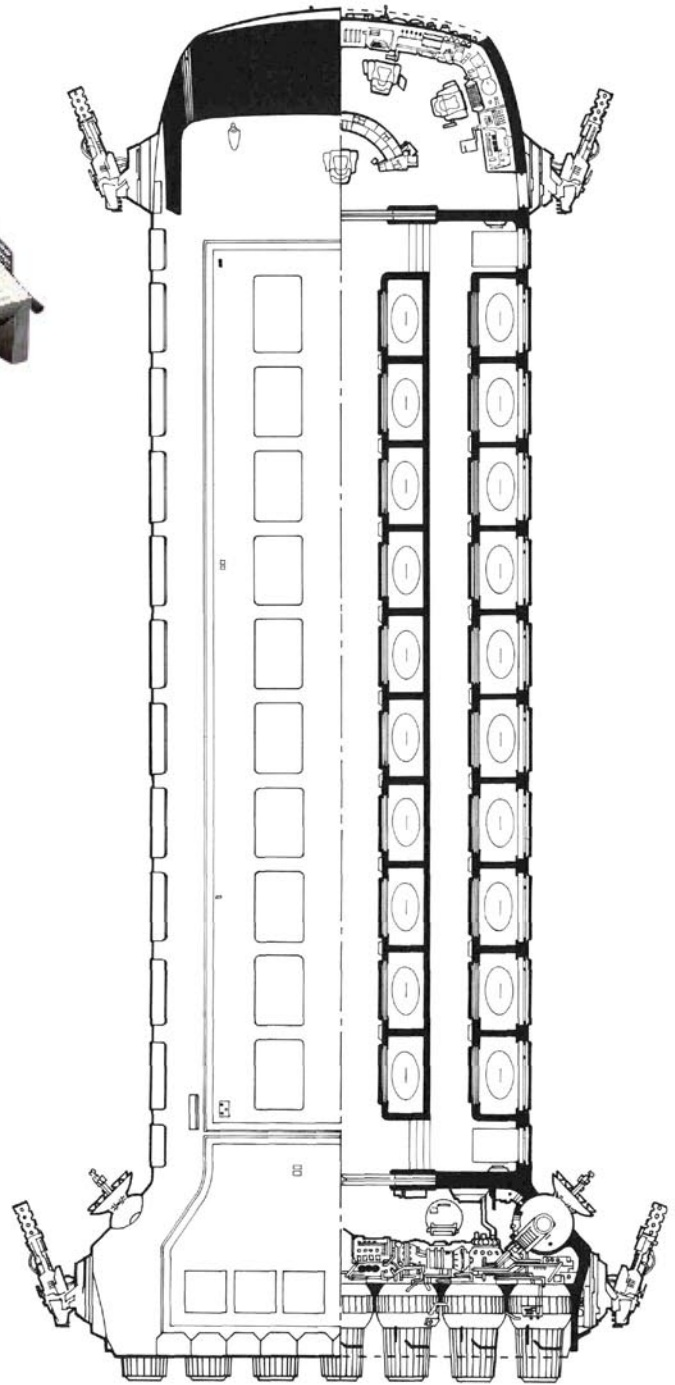
*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D+2

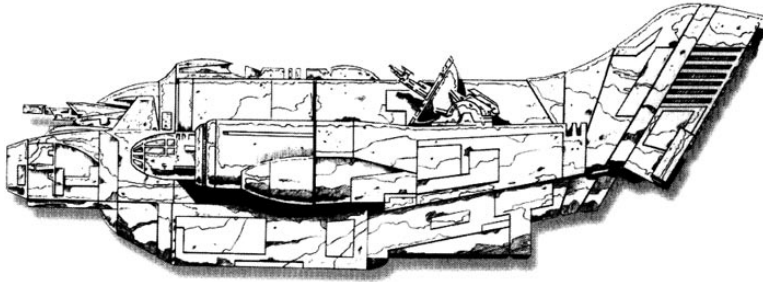
## Assault Shuttle



**Craft:** Telgorn Corp  
*Gamma-class Assault Shuttle*  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Imperial Sourcebook (pages 49-50), Starships of the Galaxy (page 78)  
**Type:** Assault shuttle  
**Scale:** Capital (due to power output)  
**Length:** 30 meters  
**Skill:** Space transports: assault shuttle  
**Crew:** 2, gunners: 3, skeleton: 1/+10  
**Crew Skill:** Capital ship gunnery 3D+2, capital ship shields 4D, space transports 5D  
**Passengers:** 40 (spacetroopers)  
**Cargo Capacity:** 5 metric tons  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x18  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 2D  
**Space:** 8  
**Hull:** 3D+2  
**Shields:** 4D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+2  
*Search:* 130/3D  
*Focus:* 4/3D  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 2 guns are handled by "gunner 1," two guns are handled by "gunner 2"  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D  
**Tractor Beam Projector**  
*Fire Arc:* Front  
*Crew:* 1 (gunner 3)  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 5D+2  
**Concussion Missile Launcher**  
*Fire Arc:* Front  
*Crew:* 1 (gunner 3)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 4D



## Katarn Boarding Shuttle



**Craft:** Rendili StarDrive's *Katarn*-class Boarding Shuttle

**Affiliation:** Empire / Rebel Alliance / General

**Era:** Rise of the Empire

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 48), Pirates & Privateers (page 88), The Far Orbit Project (page 32)

**Type:** Boarding shuttle

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space transports: Katarn shuttle

**Crew Skill:** Varies widely

**Crew:** 2, gunners: 1

**Passengers:** 50

**Cargo Capacity:** 500 kilograms

**Consumables:** 1 day

**Cost:** 10,000 (new), 55,000 (used)

**Maneuverability:** 1D+2

**Space:** 8

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

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**Plasma Torch Boarding Device**

*Fire Arc:* Front

*Crew:* 2

*Skill:* Starship gunnery

*Fire Control:* 0D

*Range:* 4 meters

*Damage:* 8D

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

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## Sentinel Landing Craft

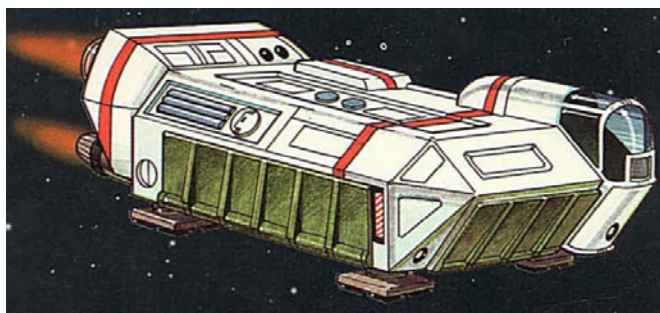


**Craft:** Sienar Fleet Systems *Sentinel*-class troop carrier  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Star Wars Trilogy Sourcebook SE (pages 133-134), The Essential Guide to Vehicles and Vessels (pages 78-79)  
**Type:** Heavily armed landing craft  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: *Sentinel*-class shuttle  
**Crew:** 2; 2 can coordinate, gunners: 3, skeleton: 1/+10  
**Crew Skill:** Space transports 5D, starship gunnery 5D, starship shields 4D  
**Passengers:** 54 (troops)  
**Cargo Capacity:** 180 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 3D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 80/2D  
*Focus:* 4/2D+2  
**Weapons:**  
**8 Laser Cannons**  
(retractable, fire-linked)  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Concussion Missile Tubes**  
(fire-linked)  
*Fire Arc:* Front  
*Skill:* Missile weapons  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700

*Damage:* 9D  
**2 Repeating Blaster Cannons** (retractable)  
*Fire Arc:* Turret  
*Scale:* Speeder  
*Crew:* 1  
*Skill:* Vehicle blasters  
*Fire Control:* 4D  
*Atmosphere Range:* 1-50/100/250  
*Damage:* 3D+2  
**Ion Cannon** (retractable)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

**PICTURE  
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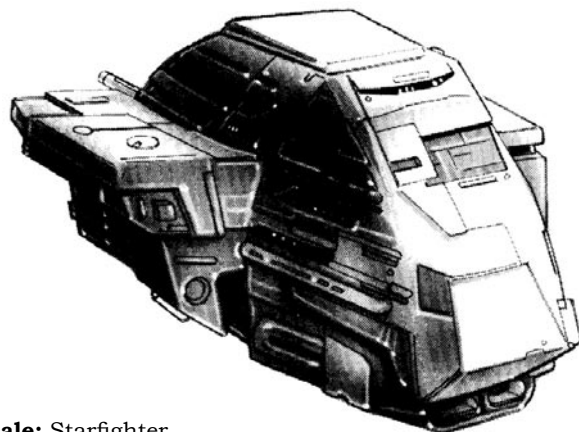
## Aegis Combat Shuttle



**Craft:** Telgorn Corp. *Aegis*-class Combat Shuttle  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 47-48), The DarkStryder Campaign - Boxed Set (page 80)  
**Type:** Ship-to-ship combat transport  
**Scale:** Starfighter  
**Length:** 29 meters  
**Skill:** Space transports: Aegis shuttle  
**Crew:** 2, gunners: 2, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 120 metric tons  
**Consumables:** 4 days  
**Cost:** 40,000 (used)  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 45/2D  
*Search:* 60/2D+2  
*Focus:* 4/3D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 7D  
**Game Notes:** The interior cargo bay has room for 3 light combat vehicles, 2 medium-sized vehicles, or 1 fairly compact heavy vehicle, or up to 40 troopers and their gear.

## Sub-Orbital Luxury Shuttle

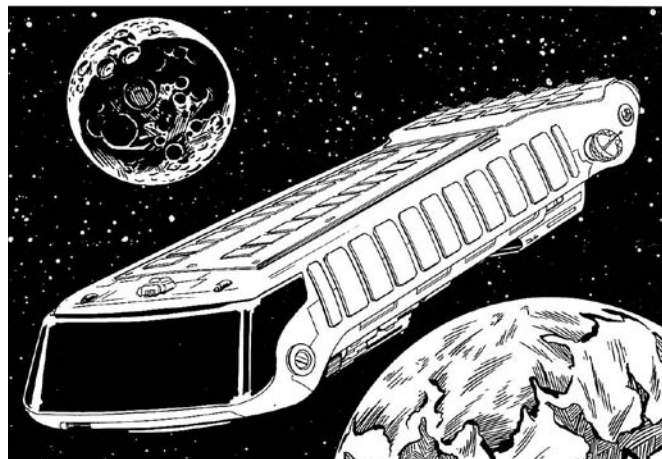
**Craft:** Larjrh StarCorporation Felpajh 10A  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Galladinium's Fantastic Technology (pages 17-18)  
**Type:** Sublight passenger shuttle



**Scale:** Starfighter  
**Length:** 31 meters  
**Skill:** Space transports: Felpajh 10A  
**Crew:** 1  
**Passengers:** 8  
**Cargo Capacity:** 5 metric tons  
**Consumables:** 10 days  
**Cost:** 225,000 (new), 100,000 (use)  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D  
**Shields:** 1D

## Med Runner

**Craft:** SoroSuub *Sprint*-class Rescue Craft  
**Affiliation:** General / Rebel Alliance  
**Era:** Rebellion  
**Source:** The Truce at Bakura Sourcebook (pages 113-116)  
**Type:** Fast response emergency ship  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Sprint rescue craft  
**Crew:** 3, skeleton: 1/+10  
**Crew Skill:** Astrogation 4D+2, sensors 6D, space transports 5D, starship shields 4D+2, first aid 6D+1  
**Passengers:** 5 (medics), 40 (patients)  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 9



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

**Hull:** 3D+1

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

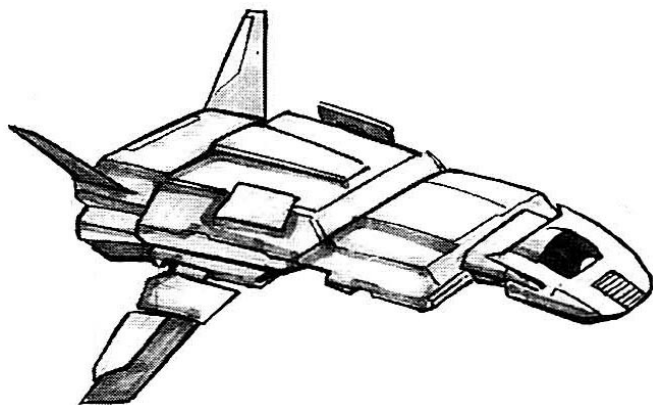
*Scan:* 80/1D+2

*Search:* 130/2D

*Focus:* 6/3D

**Life-Form Indicators:** Med runners have sophisticated life-form sensors to find survivors in starship wreckage. Sensor operators receive a +1D+2 bonus when in focus mode and searching for life-forms only.

## Kleeque Transport



**Craft:** Corellian Engineering's *Kleeque*-class Inter-system Transport

**Affiliation:** Rebel Alliance

**Era:** Rebellion

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 49)

**Type:** Modified ferry-regimental troopship

**Scale:** Starfighter

**Length:** 250 meters

**Skill:** Space transports: Kleeque transport

**Crew:** 16, skeleton: 4/+10

**Crew Skill:** Varies

**Passengers:** 1,000

**Cargo Capacity:** 5,000 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 480; 800 kmh

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/2D+2

**Weapons:**

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

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D+2

## AT-ST Dropship

**Craft:** AT-ST Drop Ship

**Affiliation:** Empire

**Era:** Rebellion

**Source:** Adventure Journal

**Scale:** Starfighter

**Length:** 50 meters

**Skill:** Space transports: AT-ST dropship

**Crew:** 2

**Passengers:** 20 (troops)

**Cargo Capacity:** 2 AT-ST

**Consumables:** 1 day

**Maneuverability:** 0D

**Space:** 8 (during drop); 2 (on return flight)

**Atmosphere:** 365; 1,050 kmh (during drop); 225; 650 kmh (on return flight)

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**Light Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 1D

## MT/191 Drop-Ship

**Craft:** Meller & Dax MT/191 Drop-Ship

**Affiliation:** Empire / Rebel Alliance

**Era:** Rebellion

**Source:** Imperial Sourcebook (pg 137), Rules of Engagement: The Rebel SpecForce Handbook (pages 104-105)

**Type:** Special-purpose shuttle and troop transport

**Scale:** Starfighter

**Length:** 52.5 meters

**Skill:** Space transports: drop-ship

**Crew:** 1

**Crew Skill:** Varies greatly

**Passengers:** 160

**Cargo Capacity:** 200 metric tons

**Consumables:** 1 day

**Space:** 10 (drop), 2 (return)

**Atmosphere:** 415; 1,200 kmh (drop), 225; 650 kmh (return)

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 30/1D+2

*Focus:* 1/2D+2

**Weapons:**

**Light Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 1D

## F7 "Landing Brick" Drop-Ship

**Craft:** Kuat Drive Yards F7 Drop-ship  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Dark Force Rising Sourcebook (pages 134), The Thrawn Trilogy Sourcebook (page 242), Rules of Engagement: The Rebel SpecForce Handbook (page 105)  
**Type:** Medium troop drop-ship  
**Scale:** Starfighter  
**Length:** 60 meters  
**Skill:** Space transports: drop-ship  
**Crew:** 3  
**Crew Skill:** Space transports 4D, starship gunnery 3D+1, starship shields 3D  
**Passengers:** 40  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 2 days (emergency rations)  
**Cost:** Not available for sale  
**Space:** 10 (during drop), 2 (on return flight)  
**Atmosphere:** 415; 1,200 kmh (during drop), 225; 650 kmh (on return flight)  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 30/1D+2  
*Focus:* 1/2D+2  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 3D+2



## Zeta Shuttle

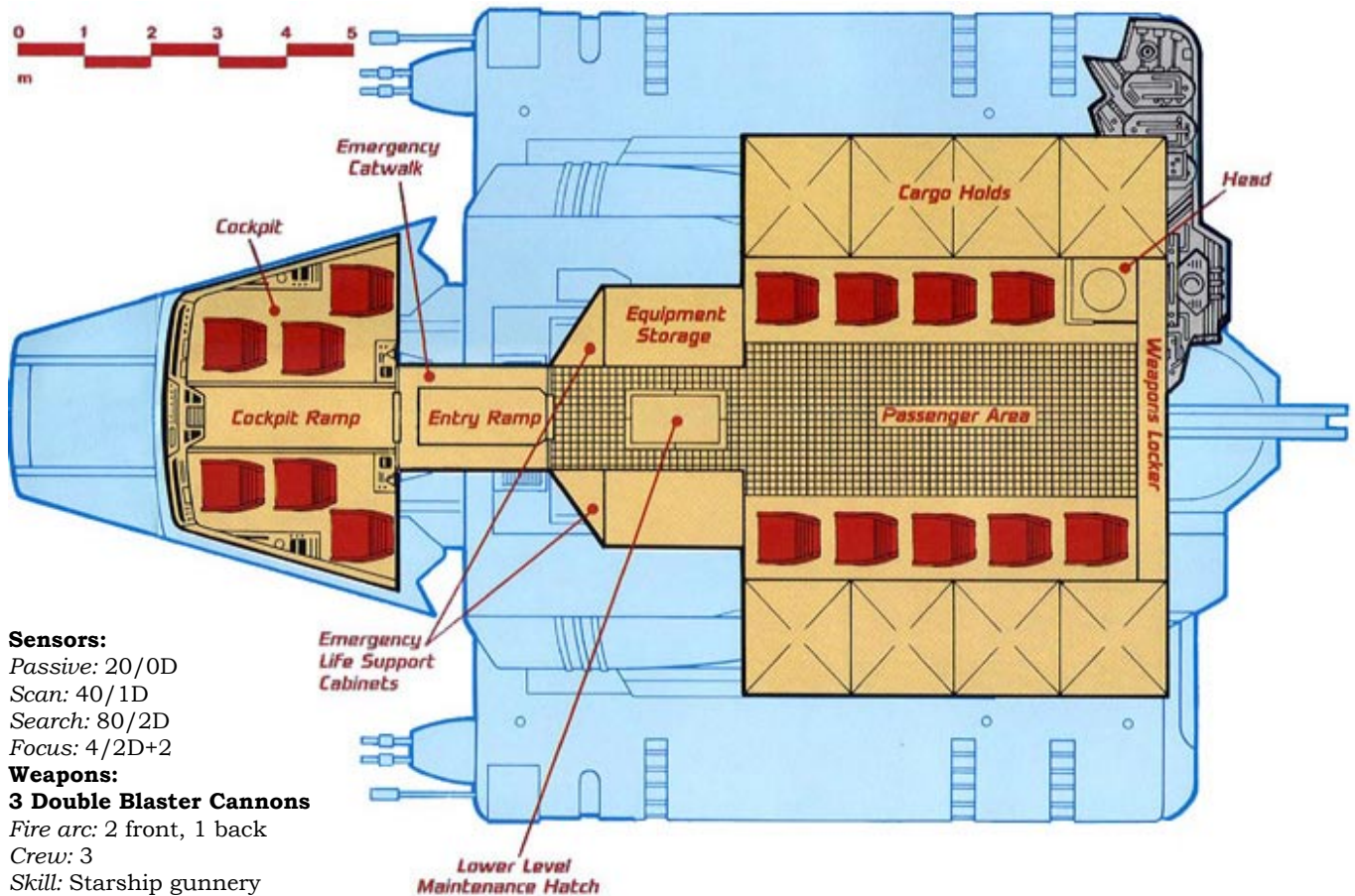
**Craft:** Telgorn Corp *Zeta*-class Long-Range Shuttle  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Adventure Journal  
**Type:** *Zeta*-class long-range shuttle  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports  
**Crew:** 2  
**Crew Skill:** Astrogation 3D+2, space transports 4D+2  
**Passengers:** 10  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/2D  
*Search:* 60/3D  
*Focus:* 3/4D

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

## Lambda Shuttle



**Craft:** Sienar Fleet Systems Shuttle  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Star Wars Trilogy Sourcebook SE (pages 135-136), The Thrawn Trilogy Sourcebook (pages 237-238), Heir to the Empire Sourcebook (pages 132-134), Starships of the Galaxy (pages 69-70), The Essential Guide to Vehicles and Vessels (pages 100-101)  
**Type:** *Lambda*-class Shuttle  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: *Lambda* Shuttle  
**Crew:** 2 (2 can coordinate), gunners: 4, Skeleton: 1/+10  
**Crew skill:** Space transports 5D, starship gunnery 5D, starship shields 4D  
**Passengers:** 10 (modifiable to hold up to 20)  
**Cargo capacity:** 80 metric tons  
**Consumables:** 2 months  
**Cost:** No available for sale (500,000 credits aprox.)  
**Hyperdrive multiplier:** x1  
**Hyperdrive backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D+2



**Sensors:**

Passive: 20/0D  
 Scan: 40/1D  
 Search: 80/2D  
 Focus: 4/2D+2

**Weapons:**

**3 Double Blaster Cannons**

Fire arc: 2 front, 1 back  
 Crew: 3  
 Skill: Starship gunnery  
 Fire control: 2D

Space range: 1-3/12/25

Atmosphere range: 100-300/1.2/2.5 km

Damage: 4D

**2 Double Laser Cannons (Fire-linked)**

Fire arc: Front

Crew: 1

Skill: Starship gunnery

Fire control: 3D+1

Space range: 1-4/12/25

Atmosphere range: 100-400/1.2/2.5 km

Damage: 4D

## Scout Shuttle

**Craft:** Sienar Fleet Systems Mu-2 Long Range Shuttle

**Affiliation:** Empire / New Republic

**Era:** Rebellion

**Source:** Galaxy Guide 8 – Scouts (page 37)

**Type:** Long range shuttle (Modified Lambda-C)

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Space transports: Mu-2

**Crew:** 2

**Passengers:** 14

**Cargo Capacity:** 100 metric tons; 40 cubic meters

**Consumables:** 6 months

**Cost:** 30,000 (used)

**Hyperdrive Multiplier:** x2

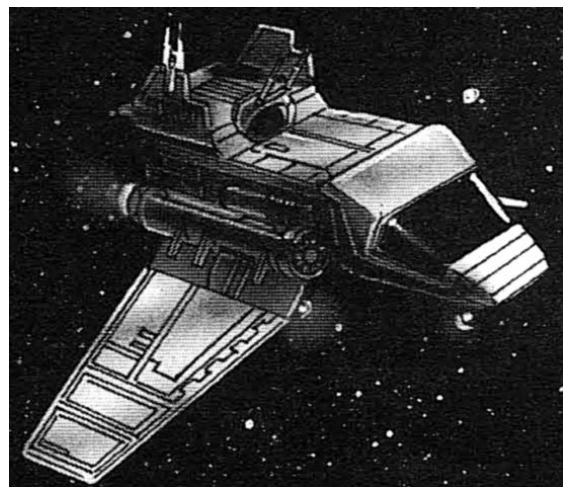
**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh



**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

Passive: 25/1D

Scan: 50/2D

Search: 60/2D

Focus: 3/3D

**Weapons:**

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

Fire Arc: Front

Crew: 1 (co-pilot)

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-2/12/25

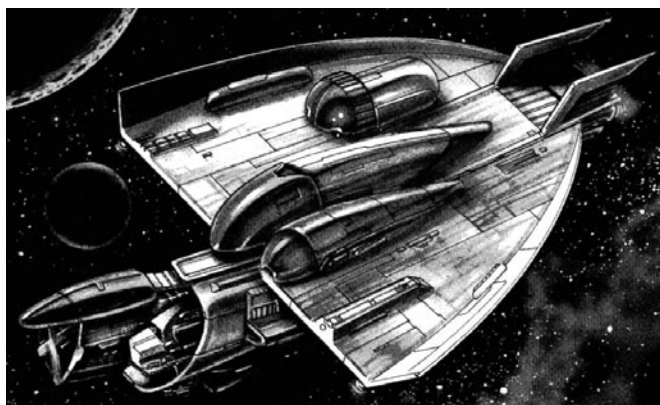
Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+1

## Mu-3 Shuttle

**Craft:** Sienar Fleet Systems Mu-3 Shuttle  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 104)  
**Type:** Long range shuttle  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports  
**Crew:** 2  
**Crew Skill:** Varies  
**Passengers:** 40  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Mneffe Superluminal Passenger Shuttle



**Craft:** DuroTech *Mneffe*-class Superluminal  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** No Disintegrations (page 90)  
**Type:** Rapid passenger shuttle  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: Mneffe Superluminal  
**Crew:** 2, gunners: 1, skeleton 1/+10

**Crew Skill:** Varies, but typically all stats at 3D  
**Passengers:** 6  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Cost:** 200,000 (new), 100,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**Double Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1 (can be fired from cockpit at fire control 0D)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Spiral Assault Ship



**Craft:** Sienar Ships *Spiral*-class Assault Ship  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Black Ice (page 21)  
**Type:** Single-use boarding ship  
**Scale:** Starfighter  
**Length:** 12 meters long, 20 meters wide  
**Skill:** Space transports  
**Crew:** 2  
**Crew Skill:** Space transports 4D, starship shields 3D  
**Passengers:** 4  
**Cargo Capacity:** 2 metric tons (600 kilograms in overhead bin; 1,400 kilograms in rear cargo compartment)  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Maneuverability:** 1D+2  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D

*Stealth:* +4D sensor difficulties

**Weapons:**

**One-Shot Proton Charge**

*Fire Arc:* Front

*Crew:* 1 (co-pilot)

*Skill:* Starship gunnery

*Fire Control:* 0D

*Damage:* Penetrates hull and shielding

## Ipc Personnel Shuttle

**Craft:** Telgorn II Ipc *Gamma*-class Light Personnel Carrier

**Affiliation:** Empire

**Era:** Rebellion

**Source:** The Abduction of Crying Dawn Singer (page 22)

**Type:** Personnel shuttle

**Scale:** Capital (due to power output)

**Length:** 30 meters

**Skill:** Space transports: assault shuttle

**Crew:** 2, gunners: 3, skeleton: 1/+10

**Crew Skill:** Capital ship gunnery 3D+2, capital ship shields 4D, space transports 5D

**Passengers:** 40

**Cargo Capacity:** 1 metric ton

**Consumables:** 3 days

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x18

**Nav Computer:** Limited to 3 jumps

**Maneuverability:** 3D

**Space:** 8

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

**Hull:** 5D+2

**Shields:** 2D+2

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+2

*Search:* 130/3D

*Focus:* 4/3D

**Weapons:**

**4 Laser Cannons**

*Fire Arc:* 2 front, 2 rear

*Crew:* 2 guns are handled by "gunner 1," two guns are handled by "gunner 2"

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

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

*Damage:* 2D

## Warlord Dropship

**Craft:** Telgorn Warlord Dropship

**Affiliation:** Empire

**Era:** Rebellion

**Source:** Adventure Journal 2

**Scale:** Capital

**Length:** 110 meters

**Skill:** Capital ship piloting

**Crew:** 200

**Passengers:** 360 (troops)

**Cargo Capacity:** 180 metric tons, or 4 AT-ATs

**Consumables:** 3 days

**Cost:** Not available for sale

**Maneuverability:** 0D

**Space:** 10 (during drop); 4 (on return flight)

**Atmosphere:** 415; 1,200 kmh (during drop), 280; 800 kmh (on return flight)

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 80/3D

*Focus:* 3/4D

**Weapons:**

**6 Double Turbolaser Cannons**

*Fire Arc:* 1 Front, 2 left, 2 right, 1 rear

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D+2

## Svelte Shuttle

**Craft:** Silviut Corporation *Svelte*-class Shuttle

**Affiliation:** Empire

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 128-130), Starships of the Galaxy (page 73)

**Type:** *Svelte*-class shuttle

**Scale:** Starfighter

**Length:** 17 meters

**Skill:** Space transports: Svelte shuttle

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

**Crew Skill:** Space transports 5D, starship gunnery 4D+2, starship shields 4D+1

**Passengers:** 15

**Cargo Capacity:** 50 metric tons

**Consumables:** 2 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

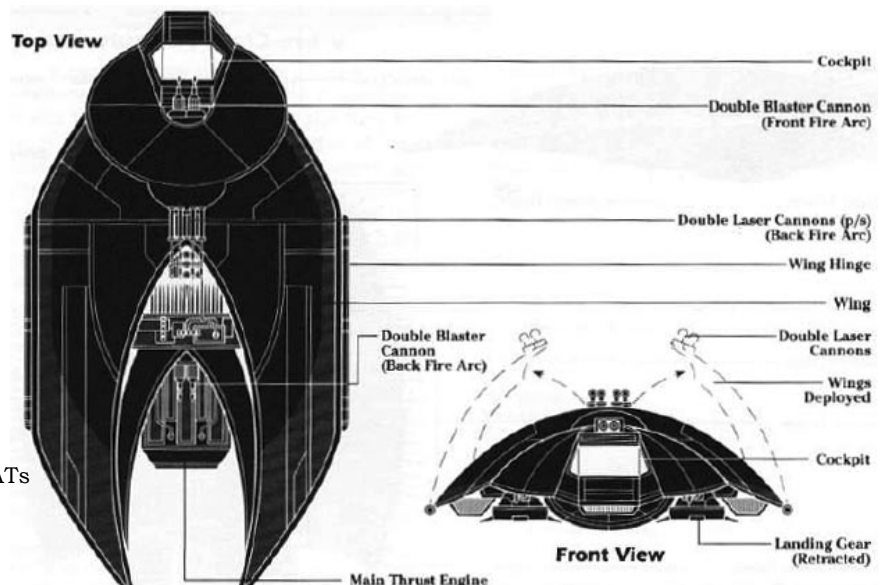
**Hyperdrive Backup:** x5

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 kmh



## Yorik-trema Landing Craft

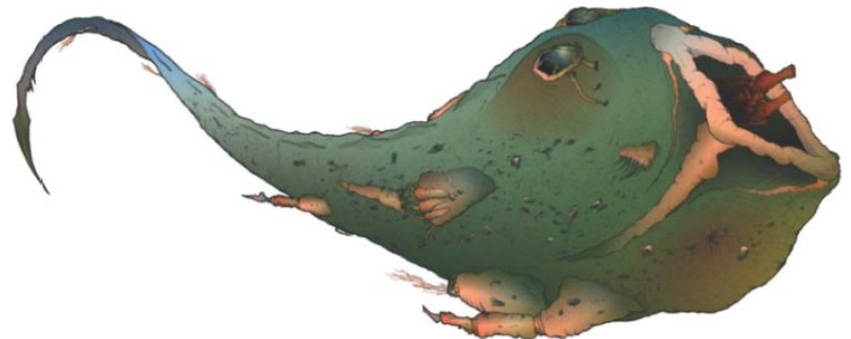
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**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 45/1D  
*Search:* 80/2D  
*Focus:* 4/2D+2  
**Weapons:**  
**2 Double Blaster Cannons**  
*Fire Arc:* 1 front, 1 back  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/28  
*Atmosphere Range:* 100-300/1.2/2.8 km  
*Damage:* 5D  
**2 Double Laser Cannons** (fire-linked)  
*Fire Arc:* Back  
*Crew:* 2  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-8/14/30  
*Atmosphere Range:* 100-800/1.4/30 km  
*Damage:* 4D+1

**Craft:** Yuuzhan Vong Yorik-trema Transport Carrier  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (page 68)  
**Type:** Troop transport  
**Scale:** Starfighter  
**Length:** 48 meters  
**Skill:** Space transports: Yorik-trema  
**Crew:** 4  
**Crew Skill:** 5D in all applicable skills  
**Passengers:** 36  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 3 days  
**Cost:** Not available for sale  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 5D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 60/1D  
*Search:* 90/2D

*Focus:* 3/4D  
**Weapons:**  
**2 Volcano Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

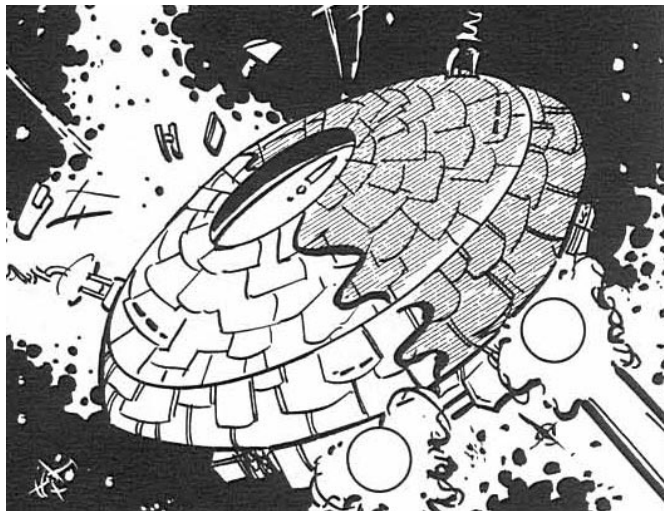
**Dovin Basal "Tractor"**  
*Fire Arc:* Any  
*Skill:* Starship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/2.5 km  
*Damage:* Up to 2D (see the entry on "Dovin Basals")  
**Note:** The Yorik-trema can punch through the hull of an opposing ship and clamp its "mouth" over the resulting breach. The troops aboard the ship can then use the resulting hole to board the enemy ship.





# Military Transports

## Ugor Battle-Wagon



**Craft:** Ugor Salvage Company *Captain's Pride*  
**Affiliation:** Ugor  
**Era:** Old Republic  
**Source:** Scavenger Hunt (page 6)  
**Type:** *Black-hole* class salvage dreadnaught  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Space transports: *Black-hole* dreadnaught  
**Crew:** 48  
**Crew Skill:** All skills 4D  
**Passengers:** 0  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+2  
*Focus:* 1/2D  
**Weapons:**  
**16 Antique Torpedo Launchers**  
*Fire Arc:* All  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/2/5  
*Atmosphere Range:* 10-50/200/500  
*Damage:* 4D

## Jedi Justice Cruiser

**Craft:** Republic Shipyards Jedi Justice Cruiser  
**Affiliation:** Jedi Order / General  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (page 61)  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 68 meters  
**Skill:** Space transports: Jedi Justice Cruiser  
**Crew:** 5  
**Crew Skill:** 7D in all applicable skills  
**Passengers:** 7  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 3 months  
**Cost:** 775,000 (new), 525,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 2D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 60/2D  
*Search:* 85/2D+2  
*Focus:* 5/4D  
**Weapons:**  
**Double Turbolaser Cannon**  
*Fire Arc:* Turret  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Ion Cannon**  
*Fire Arc:* Front  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 5D  
**2 Concussion Missile Launchers** (16 missiles each)  
*Fire Arc:* Front  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700  
*Damage:* 9D

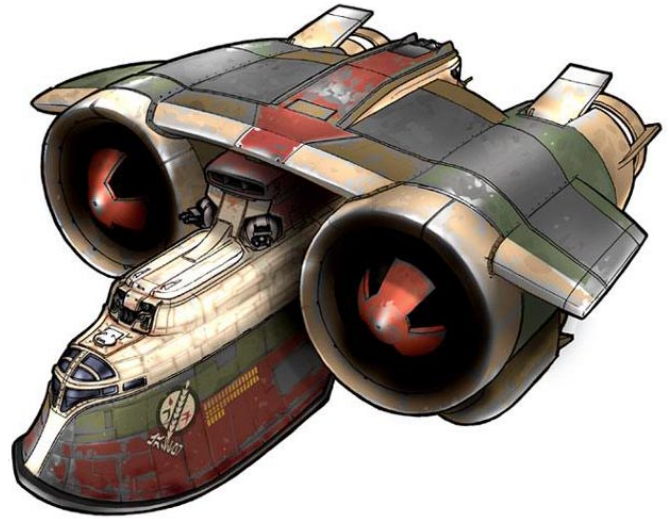
## Coruscant Heavy Courier



**Craft:** Corellia StarDrive *Coruscant*-class Heavy Courier  
**Affiliation:** Old Republic / General  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (page 116), The Essential Guide to Vehicles and Vessels (pages 122-123)  
**Type:** Heavy courier  
**Scale:** Starfighter  
**Length:** 150 meters  
**Skill:** Space transports: Coruscant Heavy Courier  
**Crew:** 1, gunners: 1  
**Passengers:** 6  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 2 weeks  
**Cost:** 50,000 (new), 23,000 (used)  
**Hyperdrive Multiplier:** x11  
**Hyperdrive Backup:** x17  
**Maneuverability:** 3D  
**Space:** 4  
**Atmosphere:** 275; 850 kmh  
**Hull:** 3D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 26/1D  
*Scan:* 50/3D  
**Weapons:**  
**Pulse-Wave Cannon**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-2/7/12  
*Atmosphere Range:* 25-75/150/200  
*Damage:* 5D  
**3 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-3/10/18  
*Atmosphere Range:* 50-100/200/300  
*Damage:* 9D  
**4 Proton Torpedo Launchers**  
*Fire Arc:* Front

*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/2/6  
*Atmosphere Range:* 25-50/70/90  
*Damage:* 8D  
**2 Short-range Concussion-sphere Launchers**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/4/6  
*Atmosphere Range:* 20-40/60/100  
*Damage:* 7D

## AIAT/i



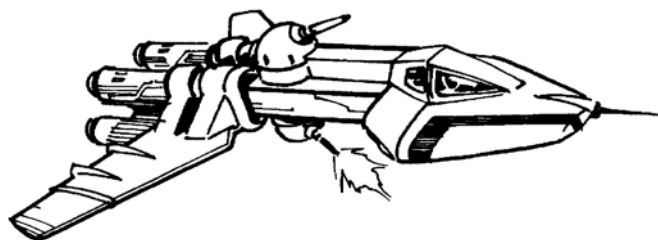
**Craft:** Kuat Drive Yards Amphibious Interstellar Assault Transport/infantry starship  
**Affiliation:** Old Republic/Mandalorians  
**Era:** Old Republic  
**Type:** Gunship  
**Scale:** Starfighter  
**Length:** 31.5 meters  
**Skill:** Space transports: AIAT/i  
**Crew:** 1  
**Passengers:** 50 (troops), 6 (prisoners)  
**Cargo Capacity:** 350 cubic meters  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 245; 700 kmh  
**Hull:** 5D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Twin Laser Cannons**  
*Fire Arc:* Frontal turrets  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmospheric Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

**Laser Cannon**

*Fire Arc:* Rear turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 5D

**Concussion Missile Launcher** (5 missiles)

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D



**Troops:** 6 (troops)  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 1 day  
**Cost:** 23,000  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/+1  
*Search:* 50/1D+1  
*Focus:* 2/2D

## TIS Zeta 19

**Craft:** CSA TIS Zeta 19  
**Affiliation:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 100-101)  
**Type:** Light aerospace patrol fighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Space transports: TIS Zeta 19  
**Crew:** 1, gunners: 1  
**Crew Skill:** Space transports: 3D+1, starship gunnery 2D+2  
**Passengers:** 2  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 1 day  
**Cost:** 45,000 (new), 4,500 (used)  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 2D+2  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 15/1D  
*Search:* 20/1D+1  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

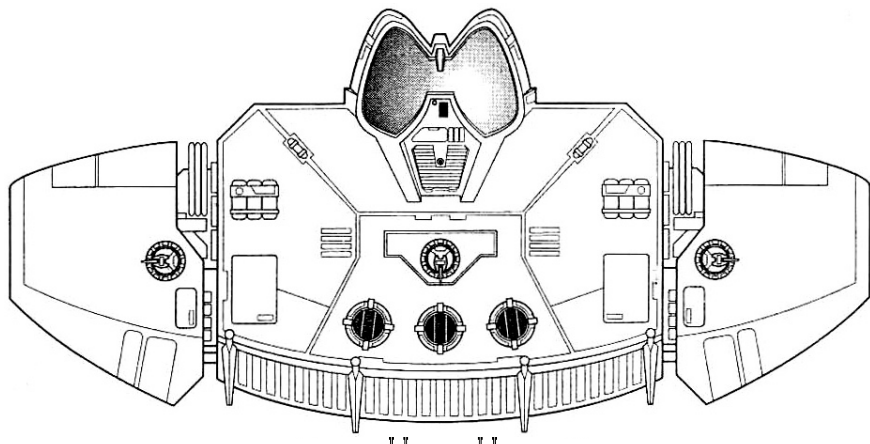
**Weapons:**  
**2 Laser Cannons** (may be fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D (6D if fire-linked)  
**Plasma Torch Boarding Device\***  
*Fire Arc:* Bottom  
*Crew:* 2  
*Skill:* Starship gunnery: plasma torch  
*Fire Control:* 0D  
*Space Range:* 4 meters  
*Damage:* 8D

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

## MRX-BR Pacifier

## Warpod #2

**Craft:** Ulig Abaha Ltd. #2 Warpod  
**Affiliation:** Corporate Sector Authority  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (page 101), Pirates & Privateers (page 52)  
**Type:** Pinnace  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Warpod  
**Crew:** 1, gunners: 4  
**Crew Skill:** Space transports: 3D, starship gunnery 3D+2, starship shields 1D



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**Craft:** Sydon Vehicle Works  
MRX-BR Pacifier Combat/Contact Vessel  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 8 – Scouts (page 42), Lord of the Expanse: Gamemaster Guide (page 42)  
**Type:** Exploration fighter  
**Scale:** Starfighter  
**Length:** 25 meters  
**Skill:** Space transports  
**Crew:** 1  
**Passengers:** 3  
**Cargo Capacity:** 25 metric tons; 10 cubic meters  
**Consumables:** 1 year  
**Cost:** 170,000 (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 600; 1,200 kmh  
**Hull:** 2D  
**Shields:** 2D  
**Sensors:**  
Passive: 30/1D  
Scan: 60/2D  
Search: 120/3D  
Focus: 10/3D+2  
**Weapons:**  
**3 Laser Cannons**  
Fire Arc: 1 rear, 1 left, 1 right  
Crew: 1 each (can be fired remotely from cockpit)  
Fire Control: 3D  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 3D  
**2 Proton Torpedo Launchers**  
Fire Arc: Front  
Crew: 1  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 9D

## Firespray Patrol/Attack Craft

**Craft:** Kuat Systems Engineering *Firespray*-class Patrol Vessel  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 75), Starships of the Galaxy (page 81), The Essential Guide to Vehicles and Vessels (pages 144-145)  
**Scale:** Starfighter  
**Length:** 21.5 meters  
**Skill:** Space transports: Firespray patrol/attack craft  
**Crew:** 1; gunners: 2  
**Passengers:** 4  
**Cargo Capacity:** 70 metric tons  
**Consumables:** 1 month



**Cost:** 120,000 (new); 45,000 (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 50/1D+1

*Focus:* 2/2D

**Weapons:**

**2 Twin-Mounted Blaster Cannons** (fire separately)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-300/1/2 km

*Damage:* 4D

## SkySlayer Light Assault Ship

**Craft:** Aratech SkySlayer

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Scavenger Hunt (page 16)

**Type:** Light assault ship

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Space transports: SkySlayer

**Crew:** 7

**Crew Skill:**

**Cargo Capacity:** 50 metric tons

**Consumables:** 4 months

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 8

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

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 15/1D

*Search:* 20/1D+1

*Focus:* 2/3D

**Weapons:**

**2 Quad Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D+2

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

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

*Damage:* 4D

**4 Blaster Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

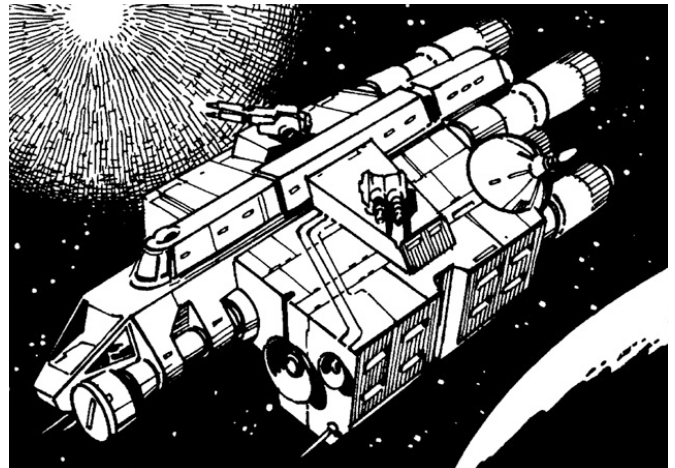
*Fire Control:* 3D

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

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

*Damage:* 6D

## RX4 Patrol Ship



**Craft:** Trianii RX4 Patrol Ship

**Affiliation:** Trianii Rangers

**Era:** Rise of the Empire

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 99-100), Pirates & Privateers (page 77)

**Type:** Light patrol craft

**Scale:** Starfighter

**Length:** 33 meters

**Skill:** Space transports: RX4 Scout Ship

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

**Crew Skill:** Astrogation 3D+2, space transports: RX4 4D+1, starship gunnery 5D+2, starship shields 4D

**Passengers:** 6

**Cargo Capacity:** 30 metric tons

**Consumables:** 2 years

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 4

**Atmosphere:** 295; 850 kmh

**Hull:** 5D

**Shields:** 2D+1

**Sensors:**

*Passive:* 20/1D

*Scan:* 35/1D+1

*Search:* 80/2D+1

*Focus:* 2/3D

**Weapons:**

**2 Twin Turbolasers** (may be fire linked)

*Fire Arc:* Turret

*Crew:* 1 (may be locked forward but fire control is 0)

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-500/1.5/2 km

*Damage:* 4D (5D when fire-linked)

**Ion Cannon\***

*Fire Arc:* Back

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 2D

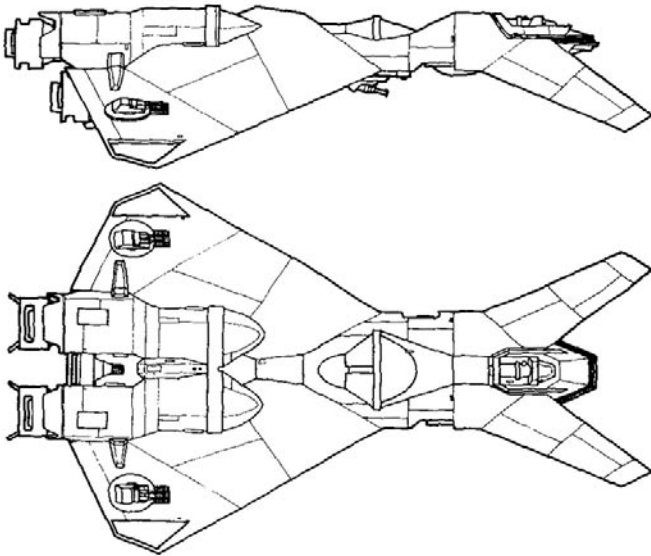
*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D+1

\* The ion cannon draws off a special power generator and can only fire once per day.

## Imperial Customs Frigate



**Craft:** Rendili StarDrive's Imperial Customs Frigate  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 83), The Far Orbit Project (page 77)  
**Type:** Imperial customs vessel  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports: Imperial customs frigate  
**Crew:** 6, gunners: 6, skeleton: 3/+10  
**Crew Skill:** Varies, generally 4D  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 3 months  
**Cost:** Whatever the black market can bear  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D+1  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**6 Heavy Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:*  
 100-300/1.3/2.5 km  
*Damage:* 5D

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## Light Privateer Frigate

**Craft:** Sienar Fleet Systems Light Frigate  
**Affiliation:** Privateers  
**Era:** Rise of the Empire  
**Source:** The Best of the Adventure Journals: Issues 1-4 (page 120)  
**Type:** Converted customs vessel  
**Scale:** Starfighter  
**Length:** 40 meters  
**Skill:** Space transports: light frigate  
**Crew:** 6, gunners: 6, skeleton: 3/+10  
**Crew Skill:** Astrogation 3D+2, sensors 3D, space transports 4D+1, starship gunnery 4D, starship shields 4D  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 1 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 3D+1  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D

**Weapons:**

**4 Heavy Laser Cannons**

*Fire Arc:* 2 front, 1 left, 1 right  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:*  
 100-300/1.3/2.5 km  
*Damage:* 5D

**Ion Cannon**

*Fire Arc:* Front  
*Crew:* 1 to 3  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 3D

**Tractor Beam Emplacement**

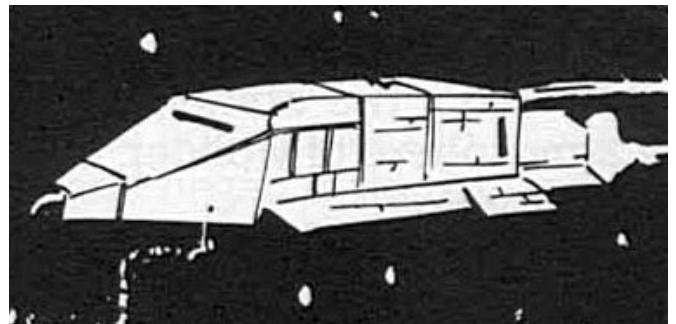
*Fire Arc:* Front  
*Crew:* 1 or 2  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.3/2.5 km  
*Damage:* 3D

## Armored Transport

**Craft:** Kuat Drive Yards Armored Transport  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 68)  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 50 meters

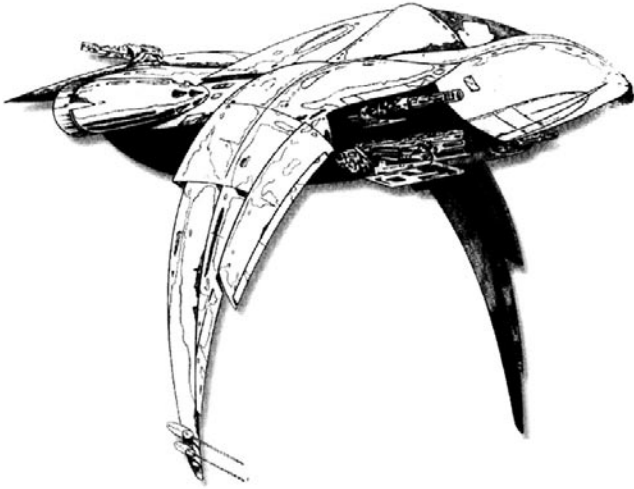
**Skill:** Space transports: Imperial armored transport  
**Crew:** 10  
**Crew Skill:** Varies widely  
**Passengers:** 20 (troops)  
**Cargo Capacity:** 30,000 metric tons  
**Consumables:** 3 months  
**Cost:** 240,000 (new), 110,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 5D  
**Shields:** 1D

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**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

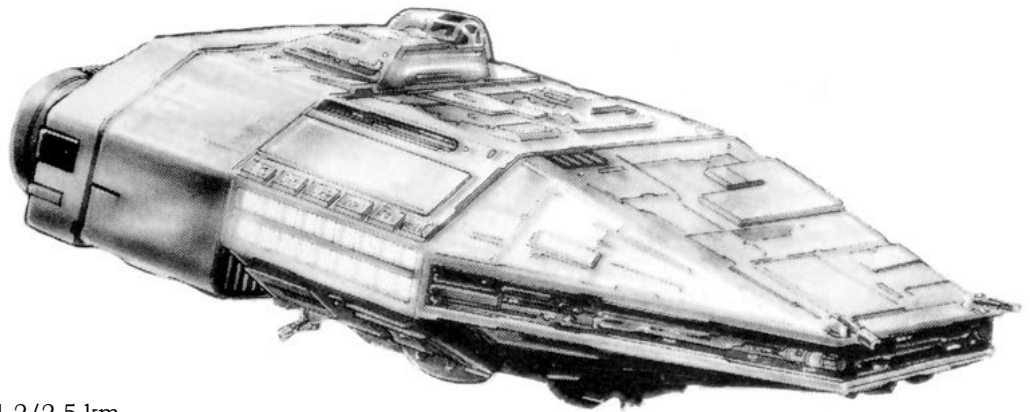
## Law Light Patrol Craft



**Craft:** Kuat Drive Yards *Law*-class Light Patrol Craft  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** *Pirates & Privateers* (page 81), *The Far Orbit Project* (page 81)  
**Type:** Advanced scout patrol craft  
**Scale:** Starfighter  
**Length:** 51 meters  
**Skill:** Space transports: Law patrol craft  
**Crew:** 15, skeleton: 4/+5  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 10 (brig)  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* 2 front, 2 turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Proton Torpedo Launcher** (5 torpedoes)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 0D  
*Space Range:* 1-5/10/15  
*Atmosphere Range:* 100-500/1/1.5 km  
*Damage:* 9D

## Guardian Light Cruiser

**Craft:** Sienar Fleet Systems *Guardian*-class light cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** *Core Rulebook* (page 256), *Pirates & Privateers* (page 84), *The Far Orbit Project* (pages 77-78)  
**Type:** Inter-system customs vessel  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports: Guardian cruiser  
**Crew:** 16 (3 can coordinate), gunners: 4, skeleton: 8/+10  
**Crew Skill:** Space transports 5D, starship gunnery 5D+2, starship shields 5D+1  
**Passengers:** 6 (prisoners in brig)  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* 2 front, 2 turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D



## 344 Light Cruiser

**Craft:** Sienar Fleet Systems *Guardian 344*-class Light Cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** *Planets Collection* (pages 117-118)  
**Type:** Imperial customs light cruiser  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports: 344 light cruiser



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**Crew:** 4, gunners: 4, skeleton: 2/+10  
**Crew Skill:** Space transports 4D, starship gunnery 4D, starship shields 3D  
**Passengers:** 10 (troops), 6 (prisoner cells)  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale (375,000 black market)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* 2 front, 2 turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

### Security Cruiser

**Craft:** Sienar Fleet Systems *Warden*-class light cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Adventure Journal 5  
**Type:** Multipurpose security vessel  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports: Warden cruiser

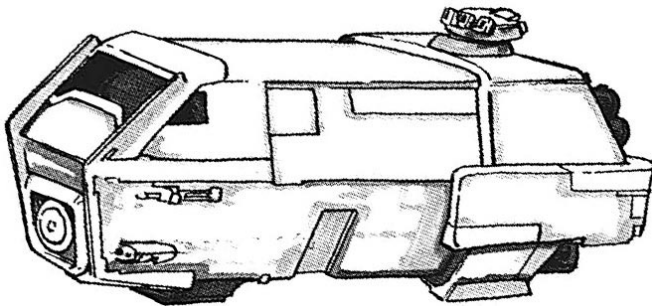
**Crew:** 16, gunner: 1, skeleton: 8/+10  
**Crew Skill:** Starship gunnery 4D, starship piloting 4D, starship shields 4D, sensors 6D  
**Passengers:** 14  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 35/1D+1  
*Scan:* 70/2D+1  
*Search:* 140/4D+1  
*Focus:* 4/4D+2  
**Weapons:**  
**2 Twin Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 6D

### ISB Operations Ship

**Craft:** Sienar Fleet Systems ISB Operations Ship  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Platt's Starport Guide (page 56)  
**Type:** Special operations vessel  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports: ISB ship

**Crew:** 6, gunners: 4, skeleton 3/+10  
**Crew Skill:** Astrogation 5D, space transports 5D, starship gunnery 4D+1, starship shields 4D  
**Passengers:** 16 (troops)  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
*Stealth:* +2D sensor difficulties  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* 2 front, 2 turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Corellian Assault Boat



**Craft:** Corellian *Mynock*-class assault boat  
**Affiliation:** Corellian Defense Force / General  
**Era:** Rise of the Empire  
**Source:** Cracken's Threat Dossier (page 139)  
**Type:** Assault boat  
**Scale:** Starfighter  
**Length:** 44 meters  
**Skill:** Space transports: assault boat  
**Crew:** 2, gunners: 1, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 24 (troops)  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 1 month  
**Cost:** 250,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 3D

**Sensors:**  
*Passive:* 301D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**Quad Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Concussion Missile Tube**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D  
**2 Medium Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1 (pilot or co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**2 Chin Guns**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D

## Concealer Prison Ship

**Craft:** Sienar Fleet Systems *Concealer*-class Prison Ship  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Flashpoint! Brak Sector (page 78)  
**Type:** Prison transport ship  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Concealer prison ship  
**Crew:** 3, gunners: 4  
**Crew Skill:** Astrogation 3D, sensors 3D, space transports 4D, starship gunnery 4D, starship shields 4D  
**Passengers:** 15 (guards), 60 (prisoners)  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 4D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 75/2D  
*Focus:* 3/2D+2

**Weapons:**

**6 Laser Turrets**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 4D

## Mansk Escort Frigate



**Craft:** Tallaani Shipyards *Mansk*-class Escort Frigate

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Tapani Sector Instant Adventures (page 34)

**Type:** Light escort frigate

**Scale:** Starfighter

**Length:** 100 meters

**Skill:** Space transports: Mansk escort frigate

**Crew:** 5, gunners: 7, skeleton 2/+10

**Crew Skill:** Space transports 5D, starship shields 4D+2, starship gunnery 5D

**Passengers:** 30 (troops)

**Cargo Capacity:** 80 metric tons

**Consumables:** 1 month

**Cost:** 135,000 credits (used only)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 5D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/3D

*Focus:* 4/4D

**Weapons:**

**6 Dual Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D+2

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

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

*Damage:* 5D

**Ion Cannon**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

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

*Damage:* 3D

## INT-66 Heavy Interceptor

**Craft:** Corellian Engineering Corporation INT-66

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Adventure Journal 4

**Type:** Heavy Interceptor

**Scale:** Starfighter

**Length:** 50 meters

**Skill:** Space transports: INT-66

**Crew:** 1, gunners: 2

**Crew Skill:** Space transports 5D, starship gunnery 5D+1, starship shields 4D+2

**Passengers:** 3

**Cargo Capacity:** 50 metric tons

**Consumables:** 4 months

**Cost:** 350,000 credits (new), 275,000 credits (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 20/1D

*Scan:* 45/1D+2

*Search:* 75/2D+2

*Focus:* 3/3D+2

**Weapons:**

**2 Turbolasers** (fire-linked)

*Fire Arc:* Front

*Crew:* 1 (pilot)

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-4/15/30

*Atmosphere:* 100-400/1.5/3 km

*Damage:* 7D

**4 Multi-Repeat Blasters** (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/20

*Atmosphere:* 100-300/1.2/2 km

*Damage:* 4D

**Double Pulse Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

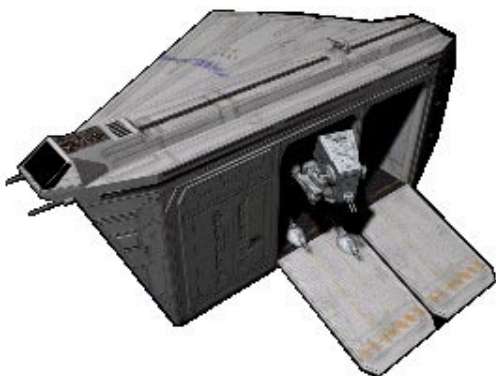
*Fire Control:* 3D

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

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

*Damage:* 5D+2

## Y-4 "Raptor" Transport

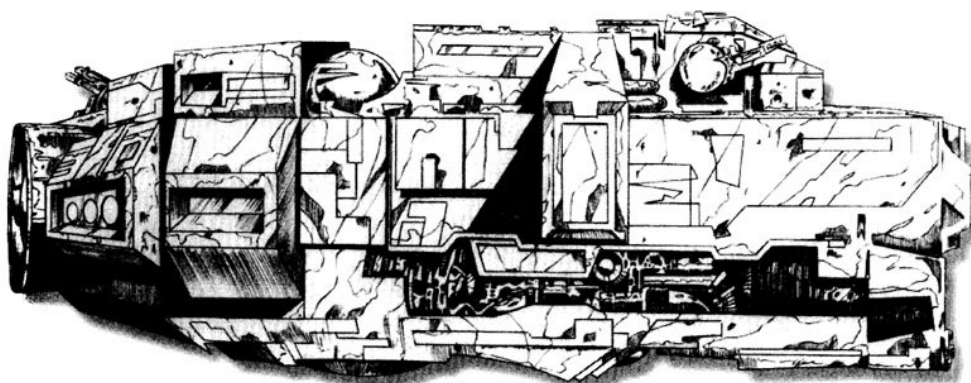


**Craft:** Incom Corporation Y-4 Military Transport  
**Affiliation:** Empire / Rebel Alliance / General  
**Era:** Rise of the Empire  
**Source:** Cracken's Threat Dossier (page 48), The Essential Guide to Vehicles and Vessels (pages 84-85)  
**Type:** Military troop transport  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Y-4 transport  
**Crew:** 1, gunners: 2  
**Crew Skill:** *Astrogation 4D, sensors 3D+1, space transports: Y-4 Transport 5D+1, starship gunnery 4D and starship shields 3D.*  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 1 month  
**Cost:** 250,000 (black market) 160,000 (civilian model - carries no weapons)  
**Hyperdrive Multiplier:** x1.5 or x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes, astromech droid adds +1D to astrogation roll  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 5D+2  
**Shields:** 3D  
**Sensors:**  
*Passive: 40/1D*  
*Scan: 80/2D*  
*Search: 100/3D*  
*Focus: 5/4D*  
**Weapons:**  
**2 Double Laser Cannons**  
*Fire Arc: 1 front, 1 turret*  
*Crew: 1*  
*Scale: Starfighter*  
*Skill: Starship gunnery*  
*Fire Control: 2D*  
*Space Range: 1-5/12/20*  
*Atmosphere Range: 100-300/1.2 /2.5 km*  
*Damage: 3D*

## PB-950 Patrol Boat

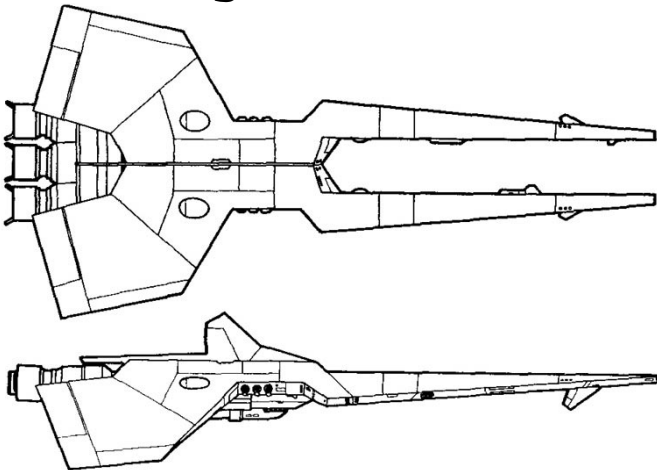
**Craft:** Corellian PB-950  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 81-82), The Far Orbit Project (pages 81-82)  
**Type:** Stock patrol boat

**Scale:** Starfighter  
**Length:** 37 meters  
**Skill:** Space transports: PB-950 patrol boat  
**Crew:** 2, gunners: 2  
**Crew Skill:** varies, typically 3D-5D  
**Passengers:** 8  
**Cargo Capacity:** 180 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive: 30/1D*  
*Scan: 60/2D*  
*Search: 90/4D*  
*Focus: 4/4D+1*  
**Weapons:**  
**Quad Laser Cannon**  
*Fire Arc: Turret*  
*Crew: 1*  
*Skill: Starship gunnery*  
*Fire Control: 2D*  
*Space Range: 1-3/12/25*  
*Atmosphere Range: 100-300/1.2/2.5 km*  
*Damage: 5D*  
**Concussion Missile Tube**  
*Fire Arc: Turret*  
*Crew: 1*  
*Skill: Starship gunnery*  
*Fire Control: 2D*  
*Space Range: 1/3/7*  
*Atmosphere Range: 50-100/300/700*  
*Damage: 9D*



**2 Medium Ion Cannons** (fire-linked)  
*Fire Arc: Front*  
*Crew: 1 (pilot or co-pilot)*  
*Skill: Starship gunnery*  
*Fire Control: 3D*  
*Space Range: 1-3/7/36*  
*Atmosphere Range: 100-300/700/3.6 km*  
*Damage: 4D*

## Light Corvette



**Craft:** Rendili StarDrive's Light Corvette

**Affiliation:** Empire

**Era:** Rise of the Empire

**Source:** Galaxy Guide 6: Tramp Freighters (pages 76-77), Pirates & Privateers (page 83), The Far Orbit Project (pages 76-77)

**Type:** Imperial customs vessel

**Scale:** Starfighter

**Length:** 180 meters

**Skill:** Space transports: light corvette

**Crew:** 52, gunners: 6, skeleton: 18/+10

**Crew Skill:** Space transports 5D, starship gunnery 5D+2, starship shields 5D+1

**Passengers:** 20

**Cargo Capacity:** 500 metric tons

**Consumables:** 2 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

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

**Hull:** 5D+1

**Shields:** 3D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D+1

**Weapons:**

**6 Double Turbolaser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 300-1.5/3.5/7.5 km

*Damage:* 4D

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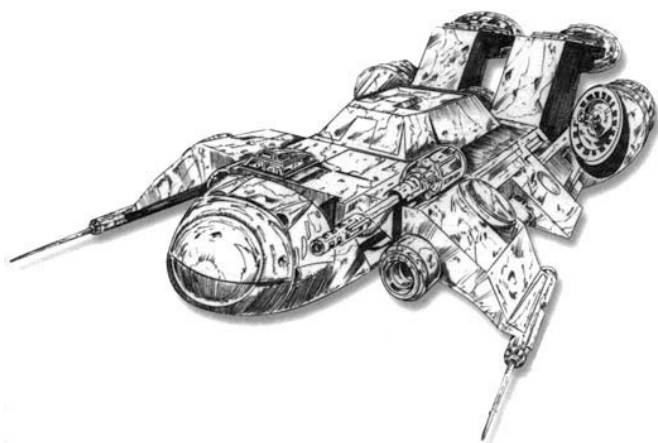
## Stormtrooper Transport



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**Craft:** Telgorn Corporation Dx-9 Transport  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** Assault fighter/gunboat  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Dx-9 transport  
**Crew:** 2, gunners: 3  
**Crew Skill:** Astrogation 3D, starship gunnery 4D+1, space transports 4D, starship shields 3D, sensors 3D  
**Passengers:** 40  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale (black market: 575,000)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 80/3D  
*Focus:* 4/4D  
**Weapons:**  
**2 Quad Laser Cannons**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5 km  
*Damage:* 6D  
**Quad Ion Cannon**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 1-300/700/3.6 km  
*Damage:* 5D  
**2 Proton Torpedo Launchers** (may be linked)  
*Fire Arc:* Front  
*Crew:* Pilot or Co-pilot  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700  
*Damage:* 9D

## Etti Lighter



**Craft:** CSA Etti Light Transport  
**Affiliation:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 97-98), Pirates & Privateers (page 79)  
**Type:** Modified medium freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Etti Lighter  
**Crew:** 25, gunners: 13, skeleton: 15/+10  
**Crew Skill:** Capital ship gunnery 4D, capital ship shields 3D+2, space transports 3D+2, starship gunnery 4D  
**Passengers:** 15  
**Cargo Capacity:** 400 metric tons  
**Consumables:** 3 days  
**Cost:** 425,000 (new), 650,000 (as modified)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes (limited to 4 jumps)  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**10 Quad Laser Cannon**  
*Fire Arc:* 4 front, 2 left, 2 right, 2 back  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D  
**Tractor Beam emplacement**  
*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-10/20/40  
*Atmosphere Range:* 100-1/2/4 km  
*Damage:* 4D

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## Conqueror Assault Ship

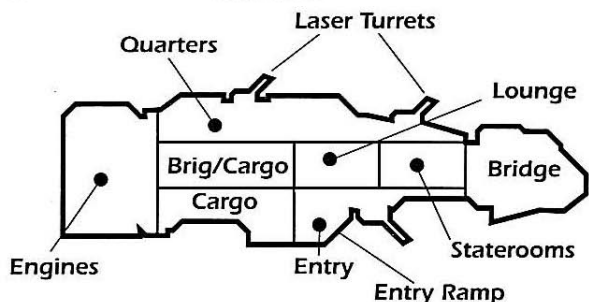
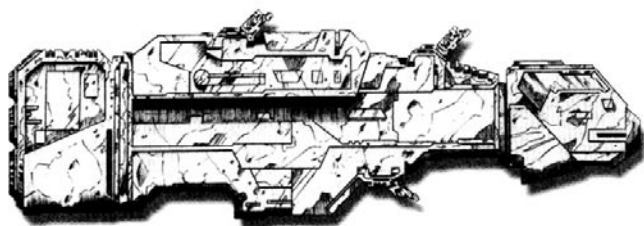


**Craft:** Surrionian *Conqueror*-class Assault Ship  
**Affiliation:** General / Empire  
**Era:** Rebellion  
**Source:** Pirates & Privateers (pages 74-75), The Essential Guide to Vehicles and Vessels (pages 58-59)  
**Type:** Assault ship  
**Scale:** Starfighter

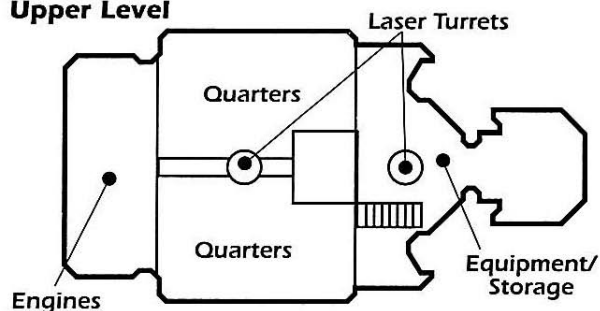
**Length:** 28 meters  
**Skill:** Space transports: Conqueror assault ship  
**Crew:** 2, skeleton: 1/+5  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 1  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 35/1D+1  
*Search:* 80/2D+1  
*Focus:* 2/3D  
**Weapons:**  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**2 Double Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 1 (or from cockpit)  
*Skill:* Starship gunnery  
*Fire Control:* 2D (0D if fired from cockpit)  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D



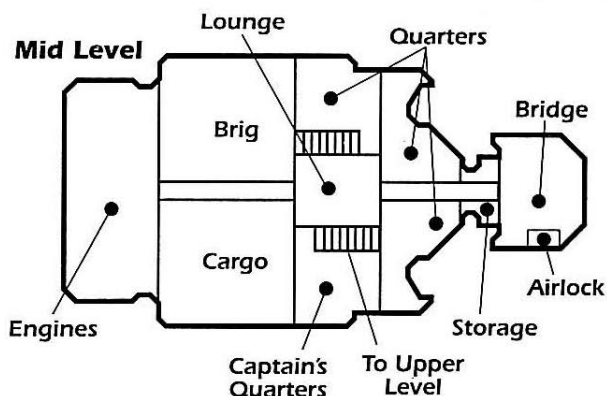
## Light Patrol Ship



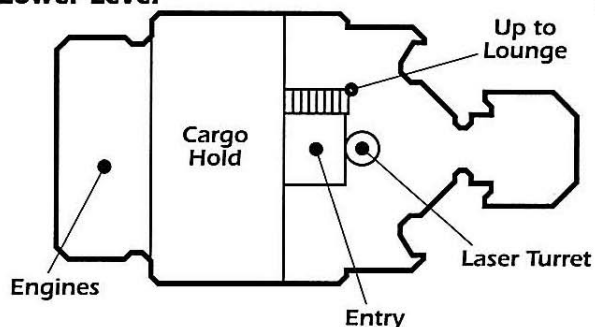
### Upper Level



### Mid Level



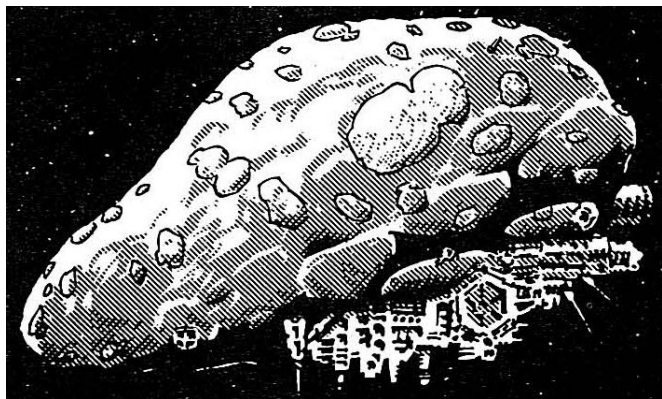
### Lower Level



**Craft:** Sienar Fleet Systems Light Patrol Ship  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 82), The Far Orbit Project (page 83)  
**Type:** Patrol ship  
**Scale:** Starfighter  
**Length:** 38 meters  
**Skill:** Space transports: Light patrol ship  
**Crew:** 3, gunners: 3  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 8 (brig)  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/1D+2  
*Search:* 90/2D+2  
*Focus:* 4/3D+1  
**Weapons:**  
**2 Twin Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D+2  
**3 Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Iskallon Light Frigate

**Craft:** Iskallon Light Frigate  
**Affiliation:** Iskallon  
**Era:** Rebellion  
**Source:** Twin Stars of Kira (page 91)  
**Type:** Light frigate  
**Scale:** Starfighter  
**Length:** 83 meters  
**Skill:** Space transports: Iskallon Light Frigate  
**Crew:** 39, gunners: 3, skeleton: 15/+10  
**Crew Skill:** Astrogation 3D+2, space transports: Iskallon Light Frigate 5D, starship gunnery 4D, starship shields 4D  
**Passengers:** 15  
**Cargo Capacity:** 400 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 3D



**Sensors:**

*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 40/2D  
*Focus:* 3/3D

**Weapons:**

**2 Double Laser Cannons** (fire separately)

*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/10/30  
*Atmosphere:* 100-200/1/3 km  
*Damage:* 4D

**Heavy Laser Cannon**

*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-5/15/45  
*Atmosphere:* 100-500/1.5/4.5 km  
*Damage:* 5D

## YQ-400 Monitor Droid

**Craft:** CEC/Loronar YQ-400 Monitor Droid Patrol Ship

**Affiliation:** General

**Era:** Rebellion

**Source:** Gamer Magazine Issue 10

**Type:** Space transport

**Scale:** Starfighter

**Length:** 36 meters

**Skill:** Space transports: YQ-400

**Crew:** Droid brain

**Crew Skill:** Sensors 3D+1, space transports 4D, starship gunnery 4D, starship shields 3D+2

**Consumables:** 20 years

**Cost:** 175,000 (new), 100,000 (used)

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 340; 960 kmh

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1

**Weapons:**

**2 Dual Heavy Ion Cannons** (fire separately)

*Fire Arc:* Partial Turret (front, left, right)  
*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/7/36

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

*Damage:* 8D

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 5D

## Mestapol Zephyr

**Craft:** Mestapol Zephyr Light Combat Fighter

**Affiliation:** General

**Era:** Rebellion

**Source:** The Politics of Contraband (page 50)

**Type:** Light combat fighter

**Scale:** Starfighter

**Length:** 50 meters

**Skill:** Space transports

**Crew:** 1

**Crew Skill:** Space transports 2D

**Passengers:** 2

**Cargo Capacity:** 300 kilograms

**Consumables:** 1 month

**Cost:** 70,000

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x4

**Nav Computer:** Yes

**Maneuverability:** 3D+1

**Space:** 8

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

**Hull:** 4D

**Shields:** 3D

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

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

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

*Damage:* 5D

**Proton Torpedo Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 30-100/300/700

*Damage:* 9D

## VT-49 Decimator

**Craft:** Sienar Fleet Systems VT-49 Decimator Assault Ship

**Affiliation:** Empire

**Era:** Rebellion

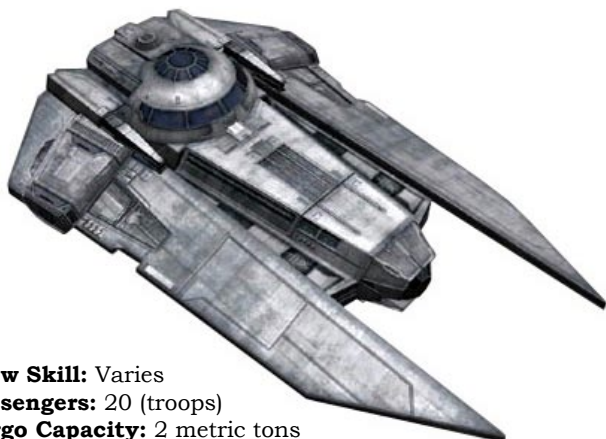
**Type:** Assault ship

**Scale:** Starfighter

**Length:** 40 meters

**Skill:** Space transports: VT-49 Decimator

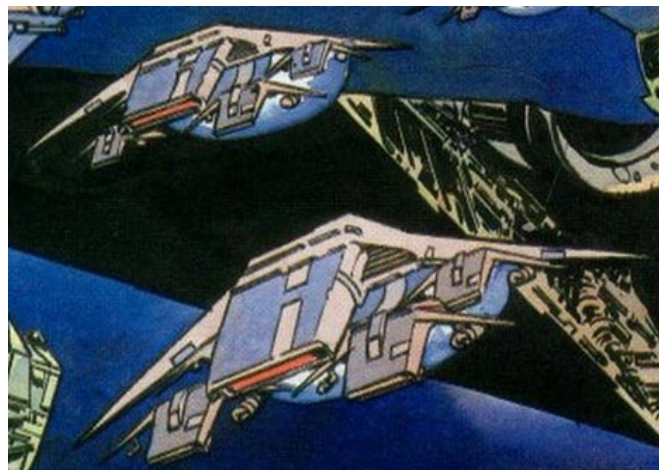
**Crew:** 3, gunners: 5, skeleton: 2/+10



**Crew Skill:** Varies  
**Passengers:** 20 (troops)  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 2 months  
**Cost:** 1,610,000 (including modification costs)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D+1  
**Shields:** 3D  
**Sensors:**  
*Passive:* 15/+2  
*Scan:* 35/1D  
*Search:* 60/3D  
*Focus:* 5/4D  
**2 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**3 Concussion Missile Launchers**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D

## Speeder Transport

**Craft:** Slayn & Korpil V-Wing Speeder Transport, Model A  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 120-121)  
**Type:** Orbital interface transport  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: V-wing transport  
**Crew:** 2, skeleton: 1/+5  
**Crew Skill:** Space transports 5D, starship shields 4D  
**Passengers:** 4(pilots)  
**Cargo Capacity:** 2 metric tons, docking sleeves for 4 V-Wings  
**Consumables:** 3 days  
**Cost:** 175,000 credits  
**Maneuverability:** 1D+2  
**Space:** 4



**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 2D

## Speeder Transport, Model B

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

**Craft:** Slayn & Korpil V-win Speeder Transport, Model B  
**Length:** 27 meters  
**Passengers:** 6 (pilots)  
**Cargo Capacity:** 4 metric tons (internal), docking sleeves for 6 V-wings  
**Cost:** 195,000

## Ssi-ruuvi Planetary Lander

**Craft:** Ssi-ruuvi *D'kee*-class Planetary Lander  
**Affiliation:** Ssi-ruuk  
**Era:** New Republic  
**Source:** The Truce at Bakura Sourcebook (pages 126-127)  
**Type:** Planetary lander  
**Scale:** Starfighter  
**Length:** 70 meters  
**Skill:** Space transports: *D'kee* Lander  
**Crew:** 4, gunners: 8, skeleton: 2/+10  
**Crew Skill:** Sensors 3D+2, space transports 5D, starship gunnery 3D+2, starship shields 3D+1  
**Passengers:** 100 (*P'w'eck* collectors)  
**Cargo Capacity:** 10,000 humans in confinement pens  
**Consumables:** 1 day  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 1D+1  
**Shields:** 3D (upon landing), 2D (upon return)  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 30/1D+2  
*Focus:* 1/2D+2  
**Weapons:**  
**6 Light Ion Cannons**  
*Fire Arc:* 3 front, 1 left, 1 right, 1 back  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17



*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

**2 Laser Cannons**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 4D

**Note:** 3 kilometers from population centers, releases paralysis canisters, each lander carries 100 canisters. Each canister can affect 9 square kilometer area. A Person is conscious but not able to move or talk, immobile. Can last up to 8 hours.

