STAR WARS®

ROLEPLAYING GAME

Grand Army of the Republic
Clone Wars Fan Sourcebook

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Starship Vehicle Crew Tables

The tables below are designed for use with the blank vehicle print-out pages for GAR starships and vehicles. Each vehicle stat sheet explains exactly how many positions to fill, and what boxes to use for what numbers. Simply print out the sheet, consult the tables below, and fill in the blanks. Then add any modifiers together as the print-out indicates. Note that you can easily use these sheets to plug in heroic or party characters into a vehicle as well.

Commanders

Commanders are helpful in directing vehicle crews to achieve maximum results. While pilots are usually the commanders of

Optional Rules: Command Styles

There are two distinct styles of command that can be used on vehicles. The micromanager, or hands-on commander, that takes a close interest in every crew member's job, sometimes at the expense of the big picture. The observer, or aloof commander, assumes his crew can handle their positions and focuses on the larger picture of the battle, though sometimes to the detriment of crew synergy. At the start of combat, you can set your style of command for the remainder of battle.

If you select micromanager, you may use the Aid Another action as a move action to assist in a skill check made by any crew member, but all other talents and abilities take one-step longer to complete. So, a talent that takes a swift action to activate takes a move action, a move action takes a standard action, a standard action takes a full-round action, and a full-round action takes two full-round actions.

If you select the observer style of command, any Aid Another checks made onboard your ship only provide half their normal bonus, but for a number of turns per encounter equal to your Intelligence modifier, all Officer talents and Noble talents from the Leadership talent tree activate one step more quickly. Full-round actions become standard actions, standard actions become move actions, move actions become swift actions, and swift actions become free actions.

their vehicles, in the case of larger spacecraft or giant walkers, commanders often have a position designated for them to manage the battle.

A commander's most important skill is Knowledge (tactics), which activates most commander-related abilities to assist the crew. The best template classes to use for this position are the clone commander or clone naval commander templates.

Actions that can be taken by Commanders:
Activate Officer or Noble Talent (varies)
Anticipate Enemy Strategy (move action)
Battlefield Tactics (3 swift actions)
Notice Targets (reaction)
Actively Notice Targets (standard action)
Quick Search (full-round action)
Search (full-round action)

Pilot Crew Position
To select the pilot of a Repub lic vehicle, use a pilot or scout template. Scouts are generally only used to operate vehicles such as speederbikes and walkers that are operated by a single person. Trained pilots usually control all the other GAR vehicles. Of course, battlefields are unpredictable, and there are always exceptions. The most notable exception is the Clone Commander, in that they can be found operating any number of vehicles while acting as a unit commander.

Pilots depend on the Pilot skill, though in vehicles where they

Clone Troopers Piloting V-19 Torrent Starfighters

A Note on Challenge Level Modifiers
This chapter introduces a new way to calculate an approximate Challenge Level for a ship being operated by a unique crew. Each vehicle has three crew groups that contribute to its CL, the commander, pilot, and copilot comprise the first group, the systems operator and engineer make up the second group, and gunners round out the third group. Using the information presented below, combine the average CL modifiers for each of the three groups, rounding to the nearest whole number, and add the result to the vehicle's base CL.

For example, if we have a pilot with a CL modifier of +2, a co-pilot with a CL modifier of +1, a systems operator with a CL modifier of +0.5, an engineer with a CL modifier of 0.5, and 3 gunners with CL modifiers of +1, +2 and +3. This scores an average of +1.5 for pilot/co-pilot, +0.5 for systems operator/engineer, and +2 for gunners. These are then added together for a total +4 modifier, which is then added to the vehicle's base CL.

If the vehicle only has a single crew position type (meaning only a pilot, or commander/pilot/copilot), double the resulting CL modifier.

are the only crew member, Base Attack Bonus is often important as well. Feats and talents that increase a pilot's ability to deal or mitigate damage while operating his vehicle are useful. The best clone templates to use for the pilot position are pilots for most vehicles, though scouts can be used for stealthy missions or one-man terrestrial vehicles.

Co-pilots
More than any other position, the co-pilot will have the most variety in crew training on the vessel. Most vehicles use a less or equal skilled pilot as the co-pilot when the primary job of is merely to assist the pilot. However, depending on the vehicle, co-pilots can be expected to do anything from operate weaponry to manage the shields or make hyperspace jump calculations. While the pilot class can manage most of these jobs well, in cases where specific duties are most important as co-pilot, you might find engineers or gunners filling the role. It is also common for mission

commanders to act as co-pilots just so they can remain on the bridge and in charge onboard cramped vehicles.

The most important skills for co-pilots are the Pilot, Mechanics, and Use Computer skills, though Base Attack Bonus and other skills could become important depending on the specific vehicle. Also, abilities that increase the co-pilot's ability to aid another on pilot checks or aid another's attack are inevitably useful.

Actions that can be taken by Co-pilots:
Note that it is common for co-pilots to also act as commanders, system operators, engineers, and gunners. Those abilities can be found listed in the appropriate categories.

Aid Another's pilot check (standard action)
Access Information (varies, *SE* 79)
Astrogate (1 minute)
Connect to Information network (full-round action)
Issue Routine Computer Command (standard action)
Notice Targets (reaction)
Actively Notice Targets (standard action)
Quick Search (full-round action)
Search (full-round action)

Systems Operators
A vehicle's systems operator manages a vehicle's shields, sensors, and communications. As a crew position, systems operators are usually filled by engineers who have great technical proficiency, though it is not uncommon for standard infantry clone troopers or junior pilots to fill the role as needed.

The most important skills for a systems operator are Mechanics and Use Computer. Abilities that allow Use Computer checks to be made more quickly, or abilities that improve the scope and bonus for these two skills are generally useful as well. The best clone templates to use for the systems operator crew position are soft-shells and clone engineers, though junior clone naval commanders frequently find themselves pushed into this position as a precursor to gaining their own command.

Actions that can be taken by Systems Operators:
Establish Secure Communications (move action)
Hail a Vehicle on Comms (swift action)
Intercept Communications (standard action)
Open Communications (reaction)
Raise or Lower Shields (swift action)
Recharge Shields (3 swift actions)
Use Sensors: Avoid Surprise (reaction)
Use Sensors: Notice Targets (reaction)
Use Sensors: Search for Targets (standard action)
Use Sensors: Search (reaction)
Use Sensors: Identify Vehicle (reaction or move action)
Use Sensors: Examine Target (full-round action)

Engineers
The cloners of Kamino created a specific class of clone to handle engineering and repair duties onboard their vehicles and in service bays. While some of this work is handled by droids, soft-shells and the Clone Engineering Corps handle much of the work, or at the very least direct the droids.

The most important skill for crewmen in the chief engineer position is Mechanics. Abilities that enhance the bonus to checks or enhance the speed or scope of the checks are inevitably useful. Of all clone templates, the clone engineers and soft-shells are best suited for this crew position.

Actions that can be taken by Chief Engineers:
Jury-Rig (full-round action)
Repair (1 hour)
Repair Object (1 hour)
Reroute Power (3 swift actions)

Gunners
Gunners are a special class of clone trained to fire vehicle-based and artillery weaponry. While gunnery duties are just as often taken up by standard infantry clone troopers, specialized gunners have a knack for leading their targets and hitting them at range. They also have advanced training in forming defensive fields of

Optional Rules: New Crew Positions

Executive Officer (XO): The XO is the second in command of a vehicle, assists the commander with difficult decisions, and acts in his stead when he is not present. XOs also usually lead boarding actions, or the defense against them. It is also common for XOs to be in charge of ship damage control teams. XOs are able to make aid another checks on Knowledge (tactics) skill checks made by their commander, and once per encounter, may activate any single talent accessible by the Officer Prestige class that they possess. Among clone templates, Clone Commanders and Clone Naval Commander templates are best suited for this role.

Navigator: The navigator is in charge of calculating hyperspace travel routes and coordinates. If this crew option is used, astrogate actions are taken away from the co-pilot position and given to the Navigator instead. However, the co-pilot may make aid another checks to assist the navigator. Note that co-pilots can still act as navigators if no navigator or navigation station is present. Among clone templates, soft-shells and clone engineers are best suited to this position, though junior clone naval officers are often put into this role.

Spotter: A spotter is a rare crew position most common to ancient sailing vessels and the juggernaut series of ground vehicles by Kuat Drive Yards. The spotter sits in a perch, where he gets the most unobstructed view as possible. From their specialized position, the spotter reports in enemy locations or hazards to the rest of the crew. Some spotters are equipped with a sniper rifle, where they can take maximum advantage of their elevated position. Some vehicles, like the AT-AT, are equipped with periscopes that allow the commander to take on this crew role. Spotters can use all functions of the Perception skill and associated talents as applicable to vehicles, including the Long Range Spotter function (*CW* 27) and Surveillance talent tree (*CW* 25). If their perch is open to the elements, they can also make ranged attacks with character-scale weaponry. Most vehicles with spotters install hard-line communications or some other means of making sure the spotter can communicate what he sees to the rest of the crew. Of the clone templates, scouts are best suited to act as spotters, though in the case of vehicles with periscopes, the ship's commander often takes on this position himself.

fire to protect their vehicle.

The most important quality for gunners is a high attack bonus. Abilities that increase the damage or number of attacks or otherwise improve the effects of weaponry are useful. Of all clone templates, the clone gunners are best suited for this role, though infantry troopers and MEC troopers are often used.

Actions that can be taken by Gunners:
Aim (2 swift actions)
Attack with a vehicle weapon (standard action)
Full Attack (full round action)

Clone Template Vehicle Stat Block Quick Reference Guide

Below are a number of clone templates shaved down to show only those statistics that are needed to use with vehicle stat blocks. Use these tables with the crew-stripped vehicle stat blocks that follow to quickly add clone template crews to vehicles with a minimum of effort.

Clone Platoon Commander
Attack Bonus/Heroic Damage Bonus +7/+1
Talents Battle Analysis (*SE* 52), Deployment Tactics (*SE* 221), Ranged Flank (*SV* 27)

Feats Combat Reflexes (*SE* 83), Point Blank Shot (*SE* 87), Zero Range (*LE* 37)

Check Modifier Initiative +7*, Mechanics +5*, Knowledge (tactics) +10, Perception +12, Pilot +7*, Stealth +7*, Use Computer +5*

CL Modifier +0.5

Clone Battalion Commander

Attack Bonus/Heroic Damage Bonus +9/+2

Talents Battle Analysis (*SE* 52), Deployment Tactics (*SE* 221), Field Tactics (*SE* 221), Ranged Flank (*SV* 27)

Feats Combat Reflexes (*SE* 83), Point Blank Shot (*SE* 87), Zero Range (*LE* 37)

Check Modifier Initiative +8*, Mechanics +6*, Knowledge (tactics) +11, Perception +13, Pilot +8*, Stealth +8*, Use Computer +6*

CL Modifier +1

Clone Legion Commander

Attack Bonus/Heroic Damage Bonus +14/+5

Talents Battle Analysis (*SE* 52), Deployment Tactics (*SE* 221), Field Tactics (*SE* 221), Ranged Flank (*SV* 27), Tactical Edge (*SE* 222)