## Yvarema Warship

**Craft:** Modified Royal Yvarema Scout Ship

**Affiliation:** Yvarema

**Era:** New Republic

**Source:** The DarkStryder Campaign: Endgame (page 90)

**Type:** Short-range attack craft

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Archaic starship piloting: Yvarema scout ship

**Crew:** 2

**Crew Skill:** Archaic starship piloting 5D, astrogation 4D, starship shields 4D+1

**Passengers:** 3

**Cargo Capacity:** 10 metric tons

**Consumables:** 2 weeks

**Hyperdrive Multiplier:** x4

**Nav Computer:** Yes, limited to 3 jumps

**Maneuverability:** 2D+2

**Space:** 5

**Atmosphere:** 295; 800 kmh

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 25/0D

*Scan:* 35/1D

*Search:* 50/2D+1

*Focus:* 3/3D

**Weapons:**

**Navigational Deflector**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Space Range:* 1-3/8/15

*Atmosphere Range:* 100-300/800/1.5 km

*Damage:* 2D

**Quad Laser Cannon**

*Fire Arc:* Front

*Crew:* 1 (pilot or co-pilot)

*Skill:* Starship gunnery

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

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

*Damage:* 6D

**Tactical Fusion Missile**

*Fire Arc:* Front

*Crew:* 1 (co-pilot)

*Skill:* Missile weapons: fusion missile

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 10D

**Note:** Immune to ionization damage.

## Ssi-ruuvi Picket Ship



**Craft:** Ssi-ruuvi *Fw'Sen*-class Picket Ship

**Affiliation:** Ssi-ruuk

**Era:** New Republic

**Source:** The Truce at Bakura Sourcebook (page 125), The Essential Guide to Vehicles and Vessels (pages 152-153)

**Type:** Picket ship

**Scale:** Starfighter

**Length:** 45 meters

**Skill:** Space transports: *Fw'Sen*

**Crew:** 3 (*P'w'ecks*), gunners: 10, Skeleton: 2/+10

**Crew Skill:** Space transports: *Fw'Sen* 4D+2, starship gunnery 4D, starship shields 3D+2

**Consumables:** 3 months

**Hyperdrive Multiplier:** x2

**Nav Computer:** Limited to 4 jumps

**Maneuverability:** 2D+1

**Space:** 5

**Hull:** 2D+2

**Shields:** 3D+1

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+2

*Search:* 130/2D

*Focus:* 4/3D

**Weapons:**

**6 Ion Cannon** (may be fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-5/10/15

*Atmosphere Range:* 100-500/1/1.5 km

*Damage:* 4D (if fire-linked in groups of 2-3, 5D damage, if fire-linked in groups of 4-5, 6D damage, if all six cannons are fire-linked, 7D damage)

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

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/15

*Atmosphere Range:* 100-500/1/1.5 km

*Damage:* 4D

**2 Turbolasers**

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/15

*Atmosphere Range:* 100-500/1/1.5 km

*Damage:* 2D+1

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## **Yorik-vec Assault Cruiser**

**Craft:** Yorik-vec Assault Cruiser  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** Gamer Magazine Issue 8  
**Type:** Transport  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Yorik-vec  
**Crew:** 2 pilots, 3 gunners  
**Crew Skill:** Up to 8D in all applicable skills  
**Passengers:** 8  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month

**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 60/1D  
*Search:* 90/2D  
*Focus:* 3/4D  
**Weapons:**

### **Quad Volcanic Cannon**

*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 7D

### **2 Twin Volcanic Cannons**

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

# CAPITAL SHIPS



# Transports

## Sun Jammer

**Craft:** Modified Starshipwrights and Aerospace Engineers Incorporated (SAEI) Sun Skipper 2000 Sun Jammer

**Affiliation:** General

**Era:** Old Republic

**Source:** Galladinium's Fantastic Technology (page 90)

**Type:** Sun jammer

**Scale:** Starfighter

**Length:** 1,000 meters wide (solar collector dish), 450 meters long (command pylon)

**Skill:** Archaic starship piloting: sun jammer

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 1

**Cargo Capacity:** 300 kilograms

**Consumables:** 1 week

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

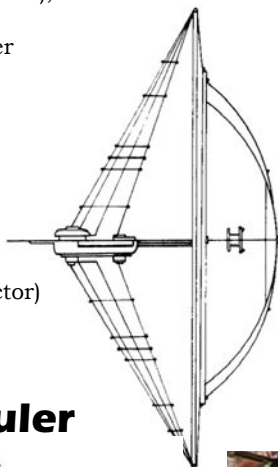
**Maneuverability:** +1

**Space:** 2

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

**Sensors:**

*Passive:* 35/0D



**Passengers:** 35

**Cargo Capacity:** 500 metric tons

**Consumables:** 1 month

**Cost:** 200,000 (new), 120,000 (used)

**Hyperdrive Multiplier:** x15

**Hyperdrive Backup:** x25

**Maneuverability:** 1D

**Space:** 2

**Hull:** 4D+2

**Shields:** 2D; 4D

**Sensors:**

*Passive:* 15/1D

*Scan:* 25/2D

**Weapons:**

**2 Heavy Turbolasers**

*Fire Arc:* Front

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 1-8/15/30

*Atmosphere Range:* 25-50/75/100 km

*Damage:* 7D

**12 Defensive Blasters**

*Fire Arc:* 6 left, 6 right

*Crew:* 12

*Scale:* Starfighter

*Skill:* Starship gunnery

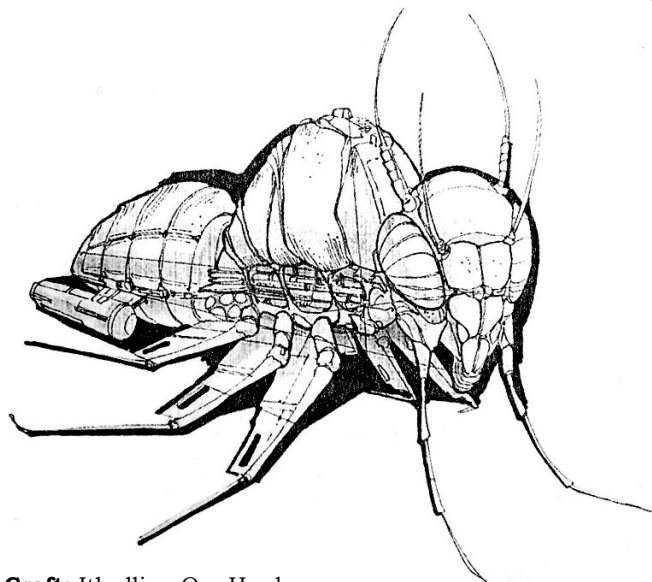
*Fire Control:* 2D

*Space Range:* 1-2/4/8

*Atmosphere Range:* 10-30/50/70

*Damage:* 2D+1

## Ithullian Ore Hauler



**Craft:** Ithullian Ore Hauler

**Affiliation:** General

**Era:** Old Republic

**Source:** Tales of the Jedi Companion (pages 114-115), The Essential Guide to Vehicles and Vessels (pages 88-89)

**Type:** Cargo ship

**Scale:** Capital

**Length:** 1.1 kilometers

**Skill:** Capital ship piloting: ore-hauler

**Crew:** 15, gunners: 14, skeleton: 10/+10

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

## Star Shuttle



**Craft:** Corellian Star Shuttle

**Affiliation:** General

**Era:** Old Republic

**Source:** Starships of the Galaxy (pages 86-87)

**Type:** Transport

**Scale:** Capital

**Length:** 80 meters

**Skill:** Capital ship piloting: star shuttle

**Crew:** 8

**Crew Skill:** Varies

**Passengers:** 200

**Cargo Capacity:** 900 metric tons

**Consumables:** 3 years

**Cost:** 2,650,000 (new)

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x12

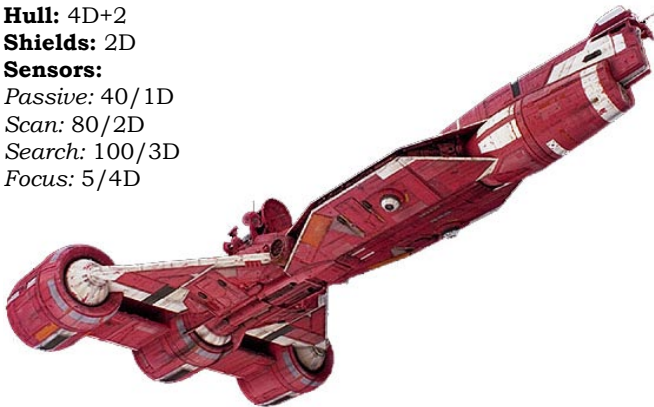
**Nav Computer:** Yes

**Space:** 4

**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D

## Republic Cruiser

**Craft:** Corellian Engineering Corporation  
*Consular-class Space Cruiser*  
**Affiliation:** Old Republic / General  
**Era:** Old Republic  
**Source:** *Starships of the Galaxy* (pages 91-92)  
**Type:** Diplomatic transport  
**Scale:** Capital  
**Length:** 115 meters  
**Skill:** Capital ship piloting: Corellian space cruiser  
**Crew:** 8  
**Crew Skill:** Typically 6D in applicable skills  
**Passengers:** 16  
**Cargo Capacity:** 1,000 metric tons  
**Consumables:** 6 months  
**Cost:** 1.25 million  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 0D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D



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## Manollium Herdship

**Craft:** Brafthflen Corporation's *Manollium-class*  
Herdship  
**Affiliation:** Ithorians  
**Era:** Old Republic  
**Source:** *Adventure Journal 15* (page 166)  
**Type:** Ithorian herdship  
**Scale:** Capital  
**Length:** 980 meters  
**Skill:** Capital ship piloting: Herdship  
**Crew:** 800; gunners: 24, skeleton 375/+5  
**Crew Skill:** Capital ship gunnery 3D, capital ship  
piloting 3D, capital ship shields 4D, sensors 3D+2  
**Passengers:** 1,050  
**Cargo Capacity:** 500,000 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x14



**Nav Computer:** Yes  
**Maneuverability:** +1

**Space:** 1

**Hull:** 4D

**Shields:** 4D

**Sensors:**

*Passive:* 40/0D

*Scan:* 60/1D

*Search:* 100/2D

*Focus:* 3/2D+1

**Weapons:**

**10 Ion Cannons**

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 1-10/25/50

*Damage:* 3D

**2 Tractor Beam Projectors**

*Fire Arc:* 1 left, 1 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Damage:* 5D

## Herd Ship

**Craft:** Ithorian SkyYards Herd Ship

**Affiliation:** Ithorians

**Era:** Old Republic

**Source:** Gamer Magazine Issue 4

**Type:** Ithorian herd ship

**Scale:** Capital

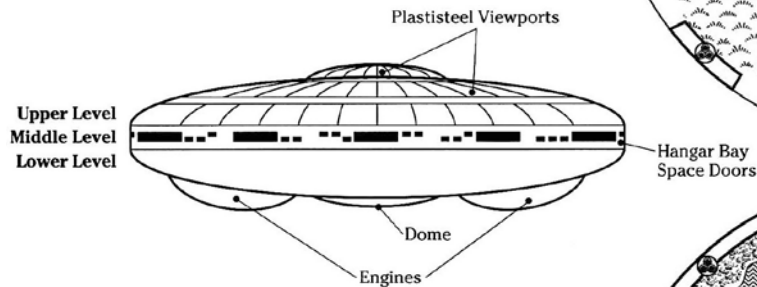
**Length:** 1,800 meters

**Skill:** Capital ship piloting: Herd Ship

**Crew:** 1,500 to 3,000

**Crew Skill:** Capital ship piloting 4D

**Passengers:** 10,000



**Cargo Capacity:** 20,000 metric tons

**Consumables:** 5 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x9

**Nav Computer:** Yes

**Space:** 2

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 60/2D

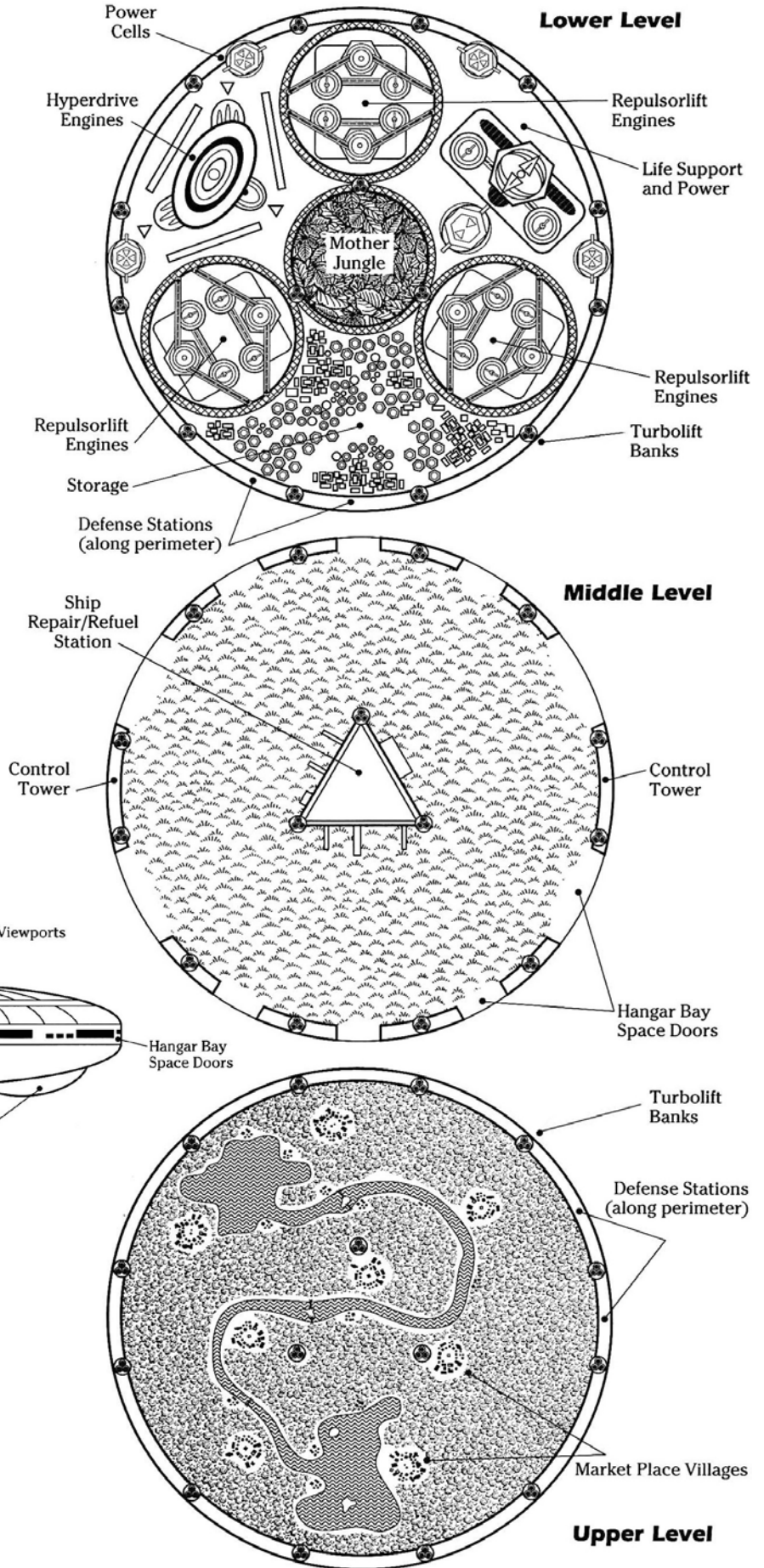
*Search:* 120/3D

*Focus:* 5/4D

**Weapons:**

**20 Laser Cannons**

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



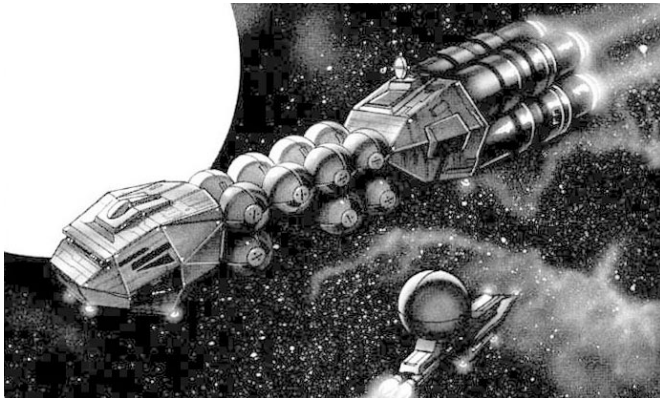
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-4/13/28  
*Atmosphere Range:* 100-400/1.3/2.8 km  
*Damage:* 4D

**4 Tractor Beam Projectors**

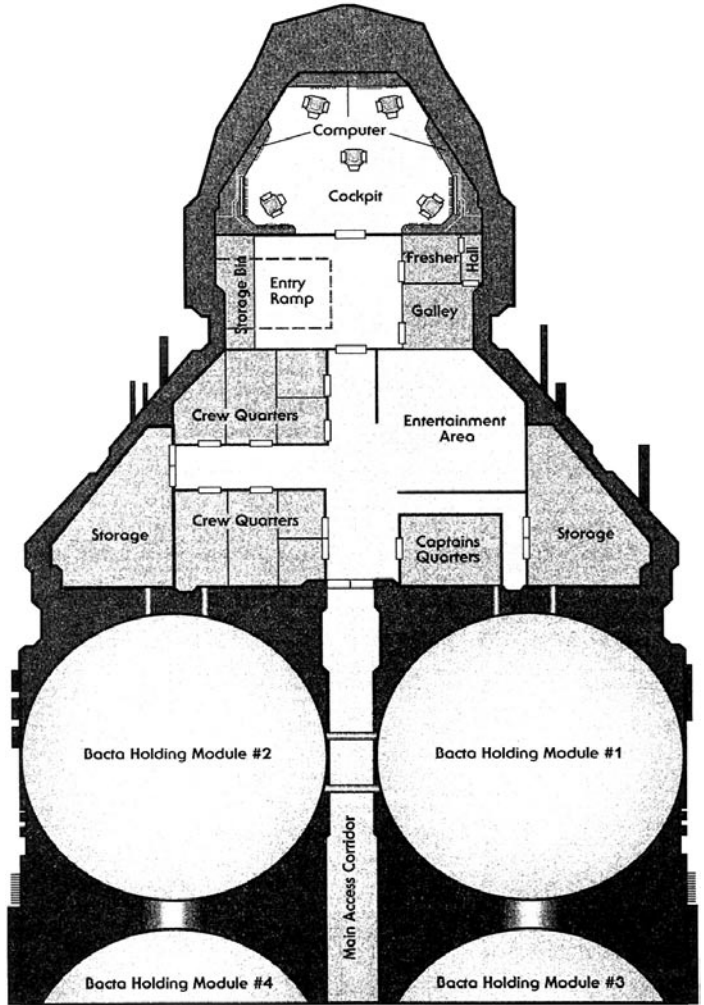
*Fire Arc:* 1 front, 1 left, 1 right, 1 back  
*Crew:* 3

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

**Bacta Transport**

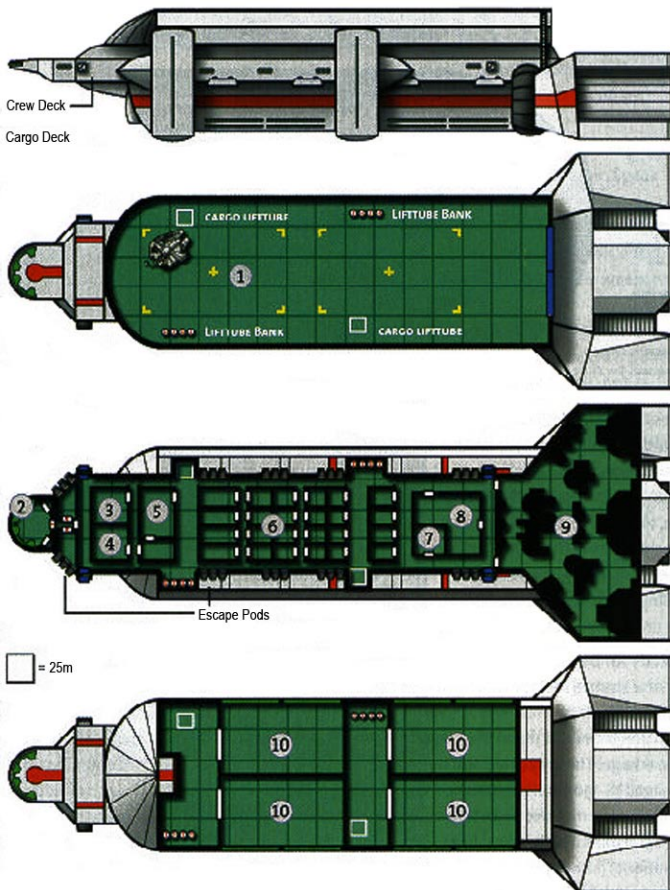


**Craft:** Kuat Drive Yard's B-12 Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Lord of the Expanse: Sector Guide (page 42), Tapani Sector Instant Adventures (pages 28-29)  
**Type:** Bacta transport ship  
**Scale:** Capital  
**Length:** 238 meters  
**Skill:** Capital ship piloting: B-12 Transport  
**Crew:** 26, skeleton: 4/+10  
**Crew Skill:** Astrogation 4D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D  
**Passengers:** 6  
**Cargo Capacity:** 600,000 metric tons  
**Consumables:** 1 year  
**Cost:** 1.2 million (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 80/1D  
*Search:* 120/2D  
*Focus:* 3/3D  
**Weapons:**  
**Concealed Laser Cannon** (Theta-2Y modified model only)  
*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 100-300/450/1 km  
*Damage:* 4D



**MOD-17 Container Freighter**

**Craft:** Loronar MOD-17 Container Freighter  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Gamer Magazine Issue 8  
**Type:** Container freighter  
**Scale:** Capital  
**Length:** 550 meters  
**Skill:** Capital ship piloting: MOD-17  
**Crew:** 50  
**Crew Skill:** All applicable skills at 4D  
**Passengers:** 30  
**Cargo Capacity:** 200,000 metric tons  
**Consumables:** 6 months  
**Cost:** 6 million (new), 3 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 40/2D  
*Search:* 50/2D+2  
*Focus:* 4/3D  
**MOD-17 Deckplan Key:**



- 1. Landing Bay
- 2. Bridge
- 3. Sick Bay
- 4. Storage
- 5. Crew Mess
- 6. Crew Quarters
- 7. Droid Garage
- 8. Tech Shop
- 9. Engineering
- 10. Cargo Habitats

**Ferryboat Liner**

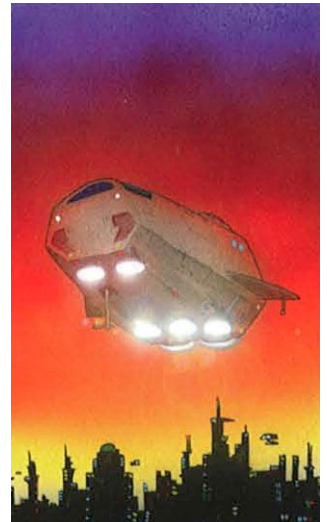


**Craft:** SoroSuub Corp. Ferryboat Liner  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Passenger liner  
**Scale:** Capital  
**Length:** 363 meters  
**Skill:** Capital ship piloting: Ferryboat  
**Crew:** 98  
**Passengers:** 500  
**Cargo Capacity:** 5,000 metric tons  
**Cost:**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

**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

**Eiall Container Ship**

**Craft:** Eiall-class Cargo Barge  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Tapani Sector Instant Adventures (page 26)  
**Type:** Container ship  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Capital ship piloting: container ship  
**Crew:** 5  
**Crew Skill:** Capital ship piloting 6D  
**Passengers:** 5  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 0/1D  
*Scan:* 20/1D+2  
*Search:* 30/2D  
*Focus:* 40/3D

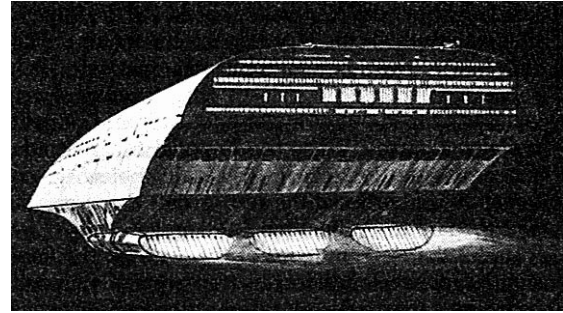


**AA-9 Starfreighter**



**Craft:** Botajef AA-9 Freightliner  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Refitted passenger vessel  
**Scale:** Capital  
**Length:** 330 meters  
**Skill:** Capital ship piloting: starfreighter  
**Crew:** 70  
**Passengers:** 30,000  
**Cargo Capacity:** 90 metric tons  
**Consumables:** 2 years  
**Cost:** 740,000 (new), 407,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 60/1D  
*Search:* 90/2D  
*Focus:* 4/3D

## Lady Luxury Liner



**Craft:** Shobquix Yards *Lady*-class Luxury Liner  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 101-102), The Star Wars Sourcebook (pages 47-48)  
**Type:** Luxury passenger liner  
**Scale:** Capital  
**Length:** 310 meters  
**Skill:** Capital ship piloting: *Lady*-class liner  
**Crew:** 117, gunners: 4, skeleton: 47/+15  
**Crew Skill:** Capital ship gunnery 3D+2, capital ship piloting: *Lady*-class liner 3D  
**Passengers:** 600  
**Cargo Capacity:** 1,000 metric tons  
**Consumables:** 300 days  
**Cost:** 19 million credits  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Space:** 6  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/2D  
*Focus:* 2/2D+2  
**Weapons:**  
**4 Twin Blaster Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/6/9  
*Damage:* 4D

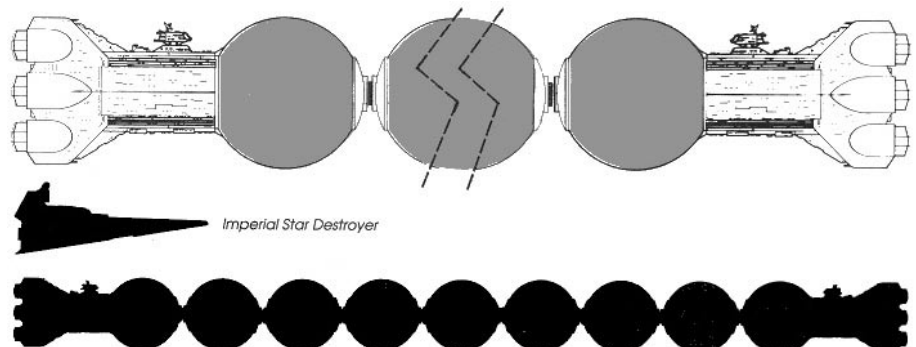
## C-3 Passenger Liner



**Craft:** Leonore Luxury Liners C-3  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Passenger liner  
**Scale:** Capital  
**Length:** 400 meters  
**Skill:** Capital ship piloting  
**Crew:** 290  
**Passengers:** 1000  
**Cargo Capacity:** 5,000 metric tons  
**Cost:** 8 million (new); 3,5 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 80/1D  
*Search:* 120/2D  
*Focus:* 3/3D

## Container Train

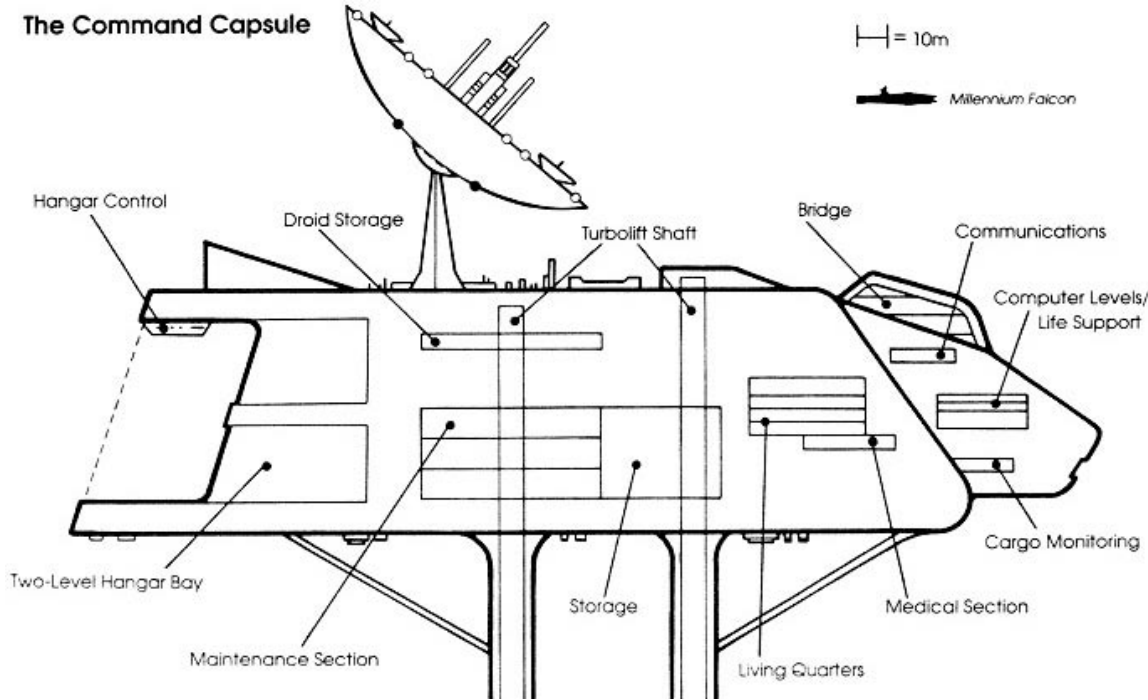
**Craft:** Rendili StarDrive's Container Train  
**Affiliation:** General  
**Era:** Rise of the Empire



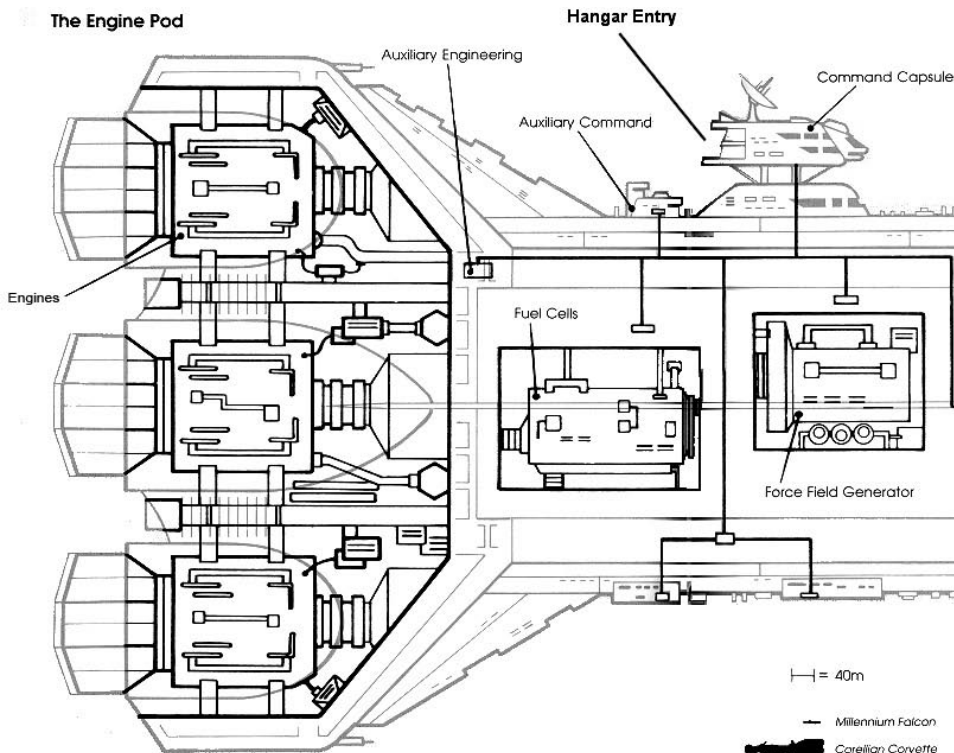
**Source:** Black Ice (pages 16-20)  
**Type:** Container train  
**Scale:** Capital  
**Length:** 7,800 meters (9 cargo pods: 600 meters each; 2 engine pods: 1,200 meters each)  
**Skill:** Capital ship piloting; container train  
**Crew:** 200, skeleton 100/+10  
**Crew Skill:** Astrogation 3D, capital ship piloting 4D  
**Passengers:** None  
**Cargo Capacity:** 1,210,000,000 metric tons (110,000,000 metric tons in each of the 9 cargo balls; 110,000,000 metric tons in each of the 2 engine pods)  
**Consumables:** 6 months

**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x6  
**Hyperdrive Backup:** x24  
**Nav Computer:** Yes  
**Space:** 1 (increases always +1, when two cargo balls are removed)  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D+1  
*Search:* 40/1D+2  
*Focus:* 2/2D

**The Command Capsule**



**The Engine Pod**



## Corellian Passenger Liner

**Craft:** Stock Corellian Engineering Corporation Passenger Liner

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** The New Jedi Order Sourcebook (page 86)

**Type:** Luxury liner

**Scale:** Capital

**Length:** 150 meters

**Skill:** Capital ship piloting: CEC Passenger Liner

**Crew:** 120 (includes servants and wait staff)

**Crew Skill:** All applicable skills at 4D

**Passengers:** 600

**Cargo Capacity:** 2,000 metric tons

**Consumables:** 3 months

**Cost:** 1,600,000 (new), 1,200,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Space:** 3

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

*Search:* 40/2D

*Focus:* 2/2D+2

**Weapons:**

**2 Double Turbolaser Cannons**

*Fire Arc:* 1 front, 1 back

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

## ZD-8000 Luxury Liner

**Craft:** Corellian Engineering Corporation ZD-8000 Cruise Ship

**Affiliation:** General

**Era:** Rebellion

**Source:** The Politics of Contraband (page 23)

**Type:** Luxury liner

**Scale:** Capital

**Length:** 500 meters

**Skill:** Space transports: luxury liner

**Crew:** 350, skeleton: 50/+10

**Crew Skill:** Astrogation 3D, sensors 2D, space transports: luxury liner 4D

**Passengers:** 2,200

**Cargo Capacity:** 20,000 metric tons

**Consumables:** 6 months

**Cost:** 19 million credits

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x4

**Nav Computer:** Yes

**Space:** 4

**Hull:** 6D

**Shields:** 2D

**Sensors:**

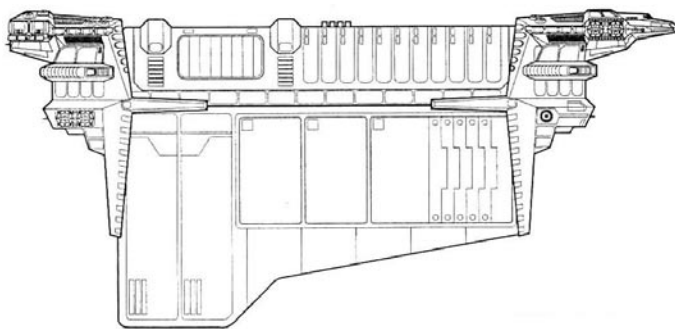
*Passive:* 40/1D

*Scan:* 60/2D

*Search:* 90/3D

*Focus:* 5/4D

## Star Seeder



**Craft:** Kuat Drive Yards Star Seeder

**Affiliation:** General

**Era:** Rebellion

**Source:** Galaxy Guide 8 – Scouts (page 39)

**Type:** Colony ship

**Scale:** Capital

**Length:** 250 meters

**Skill:** Capital ship piloting: KDY Seedship

**Crew:** 550, skeleton: 143, with *command* 4D+2

**Crew Skill:** Capital ship piloting 3D+2, starship shields 3D, sensors 3D+2, scanning planets 4D+1, astrogation 4D, capital ship gunnery 3D, survival 4D, medicine 4D+2

**Passengers:** 800

**Cargo Capacity:** 7,500 metric tons; 3,000 cubic meters

**Consumables:** 5 years

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 40/0D

*Scan:* 75/1D

*Search:* 250/4D

*Focus:* 5/5D

**Weapons:**

**6 Turbolaser Batteries**

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

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 0D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 3D

**Tractor Beam Projector**

*Fire Arc:* Front/down

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

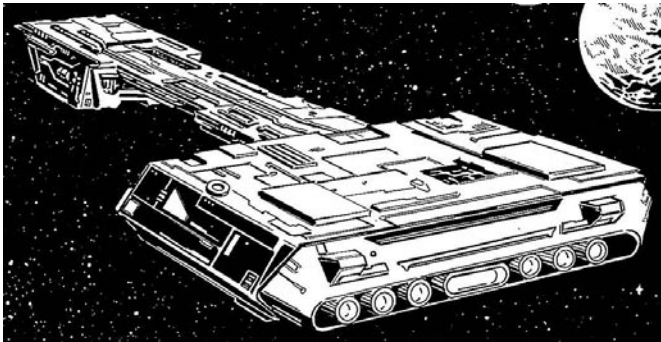
*Fire Control:* 1D

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

*Atmosphere Range:* 2-10/30/60 km

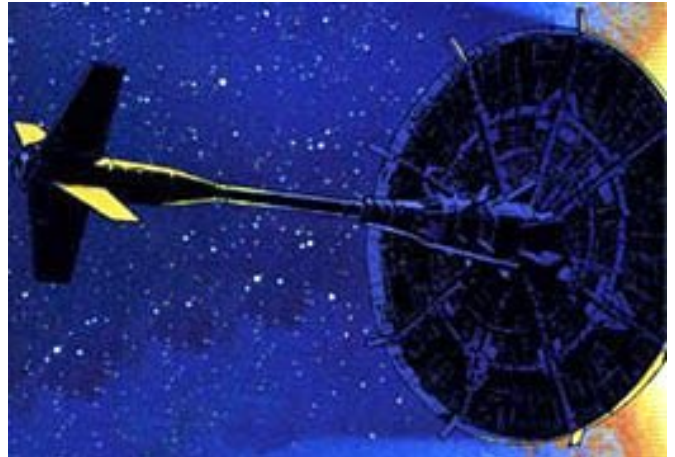
*Damage:* 4D

## Quasar Fire Bulk Cruiser



**Craft:** SoroSuub *Quasar Fire*-class Bulk Cruiser  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** *The Truce at Bakura Sourcebook* (pages 111-113)  
**Type:** Bulk cruiser  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Capital ship piloting: Quasar Fire bulk cruiser  
**Crew:** 96, gunners: 8, skeleton: 14/+10  
**Crew Skill:** Varies widely  
**Passengers:** 220  
**Cargo Capacity:** 4,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 3D+2  
**Shields:** +2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/1D+2  
*Search:* 90/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Left/front/right  
*Crew:* 4  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-4/8/12  
*Damage:* 4D

## Shieldship



**Craft:** Republic Engineering Corporation Heat-Resistant Escort Vehicle  
**Affiliation:** General  
**Era:** New Republic  
**Source:** *The Thrawn Trilogy Sourcebook* (page 239), *Heir to the Empire Sourcebook* (pages 138-139), *The Essential Guide to Vehicles and Vessels* (pages 138-139)  
**Type:** Shieldship  
**Scale:** Capital  
**Length:** 800 meters wide (dish), 400 meters long (tug pylon)  
**Skill:** Capital ship piloting: shieldship  
**Crew:** 1  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Space:** 4  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Turbolaser**  
*Fire Arc:* Turret  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Damage:* 4D

# Battleships

## Sith Gunship

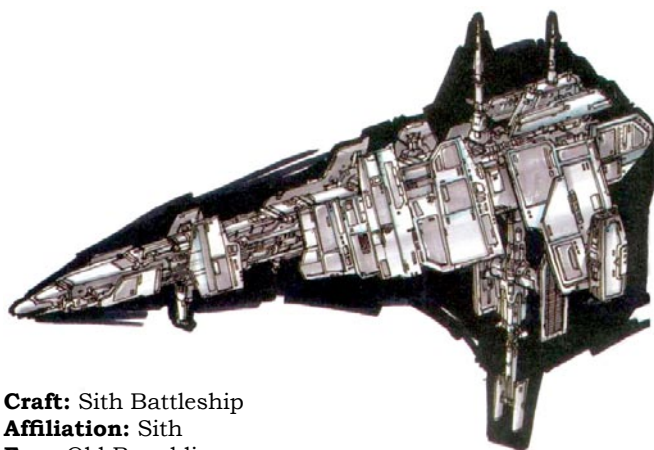
**Craft:** Sith Gunship  
**Affiliation:** Sith  
**Era:** Old Republic  
**Source:** Gamer Magazine Issue 5  
**Type:** Sith escort gunship  
**Scale:** Capital  
**Length:** 75 meters  
**Skill:** Capital ship piloting: Sith Gunship  
**Crew:** 18  
**Crew Skill:** Typically 6D in all relevant skills  
**Passengers:** 30  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
**Weapons:**  
**6 Autoblasters**  
*Fire Arc:* 3 front, 1 left, 1 right, 1 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-8/25/40  
*Atmosphere Range:* 100-800/2.5/4 km  
*Damage:* 3D

## Sith Personnel Carrier

**Craft:** Sith Personnel Carrier  
**Affiliation:** Sith  
**Era:** Old Republic  
**Source:** Gamer Magazine Issue 5  
**Type:** Space transport  
**Scale:** Capital  
**Length:** 215 meters  
**Skill:** Capital ship piloting: Sith Personnel Carrier  
**Crew:** 12  
**Crew Skill:** Typically 6D in all relevant skills  
**Passengers:** 360 (troops)  
**Cargo Capacity:** 1,000 metric tons (6 troop containers, see below)  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x6  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 0D+2  
**Space:** 5  
**Atmosphere:** 295; 850 kmh

**Hull:** 3D+2  
**Sensors:**  
*Passive:* 20/0D+1  
*Scan:* 40/1D  
**Weapons:**  
**8 Light Blaster Cannons**  
*Fire Arc:* 1 front, 3 left, 3 right, 1 rear  
*Scale:* Walker  
*Skill:* Vehicle blasters  
*Fire Control:* 1D  
*Space Range:* 1-3/5/10  
*Atmosphere Range:* 100-300/500/1 km  
*Damage:* 3D

## Sith Battleship



**Craft:** Sith Battleship  
**Affiliation:** Sith  
**Era:** Old Republic  
**Source:** The Dark Side Sourcebook (page 63)  
**Type:** Battle cruiser  
**Scale:** Capital  
**Length:** 215 meters  
**Skill:** Capital ship piloting: Sith battleship  
**Crew:** 25  
**Crew Skill:** 6D in relevant skills  
**Passengers:** 850  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 4D+1  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
**Weapons:**  
**6 Blaster Cannons**  
*Fire Arc:* 3 left, 3 right  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**3 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Missile weapons: concussion missiles  
*Fire Control:* 0D+2  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-500/1/5 km  
*Damage:* 8D



## Mere Cruiser



**Craft:** Mere Cruiser  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Armed cruiser  
**Scale:** Capital  
**Length:** 195 meters  
**Skill:** Capital ship piloting: Mere cruiser  
**Crew:** 35  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital ship repair 3D, sensors 3D+1  
**Passengers:** 300  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** 1.24 million (new), 620,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Move:** 250; 800 kmh  
**Maneuverability:** 1D  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 70/2D  
*Search:* 100/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**6 Turbolaser Cannons**  
*Fire Arc:* 2 front, 2 left, 2 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**Tractor Beam Projector**  
*Fire Arc:* Front/right/left  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Marauder Corvette

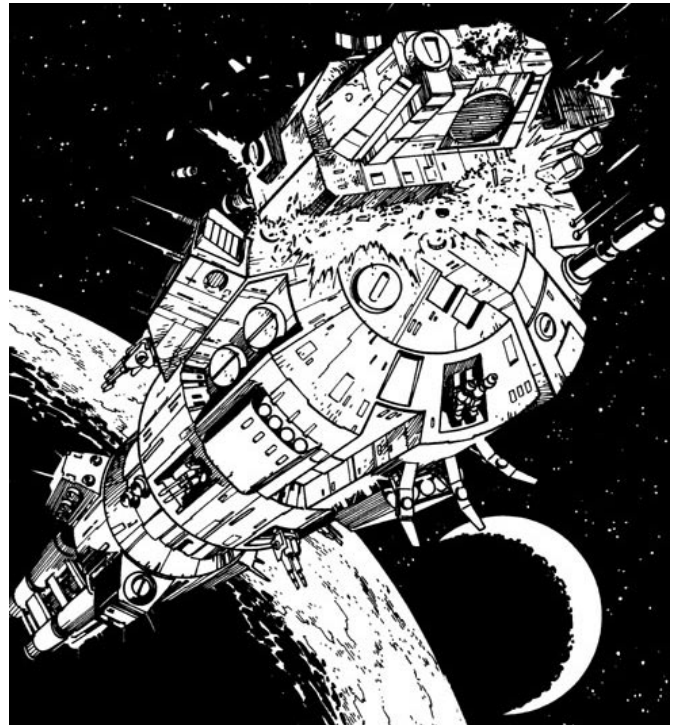
**Craft:** Republic Siemar Systems *Marauder*-class Corvette  
**Affiliation:** General / Corporate Sector Authority  
**Era:** Old Republic  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 94-95), Pirates & Privateers (pages 78-79), Starships of the Galaxy (page 101), The Essential Guide to Vehicles and Vessels (pages 108-109)  
**Type:** Light combat cruiser  
**Scale:** Capital  
**Length:** 195 meters

**Skill:** Capital ship piloting: Marauder  
**Crew:** 129; gunners: 48, skeleton: 52/+10  
**Crew Skill:** Astrogation 2D+2, capital ship gunnery 3D+2, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D+2  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+2  
*Search:* 100/2D+2  
*Focus:* 5/3D+1  
**Weapons:**  
**8 Double Turbolaser Cannons**  
*Fire Arc:* 2 Front, 2 left, 2 right, 2 rear  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/70  
*Atmosphere Range:* 300-1.5/3.5/7 km  
*Damage:* 5D  
**3 Tractor Beam Projectors**  
*Fire Arc:* 2 front, 1 rear  
*Crew:* 8  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**Starfighter Complement:** 12 fighters



**PICTURE  
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## Invincible Dreadnaught Cruiser



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

**Affiliation:** General / Corporate Sector Authority

**Era:** Old Republic

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 92-94)

**Type:** Heavy cruiser

**Scale:** Capital

**Length:** 2,011 meters

**Skill:** Archaic starship piloting: *Invincible Dreadnaught*

**Crew:** 23,014, gunners: 114, skeleton: 12,795/+20

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

**Passengers:** 6,000 (troops)

**Cargo Capacity:** 700 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale to civilians

**Hyperdrive Multiplier:** x4

**Hyperdrive Backup:** x25

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 2

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 100/2D

*Focus:* 4/3D

**Weapons:**

**6 Concussion Missile Tubes**

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

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 2-5/10/15

*Atmosphere Range:* 200-500/1/1.5 km

*Damage:* 3D

**12 Turbolaser Cannons**

*Fire Arc:* 4 front, 3 right, 3 left, 2 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 3-5/7/10  
*Atmosphere Range:* 3-5/7/10 km  
*Damage:* 2D

**30 Quad Laser Cannons**

*Fire Arc:* 7 front, 10 left, 10 right, 3 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Scale:* Starfighter  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7km  
*Damage:* 6D

**6 Tractor Beam Projectors**

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

**Discril Cruiser**

**Craft:** Duapherm *Discril*-class Attack Cruiser  
**Affiliation:** Duapherm Planet States / General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (pages 55-56)  
**Type:** System attack cruiser  
**Scale:** Capital  
**Length:** 85 meters  
**Skill:** Capital ship piloting: Discril cruiser  
**Crew:** 150, gunners: 51, skeleton: 75/+10  
**Crew Skill:** Varies widely  
**Passengers:** 60 (troops)  
**Cargo Capacity:** 7,800 tons  
**Consumables:** 2 weeks  
**Cost:** 500,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D

**Space:** 5

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 30/0D

*Scan:* 60/1D+2

*Search:* 90/2D

*Focus:* 3/3D

**Weapons:**

**5 Laser Cannons**

*Fire Arc:* Turret  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D

**4 Tri-Particle Beamers**

*Fire Arc:* Front  
*Crew:* 2  
*Skill:* Capital ship gunnery

**PICTURE  
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*Fire Control:* 2D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 1-20/50/100 km

*Damage:* 3D

**4 Tri-Laser Cannons**

*Fire Arc:* Front

*Crew:* 6

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 1D

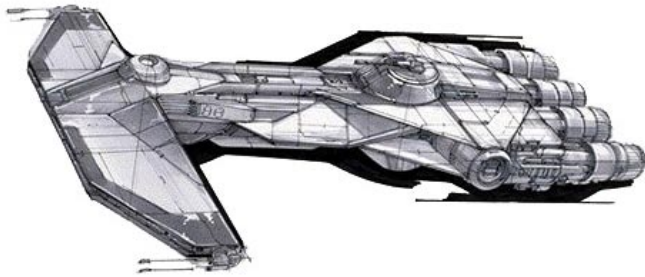
*Space Range:* 1-3/12/25

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

*Damage:* 4D



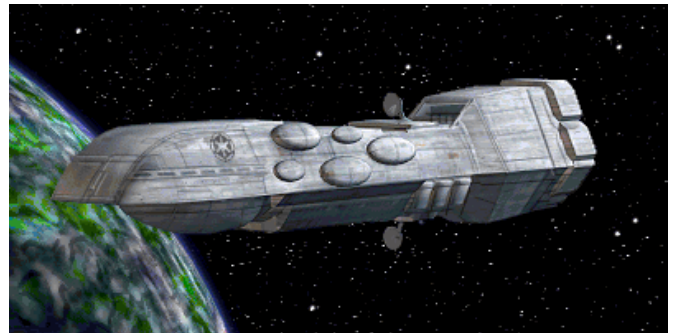
## Corellian Support Frigate



**Craft:** Corellian Engineering Corporation Support Frigate  
**Affiliation:** Old Republic / General  
**Era:** Old Republic  
**Type:** Support frigate  
**Scale:** Capital  
**Length:** 185 meters  
**Skill:** Capital ship piloting: Support frigate  
**Crew:** 40 to 180, depending on configuration, 13 gunners  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital ship repair 3D, sensors 3D+1  
**Passengers:** Up to 600 troops, depending on configuration.  
**Cargo Capacity:** 2300 metric tons  
**Consumables:** 1 year  
**Cost:** 1.3 million (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 5  
**Maneuverability:** 1D  
**Hull:** 4D  
**Shields:** 2D  
**Sensors**  
*Passive:* 40/1D  
*Scan:* 70/2D  
*Search:* 100/3D  
*Focus:* 4/3D+2

**Weapons:**  
**6 Turbolaser Cannons** (fire-linked by pairs)  
*Fire Arc:* 4 front, 2 turret  
*Crew:* 3 (4), 2 (2)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**Tractor Beam Projector**  
*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Dreadnaught



**Craft:** Rendili StarDrive's Dreadnaught  
**Affiliation:** Old Republic / Empire / General / New Republic  
**Era:** Old Republic  
**Source:** Imperial Sourcebook (page 57), The Jedi Academy Sourcebook (page 132), Dark Force Rising Sourcebook (pages 137-139), Heir to the Empire Sourcebook (pages 121-123), The Thrawn Trilogy Sourcebook (pages 215-216), Starships of the Galaxy (pages 94-95), The Essential Guide to Vehicles and Vessels (pages 42-43)  
**Type:** Heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Dreadnaught  
**Crew:** 16,113, gunners: 97, skeleton: 9,000/+15  
**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D  
**Passengers:** 3,000 (troops)  
**Cargo Capacity:** 9,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x18  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D+2  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/3D  
*Focus:* 4/3D

**Weapons:**

**10 Turbolaser Cannons**

*Fire Arc:* 5 left, 5 right  
*Crew:* 1(5), 2(5)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Damage:* 2D

**20 Quad Turbolaser Cannons**

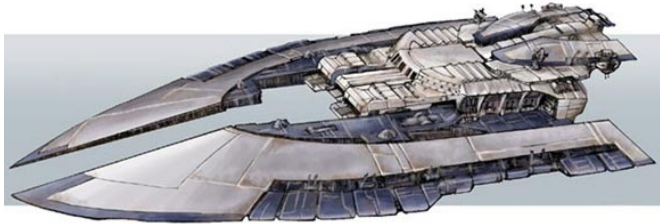
*Fire Arc:* 6 front, 7 left, 7 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-20/40/80  
*Damage:* 4D

**10 Turbolaser Batteries**

*Fire Arc:* 5 front, 5 back  
*Crew:* 1(2), 2(4), 3(4)  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-10/30/60  
*Damage:* 7D

**Starfighter Complement:** 1 squadron

## Sabaoth Destroyer



**Craft:** Ubrikkian Custom Destroyer

**Affiliation:** Sabaoth Mercenaries / General

**Era:** Old Republic

**Type:** Fleet Destroyer

**Scale:** Capital

**Length:** 275 meters

**Skill:** Capital ship piloting: Sabaoth Destroyer

**Crew:** 65, gunners: 20

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

**Passengers:** 50; 200 (troops)

**Cargo Capacity:** 1,750 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Space:** 4

**Maneuverability:** 1D

**Hull:** 4D

**Shields:** 4D+2

**Sensors:**

*Passive:* 30/1D+1

*Scan:* 60/2D+1

*Search:* 90/3D+2

*Focus:* 6/4D+2

**Weapons:**

**14 Double Turbolaser Cannons**

*Fire Arc:* 7 left, 7 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 4-20/50/110

*Damage:* 5D

**2 Proton Torpedo Launchers**

*Fire Arc:* Turret

*Crew:* 4

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Damage:* 9D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/20

*Damage:* 5D

## Cal Battleship

**Craft:** Kumaauri Cal-class Battleship

**Affiliation:** General

**Era:** Old Republic

**Source:** Cracken's Rebel Operatives

**Type:** Cal-class Battleship

**Scale:** Capital

**Length:** 3,000 meters

**Skill:** Archaic starship piloting: Cal-class

**Crew:** 6,450, gunners: 206, skeleton 3,225/+10

**Crew Skill:** Archaic starship piloting 4D, astrogation 3D+2, capital ship gunnery 4D, capital ship gunnery: mass driver 5D, starship gunnery 4D, capital ship shields 3D+2, sensors 3D

**Passengers:** 4,000 (troops)

**Cargo Capacity:** 3,000 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x6

**Hyperdrive Backup:** x18

**Nav Computer:** Yes

**Space:** 1

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 80/2D

*Focus:* 4/3D

**Weapons:**

**Mass Driver**

*Fire Arc:* Front

*Crew:* 10

*Skill:* Capital ship gunnery: mass driver

*Fire Control:* 1D

*Space Range:* 2-15/45/90

*Damage:* 8D

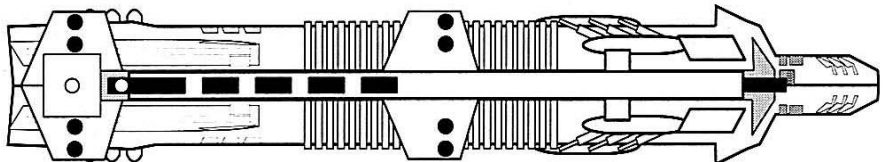
**52 Turbolaser Cannons**

*Fire Arc:* 6 front, 20 left, 20 right, 6 back

*Crew:* 3

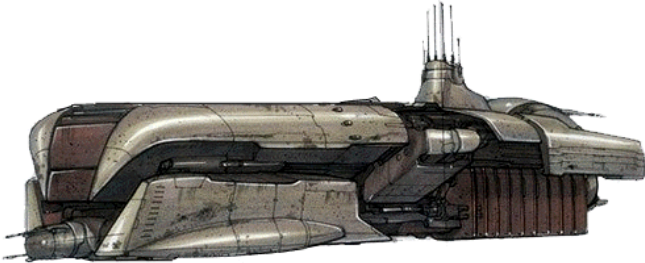
*Skill:* Capital ship gunnery

*Fire Control:* 3D



*Space Range:* 3-5/7/10  
*Atmosphere:* 200-500/1/1.5 km  
*Damage:* 4D  
**30 Laser Cannons**  
*Fire Arc:* 6 front, 10 left, 10 right, 4 back  
*Crew:* 1  
*Skill:* Starship gunnery  
*Scale:* Starfighter  
*Fire Control:* 2D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 2D  
**6 Tractor Beam Projectors**  
*Fire Arc:* 2 front, 1 left, 1 right, 2 back  
*Crew:* 5  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/15/25  
*Atmosphere:* 2-10/30/60 km  
*Damage:* 4D

## Huntress Pursuit Cruiser



**Craft:** Loronar *Huntress*-class Pursuit Cruiser  
**Affiliation:** Old Republic  
**Era:** Rise of the Empire  
**Type:** Pursuit cruiser  
**Scale:** Capital  
**Length:** 375 meters  
**Skill:** Capital ship piloting: pursuit cruiser  
**Crew:** 845, gunners: 13  
**Crew Skill:** Capital ship gunnery 3D+2, capital ship piloting 4D, capital ship shields 3D  
**Passengers:** 200 (troops)  
**Cargo Capacity:** 3,100 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 6  
**Maneuverability:** 1D+2  
**Hull:** 5D  
**Shields:** 2D  
**Sensors**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 3/3D  
**Weapons:**  
**20 Turbolaser Batteries**  
*Fire Arc:* 1 front, 8 left, 8 right, 3 back  
*Crew:* 3 (19), 2 (1)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km

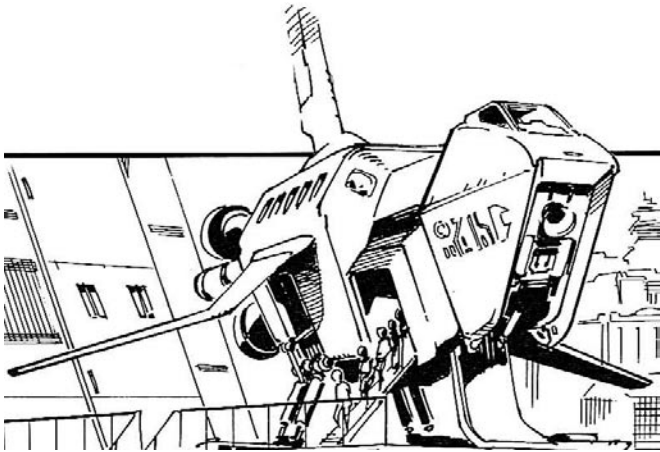
*Damage:* 4D  
**5 Quad Laser Batteries**  
*Fire Arc:* 1 front, 4 turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Damage:* 4D  
**Tractor Beam Projector**  
*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## CR20 Republic Carrier

**Craft:** Corellian Engineering Corp. CR20 Light Cruiser  
**Affiliation:** General / Old Republic  
**Era:** Rise of the Empire  
**Type:** Troop carrier  
**Scale:** Capital  
**Length:** 60 meters  
**Skill:** Capital ship piloting: Republic Carrier  
**Crew:** 6  
**Crew Skill:** Astrogation 3D, capital ship piloting 4D+2, capital ship shields 3D+1, sensors 3D+2  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months  
**Cost:** Not Available for Sale (45,000 on invisible market)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 450; 700 kmh  
**Hull:** 3D+1  
Shields: 2D+1  
**Sensors:**  
*Passive:* 25/1D+1  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 3/3D  
**Weapons:**  
**2 Double Turbolaser Cannons**  
*Fire Arc:* Turret (left and right)  
*Skill:* Capital Ship Gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-8/17/60  
*Atmosphere Range:* 100-800/1.7/6 km  
*Damage:* 3D+2



## Lianna Corvette



**Craft:** Santhe/Sienar Fleet Technologies *Lianna*-class Corvette

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Mission to Lianna (page 58)

**Type:** Multi-purpose Corvette

**Scale:** Capital

**Length:** 150 meters

**Skill:** Capital ship piloting

**Crew:** 65, gunners: 12, skeleton 25/+10

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

**Passengers:** 40 (troops)

**Cargo Capacity:** 800 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 20/1D

*Scan:* 40/1D+2

*Search:* 80/2D+2

*Focus:* 3/3D

**Weapons:**

**6 Double Turbolaser Cannons** (fire separately)

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere:* 6-30/70/150 km

*Damage:* 4D+2

## Aramand Patrol Cruiser

**Craft:** Aramand System Cruiser III

**Affiliation:** Aramandi

**Era:** Rise of the Empire

**Source:** Flashpoint! Brak Sector (pages 64/66)

**Type:** Light defensive ship

**Scale:** Capital



**Length:** 140 meters

**Skill:** Capital ship piloting: Aramand Cruiser

**Crew:** 15, gunners: 4, skeleton: 7/+5

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

**Passengers:** 10 (troops)

**Cargo Capacity:** 250 metric tons

**Consumables:** 1 month

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Limited to Aramand Cluster systems

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 3D

**Shields:** 2D+1

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/1D+1

*Search:* 100/1D+2

*Focus:* 3/2D+2

**Weapons:**

**4 Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 1D+2

*Space Range:* 3-15/35/75

*Atmosphere Range:* 300-1.5/3.5/7.5 km

*Damage:* 3D+1

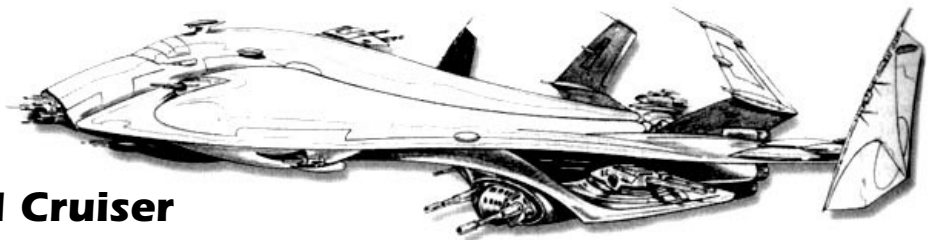
## IR-3F Patrol Ship

**Craft:** Sienar Fleet Systems IR-3F

**Affiliation:** General / Empire

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 74), The Far Orbit Project (pages 83-84), The Truce at Bakura Sourcebook (page 119)



**Type:** Intra-system patrol/customs craft

**Scale:** Capital

**Length:** 110 meters

**Skill:** Capital ship piloting

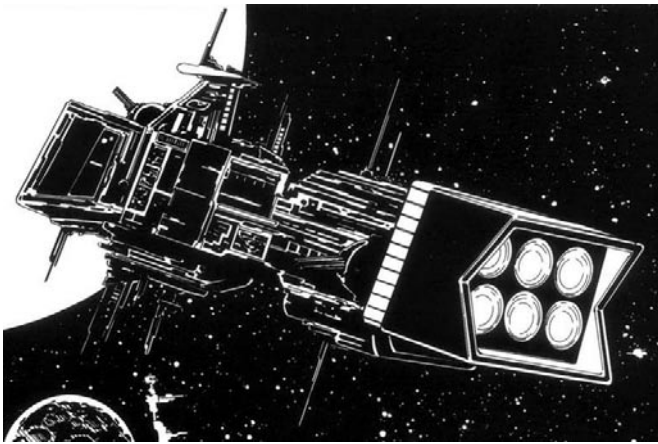
**Crew:** 3, gunners: 8, skeleton: 1/+5

**Passengers:** 10 (troops)



**Cargo Capacity:** 180 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+1  
*Search:* 130/2D  
*Focus:* 4/2D+2  
**Weapons:**  
**4 Turbolaser Cannons**  
*Fire Arc:* Turret  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5/3.5/7.5 km  
*Damage:* 4D

## Kiltirin Dungeon Ship



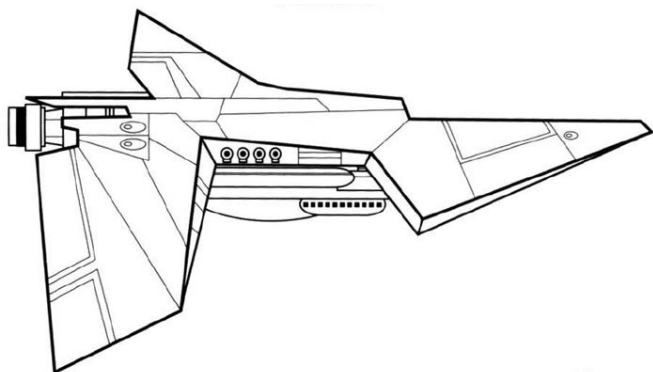
**Craft:** Rendili StarDrive's *Kiltirin*-class  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Alliance Intelligence Reports (page 57)  
**Type:** Mandalorian dungeon ship  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: *Kiltirin*-class  
**Crew:** 115, gunners: 21, skeleton 75/+15  
**Crew Skill:** Varies  
**Passengers:** 50 (security wardens), 1,250 (prisoners)  
**Cargo Capacity:** 275 metric tons  
**Consumables:** 2 months  
**Cost:** 3.6 million credits  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to two jumps  
**Maneuverability:** 3D+1  
**Space:** 4  
**Hull:** 3D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 50/2D  
*Focus:* 4/3D

**Weapons:**  
**5 Quad Turbolaser Batteries**  
*Fire Arc:* 1 front, 2 left, 2 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere:* 6-30/70/150 km  
*Damage:* 4D  
**Tractor Beam Projector**  
*Fire Arc:* front  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/15  
*Atmosphere:* 1-5/10/15 km  
*Damage:* 4D

## Lictor Dungeon Ship

**Craft:** Rendili StarDrive's *Lictor*-class  
**Affiliation:** General / Empire  
**Era:** Rise of the Empire  
**Source:** Dark Empire Sourcebook (pages 95-96)  
**Type:** Mandalorian dungeon ship  
**Scale:** Capital  
**Length:** 764 meters  
**Skill:** Capital ship piloting: *Lictor*-class  
**Crew:** 860, gunners, 46, skeleton: 370/+15  
**Crew Skill:** Astrogation 2D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 3D  
**Passengers:** 400 (security wardens), 8,000 (prisoners in standard cells), 1,000 (prisoners in special holding cells)  
**Cargo Capacity:** 1,500 metric tons  
**Consumables:** 2 months  
**Cost:** 7.8 million credits  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to two jumps  
**Maneuverability:** 3D  
**Space:** 3  
**Hull:** 5D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 75/1D  
*Search:* 150/3D  
*Focus:* 4/4D+2  
**Weapons:**  
**10 Quad Turbolaser Batteries**  
*Fire Arc:* 2 front, 4 left, 4 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**2 Tractor Beam Projectors**  
*Fire Arc:* 1 front/left, 1 right/back\*  
 \*May be used on only one fire arc per round  
*Crew:* 8  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/35  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

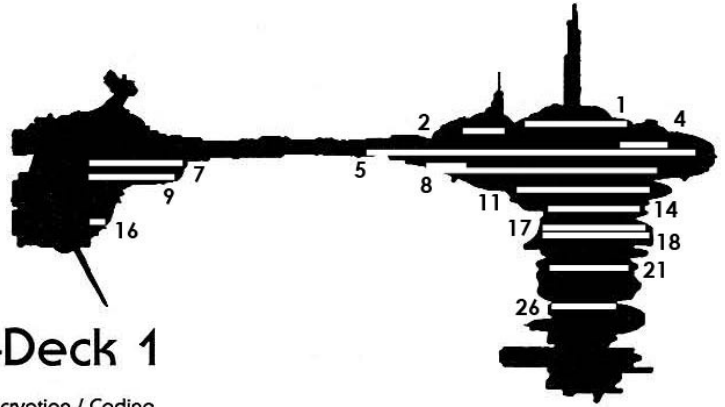
## Trenchant Light Cruiser



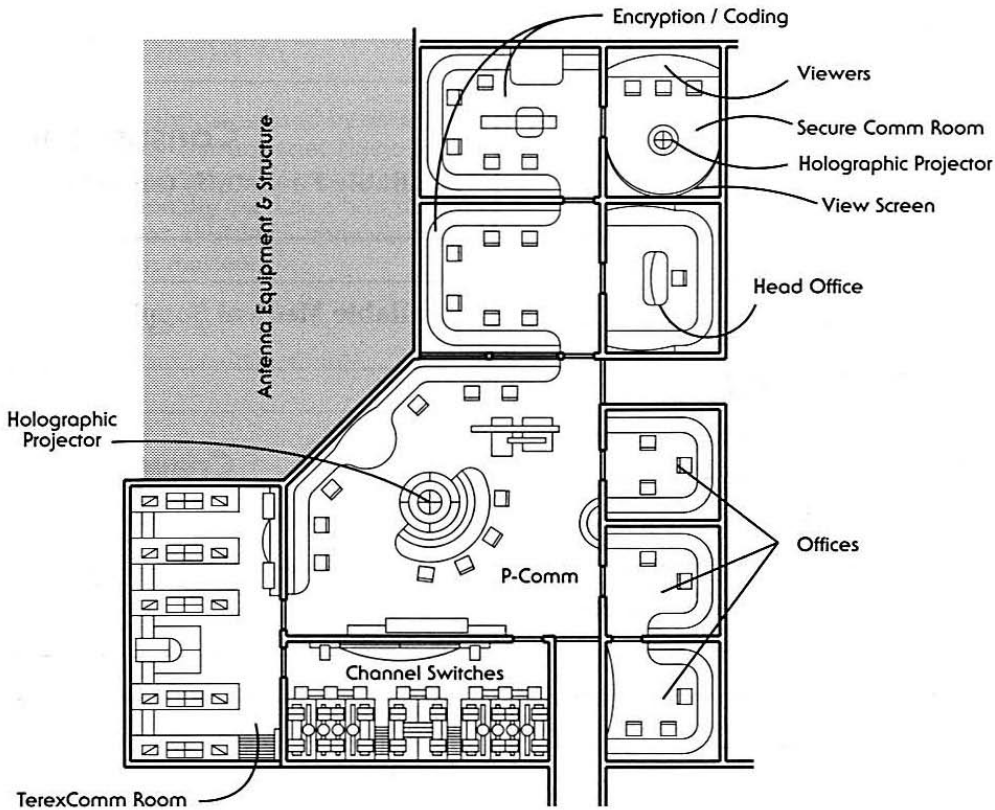
**Craft:** Merkuni Drives *Trenchant*-class Cruiser  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Alliance Intelligence Reports  
**Type:** Light cruiser  
**Scale:** Capital  
**Length:** 215 meters  
**Skill:** Capital ship piloting: Trenchant cruiser  
**Crew:** 140, gunners: 20, skeleton 64/+10  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 3D, starship gunnery 4D  
**Passengers:** 80 (troops)  
**Cargo Capacity:** 400 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 60/1D  
*Search:* 90/2D  
*Focus:* 3/3D  
**Weapons:**  
**6 Turbolaser Cannons**  
*Fire Arc:* 2 forward, 4 back  
*Crew:* 2  
*Skill:* Capital gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere:* 300-1.5/3.5/7.5 km  
*Damage:* 4D+1  
**8 Quad Laser Cannons**  
*Fire Arc:* 4 left, 4 right  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere:* 100-500/1/1.7 km  
*Damage:* 4D+1

## Nebulon-B Frigate

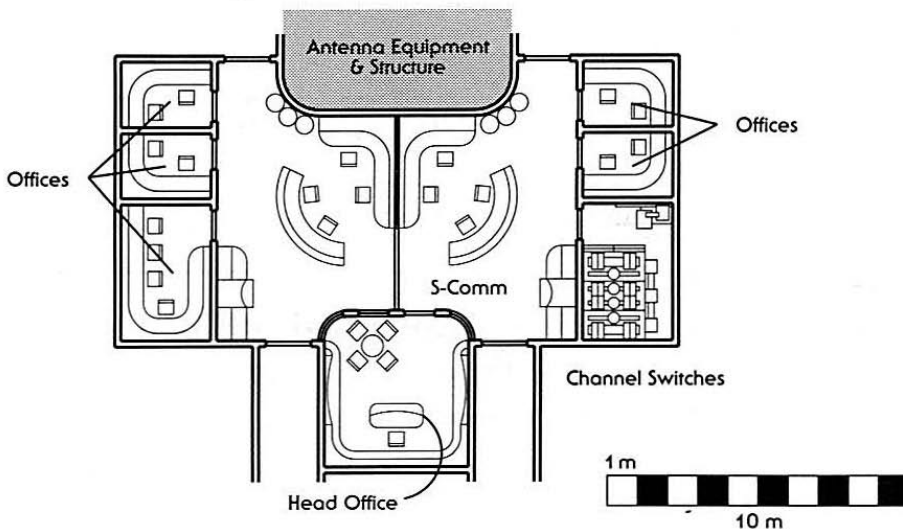
**Craft:** Kuat Drive Yards' Nebulon-B Frigate  
**Affiliation:** General / Rebel Alliance / Empire  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 60-61), Star Wars Trilogy Sourcebook SE (pages 142-143), The Star Wars Sourcebook (pages 31-32), The Jedi Academy Sourcebook (pages 134-135), Pirates & Privateers (page 55, 87), Heir to the Empire Sourcebook (page 123), The Thrawn Trilogy Sourcebook (pages 216-217), The Essential Guide to Vehicles and Vessels (pages 130-131)  
**Type:** Escort starship  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Nebulon-B  
**Crew:** 854, gunners: 66, skeleton: 307/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1  
**Passengers:** 75 (troops)  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 850 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 75/2D  
*Search:* 150/3D  
*Focus:* 4/4D+2  
**Weapons:**  
**12 Turbolaser Batteries**  
*Fire Arc:* 6 front, 3 left, 3 right  
*Crew:* 1 (2), 2 (8), 4 (2)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**12 Laser Cannons**  
*Fire Arc:* 6 front, 2 left, 2 right, 2 back  
*Crew:* 1 (8), 2 (4)  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 2D  
**2 Tractor Beam Projectors**  
*Fire Arc:* Front  
*Crew:* 12  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**Starfighter Complement:** 2 squadrons



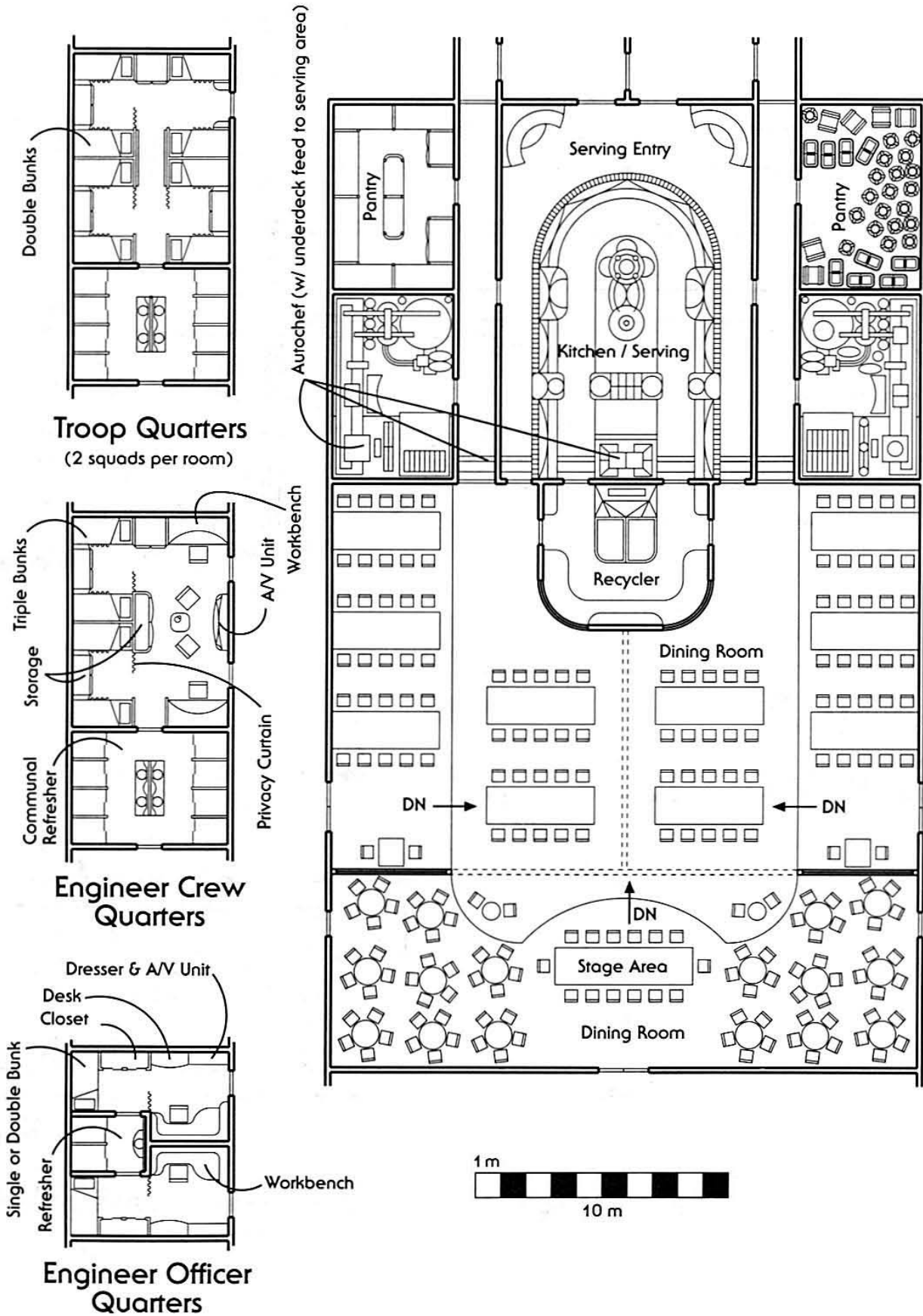
## Primary Communications—Deck 1



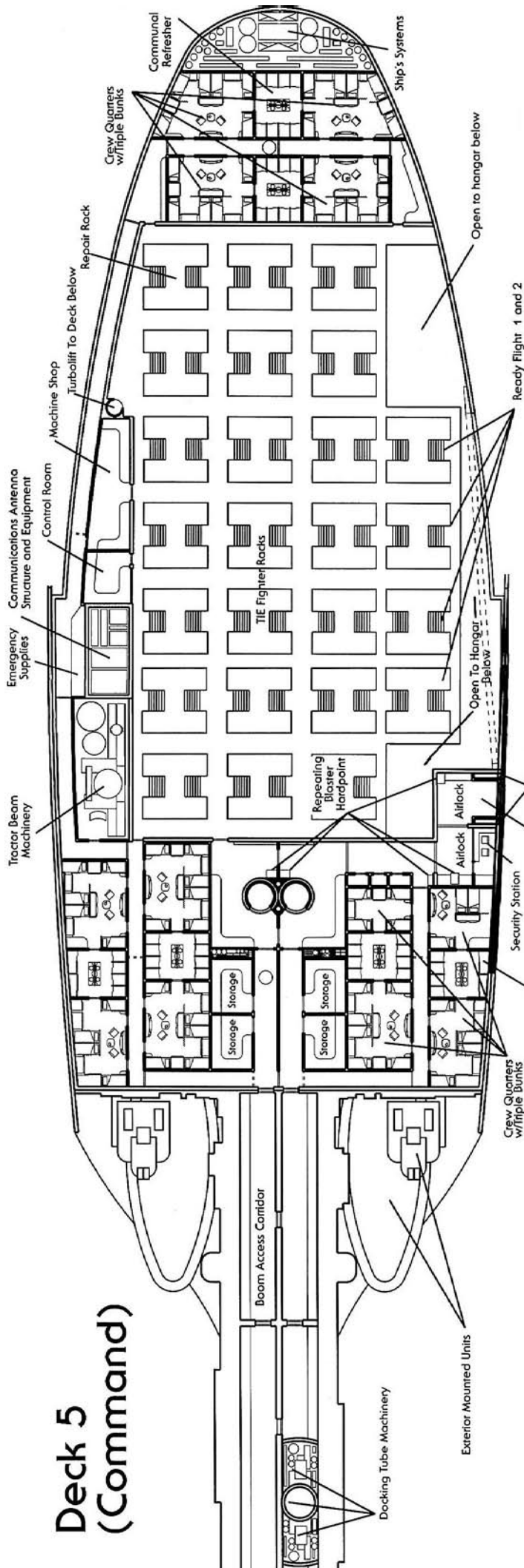
## Short Range Communications—Deck 2



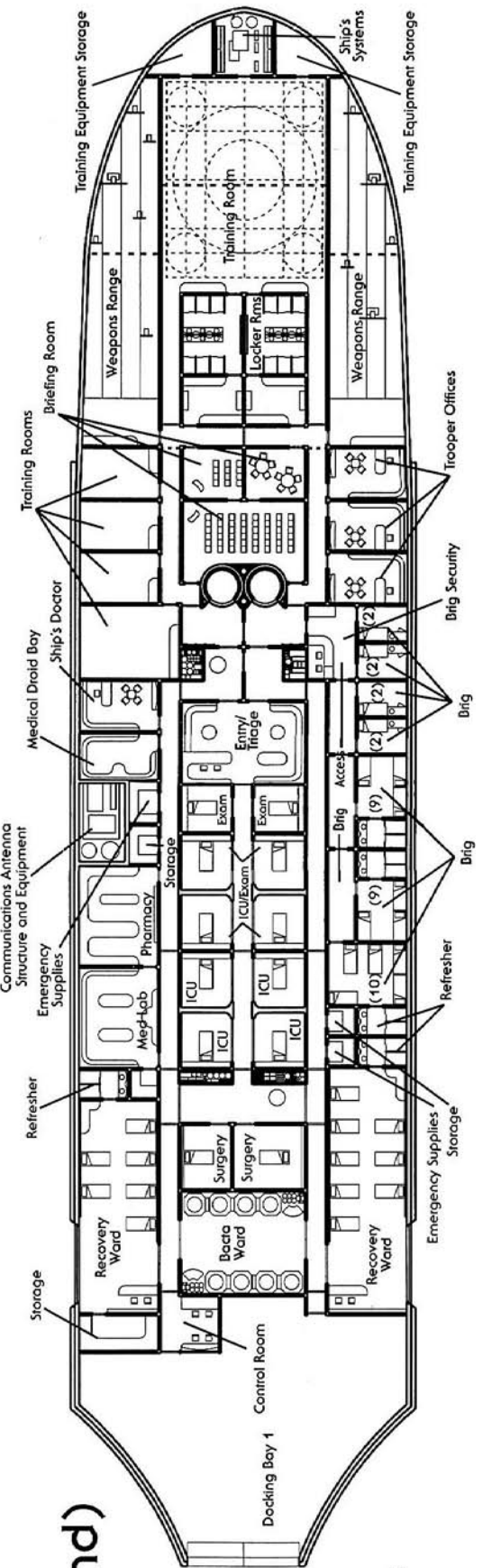
# Crew Galley-Deck 4

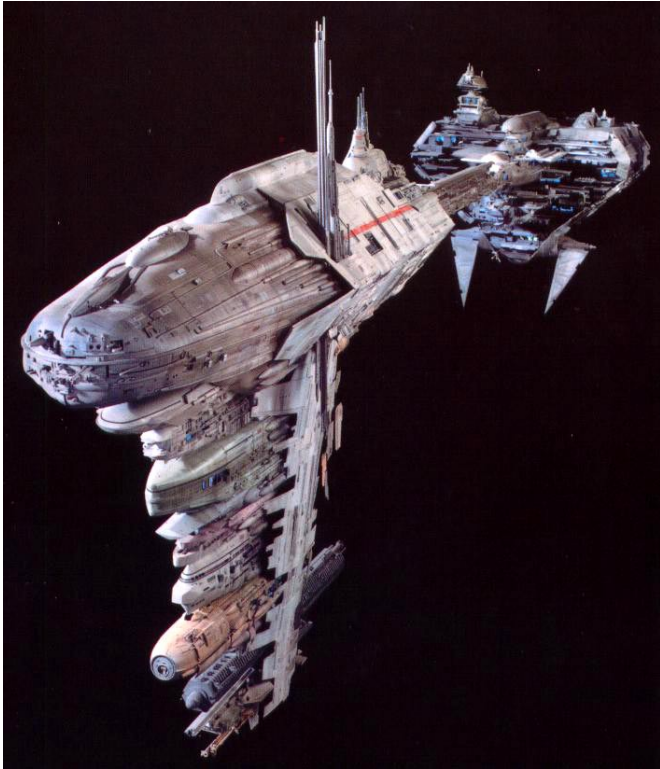


# Deck 5 (Command)

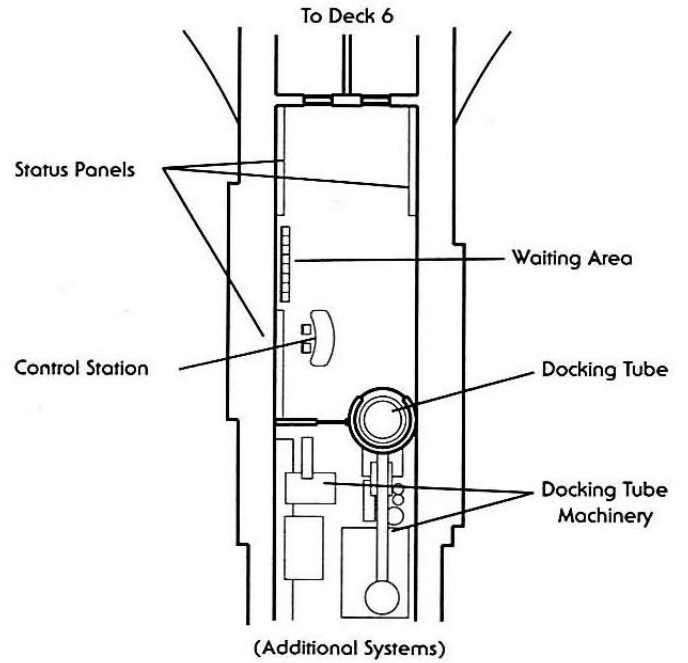


# Deck 8 (Command)

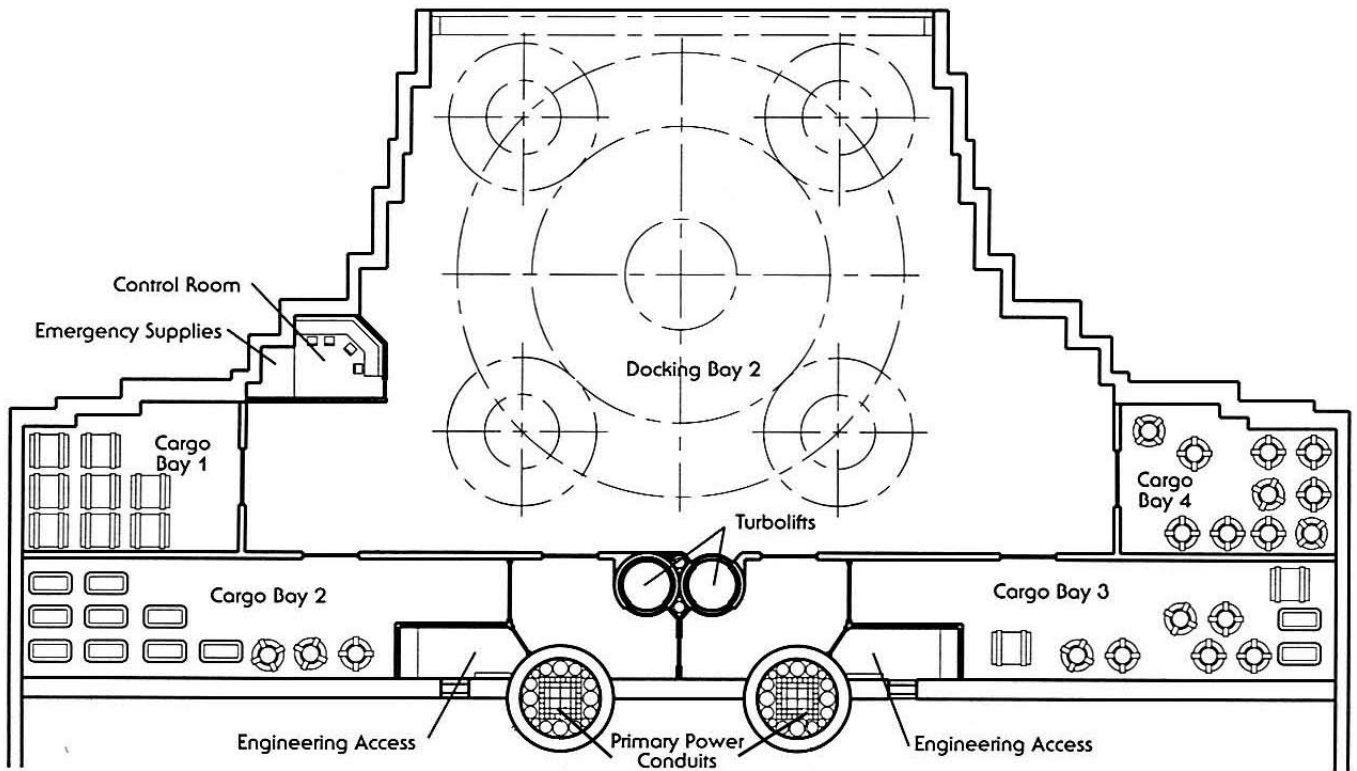




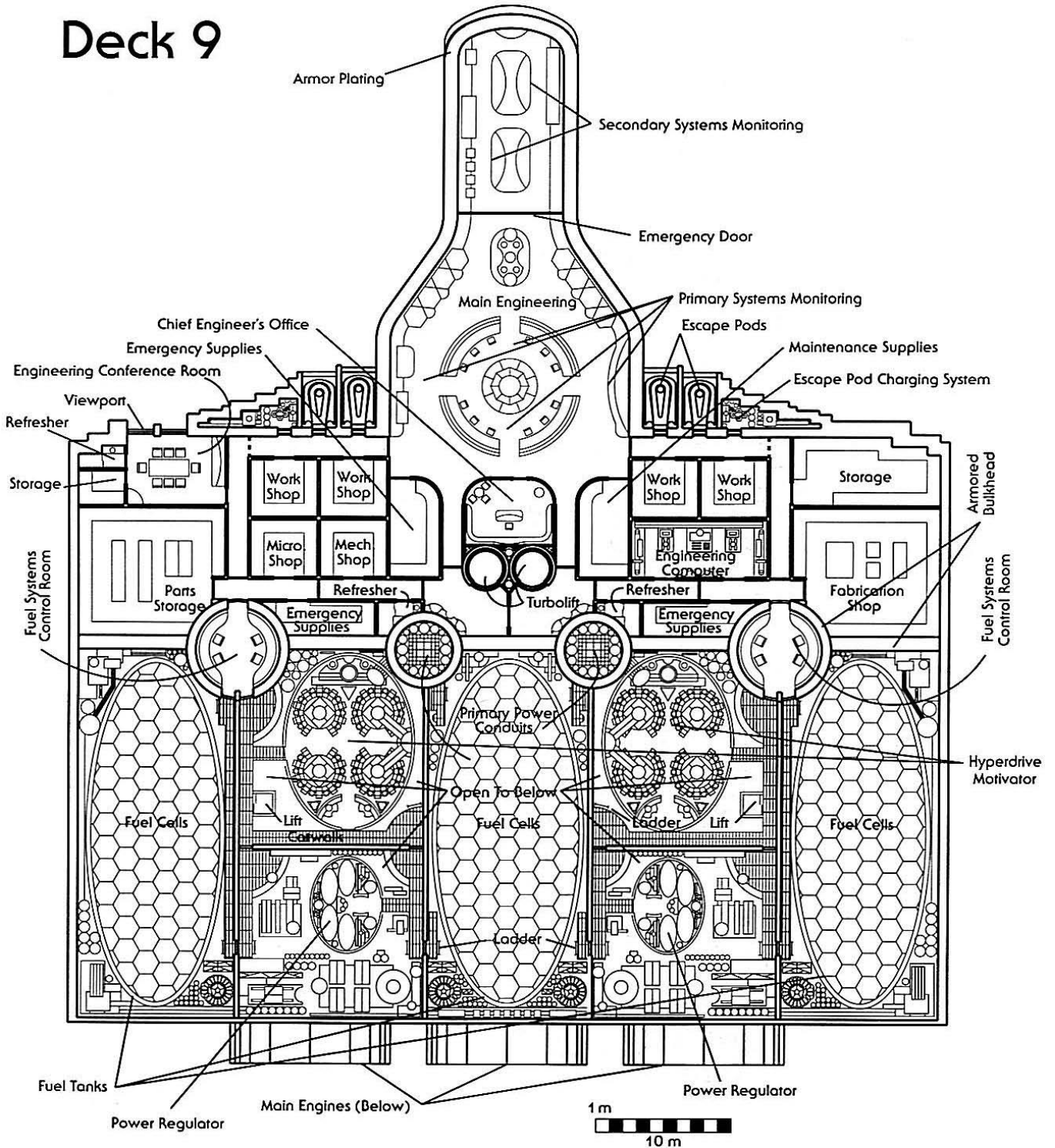
## Deck 6 Forward Docking Tube



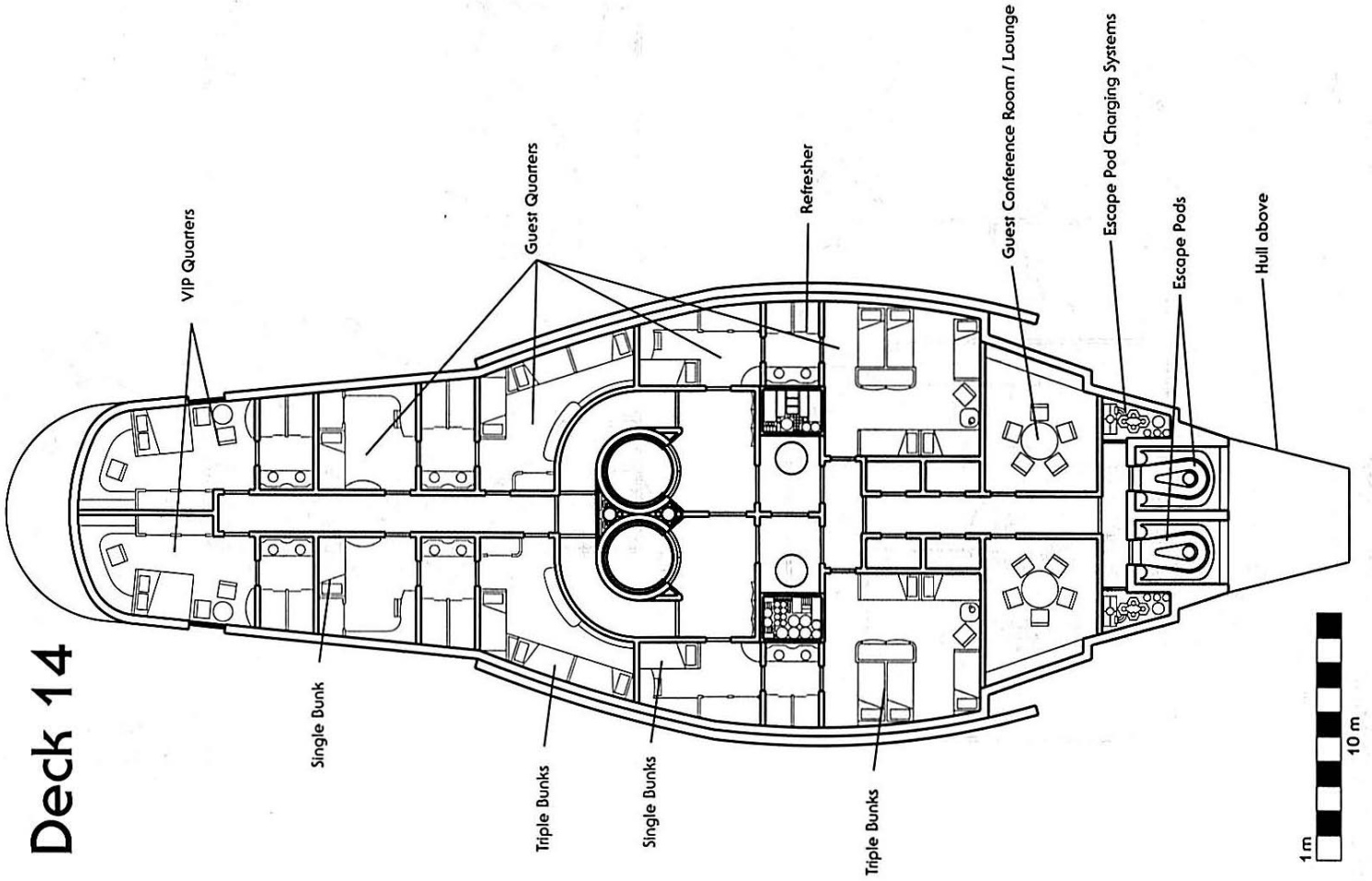
## Deck 7—Docking Bay 2



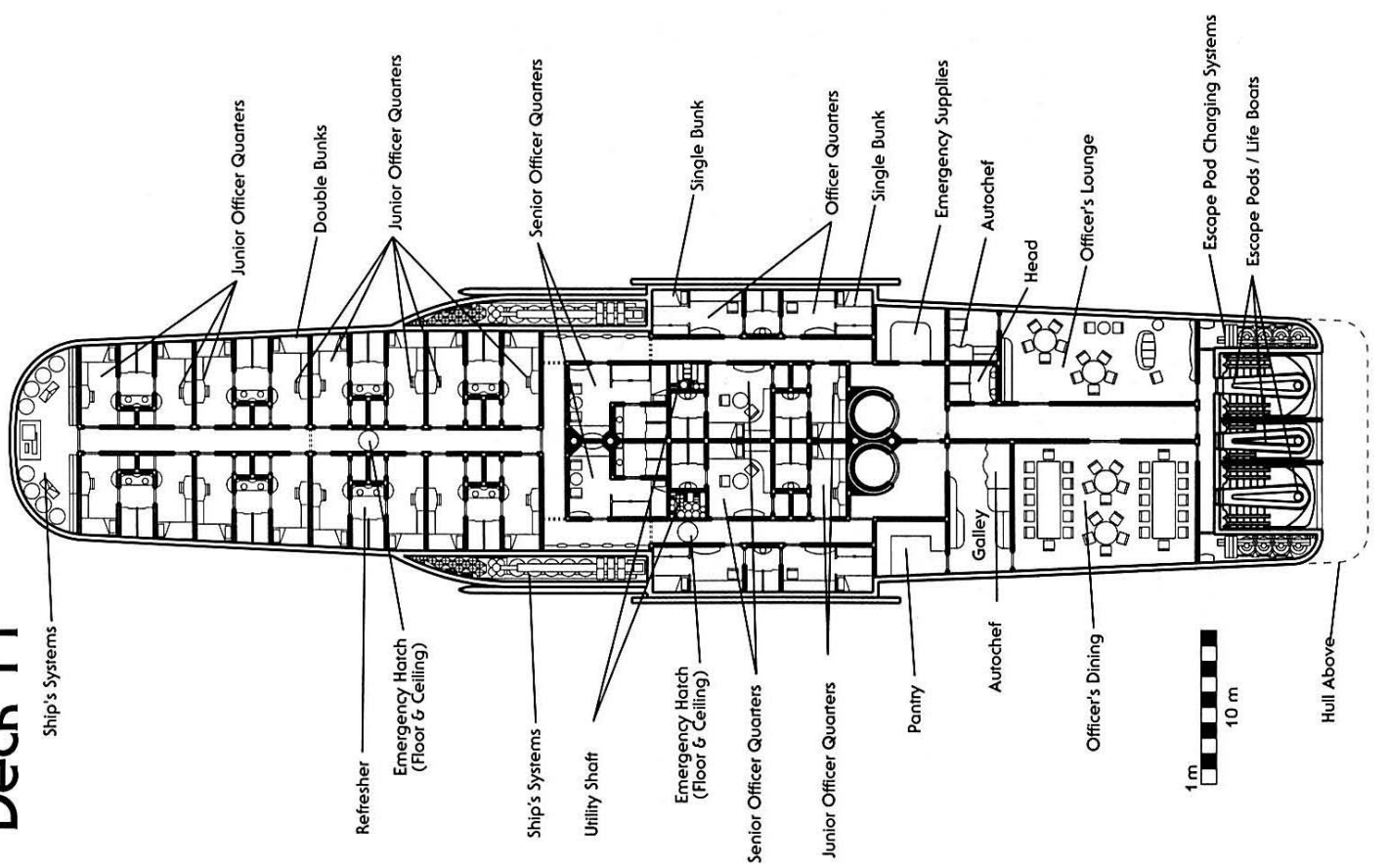
# Deck 9



# Deck 14

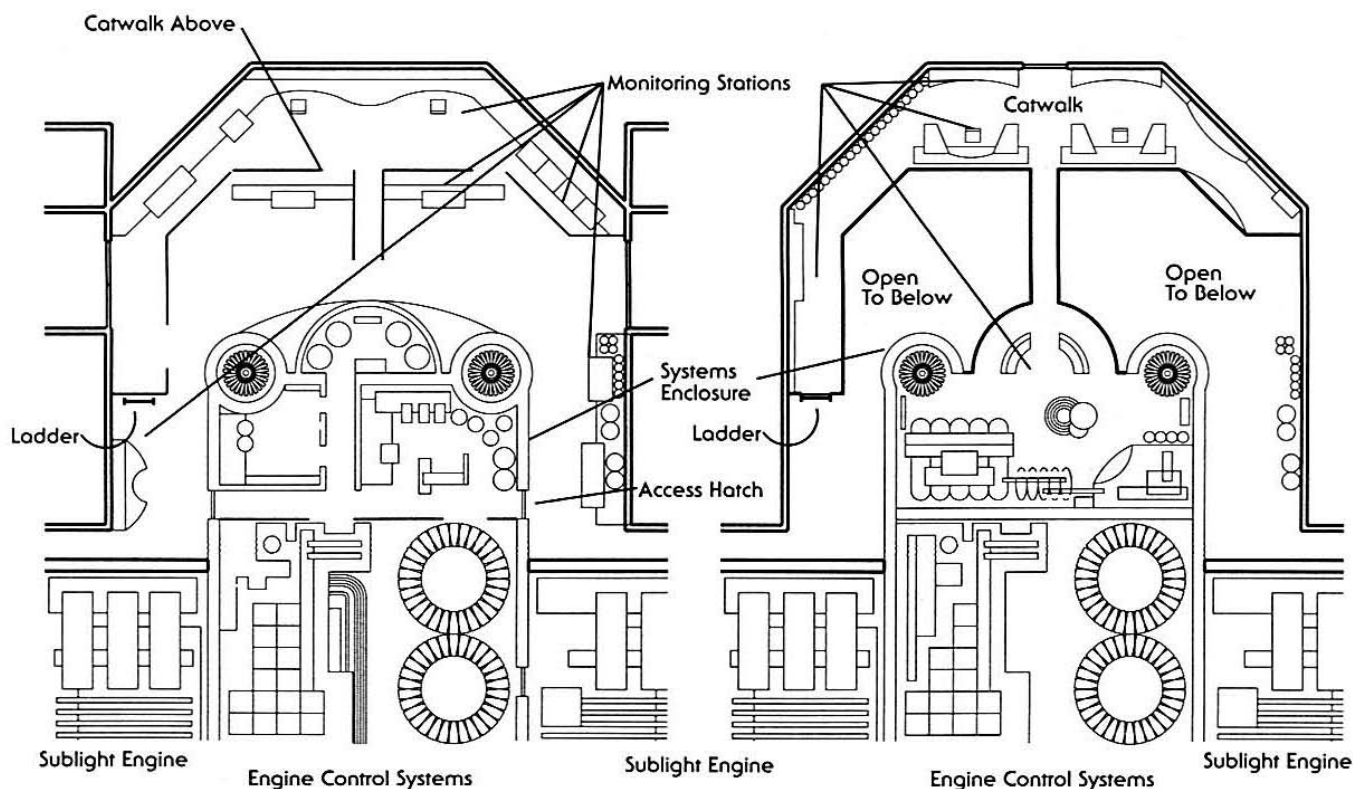
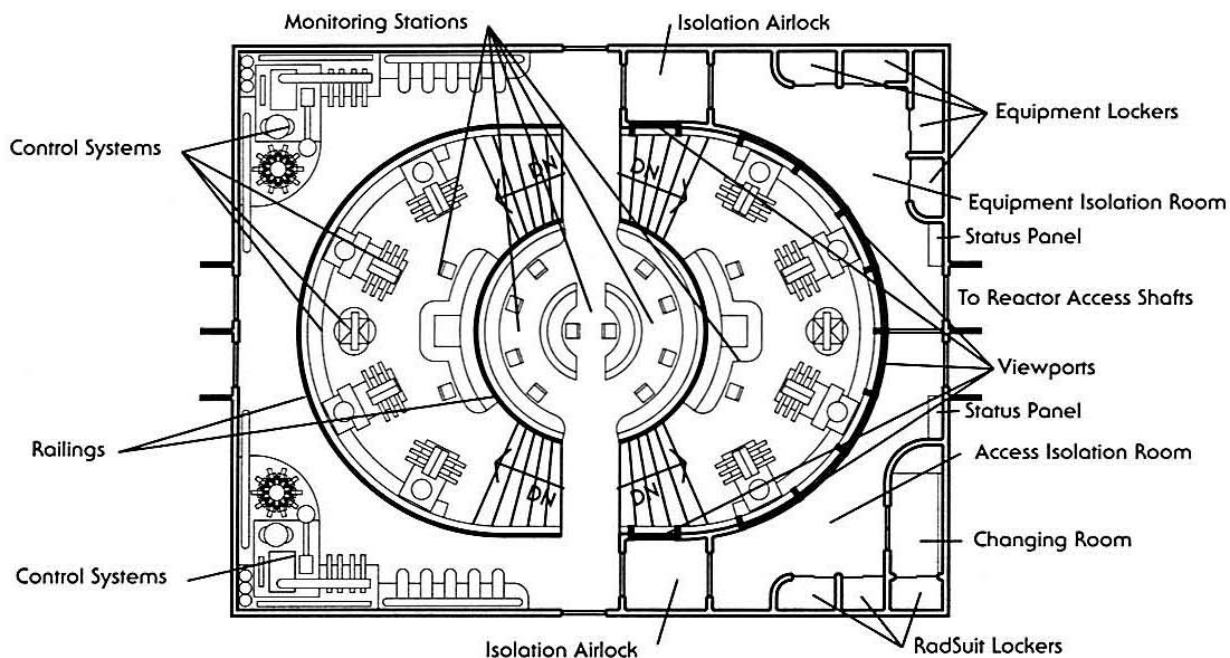
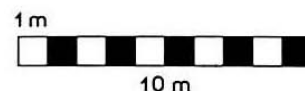


# Deck 11



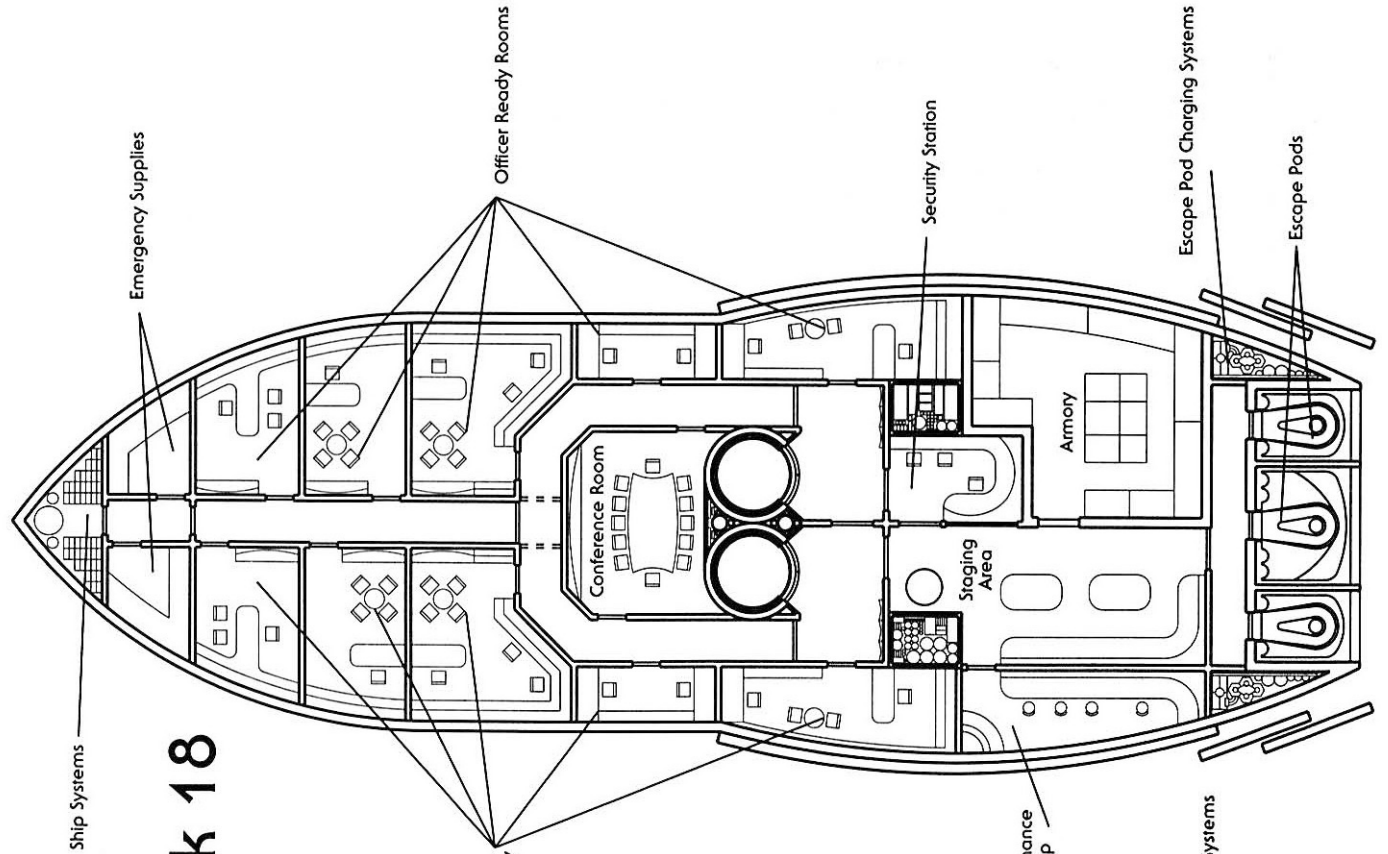


# Main Reactor Control Room— Deck 16 (Engineering)

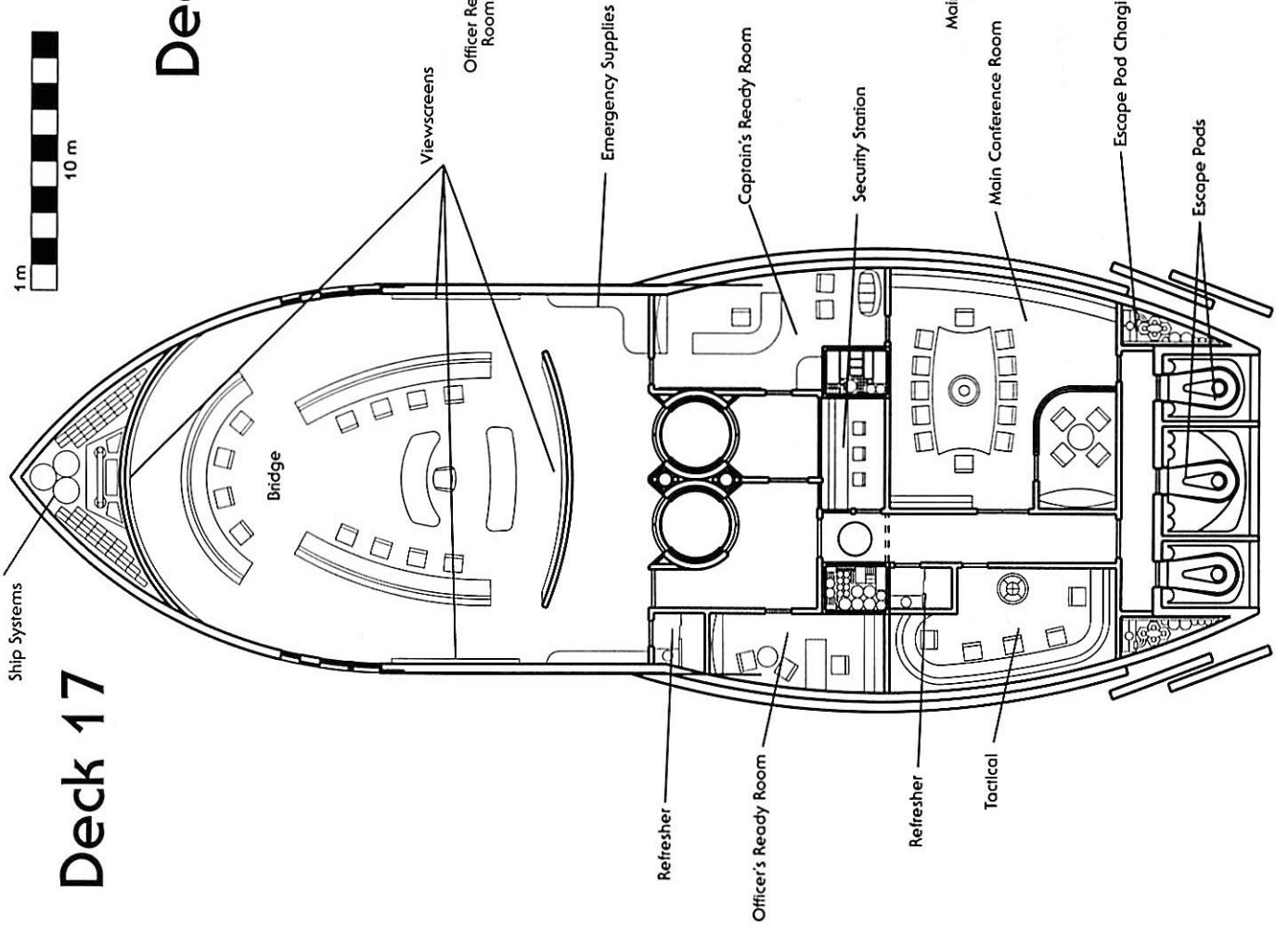


**Sublight Engine Control  
Room—Lower Level**

**Sublight Engine Control  
Room—Upper Level**

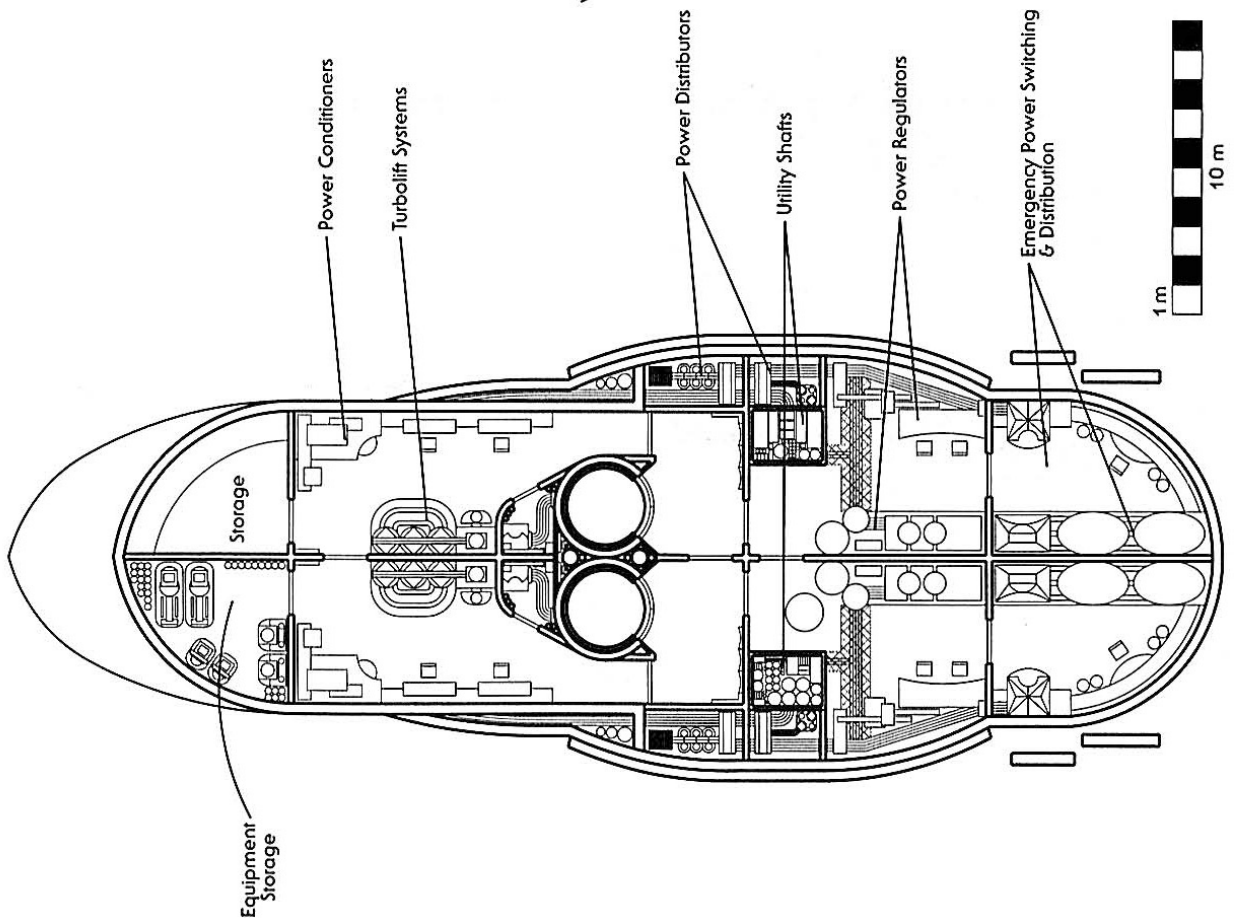


# Deck 18

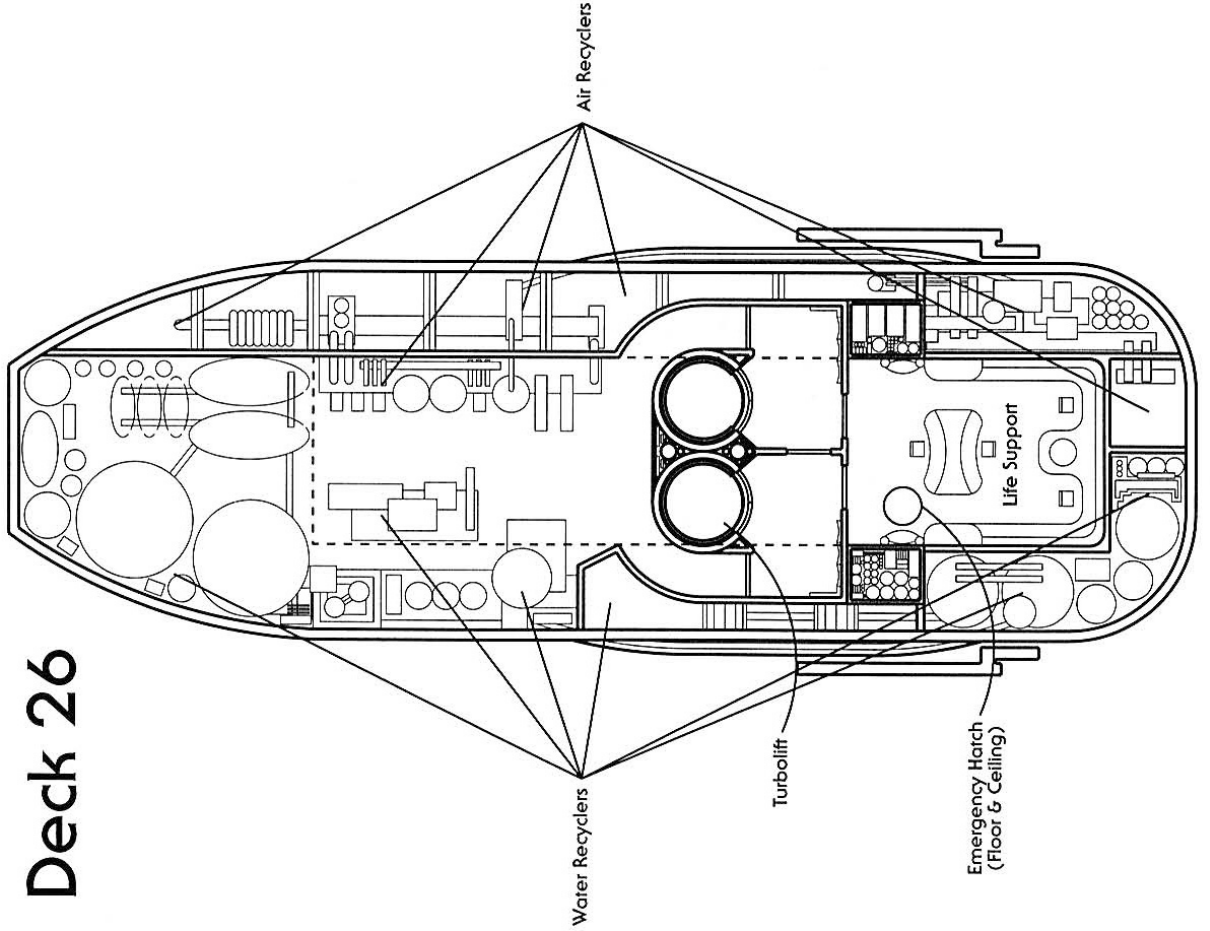


# Deck 17

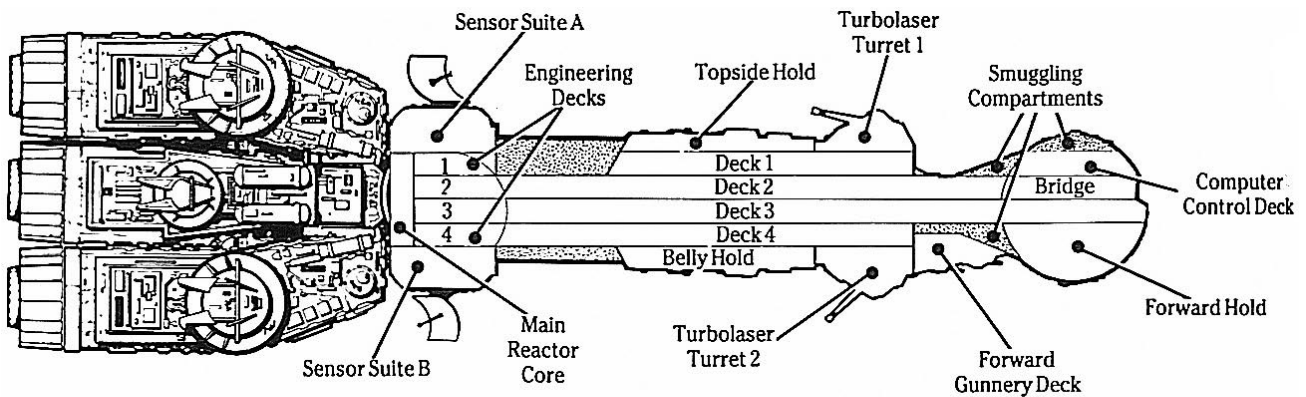
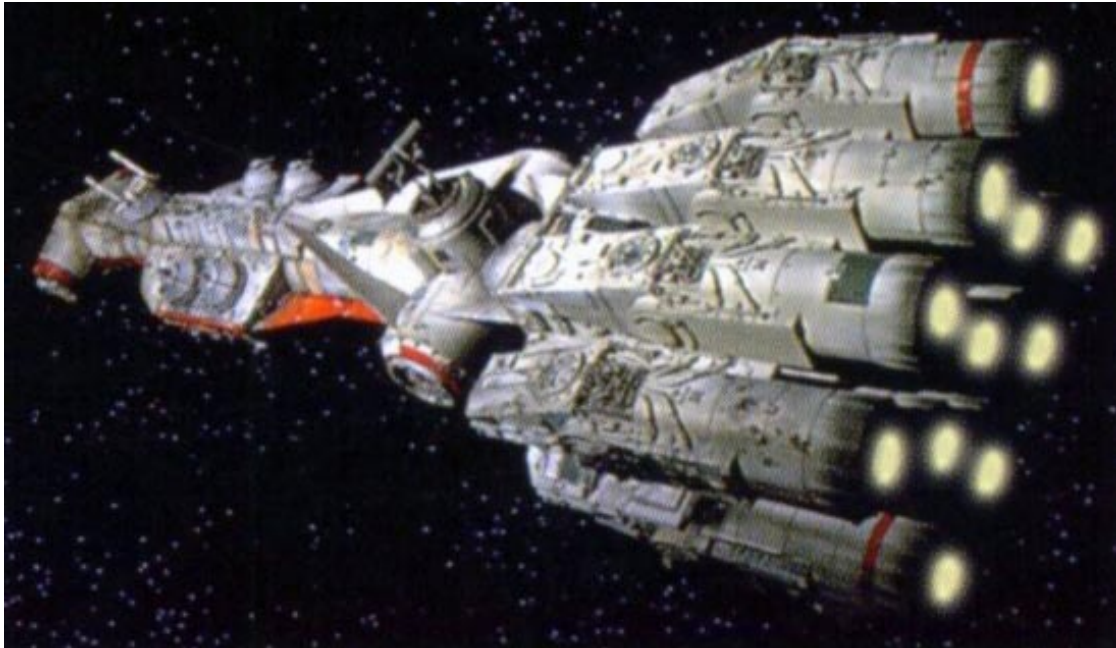
# Deck 21—Secondary Engineering (Power)



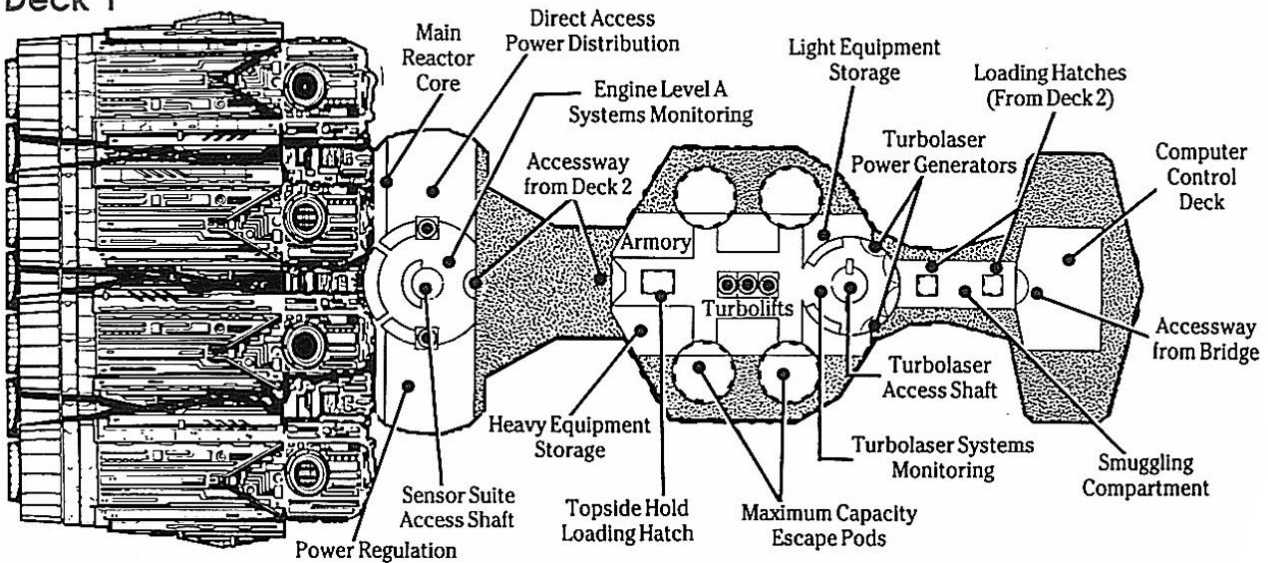
# Deck 26



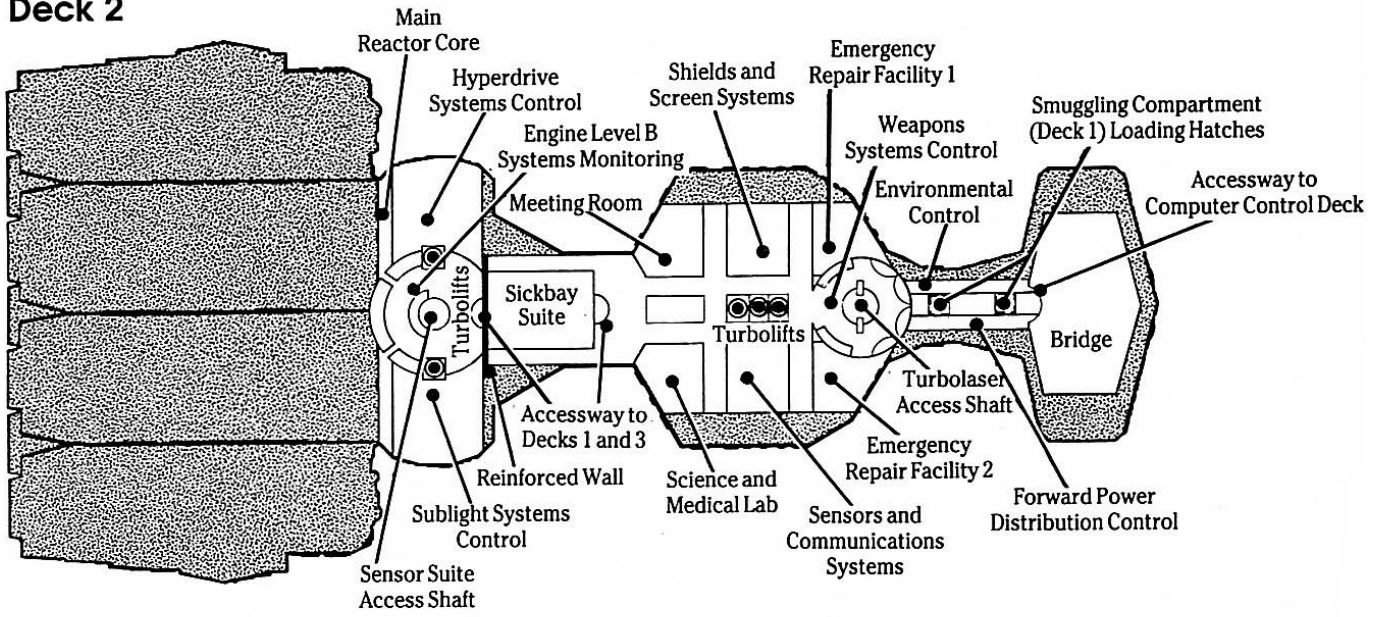
# Corellian Corvette



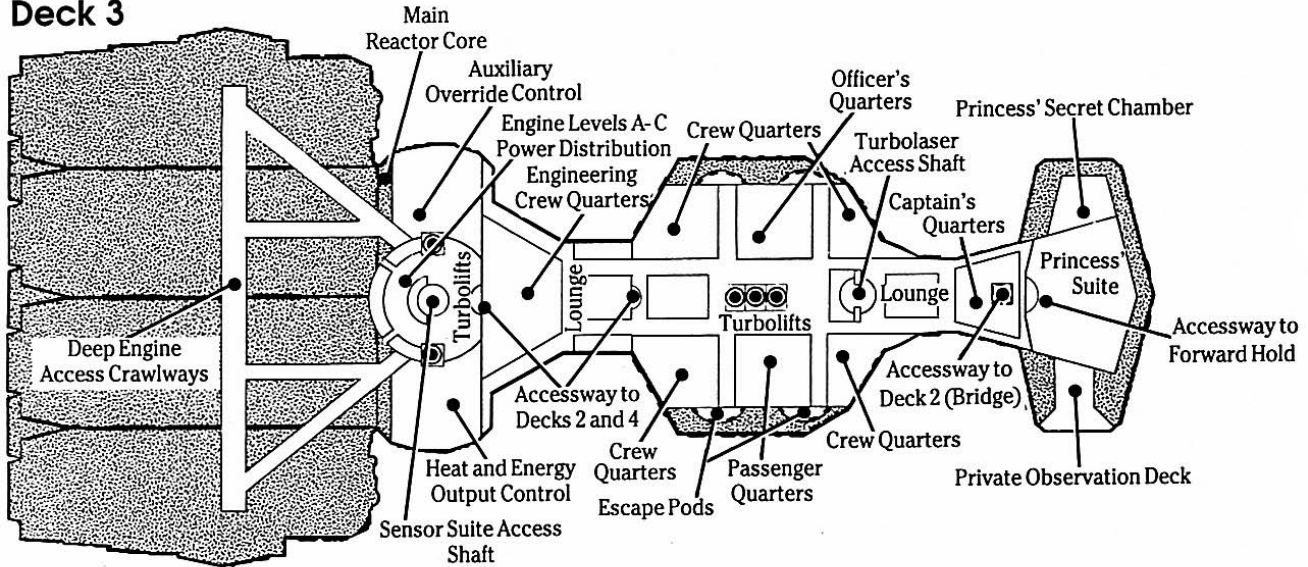
## Deck 1



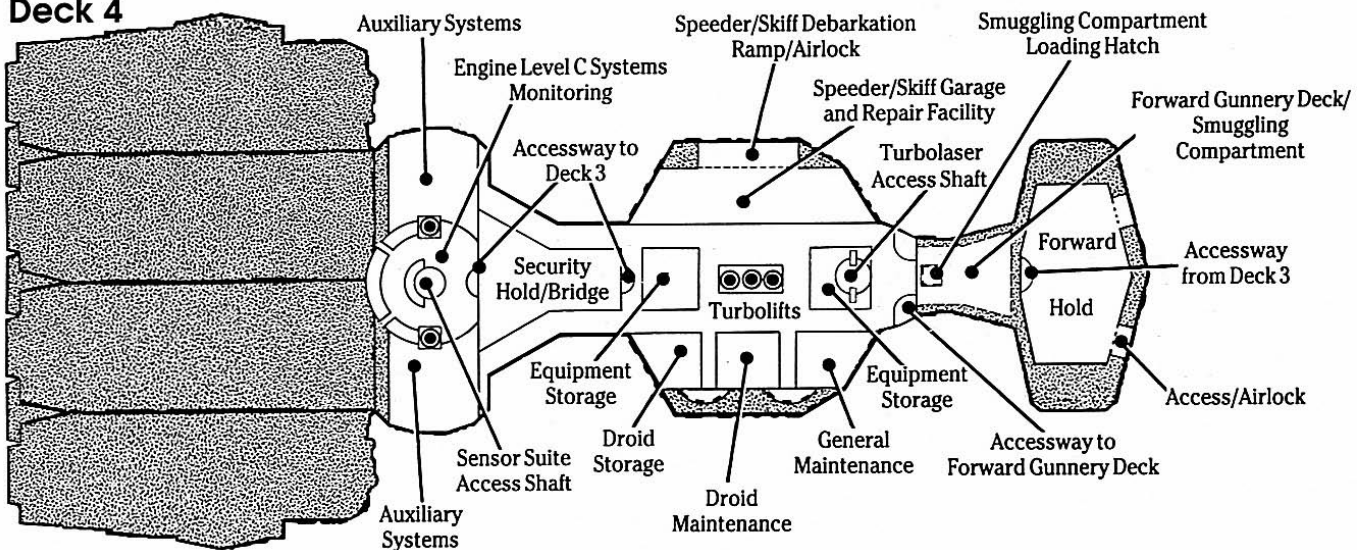
**Deck 2**



**Deck 3**



**Deck 4**



## Corellian Corvette

**Craft:** Corellian Engineering Corporation Corvette  
**Affiliation:** General / Rebel Alliance / Empire  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 63-65), Star Wars Trilogy Sourcebook SE (pages 143-144), The Star Wars Sourcebook (pages 30-31), Pirates & Privateers (pages 54-55), Heir to the Empire Sourcebook (page 121), The Thrawn Trilogy Sourcebook (pages 214-215), The Essential Guide to Vehicles and Vessels (pages 128-129)  
**Type:** Mid-sized multi-purpose vessel  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 30 to 165, depending upon configuration  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** Up to 600, depending upon configuration  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 1 year  
**Cost:** 3.5 million (new), 1.5 million (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**  
**6 Double Turbolaser Cannons**  
*Fire Arc:* 3 front, 1 left, 1 right, 1 back  
*Crew:* 1 (3), 3 (3)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D+2