Feats Combat Reflexes (*SE* 83), Point Blank Shot (*SE* 87), Return Fire (*LE* 37), Zero Range (*LE* 37)

Check Modifier Initiative +11*, Mechanics +10*, Knowledge (tactics) +15, Perception +16, Pilot +11*, Stealth +11*, Use Computer +10*

CL Modifier +0.25

*This skill is untrained

Mounted Trooper

Attack Bonus/Heroic Damage Bonus +1**/+1

Talents Mechanized Rider (*UR* 23)

Feats Mounted Combat (*UR* 27), Vehicular Combat (*SE* 89)

Check Modifier Initiative +4*, Knowledge (tactics) +7, Mechanics +2*, Perception +9, Pilot +9, Stealth +9, Use Computer +2*

CL Modifier +0.25

Scout Trooper

Attack Bonus/Heroic Damage Bonus +4**/+2

Talents Mechanized Rider (*UR* 23)

Feats Far Shot (*SE* 85), Momentum Strike (*TG* 127), Mounted Combat (*UR* 27), Point Blank Shot (*SE* 87), Vehicular Combat (*SE* 89)

Check Modifier Initiative +5*, Knowledge (tactics) +8, Mechanics +3*, Perception +10, Pilot +10, Stealth +10***, Use Computer +3*

CL Modifier +0.5

ARF Trooper

Attack Bonus/Heroic Damage Bonus +6**/+4

Talents Mechanized Rider (*UR* 23)

Feats Far Shot (*SE* 85), Momentum Strike (*TG* 127), Mounted Combat (*UR* 27), Point Blank Shot (*SE* 87), Vehicular Combat (*SE* 89)

Check Modifier Initiative +7**, Knowledge (tactics) +11, Mechanics +6*, Perception +18, Pilot +12, Stealth +12***, Use Computer +6*

CL Modifier +1

Rookie Pilot

Attack Bonus/Heroic Damage Bonus +4**/+0

Feats Dodge (*SE* 84), Rapid Shot (*SE* 88/*SG* 20), Vehicular Combat (*SE* 89)

Check Modifier Initiative +11, Knowledge (tactics) +9,

BARC TROOPERS ON PATROL

Mechanics +4, Perception +11, Pilot +11, Stealth +6*, Use Computer +4*

Starship Maneuvers Evasive Action (*SG* 26), Intercept (*SG* 27)

CL Modifier +1

Veteran Clone Pilot

Attack Bonus/Heroic Damage Bonus +5**/+1

Talents Retribution (*CW* 24), Wingman (*SG* 17)

Feats Dodge (*SE* 84), Hobbling Strike (*GI* 28), Point Blank Shot (*SE* 87/*SG* 20), Rapid Shot (*SE* 88/*SG* 20), Unified Squadron (*GW* 30), Vehicular Combat (*SE* 89)

Check Modifier Initiative +12, Knowledge (tactics) +10, Mechanics +5, Perception +13, Pilot +15, Stealth +7*, Use Computer +5*

Starship Maneuvers Devastating Hit (*SG* 26), Evasive Action (*SG* 26), Intercept (*SG* 27)

CL Modifier +1.5

Ace Pilot

Attack Bonus/Heroic Damage Bonus +8**/+3

Talents Elusive Dogfighter (*SE* 207), Punch Through (*SV* 25), Retribution (*CW* 24), Vindication (TCW24)

Feats Dodge (Se84), Hobbling Strike (GOI28), Point Blank Shot (SE87/SotG20), Rapid Shot (*SE* 88/*SG* 20), Unified Squadron (*GW* 30), Vehicular Combat (*SE* 89)

Check Modifier Initiative +15, Knowledge (tactics) +12, Mechanics +8, Perception +15, Pilot +18, Stealth +10*, Use Computer +7*

Starship Maneuvers Corellian Slip (*SG* 25), Devastating Hit (*SG* 26), Evasive Action (*SG* 26), Intercept (*SG* 27), Skywalker Loop (*SG* 28), Tallon Roll (*SG* 29)

CL Modifier +2

Stealth Pilot

Attack Bonus/Heroic Damage Bonus +8**/+3

Talents Blind Spot (*SG* 17), Reactive Stealth (*GI* 22), Vehicle Sneak (*KR* 29), Vehicular Evasion (*SE* 207)

Feats Dodge (*SE* 84), Hobbling Strike (*GI* 28), Rapid Shot (*SE* 88/*SG* 20), Vehicular Combat (*SE* 89)

Check Modifier Initiative +15, Knowledge (tactics) +13,

Mechanics +8, Perception +15, Pilot +20, Stealth +19, Use Computer +8*

Starship Maneuvers Devastating Hit (*SG* 26), Explosive Shot (*SG* 26), Shield Hit (*SG* 28)

CL Modifier +2

Squadron Leader

Attack Bonus/Heroic Damage Bonus +10**/+4

Talents Advantageous Opening (*CW* 24), Concentrate All Fire (*RE* 40), Squadron Maneuvers (wingman) (*SG* 18), Squadron Tactics (*SG* 18), Wingman (*SG* 17)

Feats Dodge (*SE* 84), Hobbling Strike (*GI* 28), Point Blank Shot (*SE* 87/*SG* 20), Rapid Shot (*SE* 88/*SG* 20), Unified Squadron (*GW* 30), Vehicular Combat (*SE* 89)

Check Modifier Initiative +15, Knowledge (tactics) +12, Mechanics +8, Perception +15, Pilot +18, Stealth +10*, Use Computer +8*

Starship Maneuvers Attack Pattern Delta (*SG* 25), Counter (*SG* 26), Devastating Hit (*SG* 26), Evasive Action (*SG* 26), Intercept (*SG* 27), Strike Formation (*SG* 29)