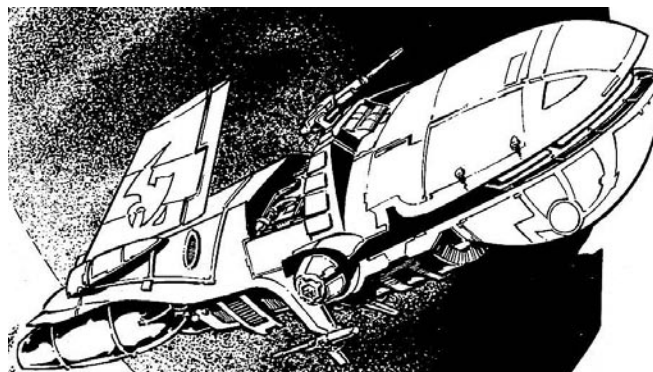
## Privateer Corvette

**Craft:** Corellian Engineering Corporation Corvette  
**Affiliation:** Privateers  
**Era:** Rise of the Empire  
**Source:** The Best of the Adventure Journals: Issues 1-4 (page 119)  
**Type:** Modified corvette  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian corvette  
**Crew:** 50, gunners: 12, skeleton: 20/+5  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** 20  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 1 year  
**Cost:** 1.5 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes

**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**  
**4 Double Turbolasers**  
*Fire Arc:* 1 front, 1 left, 1 right, 1 back  
*Crew:* 1 to 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D+2  
**Ion Cannon**  
*Fire Arc:* Front  
*Crew:* 1 to 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:*  
100-300/700/3.6 km  
*Damage:* 3D  
**Tractor Beam Emplacement**  
*Fire Arc:* Front  
*Crew:* 1 or 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 3D

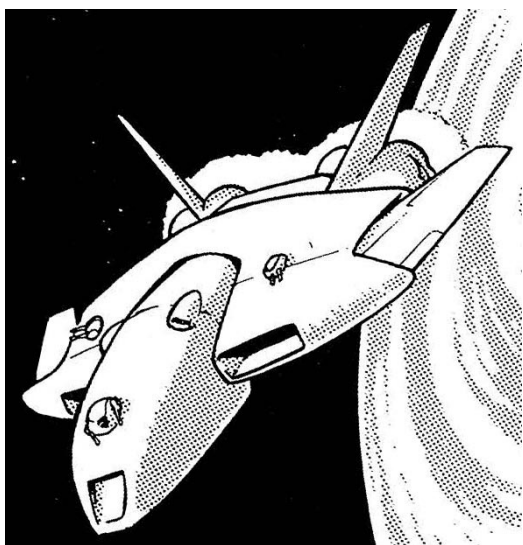
## Akorec Strike Cruiser

**Craft:** Scillal Designs 891c Akorec Strike Cruiser  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Gamer Magazine Issue 5  
**Type:** Strike cruiser  
**Scale:** Capital  
**Length:** 250 meters  
**Skill:** Capital ship piloting: Akorec Strike Cruiser  
**Crew:** 205, gunners: 15, skeleton 70/+10  
**Crew Skill:** Typically 4D in all relevant skills  
**Passengers:** 700 (100-200 troops as standard)  
**Cargo Capacity:** 4,000 metric tons  
**Consumables:** 1 year



**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Hull:** 4D+1  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 60/2D  
*Search:* 120/3D  
*Focus:* 5/4D  
**Weapons:**  
**12 Laser Cannons**  
*Fire Arc:* 6 front, 2 right, 2 left, 2 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Tractor Beam Projector**  
*Fire Arc:* Front  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 5D

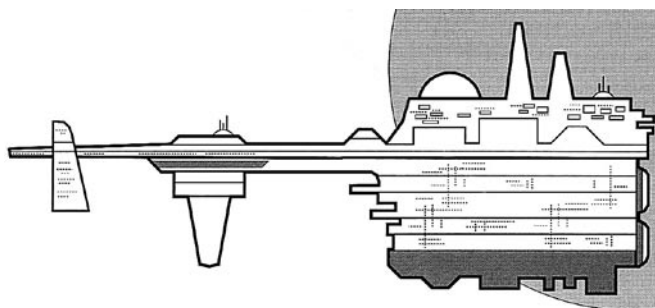
## Elrood Prosperity Cruiser



**Craft:** Elrood StarYards Ltd. *Prosperity*-class Customs Cruiser  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Planets Collection (page 124)  
**Type:** Light cruiser  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: *Prosperity*-class light cruiser  
**Crew:** 100, gunners: 24, skeleton: 35/+15  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, sensors 5D  
**Passengers:** 40  
**Cargo Capacity:** 2,500 metric tons

**Consumables:** 6 weeks  
**Cost:** 12 million (new), 7 million (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 90/2D  
*Search:* 200/3D  
*Focus:* 10/4D  
**Weapons:**  
**6 Heavy Turbolasers**  
*Fire Arc:* 3 front, 1 left, 1 right, 1 back  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**2 Tractor Beam Projectors**  
*Fire Arc:* Front  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Class C Frigate



**Craft:** Kuat Drive Yards Class C Frigate  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Class C Frigate  
**Scale:** Capital  
**Length:** 330 meters  
**Skill:** Capital ship piloting: C Frigate  
**Crew:** 940, gunners: 56, skeleton 315/+10  
**Crew Skill:** Astrogation 4D, capital ship piloting 3D+2, capital ship gunnery 4D+2, capital ship shields 3D, starship gunnery 4D+1, sensors 3D  
**Passengers:** 120 (troops)  
**Cargo Capacity:** 8,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 60/1D

*Search:* 120/2D

*Focus:* 4/3D

**Weapons:**

**10 Turbolaser Cannons**

*Fire Arc:* 4 Front, 3 left, 3 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere:* 6-30/70/150 km

*Damage:* 5D

**8 Laser Cannons**

*Fire Arc:* 2 Front, 2 left, 2 right, 2 back

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere:* 2-6/24/50 km

*Damage:* 4D

**6 Ion Cannons**

*Fire Arc:* 4 front, 3 left, 3 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 3D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Atmosphere:* 2-10/30/60 km

*Damage:* 4D

**Starfighter Complement:** 1 squadron

## Tapani Carrier

**Craft:** Tapani Starship Cooperative *Tapani*-class Carrier

**Affiliation:** Tapani sector

**Era:** Rise of the Empire

**Source:** Lord of the Expanse: Sector Guide (page 41)

**Type:** Heavy starfighter carrier

**Scale:** Capital

**Length:** 375 meters

**Skill:** Capital ship piloting: *Tapani*-class carrier

**Crew:** 1,855, gunners: 53, skeleton: 715/+15

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

**Passengers:** 100 (troops), 120 (pilots)

**Cargo Capacity:** 75 metric tons

**Consumables:** 2 years

**Cost:** 760 millions (without starfighters)

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 7

**Hull:** 2D+1

**Shields:** 4D+1

**Sensors:**

*Passive:* 25/0D

*Scan:* 60/1D

*Search:* 120/2D

*Focus:* 4/4D

**Weapons:**

**6 Turbolaser Batteries**

*Fire Arc:* 2 front, 4 turret mounted (on tower)

*Crew:* 3 (2), 4 (4)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 100-500/1/2 km

*Damage:* 4D+1

**10 Ion Cannon Batteries**

*Fire Arc:* 5 left, 5 right (bottom-mounted)

*Crew:* 3 (10)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 2-15/40/80

*Atmosphere Range:* 2-20/50/120 km

*Damage:* 4D

**Starfighter Complement:** 20 Manta fighters

## Tapani Assault Frigate



**Craft:** Tapani Starship Cooperative *Tapani*-class Frigate

**Affiliation:** Tapani sector

**Era:** Rise of the Empire

**Source:** Lord of the Expanse: Sector Guide (pages 40-41)

**Type:** Heavy assault frigate

**Scale:** Capital

**Length:** 750 meters

**Skill:** Capital ship piloting: *Tapani*-class frigate

**Crew:** 3,550, gunners: 114, skeleton: 988/+15

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

**Passengers:** 800 (troops)

**Cargo Capacity:** 12,500 metric tons

**Consumables:** 1 year

**Cost:** 1,6 billion (new)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 5

**Hull:** 4D

**Shields:** 2D+2

**Sensors:**

*Passive:* 50/1D

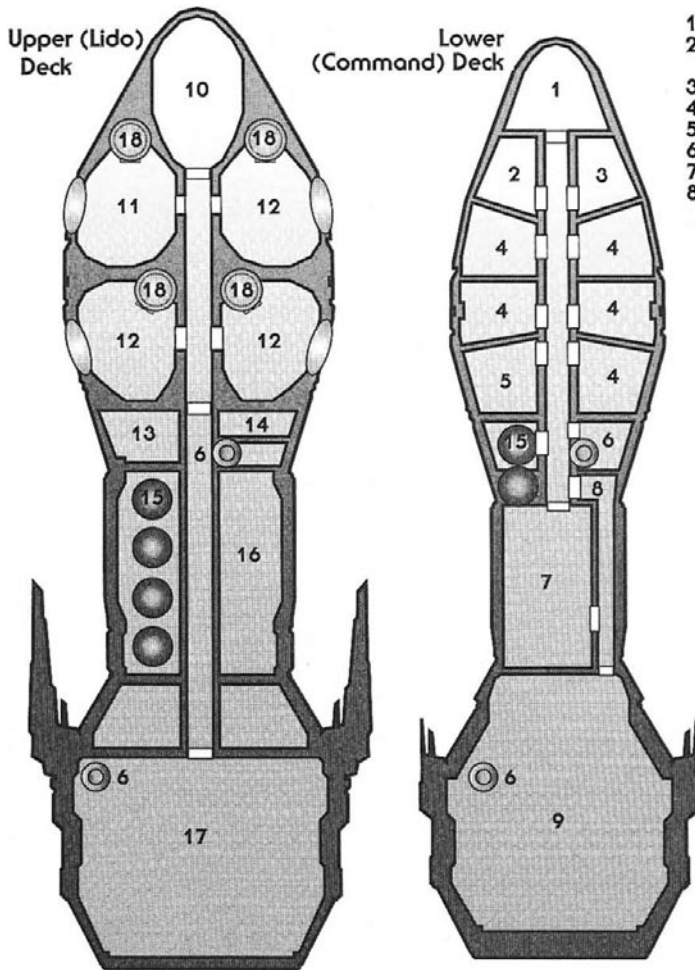
*Scan:* 75/2D+1

*Search:* 125/3D+2

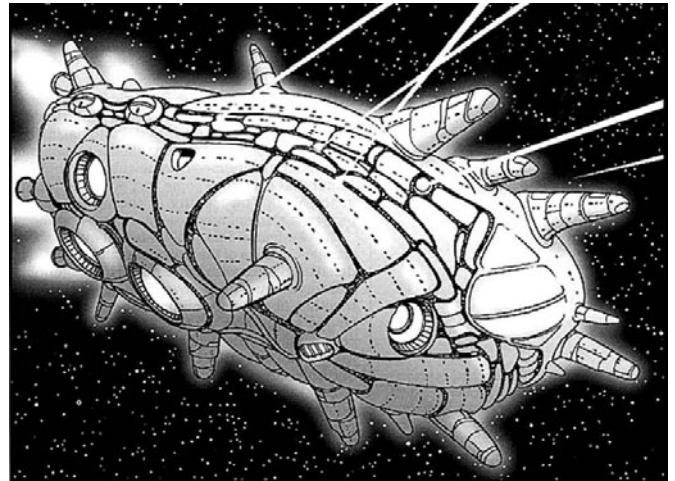
*Focus:* 6/4D+1

**Weapons:**





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



**Source:** The DarkStryder Campaign – The Kathol Outback (pages 16-17)

**Type:** Heavy cruiser

**Scale:** Capital

**Length:** 300 meters

**Skill:** Capital ship piloting: Aing-Tii vessel

**Crew:** 150, gunners: 66, skeleton: 75/+10

**Crew Skill:** Capital ship gunnery 5D, capital ship piloting 4D+2, capital ship shields 4D+1, sensors 6D

**Cargo Capacity:** 900 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x5

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 4

**Hull:** 5D

**Shields:** 1D+2

**Sensors:**

*Passive:* 60/0D

*Scan:* 100/1D

*Search:* 200/2D

*Focus:* 6/3D

**Weapons:**

**30 Aing-Tii Energy Web Generators**

*Fire Arc:* 5 front, 10 left, 10 right, 5 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/10

*Damage:* 7D/6D/5D

**6 Null-Burst Projectors**

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

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-40/50/75

*Damage:* All aboard target vessel are stunned for 1D hours, and take no actions during that period.

**20 Laser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 rear

*Crew:* 1 (5), 2 (15)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 100-300/1/1.75 km

*Damage:* 3D+1

**15 Turbolaser Batteries**

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

*Crew:* 3 (5), 4 (10)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 100-500/1/2 km

*Damage:* 4D

**6 Quad Turbolaser Batteries**

*Fire Arc:* 3 left, 3 right

*Crew:* 4 (6)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 5-10/50/100 km

*Damage:* 5D+2

## Aing-Tii Sanhedrim Ship

**Craft:** Aing-Tii Pilgrimage Vessel

**Affiliation:** Aing-Tii

**Era:** Rise of the Empire

## Bulk Cruiser



**Craft:** Rendili StarDrive's *Neutron Star*-class bulk cruiser  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Dark Force Rising Sourcebook (pg 136), The Thrawn Trilogy Sourcebook (pages 211, 214), Flashpoint! Brak Sector (pages 29-30), Rebel Alliance Sourcebook (page 59)  
**Type:** Modified bulk cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: bulk cruiser  
**Crew:** 1,993, gunners: 57, skeleton: 840/+10  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 3D+2, starship gunnery 4D  
**Passengers:** 200 (troops)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** 6.5 million (new), 3 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 125/3D  
*Focus:* 5/3D+2  
**Weapons:**  
**30 Quad Laser Cannons** (fire separately)  
*Fire Arc:* 10 front, 10 left, 10 right  
*Crew:* 1 (15), 2 (10), 3 (5)  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Damage:* 4D  
**2 Tractor Beam Projectors**  
*Fire Arc:* Front  
*Crew:* 1 (1), 6 (1)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Damage:* 4D  
**Starfighter Complement:** 3 squadrons

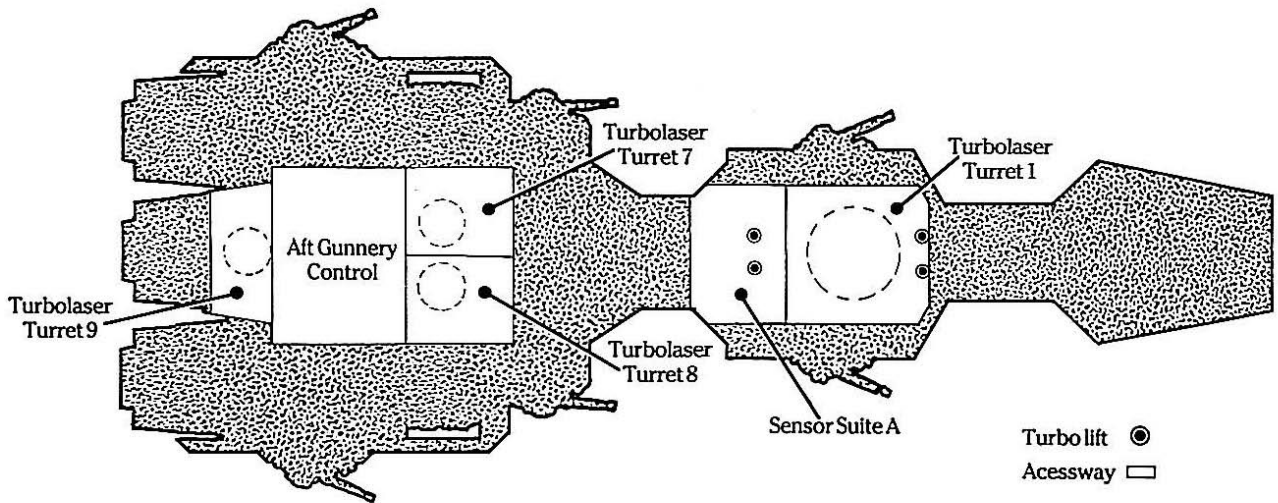
## Corellian Gunship

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

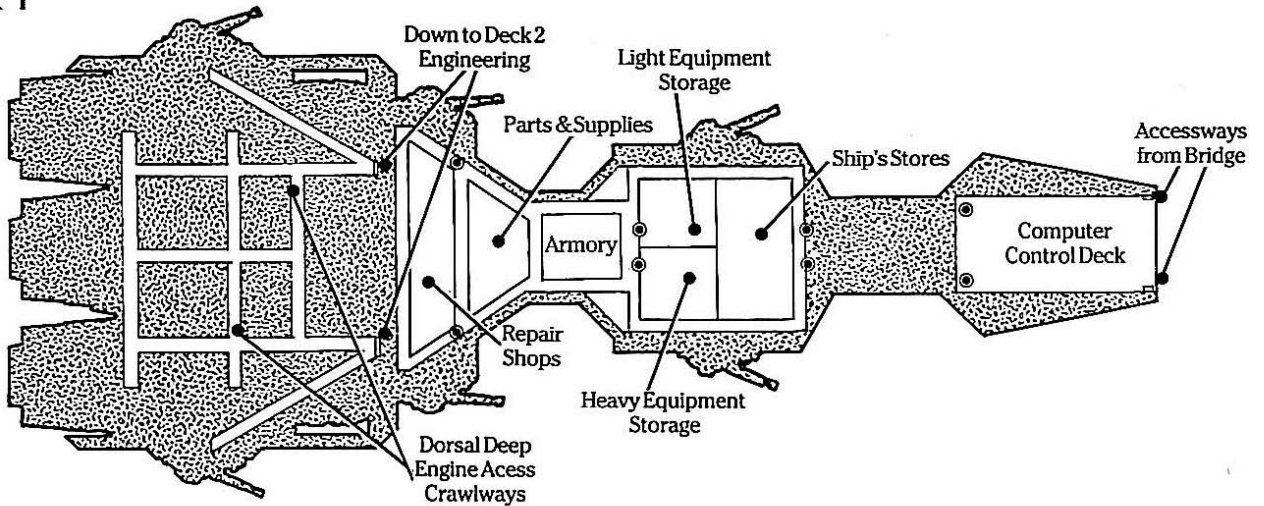
**Era:** Rise of the Empire  
**Source:** Rebel Alliance Sourcebook (pages 61-62), Dark Force Rising Sourcebook (pages 136-137), The Thrawn Trilogy Sourcebook (page 215), Starships of the Galaxy (page 91)  
**Type:** Mid-sized anti-starfighter warship  
**Scale:** Capital  
**Length:** 120 meters  
**Skill:** Capital ship piloting: Corellian Gunship  
**Crew:** 45, gunners: 46, skeleton: 10/+15  
**Crew Skill:** Astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 8 months  
**Cost:** 4.8 million (new), 2.4 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/0D  
*Search:* 80/1D  
*Focus:* 2/2D  
**Weapons:**  
**8 Double Turbolaser Cannons**  
*Fire Arc:* 2 front, 3 left, 3 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5/3.5/7.5 km  
*Damage:* 4D+2  
**6 Quad Laser Cannons**  
*Fire Arc:* 3 left, 3 right  
*Crew:* 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**4 Concussion Missile Tubes**  
*Fire Arc:* 2 front, 2 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 9D



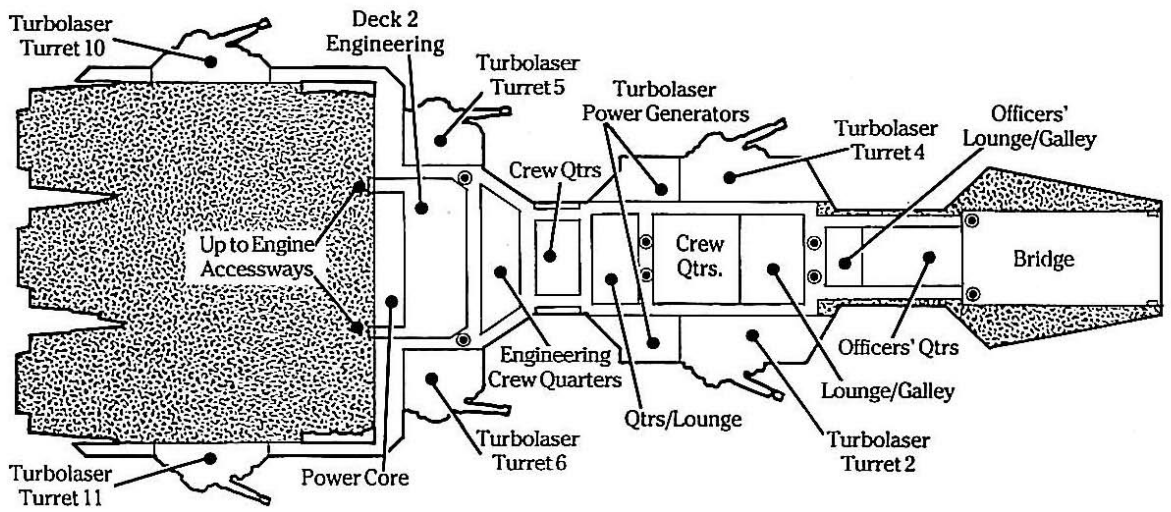
**Dorsal Gunnery Decks**



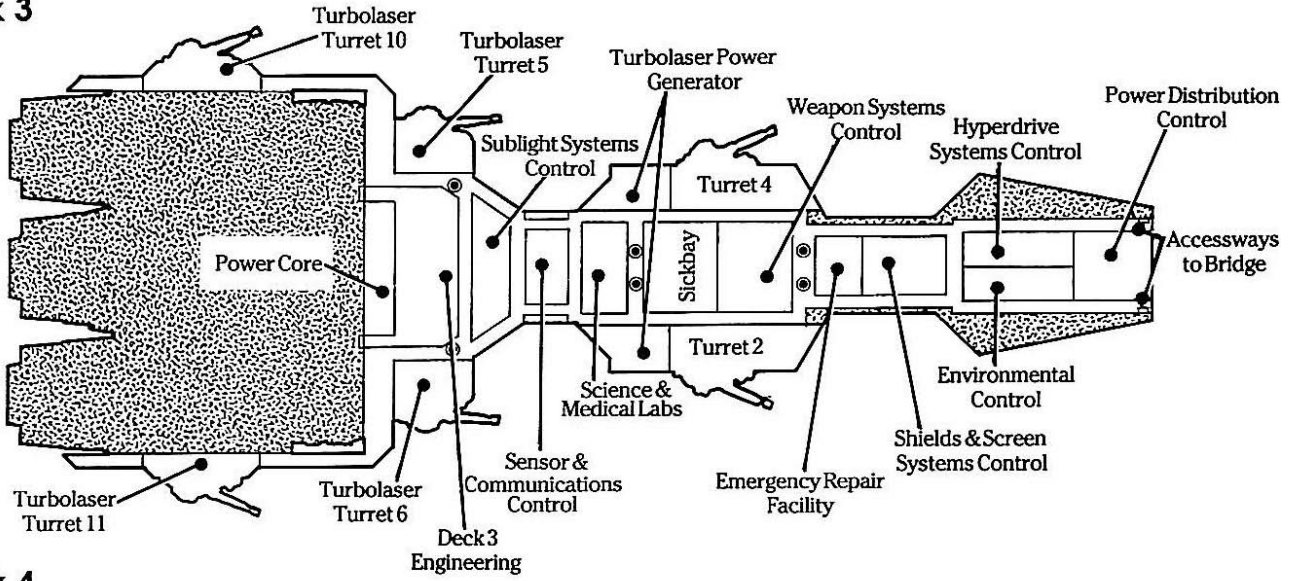
**Deck 1**



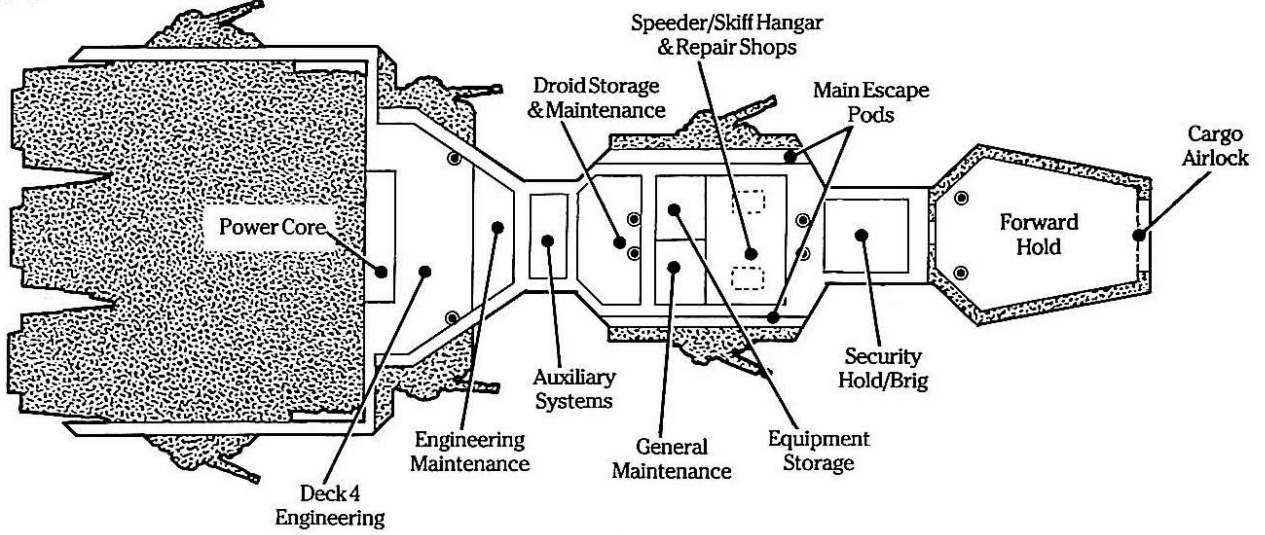
**Deck 2**



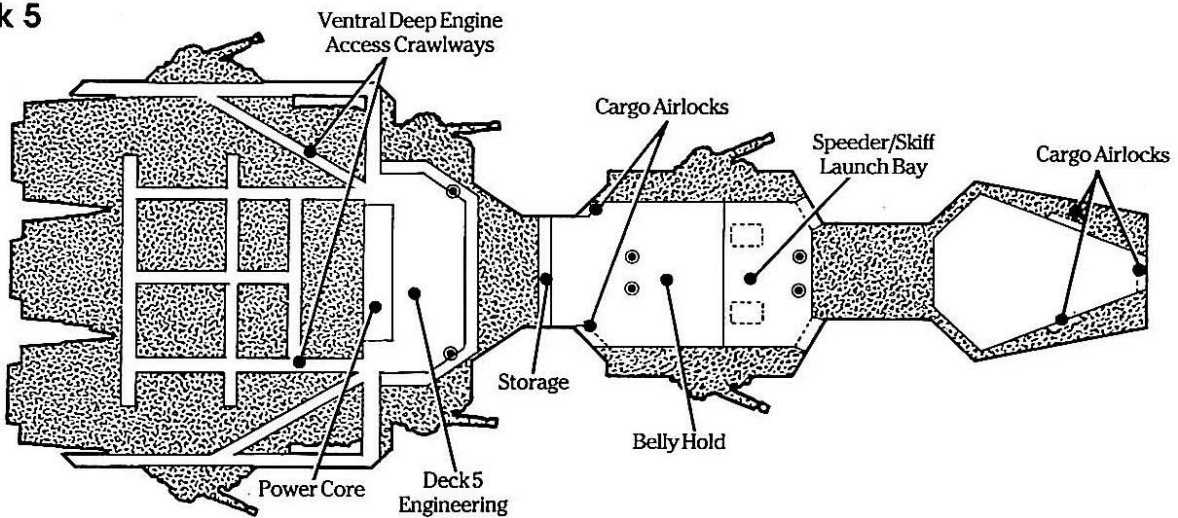
**Deck 3**



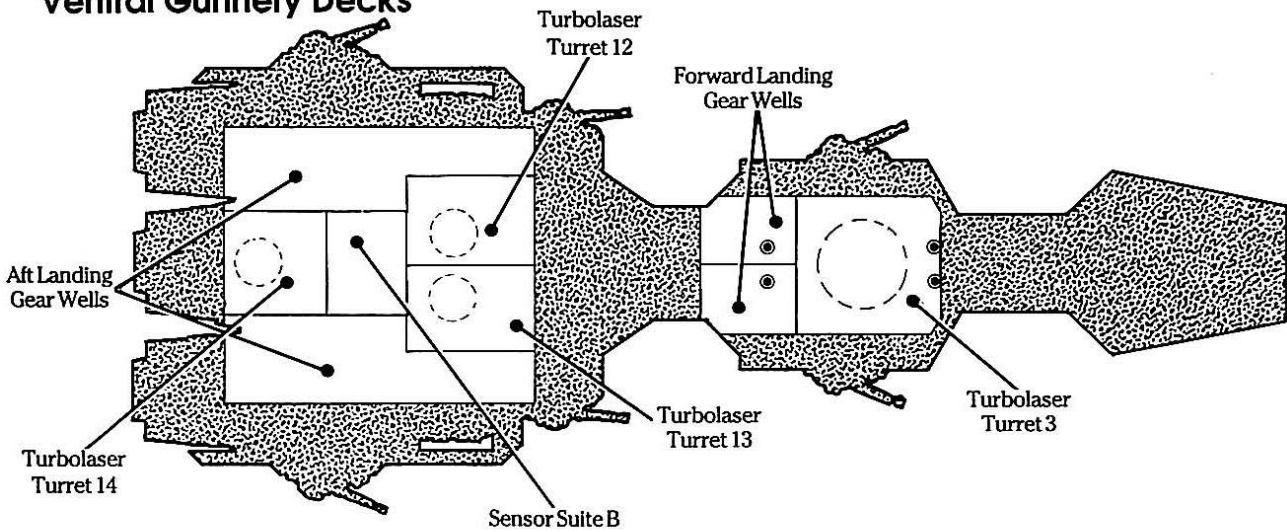
**Deck 4**



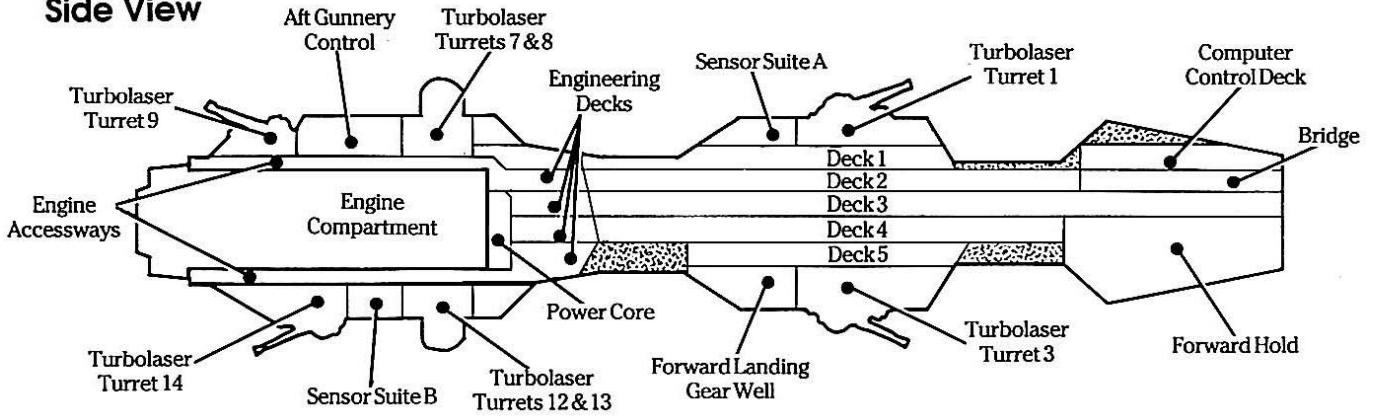
**Deck 5**



## Ventral Gunnery Decks



## Side View



## Dornean Gunship

**Craft:** Dornean Braha'ket Fleetworks Conglomerate  
*Braha'tok*-class Gunship

**Affiliation:** General / Rebel Alliance

**Era:** Rebellion

**Type:** Anti-starfighter gunship

**Scale:** Capital

**Length:** 90 meters

**Skill:** Capital ship piloting: Braha'tok gunship

**Crew:** 35, gunners: 40, skeleton: 10/+10

**Cargo Capacity:** 200 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 25/1D

*Scan:* 50/2D

*Search:* 80/3D

*Focus:* 3/2D+1



### Weapons:

#### 8 Double Turbolaser Cannons

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D+1

*Space Range:* 3-15/35/75

*Atmosphere Range:* 300-1.5/3.5/7.5 km

*Damage:* 4D+2

#### 8 Concussion Missile Launchers

*Fire Arc:* 4 front, 4 back

*Crew:* 3

*Skill:* Capital ship gunnery

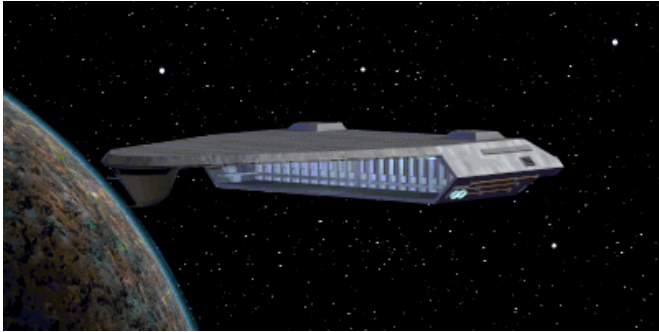
*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 9D

## Virgillian Quasar Fire Cruiser-Carrier



**Craft:** Modified SoroSuub *Quasar Fire*-class Bulk Cruiser  
**Affiliation:** General / Rebel Alliance  
**Era:** Rebellion  
**Source:** The Truce at Bakura Sourcebook (pages 111-113)  
**Type:** Modified bulk cruiser  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Capital ship piloting: Quasar Fire cruiser-carrier  
**Crew:** 96, gunners: 8, skeleton: 14/+10  
**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, starship gunnery 4D  
**Passengers:** 140 (starfighter technicians), 85 (troops)  
**Cargo Capacity:** None  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D+1  
*Scan:* 60/2D  
*Search:* 90/2D+1  
*Focus:* 3/3D+1  
**Weapons:**  
**2 Heavy Turbolasers**  
*Fire Arc:* Left/front/right  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-5/10/14  
*Damage:* 3D  
**Starfighter Complement:** 4 squadrons (48 fighters)

## Hapes Nova Battlecruiser

**Craft:** Hapan Consortium *Hapes Nova*-class Battlecruiser  
**Affiliation:** Hapes Consortium  
**Era:** Rebellion  
**Source:** Cracken's Threat Dossier (page 44), Starships of the Galaxy (page 95), The Essential Guide to Vehicles and Vessels (pages 62-63)  
**Type:** Heavy combat frigate  
**Scale:** Capital  
**Length:** 400 meters  
**Crew:** 1,700, gunners: 90  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Hapan Nova 6D, capital ship shields

6D+2, communications 5D+2, sensors 4D+2  
**Passengers:** 600 (troops/support personnel)  
**Cargo Capacity:** 600 metric tons  
**Consumables:** 1 month  
**Cost:** 15 millions (new)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 4  
**Hull:** 5D  
**Shields:** 2D\*

\*The Hapan Nova has backup shields (4D). When a die of shields is lost, can make an easy capital ships shield roll to use one of the backup dice to bring the strength back to 2D.

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

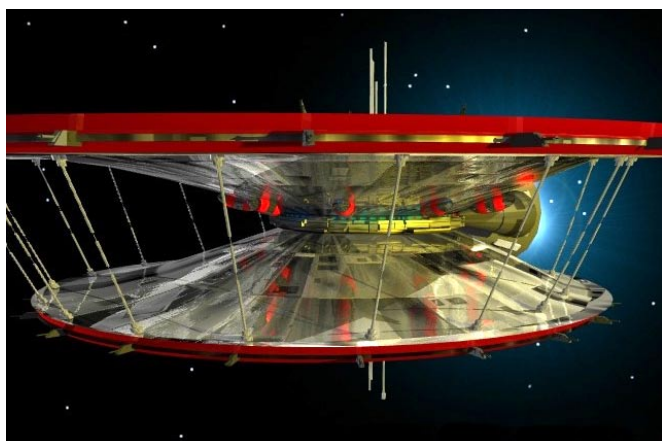
**Weapons:**  
**25 Hapan Turbolaser Batteries** (Hapan turbolaser technology is archaic. Once fired a Hapan TL takes 3 times as long to recharge)  
*Fire arc:* 5 front, 5 left, 5 right, 5 rear, 5 turret  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 3-15/35/75  
*Damage:* 7D



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

**10 Ion Cannons**  
*Fire arc:* Front  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50-100 km  
*Damage:* 3D  
**Starfighter Complement:** 2 fighter squadrons (24 starfighters)

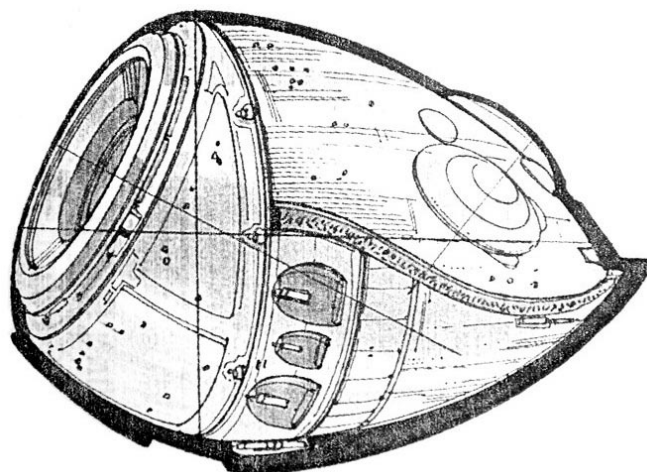
## Hapan Battle Dragon



**Craft:** Olanjii/Charubah Battle Dragon  
**Affiliation:** Hapes Consortium  
**Era:** Rebellion  
**Source:** Cracken's Threat Dossier (pages 42-43), Starships of the Galaxy (page 95), The Essential Guide to Vehicles and Vessels (pages 60-61)  
**Type:** Heavy assault warship  
**Scale:** Capital  
**Length:** 500 meters in diameter  
**Crew:** 1,200 gunners: 190, skeleton: 700/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Hapan Battle Dragon 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2  
**Passengers:** 500 (troops)  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 7D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/0D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
**Weapons:**  
**40 Hapan Turbolaser Batteries** (Hapan turbolaser technology is archaic. Once fired a Hapan TL takes 3 times as long to recharge)  
*Fire arc:* 360 degree rotational  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150km  
*Damage:* 7D  
**40 Ion Cannons**  
*Fire arc:* Turret  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100km  
*Damage:* 3D  
**4 Mass Pulse Generator Tubes**  
*Fire arc:* 1 front, 1 left, 1 right, 1 back  
*Skill:* Capital ship gunnery

*Fire Control:* 5D  
*Space Range:* 1-5/75/150  
*Damage:* Blocks hyperspace travel. Each mine equals a 30 unit diameter.  
**2 Triple Ion Cannons**  
*Fire arc:* Turret  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 2-20/50/80  
*Damage:* 3D+2  
**1 Tractor Beam Projector**  
*Fire arc:* Turret  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Damage:* 6D  
**Starfighter Complement:** 3 fighter squadrons (36 starfighters)

## Ssi-ruuvi Planetary Assault Carrier



**Craft:** Ssi-ruuvi *Sh'ner*-class Carrier  
**Affiliation:** Ssi-ruuk  
**Era:** New Republic  
**Source:** The Truce at Bakura Sourcebook (pages 125-126), The Essential Guide to Vehicles and Vessels (pgs 154-155)  
**Type:** Planetary assault carrier  
**Scale:** Capital  
**Length:** 750 meters  
**Skill:** Capital ship piloting: *Sh'ner*  
**Crew:** 60 (Ssi-ruuk), 500 (P'w'ecks), gunners: 30, skeleton: 30 (Ssi-ruuk) 250 (P'w'ecks)/+10  
**Crew Skill:** Astrogation 4D, starship gunnery 3D+2, capital ship piloting 4D+1, capital ship shields 3D+2  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 3  
**Hull:** 2D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D  
**Weapons:**

**6 Ion Cannons**

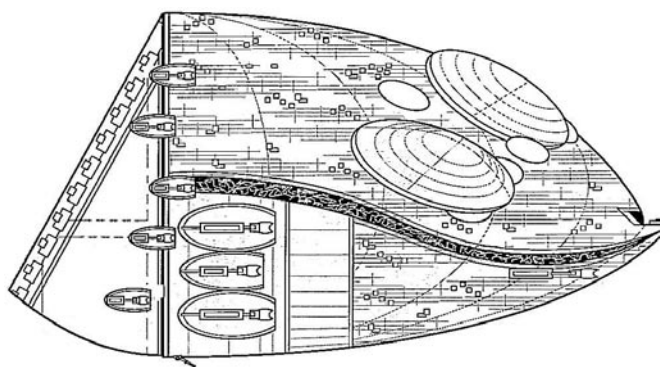
*Fire Arc:* Turret  
*Crew:* 3 front/right/back, 3 front/left/back  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/10/15  
*Atmosphere Range:* 100-500/1/1.5 km  
*Damage:* 5D

**2 Tractor beam Projectors**

*Fire Arc:* 1 front/right/back, 1 front/left/back  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Damage:* 4D

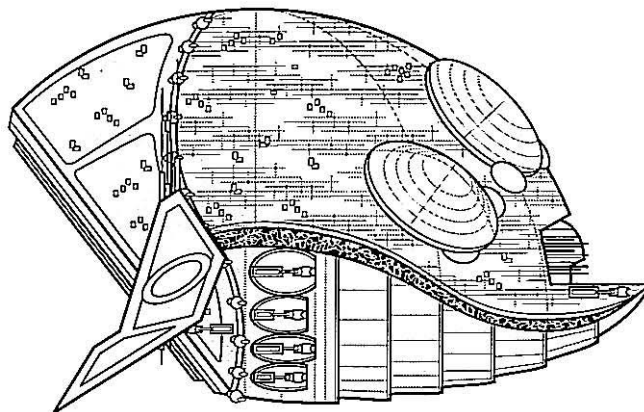
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**20 Tractor Beam Projectors**  
*Fire Arc:* 10 front/right/back, 10 front/left/back  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Damage:* 4D

**Ssi-ruuvi Manufacturing Ship**



**Craft:** Ssi-ruuvi *Lwhekk*-class Manufacturing Ship  
**Affiliation:** Ssi-ruuk  
**Era:** New Republic  
**Source:** The Truce at Bakura Sourcebook (page 124)  
**Type:** Manufacturing ship  
**Scale:** Capital  
**Length:** 624 meters  
**Skill:** Capital ship piloting: *Lwhekk* manufacturing ship  
**Crew:** 300 (Ssi-ruuk), 1,000 (P'wecks), gunners: 126, skeleton: 150 (Ssi-ruuk), 500 (P'wecks)/+10  
**Crew Skill:** Astrogation 4D+1, capital ship gunnery 3D, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D  
**Passengers:** 7,500 (P'weck manufacturing workers)  
**Cargo Capacity:** 30,000 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 1D  
**Space:** 3  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 45/1D+1  
*Search:* 90/2D  
*Focus:* 3/2D+1  
**Weapons:**  
**3 Turbolaser Batteries**  
*Fire Arc:* 1 front, 2 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75

**Ssi-ruuvi Light Cruiser**



**Craft:** Ssi-ruuvi *Wurrif*-class Light Cruiser  
**Affiliation:** Ssi-ruuk  
**Era:** New Republic  
**Source:** The Truce at Bakura Sourcebook (pages 122-123)  
**Type:** Ssi-ruuvi light cruiser  
**Scale:** Capital  
**Length:** 400 meters  
**Skill:** Capital ship piloting: *Wurrif* cruiser  
**Crew:** 200 (Ssi-ruuk), 1,500 (P'wecks), gunners: 156, skeleton: 100 (Ssi-ruuk), 700 (P'wecks)/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D, sensors 3D+1  
**Cargo Capacity:** 2,000 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 2D+2  
**Space:** 6  
**Hull:** 3D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 60/1D+1  
*Search:* 100/2D  
*Focus:* 3/2D+1  
**Weapons:**  
**6 Heavy Turbolasers**  
*Fire Arc:* 3 front, 3 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**24 Ion Cannons**  
*Fire Arc:* 6 front, 6 right, 6 left, 6 back  
*Crew:* 3  
*Skill:* Capital ship gunnery



*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 5D

**12 Tractor Beam Projectors**

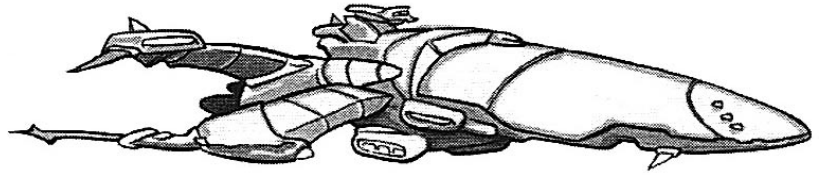
*Fire Arc:* 6 front, 3 left, 3 right  
*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Damage:* 4D



with a Very Difficult *capital ship piloting* roll for each round the vessel is attempting to travel. In addition, the hyperdrive speed of the vessel is reduced to x12. Failure to make at least an Easy total results in a mishap.

## Namana Bakuran Cruiser

**Craft:** *Namana*-class Bakuran Light Cruiser

**Affiliation:** Bakuran Defense Force

**Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 138-139)

**Type:** Light cruiser

**Scale:** Capital

**Length:** 400 meters

**Skill:** Capital ship piloting

**Crew:** 1,200, gunners: 100, skeleton: 500/+10

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

**Passengers:** 150 (troops)

**Cargo Capacity:** 3,500 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

**Hull:** 5D

**Shields:** 2D+2

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 100/2D

*Focus:* 4/3D

**Weapons:**

**10 Heavy Turbolasers**

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

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 3-15/35/75 km

*Damage:* 7D

**20 Laser Cannons**

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

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 1-5/15/30 km

*Damage:* 4D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**Hyperwave Sustainer:** Allows travel in an interdiction field

## Bakura Destroyer

**Craft:** *Bakura*-class Destroyer

**Affiliation:** Bakuran Defense Force

**Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 136-138)

**Type:** Star destroyer

**Scale:** Capital

**Length:** 850 meters

**Skill:** Capital ship piloting

**Crew:** 8,250, gunners: 275, skeleton: 5,000/+20

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

**Passengers:** 2,000 (troops)

**Cargo Capacity:** 36,000 metric tons

**Consumables:** 6 years

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

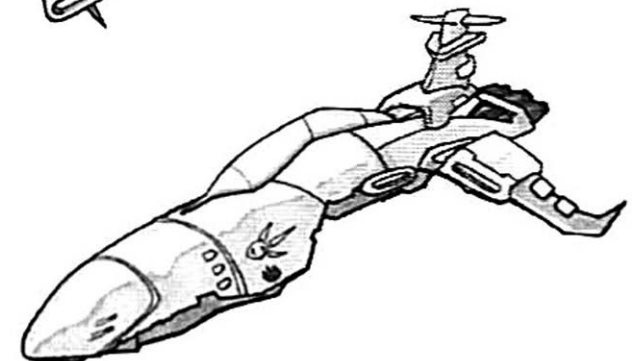
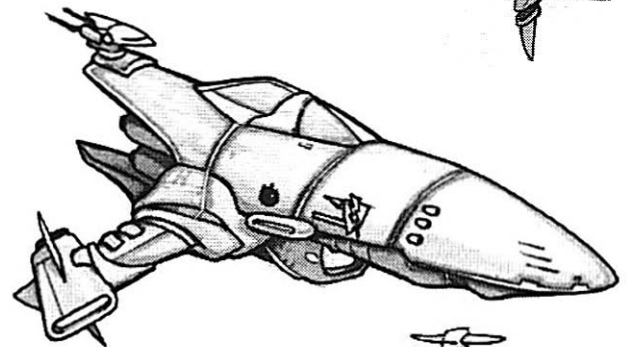
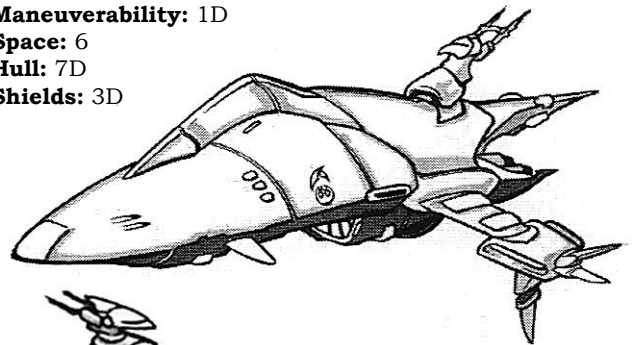
**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 7D

**Shields:** 3D



**Sensors:**

*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2

**Weapons:**

**60 Turbolaser Batteries**

*Fire Arc:* 20 front, 20 left, 20 right  
*Crew:* 1 (20), 2 (40)  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-30/72/150 km  
*Damage:* 5D

**60 Ion Cannons**

*Fire Arc:* 20 front, 15 left, 15 right, 10 back  
*Crew:* 1 (15), 2 (45)  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D+2  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D

**10 Tractor Beam Projectors**

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

**Hyperwave Sustainer:** Allows travel in an interdiction field with a Very Difficult *capital ship piloting* roll for each round the vessel is attempting to travel. In addition, the hyperdrive speed of the vessel is reduced to x12. Failure to make at least an Easy total results in a mishap.

## Yevethan Thrustship

**Craft:** Yevethan *Armadia*-class Thrustship

**Affiliation:** Yevethan

**Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 95-96)

**Type:** Combat cruiser

**Scale:** Capital

**Length:** 240 meter diameter sphere

**Skill:** Capital ship piloting

**Crew:** 6,810, gunners: 49

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

**Passengers:** 1,600

**Cargo Capacity:** 10,000 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

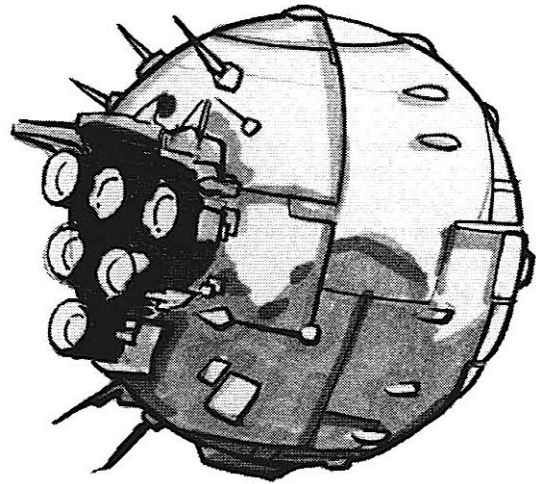
**Atmosphere:** 330; 950 kmh

**Hull:** 6D

**Shields:** 5D

**Sensors:**

*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 5/4D+2



**Weapons:**

**8 Turbolaser Batteries**

*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D

**3 Proton Torpedo Launchers**

*Fire Arc:* Front  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 9D

**4 Gravity Bomb Launchers**

*Fire Arc:* Front  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 2-12/30/60 (Move: 6 units per round)  
*Atmosphere Range:* 4-24/60/120 km (Move: 12 km per round)  
*Damage:* 7D

**4 Missile Launcher Batteries**

*Fire Arc:* Front  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24-60/120 km  
*Damage:* 9D

**6 Ion Cannons**

*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-10/25/50  
*Damage:* 5D

# Separatists

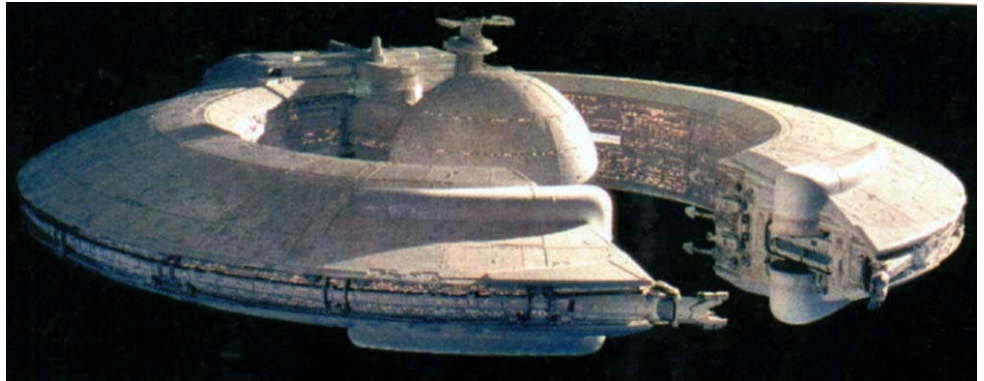
## Lucrehulk Freighter

**Craft:** Hoersch-Kessel Drive, Inc., *Lucrehulk*-class LH-3210 cargo hauler  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 6)  
**Type:** Cargo freighter  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 500  
**Passengers:** 200 battle droids or troops, 50 sapients (typically diplomats or trade reps)  
**Crew Skill:** All appropriate skills at 4D  
**Cargo Capacity:** 25 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**28 Quadlasers**  
*Fire Arc:* 7 front, 7 rear, 7 right, 7 left.  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D

## Trade Federation Battleship

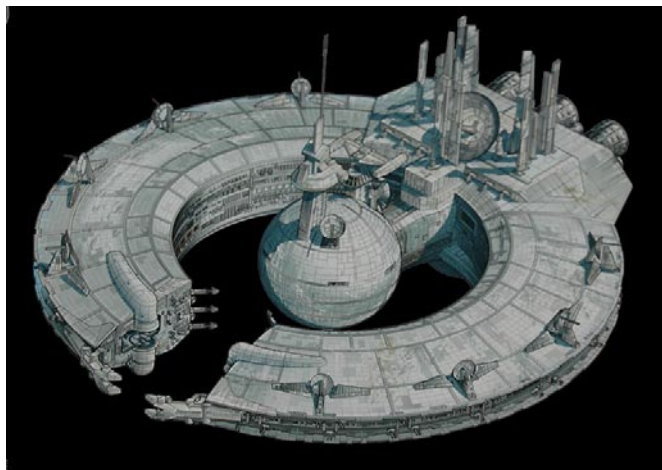
**Craft:** Modified Hoersch-Kessel Drive, Inc., *Lucrehulk*-class LH-3210 cargo hauler  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 6)  
**Type:** Battleship  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 150 droids, 25 Neimoidian command staff  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Passengers:** 139,000 battle droids  
**Cargo Capacity:** 5 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**42 Quadlasers**  
*Fire Arc:* 14 front, 14 rear, 7 right, 7 left.  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D  
**Starship Complement:** 50 landing ships, 1500 droid starfighters  
**Ground Assault Complement:** 550 MTTs, 1500 troop carriers, 6250 ATTs



## Trade Federation Droid Control Ship

**Craft:** Modified Hoersch-Kessel Drive, Inc., *Lucrehulk*-class LH-3210 cargo hauler  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 7)  
**Type:** Command ship  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 150 droids, 25 Neimoidian command staff  
**Passengers:** 10 plus 139,000 battle droids  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Cargo Capacity:** 4 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D



**Sensors:**

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

**Weapons:**

**42 Quadlasers**

*Fire Arc:* 14 front, 14 rear, 7 right, 7 left.  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D

**Starship Complement:** 50 landing ships, 1500 droid starfighters

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

## C-9979 Landing Craft

**Craft:** Haor Chall Engineering C-9979

**Affiliation:** Trade Federation

**Era:** Old Republic

**Source:** Secrets of Naboo (page 8)

**Type:** Heavy transport

**Scale:** Capital

**Length:** 370 meters

**Skill:** Capital ship piloting: C-9979

**Crew:** 88 droids or 140 sapients

**Crew Skill:** All appropriate skills at 6D

**Passengers:** 30 repair droids, 40 commander battle droids, 39 pilot battle droids, 15 security droids,



**Cargo Capacity:** 1800 metric tons (used primarily for storing ATTs)

**Consumables:** 1 day

**Cost:** 200,000 (new), 75,000 (used)

**Maneuverability:** 1D+1

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 2D

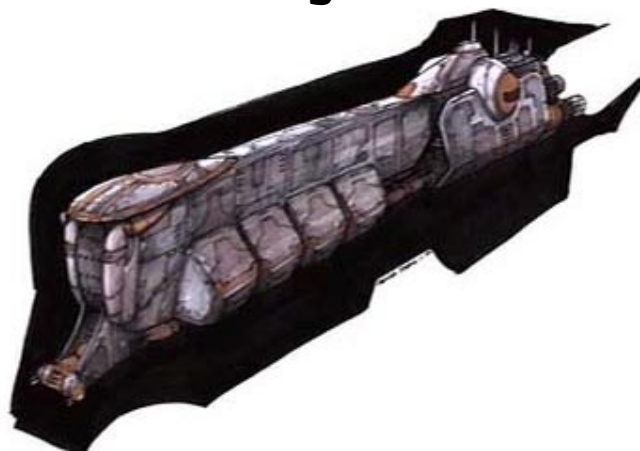
**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

**Ground Assault Complement:** 28 troop carriers (each containing 112 battle droids), 11 MTTs (each containing 112 battle droids)

## Trade Federation Armed Freighter



**Craft:** Hoersch-Kessel Drive Armed Freighter

**Affiliation:** Trade Federation

**Era:** Old Republic

**Type:** Cargo freighter

**Scale:** Capital

**Length:** 390 meters

**Skill:** Capital ship piloting: armed freighter

**Crew:** 40

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

**Passengers:** 50

**Cargo Capacity:** 30,000 metric tons

**Consumables:** 4 months

**Cost:** 230,000

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Space:** 4

**Maneuverability:** 1D

**Hull:** 3D

**Shields:** 1D+1

**Sensors:**

*Passive:* 20/1D

*Scan:* 50/2D

*Search:* 80/3D

*Focus:* 4/3D+2

**Weapons:**

**2 Double Laser Cannons**

*Fire Arc:* Front

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D+2  
*Space Range:* 2-10/20/30  
*Atmosphere Range:* 200-1/2/3 km  
*Damage:* 5D

**2 Quad Laser Cannons**

*Fire Arc:* 1 left, 1 right  
*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D+2

*Space Range:* 2-10/20/30

*Atmosphere Range:* 200-1/2/3 km

*Damage:* 4D

## Trade Federation Missile Frigate



**Craft:** Hoersch-Kessel Drive Missile Frigate

**Affiliation:** Trade Federation

**Era:** Old Republic

**Type:** Heavy assault frigate

**Scale:** Capital

**Length:** 260 meters

**Skill:** Capital ship piloting: missile frigate

**Crew:** 65, 20 gunners

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

**Passengers:** 100 (troops)

**Cargo Capacity:** 1300 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Space:** 4

**Maneuverability:** 1D

**Hull:** 4D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D+1

*Scan:* 60/2D+1

*Search:* 90/3D+2

*Focus:* 6/4D+2

**Weapons:**

**6 Concussion Missile Batteries** (12 missiles per battery)

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

*Crew:* 3 (5), 2 (1)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 5-20/50/110

*Atmosphere Range:* 5-50/100/300 km

*Damage:* 9D

**4 Laser Cannons** (fire-linked by pairs)

*Fire Arc:* Front

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 5D

## Skanaw Patrol Frigate

**Craft:** Dylath-Leen Skanaw-class

**Affiliation:** Trade Federation

**Era:** Rise of the Empire

**Type:** Patrol frigate

**Scale:** Capital

**Length:** 217 meters

**Skill:** capital ship piloting: patrol frigate

**Crew:** 44 (4 organic, 40 droid)

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

**Passengers:** 100 (50 battle droids, 25 super battle droids, 25 droid starfighters)

**Cargo Capacity:** 1,100 metric tons

**Consumables:** 6 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 4D

**Shields:** 2D+1

**Sensors:**

*Passive:* 30/1D+1

*Scan:* 60/2D+1

*Search:* 90/3D+2

*Focus:* 6/4D+2

**Weapons:**

**2 Medium Laser Cannons** (fire-linked by pairs)

*Fire Arc:* Turret

*Crew:* 4 (droid)

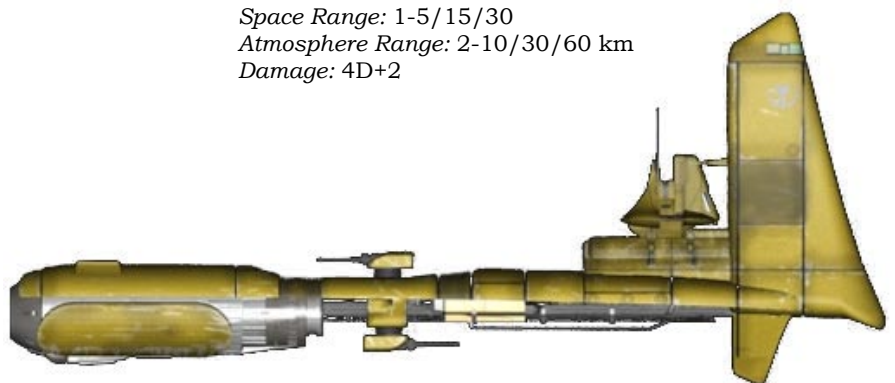
*Skill:* Capital ship gunnery

*Fire Control:* 2D+1

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D+2



**PICTURE  
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## Trade Federation Core Ship



**PICTURE  
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**Craft:** Modified Hoersch-Kessel Drive, Inc., *Lucrehulk*-class LH-1740 modular control core  
**Affiliation:** Trade Federation  
**Era:** Rise of the Empire  
**Type:** Battleship cruiser  
**Scale:** Capital  
**Length:** 696 meters diameter  
**Skill:** Capital ship piloting: Core Ship  
**Crew:** 60, 3,000 crew droids, 200,000 maintenance droids  
**Crew Skill:** Capital sip piloting 4D+1, capital sip gunnery 4D+1, capital ship shields 4D+1  
**Passengers:** 40,000 battle droids  
**Cargo Capacity:** 1 million metric tons  
**Consumables:** 100 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**12 Quadlasers**  
*Fire Arc:* 3 front, 3 rear, 3 right, 3 left  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D

## Commerce Guild Starship

**Craft:** *Diamond*-class Cruiser  
**Affiliation:** Commerce Guild  
**Era:** Rise of the Empire  
**Type:** Transport cruiser  
**Scale:** Capital  
**Length:** 120 meters  
**Skill:** Capital ship piloting  
**Crew:** 95



**Cargo Capacity:**  
5,000 spider droids  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x0.8  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 2D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/2D  
*Search:* 60/3D  
*Focus:* 3/4D  
**Weapons:**  
**8 Laser Cannons**  
*Fire Arc:* 4 front, 2 left, 2 right  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 3D+2

## Techno Union Starship

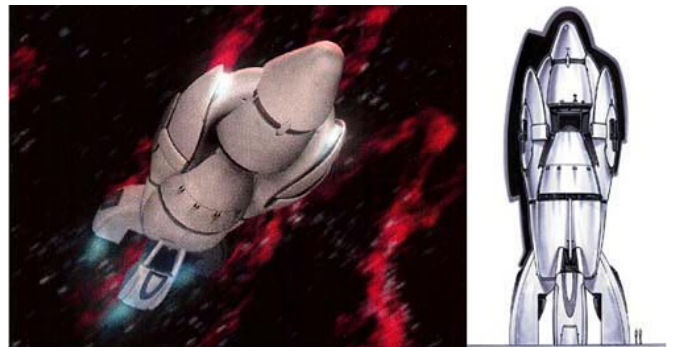
**Craft:** Techno Union *Hardcell*-class Starship  
**Affiliation:** Techno Union  
**Era:** Rise of the Empire  
**Type:** Armed transport  
**Scale:** Capital  
**Length:** 220 meters  
**Skill:** Capital ship piloting: Techno Union Starship  
**Crew:** 165  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital ship repair 3D, sensors 3D+1  
**Passengers:** 600 droid troops  
**Cargo Capacity:** 130 metric tons  
**Consumables:** 4 months



**Cost:** Not available for sale (estimated cost 2.63 million credits)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 330; 950 kmh  
**Maneuverability:** 1D  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 60/2D  
*Search:* 80/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**16 Turbolaser Cannons**  
*Fire Arc:* Front  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 6D  
**6 Point Defense Laser Cannons**  
*Fire Arc:* Sides  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/10  
*Atmosphere Range:* 100-300/700/1 km  
*Damage:* 4D  
**Tractor Beam Projector**  
*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Banking Clan Starship

**Craft:** InterGalactic Banking Clan Starship  
**Affiliation:** Intergalactic Banking Clan  
**Era:** Rise of the Empire  
**Type:** Space cruiser  
**Scale:** Capital  
**Length:** 235 meters  
**Skill:** Capital ship piloting: IBC Starship  
**Crew:** 120  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital





ship repair 3D, sensors 3D+1  
**Passengers:** 400 troops  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for Sale (estimated 2.64 million credits)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes

**Space:** 5  
**Maneuverability:** 1D  
**Hull:** 3D+1  
**Shields:** 1D+2  
**Sensors**  
*Passive:* 40/1D  
*Scan:* 70/2D  
*Search:* 100/3D  
*Focus:* 4/3D+2

**Weapons:**

**20 Turbolaser Cannons**

*Fire Arc:* 1 battery front, 1 battery left, 1 battery right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 6D

**16 Point Defense Laser Cannons**

*Fire Arc:* 4 front, 6 left, 6 right  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/10  
*Atmosphere Range:* 100-300/700/1 km  
*Damage:* 4D

**3 Tractor Beam Projectors**

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

**Hull:** 3D+2  
**Shields:** 3D+1  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 70/2D  
*Search:* 100/3D  
*Focus:* 4/3D+2



**Weapons:**

**2 Heavy Turbolaser Cannons** (fire-linked)

*Fire Arc:* Front  
*Crew:* 35  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Damage:* 11D

**2 Heavy Ion Cannons** (fire-linked)

*Fire Arc:* Front  
*Crew:* 20  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Damage:* 9D

**26 Twin Turbolaser Cannons**

*Fire Arc:* 5 batteries left, 5 batteries right, 3 batteries rear  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/35/75  
*Damage:* 4D

**20 Light Turbolasers**

*Fire Arc:* 2 batteries front/left, 2 batteries front/right (partial turrets)  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/35/75  
*Damage:* 2D

**38 Point-Defense Laser Cannons**

*Fire Arc:* 4 batteries front, 5 batteries left, 5 batteries right, 5 batteries rear  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/10/20  
*Damage:* 2D

**Hyperwave Jammer**

*Fire Arc:* All  
*Crew:* 10  
*Skill:* Communications  
*Space Range:* 3-15/35/75  
*Damage:* The powerful communications arrays can also be used to jam enemy craft in nearby space, causing a penalty on *sensors* and *communications* rolls (-2D for starfighters, -1D+1 for space transports, -2 for capital ships). The same penalty is applied to the fire control of any weapon fired at the communications frigate (although fire control can't be reduced to less than 0D). The jammer is selective enough not to affect friendly ships, but it isn't powerful enough to affect space stations.