CL Modifier +2

*This skill is untrained
**When a pilot is trained in the Pilot skill and making an attack with a vehicle weapon of the vehicle he is piloting, he gains a +2 circumstance bonus to the attack roll, already included in the vehicle stats below, but absent here.
*** May re-roll, keeping second result

Flight Crew Clone

Attack Bonus/Heroic Damage Bonus -2**/+0

Feats Gearhead (*KR* 33), Technical Experts (*GW* 29)

Check Modifier Knowledge (tactics) +3*, Mechanics +11, Perception +3*, Pilot +5*, Stealth +5*, Use Computer +8

CL Modifier +0

Soft-Shell

Attack Bonus/Heroic Damage Bonus -1**/+1

Talents Fast Repairs (*SG* 16), Jury-Rigger (*SE* 50)

Feats Gearhead (*KR* 33), Point Blank Shot (*SE* 87/*SG* 20), Tech Specialist (*SG* 21)
Check Modifier Knowledge (tactics) +6*, Perception +5*, Pilot +7*, Mechanics +16, Stealth +7*, Use Computer +11
CL Modifier +0.5

Clone Engineer
Attack Bonus/Heroic Damage Bonus +5**/+2
Talents Demolitionist (*SE* 52), Problem Solver (*CW* 45), Tech Savant (*CW* 46)
Feats Gearhead (*KR* 33), Hasty Modification (*SV* 22), Tech Specialist (*SG* 21), Vehicle Systems Expertise (*LE* 37)
Check Modifier Knowledge (tactics) +8*, Perception +10*, Pilot +9*, Mechanics +18, Stealth +9*, Use Computer +13
CL Modifier +1

*This skill is untrained
**Flight crew clones, soft-shells, and clone engineers are untrained in Weapon Proficiency (heavy weapons), and as such suffer a −5 penalty to attacks made with starship and vehicle weapons, represented in the stats above.

Emplacement Gunner
Attack Bonus/Heroic Damage Bonus +4**/+0
Feats Coordinated Attack (*SE* 83/*SG* 20), Gunnery Specialist (*CW* 31), Weapon Focus (heavy weapons) (*SE* 89/*SG* 20)
Check Modifier Knowledge (tactics) +3*, Perception +10, Pilot +5*, Mechanics +3*, Stealth +5*, Use Computer +7
CL Modifier +0.5

Gunnery Emplacement Marksman
Attack Bonus/Heroic Damage Bonus +7**/+1
Talents Comrades in Arms (*CW* 25)
Feats Coordinated Attack (*SE* 83/*SG* 20), Coordinated Barrage (*CW* 28), Gunnery Specialist (*CW* 31), Weapon Focus (heavy weapons) (*SE* 89/*SG* 20)
Check Modifier Knowledge (tactics) +5*, Perception +13, Pilot +7*, Mechanics +5*, Stealth +7*, Use Computer +10
Starship Maneuvers Devastating Hit (*SG* 26), Engine Hit (*SG* 26), Shield Hit (*SG* 28)
CL Modifier +1

Gunnery Emplacement Sharpshooter
Attack Bonus/Heroic Damage Bonus +8**/+2
Talents Acute Senses (*SE* 50), Comrades in Arms (*CW* 25), Focused Targeting (*CW* 25)
Feats Coordinated Attack (*SE* 83/*SG* 20), Coordinated Barrage (*CW* 28), Gunnery Specialist (*CW* 31), Heavy Hitter (*UR* 26), Weapon Focus (heavy weapons) (*SE* 89/*SG* 20)
Check Modifier Knowledge (tactics) +6*, Perception +14, Pilot +8*, Mechanics +6*, Stealth +8*, Use Computer +11
Starship Maneuvers Devastating Hit (*SG* 26), Engine Hit (*SG* 26), Shield Hit (*SG* 28)
CL Modifier +2

*This skill is untrained
**Gunners all possess the Weapon Focus (heavy weapons) feat, granting them a +1 bonus to all attacks with vehicle and starship weaponry, represented in these stats.

NPC Vehicle Templates

The vehicles below have had their crew modifiers stripped for CL, all skills, attack bonuses, and attack options. The stats that remain are the base stats for the vehicle as a neutral entity. There is an empty box after each statistic to plug in the crew modifier from your heroic character or from the pre-generated NPCs presented in this chapter, and a second box after that to write in the new total. The underlying concept is to make it as simple as possible for a GM to plug in new crew members with a minimum of math or effort.

Scout Vehicles

Below are the vehicles used by the Grand Army of the Republic's scouts. These vehicles are most often deployed with either the mounted trooper, scout trooper, or ARF trooper NPC templates piloting. The HAET-221 is an exception in that the pilot and gunner roles will often be filled by more specialized classes. For standard Saga Edition stat blocks for these vehicles, please see our vehicle chapter. In addition to those listed below, scouts had access to the Aratech 74-Z Speederbike (*SE* 176), the Aratech BARC Speederbike (*CW* 165), the AT-AP walker (*CW* 162), the AT-XT walker (*CW* 163) and the AT-RT walker (*CW* 164).