## Banking Clan Communications Frigate

**Craft:** Hoersch-Kessel Drive/Gwori Revolutionary Industries  
Munificent-class Star Frigate  
**Affiliation:** Intergalactic Banking Clan  
**Era:** Rise of the Empire  
**Source:** Wizards Website  
**Type:** Communications frigate  
**Scale:** Capital  
**Length:** 825 meters  
**Skill:** Capital ship piloting  
**Crew:** 200, gunners: 114, skeleton: 75/+15  
**Passengers:** 150,000 (deactivated battle droids, no more than 2,000 can be activated on-board at once)  
**Cargo Capacity:** 40,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale (valued at 57 millions)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6

## Commerce Guild Support Ship



**Craft:** Hoersch-Kessel Drive/Free Dac Volunteers *Recusant*-class Light Destroyer

**Affiliation:** Commerce Guild

**Era:** Rise of the Empire

**Source:** Wizards Website

**Type:** Light destroyer

**Scale:** Capital

**Length:** 1,187 meters

**Skill:** Capital ship piloting

**Crew:** 300, gunners: 110, skeleton: 100/+15

**Passengers:** 40,000 (deactivated battle droids, no more than 3,000 can be activated on-board at once)

**Cargo Capacity:** 10,000 metric tons

**Consumables:** 2 years

**Cost:** Not available for sale (valued at 61 millions)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 8

**Hull:** 4D+1

**Shields:** 3D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/3D+2

*Focus:* 6/4D

**Weapons:**

**Prow Heavy Turbolaser Cannon**

*Fire Arc:* Front

*Crew:* 30

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75

*Damage:* 10D

**10 Heavy Turbolaser Cannons**

*Fire Arc:* 6 turret, 2 front, 2 rear

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Damage:* 7D

**5 Turbolaser Cannons**

*Fire Arc:* 2 left, 2 right, 1 rear

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Damage:* 2D

**30 Dual Laser Cannons**

*Fire Arc:* 1 battery front, 2 batteries left, 2 batteries right, 1 battery rear

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/20

*Damage:* 5D

**12 Dual Light Laser Cannons**

*Fire Arc:* 1 battery front, 1 battery left, 1 battery right

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/10/20

*Damage:* 4D

**60 Point-Defense Laser Cannons**

*Fire Arc:* 3 batteries front, 3 batteries left, 3 batteries right, 3 batteries rear

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/10/20

*Damage:* 2D

## Trade Federation Cruiser

**Craft:** Free Dac Volunteers/Pammant Docks *Providence*-class carrier/destroyer

**Affiliation:** Trade Federation

**Era:** Rise of the Empire

**Source:** Wizards Website

**Type:** Carrier/destroyer

**Scale:** Capital

**Length:** 1,088 meters

**Skill:** Capital ship piloting

**Crew:** 600, gunners: 329, skeleton: 200/+15

**Crew Skill:** Astrogation 5D, capital ship piloting 4D+1, capital ship gunnery 4D+1

**Passengers:** 1.5 million (deactivated battle droids, no more than 6,000 can be activated on-board at once)

**Cargo Capacity:** 50,000 metric tons, 160 MTTs and 280 assorted droid armored vehicles

**Consumables:** 4 years

**Cost:** Not available for sale (valued at 125 millions)

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 8

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

**Hull:** 6D

**Shields:** 3D+2

**Sensors:**

*Passive:* 30/1D+1

*Scan:* 60/2D+1

*Search:* 90/3D+2

*Focus:* 6/4D+2

**Weapons:**

**14 Quad Turbolasers**

*Fire Arc:* 4 front, 5 left, 5 right

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 6D

**34 Dual Laser Cannons**

*Fire Arc:* 6 batteries turret, 2 batteries front, 4 batteries left, 4 batteries right, 1 battery rear

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/10/20

*Atmosphere Range:* 100-500/1/2 km

*Damage:* 5D

**2 Heavy Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**12 Point-Defense Ion Cannons**

*Fire Arc:* 2 batteries left, 2 batteries right

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/10/20

*Atmosphere Range:* 100-500/1/2 km

*Damage:* 3D

**8 Tractor Beam Projectors**

*Fire Arc:* 4 left, 4 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**102 Proton Torpedo Tubes** (16 torpedoes each)

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 5-20/50/110

*Atmosphere Range:* 5-50/100/300 km

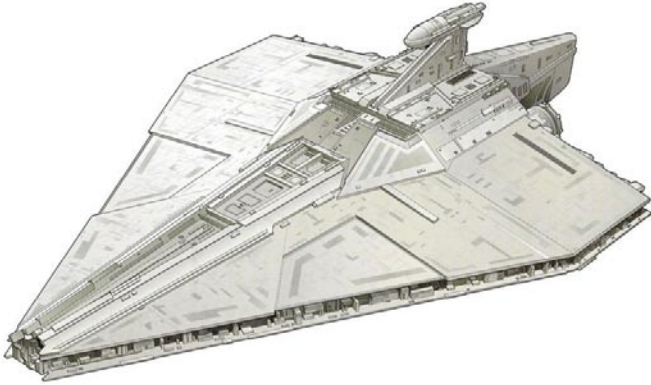
*Damage:* 9D

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



# Imperial

## Acclamator Assault Ship



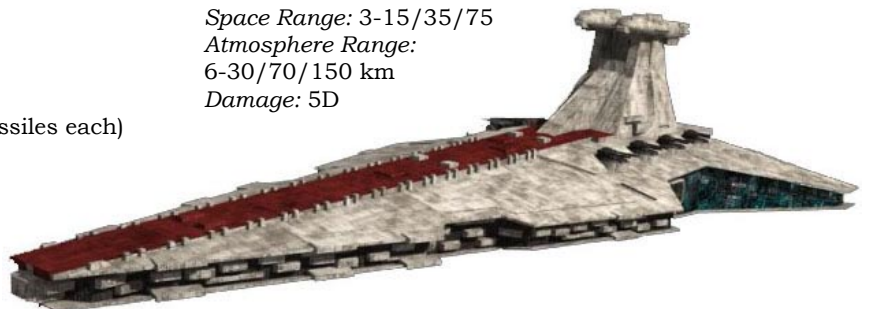
**Craft:** Rothana Heavy Engineering *Acclamator*-class Military Transport  
**Affiliation:** Old Republic / Empire  
**Era:** Rise of the Empire  
**Source:** d20 Core Rulebook (page 234)  
**Type:** Assault ship  
**Scale:** Capital  
**Length:** 752 meters  
**Skill:** Capital ship piloting: *Acclamator*-class  
**Crew:** 700  
**Crew Skill:** All skills typically at 4D  
**Passengers:** 16,000 (troops)  
**Cargo Capacity:** 2,000 metric tons  
**Consumables:** 20 days  
**Cost:** 29 million (new), 19 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D+1  
**Shields:** 2D+1  
**Sensors:**  
*Passive* 40/1D  
*Scan* 70/2D  
*Search* 150/3D  
*Focus* 4/3D+2  
**Weapons:**  
**12 Turbo Quadlasers**  
*Fire Arc:* Partial Turret (6 front/left, 6 front/right)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 6D  
**4 Assault Concussion Missile Tubes** (20 missiles each)  
*Fire Arc:* Front  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 9D

### 24 Point Laser Cannons

*Fire Arc:* 2 batteries front, 2 batteries left, 2 batteries right  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D+1

## Venator Star Destroyer

**Craft:** Kuat Drive Yards *Venator*-class Star Destroyer  
**Affiliation:** Old Republic / Empire  
**Era:** Rise of the Empire  
**Source:** Wizards Website  
**Type:** Star destroyer  
**Scale:** Capital  
**Length:** 1,137 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 7,400, gunners: 124, skeleton 3,025/+15  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2  
**Passengers:** 2,000 (troops)  
**Cargo Capacity:** 20,000 metric tons, 40 LAAT/I gunships, and 24 heavy walkers of various makes  
**Consumables:** 2 years  
**Cost:** Not available for sale (valued at 59 millions)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 340; 975 kmh  
**Hull:** 5D+1  
**Shields:** 3D+1  
**Sensors:**  
*Passive* 40/1D  
*Scan* 70/2D  
*Search* 150/3D  
*Focus* 4/3D+2  
**Weapons:**  
**8 Heavy Turbolasers**  
*Fire Arc:* 1 battery front/right, 1 battery front/left (partial turrets)  
*Crew:* 5  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 6D+1  
**2 Medium Dual Turbolasers**  
*Fire Arc:* 1 front/left, 1 front/right (partial turrets)  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 5D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D



**26 Point-Defense Laser Cannons**

*Fire Arc:* 12 front, 6 left, 6 right, 2 rear  
*Crew:* 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 400-1/5/10 km  
*Damage:* 3D

**6 Tractor Beam Projectors**

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

**4 Proton Torpedo Tubes** (16 torpedoes each)

*Fire Arc:* Front  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 9D

**Starfighter Complement:** 192 V-wings, 192 Eta-2 *Actis* interceptors, 36 ARC-170

## Armed Cargo Barge

**Craft:** Kuat Drive Yards Cargo Barge  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Death Star Technical Companion (page 94)  
**Type:** Armed cargo barge  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Capital ship piloting  
**Crew:** 12, gunners: 2, skeleton 6/+10  
**Crew Skill:** Capital ship piloting, capital ship gunnery 3D  
**Passengers:** 10  
**Cargo Capacity:** 70,000 metric tons  
**Consumables:** 2 months  
**Cost:** 1.1 million (new), 500,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D  
**Shields:** 0D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/2D  
*Focus:* 2/2D+2  
**Weapons:**  
**2 Twin Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 2D

## X-Q1 Patrol Craft

**Craft:** Loronar X-Q1 Patrol Craft  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Type:** Patrol craft  
**Scale:** Capital  
**Length:** 80 meters  
**Skill:** Capital ship piloting: Patrol craft  
**Crew:** 6, gunners: 4, skeleton 3/+10  
**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 5D, capital ship shields 4D, sensors 3D+2  
**Passengers:** 16 (troops)  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+2  
*Search:* 130/2D+1  
*Focus:* 4/3D  
**Weapons:**  
**2 Turbolaser Cannons**  
*Fire Arc:* Turret  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere:* 6-30/70/150 km  
*Damage:* 4D



## X-Q2 System Patrol Cruiser

**Craft:** Loronar Regulator X-Q2 System Patrol Cruiser  
**Affiliation:** Empire / General  
**Era:** Rebellion  
**Source:** The Far Orbit Project (page 82), Classic Campaigns (page 71)  
**Type:** Inter-system patrol/customs cruiser  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: X-Q2  
**Crew:** 9, gunners: 5, skeleton: 5/+15  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 4D+2, capital ship shields 4D+2  
**Passengers:** 15  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Maneuverability:** 2D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**  
**5 Laser Cannons**  
*Fire Arc:* 1 front, 1 left, 1 right, 1 back, 1 turret

*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D

## System Patrol Craft



**Craft:** Sienar Fleet Systems IPV 1  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Imperial Sourcebook (pages 51), Pirates & Privateers (page 74), Dark Force Rising Sourcebook (page 140), The Thrawn Trilogy Sourcebook (page 222), Flashpoint! Brak Sector (pages 30-31), Starships of the Galaxy (pages 102-103)  
**Type:** Inter-system patrol/customs craft  
**Scale:** Capital  
**Length:** 120 meters  
**Skill:** Capital ship piloting: IPV 1  
**Crew:** 4, gunners: 8, skeleton: 3/+5  
**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 3D  
**Passengers:** 10 (troops)  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+1  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+2  
*Search:* 130/2D  
*Focus:* 4/3D  
**Weapons:**  
**4 Turbolaser Cannons**  
*Fire Arc:* Turret  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5/3.5/7.5 km  
*Damage:* 4D

## Tartan Patrol Cruiser



**Craft:** Damorian Manufacturing Corporation Tartan Cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** Anti-starfighter patrol cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting  
**Crew:** 1,800, gunners: 20, skeleton: 1,000/+5  
**Passengers:** 100 (troops)  
**Cargo Capacity:** 4,000 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+1  
*Search:* 120/2D  
*Focus:* 5/3D  
**Weapons:**  
**20 Laser Cannons**  
*Fire Arc:* 10 left, 10 right  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 7D

## Broadside Missile Cruiser

**Craft:** Kuat Drive Yards' Broadside Missile Cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** Heavy Long range missile assault cruiser



**Scale:** Capital  
**Length:** 500 meters  
**Skill:** Capital ship piloting: Broadside Cruiser  
**Crew:** 860, gunners: 44, skeleton: 530/+10  
**Passengers:** 200 (troops)  
**Cargo Capacity:** 800 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/+2  
*Scan:* 50/2D  
*Search:* 140/2D+1  
*Focus:* 4/3D  
**Weapons:**  
**40 Concussion Missile Launchers**  
*Fire Arc:* 10 front, 10 left, 10 right, 10 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 9D  
**2 Turbolasers**  
*Fire Arc:* 1 left, 1 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D

## Bayonet Cruiser

**Craft:** Sienar Fleet Systems' *Bayonet*-class Cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Planets Collection (page 103)  
**Type:** Light cruiser  
**Scale:** Capital  
**Length:** 200 meters  
**Skill:** Capital ship piloting: Bayonet  
**Crew:** 120, gunners: 30, skeleton: 40/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1  
**Passengers:** 48 (troops)  
**Cargo Capacity:** 3,500 metric tons  
**Consumables:** 1 year  
**Cost:** 5 million (new), 2.3 million (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 175; 500 kmh  
**Hull:** 4D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/3D  
*Search:* 160/4D

*Focus:* 6/3D+2  
**Weapons:**  
**8 Heavy Turbolasers**  
*Fire Arc:* 2 front, 3 left, 3 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**6 Laser Cannons**  
*Fire Arc:* 2 front, 2 left, 2 right  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 2D  
**2 Tractor Beam Projectors**  
*Fire Arc:* Front  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Carrack Light Cruiser



**Craft:** Damorian Manufacturing's *Carrack*-class light cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Imperial Sourcebook (pages 57-58), Heir to the Empire Sourcebook (pages 120-121), The Thrawn Trilogy Sourcebook (page 214), Starships of the Galaxy (pages 89-90), The Essential Guide to Vehicles and Vessels (pages 16-17)  
**Type:** Light cruiser  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Capital ship piloting: Carrack  
**Crew:** 1,007, gunners: 85, skeleton: 500/+10  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1  
**Passengers:** 142 (troops)  
**Cargo Capacity:** 3,500 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12

**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Hull:** 5D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D

**Weapons:**

**10 Heavy Turbolasers**

*Fire Arc:* 2 front, 3 left, 3 right, 2 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D

**20 Laser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 2D

**5 Tractor Beam Projectors**

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

**Starfighter Complement:** 4 recon fighters

## Victory Star Destroyer

**Craft:** Rendili Star Drive's Victory I

**Affiliation:** Empire / General

**Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 59-60), The Star Wars Sourcebook (pages 32-34), Han Solo and the Corporate Sector Sourcebook (pages 91-92), Dark Force Rising Sourcebook (pages 141-142), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 103), The Essential Guide to Vehicles and Vessels (pages 188-189)

**Type:** Victory-class Star Destroyer

**Scale:** Capital

**Length:** 900 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 4,798, gunners: 402, skeleton 1,785/+15

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

**Passengers:** 2,040 (troops)

**Cargo Capacity:** 8,100 metric tons

**Consumables:** 4 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh



**Hull:** 4D

**Shields:** 3D+1

**Sensors:**

*Passive:* 40/1D

*Scan:* 70/2D

*Search:* 150/3D

*Focus:* 4/3D+2

**Weapons:**

**10 Quad Turbolaser Batteries**

*Fire Arc:* 5 left, 5 right

*Crew:* 5

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**40 Double Turbolaser Batteries**

*Fire Arc:* 10 front, 15 left, 15 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 2D+2

**80 Concussion Missile Launchers**

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 9D

**10 Tractor Beam Projectors**

*Fire Arc:* 6 front, 2 left, 2 right

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

*Skill:* Capital ship gunnery

*Fire Control:* 4D

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

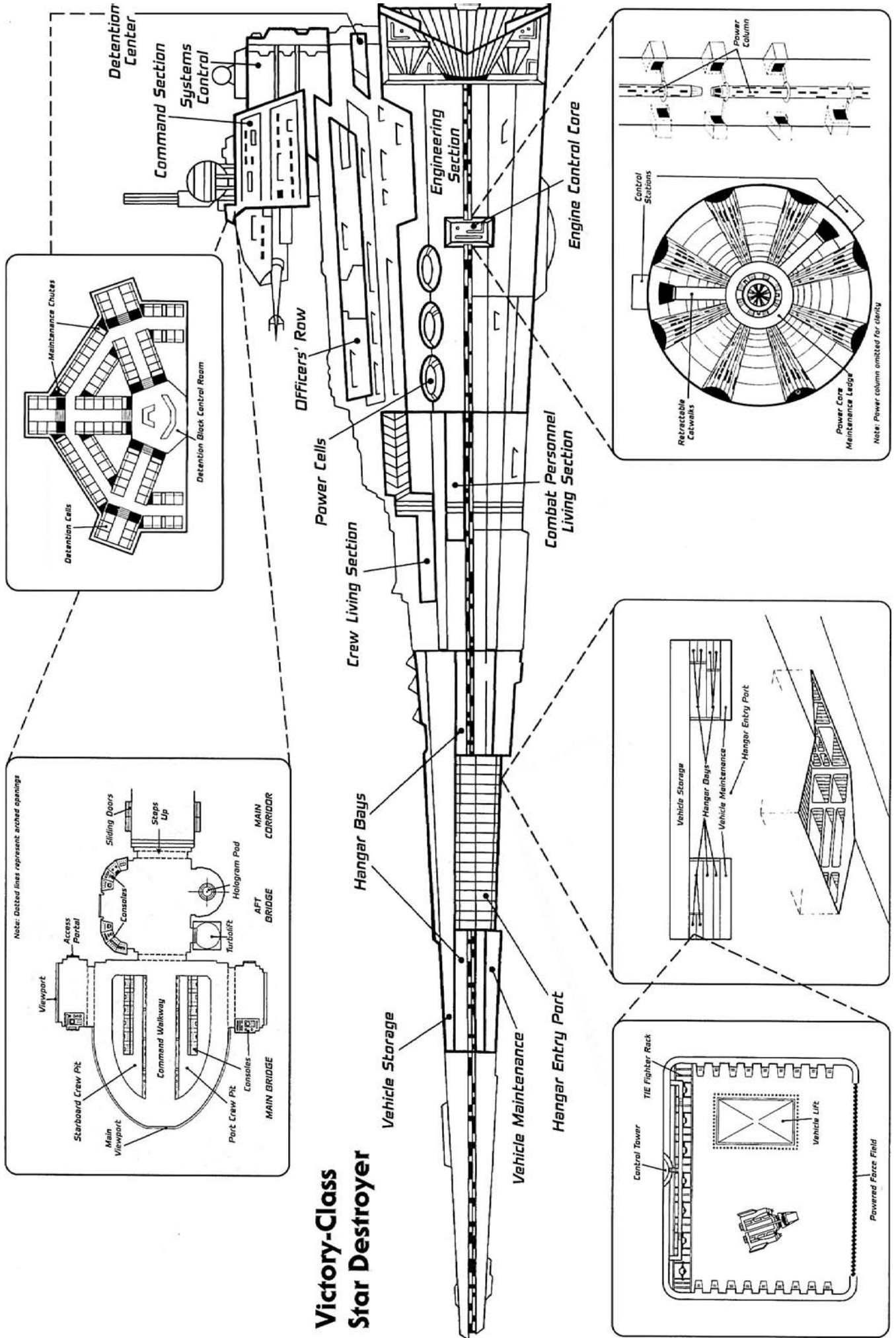
*Atmosphere Range:* 2-10/30/60 km

*Damage:* 5D

**Starfighter Complement:** 2 squadrons



# Victory-Class Star Destroyer



## Victory II Star Destroyer



**Craft:** Rendili StarDrive's Victory II  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Imperial Sourcebook (pages 60-61), Starships of the Galaxy (pages 103)  
**Type:** Victory-class Star Destroyer  
**Scale:** Capital  
**Length:** 900 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 5,881, gunners: 226, skeleton: 2,100/+10  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2  
**Passengers:** 1,600 (troops)  
**Cargo Capacity:** 8,100 metric tons  
**Consumables:** 4 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Hull:** 4D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 70/2D  
*Search:* 150/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**20 Turbolaser Batteries**  
*Fire Arc:* 10 front, 5 left, 5 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**20 Double Turbolaser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**10 Ion Cannons**  
*Fire Arc:* 2 front, 3 left, 3 right, 2 back  
*Crew:* 2 (2), 3 (2), 4 (6)

*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 4D  
**10 Tractor Beam Projectors**  
*Fire Arc:* 6 front, 2 left, 2 right  
*Crew:* 2 (2), 4 (2), 10 (6)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 6D  
**Starfighter Complement:** 2 squadrons

## Vindicator Heavy Cruiser



**Craft:** Sienar Fleet Systems *Vindicator*-class Heavy Cruiser  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Starships of the Galaxy (pages 99-100)  
**Type:** *Vindicator*-class heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Vindicator  
**Crew:** 2,551  
**Crew Skill:** Varies, typically 4D in all applicable skills  
**Passengers:** 400 (troops)  
**Cargo Capacity:** 8,000 metric tons  
**Consumables:** 1.5 years  
**Cost:** Not available for sale (43 million estimated)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 75/2D  
*Search:* 150/3D  
*Focus:* 5/4D  
**Weapons:**  
**25 Light Turbolasers**  
*Fire Arc:* 2 batteries front, 1 battery right, 1 battery left, 1 battery rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**20 Light Turbo Quadlasers**  
*Fire Arc:* 2 batteries front, 1 battery right, 1 battery left, 1

battery rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

**10 Point-Defense Lasers**

*Fire Arc:* 2 front, 3 right, 3 left, 2 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

**20 Light Ion Cannons**

*Fire Arc:* 2 batteries front, 1 battery right, 1 battery left, 1 battery rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 3D+2

**3 Tractor Beam Projectors**

*Fire Arc:* 1 front, 1 right, 1 left  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 1-5/15/30 km  
*Damage:* 4D

## Star Destroyer

**Craft:** Kuat Drive Yards' Imperial I Star Destroyer

**Affiliation:** Empire

**Era:** Rise of the Empire

**Source:** Core Rulebook (page 252), Imperial Sourcebook (pages 61-62), Star Wars Trilogy Sourcebook SE (pages 138-139), The Star Wars Sourcebook (pages 34-36), Heir to the Empire Sourcebook (pages 128-129), The Thrawn Trilogy Sourcebook (page 219), The Essential Guide to Vehicles and Vessels (pages 80-81)

**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,600 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 36,810, gunners: 275, skeleton: 5,000/+20

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

**Passengers:** 9,700(troops)

**Cargo Capacity:** 36,000 metric tons

**Consumables:** 6 years

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 7D

**Shields:** 3D

**Sensors:**

*assive:* 50/1D

*Scan:* 100/3D

*Search:* 200/4D

*Focus:* 6/4D+2

**Weapons:**

**60 Turbolaser Batteries**

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

*Crew:* 1 (20), 2 (40)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**60 Ion Cannons**

*Fire Arc:* 20 front, 15 left, 15 right, 10 back

*Crew:* 1 (15), 2 (45)

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**10 Tractor Beam Projectors**

*Fire Arc:* 6 front, 2 left, 2 right

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

*Skill:* Capital ship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**Starfighter Complement:** 72 TIE starfighters

**Ground/Air Complement:** 20 AT-ATs and 30 AT-STs

## Star Destroyer II

**Craft:** Kuat Drive Yards' Imperial II Star Destroyer

**Affiliation:** Empire

**Era:** Rebellion

**Source:** Imperial Sourcebook (page 62), Starships of the Galaxy (page 97)

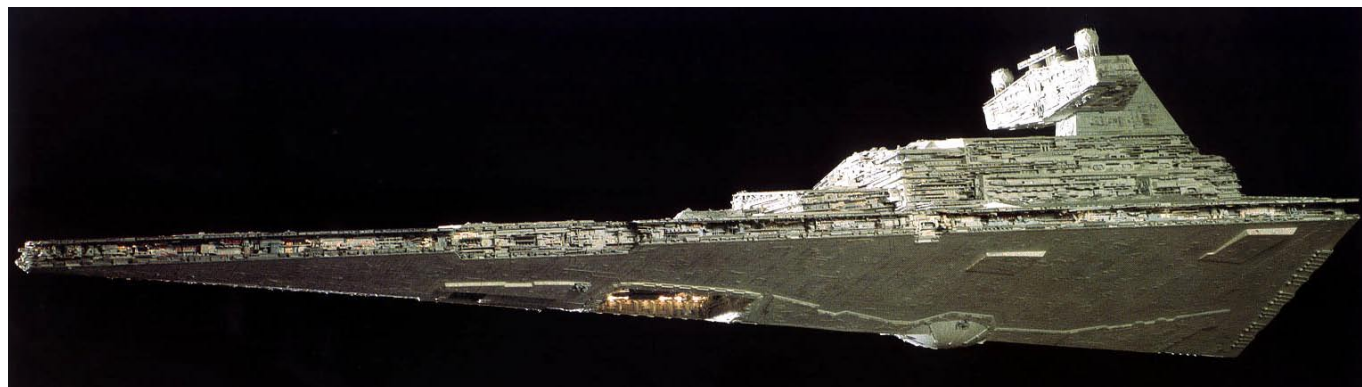
**Type:** Star Destroyer

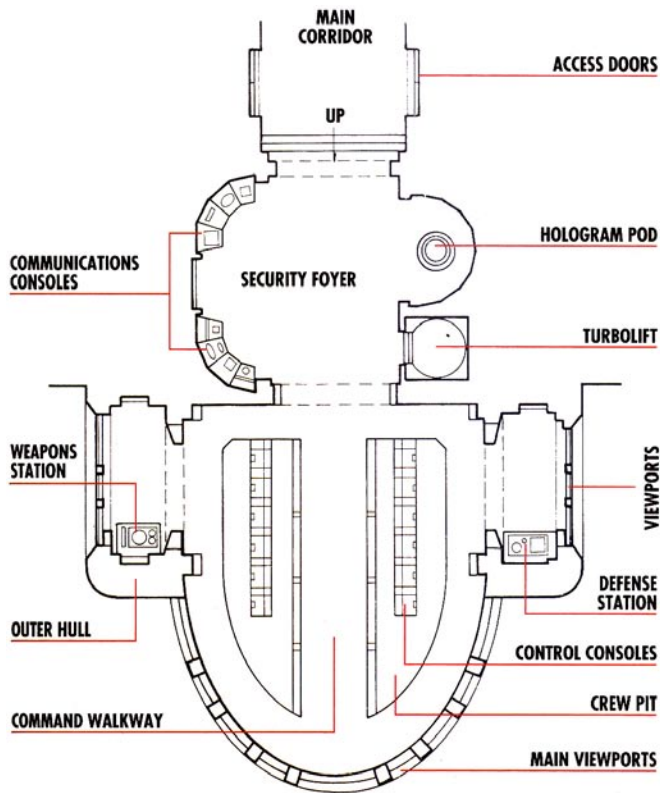
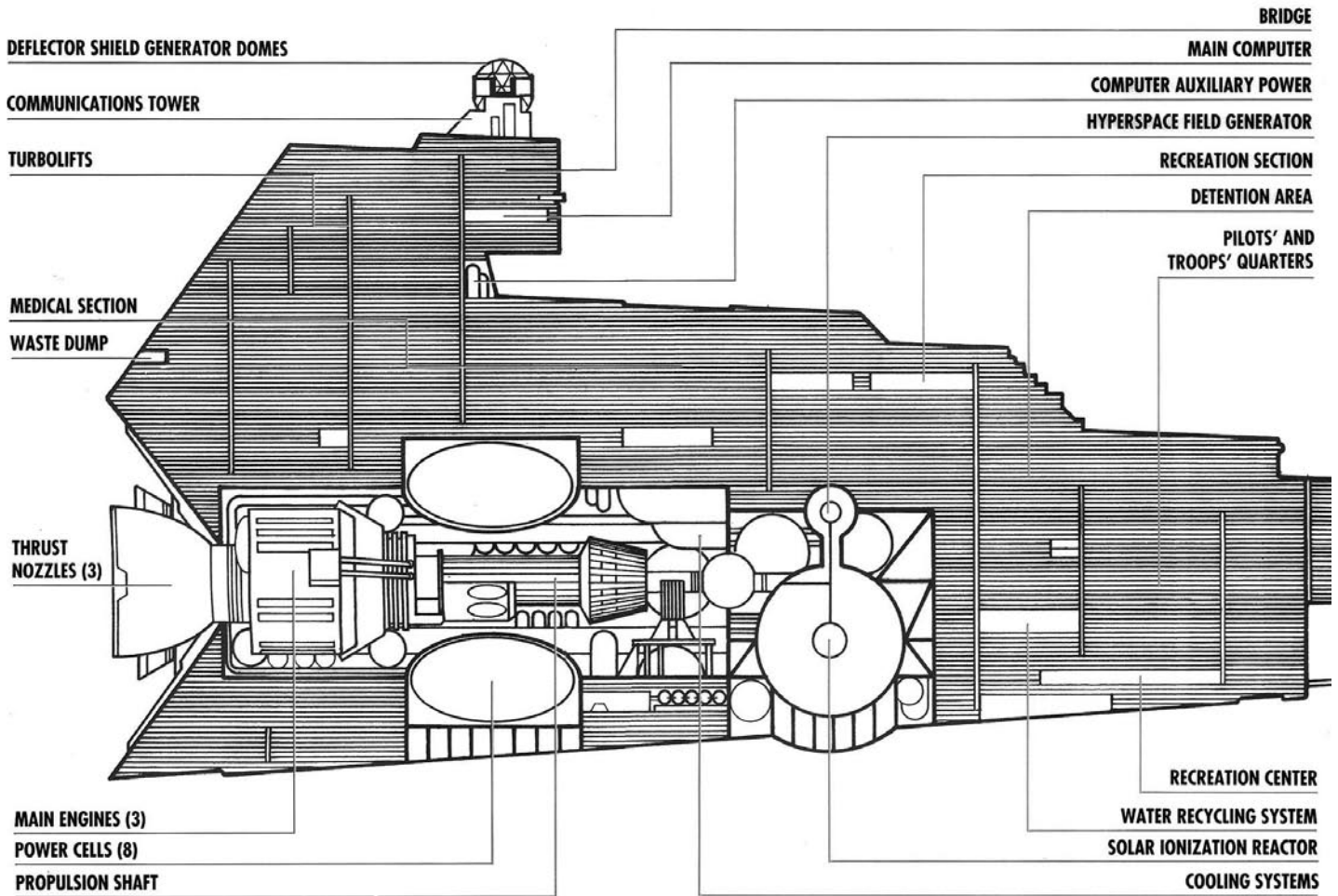
**Scale:** Capital

**Length:** 1,600 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 36,755, gunners: 330, skeleton 5,000 /+10





**MAIN BRIDGE PLAN**

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

**Passengers:** 9,700 (troops)

**Cargo Capacity:** 36,000 metric tons

**Consumables:** 6 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 7D+1

**Shields:** 2D+2

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/3D

*Search:* 200/4D

*Focus:* 6/4D+1

**Weapons:**

**50 Heavy Turbolaser Batteries**

*Fire Arc:* 20 front, 15 left, 15 right

*Crew:* 1 (20), 2 (30)

*Skill:* Capital ship gunnery

*Fire Control:* 0D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

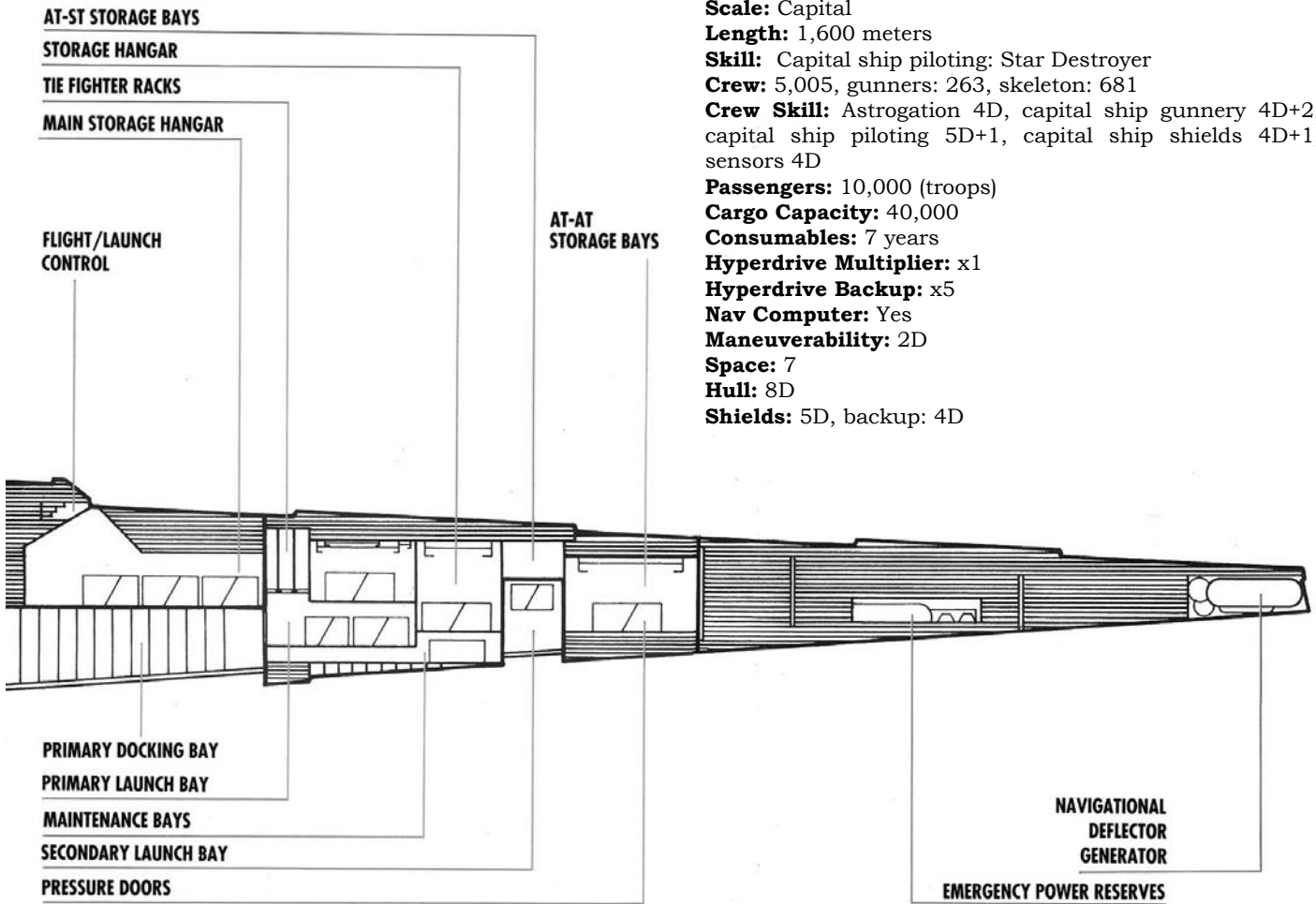
*Damage:* 10D

**50 Heavy Turbolaser Cannons**

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

*Crew:* 3

*Skill:* Capital ship gunnery



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

*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D

**20 Ion Cannons**

*Fire Arc:* 10 front, 5 left, 5 right  
*Crew:* 1 (10), 2 (10)  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 4D

**10 Tractor Beam Projectors**

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

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

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

**Star Destroyer III**

**Craft:** Kuat Drive Yards' Imperial III Star Destroyer  
**Affiliation:** Empire  
**Era:** New Republic  
**Type:** Star Destroyer

**Sensors:**

*Passive:* 50/1D  
*Scan:* 100/3D+2  
*Search:* 200/4D+1  
*Focus:* 6/5D

**Weapons:**

**36 Double Turbolaser Cannons**

*Fire Arc:* 9 front, 9 left, 9 right, 9 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Scale:* Starfighter  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 6D

**30 Turbolaser Batteries**

*Fire Arc:* 6 front, 5 left, 5 right  
*Crew:* 1 (15), 2 (15)  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-15/72/150km  
*Damage:* 6D

**20 Heavy Turbolaser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 5-20/40/60  
*Atmosphere Range:* 10-20/80/120 km  
*Damage:* 10D

**6 Concussion Missile Tubes**

*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 9D

**50 Ion Cannons**

*Fire Arc:* 20 front, 15 left, 15 right, 10 back  
*Crew:* 1 (15), 2 (45)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 4D+2

**10 Tractor Beam Projectors**

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

**Standard Fighter Complement:**

24 TIE Interceptors, 12 A-9 Vigilance, 12 TIE Advanced, 12 Scimitar Assault Bombers, 12 TIE/rc, 12 TIE/D, 1 Assault Shuttle

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

## Imperial Patrol Vessel/h

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

*Damage:* 4D+2

**2 Medium Ions Cannons**

*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

## Lancer Frigate



**Craft:** Kuat Drive Yard's Lancer-class Frigate

**Affiliation:** Empire

**Era:** Rebellion

**Source:** Imperial Sourcebook (page 55), Dark Force Rising Sourcebook (pages 139-140), The Thrawn Trilogy Sourcebook (page 220), The Essential Guide to Vehicles and Vessels (pages 102-103)

**Type:** Anti-Starfighter screening vessel

**Scale:** Capital

**Length:** 250 meters

**Skill:** Capital ship piloting: Lancer

**Crew:** 810, gunners: 40, skeleton: 375/+10

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

**Passengers:** 40 (troops)

**Cargo Capacity:** 300 metric tons

**Consumables:** 1 week

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 4D

**Shields:** 2D+2

**Sensors:**

*Passive:* 35/1D

*Scan:* 60/1D

*Search:* 100/2D

*Focus:* 3/2D+1

**Weapons:**

**20 Quad Laser Cannons**

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

*Crew:* 1(5), 2(10), 3(5)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

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

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

*Damage:* 4D

## Star Galleon



**Craft:** Kuat Drive Yards' Star Galleon  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (pages 56-57), Pirates & Privateers (page 70), Dark Force Rising Sourcebook (pages 140-141), The Thrawn Trilogy Sourcebook (page 222-223), Starships of the Galaxy (pages 98-99)  
**Type:** Cargo / escort frigate  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Star Galleon  
**Crew:** 130, gunners: 20, skeleton 50/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 5D, sensors 3D  
**Passengers:** 300 (troops)  
**Cargo Capacity:** 100,000 metric tons  
**Consumables:** 6 months  
**Hyperdrive:** x2  
**Hyperdrive Backup:** Yes  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Hull:** 5D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 45/1D+1  
*Search:* 90/2D  
*Focus:* 3/2D+1  
**Weapons:**  
**10 Turbolasers**  
*Fire Arc:* 5 left, 5 right  
*Crew:* 1 (6), 2 (2), 3 (2)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**Concussion Missiles Launcher**  
*Fire Arc:* Front  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 5D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 5D

## Escort Carrier

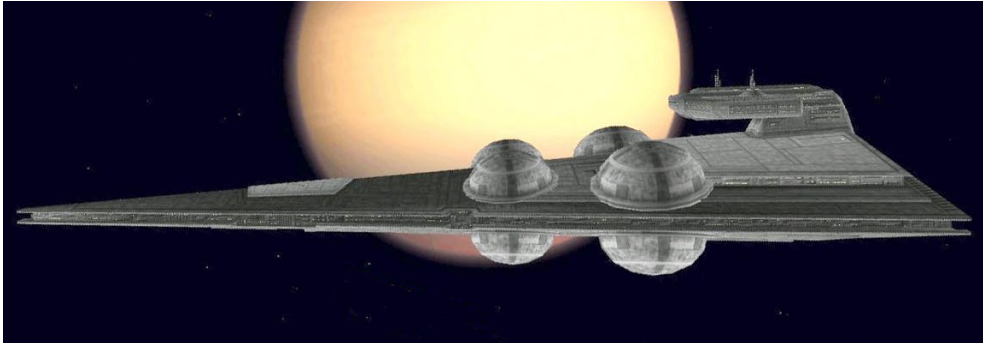
**Craft:** Kuat Drive Yards' Escort Carrier  
**Affiliation:** Empire  
**Era:** Rebellion



**Source:** Imperial Sourcebook (pages 54-55), Starships of the Galaxy (page 96)  
**Type:** Heavy Starfighter/shuttle carrier  
**Scale:** Capital  
**Length:** 500 meters  
**Skill:** Capital ship piloting: KDY Escort Carrier  
**Crew:** 3,485, gunners: 20, skeleton: 1,500/+10  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2, sensors 3D+2  
**Passengers:** 800 (troops)  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 9 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 7D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D  
**Weapons:**  
**10 Twin Laser Cannons**  
*Fire Arc:* 2 front, 3 left, 3 right, 2 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/25/50 km  
*Damage:* 3D  
**Starfighter Complement:** 4 TIE/In squadrons, 1 TIE Interceptor squadron, 1 TIE Bomber squadron, 6 shuttles

## Interdictor Cruiser

**Craft:** Sienar Fleet Systems' Immobilizer 418  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (pages 55-56), Heir to the Empire Sourcebook (page 123-127), The Thrawn Trilogy Sourcebook (pages 219-220), Wanted by Cracken (pages 17-20), Starships of the Galaxy (pages 99-100), The Essential Guide to Vehicles and Vessels (pages 86-87)  
**Type:** Interdictor-class heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Interdictor Cruiser  
**Crew:** 2,783, gunners: 24, skeleton: 1,500/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D



Sourcebook (page 222)  
**Type:** *Strike-class* medium cruiser  
**Scale:** Capital  
**Length:** 450 meters  
**Skill:** Capital ship piloting: *Strike-class* cruiser  
**Crew:** 1,972, gunners: 140, skeleton: 800/+10  
**Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 3D+2  
**Passengers:** 340 (troops)

**Passengers:** 80 (troops)  
**Cargo Capacity:** 5,500 metric tons  
**Consumables:** 1.2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 75/2D  
*Search:* 150/3D  
*Focus:* 5/4D

**Weapons:**  
**20 Laser Cannons**  
*Fire Arc:* 10 front, 5 left, 5 right  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 4D  
**4 Gravity Well Projector**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 6D  
*Space Range:* 1-5/75/150  
*Damage:* Blocks hyperspace travel  
**Starfighter Complement:** 2 squadrons

## Strike Cruiser

**Craft:** Loronar *Strike-class* Cruiser  
**Affiliation:** Empire / General / Rebel Alliance  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (pages 51-54), Heir to the Empire Sourcebook (page 128), The Thrawn Trilogy



**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 1.5 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 6D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D

**Weapons:**  
**20 Turbolasers**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**10 Turbolaser Batteries**  
*Fire Arc:* 4 front, 3 left, 3 right  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D

**10 Tractor Beam Projectors**  
*Fire Arc:* 2 front, 3 left, 3 right, 2 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 1-5/15/30 km  
*Damage:* 4D

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



## Abolisher Cruiser



**Craft:** Sienar Fleet Systems' Neutralizer 418  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Abolisher-class heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Abolisher Cruiser  
**Crew:** 2,799, gunners: 40, skeleton: 1,500  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 4D+1  
**Passengers:** 80 (troops)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1.5 years  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 7  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 75/2D  
*Search:* 150/3D  
*Focus:* 5/4D  
**Weapons:**  
**15 Quad Laser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 5D  
**20 Turbolaser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 rear  
*Scale:* Starfighter  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**5 Hyperspace Pulsemass Generators**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/75/150  
*Damage:* Destroys any ship in hyperspace within range (see Imperial Sourcebook page 67 for details)  
**Starfighter Complement:** 3 squadrons

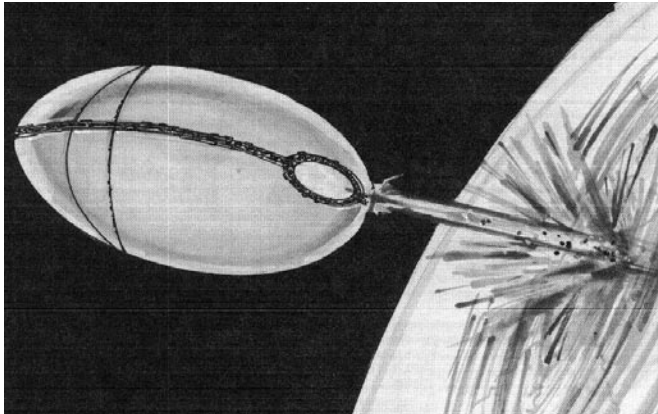
## Liberator Cruiser

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

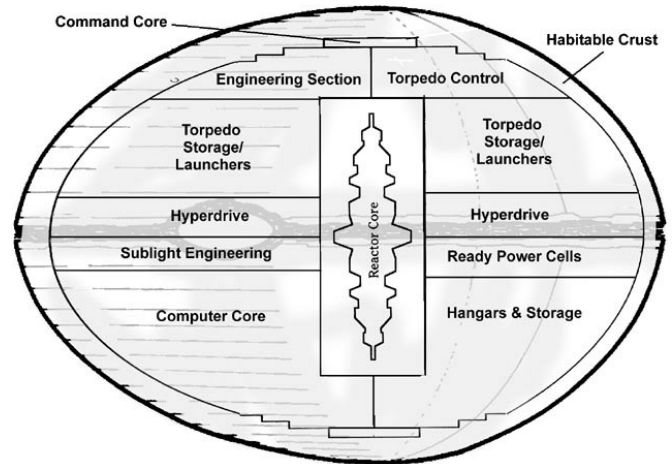


**Type:** Cruiser  
**Scale:** Capital  
**Length:** 1,040 meters  
**Skill:** Capital ship piloting: Liberator  
**Crew:** 6,795, gunners: 244, skeleton: 2,265/+10  
**Crew Skill:** Varies  
**Passengers:** 9,600 (troops)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 5 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 6D+2  
**Shields:** 3D+2  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/2D  
*Search:* 150/3D  
*Focus:* 5/3D+2  
**Weapons:**  
**160 Heavy Turbolaser Batteries**  
*Fire Arc:* 30 front, 50 left, 50 right, 30 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 10D  
**50 Ion Cannons**  
*Fire Arc:* 20 front, 10 left, 10 right, 10 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100  
*Damage:* 4D  
**6 Tractor Beam Projectors**  
*Fire Arc:* 1 front, 2 left, 2 right, 1 back  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**5 Concussion Missile Tubes**  
*Fire Arc:* Turret  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 9D

## Torpedo Sphere



**Craft:** Loronar's Torpedo Sphere  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Lords of the Expanse: Campaign Guide (pages 30-38), Imperial Sourcebook (pages 58-59), Starships of the Galaxy (pages 109-110)  
**Type:** Dedicated siege platform  
**Scale:** Capital  
**Length:** 1,900 meters  
**Skill:** Capital ship piloting: Torpedo Sphere  
**Crew:** 61,245, gunners: 2,030, skeleton: 20,415/+15  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 3D+2, capital ship shields 4D, sensors 4D+1  
**Passengers:** 8,540 (troops)  
**Cargo Capacity:** 3.8 million metric tons  
**Consumables:** 4 years  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x18  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 9D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 75/3D  
*Search:* 150/4D  
*Focus:* 5/4D+2  
**Weapons:**  
**10 Turbolaser Batteries**  
*Fire Arc:* Front  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 0D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 9D  
**500 Proton Torpedo Tubes**  
*Fire Arc:* Front  
*Crew:* 4  
*Skill:* Capital ship gunnery



*Fire Control:* 2D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 9D against planetary shields, 4D against other vessels

## Super Star Destroyer

**Craft:** Kuat Drive Yards' *Executor*-class Star Dreadnought  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (pages 62-63), Galaxy Guide 5: Return of the Jedi (page 51), Starships of the Galaxy (pages 105-106), The Essential Guide to Vehicles and Vessels (pages 54-55)  
**Type:** *Executor*-class Star Destroyer  
**Scale:** Capital  
**Length:** 19,000 meters  
**Skill:** Capital ship piloting: Super Star Destroyer  
**Crew:** 279,144, gunners: 1,590, skeleton: 50,000/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D  
**Passengers:** 38,000 (troops)  
**Cargo Capacity:** 250,000 metric tons  
**Consumables:** 6 years  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Space:** 4  
**Hull:** 10D  
**Shields:** 8D  
**Sensors:**  
*Passive:* 75/1D+2  
*Scan:* 150/3D+2  
*Search:* 300/5D  
*Focus:* 8/6D+2  
**Weapons:**  
**250 Turbolaser Batteries**  
*Fire Arc:* 100 front, 75 left, 75 right  
*Crew:* 1 (100), 2 (150)  
*Skill:* Capital ship gunnery



*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**250 Heavy Turbolaser Batteries**

*Fire Arc:* 100 front, 50 left, 50 right, 50 back  
*Crew:* 2

*Skill:* Capital ship gunnery

*Space Range:* 5-20/40/60

*Atmosphere Range:* 10-20/80/120 km

*Damage:* 10D

**250 Concussion Missile Tubes**

*Fire Arc:* 50 front, 75 left, 75 right, 50 back  
*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-5/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 9D

**250 Ion Cannons**

*Fire Arc:* 100 front, 50 left, 50 right, 50 back

*Crew:* 1 (100), 2 (150)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-50/50/100 km

*Damage:* 4D

**40 Tractor Beam Projectors**

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

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 9D

**100 Point Laser Cannon Batteries**

*Fire Arc:* 25 batteries each arc

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

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

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

*Damage:* 3D

**Starfighter Complement:**

*Pre-Thrawn Empire:*

96 TIE/ln, 24 TIE Interceptors, 24 TIE Bombers

*Post-Thrawn Empire:*

60 TIE/ln, 48 TIE Interceptors, 24 Scimitar Assault Bombers, 24 TIE Advanced, 12 TIE Bombers

**Ground/Air Vehicle Complement:**

25 AT-AT, 50 AT-STs, 3 prefabricated garrison bases

## Class 1000 Cruiser

**Craft:** KDY's Class 1000 Cruiser

**Affiliation:** Empire

**Era:** New Republic

**Source:** Galaxy Guide 6: Tramp Freighter (pages 63-64)

**Type:** Light cruiser

**Scale:** Capital

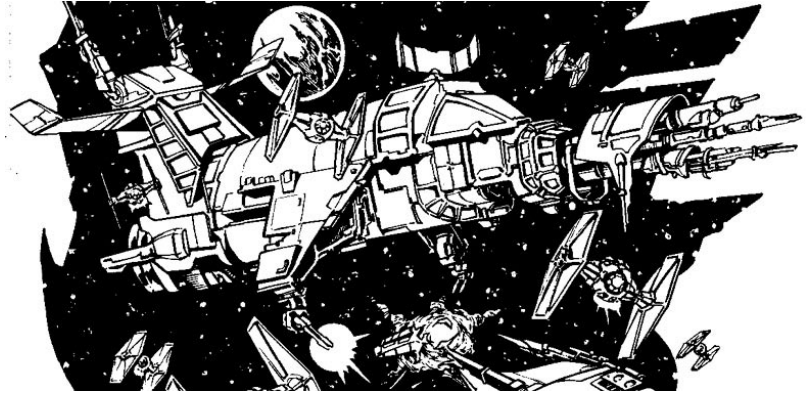
**Length:** 300 meters

**Skill:** Capital ship piloting: Class 1000 cruiser

**Crew:** 580, gunners: 80, skeleton: 200/+10

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

**Passengers:** 200(troops)



**Cargo Capacity:** 500 metric tons

**Consumables:** 2 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 40/1D

*Scan:* 70/2D

*Search:* 150/3D

*Focus:* 4/3D+2

**Weapons:**

**28 Turbolasers**

*Fire Arc:* 10 front, 6 left, 6 right, 6 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**12 Ion Cannons**

*Fire Arc:* 3 front, 3 left, 3 right, 3 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 3D

## Modular Taskforce Cruiser

**Craft:** Tagge Industries Shipyards Ltd. Modular Taskforce Cruiser

**Affiliation:** Empire

**Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 96-98)

**Type:** Multi-task medium transport

**Scale:** Capital

**Length:** 1,150 meters

**Skill:** Capital ship piloting: taskforce cruiser

**Crew:** Varies according to mission profile

**Passengers:** Varies according to mission profile

**Cargo Capacity:** Varies according to mission profile

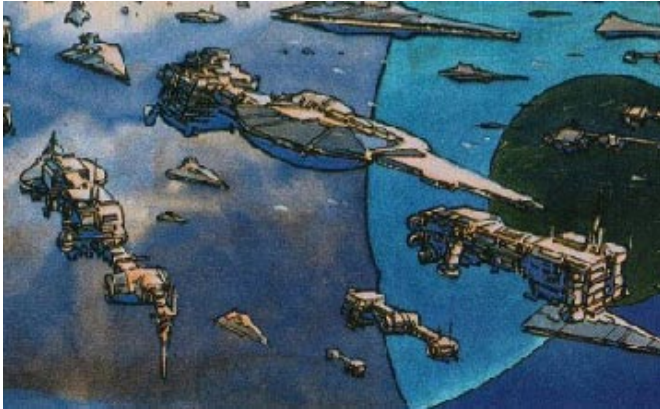
**Consumables:** 6 months

**Cost:** 2.5 million (base cruiser), additional cost for individual modules

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x7

**Nav Computer:** Yes



**Maneuverability:** 2D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 3D+1

**Shields:** 2D

**Sensors:**

Standard sensor suite; more advanced sensors can be installed as needed

*Passive:* 40/1D

*Scan:* 75/2D

*Search:* 150/3D

*Focus:* 4/4D+2

**Weapons:**

**15 Medium Turbolasers**

*Fire Arc:* 10 front, 5 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**Hospital Module**

**Crew:** 225 doctors, 400 nurses, 1,500 emergency medical technicians, 1,000 medical droids

**Passengers:** 2,750(bacta tanks), 1,000(quarantine ward), 19,600(patients)

**Cargo Capacity:** 5,000 metric tons

**Cost:** 750,000 credits

**Survey Module**

**Crew:** 2,000 scouts, 1,500 techs, 5,000 droids

**Cost:** 1 million credits

**Sensors:**

*Passive:* 60/3D

*Scan:* 80/4D

*Search:* 175/5D

*Focus:* 6/5D+2

**Observation Module**

**Crew:** 1,550 Intelligence officers and COM scan specialists

**Cost:** 6.3 million credits

**Sensors:**

*Passive:* 250/3D

*Scan:* 800/4D

*Search:* 1,500/5D

*Focus:* 18/6D

**Note:** The ship has 12 TIE fighters for defense and 500 probots and observation droids.

**Rescue Module**

**Crew:** 140 doctors, 2,130 techs

**Cargo Capacity:** 40,000 metric tons

**Cost:** 500,000 credits (plus parts)

**Inquisition Module**

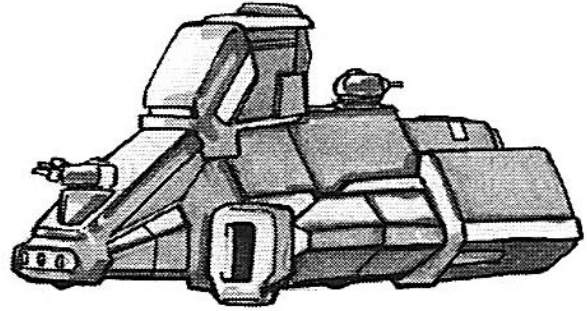
**Crew:** 100 Inquisitors, 3,660 COMPForce/observation staff,

10,000 interrogation droids

**Cost:** 425,000 credits

**Note:** Holds 15,000 pre-fabricated disintegration chambers, two garrison bases, an Orbital Data Net Eraser unit, probes with sterilization spores, five cluster bombs with magnipulse bombs, and a complete orbital nightcloak system.

## Adz Patrol Destroyer



**Craft:** Imperial Adz-class Patrol Destroyer

**Affiliation:** Empire

**Era:** New Republic

**Source:** Cracken's Threat Dossier (page 90)

**Type:** Border patrol craft

**Scale:** Capital

**Length:** 150 meters

**Skill:** Capital ship piloting

**Crew:** 24, gunners: 12, skeleton: 6/+10

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

**Passengers:** 8 (troopers), 4 (brig)

**Cargo Capacity:** 400 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12, limited to four jumps

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

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

**Hull:** 3D+2

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 120/2D+2

*Focus:* 4/3D+2

**Weapons:**

**3 Quad Laser Cannon Batteries**

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**3 Ion Cannon Batteries**

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

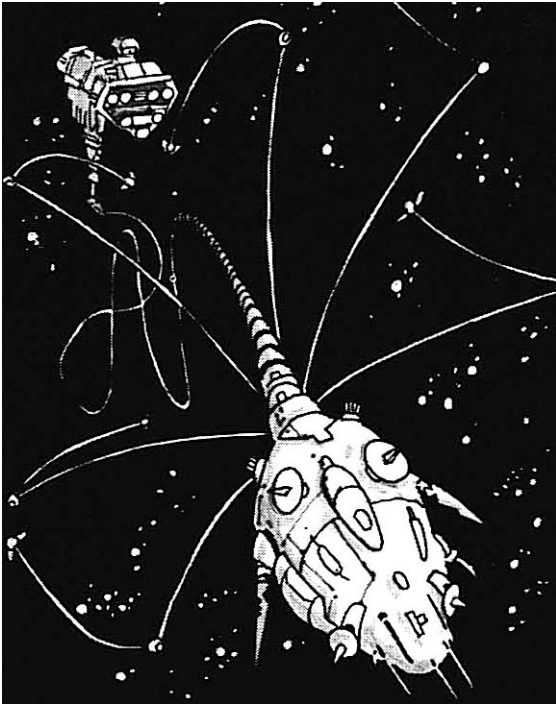
*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

## Imperial Patrol Frigate



**Craft:** Modified KDY Escort Frigate  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier  
**Type:** Deep space patrol vessel  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Nebulon-B  
**Crew:** 458, gunners: 56  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1; **Tow crew:** astrogation 4D, towed array steering 4D, sensors 4D  
**Passengers:** 40  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 75/1D  
*Search:* 150/3D  
*Focus:* 4/4D+2  
**Weapons:**  
**9 Turbolaser Batteries**  
*Fire Arc:* 3 front, 3 left, 3 right  
*Crew:* 1 (2), 2 (7)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 4D

### 7 Laser Cannons

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

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 2D

### 3 Ion Cannons

*Fire Arc:* Front

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

### 3 Ion Cannons

*Fire Arc:* Front

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/7/36

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

*Damage:* 4D

### 2 Tractor Beam Projectors

*Fire Arc:* Front

*Crew:* 12

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

### Towed Sensor Array

*Crew:* 3

*Passive:* 100/1D

*Scan:* 200/2D

*Search:* 500/3D

*Focus:* 10/4D+2

## Vibre Assault Cruiser

**Craft:** Silviut Corporation *Vibre*-class Assault Cruiser

**Affiliation:** Empire

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 130-132), Pirates & Privateers (page 87), Starships of the Galaxy (page 87)

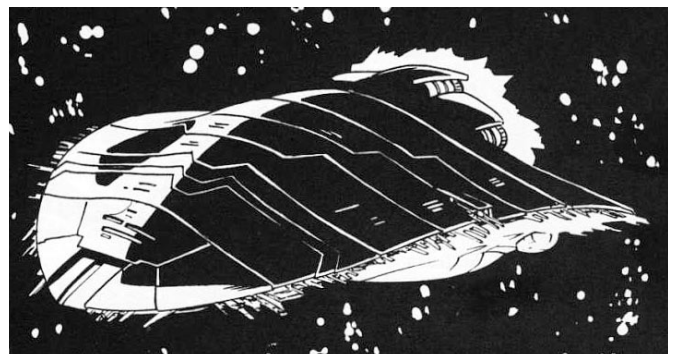
**Type:** Assault cruiser

**Scale:** Capital

**Length:** 100 meters

**Skill:** Capital ship piloting: *Vibre*-class assault cruiser

**Crew:** 30, gunners: 15, skeleton: 10/+10



**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 3D+2, sensors 3D+1  
**Passengers:** 60 (spacetroopers)  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 5 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 4D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+2  
*Search:* 130/2D  
*Focus:* 4/3D  
*Sensor Stealth:* +2D to difficulty at ranges greater than 40 units  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-4/13/28  
*Atmosphere Range:* 100-400/1.3/2.8 km  
*Damage:* 4D  
**2 Tractor Beam Projectors**  
*Fire Arc:* 1 left, 1 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 5D+2  
**4 Ion Cannons**  
*Fire Arc:* 2 front, 1 left, 1 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Enforcer Picket Cruiser

**Craft:** Sienar/KDY *Enforcer*-class Picket Cruiser  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Classic Adventures – Volume 4 (pages 101-102)  
**Type:** Heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting  
**Crew:** 3,000, gunners: 60, skeleton: 1,000/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 4D  
**Passengers:** 300 (troops)  
**Cargo Capacity:** 10,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes

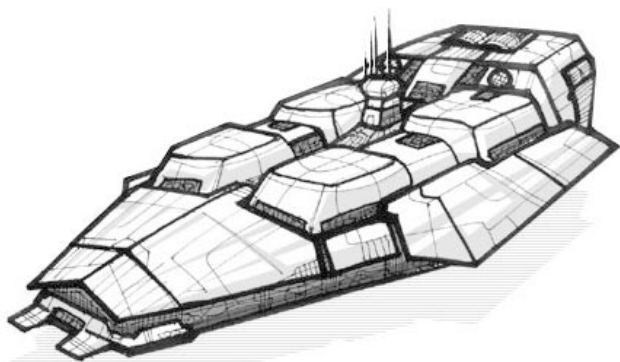


**Maneuverability:** 1D+2  
**Space:** 6  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
**Weapons:**  
**20 Turbolaser Batteries**  
*Fire Arc:* 4 front, 3 left, 3 right  
*Crew:* 1 or 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-15/72/150 km  
*Damage:* 3D  
**10 Quad Laser Cannons**  
*Fire Arc:* 4 front, 4 left, 4 right, 2 back  
*Crew:* 1 or 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-15/72/150 km  
*Damage:* 4D  
**6 Ion Cannon Batteries**  
*Fire Arc:* 2 front, 1 left, 1 right, 2 back  
*Crew:* 1 or 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D  
**4 Tractor Beam Projectors**  
*Fire Arc:* 2 front, 1 left, 1 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**Starfighter Complement:** 2 squadrons

## “Broadsword” Heavy Troop Transport

**Craft:** IMS’ AP-13A “Broadsword” Heavy Troop Transport  
**Affiliation:** Empire  
**Era:** New Republic  
**Type:** Heavy troop transport  
**Scale:** Capital  
**Length:** 1,475 meters  
**Skill:** Capital ship piloting: “Broadsword”  
**Crew:** 8,163, gunners: 53, skeleton 1,200/+20  
**Crew Skill:** Astrogation 3D, Capital ship gunnery 5D, Capital ship piloting 4D+1, Capital ship shields 3D+2, Starship gunnery 3D, sensors 3D

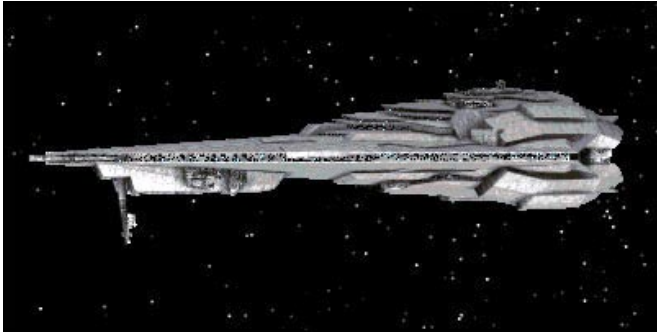
## Interdictor II Cruiser



**Passengers:** 10,000 (troops)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 6 months  
**Cost:** Not Available For Sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 5  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 45/1D  
*Scan:* 90/2D+1  
*Search:* 150/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**15 Turbolaser Batteries**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1 (5), 2 (10)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/72/150 km  
*Damage:* 5D  
**10 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 2D+2  
**4 Tractor Beam Projectors** (one for each hangar)  
*Fire Arc:* 2 left, 2 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**Starship Complement:** 20 drop-ships, 4 modified TIE/rc, 2 Lambda shuttles

**Craft:** Sienar Fleet Systems' Immobilizer 419  
**Affiliation:** Empire  
**Era:** New Republic  
**Type:** Interdictor II-class heavy cruiser  
**Scale:** Capital  
**Length:** 1,100 meters  
**Skill:** Capital ship piloting: Interdictor II Cruiser  
**Crew:** 32,411, gunners: 225, skeleton: 4,500/+15  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D+1  
**Passengers:** 2,200(Troops)  
**Cargo Capacity:** 28,500 metric tons  
**Consumables:** 5 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 5  
**Hull:** 6D  
**Shields:** 4D+2  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 75/3D  
*Search:* 150/4D  
*Focus:* 5/4D+2  
**Weapons:**  
**30 Turbolaser Batteries**  
*Fire Arc:* 15 left, 15 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-30/72/150 km  
*Damage:* 5D  
**10 Quad Laser Cannons**  
*Fire Arc:* 10 front  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 4D  
**5 Gravity Well Projectors**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 7D+2  
*Space Range:* 1-5/75/150/300  
*Damage:* Blocks hyperspace travel  
**10 Tractor Beam Projectors**  
*Fire Arc:* 6 front, 2 left, 2 right  
*Crew:* 2(2), 4(2), 10(6)  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 6D  
**Starfighter Complement:** Default arrangement is 24 TIE Interceptors and 12 TIE Bombers or Scimitar Assault Bombers

## Sovereign Star Destroyer



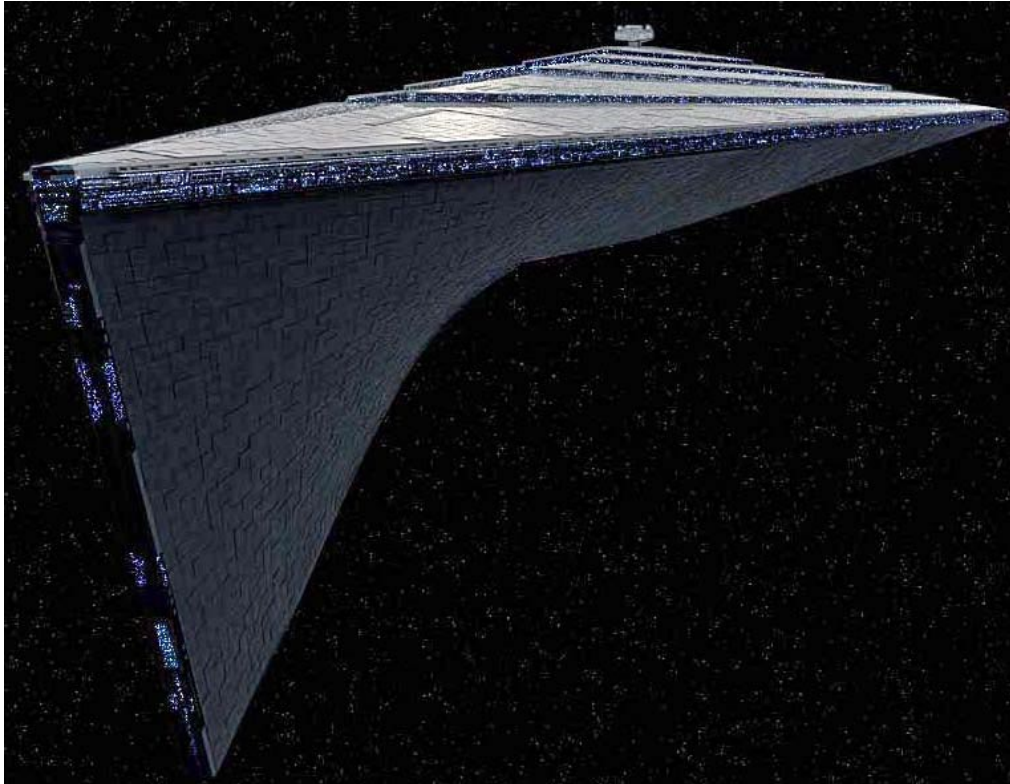
**Craft:** KDY's *Sovereign*-class Super Star Destroyer  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (page 93)  
**Type:** Super star destroyer  
**Scale:** Capital  
**Length:** 15,000 meters  
**Skill:** Capital ship piloting  
**Crew:** 601,670, gunners: 4,075, skeleton: 86,000/+10  
**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 3D+1  
**Passengers:** 130,100 (troops)  
**Cargo Capacity:** 400,000 metric tons  
**Consumables:** 5 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Hull:** 11D  
**Shields:** 8D  
**Sensors:**  
*Passive:* 250/2D  
*Scan:* 350/3D  
*Search:* 500/4D  
*Focus:* 70/5D  
**Weapons:**  
**Axial Superlaser**  
*Fire Arc:* Front  
*Crew:* 75  
*Scale:* Death Star  
*Skill:* Capital ship piloting: superlaser  
*Fire Control:* 5D  
*Space Range:* 5-25/75/150  
*Damage:* Gradational output can fire once every minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D. Current reactor can only generate 8D total per day.  
**500 Heavy Laser Cannons**  
*Fire Arc:* 200 front, 150 left, 150 right  
*Crew:* 4  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-15/72/150 km  
*Damage:* 8D  
**500 Turbolaser Batteries**  
*Fire Arc:* 150 front, 125 left, 125 right, 100 back  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery

*Fire Control:* 4D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 600-1.5/7/15 km  
*Damage:* 5D  
**75 Ion Cannons**  
*Fire Arc:* 25 front, 25 left, 25 right  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D  
**100 Tractor Beam Emplacements**  
*Fire Arc:* 55 front, 20 left, 20 right, 5 back  
*Crew:* 5  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 6D  
**5 Gravity Well Projectors**  
*Fire Arc:* 3 front, 1 left, 1 right  
*Crew:* 10  
*Skill:* Capital ship gunnery: gravity well projector  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Damage:* Block hyperspace travel  
**Starfighter Complement:** 35 TIE Interceptor squadrons, 5 TIE Bomber squadrons  
**Ground/Air Vehicle Complement:** 75 AT-ATs

## Eclipse Star Destroyer

**Craft:** KDY's *Eclipse*-class Super Star Destroyer  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 91-93), The Essential Guide to Vehicles and Vessels (pages 46-47)  
**Type:** Super star destroyer  
**Scale:** Capital  
**Length:** 17,500 meters  
**Skill:** Capital ship piloting: Super Star Destroyer  
**Crew:** 708,470, gunners: 4,175, skeleton: 88,500/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 4D+2, sensors 4D+1  
**Passengers:** 150,000 (troops)  
**Cargo Capacity:** 600,000 metric tons  
**Consumables:** 10 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 15D+2  
**Shields:** 11D+1  
**Sensors:**  
*Passive:* 250/2D  
*Scan:* 350/3D  
*Search:* 500/4D  
*Focus:* 75/5D  
**Weapons:**  
**Axial Superlaser**  
*Fire Arc:* Front  
*Crew:* 75  
*Scale:* Death Star  
*Skill:* Capital ship piloting: superlaser





*Fire Control:* 5D

*Space Range:* 5-25/75/150

*Damage:* Gradational output can fire once every minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D. Current reactor can only generate 11D total per day.

**550 Heavy Laser Cannons**

*Fire Arc:* 200 front, 150 left, 150 right, 50 back

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-15/72/150 km

*Damage:* 8D

**500 Turbolaser Batteries**

*Fire Arc:* 150 front, 125 left, 125 right, 100 back

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 600-1.5/7/15 km

*Damage:* 5D

**75 Ion Cannons**

*Fire Arc:* 25 front, 25 left, 25 right

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**100 Tractor Beam Emplacements**

*Fire Arc:* 55 front, 20 left, 20 right, 5 back

*Crew:* 5

*Skill:* Capital ship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**10 Gravity Well Projectors**

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

*Crew:* 10

*Skill:* Capital ship gunnery: gravity well projector

*Fire Control:* 4D

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

*Damage:* Blocks hyperspace travel

**Starfighter Complement:** 50 TIE Interceptor squadrons, 8 TIE Bomber squadrons

**Ground/Air Complement:** Imperial Royal Guards legion, COMPForce Assault Battalion, 5 prefabricated garrison bases, 100 AT-ATs

# Alliance

## Medical Frigate

**Craft:** Modified Nebulon-B Frigate  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebel Alliance Sourcebook (page 138)  
**Type:** Escort starship  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Nebulon-B  
**Crew:** 850, skeleton: 307/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1  
**Passengers:** 745 (patients)  
**Cargo Capacity:** 1,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 850 kmh  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 75/2D  
*Search:* 150/3D  
*Focus:* 4/4D+2  
**Weapons:**  
**6 Turbolaser Batteries**  
*Fire Arc:* 2 front, 2 left, 2 right  
*Crew:* 1(3), 4(3)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**8 Laser Cannons**  
*Fire Arc:* 2 front, 2 left, 2 right, 2 back  
*Crew:* 1(4), 2(4)  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 2D  
**2 Tractor Beam Projectors**  
*Fire Arc:* Front  
*Crew:* 12  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**Note:** The Alliance Medical Frigate has 745 beds, with 80 medics and 30 medical droids (a variety of Emdee and Two-Onebee models). The Frigate has 15 bacta tanks. It also has

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

## Mon Calamari Escort Frigate

**Craft:** Mon Calamari MCE-10 Escort Frigate  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Type:** Escort Starship  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Capital ship piloting  
**Crew:** 1,000, skeleton: 360  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting, capital ship shields 3D, sensors 3D+1  
**Passengers:** 100 troops  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x9  
**Nav computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 60/2D  
*Search:* 120/3D  
*Focus:* 5/4D  
**Weapons:**  
**20 Turbolaser Batteries**  
*Fire Arc:* 10 front, 5 right, 5 left (blisters give 160 degree arc)  
*Crew:* 1 to 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**10 Ion Cannons**  
*Fire Arc:* 4 front, 3 right, 3 left (blisters give 160 degree arc)  
*Crew:* 1 to 7  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D  
**3 Tractor Beams**  
*Fire Arc:* 1 front, 1 right, 1 left (blisters give 160 degree arc)  
*Crew:* 1 to 10  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60  
*Damage:* 4D  
**Starfighter Complement:** 1 squadron

## Mon Calamari MC40 Light Cruiser

**Craft:** Mon Calamari MC40 Light Cruiser  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Type:** Light star cruiser  
**Scale:** Capital  
**Length:** 800 meters  
**Skill:** Capital ship piloting: MC40 cruiser  
**Crew:** 3,619, gunners: 116, skeleton: 800/+10  
**Crew Skill:** Capital ship piloting 5D, capital ship shields 4D, sensors 3D, astrogation 4D, capital ship gunnery 4D+1  
**Passengers:** 500 (troops)  
**Cargo Capacity:** 13,000 metric tons  
**Consumables:** 2 years  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x9  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Hull:** 4D  
**Shields:** 2D\*

\* Mon Cal star cruisers have 4D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up increasing the shield back to 2D.