AT-MI Walker
Rothana Heavy Engineering All Terrain Mechanized Infantry Walker   CL 3 + ☐ = ☐
Large ground vehicle (walker)
Init +8 + ☐ = ☐; **Senses** Perception +6 + ☐ = ☐
Defense Ref 17 (flat-footed 14), Fort 17; +5 armor, Vehicular Combat
hp 80; **DR** 10; **Threshold** 27
Speed 6 squares (max. velocity 75 km/h)

Ranged double medium blaster cannon + ☐ (see below)
Fighting Space 2 x 2; **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +17 + ☐ = ☐
Atk Options autofire (double medium blaster cannon)
Abilities Str 24, Dex 16, Con –, Int 12
Skills Initiative +2 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +0 + ☐ = ☐, Pilot +2 + ☐ = ☐, Use Computer +1 + ☐ = ☐
Crew 1 (pilot); **Passengers** none
Cargo 10 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 38,000 (21,000 used)
Emplacement Points 0

Double medium blaster cannon (pilot)
Atk +3 + ☐ = ☐ (-2 + ☐ = ☐ autofire); **Dmg** 5d10x2

The AT-MI, or Clone Personal Walker, was developed in response to the high price tag of the otherwise stalwart AT-PT. Mere months into the Clone Wars, the AT-MI saw wide production, and most commands had access to at least a single squad of the walkers. Of course, the AT-MI was not nearly as effective as the AT-PT, but still capable of destroying large groups of battle droid infantry with little risk to the pilot. Jedi-General Echuu Shen-Jon was fond of the walkers, and used them extensively in his battles against Separatist General Sev'rance Tann during the early days of the Clone Wars. Years later, the AT-MI would be redesigned as the Imperial CAP-2 Captivator Walker.

Capabilities

The All Terrain Mechanized Infantry walker provides superior protection to its operator. The pilot enjoys total cover, but is still able to quickly abandon the vehicle as a reaction should it suffer extensive damage (Dexterity check DC 15).

AT–PT Walker (*RE* **132 for Official Statistics)**
Rothana Heavy Engineering All Terrain Personal Transport
    Walker   **CL 5** + ☐ = ☐
Large ground vehicle (walker)
Init +1 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐
Defense Ref 17 (flat-footed 15), Fort 21; +6 armor, Vehicular Combat
hp 100; **DR** 10; **Threshold** 31
Speed 6 squares (max. velocity 60 km/h)
Ranged double medium blaster cannon + ☐ (see below) or
Ranged concussion grenade launcher + ☐ (see below)
Fighting Space 2 x 2; **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +18 + ☐ = ☐
Atk Options autofire (double heavy blaster cannon)
Abilities Str 32, Dex 14, Con –, Int 12
Skills Initiative +1 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
    Perception +0 + ☐ = ☐, Pilot +1 + ☐ = ☐, Use Computer
    +1 + ☐ = ☐
Crew 1 (pilot); **Passengers** none
Cargo 150 kg; **Consumables** 1 day; **Carried Craft** none
Payload 8 concussion grenades
Availability Military; **Cost** 60,000 (36,000 used)
Emplacement Points 0

Double medium blaster cannon (pilot)
Atk +3 + ☐ = ☐ (-2 + ☐ = ☐ autofire); **Dmg 5d10x2**
Concussion grenade launcher (pilot)
Atk +3 + ☐ = ☐; **Dmg** 4d6 (2-square burst)

The AT-PT was designed years before the Clone Wars, but wasn't produced until the conflict created a need. The AT-PT was among the very first small combat walkers, though its limited production run was mostly deployed to the Katana Fleet, which was lost. The AT-PT was favored by the Republic military, but its high cost saw it removed from the battlefield entirely, replaced by the inferior AT-RT and AT-MI. The vehicle was considered nearly invulnerable to small arms fire, and many of the vehicles continued to see service decades later in the Galactic Civil War, showing how far ahead of its time the AT-PT truly was.

Capabilities
The cargo space was largely used to provide additional ammunition for the grenade launcher, which could be reloaded internally in two full-round actions and a Mechanics Check DC 5. However, in an emergency, the cargo space was known to hold a single medium-sized passenger, though it was so cramped that if riding in this fashion for an hour or more, the passenger will move one step down the condition track, which can be recovered normally.

AT-RE Walker
Rothana Heavy Engineering All Terrain Recon Explorer
 Walker CL 7 + ☐ = ☐
Huge ground vehicle (walker)
Init +0 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐
Defense Ref 16 (flat-footed 14), Fort 25; +6 armor, Vehicular Combat
hp 140; **DR** 15; **Threshold** 35
Speed 6 squares (max. velocity 75 km/h)
Ranged heavy laser cannon + ☐ (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +25 + ☐ = ☐
Abilities Str 40, Dex 14, Con –, Int 14
Skills Initiative +0 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
 Perception +0 + ☐ = ☐, Pilot +0 + ☐ = ☐, Use Computer
 +2 + ☐ = ☐
Crew 1 (pilot); **Passengers** 1
Cargo 500 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 45,000 (28,000 used)
Emplacement Points 1

Heavy laser cannon (pilot)
Atk +4 + ☐ = ☐; **Dmg** 5d10x2

Also known as the Clone Scout Walker, the AT-RE was designed to be deployed by an LAAT/c to allow a single clone trooper to perform a detailed survey of a region of a planet prior to engaging in combat operations. The walker was designed to perform recon on worlds with extreme environments and wildlife, where a more tradition scouting unit would be endangered. The vehicles saw limited use early in the Clone Wars under the command of Jedi General Echuu Shen-Jon, who used the AT-RE unsuccessfully in an anti-armor role. A much more heavily armored version was created a few months into the Clone Wars, helping it match up better against Confederate Forces. Unfortunately, the AT-RE never saw widespread use; its scouting role was performed much more efficiently by airspeeders, and there were plenty of vehicles much better suited to act as anti-armor platforms. The heavily armored variant did see use as a VIP transport on hostile planets, but even so was often escorted by AT-RT's or Speeder bikes.

Capabilities

The AT-RE has extensive cargo area for a vehicle of its size, designed to bring back samples of note from scouted planets. The passenger seat can be removed with little effort (full-round action) to make room for an additional 250 kg of cargo. Conversely, the cargo space can be converted to hold an additional two passenger seats, which is often done in the case of the VIP variant of the heavy AT-RE to accommodate an additional bodyguard and a personal aide.

AT–RE/h Walker
Rothana Heavy Engineering All Terrain Recon Explorer/Heavy

CL 7 + ☐ = ☐

Huge ground vehicle (walker)
Init +0 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐
Defense Ref 17 (flat-footed 15), Fort 25; +7 armor, Vehicular Combat
hp 170; **DR** 15; **Threshold** 35
Speed 6 squares (max. velocity 75 km/h)
Ranged heavy laser cannon + ☐ (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +25 + ☐ = ☐
Abilities Str 40, Dex 14, Con –, Int 14
Skills Initiative +0 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
   Perception +0 + ☐ = ☐, Pilot +0 + ☐ = ☐, Use Computer
   +2 + ☐ = ☐
Crew 1 (pilot); **Passengers** 3
Cargo none; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 55,000 (34,000 used)
Emplacement Points 0

Heavy laser cannon (pilot)
Atk +4 + ☐ = ☐; **Dmg** 5d10x2

Freeco Bike

Bespin Motors CK-6 "Freeco" Swoop   CL 1 + ☐ = ☐
Large ground vehicle (speeder)

Init +4 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 15 (flat-footed 11), Fort 14; +2 armor, Vehicular Combat
hp 35; **DR** 5; **Threshold** 19

Speed fly 12 squares (max. velocity 440 km/h)
Ranged fire-linked (2) light blaster cannons + ☐ (see below)
Fighting Space 2 x 2; **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +9 + ☐ = ☐
Atk Options autofire (fire-linked (2) light blaster cannons)

Abilities Str 18, Dex 18, Con --, Int 12
Skills Initiative +4 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
     Perception +0 + ☐ = ☐, Pilot +4 + ☐ = ☐, Use Computer
     +1 + ☐ = ☐

Crew 1 (pilot); **Passengers** none
Cargo 5 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 15,000 (9,000 on black market)

Fire-linked (2) light blaster cannons (pilot)
Atk +3 + ☐ = ☐ (-2 + ☐ = ☐ autofire), Dmg: 4d10x2

While the BARC speeder handled most of the Grand Army's scouting needs, it was ill-equipped to support longer patrols on planets with extreme environments. To fill this niche, the Republic accepted a bid by Bespin Motors to update their JR-4 Swoop Bikes to suit the needs of the army, and the CK-6 Freeco was the result. The vehicle was tested during the Battle of Orto Plutonia, and was largely considered a failure. Unfortunately, the Republic had already committed to a minimum purchase, and was stuck with a small number of the converted swoops.

Capabilities

The Freeco bike was a redesigned JR-4 swoop which added an enclosed cockpit to protect its pilot from rain, snow and wind. Unfortunately, the modifications did little to prevent the swoops internal components from freezing solid in the cold environs it was supposed to operate in, making them maintenance nightmares. Further, the CK-6 wasn't very maneuverable for a swoop bike, and during its initial test run on Orto Plutonia, was no match for the beast mounts the Talz favored.

Lancer Swoop

Aratech Repulsor Company 105-K Lancer Bike CL 2 + ☐ **=** ☐

Large ground vehicle (speeder)

Init +6 + ☐ = ☐ ; **Senses** Perception +0 + ☐ = ☐

Defense Ref 17 (flat-footed 10), Fort 14; +1 armor, Vehicular Combat

hp 30; **DR** 2; **Threshold** 19

Speed 12 squares (max. velocity 650 km/h)

Fighting Space 2 x 2 squares; **Cover** none

Base Atk +2; **Grp** +11

Abilities Str 18, Dex 24, Con –, Int 10

Skills Initiative +6 + ☐ = ☐ , Mechanics +0 + ☐ = ☐ ,
Perception +0 + ☐ = ☐ , Pilot +6 + ☐ = ☐ , Use Computer
+0 + ☐ = ☐

Crew 1 (pilot); **Passengers** none

Cargo 7 kg; **Consumables** 12 hours; **Carried Craft** none

Availability Military; **Cost** 7,000 (5,000 used)

Emplacement Points 0

The 105-K Swoop was produced by Aratech Repulsor Company, and was purchased in small batches by the Grand Army of the Republic then modified to form a small division of armored cavalry for special circumstances. It was thought that simple droids marching in columns would be vulnerable to flanking attacks by the quick swoops armed with power lances. During the Battle of Muunilist, Jedi-General Kenobi saw how vulnerable his own SPHA-T Walkers were to the same tactic before deploying his 105-K Swoop-mounted Clone Troopers to engage. Kenobi rode one of these bikes, wielding his lightsaber instead of the standard power lance.

Capabilities

As a swoop, the 105-K is capable of reaching altitudes of up to 105 meters. A Verpine Power Lance is standard issue for all Republic mounted cavalry units, and one lance is included in the price of the swoop. (See *RE* 48 for the Power Lance).

Republic Recon Speeder
Sorosuub Corporation Gaba–18m Landspeeder **CL 2** + ☐ = ☐
Large ground vehicle (speeder)
Init +3 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐
Defense Ref 15 (flat-footed 11), Fort 14; +2 armor, Vehicular Combat
hp 50; **DR** 5; **SR** 5; **Threshold** 19

Speed 12 squares (max. velocity 300 km/h)
Ranged medium blaster cannon + ☐ (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +9 + ☐ = ☐

Abilities Str 18, Dex 18, Con –, Int 14
Skills Initiative +3 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
  Perception +0 + ☐ = ☐, Pilot +3 + ☐ = ☐, Use Computer
  +2 + ☐ = ☐

Crew 1 (pilot); **Passengers** none
Cargo 20 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 12,000 (7,500 used)

Emplacement Points 1

Medium blaster cannon (pilot)
Atk +4 + ☐ = ☐; **Dmg** 4d10x2

The Gaba-18 Recon Speeder was in use by the Republic's Judicial Forces for years prior to the Separatist crisis. The fast vehicles were favored for chases, recon missions, and escort details during judicial peacekeeping operations. When the Clone Wars erupted, a number of the speeders were loaded onto Acclamator-Class Assault Ships, and used by clone troopers for reconnaissance on Geonosis. The speeder proved adequate, but because Sorosuub was allied with the Confederacy, it was soon replaced with the Aratech 74-Z and BARC speederbikes. The Gaba-18 became rarer as the war went on, as replacement parts were hard to come by without enabling the enemy.