**Sensors:**

*Passive:* 40/1D  
*Scan:* 60/2D  
*Search:* 120/3D  
*Focus:* 5/4D

**Weapons:**

**24 Turbolaser Batteries** (fire separately)

*Fire Arc:* 6 front, 6 left, 6 right, 6 back  
*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**12 Ion Cannons** (fire separately)

*Fire Arc:* 6 front, 2 left, 2 right, 2 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 2D

**4 Tractor Beam Projectors** (fire separately)

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

*Crew:* 8

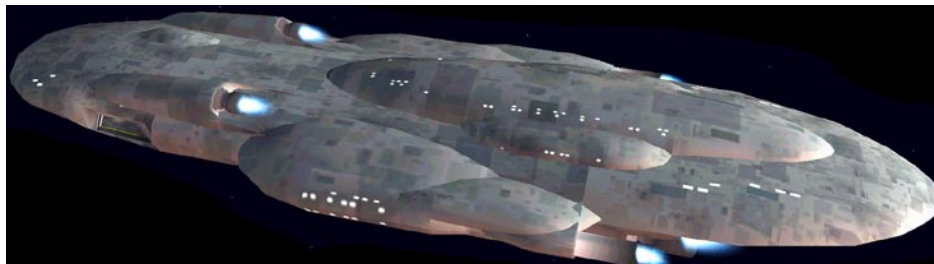
*Skill:* Capital ship gunnery

*Fire Control:* 2D

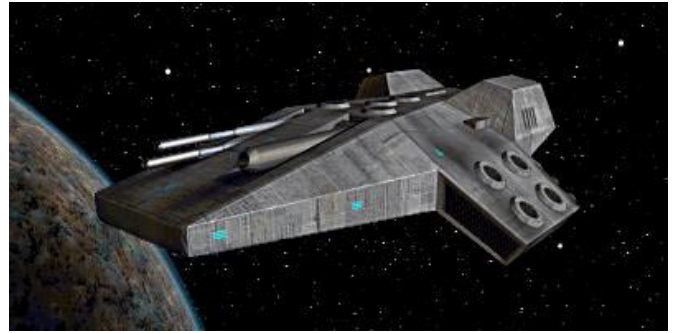
*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 3D



## CC-7700 Frigate



**Craft:** Corellian Engineering Corporation CC-7700 Frigate  
**Affiliation:** Rebel Alliance / General  
**Era:** Rebellion  
**Type:** Frigate  
**Length:** 180 meters  
**Scale:** Capital  
**Skill:** Capital ship piloting: CC-7700  
**Crew:** 56, gunners: 35, skeleton: 15/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+1, sensors 3D+2, starship gunnery 3D  
**Passengers:** None  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 3D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/0D  
*Search:* 80/1D  
*Focus:* 2/2D  
**Weapons:**  
**25 Turbolasers**  
*Fire Arc:* 5 front, 10 left, 10 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**24 Laser Cannons**  
*Fire Arc:* 6 front, 6 left, 6 right, 6 back  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25

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

*Damage:* 3D

**Gravity Well Projector**

*Fire Arc:* Turret

*Crew:* 1

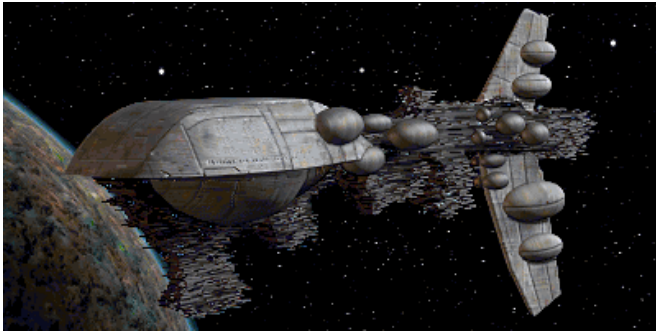
*Skill:* Capital ship gunnery

*Fire Control:* 4D+1

*Space Range:* 1/75/150

*Damage:* Blocks hyperspace travel

## Rebel Assault Frigate



**Craft:** Rebel Assault Frigate  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebel Alliance Sourcebook (pages 57-59), Heir to the Empire Sourcebook (page 120), The Thrawn Trilogy Sourcebook (page 211)  
**Type:** Modified Dreadnaught  
**Scale:** Capital  
**Length:** 700 meters  
**Skill:** Capital ship piloting: assault frigate  
**Crew:** 4,882, gunners: 118, skeleton: 1,500/+20  
**Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting: Assault Frigate 5D, capital ship shields 4D, sensors 3D  
**Passengers:** 100(troops)  
**Cargo Capacity:** 7,500 metric tons  
**Consumables:** 1.5 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/2D  
*Search:* 80/3D  
*Focus:* 5/3D+2  
**Weapons:**  
**15 Laser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1(4), 2(8), 3(3)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D  
**20 Quad Laser Cannons**  
*Fire Arc:* 8 front, 6 left, 6 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D  
**15 Turbolaser Batteries**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1(8), 3(7)  
*Skill:* Capital ship gunnery  
*Fire Rate:* 1/3  
*Fire Control:* 1D  
*Space Range:* 3-10/30/60

*Atmosphere Range:* 300-1/3/6 km

*Damage:* 7D

**Starfighter Complement:** 20 Starfighter scale craft at a time may dock, but none may be carried through hyperspace. A modified Assault Shuttle may be carried through hyperspace atop the superstructure.

## Alliance Assault Frigate Mark II



**Craft:** Rendili StarDrive Assault Frigate Mk II  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Type:** Modified Dreadnaught  
**Scale:** Capital  
**Length:** 700 meters  
**Skill:** Capital ship piloting: assault frigate  
**Crew:** 4,920, gunners: 118, skeleton: 1,500/+20  
**Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting: Assault Frigate 5D, capital ship shields 4D, sensors 3D  
**Passengers:** 100 (troops)  
**Cargo Capacity:** 7,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Hull:** 5D  
**Shields:** 3D (+2D booster)\*  
 \* Advanced Mon Calamari-designed deflector shield subsystems can increase overall shield output for limited stints without burning out the shield projectors. A Moderate *capital ship shields* roll is necessary to boost the shields to full output. The difficulty increases one level for every 3 rounds the shields remain boosted, failing this roll means the shields flicker out for one round, and can't be boosted again for the duration of the encounter.  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 50/2D  
*Search:* 80/3D  
*Focus:* 5/4D  
**Weapons:**  
**15 Laser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1(4), 2(8), 3(3)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D+1

**20 Quad Laser Cannons**

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

**15 Turbolaser Batteries**

*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1(8), 3(7)  
*Skill:* Capital ship gunnery  
*Fire Rate:* 1/3  
*Fire Control:* 2D  
*Space Range:* 3-10/30/60  
*Atmosphere Range:* 300-1/3/6 km  
*Damage:* 6D

## Mon Calamari MC80 Star Cruiser

**Craft:** Mon Calamari MC80 Star Cruiser

**Affiliation:** Rebel Alliance

**Era:** Rebellion

**Source:** Core Rulebook (page 252), Rebel Alliance Sourcebook (pages 56-57), Star Wars Trilogy Sourcebook SE (pages 141-142), The Star Wars Sourcebook (pages 36-37), Heir to the Empire Sourcebook (pages 127-128), The Thrawn Trilogy Sourcebook (pages 220, 222), The Essential Guide to Vehicles and Vessels (pages 116-117)

**Type:** Star cruiser

**Scale:** Capital

**Length:** 1,200 meters

**Skill:** Capital ship piloting: Mon Calamari cruiser

**Crew:** 5,156, gunners 246, skeleton: 1,230/+10

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

**Passengers:** 1,200 (troops)

**Cargo Capacity:** 20,000 metric tons; 5,000 cubic meters

**Consumables:** 2 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x9

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Hull:** 6D

**Shields:** 3D \*

\* Mon Cal star cruisers have 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shield back to 3D.

**Sensors:**

*Passive:* 40/1D

*Scan:* 60/2D

*Search:* 120/3D

*Focus:* 5/4D

**Weapons:**

**48 Turbolaser Batteries** (fire separately)

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

*Crew:* 1 to 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**20 Ion Cannons** (fire separately)

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

*Crew:* 1 to 7

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**6 Tractor Beam Projectors** (fire separately)

*Fire Arc:* 4 front, 1 left, 1 right

*Crew:* 1 to 10

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D



## Mon Calamari Evacuation Cruiser

**Craft:** Modified Mon Calamari MC80 Star Cruiser  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (page 100)  
**Type:** Evacuation carrier  
**Scale:** Capital  
**Length:** 1,200 meters  
**Skill:** Capital ship piloting: Mon Calamari Star Cruiser  
**Crew:** 1,011, skeleton: 429/+10  
**Crew Skill:** Astrogation 3D+2, capital ship piloting 5D, capital ship shields 5D, sensors 3D  
**Passengers:** 75,000(safely; this number can be doubled if absolutely necessary, but is extremely risky)  
**Cargo Capacity:** 16,000 metric tons  
**Consumables:** 6 weeks  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 6  
**Atmosphere:** 210, 600 kmh  
**Hull:** 3D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 30/3D

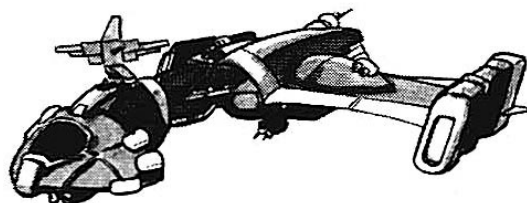
**Nav Computer:** Yes  
**Hull:** 8D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/0D  
*Search:* 80/1D  
*Focus:* 2/2D  
**Weapons:**  
**130 Turbolaser**  
*Fire Arc:* 12 batteries front, 6 batteries left, 6 batteries right, 2 batteries back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**60 Ion Cannons**  
*Fire Arc:* 8 batteries front, 2 batteries left, 2 batteries right  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Starship Compliment:** 10 starfighter squadrons, 15 light transports

## Bulwark Battlecruiser



**Craft:** TransGalMeg Industries Bulwark Battlecruiser  
**Affiliation:** Rebel Alliance / General  
**Era:** Rebellion  
**Type:** Cruiser  
**Length:** 3,200 meters  
**Scale:** Capital  
**Skill:** Capital ship piloting: Bulwark Battlecruiser  
**Crew:** 9,252  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, sensors 4D, starship gunnery 4D  
**Passengers:** 4,300 (troops)  
**Cargo Capacity:** 39,000 metric tons  
**Consumables:** 5 years  
**Cost:** Not available for sale  
**Space:** 4  
**Atmosphere:** N/A  
**Hyperdrive:** x1  
**Hyperdrive Backup:** x8

## Agave Picket Ship



**Craft:** Republic Engineering Corp. *Agave*-class Picket Ship  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 76)  
**Type:** Tactical reconnaissance ship  
**Scale:** Capital  
**Length:** 190 meters  
**Skill:** Capital ship piloting  
**Crew:** 28, gunners: 8, skeleton: 10/+10  
**Crew Skill:** Varies  
**Passengers:** 5  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/2D  
*Search:* 150/4D  
*Focus:* 5/4D+2  
*Stealth:* +2D to sensor difficulties

**Weapons:**

**2 Turbolaser Cannons**

*Fire Arc:* Front

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**4 Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 5D

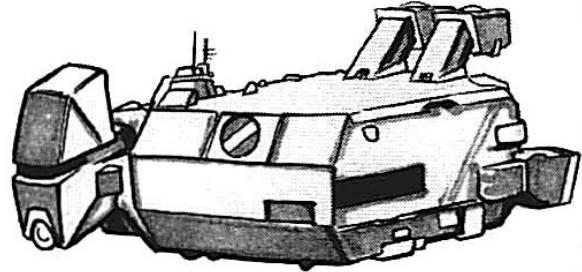
*Fire Control:* 1D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 8D

## Hajen Fleet Tender



**Craft:** Republic Engineering Corporation *Hajen*-class Fleet Tender

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 77-78)

**Type:** Resupply vessel

**Scale:** Capital

**Length:** 375 meters

**Skill:** Capital ship piloting

**Crew:** 6 (plus extensive droid complement), skeleton: 2/+15

**Crew Skill:** Varies

**Passengers:** 6

**Cargo Capacity:** 300,000 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 20/1D

*Scan:* 60/2D

*Search:* 100/3D

*Focus:* 4/3D+2

## Solo Combat Freighter



**Craft:** Republic Engineering Corporation/SoroSuub *Solo*-class Combat Freighter

**Alignment:** New Republic / General

**Era:** New Republic

**Source:** Wizards Website

**Type:** Space transport

**Scale:** Capital

**Length:** 96.5 meters

**Skill:** Capital ship piloting: *Solo*-class

**Crew:** 6, gunners; 8, skeleton: 3/+11

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 6D, capital ship shields 3D+2, sensors 3D

**Passengers:** 10 (cargo bay full) 100 (cargo bay empty)

**Cargo Capacity:** 22,000 tons

**Consumables:** 1 year

**Cost:** 700,000 (new), 500,000 (used)

**Hyperdrive Multiplier:** x2

**Maneuverability:** 1D+1

**Space:** 4

**Atmosphere:** 280, 800 kmh

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

**6 Dual Turbolaser Cannons**

*Fire Arc:* 3 left, 3 right

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 300-1.5/3.5/7.5 km

*Damage:* 5D

**2 Concussion Missile Launchers** (6 missiles each)

*Fire Arc:* 1 front, 1 back

*Crew:* 1

*Skill:* Capital ship gunnery

## Corona Frigate

**Craft:** Kuat Drive Yards *Corona*-class Frigate

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Cracken's Threat Dossier (page 72)

**Type:** Line frigate

**Scale:** Capital

**Length:** 275 meters

**Skill:** Capital ship piloting: *Corona*

**Crew:** 782, gunners: 56, skeleton: 281/+10

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

**Passengers:** 80 (troops)

**Cargo Capacity:** 4,000 metric tons

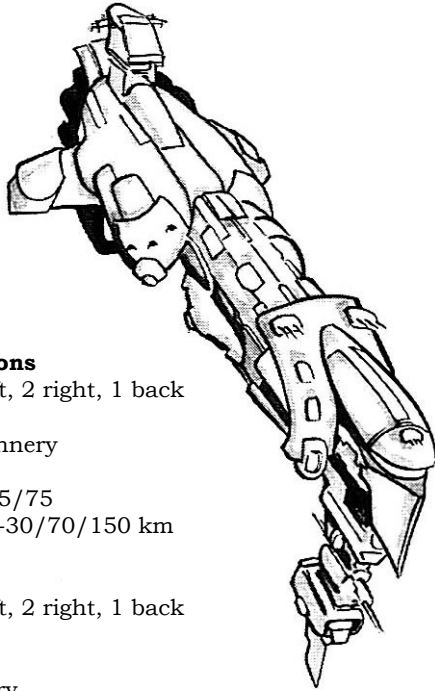
**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295;  
 850 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 75/1D  
*Search:* 150/2D  
*Focus:* 4/3D



**Weapons:**  
**10 Turbolaser Cannons**  
*Fire Arc:* 5 front, 2 left, 2 right, 1 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**10 Laser Cannons**  
*Fire Arc:* 5 front, 2 left, 2 right, 1 back  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 4D  
**4 Ion Cannons**  
*Fire Arc:* 1 front, 1 left, 1 right, 1 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D  
**2 Tractor Beam Projectors**  
*Fire Arc:* Front  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 6D  
**Starfighter Complement:** 36 starfighters

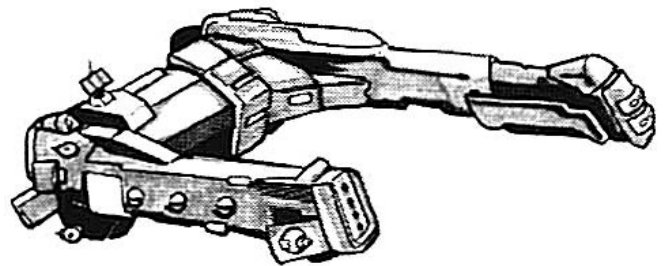
## CC-9600 Frigate

**Craft:** Corellian Engineering Corporation CC-9600 Frigate  
**Affiliation:** New Republic  
**Era:** New Republic  
**Type:** Heavy frigate  
**Length:** 250 meters



**Scale:** Capital  
**Skill:** Capital ship piloting: CC-9600  
**Crew:** 120, gunners: 100, skeleton: 30/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+1, sensors 3D+2, starship gunnery 3D  
**Passengers:** 120 (troops)  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 4 months  
**Cost:** Not Available for Sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Hull:** 4D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/0D  
*Search:* 80/1D  
*Focus:* 2/2D  
**Weapons:**  
**20 Turbolasers**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**20 Ion Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Warrior Gunship



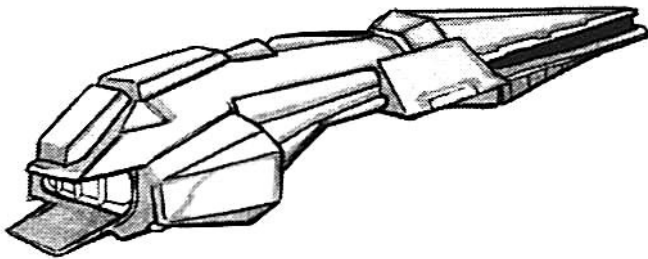
**Craft:** Republic Engineering Corp. *Warrior*-class Gunship  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (pages 76-77)  
**Type:** Heavy assault ship  
**Scale:** Capital  
**Length:** 190 meters  
**Crew:** 44, gunners: 36, skeleton: 22/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D, starship gunnery 4D  
**Cargo Capacity:** 500 metric tons  
**Passengers:** 10  
**Consumables:** 3 months



**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/4D  
*Focus:* 4/4D+2  
**Weapons:**  
**10 Turbolaser Cannons**  
*Fire arc:* 4 forward, 3 left, 3 right  
*Skill:* Capital ship gunnery  
*Fire control:* 2D  
*Space range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 6D  
**8 Laser Cannons**  
*Fire arc:* 2 forward, 3 left, 3 right  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire control:* 3D  
*Space range:* 1-3/12/25  
*Atmosphere Range:* 200-600/24/50 km  
*Damage:* 5D  
**4 Concussion Missile Tubes**  
*Fire arc:* 2 forward, 2 back  
*Skill:* Capital ship gunnery  
*Fire control:* 3D  
*Space range:* 2-12/30/60  
*Atmospheres Range:* 200-1.2/3/6 km  
*Damage:* 9D

**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 6/4D  
**Weapons:**  
**10 Heavy Turbolaser Cannons**  
*Fire Arc:* 4 front, 3 left, 3 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**8 Laser Cannons**  
*Fire Arc:* 2 front, 3 left, 3 right  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 5D  
**8 Ion Cannons**  
*Fire Arc:* 2 front, 2 left, 2 right, 2 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D  
**Starfighter Complement:** 1 squadron

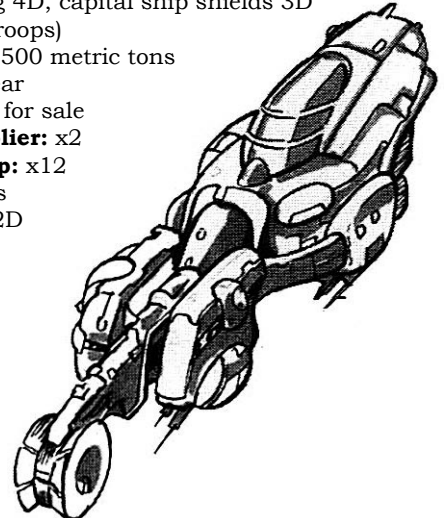
## Sacheen Escort



**Craft:** Republic Engineering Corp. *Sacheen*-class Escort  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 77)  
**Type:** Escort cruiser  
**Scale:** Capital  
**Length:** 375 meters  
**Skill:** Capital ship piloting  
**Crew:** 64, gunners: 46, skeleton: 22/+10  
**Crew Skill:** Varies  
**Passengers:** 6  
**Cargo Capacity:** 4,000 metric tons  
**Consumables:** 5 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7

## Belarus Medium Cruiser

**Craft:** Loronar *Belarus*-class Medium Cruiser  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 73)  
**Type:** Medium line cruiser  
**Scale:** Capital  
**Length:** 400 meters  
**Skill:** Capital ship piloting  
**Crew:** 1,753, gunners: 125, skeleton: 718  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D  
**Passengers:** 410 (troops)  
**Cargo Capacity:** 7,500 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 295;  
850 kmh  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D



**Weapons:**

**15 Turbolaser Cannons**

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**10 Turbolaser Batteries**

*Fire Arc:* 5 left, 5 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**5 Ion Cannons**

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

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**10 Tractor Beam Projectors**

*Fire Arc:* 4 front, 2 left, 2 right, 2 back

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 5D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/2D

*Search:* 150/3D

*Focus:* 5/3D+2

**Weapons:**

**20 Laser Cannons**

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

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

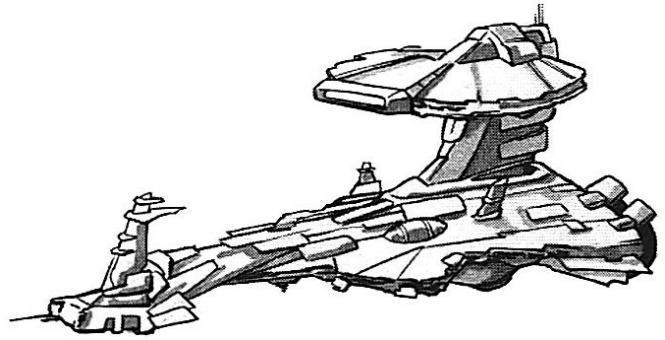
*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 5D

**Starfighter Complement:** 3 squadrons

## Endurance Fleet Carrier



**Craft:** Republic Engineering Corporation *Endurance*-class Fleet Carrier

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 80-81)

**Type:** Fleet carrier

**Scale:** Capital

**Length:** 1,040 meters

**Skill:** Capital ship piloting: Endurance carrier

**Crew:** 6,795, gunners: 76, skeleton: 2,265/+10

**Crew Skill:** Varies

**Passengers:** 1,600 (troops)

**Cargo Capacity:** 15,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 8D

**Shields:** 3D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/2D

*Search:* 150/3D

*Focus:* 5/3D+2

**Weapons:**

**12 Turbolaser Cannons**

*Fire Arc:* 4 front, 4 left, 4 right

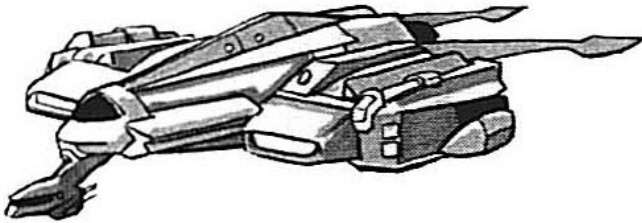
*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

## Defender Carrier



**Craft:** Republic Engineering Corporation *Defender*-class Assault Carrier

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Cracken's Threat Dossier (page 79)

**Type:** Assault carrier

**Scale:** Capital

**Length:** 700 meters

**Skill:** Capital ship piloting

**Crew:** 4,050, gunners: 20, skeleton: 1,350/+10

**Crew Skill:** Varies

**Passengers:** 700 (troops)

**Cargo Capacity:** 12,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 7D

**Shields:** 4D

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**20 Laser Cannons**

*Fire Arc:* 10 front, 5 left, 5 right, 5 back

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 5D

**8 Ion Cannons**

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

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**4 Tractor Beam Projectors**

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

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**Starfighter Complement:** 12 squadrons

*Focus:* 5/3D+2

**Weapons:**

**40 Turbolaser Batteries**

*Fire Arc:* 5 front, 10 left, 10 right, 5 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**20 Laser Cannons**

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

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 200-500/24/50 km

*Damage:* 5D

**20 Ion Cannons**

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

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**8 Concussion Missile Tubes\***

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 9D

**4 Tractor Beam Projectors**

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

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 3D

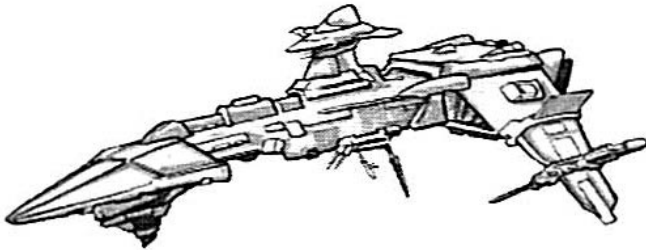
*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

*\* Concussion Missile Launchers typically fire "smart" missiles able to track targets. They have an effective Fire Control of 4D once launched.*

## Majestic Heavy Cruiser



**Craft:** Republic Engineering Corporation *Majestic*-class Heavy Cruiser

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 78-79)

**Type:** Heavy capital combat cruiser

**Scale:** Capital

**Length:** 700 meters

**Skill:** Capital ship piloting: Majestic heavy cruiser

**Crew:** 4,050; gunners: 132; 1,350/+10

**Crew Skill:** Varies

**Passengers:** 640 (troops)

**Cargo Capacity:** 12,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 7D

**Shields:** 3D

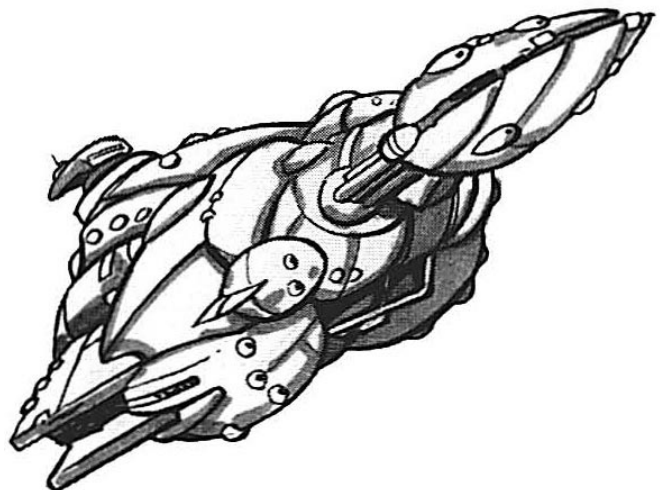
**Sensors:**

*Passive:* 50/1D

*Scan:* 100/2D

*Search:* 150/3D

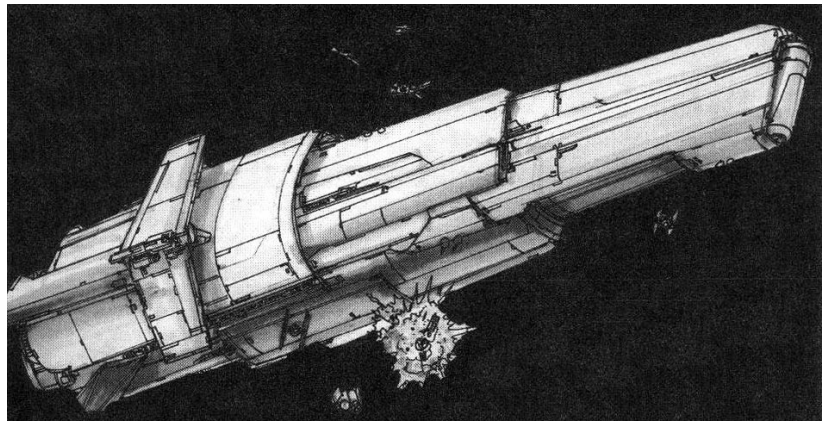
## Republic Star Destroyer



**Craft:** Rendili StarDrive *Republic*-class Star Destroyer  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 74)  
**Type:** Star Destroyer  
**Scale:** Capital  
**Length:** 1,250 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 8,168, gunners: 260, skeleton: 2,917/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D  
**Passengers:** 3,200 (troops)  
**Cargo Capacity:** 11,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
**Weapons:**  
**40 Heavy Turbolaser Batteries**  
*Fire Arc:* 20 front, 10 left, 10 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 0D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 8D  
**40 Heavy Turbolaser Cannons**  
*Fire Arc:* 10 front, 10 left, 10 right, 10 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 6D  
**20 Ion Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 5D  
**10 Tractor Beam Projectors**  
*Fire Arc:* 4 front, 2 left, 2 right, 2 back  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 6D

## Bothan Assault Cruiser

**Craft:** Bothan Assault Cruiser  
**Affiliation:** Bothans / New Republic  
**Era:** New Republic  
**Source:** Starships of the Galaxy (page 89), The New Jedi Order Sourcebook (page 57)  
**Type:** Assault cruiser  
**Scale:** Capital  
**Length:** 850 meters  
**Skill:** Capital ship piloting  
**Crew:** 1,240  
**Crew Skill:** Typically 6D in applicable skills  
**Passengers:** 250 (troops and pilots)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale (97 million estimated)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 7D  
**Shields:** 4D+2  
**Sensors:**  
*Passive:* 50/2D+1  
*Scan:* 100/3D+1  
*Search:* 200/4D+1  
*Focus:* 6/5D  
**Weapons:**  
**20 Turbolasers**  
*Fire Arc:* 8 front, 4 left, 4 right, 4 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**24 Heavy Double Turbolaser Cannons**  
*Fire Arc:* 1 battery front, 2 batteries left, 2 batteries left, 1 battery rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**10 Ion Cannons**  
*Fire Arc:* 4 front, 3 left, 3 right  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 4D



**20 Proton Torpedo Launchers** (16 torpedoes each)

*Fire Arc:* 10 front, 5 right, 5 left

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D

**4 Tractor Beam Projectors**

*Fire Arc:* 1 front, 1 left, 1 right, 1 rear

*Skill:* Capital ship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

## Mon Calamari MC90 Star Cruiser

**Craft:** Mon Calamari MC90 Star Cruiser

**Affiliation:** New Republic

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 132-134), Dark Empire Sourcebook (pages 94-95), Starships of the Galaxy (pages 101-102)

**Type:** Star cruiser

**Scale:** Capital

**Length:** 1,255 meters

**Skill:** Capital ship piloting: Mon Calamari cruiser

**Crew:** 5,560, gunners: 605, skeleton: 1,350/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 3D+1

**Passengers:** 1,700 (troops)

**Cargo Capacity:** 30,000 metric tons

**Consumables:** 2 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x9

**Nav Computer:** Yes

**Maneuverability:** 3D

**Space:** 7

**Hull:** 7D

**Shields:** 6D\*

\* The MC90 has 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be added to the reduced shield code up to its original 6D value.

**Sensors:**

*Passive:* 40/1D

*Scan:* 60/2D

*Search:* 120/3D

*Focus:* 5/4D

**Weapons:**

**75 Turbolaser Batteries**

*Fire Arc:* 30 front, 15 left, 15 right, 15 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D



*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**30 Ion Cannon Batteries**

*Fire Arc:* 10 front, 8 left, 8 right, 4 back

*Crew:* 7

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**8 Tractor Beam Projectors**

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

*Crew:* 10

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**6 Proton Torpedo/Missile Tubes**

*Fire Arc:* Front

*Crew:* 15

*Skill:* Capital ship gunnery

*Fire Control:* 3D+2

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 6D+1

**Starfighter Complement:** 2 wings of 3 squadrons each, 2 stock light freighters. Always include one recon squadron.

## Defender Star Destroyer

**Craft:** Republic Engineering Corporation *Defender*-class Fleet Carrier

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 79-80), Starships of the Galaxy (page 93)

**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,040 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 6,795, gunners: 244, skeleton: 2,265/+10

**Crew Skill:** Varies

**Passengers:** 1,600 (troops)

**Cargo Capacity:** 15,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 7D

**Shields:** 5D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/2D

*Search:* 150/3D

*Focus:* 5/3D+2

**Weapons:**

**40 Heavy Turbolaser Batteries**

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D



**Length:** 7,500 meters  
**Skill:** Capital ship piloting: Mon Calamari super cruiser  
**Crew:** 183,647, gunners: 1728, skeleton: 32,894/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1  
**Passengers:** 25,000(troops)  
**Cargo Capacity:** 234,000 metric tons  
**Consumables:** 2 years  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 9D  
**Shield:** 8D, backup: 4D  
**Sensors:**  
*Passive:* 65/1D+2  
*Scan:* 110/2D+2

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 10D

**40 Heavy Turbolaser Cannons**

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**20 Ion Cannons**

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

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**8 Tractor Beam Projectors**

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

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**8 Concussion Missile Tubes**

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 9D

*Search:* 220/4D

*Focus:* 7/6D

**Weapons:**

**300 Turbolaser Batteries**

*Fire Arc:* 100 front, 100 left, 100 right

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

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**200 Heavy Turbolaser Batteries**

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Space Range:* 5-20/40/60

*Atmosphere Range:* 10-20/80/120 km

*Damage:* 10D

**200 Proton Torpedo Launchers**

*Fire Arc:* 175 front, 25 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 7D

**250 Ion Cannons**

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

*Crew:* 1(100), 2(150)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**40 Tractor Beam Projectors**

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

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 7D

**Starfighter Complement:** 12 squadrons

## Mon Calamari Super Star Cruiser

**Craft:** Mon Calamari Super Star Cruiser

**Affiliation:** New Republic

**Era:** New Republic

**Type:** Super Star Cruiser

**Scale:** Capital

## Viscount Star Defender

**Craft:** Mon Calamari *Viscount*-class Star Defender

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Wizards' Website

**Type:** *Viscount*-class Star Defender

**Scale:** Capital

**Length:** 17,000 meters

**Skill:** Capital ship piloting: *Viscount* Star Defender

**Crew:** 66,634, gunners: 1,540, skeleton: 15,000/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 6D, sensors 5D

**Passengers:** 12,500 (troops)

**Cargo Capacity:** 200,000 metric tons

**Consumables:** 6 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Space:** 5

**Hull:** 9D

**Shields:** 8D

**Sensors:**

*Passive:* 75/1D+2

*Scan:* 150/3D+2

*Search:* 300/5D

*Focus:* 8/6D+2

**Weapons:**

**250 Turbolaser Batteries**

*Fire Arc:* 50 front, 100 left, 100 right

*Crew:* 1 (200), 2 (50)

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**250 Heavy Turbolaser Batteries**

*Fire Arc:* 100 front, 75 left, 75 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Space Range:* 5-20/40/60

*Atmosphere Range:* 10-20/80/120 km

*Damage:* 10D

**200 Concussion Missile Tubes**

*Fire Arc:* 100 front, 50 left, 50 right

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-5/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 9D

**300 Heavy Ion Cannons**

*Fire Arc:* 50 front, 100 left, 100 right, 50 back

*Crew:* 1 (200), 2 (100)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-50/50/100 km

*Damage:* 5D

**40 Tractor Beam Projectors**

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

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 9D

**100 Point Laser Cannon Batteries**

*Fire Arc:* 20 batteries front, 30 batteries left, 30 batteries right, 20 batteries rear

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

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

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

*Damage:* 3D

**Starfighter Complement:** 60 T65-A3 X-wings, 12 T65-XJ X-wings, 48 A-wings, 48 E-wings, 48 B-wings or K-wings, and about 84 additional shuttles, troop transports, drop ships, and landing barges.



# Yuuzhan Vong

## Yorik-stronha Spy Ship



**Craft:** Yuuzhan Vong Yorik-stronha Spy Ship  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (pages 123-124)  
**Type:** Spy ship  
**Scale:** Capital  
**Length:** 228 meters  
**Skill:** Capital ship piloting: Yorik-stronha  
**Crew:** 12  
**Crew Skill:** 6D\* in all applicable skills  
**Passengers:** 12  
**Cargo Capacity:** 142 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Space:** 4  
**Hull:** 2D+1  
**Shields:** 0D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**10 Volcano Cannons**  
*Fire Arc:* 4 front, 2 left, 2 right, 2 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Dovin Basal “Tractor”**  
*Fire Arc:* Any  
*Skill:* Starship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/2.5 km  
*Damage:* Up to 0D+2 (see the entry on “Dovin Basals”)  
 \* The +2D bonus from the ship’s yammosk has been applied to this total.

## I’Friil Ma-Nat Corvette

**Craft:** Yuuzhan Vong I’Friil Ma-Nat Corvette  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (pages 67-68)  
**Type:** Corvette  
**Scale:** Capital  
**Length:** 315 meters  
**Skill:** Capital ship piloting: I’Friil Ma-Nat Corvette  
**Crew:** 110  
**Crew Skill:** 6D\* in all applicable skills  
**Passengers:** 225  
**Cargo Capacity:** 510 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 60/1D  
*Search:* 90/2D  
*Focus:* 3/4D  
**Weapons:**  
**20 Volcano Cannons**  
*Fire Arc:* 8 front, 4 left, 4 right, 4 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Dovin Basal “Tractor”**  
*Fire Arc:* Any  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* Up to 1D (see the entry on “Dovin Basals”)  
 \* The +2D bonus from the ship’s yammosk has been applied to this total.

## Chuun M’arh Frigate

**Craft:** Yuuzhan Vong Chuun M’arh Frigate  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (page 67)  
**Type:** Frigate  
**Scale:** Capital  
**Length:** 440 meters  
**Skill:** Capital ship piloting: Chuun M’arh Frigate  
**Crew:** 225  
**Crew Skill:** 6D\* in all appropriate skills  
**Passengers:** 370



**Cargo Capacity:** 980 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D+1

**Shields:** 1D+1

**Sensors:**

*Passive:* 35/1D

*Scan:* 70/2D

*Search:* 105/3D

*Focus:* 3/3D+2

**Weapons:**

**30 Plasma Projectors**

*Fire Arc:* 15 front, 5 left, 5 right, 5 rear

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**Dovin Basal "Tractor"**

*Fire Arc:* Any

*Skill:* Capital ship gunnery

*Fire Control:* 0D

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

*Atmosphere Range:* 2-10/30/60 km

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

\* The +2D bonus from the ship's yammosk has been applied to this total.

## Vua'spar Interdictor

**Craft:** Yuuzhan Vong Vua'spar Interdictor

**Affiliation:** Yuuzhan Vong

**Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (page 118)

**Type:** Interdictor

**Scale:** Capital

**Length:** 908 meters

**Skill:** Capital ship piloting: Vua'spar Interdictor

**Crew:** 638

**Crew Skill:** 6D\* in all applicable skills

**Passengers:** 1,144

**Cargo Capacity:** 17,450 metric tons

**Consumables:** 9 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x6

**Nav Computer:** Yes

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 4D+1

**Shields:** 1D+2

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 120/3D

*Focus:* 4/3D+2

**Weapons:**

**20 Plasma Projectors**

*Fire Arc:* 8 front, 4 left, 4 right, 4 rear

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**Heavy Plasma Projector**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 6D

*Space Range:* 3-10/25/50

*Atmosphere Range:* 6-20/50/100 km

*Damage:* 10D

**Gravity Well Projector**

*Fire Arc:* Any

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/75/150

*Damage:* Blocks hyperspace travel

**Note:** Not only do the Yuuzhan Vong gravity well projectors force ships out of hyperspace, but they also short out electronic components (including droids) and cause intense brain-wave distortion in living creatures. Both living and droid characters aboard a ship that is forced out of hyperspace by a Yuuzhan Vong interdictor must attempt a Very Difficult *Strength* check, or lose consciousness for 10D rounds.

\* The +2D bonus from the ship's yammosk has been applied to this total.

## Uumufalh Gunship

**Craft:** Yuuzhan Vong Uumufalh Gunship

**Affiliation:** Yuuzhan Vong

**Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (page 105)

**Type:** Escort ship

**Scale:** Capital

**Length:** 615 meters

**Skill:** Capital ship piloting: Uumufalh

**Crew:** 335

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

**Passengers:** 840

**Cargo Capacity:** 1,380 metric tons

**Consumables:** 6 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 5D+2

**Shields:** 1D+2

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 120/3D

*Focus:* 4/3D+2

**Weapons:**

**40 Plasma Projectors**

*Fire Arc:* 15 front, 10 left, 10 right, 5 rear

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**Dovin Basal "Tractor"**

*Fire Arc:* Any

*Skill:* Capital ship gunnery

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

*Atmosphere Range:* 2-10/30/60 km

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

\* The +2D bonus from the ship's yammosk has been applied to this total.

## A-vek liluunu Fighter Carrier



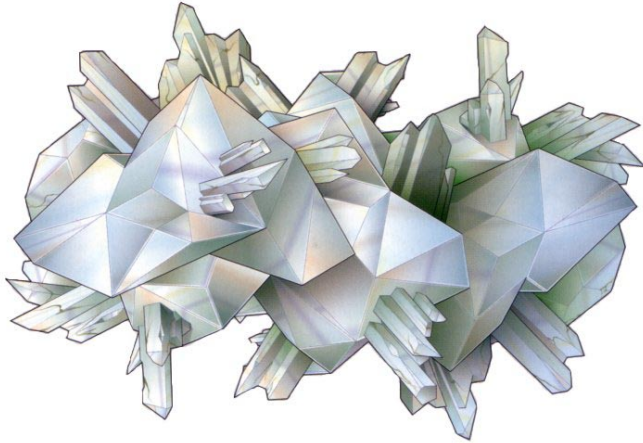
**Craft:** Yuuzhan Vong A-vek liluunu Fighter Carrier  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (page 90)  
**Type:** Fighter carrier  
**Scale:** Capital  
**Length:** 800 meters  
**Skill:** Capital ship piloting: A-vek liluunu fighter carrier  
**Crew:** 320  
**Crew Skill:** All appropriate skills at 6D\*  
**Passengers:** 480  
**Cargo Capacity:** 280 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 6D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**20 Plasma Projectors**  
*Fire Arc:* 8 front, 4 left, 4 right, 4 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**Dovin Basal "Tractor"**  
*Fire Arc:* Any  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* Up to 2D (see the entry on "Dovin Basals")  
 \* The +2D bonus from the ship's yammosk has been applied to this total.  
**Starfighter Complement:** Four wings of 36 coralskippers each.

## Suuv Ban D'Krid Cruiser

**Craft:** Yuuzhan Vong Suuv Ban D'Krid Cruiser  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (page 105)  
**Type:** Cruiser  
**Scale:** Capital  
**Length:** 720 meters  
**Skill:** Capital ship piloting: Suuv Ban D'Krid  
**Crew:** 480  
**Crew Skill:** 7D\* in all applicable skills  
**Passengers:** 1,930  
**Cargo Capacity:** 2,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 6  
**Hull:** 6D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**40 Plasma Projectors**  
*Fire Arc:* 15 front, 10 left, 10 right, 5 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**Dovin Basal "Tractor"**  
*Fire Arc:* Any  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* Up to 2D (see the entry on "Dovin Basals")  
 \* The +2D bonus from the ship's yammosk has been applied to this total.  
**Starfighter Complement:** 36 coralskippers

## Sh'rip Sh'pa Spawn Ship

**Craft:** Yuuzhan Vong Sh'rip Sh'pa Spawn Ship  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (page 75)  
**Type:** War freighter  
**Scale:** Capital  
**Length:** 810 meters  
**Skill:** Capital ship piloting: Sh'rip Sh'pa Spawn Ship  
**Crew:** 525  
**Crew Skill:** 7D\* in all applicable skills  
**Passengers:** 2,044  
**Cargo Capacity:** 2,460 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 7D  
**Shields:** 2D+2



**Sensors:**

*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 4/3D+2

**Weapons:**

**40 Plasma Projectors**

*Fire Arc:* Any (no more than 20 in any one direction)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D

**Dovin Basal “Tractor”**

*Fire Arc:* Any  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* Up to 2D+2 (see the entry on “Dovin Basals”)

**Note:** The Sh’rip Sh’pa can configure the fire arcs of its plasma projectors. Moving a plasma projector from one fire arc to another takes one turn, during which that projector cannot fire.

\* The +2D bonus from the ship’s yammosk has been applied to this total.

## Sunulok Flagship Interdictor

**Craft:** Yuuzhan Vong *Sunulok* Flagship Interdictor

**Affiliation:** Yuuzhan Vong

**Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (page 122)

**Type:** Interdictor

**Scale:** Capital

**Length:** 908 meters

**Skill:** Capital ship piloting: Vua’spar Interdictor

**Crew:** 638

**Crew Skill:** 7D\* in all appropriate skills

**Passengers:** 1,144

**Cargo Capacity:** 17,450 metric tons

**Consumables:** 9 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x6

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 350; 1000 kmh

**Hull:** 7D+1

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 120/3D

*Focus:* 4/3D+2

**Weapons:**

**20 Plasma Projectors**

*Fire Arc:* 8 front, 4 left, 4 right, 4 rear

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**Heavy Plasma Projector**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 6D

*Space Range:* 3-10/25/50

*Atmosphere Range:* 6-20/50/100 km

*Damage:* 10D

**4 Gravity Well Projectors**

*Fire Arc:* Any

*Skill:* Capital ship gunnery

*Fire Control:* 4D

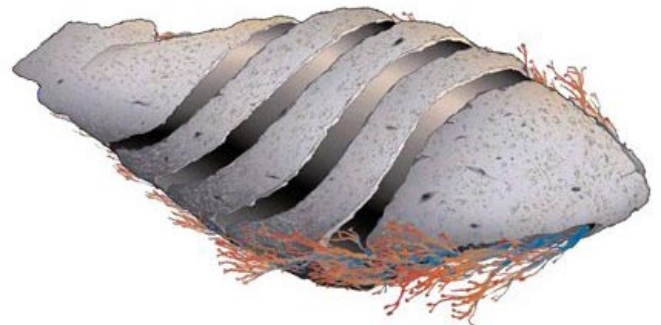
*Space Range:* 1-5/75/150

*Damage:* Blocks hyperspace travel

**Note:** Not only do the Yuuzhan Vong gravity well projectors force ships out of hyperspace, but they also short out electronic components (including droids) and cause intense brain-wave distortion in living creatures. Both living and droid characters aboard a ship that is forced out of hyperspace by a Yuuzhan Vong interdictor must attempt a Very Difficult *Strength* check, or lose consciousness for 10D rounds.

\* The +2D bonus from the ship’s yammosk has been applied to this total.

## Miid Ro’ik Warship



**Craft:** Yuuzhan Vong Miid Ro’ik Warship

**Affiliation:** Yuuzhan Vong

**Era:** New Jedi Order

**Source:** The New Jedi Order Sourcebook (page 67)

**Type:** Warship

**Scale:** Capital

**Length:** 1,620 meters

**Skill:** Capital ship piloting: Miid Ro’ik

**Crew:** 1,280

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

**Passengers:** 1,950

**Cargo Capacity:** 8,200 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6  
**Hull:** 7D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 4/3D+2

**Weapons:**

**60 Plasma Projectors**

*Fire Arc:* 20 front, 15 left, 15 right, 10 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D

**Dovin Basal "Tractor"**

*Fire Arc:* Any  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* Up to 3D (see the entry on "Dovin Basals")

\* The +2D bonus from the ship's yammosk has been applied to this total.

**Starfighter Complement:** 72 coralskippers

## Uro-ik V'alh Battleship

**Craft:** Yuuzhan Vong Uro-ik V'alh Battleship  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (page 85)  
**Type:** Battleship  
**Scale:** Capital  
**Length:** 2,240 meters  
**Skill:** Capital ship piloting: Uro-ik V'alh  
**Crew:** 1,640  
**Crew Skill:** 7D\* in all applicable skills  
**Passengers:** 3,150  
**Cargo Capacity:** 16,480 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 1D

**Space:** 5  
**Hull:** 8D  
**Shields:** 3D+2  
**Sensors:**  
*Passive:* 60/2D  
*Scan:* 120/3D  
*Search:* 240/4D  
*Focus:* 6/5D+2

**Weapons:**

**80 Plasma Projectors**

*Fire Arc:* 20 front, 20 left, 20 right, 20 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D

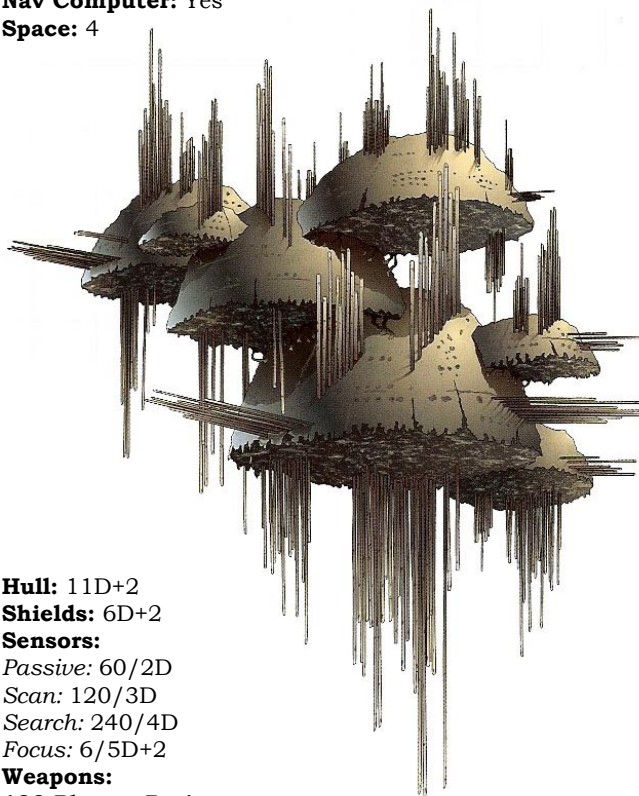
**Dovin Basal "Tractor"**

*Fire Arc:* Any  
*Skill:* Capital ship gunnery  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* Up to 3D+2 (see the entry on "Dovin Basals")

\* The +2D bonus from the ship's yammosk has been applied to this total.

## Kor Chokk Grand Cruiser

**Craft:** Yuuzhan Vong Kor Chokk Grand Cruiser  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (pages 66-67)  
**Type:** Grand cruiser  
**Scale:** Capital  
**Length:** 8,180 meters  
**Skill:** Capital ship piloting: Kor Chokk  
**Crew:** 2,140  
**Crew Skill:** 8D\* in all applicable skills  
**Passengers:** 4,640  
**Cargo Capacity:** 26,880 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Space:** 4



**Hull:** 11D+2  
**Shields:** 6D+2  
**Sensors:**  
*Passive:* 60/2D  
*Scan:* 120/3D  
*Search:* 240/4D  
*Focus:* 6/5D+2  
**Weapons:**  
**120 Plasma Projectors**  
*Fire Arc:* 40 front, 30 left, 30 right, 20 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D

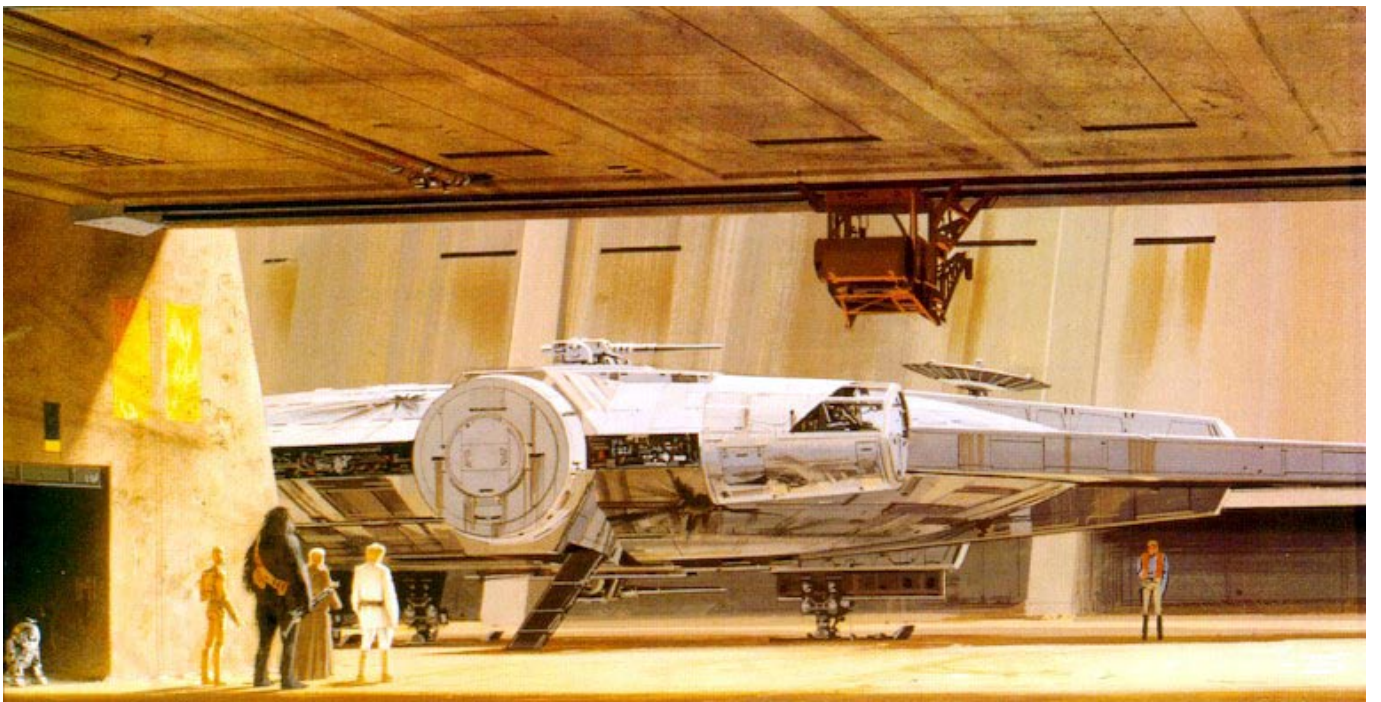
**Dovin Basal "Tractor"**

*Fire Arc:* Any  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* Up to 6D+2 (see the entry on "Dovin Basals")

\* The +2D bonus from the ship's yammosk has been applied to this total.

**Carried Craft:** 216 coralskippers, 30 yorik-trema landing craft

# INDIVIDUAL SHIPS



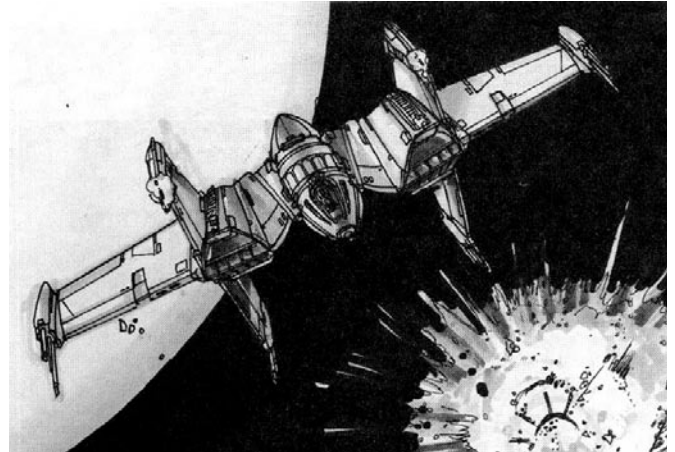
# Starfighters

## Azure Angel



**Craft:** Modified Kuat Systems Engineering Delta-7 Aethersprite-class Starfighter  
**Affiliation:** Anakin Skywalker  
**Era:** Rise of the Empire  
**Type:** Customized starfighter  
**Scale:** Starfighter  
**Length:** 8 meters  
**Skill:** Starfighter piloting: Delta-7  
**Crew:** 1 and modified astromech droid (can coordinate)  
**Cargo Capacity:** 10 kilograms  
**Consumables:** 1 week  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x2 (limited range)  
**Nav Computer:** Uses a modified astromech droid programmed with 10 jumps  
**Maneuverability:** 3D+2  
**Space:** 10  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 45/2D  
*Search:* 65/2D+2  
*Focus:* 3/3D+1  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 6D+2 (5D+2 in pairs)  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D

## Deathraven



**Craft:** Heavily-Modified Slayn & Korpil B-Wing/E2  
**Affiliation:** Erron Kell (mercenary pilot)  
**Era:** New Jedi Order  
**Source:** Starships of the Galaxy (page 80)  
**Type:** Heavy starfighter  
**Scale:** Starfighter  
**Length:** 32 meters  
**Skill:** Starfighter piloting: *Deathraven*  
**Crew:** 1  
**Crew Skill:** Unique  
**Passengers:** 1  
**Cargo Capacity:** 250 kilograms  
**Consumables:** 2 months  
**Cost:** Not available for sale (609,000 estimated)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to 2 jumps  
**Maneuverability:** 1D+1  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D  
**Shields:** 5D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 65/1D  
*Search:* 80/2D  
*Focus:* 4/3D+2  
**Weapons:**  
**4 Assault Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/15/25  
*Atmosphere Range:* 100-300/1.5/2.5 km  
*Damage:* 8D+2  
**4 Proton Torpedo Launchers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 10 torpedoes each  
*Fire Control:* 3D  
*Space Range:* 1/5/9  
*Atmosphere Range:* 50-100/500/900  
*Damage:* 9D  
**8 Light Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/9/40  
*Atmosphere Range:* 100-500/900/4 km  
*Damage:* 5D+2

## Dharus' Corsairs

**Craft:** SoroSuub *Corsair*-class Cruiser  
**Affiliation:** Dharus (pirate)  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 9 – Fragments from the Rim (pages 63-64)  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 18 meters  
**Skill:** Starfighter piloting: Corsair  
**Crew:** 2, gunners: 1  
**Crew Skill:** Astrogation 6D, sensors 5D, starfighter piloting 6D, capital ship gunnery 6D+2, starship shields 5D  
**Cargo Capacity:** 15 kilograms  
**Consumables:** 2 days  
**Cost:** 275,000 credits  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 1D  
**Space:** 8  
**Hull:** 4D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Turbolaser Batteries** (fire-linked)  
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 3-15/35/50  
*Damage:* 5D  
**2 Ion Cannons**  
*Fire Arc:* Turret  
*Crew:* 1 (co-pilot)  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-10/25/30  
*Damage:* 3D

## Goonga Munt Goonga

**Craft:** Modified Incom Shock Hauler 33  
**Affiliation:** Scranton Toon (rodian mercenary pilot)  
**Era:** Rebellion  
**Source:** Star Wars Gamer Issue 6  
**Type:** Heavy fighter  
**Scale:** Starfighter  
**Length:** 14.5 meters  
**Skill:** Starfighter piloting: Shock Hauler 33  
**Crew:** 1  
**Crew Skill:** Astrogation 4D, starfighter pilot 5D, starship gunnery 4D+1, starship shields 3D+2  
**Passengers:** None  
**Cargo Capacity:** 70 kilograms.  
**Consumables:** 4 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x0.75  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh

**Hull:** 4D  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Concussion Missile Launchers** (fire-linked, 3 missiles each)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/600  
*Damage:* 7D

## Guardian Mantis



**Craft:** Custom Xi Char Designed Fighter  
**Affiliation:** Vana Sage (mercenary pilot)  
**Era:** Old Republic  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Starfighter piloting: Guardian Mantis  
**Crew:** 2  
**Cargo Capacity:** 70 kg  
**Consumables:** 1 week  
**Cost:** Not for Sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x5  
**Nav Computer:** Astromech programmed with 10 jumps  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 1D+2  
**Shields:** 1D\*  
 \* The Mantis' shields replenish at double the normal rate thanks to the hard-wired astromech droid

**Sensors:**

*Passive:* 35/1D+1

*Scan:* 55/2D+2

*Search:* 70/3D+1

*Focus:* 5/4D

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

**Weapons:**

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

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 1-300/1.2/2.5 km

*Damage:* 4D

**Nano-Missile Magazine**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1/3/5

*Atmosphere Range:* 50-100/300/500 km

*Damage:* 3D or 1D ion (see IES tags above)



*Skill:* Starship gunnery

*Fire Control:* 3D\*

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

*Atmosphere Range:* 1-300/1.2/2.5 km

*Damage:* 5D

**Energy Bomb Launcher**

*Fire Arc:* Ventral

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/5

*Atmosphere Range:* 50-100/300/500

*Damage:* 13D

\*Can be set on auto-fire using only fire control to hit.

## Havoc

**Craft:** Modified Nubian Design Collective Scurrg H-6 Prototype Bomber

**Affiliation:** Nym (feeorin pirate)

**Era:** Old Republic

**Type:** Surface bomber

**Scale:** Starfighter

**Length:** 22 meters

**Skill:** Starfighter piloting; Nubian Prototype

**Crew:** 2, gunners: 1 (navigator and gunner may be replaced by 2 astromechs)

**Crew Skill:** Astrogation 5D, starship gunnery 4D+2, starfighter piloting 6D, starship shields 4D+2

**Cargo:** 10 metric tons

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Consumables:** 2 weeks

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 4D+1

**Shields:** 1D+2

**Sensors:**

*Passive:* 25/1D

*Scan:* 40/1D+2

*Search:* 70/2D+1

*Focus:* 4/3D

**Weapons:**

**6 Laser Cannons** (2 fire-linked groups)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+2

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

*Atmosphere Range:* 1-300/1.2/2.5 km

*Damage:* 5D+2 (per group)

**Twin Laser Cannon**

*Fire Arc:* Turret

## Kintan Gunrunners "Uglies"

**Source:** Star Wars Gamer Issue 9

**Affiliation:** Kintan Gunrunners

**Era:** Rebellion

**Craft:** Kintan Gunrunner "Uglies"

**Type:** Scratch-built starfighters

**Scale:** Starfighter

**Length:** 16 meters

**Skill:** Starfighter piloting; Uglies

**Crew:** 1

**Crew Skill:** 4D in all applicable skills

**Passengers:** None

**Cargo Capacity:** 80 kilograms

**Consumables:** 1 day

**Cost:** 25,000 to 40,000 credits

**Hyperdrive Multiplier:** x2

**Nav Computer:** Capable of storing coordinates for 2 jumps

**Maneuverability:** 2D+1

**Space:** 7

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

**Hull:** 3D+1

**Shields:** 1D+1





**Sensors:**

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

**Weapons:**

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

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Sharp Spiral



**Craft:** Sorosuub Cutlass-9

**Affiliation:** Saesse Tiin (lannik Jedi master)

**Era:** Old Republic

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 12 meters

**Skill:** Starfighter piloting

**Crew:** 1

**Crew Skill:** See Saesse Tiin

**Cargo Capacity:** 45 kilograms

**Consumables:** 2 weeks

**Cost:** 138,000 credits estimated cost

**Hyperdrive Multiplier:** x1 (x0.6 with Saesse Tiin piloting)

**Nav Computer:** Yes

**Maneuverability:** 3D

**Space:** 10

**Move:** 415, 1,200 kmh

**Hull:** 2D+2

**Shields:** 1D+2

**Sensors:**

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

**Weapons:**

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

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

**Proton Torpedo Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmospheric Range:* 50-100/300/700

*Damage:* 9D

## Slave II

**Craft:** Modified MandalMotors *Pursuer*-class Enforcement Ship

**Affiliation:** Boba Fett (bounty-hunter)

**Era:** New Republic

**Source:** Dark Empire Sourcebook (page 104), The Essential Guide to Vehicles and Vessels (pages 146-147)

**Scale:** Starfighter

**Length:** 30.1 meters

**Skill:** Starfighter piloting: *Pursuer*

**Crew:** 1

**Crew Skill:** Astrogation 6D+1, space transports 7D, starship gunnery 8D, starship shields 6D

**Passengers:** 2; 5 (prison cells)

**Cargo Capacity:** 35 metric tons

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

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

**Hull:** 5D

**Shields:** 1D

**Sensors:**

*Passive:* 35/1D+1

*Scan:* 55/2D+1

*Search:* 80/3D+1

*Focus:* 3/4D+1

**Weapons:**

**Twin Blaster Cannon** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

**Ion Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 50-100/200/500

*Damage:* 8D

**Proton Torpedo Launcher**

*Fire Arc:* Back

*Skill:* Starship gunnery

*Fire Control:* 3D+2

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 7D

## Sun Crusher

**Craft:** Sun Crusher Prototype

**Affiliation:** Empire

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 66-68), The Essential Guide to Vehicles and Vessels (pages 162-163)

**Type:** Imperial superweapon prototype

**Scale:** Starfighter  
**Length:** 13.5 meters  
**Skill:** Starfighter piloting; Sun Crusher  
**Crew:** 1, gunners: 5  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 4 days  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to three jumps  
**Maneuverability:** 3D+2

**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 50D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 40/1D  
*Search:* 60/3D  
*Focus:* 4/3D+2

**Weapons:**  
**11 Resonance Torpedoes\***

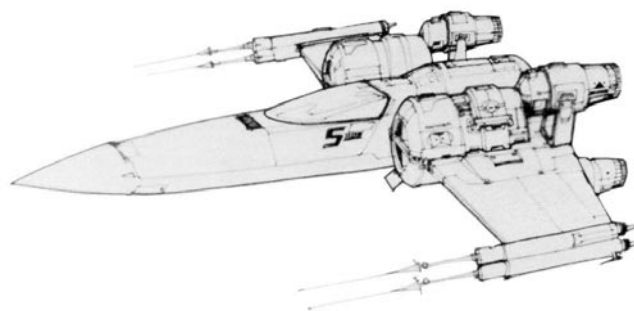
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-15/30/45  
*Atmosphere Range:*  
 1-15/30/25 km  
*Damage:* 4D+2  
**5 Laser Cannons**  
*Fire Arc:* 1 turret, 1 left/front/  
 right, 1 front/left/back, 1 left/  
 back/right, 1 front/right/back  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/25  
*Atmosphere Range:* 100-500/1/2.5 km  
*Damage:* 4D

**Tractor Beam Projector**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60  
*Damage:* 5D

**Note:** These stats describe the torpedo as used against a ship or other target. When fired into a star, the torpedo's sophisticated tracking system guarantees impact with a star, and its devastating impact on a star has very little to do with its explosive or kinetic power – it simply triggers a chain reaction which ignites a supernova, destroying the star and anything in the system.