Capabilities

The Gaba-18m is actually a modified civilian landspeeder known simply as the Gaba-18. Reduce the price to 9,000 and remove the blaster cannon and shielding, then add two emplacement points to represent the civilian version.

HAET–221 Gunboat

Mekuun High–Altitude Entry Transport–221   CL 8 + ☐ = ☐

Gargantuan air vehicle (airspeeder)

Init -1 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐; Sensor
   Enhancement Package

Defense Ref 14 (flat-footed 10), Fort 19; +5 armor, Vehicular Combat

hp 80; **DR** 10; **SR** 20; **Threshold** 39

Speed 12 squares (max. velocity 750 km/h)

Ranged enhanced heavy laser cannon + ☐ (see below) and
   2 medium autoblaster cannons + ☐ (see below)

Fighting Space 3 x 3; **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +24 + ☐ = ☐

Atk Options autofire (medium autoblaster cannons)

Abilities Str 28, Dex 18, Con –, Int 14

Skills Initiative -1 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
   Perception +0 + ☐ = ☐, Pilot -1 + ☐ = ☐, Use Computer
   +2 + ☐ = ☐

Crew 3 (pilot, co-pilot, gunner); **Passengers** none

Cargo none; **Consumables** 1 day; **Carried Craft** none

Availability Military; **Cost** 55,000 (30,000 used)

Emplacement Points 1

Enhanced heavy laser cannon (pilot)

Atk +4 + ☐ = ☐; **Dmg** 6d10x2

Medium autoblaster cannon (co-pilot or gunner)

Atk +2 + ☐ = ☐, (-5 + ☐ = ☐ autofire); **Dmg** 4d10x2

This gunboat was designed by Mekuun at the height of the Clone Wars for use by the Grand Army of the Republic. The craft functioned both as a rapid-deployment aerial assault vehicle and as a patrol craft. By the end of the Clone Wars, the HAET–221 had become commonplace within Republic fleet hangar bays. The Republic Gunboat, as it came to be known, played a pivotal role in the Battle of Utapau when the forces of the Republic, led by Jedi-General Obi-Wan Kenobi, liberated the planet from the Confederacy.

Capabilities

The HAET featured a VACX ablative armor coating used to protect the craft during rapid atmospheric deployment. When descending in this fashion, the gunboat travels at a speed of 6 squares (starship scale) and gains SR +10 and +2 armor. Once the craft completes atmospheric entry, it loses these bonuses, having burned away its re-entry plating and diverted power to its repulsorlift engines. Some desperate naval officers deployed the vehicles as a last-ditch defensive gambit during losing space battles, using them as a static fighter screen. Of course, these craft were unable to move in space, but they could use their positional rockets to turn, and well-trained gunners could sometimes use tractor beams to reposition the ships.

Pilot Vehicles

Below are the vehicles used by the Grand Army of the Republic. These vehicles are most often deployed with a pilot NPC template (rookie clone pilot, veteran clone pilot, ace clone pilot, stealth clone pilot, or squadron leader). For standard Saga Edition stat blocks for these vehicles, please see our vehicle chapter.

In addition to those listed below, pilots had access to the ARC-170 Starfighter (*SG* 71), AT-AT (*SE* 175), AT-ST (*SE* 175), AT-TE (*CW*164), CR-20 Troop Carrier (*CW* 166), Infantry Support Platform (*CW* 166), Kappa-Class Shuttle (*CW* 171), Medlifter Troop Transport (*CW* 167), Republic Anti-vehicle Cannon (*CW* 103), Republic Troop Transport (*CW* 167), SPHA-T (*CW* 168), Theta-Class Shuttle (*SG* 141), UT-AT *CW* 170), V-19 Torrent Starfighter (*SG* 149), V-Wing Starfighter (*SG* 150).

AT-HE Walker

Rothana Heavy Engineering All Terrain Heavy Enforcer Walker CL 10 + ☐ = ☐
Gargantuan ground vehicle (walker)
Init -4 + ☐ = ☐; **Senses** Perception +5 + ☐ = ☐
Defense Ref 18 (flat-footed 18), Fort 26; +11 armor, Tall Walker
hp 200; **DR** 15; **Threshold** 46
Speed 4 squares (max. velocity 60 km/h)
Ranged 4 enhanced heavy laser cannons +4 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +31 + ☐ = ☐
Abilities Str 42, Dex 12, Con −, Int 14
Skills Initiative -4 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +5 + ☐ = ☐, Pilot -4 + ☐ = ☐, Use Computer +2 + ☐ = ☐
Crew 6 (pilot, spotter, 4 gunners); **Passengers** 20 (troops)
Cargo 200 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 220,000 (160,000 used)
Emplacement Points 1

Enhanced heavy laser cannon (gunner)
Atk +2 + ☐ = ☐; **Dmg** 6d10x2

The AT-HE was developed in response to Separatist mine-laying tactics that were reducing the effectiveness of the low-crawling AT-TE. The taller legs decreased the odds of setting off mines, and even when set off, often the blast would only consume the legs, leaving the vehicle main body full of troops intact. The AT-HE was used on Felucia and many other worlds during the Outer Rim Sieges toward the end of the Clone Wars.