## Tallon's Headhunters

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



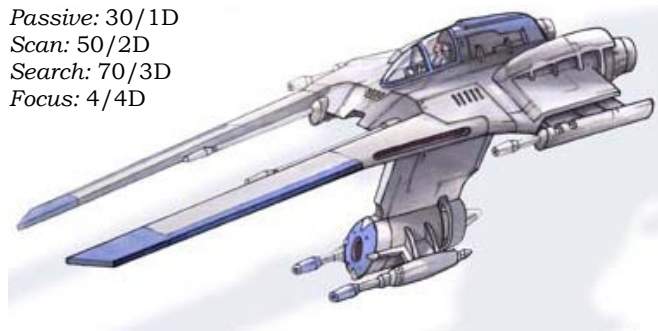
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to 1 jump  
**Maneuverability:** 2D

**Space:** 7  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D

**Weapons:**  
**2 Triple Blasters** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D

## Toth's Starfighter

**Craft:** Toth's Starfighter  
**Owner:** Cavik Toth (mercenary leader)  
**Era:** Old Republic  
**Type:** Custom starfighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting  
**Crew:** 1  
**Crew Skill:** See Cavik Toth  
**Cargo Capacity:** 60 kg  
**Consumables:** 2 week  
**Cost:** Not for Sale  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Move:** 400, 1,150 kmh  
**Space:** 9  
**Maneuverability:** 2D  
**Hull:** 2D+2  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 50/2D  
*Search:* 70/3D  
*Focus:* 4/4D



**Weapons:****3 Twin Laser Cannons***Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D+1*Space Range:* 2-5/15/25*Damage:* 5D**Concussion Missile Launcher***Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-3/8/15*Damage:* 8D

## Virago

**Craft:** Modified MandalMotors StarViper Assault Fighter**Affiliation:** Prince Xizor (Falleen crimelord)**Era:** Rebellion**Source:** Shadows of the Empire Sourcebook (pages 123-125), The Essential Guide to Vehicles and Vessels (pages 124-125)**Type:** Modified Assault Fighter**Scale:** Starfighter**Length:** 21 meters**Skill:** Starfighter piloting: StarViper**Crew:** 1**Crew Skill:** Astrogation 4D, starfighter piloting 6D, starship gunnery 5D, starship shields 5D**Consumables:** 2 months**Cargo Capacity:** 1 metric ton**Cost:** Not for sale**Nav Computer:** Yes**Hyperdrive Multiplier:** x1**Hyperdrive Backup:** x10**Maneuverability:** 3D+2 in space and in atmosphere with wings retracted. 1D in atmosphere with wings extended**Space:** 11**Atmosphere:** 1,200 kmh with wings retracted. 600 kmh with wings extended**Hull:** 6D Forward and 3D Aft**Shields:** 1D Forward and 4D Aft.**Sensors:***Passive:* 25/1D*Scan:* 40/2D*Search:* 60/3D*Focus:* 4/4D**Weapons:****2 Double Heavy Laser Cannons** (single or fire-linked)*Fire Arc:* When fire-linked can only fire to front or back facings, also cannons can rotate 180 degrees. The cannons remained locked forward when wings are retracted)*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmospheric Range:* 100-300/1.2/2.5 km*Damage:* 5D (6D if Fire-Linked)**2 Proton Torpedo Launchers***Fire Arc:* Front*Skill:* Starship gunnery*Ammo:* 3 torpedoes each*Fire Control:* 1D*Space Range:* 1/3/7*Atmospheric Range:* 50-100/300/700*Damage:* 9D

# Space Transports

## Alliance Modified Light Freighter

**Craft:** Modified Corellian YT-1300 Transport (with strap-on cargo pods)

**Affiliation:** Rebel Alliance

**Era:** Rebellion

**Source:** Rebel Alliance Sourcebook (page 135)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 26.7 meters

**Skill:** Space transports: YT-1300

**Crew Skill:** Varies widely

**Crew:** 1 (1 can coordinate), gunners: 1

**Passengers:** 4

**Cargo Capacity:** 200 metric tons

**Consumables:** 2.5 months

**Cost:** 35,000 (used, as modified)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Space:** 4

**Atmosphere:** 480; 800 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

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

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 3D

## Battered Freighter

**Craft:** Corellian YT-1300 Transport

**Affiliation:** Dr. Langstyn Kraay (facility director)

**Era:** Rebellion

**Source:** The DarkStryder Campaign: The Kathol Rift (page 39)

**Type:** Damaged light freighter

**Scale:** Starfighter

**Length:** 26.7 meters

**Skill:** Space transports: YT-1300

**Crew:** 2

**Passengers:** 4

**Cargo Capacity:** 100 metric tons

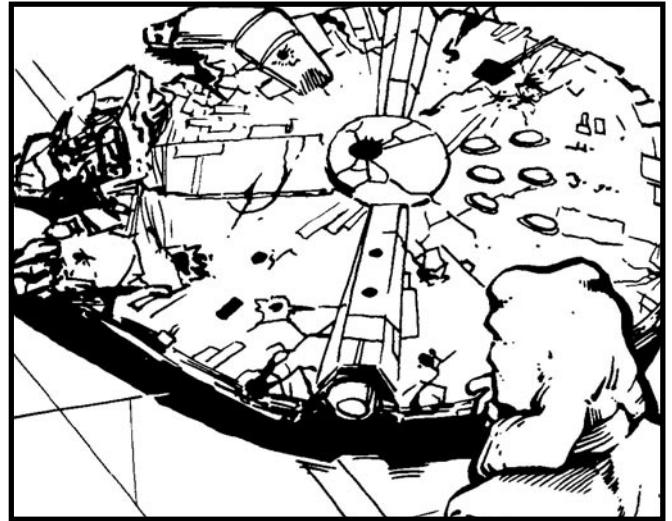
**Consumables:** 1 week

**Hyperdrive Multiplier:** x2 (non-functional)

**Hyperdrive Backup:** None

**Nav Computer:** Yes

**Space:** 2



**Atmosphere:** 80; 230 kmh (usually 480; 800 kmh)

**Hull:** 4D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

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

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

*Damage:* 4D

## Best Cargo

**Craft:** Modified Light Freighter

**Affiliation:** Rebel Alliance

**Era:** Rebellion

**Source:** Graveyard of Alderaan (page 31)

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports

**Crew:** 4, gunners:1, skeleton:1/+5

**Passengers:** 6

**Cargo Capacity:** 150 metric tons

**Consumables:** 2 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

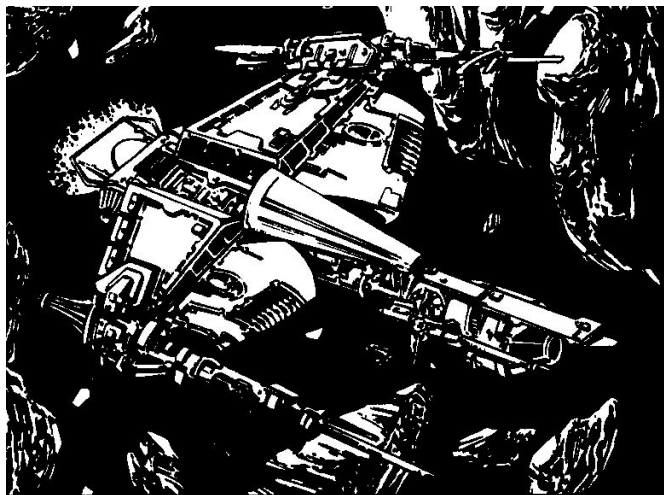
**Maneuverability:** 6D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 6D

**Shields:** 2D



**Sensors:**

*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D

**Weapons:**

**2 Laser Cannons** (fire separately)

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

**Heavy Laser Cannon**

*Fire Arc:* Front  
*Crew:* 1 (can be fired by pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Cannibal

**Craft:** Custom-made cannibalized freighter  
**Affiliation:** Barosa Warren (GOSS instructor)  
**Era:** Rise of the Empire  
**Source:** Alliance Intelligence Reports (pages 18-19)  
**Type:** Unique freighter  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports  
**Crew:** 2, gunners: 3, skeleton: 1/+15  
**Crew Skill:** Space transports 5D+1, starship gunnery 4D  
**Passengers:** 8  
**Cargo Capacity:** 45 metric tons  
**Consumables:** 4 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/1D

*Scan:* 40/1D+1  
*Search:* 50/2D  
*Focus:* 4/2D+2  
**Weapons:**  
**Twin-Mounted Blaster Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-7/20/30  
*Atmosphere Range:* 100-700/2/3 km  
*Damage:* 5D

**Ion Cannon**

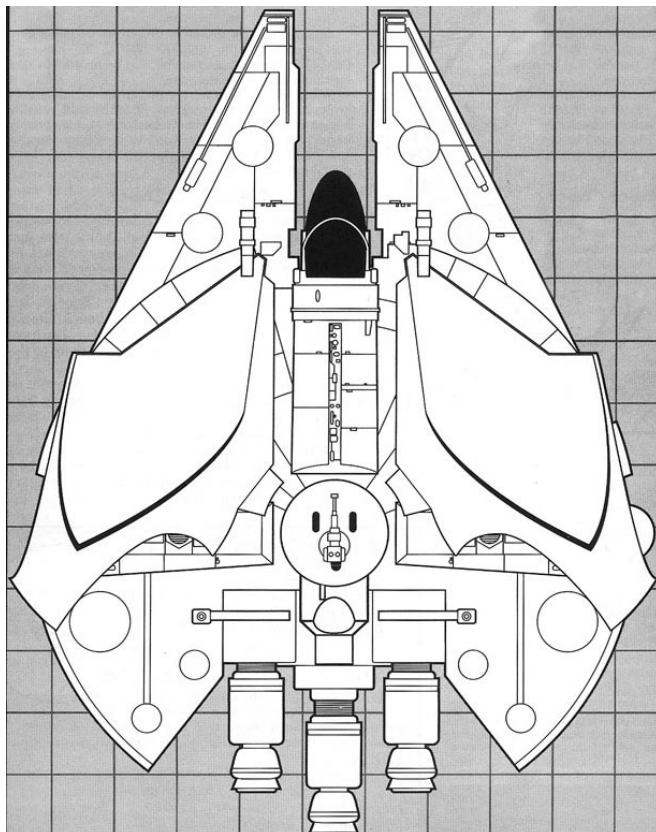
*Fire Arc:* Front  
*Crew:* 1; may be fire by pilot at a fire control of only 1D  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/15  
*Atmosphere Range:* 100-500/1/1.5 km  
*Damage:* 5D

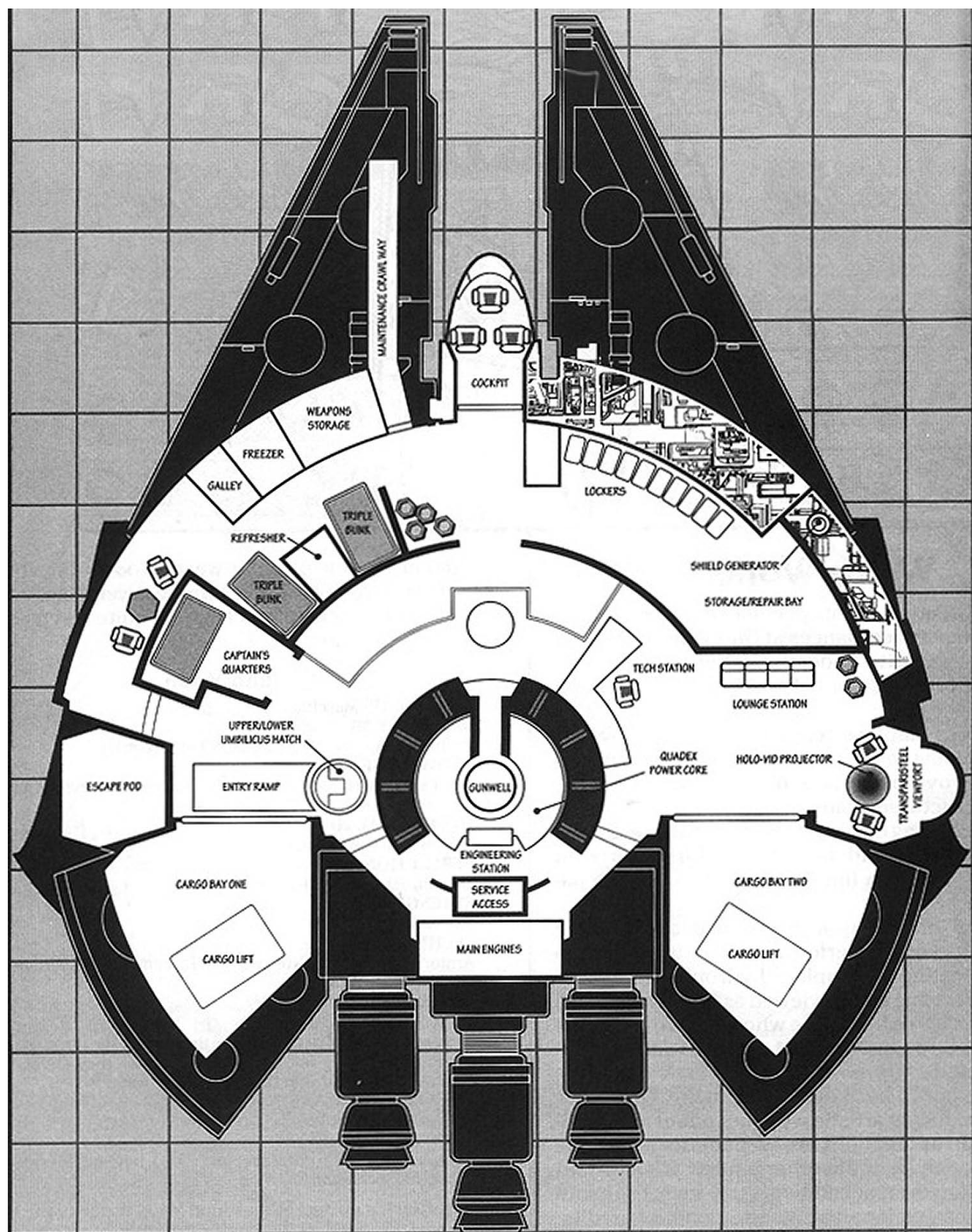
**Tractor Beam Projector**

*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-8/15/20  
*Atmosphere Range:* 100-800/1.5/2 km  
*Damage:* 5D

## Chaser

**Affiliation:** Modified Corellian YT-1300 Transport  
**Owner:** Baydo Chasdy (gambler)  
**Era:** Rebellion  
**Source:** Wretched Hives of Scum and Villainy (pgs 48-49)  
**Type:** Light freighter  
**Scale:** Starfighter



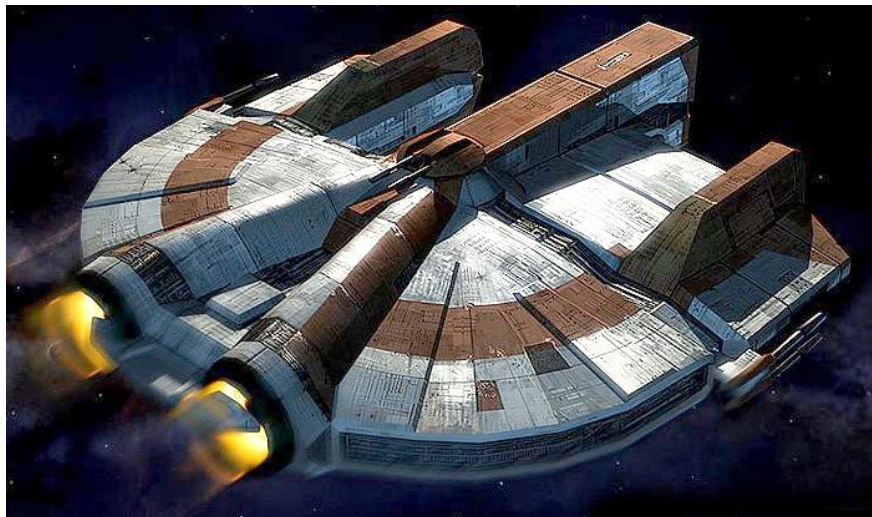
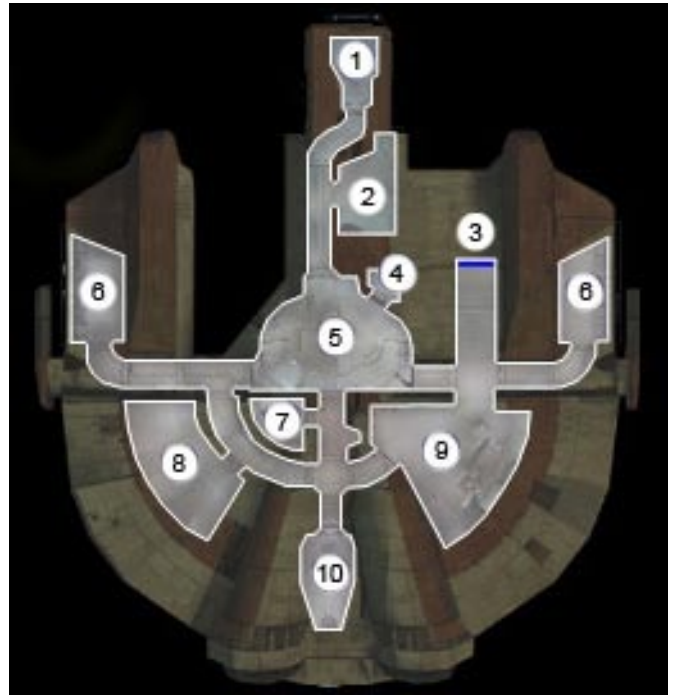


**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300  
**Crew:** 1  
**Crew Skill:** Space transports 6D+1, starship gunnery 4D+2  
**Passengers:** 6  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 5 weeks  
**Hyperdrive Multiplier:** x1/2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/2D  
*Search:* 45/3D  
*Focus:* 3/4D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100/5500/1/1.7 km  
*Damage:* 4D  
**Heavy Quad Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 11-3/7/15  
*Atmosphere Range:* 100-300/700/1.5 km  
*Damage:* 6D

**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
**Weapons:**  
**Dual Turbolasers**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/5/10  
*Atmosphere Range:* 100-200/500/1 km  
*Damage:* 4D

## Ebon Hawk

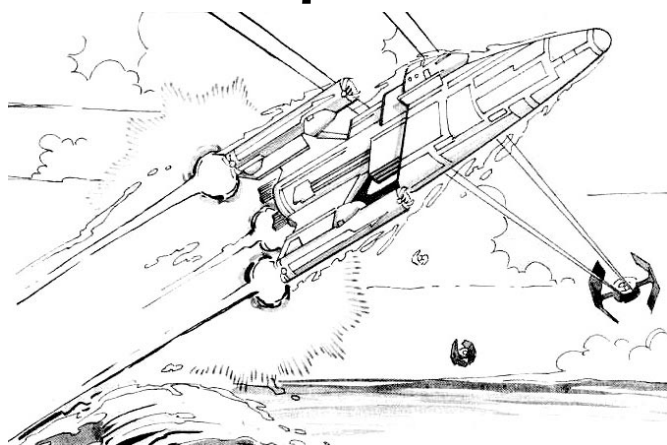
**Affiliation:** Davik Kang / Revan / The Exile  
**Era:** Old Republic  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: Ebon Hawk  
**Crew:** 2, gunners: 1  
**Passengers:** 10  
**Cargo Capacity:** 50 metric tons



**Deckplan Key:**

1. Bridge
2. Systems
3. Ramp
4. Storage
5. Galley
6. Quarters
7. Room
8. Cargo Hold
9. Tech Area
10. Engine

## Explorer



**Craft:** Modified Space Boat  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Battle for the Golden Sun (page 22)  
**Type:** Modified multi-environment space boat  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports  
**Crew:** 4, gunners: 2  
**Passengers:** 6  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 4 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x 1/2  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 4D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D  
**Weapons:**  
**2 Double Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Note:** Can operate in space, atmosphere or liquid environment.  
**Vehicle Complement:** 2 speeder-rafts, 6 glider-sails

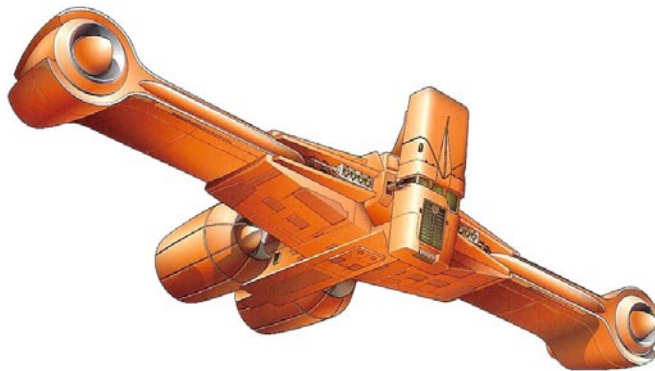
## Feeg Liat

**Type:** Custom Space Transport  
**Affiliation:** Jedi Order  
**Era:** Old Republic  
**Length:** 23 meters  
**Scale:** Starfighter  
**Skill:** Space transports: Feeg Liat  
**Crew:** 1  
**Crew Skill:** Varies  
**Cargo Capacity:** 500 kg  
**Consumables:** 2 weeks



**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 350; 1000 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 40/2D+2  
*Focus:* 3/3D+1  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/7/12  
*Atmosphere Range:* 100-300/700/1.2 km  
*Damage:* 4D

## Hell's Anvil



**Craft:** Modified Corellian KR-TB "Doomtrader"  
**Affiliation:** Montross (bounty hunter)  
**Era:** Rise of the Empire  
**Type:** Medium transport  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: KR-TB Doomtrader  
**Crew:** 1, plus astromech  
**Passengers:** 6 prisoners  
**Cargo Capacity:** 350 cubic meters  
**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2



## Hound's Tooth

**Space:** 8

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

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D+1

**Weapons:**

**Solar Ionization Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmosphere Range:* 100-300/1/2 km

*Damage:* 4D+2 (ignores target's shield rating)



**PICTURE  
REMOVED**

**Craft:** Modified YV-666 Light Freighter  
**Affiliation:** Bossk (trandoshan bounty-hunter)  
**Era:** Rebellion  
**Source:** Ultimate Adversaries (page 12)  
**Type:** Transport  
**Scale:** Starfighter  
**Length:** 41 meters  
**Skill:** Space transports: YV-666  
**Crew:** 1  
**Crew Skill:** Astrogation 5D+1, space transports 7D+1, starship gunnery 6D+1, starship shields 4D+1  
**Passengers:** 4 (prisoners)  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 6 months  
**Cost:** Not for sale (480,000 estimated)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 6D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D  
**Weapons:**  
**Quad Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Concussion Missile Launcher** (6 missiles)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D  
**Notes:** The *Hound's Tooth* carries the Z-95 Headhunter *Nashtah Pup*.

## Hyperspace Marauder

**Craft:** TransGalMeg *Xiytiar*-class Transport  
**Affiliation:** Lo Kahn (smuggler)  
**Era:** Rise of the Empire  
**Source:** Dark Empire Sourcebook (pages 103-104), The Essential Guide to Vehicles and Vessels (pages 72-73)  
**Type:** Modified large transport  
**Scale:** Capital  
**Length:** 164.8 meters  
**Skill:** Space transports: *Xiytiar*-class transport  
**Crew:** 2  
**Crew Skill:** Lo Kahn: astrogation 5D+1, space transports 7D+1, starship gunnery 4D, starship shields 6D+2; Luwingo: astrogation 5D, communications 6D, space transports 5D+1, starship gunnery 4D+2, starship shields 5D  
**Passengers:** 12  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 3 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 280; 800 kmh  
**Hull:** 2D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D+1  
*Search:* 40/3D  
*Focus:* 2/3D  
**Note:** The *Hyperspace Marauder* has a custom-made multi-band computer interface antenna. With this, Luwingo has +3D to *computer programming* and *security* rolls when attempting to take over any opponent's shipboard computer. The antenna has a broadcast range of 500 meters; therefore, this tactic is only practical on attempted boarding actions or on a planet's surface.

## IG-2000



**Craft:** Modified Trilon, Inc. Aggressor Assault Fighter  
**Affiliation:** IG-88 (bounty-hunter)  
**Era:** Rebellion  
**Source:** Gamer Magazine, Issue 7  
**Type:** Transport  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Aggressor  
**Crew:** 1  
**Crew Skill:** Astrogation 4D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D  
**Passengers:** 8 (prisoners)  
**Cargo Capacity:** 465 kilograms  
**Consumables:** 1 week  
**Cost:** Not for sale (650,000 estimated)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D

**Weapons:**

**2 Assault Lasers** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

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

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

*Damage:* 8D

**Ion Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-3/7/36

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

*Damage:* 4D

**2 Tractor Beams**

*Fire Arc:* Front

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 4D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

## Inferno

**Craft:** Custom-built "Villie Special" Big Wing

**Affiliation:** Vilmarh "Villie" Grahk (devaronian smuggler)

**Era:** Rise of the Empire

**Type:** Scout freighter

**Scale:** Starfighter

**Length:** 27 meters wingspan

**Skill:** Space transports

**Crew:** 1 (NT 600 astronavigation droid acts as co-pilot)

**Cargo Capacity:** 40 metric tons

**Consumables:** 1 month

**Cost:** Not for sale

**Hyperdrive Multiplier:** x0.8

**Nav Computer:** Yes

**Maneuverability:** 3D

**Space:** 10

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

**Hull:** 2D+1

**Shields:** 3D

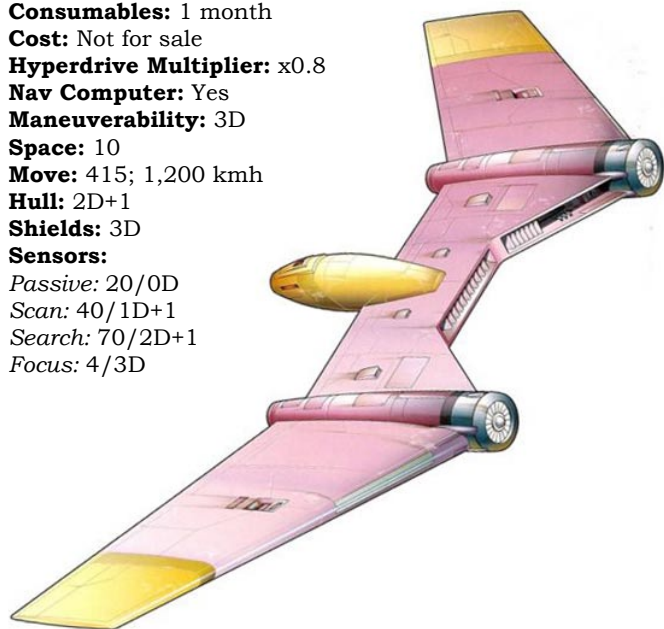
**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D+1

*Search:* 70/2D+1

*Focus:* 4/3D



**Weapons:**

**6 Concealed Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 5D

**Concealed Ion Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

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

*Atmospheric Range:* 100-300/700/1.5 km

*Damage:* 3D+2

## Jabitha



**Craft:** Hand-Crafted Sekotan Personal Starship

**Affiliation:** Anakin Skywalker

**Era:** Rise of the Empire

**Source:** Wizards Website

**Type:** Organic space transport

**Scale:** Starfighter

**Length:** 25 meters

**Skill:** Space transports: Jabitha

**Crew:** 1

**Crew Skill:** Space transports 5D

**Passengers:** 6

**Cargo Capacity:** 22 metric tons

**Consumables:** 1 month

**Cost:** 1,000,000 (new)

**Hyperdrive Multiplier:** x1 (x0.4 with Anakin)

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 10

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

**Hull:** 3D+1

**Shields:** 4D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 120/3D

*Focus:* 10/3D+2

## Jade Sabre

**Craft:** *Jade Sabre*

**Owner:** Mara Jade Skywalker (Jedi knight)

**Era:** New Jedi Order

**Source:** Starships of the Galaxy (page 83)

**Type:** Custom space transport

**Scale:** Starfighter

**Length:** 50 meters

**Skill:** Space transports

**Crew:** 1

**Crew Skill:** Astrogation 8D+2, communications 6D+2,

sensors 5D+2, space transports 9D+2, starship gunnery

9D+2, starship shields 8D

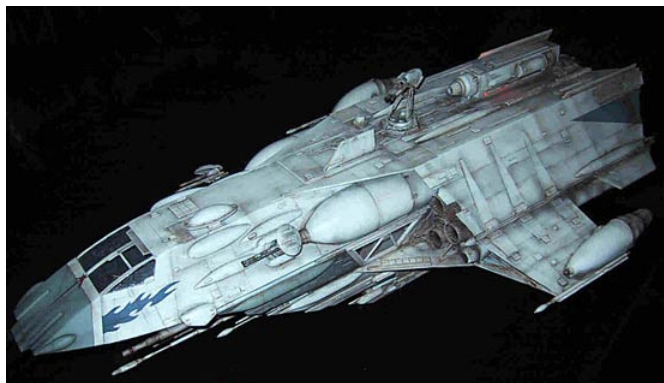
**Passengers:** 15

**Cargo Capacity:** 100 metric tons

**Consumables:** 6 months

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

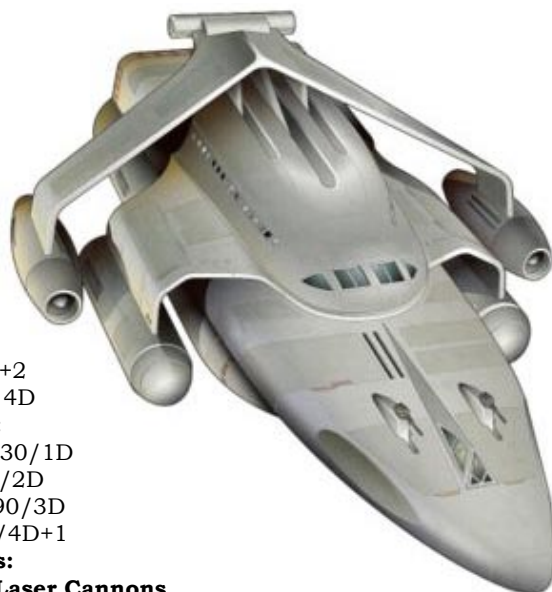
**Hyperdrive Multiplier:** x1



**Hyperdrive Backup:** x4  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 6D  
**Shields:** 4D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 75/3D  
*Focus:* 4/4D  
**Weapons:**  
**4 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/15/25  
*Atmosphere Range:* 100-300/1.5/3 km  
*Damage:* 6D  
**Tractor Beam Projector**  
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 4D+2

## Jade Shadow

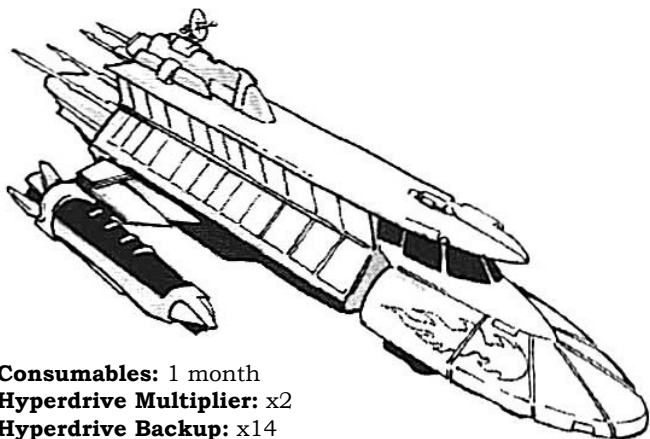
**Craft:** Modified SoroSuub *Horizon*-class Yacht  
**Affiliation:** Mara Jade Skywalker (Jedi master)  
**Era:** New Jedi Order  
**Source:** The New Jedi Order Sourcebook (page 136)  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 55 meters  
**Skill:** Space transports: *Horizon* yacht  
**Crew:** 1 or 2  
**Crew Skill:** Astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2, starship shields 8D  
**Passengers:** 10  
**Cargo Capacity:** 95 metric tons  
**Consumables:** 2 months  
**Cost:** 230,000 (new), 80,000 (used)  
**Hyperdrive Multiplier:** x0.5  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh



**Hull:** 6D+2  
**Shields:** 4D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D  
*Focus:* 3/4D+1  
**Weapons:**  
**2 Quad Laser Cannons**  
*Fire Arc:* Retractable turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Blaster Cannon**  
*Fire Arc:* Retractable turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 4D  
**Concussion Missile Tube** (4 missiles)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 4 missiles  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700  
*Damage:* 9D  
**Tractor Beam Projector**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 4D

## Jade's Fire

**Craft:** SoroSuub Luxury 3000  
**Affiliation:** Mara Jade (trader)  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (pages 140-141)  
**Type:** Private space yacht  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Luxury 3000 yacht  
**Crew:** 1  
**Crew Skill:** Space transports 9D+2, starship gunnery 9D+2  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons



**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 4/4D

**Weapons:**

**3 Quad Turbolasers** (fire separately)  
*Fire Arc:* 1 front, 1 left, 1 right  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300/1.5/3.5/7.5 km  
*Damage:* 5D

**“Shoot-Back” Blaster**

*Fire Arc:* Turret  
*Fire Control:* 2D (automatically fires when ship is hit)  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 2D

**Tractor Beam Projector**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 100-300/700/1.5 km  
*Damage:* 2D

## Lady Luck

**Craft:** Modified SoroSuub Luxury 3000  
**Affiliation:** Lando Calrissian (gambler)  
**Era:** New Republic  
**Source:** Dark Force Rising Sourcebook (pages 132-134), Heir to the Empire Sourcebook (page 132), The Thrawn Trilogy Sourcebook (pages 232-234), The Essential Guide to Vehicles and Vessels (pages 98-99)  
**Type:** Modified private space yacht  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Luxury 3000 yacht  
**Crew:** 1  
**Crew Skill:** Astrogation 7D, communications 5D+1, sensors 5D+1, space transports 9D, starship gunnery 8D, starship shields 8D+1  
**Passengers:** 10

**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 3/3D  
**Laser Cannon** (retractable)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 2D+2

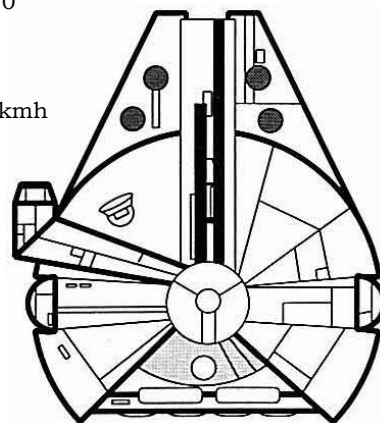
## Last Chance

**Craft:** Corellian YT-1300 Transport  
**Affiliation:** Platt Okeefe (smuggler)  
**Era:** Rebellion  
**Source:** Platt's Starport Guide (page 7)  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: YT-1300  
**Crew:** 1 to 2 (can coordinate), gunners: 2  
**Crew Skill:** Space transports 6D+2, starship gunnery 5D

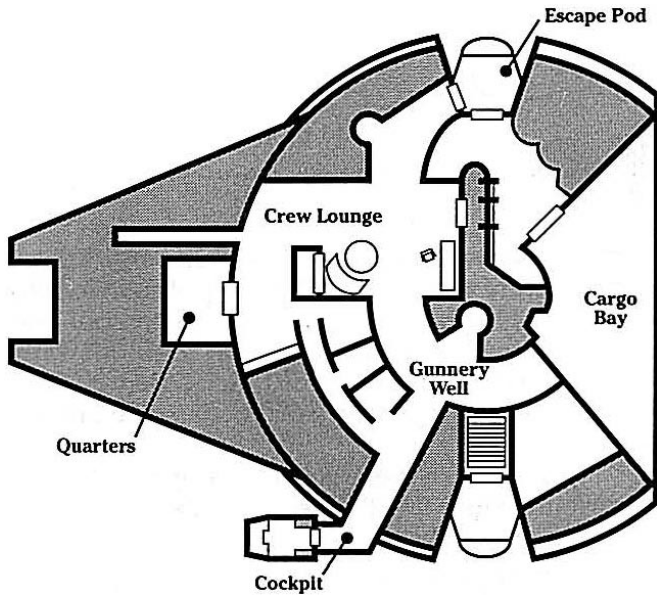
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 25/2D  
*Search:* 40/3D  
*Focus:* 2/3D

**Weapons:**

**2 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Concussion Missile Tube**  
*Fire Arc:* Front  
*Skill:* Missile weapons  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D



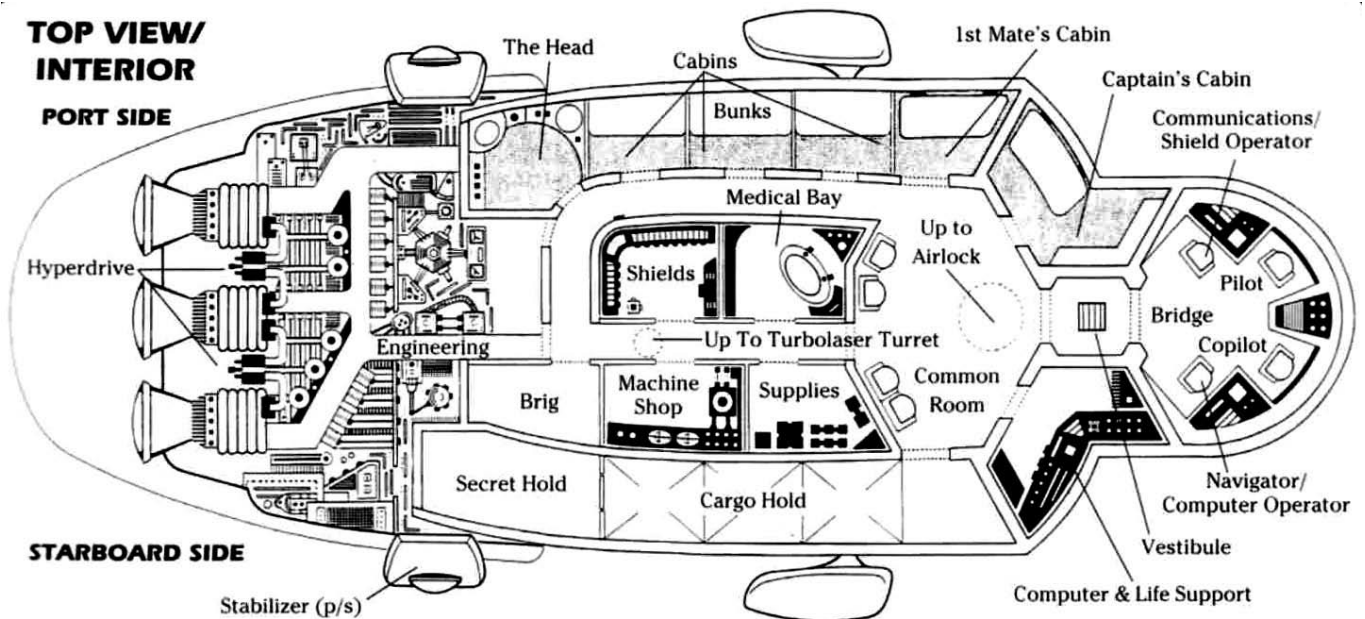
## Long Shot



**Craft:** Modified Lantillan Short Hauler  
**Affiliation:** Reekeene's Roughnecks (Rebel Irregulars)  
**Era:** Rebellion  
**Source:** Classic Campaigns, Campaign Pack  
**Type:** Modified space yacht  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: Lantillan short hauler  
**Crew:** 2, gunners: 1, skeleton: 1/+10  
**Crew Skill:** Space transports 4D+2, starship gunnery 3D+2  
**Passengers:** 6  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 1 month  
**Cost:** 85,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 3D

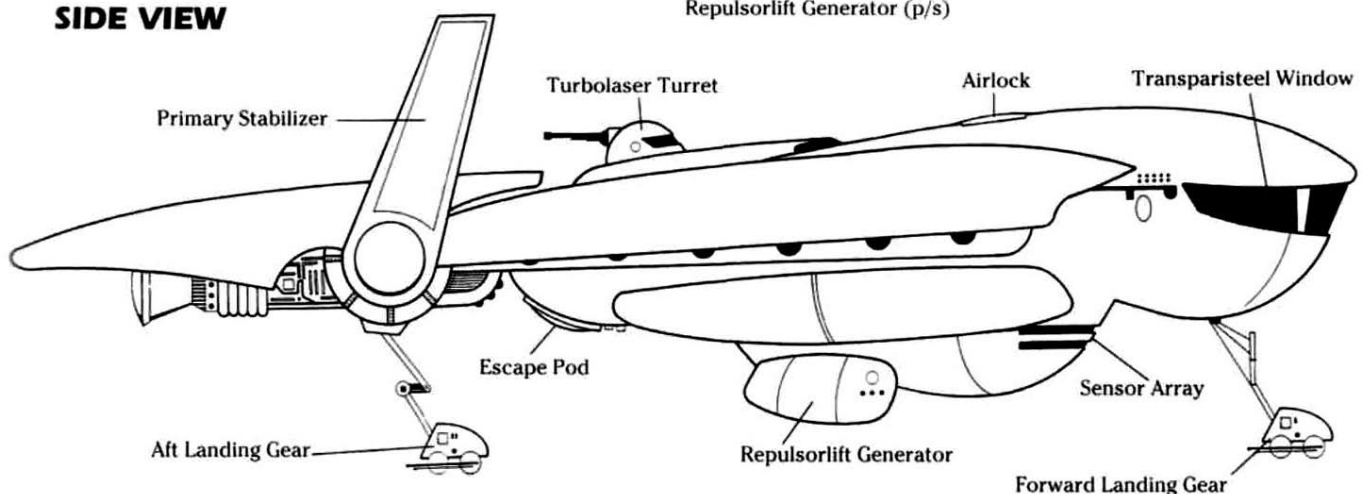
### TOP VIEW/ INTERIOR

PORT SIDE



STARBOARD SIDE

### SIDE VIEW



**Sensors:**

*Passive:* 15/0D  
*Scan:* 35/1D  
*Search:* 55/1D+2  
*Focus:* 6/2D+2

**Weapons:**

**2 Turbolaser Cannons** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

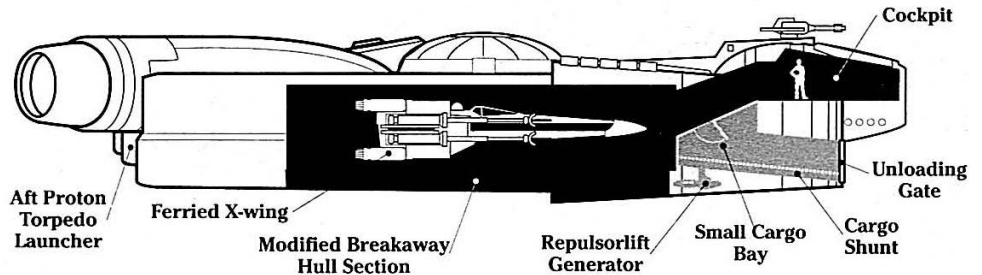
*Fire Control:* 3D (may be fired from co-pilot position at fire control 1D)

*Space Range:* 1-15/35/50

*Atmosphere Range:* 200-3/7/10 km

*Damage:* 5D

**Note:** Carries one escape pod which can carry 6 passengers.



**Special Modifications:**

*Starfighter Storage System:* The modified cargo bay vessel has storage space for one Incom T-65 X-wing fighter and is capable of releasing the starfighter while in flight.

*Shroud Package:* A small repulsor shunt helps distribute a cloud of metallic particles that foils sensors and tractor beams. It adds +1D to the difficulty of all *sensors* checks and adds +3D to the difficulty of any tractor beam attempts within or through the cloud of particles.

## Luke's Freighter

**Craft:** Modified Ghtroc Industries class 720 freighter

**Affiliation:** Luke Skywalker (Jedi knight)

**Era:** New Republic

**Source:** The Last Command Sourcebook (pages 133-135), The Thrawn Trilogy Sourcebook (page 236)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: Ghtroc freighter

**Crew:** 1 (1 can coordinate), gunners: 1, 1 astromech droid

**Crew Skill:** Luke Skywalker: astrogation 7D, sensors 4D+1, starship gunnery 8D+1, starship shields 7D+1, space transports 4D; R2-D2: astrogation 12D, communications 6D+1, sensors 7D+1, starship gunnery 5D, starship shields 5D+2

**Cargo Capacity:** X-Wing and 15 kilograms

**Consumables:** 1 week

**Cost:** 98,500 (for new freighter), 45,000 (for additional modifications)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 km/h

**Hull:** 2D+2

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+1

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

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

*Damage:* 4D

**Proton Torpedo Launcher**

*Fire Arc:* back

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 150-100/300/700 m

*Damage:* 7D

## Millennium Falcon

**Craft:** Modified Corellian Engineering Corporation YT-1300 Transport

**Affiliation:** Han Solo (smuggler/rebel)

**Era:** Rise of the Empire

**Source:** Core Rulebook (page 254), Star Wars Trilogy Sourcebook SE (pages 130-133), The Star Wars Sourcebook (pages 40-44), Han Solo and the Corporate Sector Sourcebook (pages 95-96), Shadows of the Empire Sourcebook (pages 118-119), Heir to the Empire Sourcebook (pages 131-132), Dark Empire Sourcebook (pages 101-102), Dark Force Rising Sourcebook (pages 130-131), The Thrawn Trilogy Sourcebook (page 231), Cracken's Threat Dossier (pages 85-86), The Essential Guide to Vehicles and Vessels (pages 114-115)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 26.7 meters

**Skill:** Space transports: YT-1300 transport

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

**Crew Skill:** Han Solo (as of the Battle of Yavin: astrogation 8D, communications 4D, sensors 4D+2, space transports: YT-1300 10D, starships gunnery 9D, starship shields 6D+2) and Chewbacca (as of the Battle of Yavin: astrogation 8D, communications 3D+1, sensors 5D, space transports:YT-1300 8D, starships gunnery 7D, starship shields 6D)

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x3/4 (Rise of the Empire), x1/2 (Rebellion)

**Hyperdrive Backup:** x16 (Rise of the Empire), x10 (Rebellion)

**Nav Computer:** Yes

**Maneuverability:** 1D (Rise of the Empire), 2D (Rebellion)

**Space:** 8 (Rebellion), 11 (New Republic)

**Atmosphere:** 365; 1,050 kmh (Rebellion), 435; 1,300 kmh (New Republic)

**Hull:** 5D+2 (Rise of the Empire), 6D (Rebellion)

**Shields:** 2D+1 (Rise of the Empire), 3D (Rebellion)

**Sensors:**

*Passive:* 20/1D (Rise of the Empire), 30/1D (Rebellion)

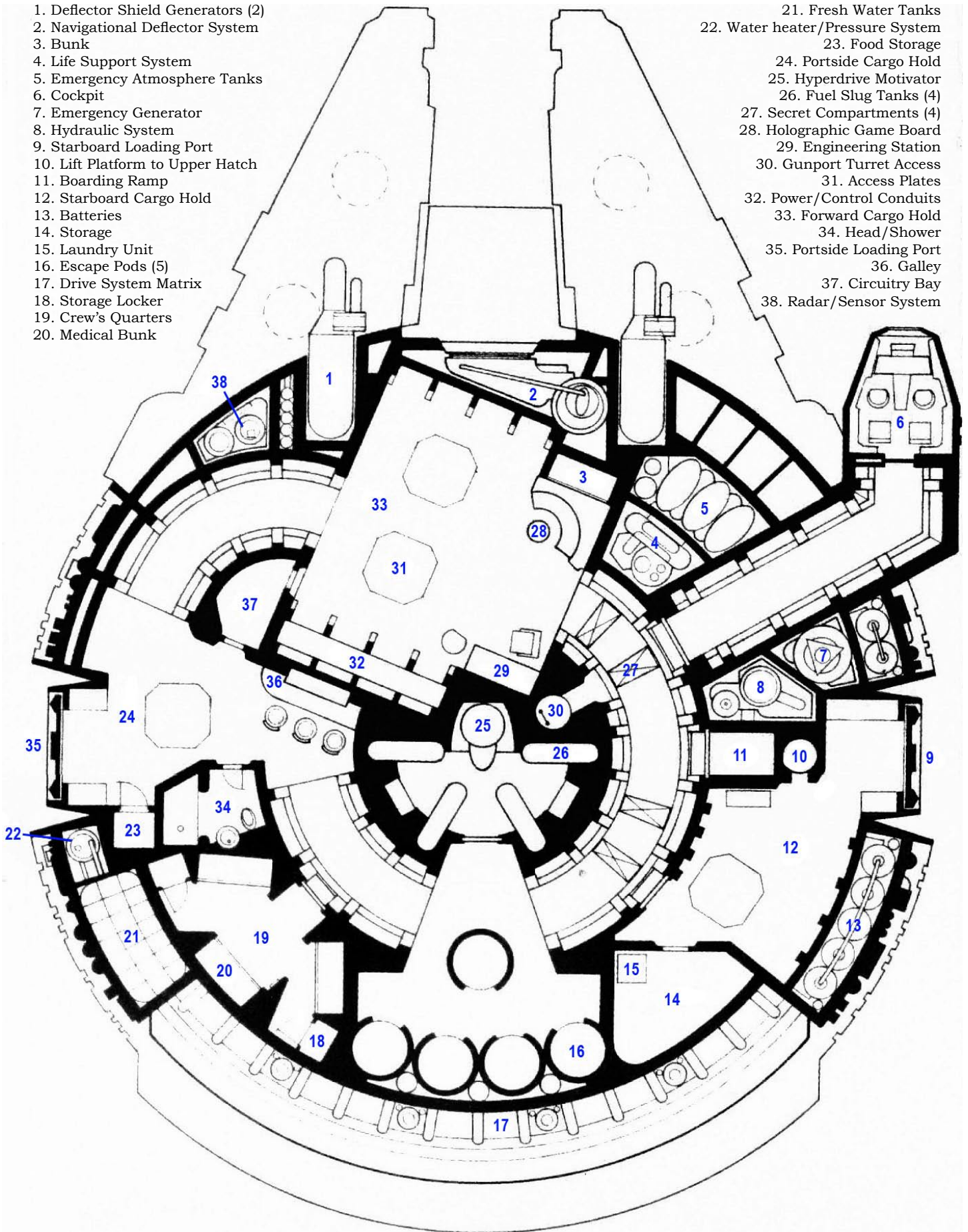
*Scan:* 40/1D+2 (Rise of the Empire), 60/2D (Rebellion)

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

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

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

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





**Weapons:**

**2 Quad Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 3D

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

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

*Damage:* 6D

**2 Concussion Missile Tubes** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 9D

**Blaster Cannon** (retractable) (Rebellion only)

*Fire Arc:* Turret

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 4D (fired from cockpit)

*Atmosphere Range:* 1-50/100/250

*Damage:* 3D+2

**Light Laser Cannon** (retractable) (New Republic)

*Fire Arc:* Turret

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 4D (fired from cockpit)

*Atmosphere Range:* 1-50/100/250

*Damage:* 3D

**Tractor Beam Projector** (New Republic)

*Fire Arc:* Front

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**Mine Layer** (16 mines) (New Republic)

*Fire Arc:* Right

*Skill:* Starship gunnery

*Fire Control:* 0D (can be detonated by remote or timer)

*Space Range:* 1-3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 6D (each)

## Mist Hunter

**Craft:** Modified Byblos Drive Yards G-1A Transport

**Affiliation:** Zuckuss (Gand bounty-hunter)

**Era:** Rebellion

**Type:** Modified transport

**Scale:** Starfighter

**Length:** 15 meters

**Skill:** Space transports: G-1A

**Crew:** 1 or 2

**Crew Skill:** All skills 3D

**Passengers:** 8 (in concealed compartment)

**Cargo Capacity:** 1 metric ton

**Consumables:** 1 month

**Cost:** Not available for sale (307,500 estimated)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 7

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



**Hull:** 4D

**Shields:** 3D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 75/2D

*Focus:* 4/4D+1

**Weapons:**

**2 Assault Lasers** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

*Damage:* 8D

**Tractor Beam**

*Fire Arc:* Turret

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

## Moldy Crow

**Craft:** Corellian Engineering Corporation HWK-290 light freighter

**Affiliation:** Kyle Katarn (mercenary)

**Era:** Rebellion

**Source:** Wizards Website

**Type:** Transport

**Scale:** Starfighter

**Length:** 29 meters

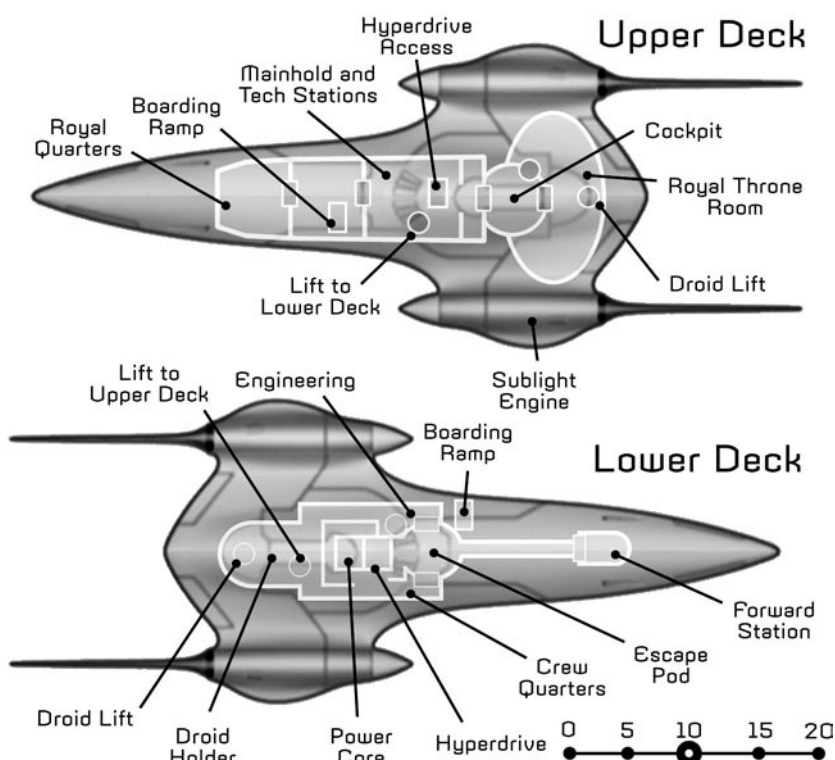
**Skill:** Space transports: HWK-290 light freighter

**Crew:** 1 to 2



**Crew Skill:** See Kyle Katarn and Jan Ors  
**Passengers:** 6  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 75/3D  
*Focus:* 4/4D  
**Weapons:**  
**4 Double Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Blaster Cannon**  
*Fire Arc:* Turret  
*Scale:* Speeder  
*Skill:* Vehicle blasters  
*Fire Control:* 3D  
*Atmosphere Range:* 1-50/100/250  
*Damage:* 4D

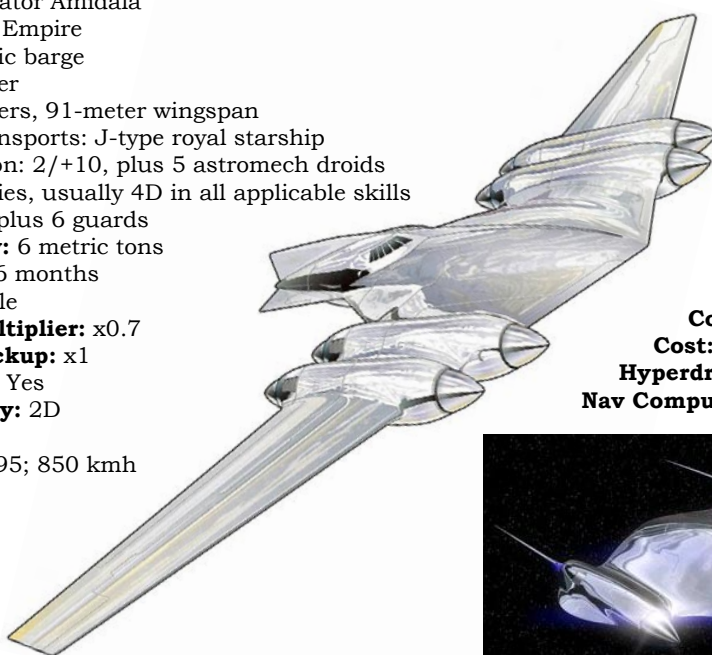
## Naboo Royal Starship



**Craft:** Theed Palace Space Vessel Engineering Corps J-type 327 Nubian  
**Affiliation:** Queen Amidala  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 39), Starships of the Galaxy (pages 83-84)  
**Type:** Royal starship

## Naboo Royal Cruiser

**Craft:** Theed Palace Space Vessel Engineering Corps J-type Royal Cruiser  
**Affiliation:** Senator Amidala  
**Era:** Rise of the Empire  
**Type:** Diplomatic barge  
**Scale:** Starfighter  
**Length:** 39 meters, 91-meter wingspan  
**Skill:** Space transports: J-type royal starship  
**Crew:** 5, skeleton: 2/+10, plus 5 astromech droids  
**Crew Skill:** Varies, usually 4D in all applicable skills  
**Passengers:** 4, plus 6 guards  
**Cargo Capacity:** 6 metric tons  
**Consumables:** 6 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x0.7  
**Hyperdrive Backup:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 6D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 65/2D  
*Search:* 80/3D  
*Focus:* 5/4D  
**Starfighter Complement:** 4 N-1 Starfighters



**Scale:** Starfighter  
**Length:** 76 meters  
**Skill:** Space transports: J-type royal starship  
**Crew:** 1 pilot, 1 navigator/shield operator, 1 communications/security officer, 1 engineer, and 8 astromech droids  
**Crew Skill:** Varies, usually 4D in all applicable skills  
**Passengers:** 10  
**Cargo Capacity:** 4 metric tons  
**Consumables:** 3 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1.8  
**Nav Computer:** Yes



**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 75/3D  
*Focus:* 4/4D

## Naboo Star Skiff



**Craft:** Theed Palace Space Vessel Engineering Corps J-type Star Skiff  
**Affiliation:** Senator Amidala  
**Era:** Rise of the Empire  
**Type:** Personal starship  
**Scale:** Starfighter  
**Length:** 29.2 meters, 49.3-meter wingspan  
**Skill:** Space transports: J-type starship  
**Crew:** 1  
**Passengers:** 4  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 4 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x0.5  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 3D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 70/2D  
*Search:* 80/3D+1  
*Focus:* 5/3D+2  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D+1

## Naboo Yacht



**Craft:** Theed Palace Space Vessel Engineering Corps H-type Yacht  
**Affiliation:** Senator Amidala  
**Era:** Rise of the Empire  
**Type:** Space yacht  
**Scale:** Starfighter  
**Length:** 47.9 meters  
**Skill:** Space transports: H-type yacht  
**Crew:** 4, skeleton: 2/+5, plus 2 astromech droids  
**Passengers:** 1  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x0.9  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 3D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 65/2D  
*Search:* 80/3D+1  
*Focus:* 4/4D  
**Notes:** The ship's narrow profile and sheltered sublight engines grants it considerable sensor stealth abilities, adding +1D to *sensors* difficulties to detect it.

## Nautical Star

**Craft:** Mon Calamari Light Freighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Adventure Journal 9  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Mon Calamari freighter  
**Crew:** 1 or 2  
**Passengers:** 6  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 2 months  
**Cost:** 99,000 credits  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 4D+2  
**Shields:** 2D, backup: 2D

**Sensors:**

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

**Weapons:**

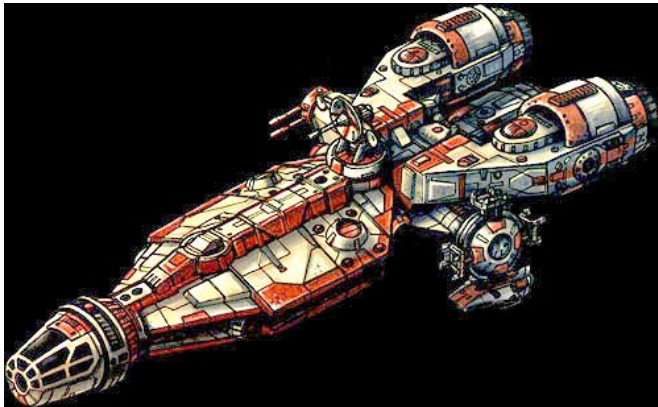
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

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

*Fire Arc:* Front  
*Skill:* Missile weapons: proton torpedoes  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 9D

**Notes:** The *No Luck Required* has been modified with a revolving A-Wing launch bay cylinder that can accommodate four of the little starfighters. Every other round, the ship may launch an A-Wing fighter. All but one of the A-Wings have been modified to accept an additional passenger at the cost of hyperdrive capability. The fourth A-Wing, however, retains its hyperdrive, and can also carry an additional passenger.

## No Luck Required



**Craft:** Modified Corellian YZ-775 Medium Transport

**Affiliation:** Uldir Lockett

**Era:** New Jedi Order

**Source:** Star Wars Gamer Issue 9

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 52 meters

**Skill:** Space transports: YZ-775

**Crew:** 4

**Passengers:** 8

**Cargo Capacity:** 150 metric tons

**Consumables:** 6 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 7D

**Shields:** 6D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Double Turbolaser Cannon**

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

*Scale:* Capital

*Skill:* Capital ship gunnery

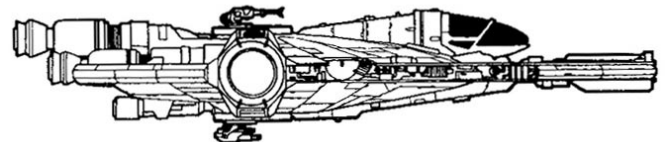
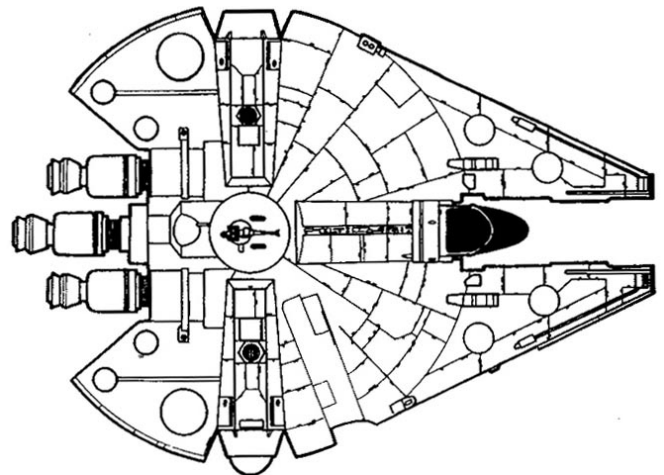
*Fire Control:* 3D

*Space Range:* 1-5/15/20

*Atmosphere Range:* 100-500/1.5/2 km

*Damage:* 4D

## Oo-Ta Goo-Ta



**Craft:** Modified Corellian YT-1300 Light Freighter

**Affiliation:** Chordak (Rodian pirate)

**Era:** Rebellion

**Source:** Galaxy Guide 6: Tramp Freighters (pages 84-85)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 26.7 meters

**Skill:** Space transports: YT-1300

**Crew:** 1

**Crew Skill:** Space transports 4D, starship gunnery 3D+2,

starship shields 3D+1, astrogation 3D

**Passengers:** 1

**Cargo Capacity:** 50 metric tons

**Consumables:** 3 weeks

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1/2

**Hyperdrive Backup:** x5

**Nav Computer:** Yes

**Maneuverability:** 3D

**Space:** 8

**Atmosphere:** 295; 850 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/1D

Scan: 30/2D  
Search: 45/3D  
Focus: 3/4D

**Weapons:**

**2 Modified Laser Cannons** (fire-linked)

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 2D

**Blaster Cannon**

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 4D

## Outrider

**Craft:** Modified Corellian YT-2400 Transport

**Affiliation:** Dash Rendar (brash pilot)

**Era:** Rebellion

**Source:** Shadows of the Empire Sourcebook (pages 119-121), The Essential Guide to Vehicles and Vessels (pages 32-33)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 21 meters

**Skill:** Space transports: YT-2400

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

**Crew Skill:** Astrogation 7D+2, space transports 9D, starship gunnery 4D/8D, starship shields 7D+1

**Passengers:** 4

**Cargo Capacity:** 75 metric tons

**Consumables:** 2 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x3/4

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

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

**Hull:** 5D

**Shields:** 3D+2

**Sensors:**

Passive: 30/1D

Scan: 60/2D

Search: 75/3D

Focus: 4/4D

*Sensor Stealth System:* +1D+2 to avoid detection by sensors at ranges of more than 50 units.

**Weapons:**

**2 Heavy Double Laser Cannons**

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D (0D if fired from the cockpit)

Space Range: 1-10/20/30

Atmosphere Range: 100-1/2/3 km

Damage: 6D

**2 Concussion Missile Tubes** (3 missiles each)

Fire Arc: Front

Skill: Starship gunnery

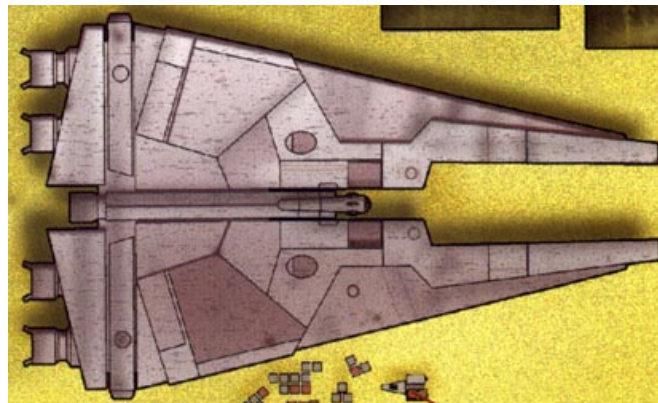
Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700 km

Damage: 9D

## Pirate Corvette



**Craft:** Modified Rendili StarDrive's Light Corvette

**Affiliation:** Vangar (barabel pirate lord)

**Era:** Rebellion

**Source:** Core Rulebook (page 181)

**Type:** Modified Imperial Customs vessel

**Scale:** Starfighter

**Length:** 180 meters

**Skill:** Space transports: light corvette

**Crew:** 52, gunners: 6, skeleton: 18/+10

**Crew Skill:** Space transports 5D+2, starship gunnery 4D, starship shields 4D

**Passengers:** 20

**Cargo Capacity:** 500 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 8

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

**Hull:** 5D+1

**Shields:** 2D

**Sensors:**

Passive: 30/1D

Scan: 60/2D

Search: 90/4D

Focus: 4/4D+1

**Weapons:**

**4 Double Turbolaser Cannons**

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5 km

Damage: 4D

**Tractor Beam Projectors**

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-8/15/20

Atmosphere Range: 100-800/1.5/2 km

Damage: 5D

## Pulsar Skate

**Craft:** Modified *Baudo*-class Star Yacht  
**Affiliation:** Mirax Terrik (smuggler)  
**Era:** Rebellion  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 32 meters  
**Skill:** Space transports: *Baudo*-class star yacht  
**Crew:** 1  
**Crew Skill:** Astrogation 5D, communication 4D+1, sensors 4D+1, space transports: *Pulsar Skate* 5D+2, starship shields 4D  
**Passengers:** 4  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x7  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415/1200 kmh  
**Hull:** 2D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmospheric Range:* 100-300/1.2/2.5 km  
*Damage:* 3D

**Cost:** Not for sale (416,500 estimated)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 5D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/4D  
**Weapons:**  
**Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**Quad Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Notes:** The *Punishing One*'s Quad Laser Cannon is controlled by an R2 Unit with a *starship gunnery* score of 4D.

## Punishing One



**Craft:** Modified Corellian Engineering Corporation JumpMaster 5000  
**Affiliation:** Dengar (bounty-hunter)  
**Era:** Rebellion  
**Type:** Scout Ship  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: JumpMaster 5000  
**Crew:** 1  
**Crew Skill:** Starship gunnery 4D+2, other skills 2D+2  
**Passengers:** 1  
**Cargo Capacity:** 500 kilograms  
**Consumables:** 2 months

## Raven's Claw



**Craft:** Modified Corellian Engineering Corporation CRF-156T Fast Carrier  
**Affiliation:** Kyle Katarn (Jedi/Merc)  
**Era:** New Republic  
**Type:** Transport  
**Scale:** Starfighter  
**Length:** 26 meters  
**Skill:** Space transports: CRF-156T  
**Crew:** 1  
**Crew Skill:** See Jan Ors  
**Passengers:** 2  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 3 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x0.5  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 13  
**Atmosphere:** 465; 1,650 kmh  
**Hull:** 3D+1

**Shields:** 4D

**Sensors:**

*Passive:* 30/1D+1

*Scan:* 60/2D+1

*Search:* 90/3D+2

*Focus:* 6/4D+2

**Weapons:**

**4 Laser Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+1

*Space Range:* 2-5/15/25

*Atmosphere Range:* 200-500/1.5/2.5 km

*Damage:* 5D

**2 Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

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

*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* 9D

**Weapons:**

**2 Laser Cannons** (fire sperately)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

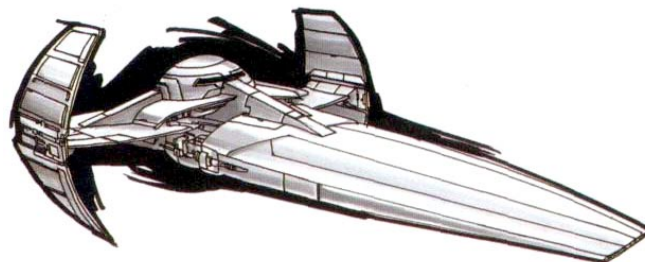
*Fire Control:* 3D

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

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

*Damage:* 4D

## Scimitar (Sith Infiltrator)



## Scent of Fear



**Craft:** Modified Talaron Prey Chaser

**Affiliation:** Crutag (bounty-hunter)

**Era:** Rise of the Empire

**Source:** Domain of Evil (page 8)

**Type:** Modified prey chaser

**Scale:** Starfighter

**Length:** 40 meters

**Skill:** Space transports: Talaron prey chaser

**Crew:** 1

**Crew Skill:** All skills 2D

**Passengers:** 25

**Cargo Capacity:** 30 metric tons

**Consumables:** 4 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

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

**Hull:** 5D

**Shields:** 4D

**Sensors:**

*Passive:* 35/0D

*Scan:* 60/1D

*Search:* 100/2D

*Focus:* 3/2D+1

**Craft:** Heavily modified Republic Siemar Systems Star Courier

**Affiliation:** Darth Maul (Sith lord)

**Era:** Old Republic

**Source:** The Dark Side Sourcebook (pages 62-63)

**Type:** Sith infiltrator

**Scale:** Starfighter

**Length:** 26.5 meters

**Skill:** Space transports: Star courier

**Crew:** 1

**Crew Skill:** Astrogation 4D+2, communications 6D+2, sensors 4D+2, space transports: Sith Infiltrator 6D, starship gunnery 5D, starship shields 5D

**Passengers:** 6

**Cargo Capacity:** 2.5 metric tons

**Consumables:** 30 days

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

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

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 25/2D+1

*Scan:* 40/3D+1

*Search:* 60/4D+1

*Focus:* 4/5D

**Weapons:**

**6 Light Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

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

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

*Damage:* 7D

**Note:** Darth Maul's *Infiltrator* is equipped with a stygium crystal cloaking device. This device bestows a 3D+1 penalty to any Sensors rolls made to detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D, and the difficulty to hit the Infiltrator is increased as if it were under 1/2 cover (Rulebook page 93) due to the Infiltrator's indistinct lines.

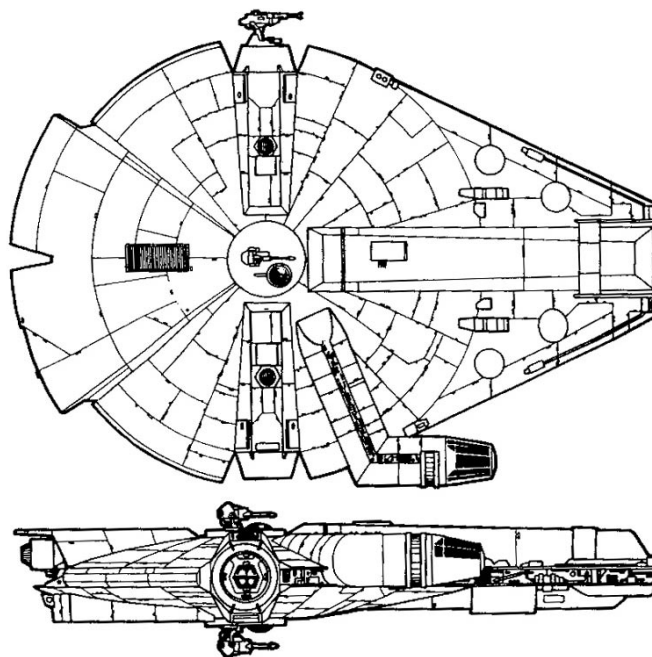
## Slave I

**Craft:** Modified Kuat Systems Engineering *Firespray*-class  
**Affiliation:** Boba Fett (bounty-hunter)  
**Era:** Rise of the Empire  
**Source:** Star Wars Trilogy Sourcebook SE (pages 134-135), Galaxy Guide 3 – The Empire Strikes Back (page 54), The Movie Trilogy Sourcebook (page 89), Starships of the Galaxy (page 81), The Essential Guide to Vehicles and Vessels (pages 144-145)  
**Type:** Modified sublight patrol and attack craft  
**Scale:** Starfighter  
**Length:** 21.5 meters  
**Skill:** Space transport: Firespray  
**Crew:** 1  
**Crew Skill:** Astrogation 6D+1, space transports 7D, starship gunnery 8D, starship shields 6D  
**Passengers:** 6 (prisoners)  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 35/0D  
*Scan:* 60/1D  
*Search:* 100/2D  
*Focus:* 3/2D+1  
*Sensor Mask:* Adds +2D to sensor difficulties to detect Slave I greater than 50 units away.  
*Sensor Jamming:* When activated, adds +3D to difficulty to identify Slave I, but -2D+2 to difficulty to detect ship.  
**Weapons:**  
**2 Twin-Mounted Blaster Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-7/20/30  
*Atmosphere Range:* 100-700/2/3 km  
*Damage:* 5D  
**Concussion Missile Tube Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/5/7  
*Atmosphere Range:* 100-300/500/700  
*Damage:* 4D  
**Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/15  
*Atmosphere Range:* 100-500/1/1.5 km  
*Damage:* 5D+2  
**Tractor Beam Projector**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-8/15/20  
*Atmosphere Range:* 100-800/1.5/2 km  
*Damage:* 5D

### 2 Proton Torpedo Launchers

*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* None; attaches homing beacon or S-thread tracker

## Solar Flare

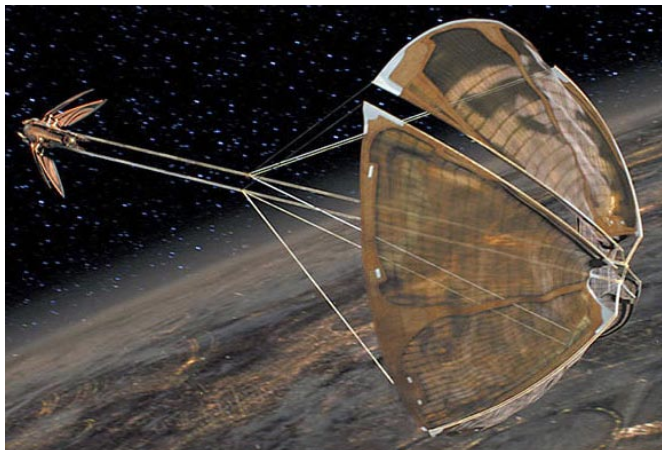


**Craft:** Modified Corellian YT-1300 Light Freighter  
**Affiliation:** Trynic (devaronian tramp freighter captain)  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 6: Tramp Freighters (page 88)  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 30.6 meters  
**Skill:** Space transports: YT-1300  
**Crew:** 2, gunners: 2, skeleton: 1/+5  
**Crew Skill:** Space transports 6D+1, starship gunnery 5D, starship shields 4D+2, astrogation 5D+2  
**Passengers:** 6  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x7  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery



*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D  
**Heavy Blaster Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D

## Solar Sailer



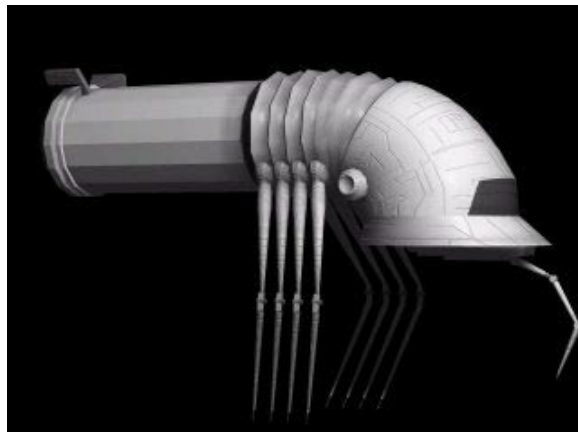
**Craft:** Huppla Pasa Tisc Shipwrights Collective's *Punworcca*  
*116-class Interstellar Sloop*  
**Affiliation:** Count Dooku  
**Era:** Rise of the Empire  
**Type:** Custom transport  
**Scale:** Starfighter  
**Length:** 16.76 meters  
**Skill:** Space transports: solar sailer  
**Crew Skill:** All skills 4D+2  
**Crew:** 1 (1 can coordinate)  
**Passengers:** 1 (plus 10 standing)  
**Cargo Capacity:** 300 kilograms  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** Yes  
**Maneuverability:** 3D+1  
**Space:** 6  
**Move:** 330, 950 kmh  
**Hull:** 3D  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 45/2D  
*Search:* 80/3D  
*Focus:* 2/3D+2  
**Weapons:**  
**Tractor/Repulsor Beam Array**  
*Fire Arc:* 14 left, 14 right, 14 top, 14 bottom, 14 front, 14 back  
*Crew:* 1  
*Skill:* Tractor beam operation  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.3/2.5 km  
*Damage:* 4D

## Starcat

**Craft:** *Starcat-class freighter*  
**Affiliation:** Salem Victory (mercenary)  
**Era:** Rebellion  
**Source:** Adventure Journal 13  
**Scale:** Starfighter  
**Length:** 32.8 meters  
**Skill:** Space transports: Starcat  
**Crew:** 2  
**Passengers:** 6  
**Cargo Capacity:** 65 metric tons  
**Consumables:** 2 months  
**Cost:** Custom built  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D+2  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire control:* 1D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 7D  
**3 Double Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Starjacker

**Craft:** Byblos Drive Yards E-2 Asteroid Miner  
**Affiliation:** Finhead Stonebone (pirate)  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (pages 116-117), The Essential Guide to Vehicles and Vessels (pages 110-111)



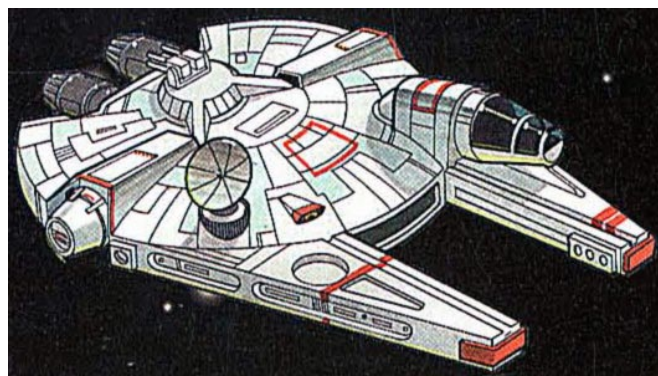
**Type:** Modified mining ship  
**Scale:** Starfighter  
**Length:** 110 meters  
**Skill:** Space transports: E-2 Asteroid Miner  
**Crew:** 14, gunners: 4, skeleton: 10/+10  
**Passengers:** 150  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 1 week  
**Cost:** 20,000 (new), 12,000 (used)  
**Hyperdrive Multiplier:** x12  
**Maneuverability:** 4D  
**Space:** 6  
**Atmosphere:** 300; 900 kmh  
**Hull:** 6D  
**Shields:** 2D; no energy shielding  
**Sensors:**  
*Passive:* 6/0D  
*Scan:* 15/1D  
**Weapons:**  
**Plasma Drills**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/5/8  
*Atmosphere Range:* 20-40/60/80  
*Damage:* 8D

## Starlight Intruder

**Craft:** Custom Mobquet Medium Cargo Hauler  
**Affiliation:** Salla Zend (smuggler)  
**Era:** Rebellion  
**Source:** Dark Empire Sourcebook (pages 102-103), The Essential Guide to Vehicles and Vessels (pages 158-159)  
**Type:** Modified medium transport  
**Scale:** Starfighter  
**Length:** 79.3 meters  
**Skill:** Space transports: Mobquet medium transport  
**Crew:** 2 (1 can coordinate), gunners: 2, skeleton: 1/+10  
**Crew Skill:** Salla Zend: astrogation 8D, space transports 8D+1, starship gunnery 8D, starship shields 7D; Shug Ninx: astrogation 6D+2, space transports 7D+1, starship gunnery 7D, starship shields 6D+2  
**Passengers:** 8  
**Cargo Capacity:** 700 metric tons  
**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3/4  
**Hyperdrive Backup:** x11  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 8D  
**Shields:** 4D+1  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 4/4D  
**Weapons:**  
**2 Medium Turbolasers**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D

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

## Steel Fist



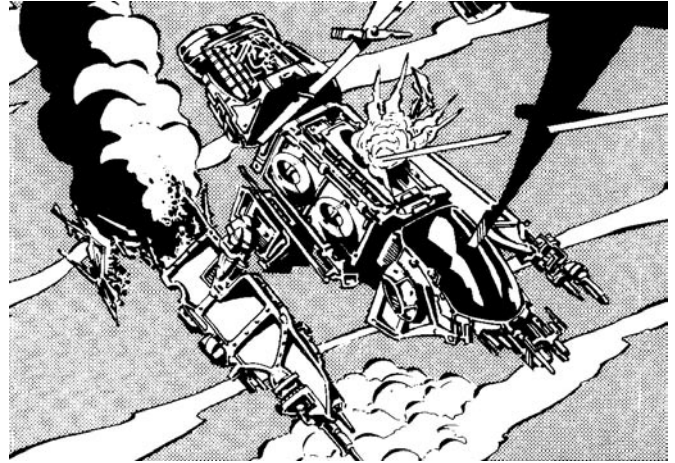
**Craft:** Corellian Engineering Corp. YT-1300 Transport  
**Affiliation:** Kolig (renegade pilot)  
**Era:** New Republic  
**Source:** The DarkStryder Campaign – The Adventure Book (page 17)  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300  
**Crew:** 1, gunners: 3  
**Crew Skill:** Space transports 6D, starship gunnery 5D  
**Passengers:** 4  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 5D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 35/2D  
*Search:* 50/3D  
*Focus:* 4/4D  
**Weapons:**  
**2 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Proton Torpedo Tube**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D (may be fired from cockpit at fire control 0D)  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700  
*Damage:* 7D

## Stinger

**Craft:** Modified Surrionian *Conqueror*-class Assault Ship  
**Affiliation:** Guri (black sun android)  
**Era:** Rebellion  
**Source:** Shadows of the Empire Sourcebook (pages 121-122), The Essential Guide to Vehicles and Vessels (pages 58-59)  
**Type:** Modified assault ship  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Surrionian assault ship  
**Crew:** 1  
**Crew Skill:** Astrogation 4D, space transports 5D, starship gunnery 4D, starship shields 4D  
**Passengers:** 2  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**Double Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D (0D if fired from cockpit)  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Trallus' Rustbucket

**Craft:** Modified (and rather dilapidated) Ghtroc Freighter  
**Affiliation:** Kwenn Space Station  
**Era:** Rise of the Empire  
**Source:** Domain of Evil (page 8)  
**Type:** Modified freighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports  
**Crew:** 1 to 2 (can coordinate)  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 3 weeks  
**Cost:** 15,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes



**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Uwana Buyer

**Craft:** Modified SoroSuub Luxury 5000  
**Affiliation:** Talon Karrde (smuggler)  
**Era:** New Republic  
**Source:** Star Wars Gamer Issue 4  
**Type:** Private space yacht  
**Scale:** Starfighter  
**Length:** 65 meters  
**Skill:** Space transports: Luxury 5000  
**Crew:** 2, gunners: 3  
**Crew Skill:** All skills at 6D  
**Passengers:** 16  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 6 months  
**Cost:** 1 million (new), 500,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1050 kmh  
**Hull:** 6D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 3/3D  
**Weapons:**  
**2 Heavy Laser Cannons** (fire separately)  
*Fire Arc:* 1 left, 1 right

*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

**Ion Cannon**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

## Wild Karrde

**Craft:** Modified Corellian Action VI Transport  
**Affiliation:** Talon Karrde (smuggler)  
**Era:** Rebellion  
**Source:** Dark Force Rising Sourcebook (pages 131-132), Heir to the Empire Sourcebook (page 132), The Thrawn Trilogy Sourcebook (pages 231-232), The Essential Guide to Vehicles and Vessels (pages 190-191)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Action VI transport  
**Crew:** 2: 8  
**Crew Skill:** Talon Karrde: astrogation 7D+2, communications 6D+2, sensors 7D+2, space transports 8D+2, starship gunnery 5D+2, starship shields 6D; Mara Jade: astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2, starship shields 8D  
**Cargo Capacity:** 50,000 metric tons  
**Consumables:** 6 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/2D  
*Scan:* 80/2D+2  
*Search:* 75/3D  
*Focus:* 3/3D+1  
**3 turbolasers** (fire separately)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5/3.5/7.5 km  
*Damage:* 5D  
**Sensor Mask**  
*Fire Arc:* All  
*Skill:* Sensors  
*Damage:* Adds 4D+2 to difficulty to detect ship with sensors

## Zoomer

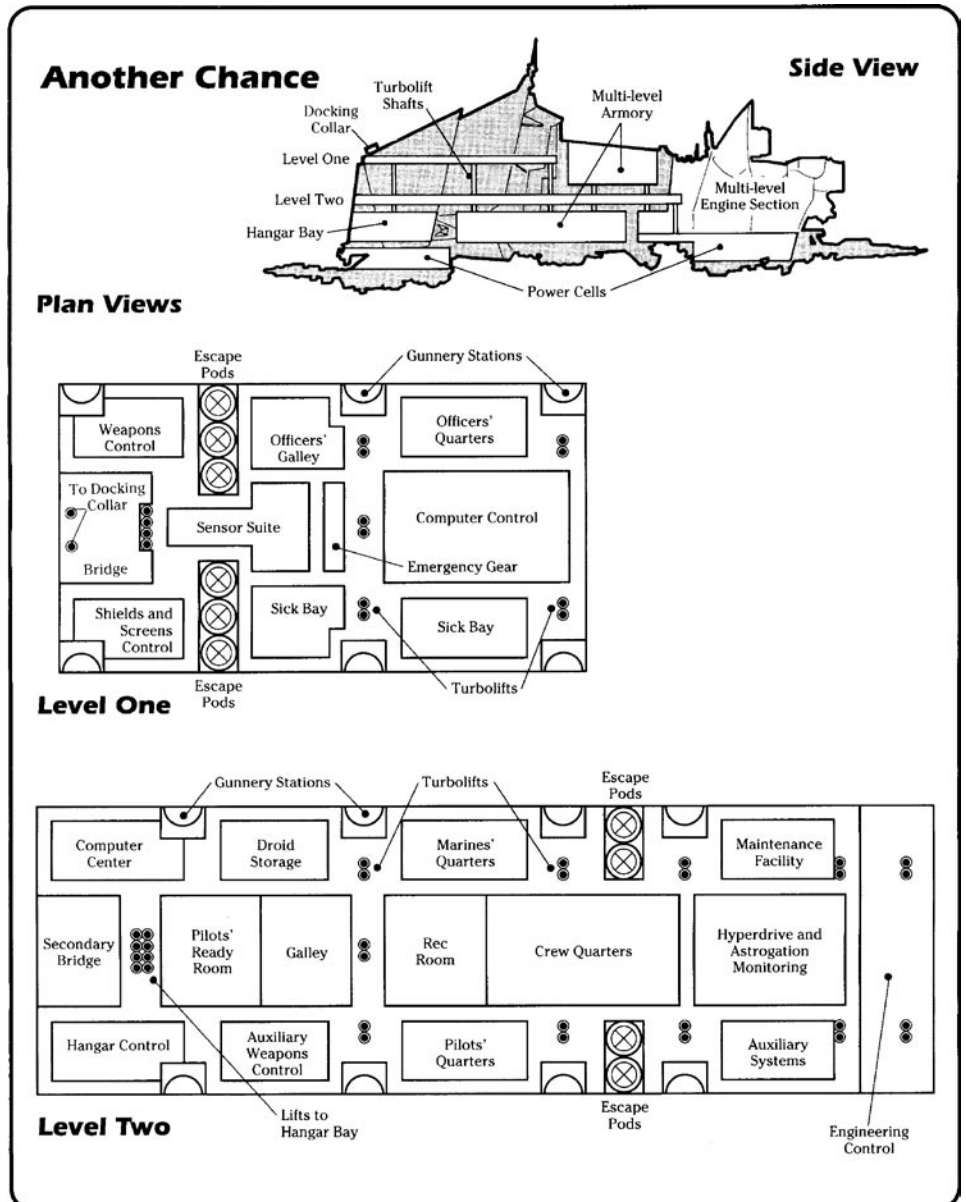


**Craft:** Custom-built salvage vessel  
**Affiliation:** Reti (toydarian salvager)  
**Era:** Old Republic  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 16 meters  
**Skill:** Space transports  
**Crew:** 1  
**Passengers:** 2  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Rapid-Fire Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Missile Tube**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700  
*Damage:* 8D  
**Chain Gun**  
*Fire Arc:* Turret  
*Scale:* Speeder  
*Skill:* Vehicle weapons  
*Fire Control:* 2D+1  
*Space Range:* 1/2/5  
*Atmosphere Range:* 10-100/200/500  
*Damage:* 6D

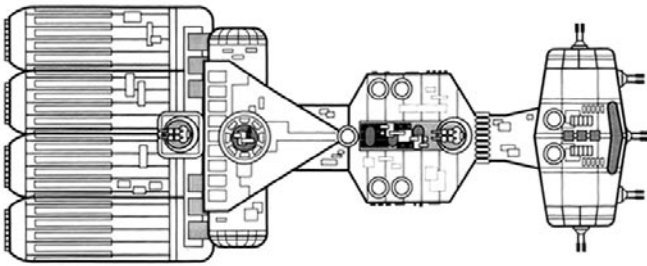
# Capital Ships

## Another Chance

**Craft:** Refitted Alderaanian War Frigate  
**Affiliation:** Alderaan Government  
**Era:** Rise of the Empire  
**Source:** Graveyard of Alderaan (page 53)  
**Type:** Armory ship  
**Scale:** Capital  
**Length:** 250 meters  
**Skill:** Capital ship piloting: Alderaanian war frigate  
**Crew:** 700 (droids)  
**Crew Skill:** Astrogation 3D, capital ship piloting 4D, capital ship shields 5D  
**Cargo Capacity:** 2,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 6D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**4 Medium Ion Cannons** (fire separately)  
*Fire Arc:* Front  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:*  
 100-300/1.2/2.5 km  
*Damage:* 4D  
**10 Quad Turbolaser Batteries**  
 (fire separately)  
*Fire Arc:* 3 front, 3 left, 3 right, 1 back  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:*  
 100-500/1/1.7 km  
*Damage:* 5D



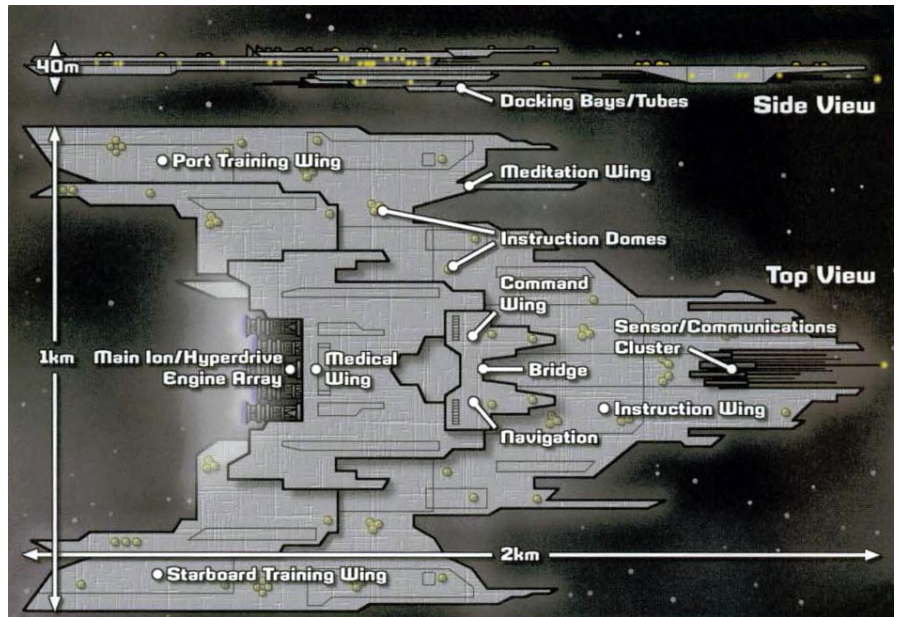
**Backstab**



**Craft:** Corellian Engineering Corporation Corvette  
**Affiliation:** Khuiumin Survivors (pirates)  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 9 - Fragments from the Rim (page 60)  
**Type:** Modified mid-sized multi-purpose vessel  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting; Corellian Corvette  
**Crew:** 145. gunners: 19, skeleton: 25/+10  
**Crew Skill:** Astrogation 7D, capital ship gunnery 7D+2, capital ship piloting 6D, capital ship shields 5D, sensors 5D  
**Passengers:** 40, 20 (troops)  
**Cargo Capacity:** 2,500 metric tons  
**Consumables:** 1 year  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D+2  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**

**8 Double Turbolaser Batteries**  
*Fire Arc:* 3 front, 2 left, 2 right, 1 back  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-3/7/15 km  
*Damage:* 4D+2  
**Ion Cannon**  
*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 3-10/25/30  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D

**Scale:** Capital  
**Length:** 2 kilometers  
**Skill:** Capital ship piloting: *Chu'unthor*  
**Crew:** 4,000  
**Crew Skill:** 4D in all applicable skills  
**Passengers:** 10,000  
**Cargo Capacity:** 40,000 tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 2  
**Hull:** 8D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
**Weapons:**  
**8 Tractor Beam Projectors**  
*Fire Arc:* 4 front, 1 left, 1 right, 2 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 7D



**Crusader XX-777 Prototype  
Droid Frigate**

**Craft:** Nerfworks Crusader XX-777 Prototype Droid Frigate  
**Affiliation:** Nerfwrks Shipyard  
**Era:** Rise of the Empire  
**Source:** Gamer Magazine Issue 10  
**Type:** Prototype military droid starship  
**Scale:** Capital  
**Length:** 120 meters  
**Skill:** Capital Ship Piloting: XX-777  
**Crew:** Droid brain  
**Crew Skill:** Astrogation 7D, Sensors 7D, Capital Ship Piloting 7D, Capital Ship Gunnery 7D, Capital Ship Shields 7D

**Chu'unthor**

**Craft:** *Chu'unthor*  
**Affiliation:** Jedi Order  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (pages 132-134), The Essential Guide to Vehicles and Vessels (pages 20-21)  
**Type:** Mobile Jedi Academy

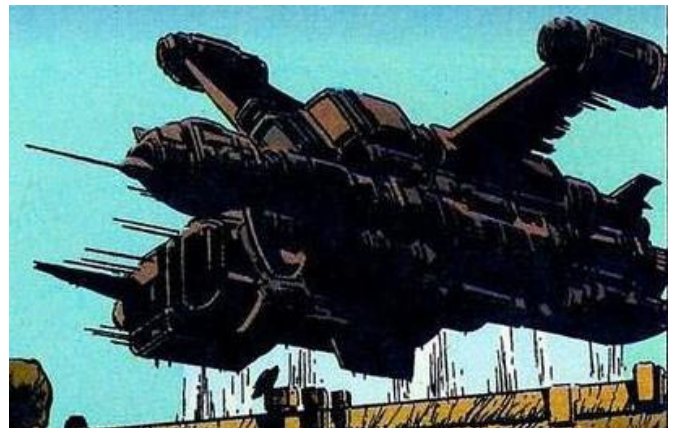
**Passengers:** 30  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale (1.8 million credits estimated value)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 168; 480 kmh  
**Hull:** 4D+2  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**  
**2 Turbolasers** (fire separately)  
*Fire Arc:* Partial Turret (1 front, left, rear; 1 front, right, rear)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**2 Heavy Ion Cannons** (fire separately)  
*Fire Arc:* Front  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 8D  
**2 Assault Concussion Missile Tubes** (30 missiles each)  
*Fire Arc:* 1 front, 1 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 9D

## Emancipator & Liberator

**Craft:** Kuat Drive Yards' Imperial I Star Destroyer  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 98-100)  
**Type:** Modified star destroyer  
**Scale:** Capital  
**Length:** 1,600 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 28,115, gunners: 168, skeleton: 2,300/+15  
**Crew Skill:** Astrogation 4D+1, capital ship gunnery 5D+2, capital ship piloting 5D+2, capital ship shields 4D+1, sensors 5D  
**Passengers:** 8,500 (troops)  
**Cargo Capacity:** 36,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Hull:** 7D  
**Shields:** 3D  
**Sensors:**

*Passive:* 60/1D  
*Scan:* 115/3D  
*Search:* 200/4D  
*Focus:* 7/5D  
**Weapons:**  
**60 Turbolaser Batteries**  
*Fire Arc:* 20 front, 20 left, 20 right  
*Crew:* 1 (40), 2 (20)  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**60 Ion Cannons**  
*Fire Arc:* 20 front, 15 left, 15 right, 10 back  
*Crew:* 1 (50), 2 (10)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/30/60 km  
*Damage:* 3D  
**6 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D+2  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 6D+1

## Enforcer One



**Craft:** Core Galaxy Systems Dreadnaught  
**Affiliation:** Bogga the Hutt (crimelord)  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (page 114), The Essential Guide to Vehicles and Vessels (pages 48-49)  
**Type:** Modified Dreadnaught  
**Scale:** Capital  
**Length:** 900 meters  
**Skill:** Capital ship piloting: dreadnaught  
**Crew:** 45, gunners: 20, skeleton: 25/+15  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 2D+2  
**Passengers:** 50  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 2 weeks  
**Cost:** 900,000 (new), 500,000 (used)  
**Hyperdrive Multiplier:** x10

**Hyperdrive Backup:** x22

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 275; 800 km/h

**Hull:** 5D

**Shields:** 3D; 4D

**Sensors:**

*Passive:* 20/1D

*Scan:* 45/2D

**Weapons:**

**Heavy Turbolaser**

*Fire Arc:* Front

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-8/15/30

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

*Damage:* 9D

**16 Laser Cannons**

*Fire Arc:* 4 front, 4 back, 4 left, 4 right

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-3/7/10

*Atmosphere Range:* 50-100/250/400 m

*Damage:* 2D+1

**4 Tractor Beam Projectors**

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

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/20

*Atmosphere Range:* 2-6/15/40 km

*Damage:* 4D+2

## Errant Venture

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

**Affiliation:** Booster Terrik (smuggler)

**Era:** New Republic

**Source:** The New Jedi Order Sourcebook (page 117)

**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,600 meters

**Skill:** Capital ship piloting; Star Destroyer

**Crew:** 4,780

**Crew Skill:** All appropriate skills at 4D

**Passengers:** 30,000

**Cargo Capacity:** 49,000 metric tons

**Consumables:** 5 years

**Cost:** Not for sale (estimated value is 145 million credits)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 7D+1

**Shields:** 2D+2

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/3D

*Search:* 200/4D

*Focus:* 6/4D+2

**Weapons:**

**10 Turbolasers**

*Fire Arc:* 4 right, 4 left, 2 front

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 6-30/72/150 km

*Damage:* 5D

**10 Ion Cannons**

*Fire Arc:* 4 right, 4 left, 2 front

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**2 Tractor Beams**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

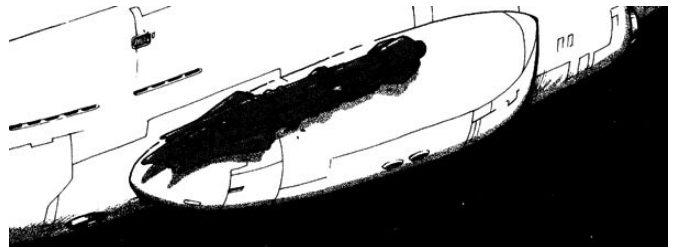
*Fire Control:* 4D

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

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

## Eye of Shiblizar



**Craft:** Modified *Ulig Abaha Dimel* attack ship

**Affiliation:** Magg and Zlarb's slavery ring

**Era:** Rise of the Empire

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 98-99)

**Type:** Antiquated attack ship

**Scale:** Capital

**Length:** 95 meters

**Skill:** Archaic starship piloting

**Crew:** 23, gunners: 43, skeleton: 16/+20

**Crew Skill:** Archaic starship piloting 3D+1, astrogation 4D, capital ship gunnery 3D+2, starship gunnery 4D

**Passengers:** 34 (troops)

**Cargo Capacity:** 600 tons (660 tons when pinnaces are mounted externally)

**Consumables:** 3 weeks

**Cost:** 450,000 (after refitting)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Limited to five jumps

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 260; 750 km/h

**Hull:** 2D+1

**Shields:** 2D

**Sensors:**

*Passive:* 12/0D

*Scan:* 25/1D

*Search:* 50/1D+2

*Focus:* 5/2D+1

**Weapons:**

**10 Double Laser Cannons**

*Fire Arc:* 4 front, 2 rear, 2 left, 2 right

*Crew:* 3

*Scale:* Starfighter



*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-10/15/30  
*Atmosphere Range:* 150-500/750/1.5 km  
*Damage:* 5D+2

**Ion Cannon**

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

**Tractor Beam Projector**

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

**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 120, gunners: 10, skeleton: 50/+10  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 50/1D+1  
*Scan:* 100/3D+1  
*Search:* 200/4D+1  
*Focus:* 6/5D

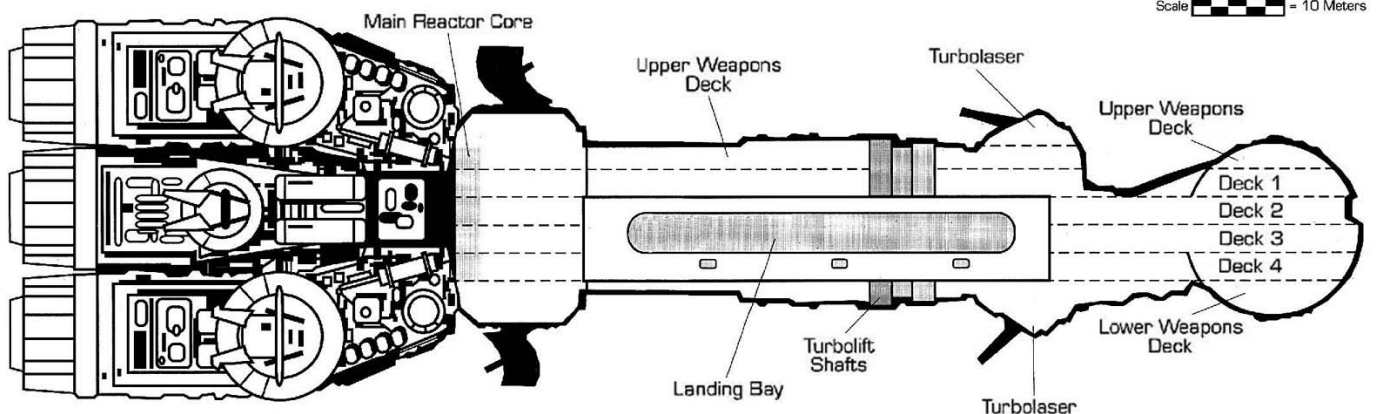
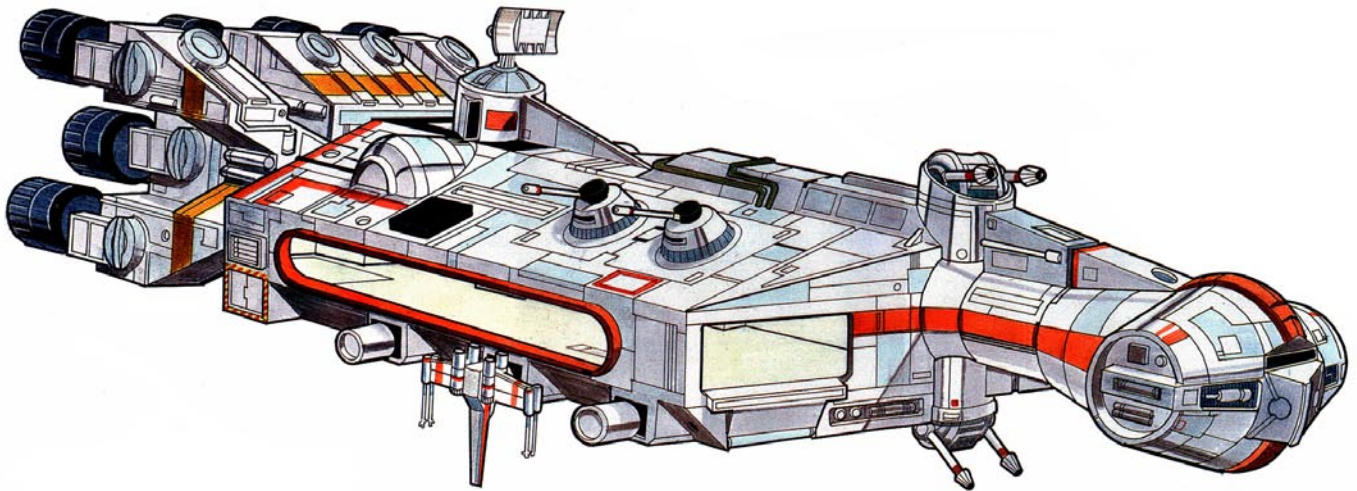
**Weapons:**

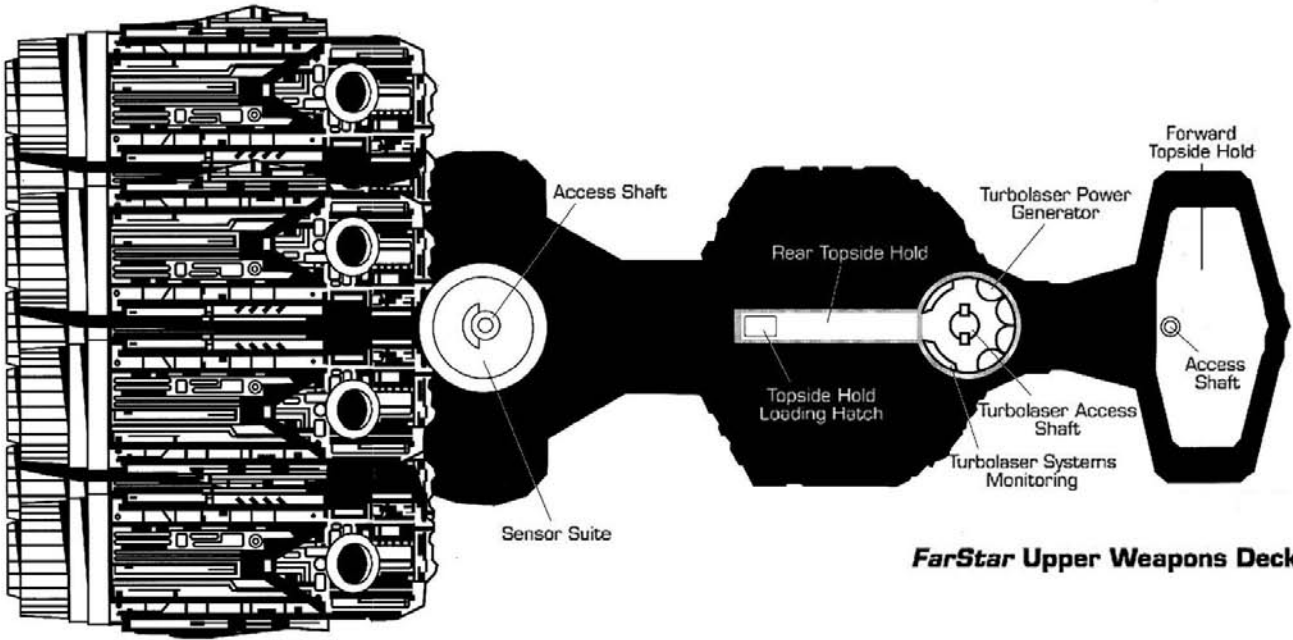
**6 Double Turbolaser Cannons**

*Fire Arc:* 2 turret, 1 front/left, 1 left/back, 1 front/right, 1 right/back  
*Crew:* 1 (4), 3 (2)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D, 4D (after two full rounds of targeting)  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D+2  
**Starfighter Complement:** 5 X-Wings, 4 new Republic Defenders

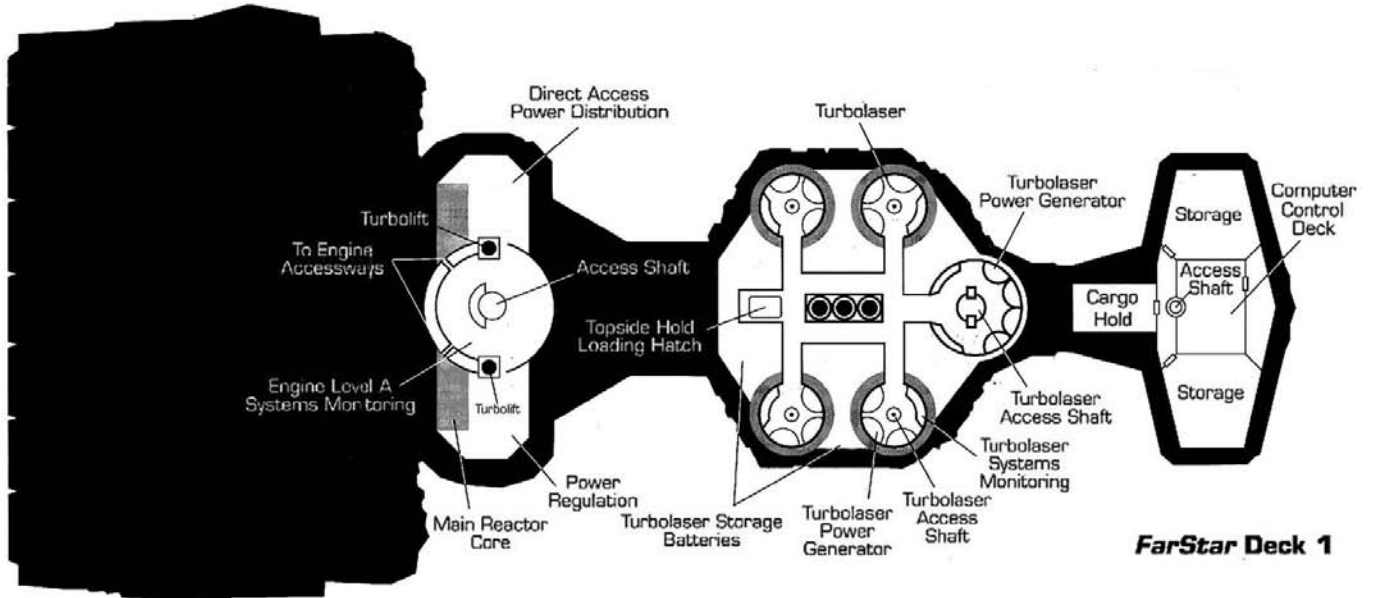
**FarStar**

**Craft:** Corellian Engineering Corporation Corvette  
**Affiliation:** Keleman Ciro (Rebel Commando)  
**Era:** New Republic  
**Source:** The DarkStryder Campaign – Boxed Set (page 23-45)  
**Type:** Converted military ship

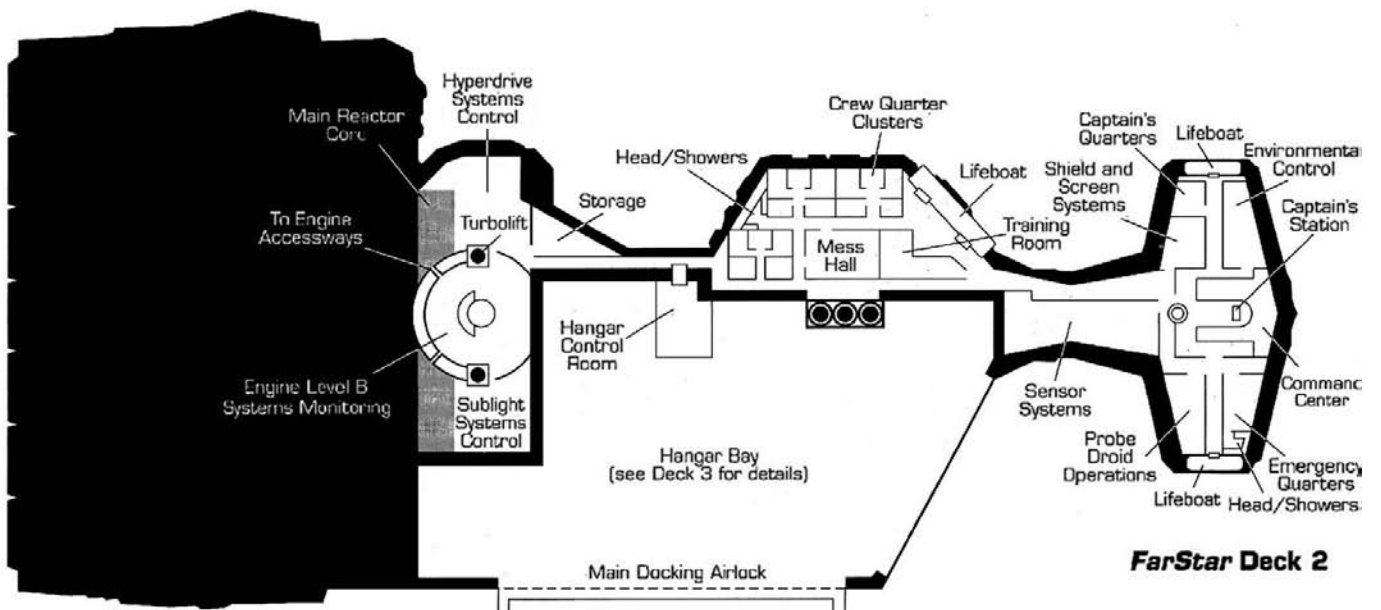




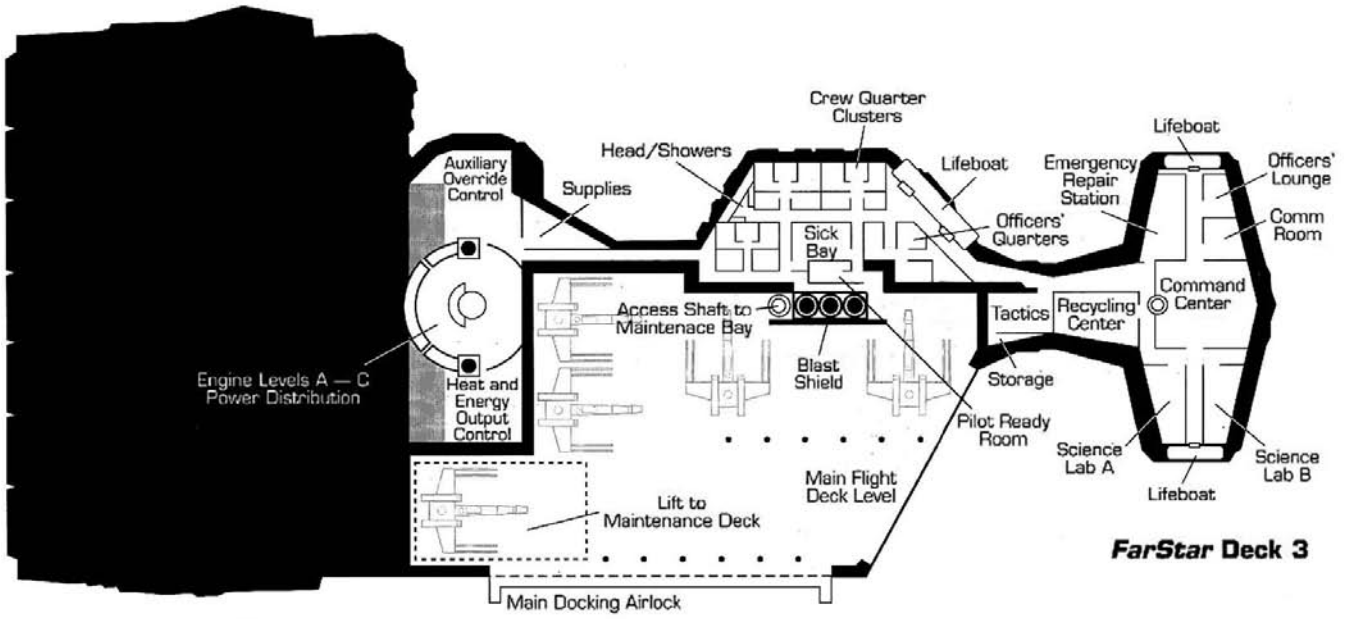
**FarStar Upper Weapons Deck**



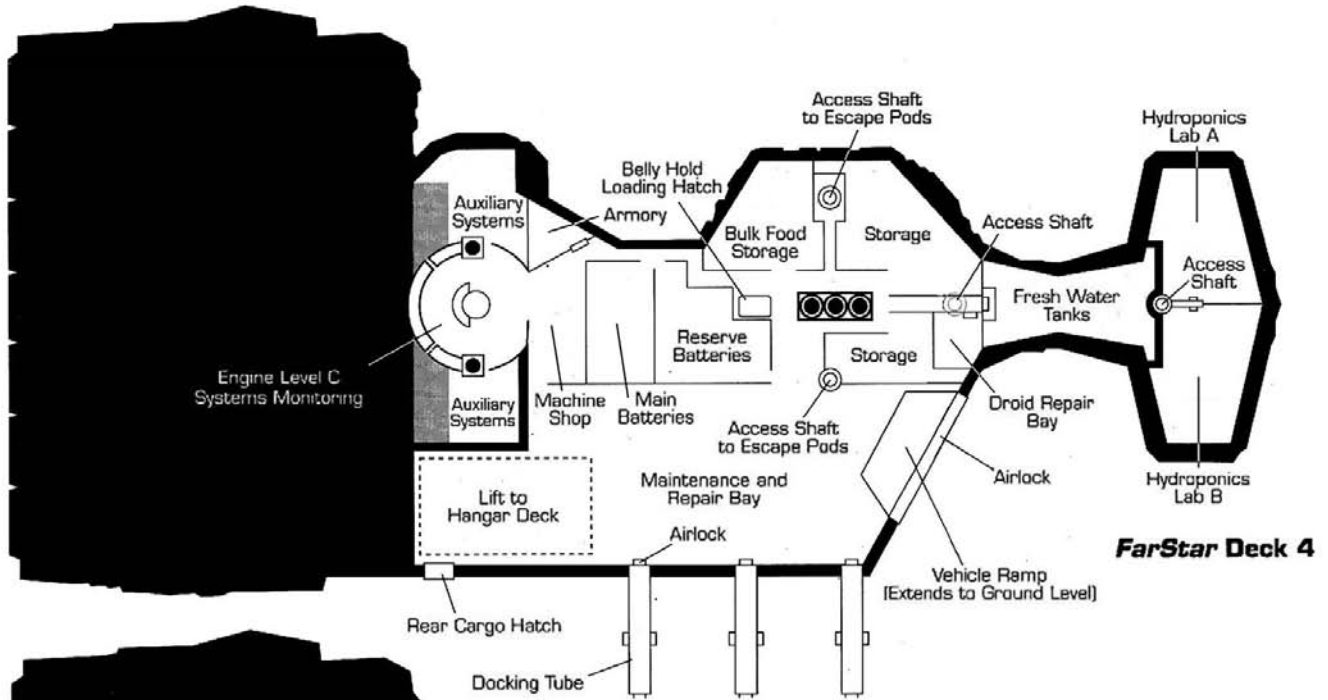
**FarStar Deck 1**



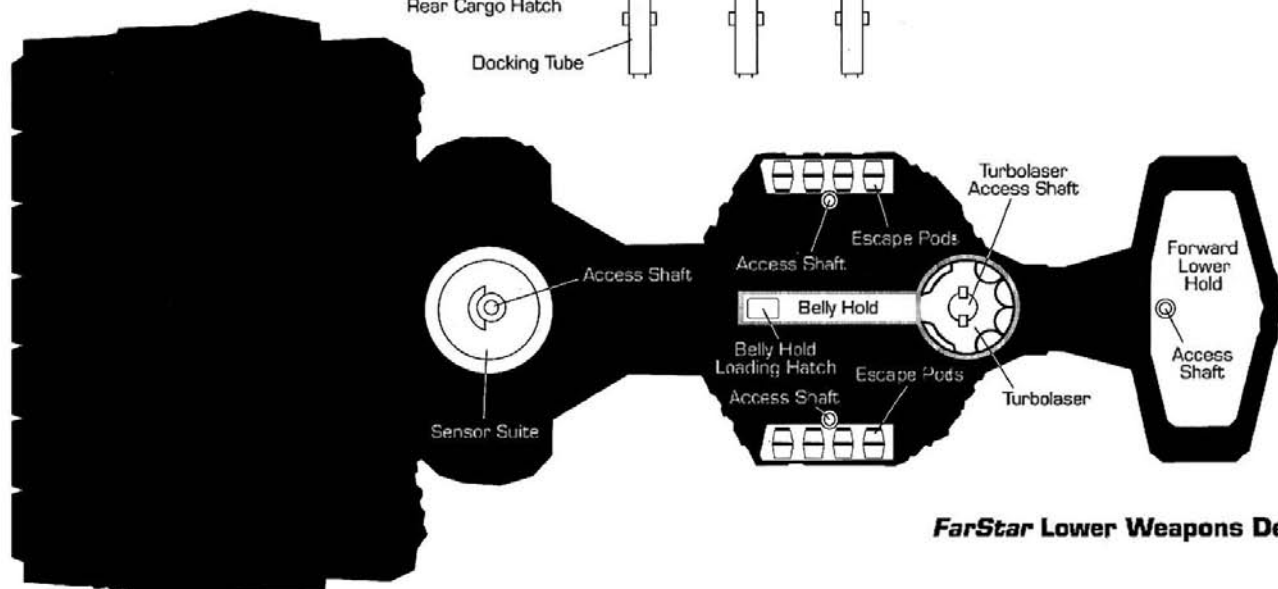
**FarStar Deck 2**



**FarStar Deck 3**



**FarStar Deck 4**



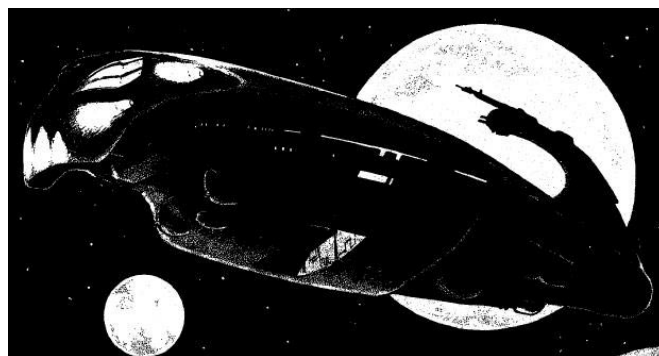
**FarStar Lower Weapons Deck**

## Flurry

**Craft:** Modified SoroSuub *Quasar Fire*-class Bulk Cruiser  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** The Truce at Bakura Sourcebook (pages 111-112), The Essential Guide to Vehicles and Vessels (pages 56-57)  
**Type:** Modified bulk cruiser  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Capital ship piloting: Quasar Fire cruiser-carrier  
**Crew:** 96, gunners: 14, skeleton: 14/+10  
**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, starship gunnery 4D  
**Passengers:** 140 (starfighter technicians), 85 (troops)  
**Cargo Capacity:** None  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
 Passive: 40/1D+2  
 Scan: 80/2D+2  
 Search: 120/3D  
 Focus: 5/4D  
**Weapons:**  
**2 Heavy Turbolasers**  
*Fire Arc:* Left/front/right  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Damage:* 4D  
**2 Tractor Beam Projectors**  
*Fire Arc:* 1 left, 1 right  
*Crew:* 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Damage:* 4D  
**Starfighter Complement:** 4 squadrons (48 fighters)

## Galaxy Dragon

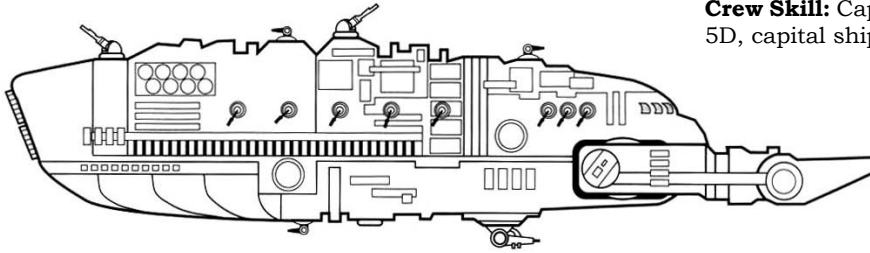
**Craft:** Kuat Drive Yards' *Dragon-class Heavy Cruiser*  
**Affiliation:** Delurin (Imperial Warlord)  
**Era:** New Republic  
**Source:** *Dragon Magazine Issue 200*  
**Type:** Heavy cruiser  
**Scale:** Capital  
**Length:** 700 meters  
**Skill:** Capital ship piloting: heavy cruiser  
**Crew:** 3,529, skeleton: 1,260 with command 6D (Current crew: 1,412)  
**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 4D +2, starship shields 4D + 2, starship sensors 4D + 1, astrogation 5D  
**Troops:** 735 dragon troopers, 600 ex-Imperial troopers  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 2 years  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x6



**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Hull:** 4D+2  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 5/3D  
**Weapons:**  
**10 Turbolaser Batteries (fire separately)**  
*Fire Arc:* 5 left, 5 right  
*Crew:* 2 to 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 3-10/30/60  
*Damage:* 6D  
**15 Quad Turbolaser Cannons (fire separately)**  
*Fire Arc:* 5 front, 10 rear  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 3-25/45/90  
*Damage:* 4D  
**8 Tractor Beam Projectors (fire separately)**  
*Fire Arc:* 4 front, 2 left, 2 right  
*Crew:* 2 to 10  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Damage:* 4D  
**7 Concussion Missile Tubes**  
*Fire Arc:* 3 front, 4 rear  
*Crew:* 7  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D + 2  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 8D  
**Starfighter Complement:** 24 TIE Fighters

## Harmzuay

**Craft:** *Kaloth-class Battlecruiser*  
**Affiliation:** Thalassian Slavers  
**Era:** Rise of the Empire  
**Source:** *Galaxy Guide 9 - Fragments from the Rim* (page 61)  
**Type:** Modified archaic battlecruiser  
**Scale:** Capital  
**Length:** 307 meters  
**Skill:** Capital ship piloting: Kaloth battlecruiser  
**Crew:** 1,240, gunners: 224, skeleton: 540/+15  
**Crew Skill:** Astrogation 6D+2, capital ship gunnery 7D+2,



capital ship piloting 6D+2, capital ship shields 6D+2,  
sensors 6D, starship gunnery 5D

**Passengers:** 75 (troops)

**Cargo Capacity:** 6,540 metric tons

**Consumables:** 6 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x2.5

**Hyperdrive Backup:** x18

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D+2

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

**44 Turbolaser Batteries**

*Fire Arc:* 10 front, 15 left, 15 right, 4 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 700-3/7/15 km

*Damage:* 3D+2

**24 Laser Cannons**

*Fire Arc:* 8 front, 8 left, 8 right

*Crew:* 3

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D+2

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

*Atmosphere Range:* 200-600/2.4/5 km

*Damage:* 4D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 10

*Skill:* Capital ship gunnery

*Fire Control:* 3D

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

*Damage:* 4D

## Heart of Flesh

**Craft:** Qektoth Attack Cruiser

**Affiliation:** Qektoth Confederation

**Era:** Rebellion

**Source:** The Darkstryder Campaign: The Kathol Rift (page 83)

**Type:** Modified strike cruiser

**Scale:** Capital

**Length:** 105 meters

**Skill:** Capital ship piloting

**Crew:** 38, gunners: 10, skeleton: 6/+10

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

**Passengers:** 50

**Cargo Capacity:** 100 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 4D+2

**Shields:** 2D+2 (can only cover two arcs at a time)

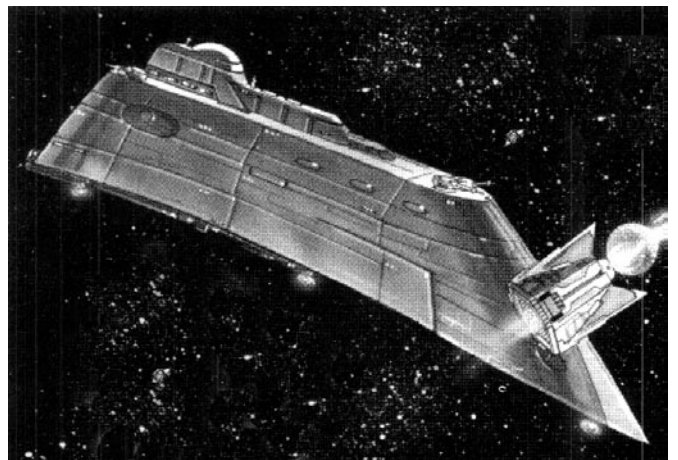
**Sensors:**

*Passive:* 45/2D

*Scan:* 55/2D+1

*Search:* 100/2D+2

*Focus:* 4/3D+2



**Weapons:**

**4 Plasma Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-7/20/35

*Atmosphere Range:* 100-700/2/3.5 km

*Damage:* 5D (not affected by shields)

**Bio-Energy Array**

*Fire Arc:* Front

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Rate:* 1/3

*Fire Control:* 1D+1

*Space Range:* 1-30/55/75

*Atmosphere Range:* 100-700/2/3.5 km

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

**Starfighter Complement:** 5 Qektoth starfighters

## Kuari Princess

**Craft:** Mon Calamari MC80 Star Cruiser

**Affiliation:** Private

**Era:** Rise of the Empire

**Source:** Riders of the Maelstrom (page 14)

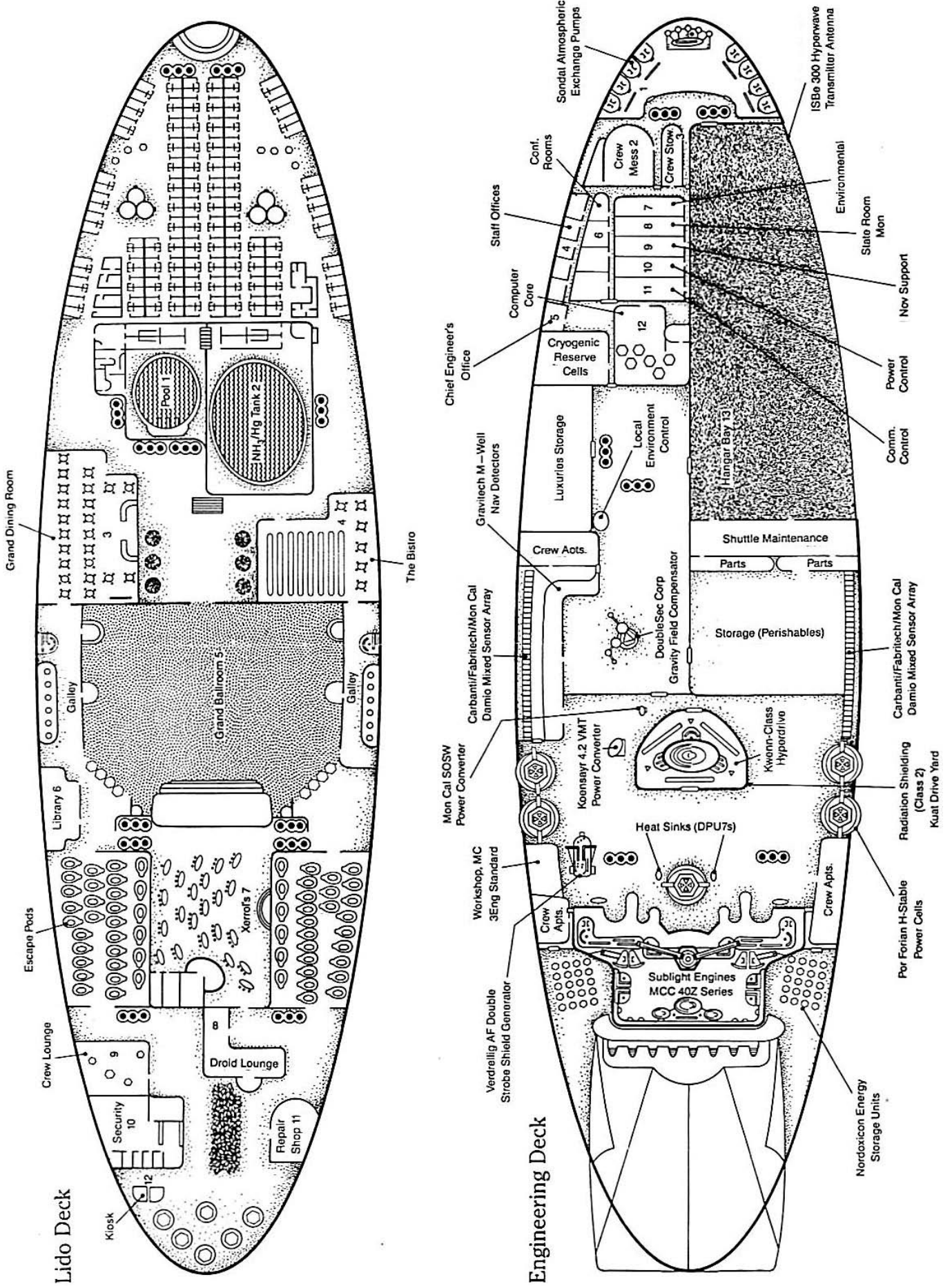
**Type:** Luxury Liner

**Scale:** Capital

**Length:** 500 meters

**Skill:** Capital ship piloting: Mon Cal cruiser





**Crew:** 840  
**Crew Skill:** Astrogation 6D+1, capital ship gunnery 4D+1, capital ship piloting 6D+2, capital ship shields 4D, sensors 5D  
**Passengers:** 3,500  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x9  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 50/2D  
*Search:* 100/3D  
*Focus:* 3/3D  
**Weapons:**  
**10 Turbolaser Batteries** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 1 to 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 3D

## Leviathan

**Affiliation:** Old Republic / Sith  
**Era:** Old Republic  
**Type:** Hyperdrive interdiction cruiser  
**Scale:** Capital  
**Length:** 600  
**Skill:** Capital ship piloting  
**Crew:** 850, gunners: 54, skeleton: 200/+15  
**Passengers:** 1,000 (troops)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
**Weapons:**  
**4 Turbolasers**  
*Fire Arc:* 2 left, 2 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-10/20/40  
*Damage:* 4D  
**2 Ion Cannons**  
*Fire Arc:* 1 left, 1 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-10/20/40



*Damage:* 3D+2  
**20 Quad Laser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 rear  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/8/12  
*Damage:* 4D  
**Tractor Beam**  
*Fire Arc:* Front  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/15  
*Damage:* 3D+2  
**4 Gravity Well Projectors**  
*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/30/60  
*Damage:* Blocks hyperspace travel

## Lusankya

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

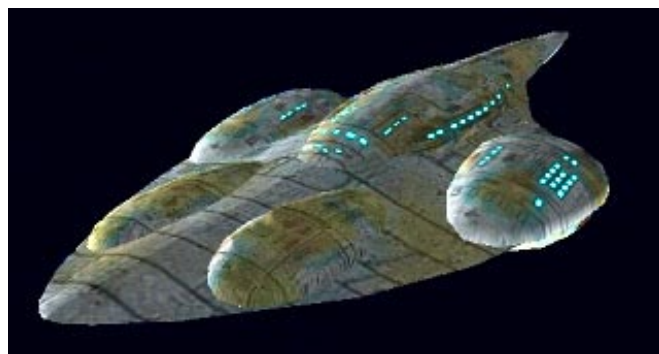




**Length:** 12,000 meters  
**Skill:** Capital ship piloting: Super Star Destroyer  
**Crew:** 198,025  
**Crew Skill:** Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D  
**Passengers:** 12,000 (troops), 14,000 (researchers)  
**Cargo Capacity:** 250,000 metric tons  
**Consumables:** 6 years  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Cost:** Not available for sale  
**Space:** 4  
**Hull:** 10D  
**Shields:** 9D  
**Sensors:**  
*Passive:* 75/1D+2  
*Scan:* 150/3D+2  
*Search:* 300/5D  
*Focus:* 8/6D+2  
**Weapons:**  
**250 Turbolaser Batteries**  
*Fire Arc:* 100 front, 75 left, 75 right  
*Crew:* 1 (100), 2 (150)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**250 Heavy Turbolaser Batteries**  
*Fire Arc:* 100 front, 50 left, 50 right, 50 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 5-20/40/60  
*Atmosphere Range:* 10-20/80/120 km  
*Damage:* 10D  
**250 Assault Concussion Missile Tubes** (30 missiles each)  
*Fire Arc:* 50 front, 75 left, 75 right, 50 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 2-5/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 9D  
**250 Heavy Ion Cannons**  
*Fire Arc:* 100 front, 50 left, 50 right, 50 back  
*Crew:* 1 (100), 2 (150)  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-50/50/100 km  
*Damage:* 4D  
**40 Tractor Beam Projectors**  
*Fire Arc:* 20 front, 10 left, 10 right  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 9D

## Mon Remonda

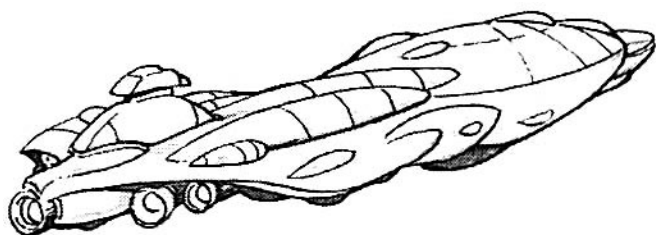
**Craft:** Mon Calamari MC80B Star Cruiser  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 46), The Essential



Guide to Vehicles and Vessels (pages 118-119)

**Type:** Heavy assault star cruiser  
**Scale:** Capital  
**Length:** 1,200 meters  
**Skill:** Capital ship piloting MC80B  
**Crew:** 5,156, gunners: 246, skeleton: 1,230 /+ 10  
**Crew Skill:** Astrogation 4D+2\*, capital ship gunnery 5D+1\*, capital ship piloting 6D\*, capital ship shields 5D\*, sensors 4D\*  
*\*Like the MC80, the Mon Remonda is designed to give Mon Calamari their +1D bonus for operation in moist environments. These skill levels do not reflect these bonuses.*  
**Passengers:** 1,200 (troops)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 1.5 years  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 7  
**Hull:** 8D  
**Shields:** 4D\*  
*\* The Mon Remonda has an advanced set o backup shields (8D). When a die of shields is lost, the shield operators can make an Easy *capital ship shields* roll to use on of the backup dice to bring the shields back to a full 4D*  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 65/2D+1  
*Search:* 115/3D  
*Focus:* 5/4D  
**Weapons:**  
**48 Turbolaser Batteries**  
*Fire Arc:* 12 front, 12 left, 12 right, 12 back  
*Crew:* 1 (12), 2 (10), 3 (26)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**20 Ion Cannon Batteries**  
*Fire Arc:* 8 front, 4 left, 3 right, 4 back  
*Crew:* 1 (6), 4 (6), 12 (8)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D

## Naritus



**Craft:** Mon Calamari MC80A  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (pages 142-143)  
**Type:** Heavy assault star cruiser  
**Scale:** Capital  
**Length:** 1,200 meters  
**Skill:** Capital ship piloting: MC80A  
**Crew:** 5,156, gunners: 246, skeleton: 1,230 /+ 10  
**Passengers:** 1,200 (troops)  
**Cargo Capacity:** 20,000 metric tons  
**Consumables:** 2 years  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 6D  
**Shields:** 3D\*

\* Mon Cal Star Cruisers have 6D of backup shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shields back to 3D.

**Sensors:**  
*Passive:* 40/1D  
*Scan:* 60/2D  
*Search:* 120/3D  
*Focus:* 5/4D

**Weapons:**

**48 Turbolaser Batteries**

*Fire Arc:* 12 front, 12 left, 12 right, 12 back  
*Crew:* 1 (12), 2 (10), 3 (26)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D

**20 Ion Cannon Batteries**

*Fire Arc:* 8 front, 4 left, 3 right, 4 back  
*Crew:* 1 (6), 4 (6), 12 (8)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D

**6 Tractor Beam Projectors**

*Fire Arc:* 4 front, 1 left, 1 right  
*Crew:* 1 (2), 5 (2), 10 (2)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Omze's Incredible Traveling Starport

**Craft:** Rendili StarDrive's *Neutron Star* Bulk Cruiser  
**Affiliation:** Omze (Sludir entrepreneur)  
**Era:** Rebellion  
**Source:** Platt's Starport Guide (page 86)  
**Type:** Modified bulk cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: bulk cruiser  
**Crew:** 1,000, gunners: 30, skeleton: 600/+10  
**Crew Skill:** Astrogation 4D, capital ship piloting 5D, capital ship shields 4D, sensors 4D, starship gunnery 5D  
**Passengers:** 300  
**Cargo Capacity:** 1,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 125/3D  
*Focus:* 5/3D+2  
**Weapons:**  
**30 Quad Laser Cannons**  
*Fire Arc:* 10 front, 10 left, 10 right  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Damage:* 4D

## Rokak'k Baran

**Craft:** Gree Starship Artifact  
**Affiliation:** Gree  
**Era:** Old Republic  
**Source:** Classic Adventures – Volume 4 (pages 22-23)  
**Type:** Unique transportation habitat  
**Scale:** Capital  
**Length:** 5 kilometers diameter  
**Skill:** Device operation: Rokak'k Baran  
**Crew:** 5,000  
**Crew Skill:** Device operation: 9D  
**Passengers:** 10,000  
**Cargo Capacity:** 250,000 metric tons  
**Consumables:** 6 months  
**Hyperdrive Multiplier:** x3  
**Space:** 5  
**Hull:** 8D  
**Shields:** 4D



**Sensors:**

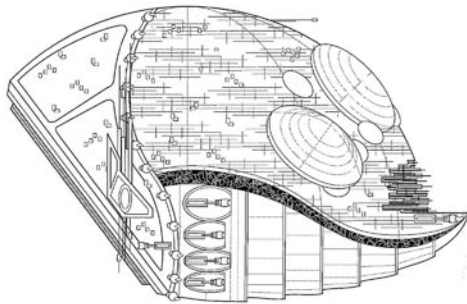
*Passive:* 100/2D  
*Scan:* 200/2D+2  
*Search:* 400/3D  
*Focus:* 10/3D+2

**Weapons:**

**The Varat'k Snarap**

*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Device operation: Varat'k Snarap  
*Fire Control:* 4D  
*Space Range:* 3-15/40/75  
*Damage:* 10D

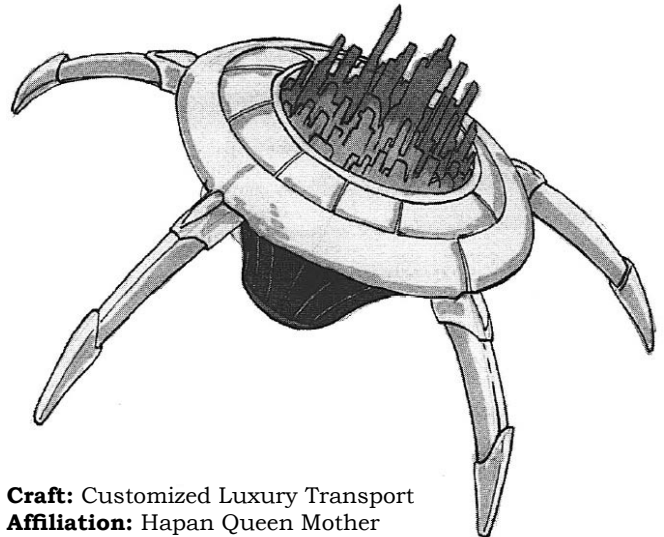
**Shriwirr**



**Craft:** Ssi-ruuvi *Shree*-class Cruiser  
**Affiliation:** Ssi-ruuk > New Republic (renamed *Sibwarra*)  
**Era:** New Republic  
**Source:** The Truce at Bakura Sourcebook (pages 121-122), The Essential Guide to Vehicles and Vessels (pages 140-141)  
**Type:** Ssi-ruuvi heavy battle cruiser  
**Scale:** Capital  
**Length:** 900 meters  
**Skill:** Capital ship piloting: *Shree* cruiser  
**Crew:** 800 (Ssi-ruuk), 5,000 (P'w'ecks), gunners: 234, skeleton: 400 (Ssi-ruuk), 2,000 P'w'ecks)/+10  
**Crew Skill:** Astrogation 3D+1, capital ship gunnery 5D+2, capital ship piloting 4D, capital ship shields 4D, sensors 5D  
**Passengers:** 350 (P'w'eck troops)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 5D+1  
**Shields:** 3D+1  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D  
**Weapons:**  
**24 Heavy Turbolasers**  
*Fire Arc:* 6 front, 6 left, 6 right, 6 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**24 Ion Cannons**  
*Fire Arc:* 4 turret, 10 front/left/back, 10 front/right/back  
*Crew:* 3

*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 5D  
**12 Concussion Missile Launchers**  
*Fire Arc:* 5 front, 3 left, 3 right, 1 back  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**12 Tractor Beam Projectors**  
*Fire Arc:* 6 front, 3 left, 3 right  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Damage:* 4D

**Star Home**



**Craft:** Customized Luxury Transport  
**Affiliation:** Hapan Queen Mother  
**Era:** Rise of the Empire  
**Source:** Cracken's Threat Dossier (page 49), The Essential Guide to Vehicles and Vessels (pages 156-157)  
**Type:** Custom-built Royal Conveyance  
**Scale:** Capital  
**Length:** 2,500 meters  
**Skill:** Capital ship piloting: Star Home  
**Crew:** 9,500, gunners: 112, skeleton 2,500/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Star Home 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2  
**Passengers:** 1,000  
**Cargo Capacity:** 25,000 metric tons  
**Consumables:** 4 years  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes (slave rigged adds +1 to astrogation)  
**Maneuverability:** 1D+2  
**Space:** 3  
**Hull:** 3D+2  
**Shields:** 4D+2  
**Sensors:**  
*Passive:* 75/2D  
*Scan:* 150/3D+1

Search: 300/4D+2

Focus: 8/7D

**Weapons:**

**20 Hapan Turbolaser Batteries**

Fire Arc: 4 on each of the Star Home's 5 "legs"

Crew: 3

Skill: Capital ship gunnery

Fire Control: 1D+2

Fire Rate: 1/3\*

Space Range: 3-15/35/75

Damage: 7D

**20 Laser Cannons**

Fire Arc: 4 on each of the Star Home's 5 "legs"

Crew: 2

Scale: Starfighter

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Damage: 5D

**6 Tractor Beam Emplacements**

Fire Arc: 4 on each of the Star Home's 5 "legs", 1 turret mounted ventrally

Crew: 2

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 1-5/15/30

Damage: 6D

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

**Starfighter Complement:** 60 Miy'til Fighters

## Subjugator

**Craft:** Rendili Star Drive's Victory I

**Affiliation:** Empire

**Era:** Rebellion

**Source:** Starfall (page 6)

**Type:** Battle damaged Victory-class Star Destroyer

**Scale:** Capital

**Length:** 900 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 1,382 (62 officers, 1,230 enlisted)

**Passengers:** 230 (troops)

**Cargo Capacity:** 8,432 metric tons

**Consumables:** 2 years

**Space:** 0

**Hull:** 2D

**Weapons:**

**3 Quad Turbolaser Batteries**

Fire Arc: 1 left, 2 right

Crew: 5

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 5D

**12 Double Turbolaser Batteries**

Fire Arc: 3 front, 4 left, 5 right

Crew: 3

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150 km

Damage: 2D+2

**24 Concussion Missile Launchers**

Fire Arc: 2 front, 7 left, 4 right, 11 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 2-12/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 9D

**Tractor Beam Projector**

Fire Arc: Front

Crew: 10

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60 km

Damage: 5D

## Teljkon Vagabond

**Craft:** Qella Seedship

**Affiliation:** Qella

**Era:** Old Republic

**Source:** Cracken's Threat Dossier (pages 93-95)

**Type:** Unique organic spacecraft

**Scale:** Capital

**Length:** 1,500 meters

**Crew:** None

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4 (projected minimum; the craft's speed is likely much higher)

**Hull:** 5D

**Sensors:**

Unknown

**Weapons:**

**6 Scythe Weapons**

Fire Arc: Turret

Fire Control: Unknown

Space Range: Unknown; maximum range is at least 341

Damage: 10D or more

**EM Whip**

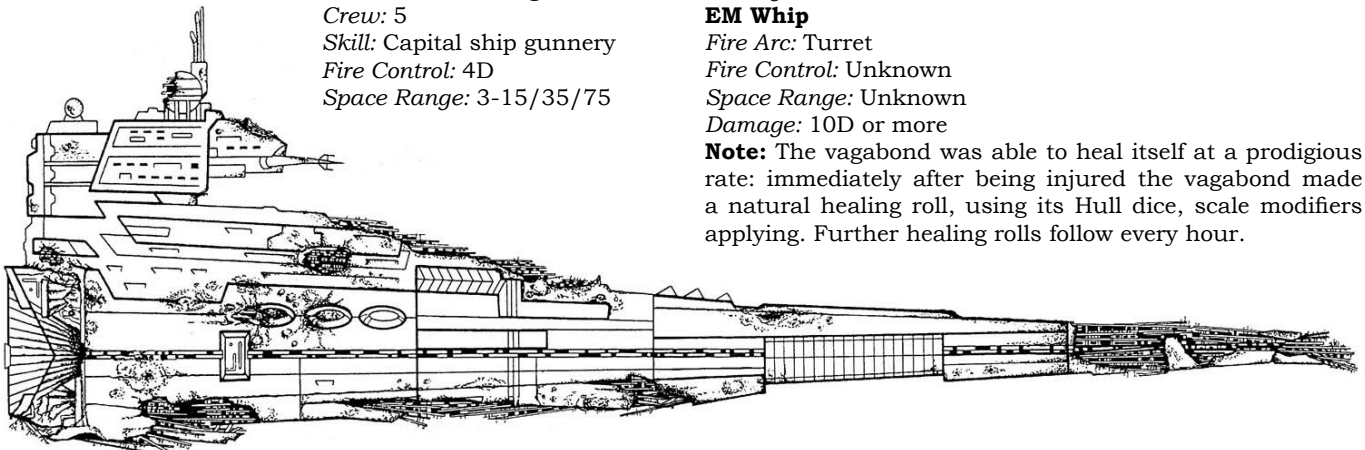
Fire Arc: Turret

Fire Control: Unknown

Space Range: Unknown

Damage: 10D or more

**Note:** The vagabond was able to heal itself at a prodigious rate: immediately after being injured the vagabond made a natural healing roll, using its Hull dice, scale modifiers applying. Further healing rolls follow every hour.



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