Capabilities

The AT-HE is a tall walker able to tower above enemies and rain down heavy laser barrages. The four heavy laser cannons deal an impressive amount of damage, able to break through most enemy armored vehicle hulls or blast doors. In order to deploy troops, the AT-HE must either let them deploy via fast-rope or jetpack, or lay prone for four full rounds (vehicle can make no movement, vehicle is considered a Helpless Opponent (*SE* 159) and without the benefits and drawbacks of the Tall Walker emplacement).

AT-OT Walker
Rothana Heavy Engineering All Terrain Open Transport
    Walker   CL 6 + ☐ = ☐
Gargantuan ground vehicle (walker)
Init -4 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐
Defense Ref 18 (flat-footed 17), Fort 27; +10 armor
hp 220; **DR** 15; **Threshold** 47
Speed 4 squares (max. velocity 60 km/h)
Ranged fire-linked (2) medium laser cannons + ☐ (see below) and
    2 medium laser cannon turrets + ☐ (see below)
Fighting Space 4 x 4; **Cover** crew total, passengers +10 (+0 from air)
Base Atk +0 + ☐ = ☐; **Grp** +32 + ☐ = ☐
Abilities Str 44, Dex 12, Con –, Int 12
Skills Initiative -4 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
    Perception +0 + ☐ = ☐, Pilot -4 + ☐ = ☐, Use Computer
    +1 + ☐ = ☐
Crew 3 (pilot, 2 gunners); **Passengers** 32 (troops)
Cargo 500 kg; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 120,000 (80,000 used)
Emplacement Points 1

Fire-linked (2) medium laser cannons (pilot)
Atk +3 + ☐ = ☐; **Dmg** 5d10x2
Medium laser cannon turret (gunner)
Atk +1 + ☐ = ☐; **Dmg** 4d10x2

The AT-OT was among the initial line of walkers made available to the Republic when the Clone Wars began. While heavily armored, use of the AT-OT was restricted to troop and supply transportation along controlled areas where terrain and conditions ruled out repulsor vehicles as a viable option. The AT-OT most notably served on Felucia during the Outer Rim Sieges. The Galactic Empire would later use the AT-OT as inspiration when converting their AT-TE stockpile into cargo transports.

Capabilities
The AT-OT is able to convert its passenger space into cargo space, adding a ton of cargo for every ten passengers removed. Alternately, if the chairs are removed entirely, the AT-OT is capable of supporting either five tons of cargo, or 60 troops packed in a standing position, though they are considered flat-footed while onboard, and only ten on either side are able to make attacks, unless attacking a target directly above.

A5 Rolling Slab

Kuat Drive Yards HAVw A5 Juggernaut   **CL 12** + ☐ = ☐
Colossal ground vehicle (wheeled)

Init -10 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐; Sensor
   Enhancement Package

Defense Ref 13 (flat-footed 13), Fort 28; +13 armor

hp 250; **DR** 15; **Threshold** 78

Speed 8 squares (max. velocity 200 km/h)

Ranged 3 heavy laser turrets + ☐ (see below) and
   medium blaster turret + ☐ (see below) and
   2 concussion grenade launchers + ☐ (see below)

Fighting Space 6 x 12; **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +38 + ☐ = ☐

Atk Options autofire (concussion grenade launchers)

Abilities Str 46, Dex 10, Con –, Int 18

Skills Initiative -10 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
   Perception +0 + ☐ = ☐, Pilot -10 + ☐ = ☐, Use Computer
   +4 + ☐ = ☐

Crew 8 (pilot, copilot, spotter, gunners 5); **Passengers** 50
   (troops)

Cargo 1 ton; **Consumables** 1 day; **Carried Craft** none

Payload 20 concussion grenades

Availability Military; **Cost** 185,000 (120,000 used)

Emplacement Points 1

Heavy laser turret (gunner)
Atk +4 + ☐ = ☐; **Dmg** 5d10x2

Medium blaster turret (copilot)
Atk +4 + ☐ = ☐; **Dmg** 4d10x2

Concussion grenade launcher (gunner)
Atk +4 + ☐ = ☐ (-1 + ☐ = ☐ autofire); **Dmg** 4d6, 2-square burst

Based on the centuries-old treaded HAVw A4 Juggernaut, the A5 was designed specifically for the clone army being grown by the Kaminoans. The Grand Army of the Republic used the vehicle extensively, though they replaced it with the larger and more powerful HAVw A6 Juggernaut during the middle of the Clone Wars. However, the Republic handed down many of the A5 models to local defense forces in the Outer Rim. A work-horse of the Clone Wars, the A5 series remained in use for decades to come. Though the Galactic Empire quickly showed a preference for the AT-AT Walker, Juggernauts could still be found on Outer Rim worlds long after the death of Emperor Palpatine. However, because Kuat officially halted production shortly after the Clone Wars, spare parts were a rarity in later eras.

Capabilities

While able to reach impressive speeds, the A5 was not particularly agile. Instead of creating a situation where the vehicle might be exposed to extended enemy fire while turning around, KDY built a cockpit at either end and let the pilots switch off co-pilot duty and control of the medium blaster turret. The A5 also has a tall tower near the back-up cockpit which houses a spotter. This crewman gains a +2 circumstance bonus to all Perception and Use Computer checks to operate sensors due to his elevated view of the battlefield. The tower itself is a frequent target, which has a Reflex Defense of 18 (flat-footed 18) and 100 hit points. Destroying the tower removes the sensor enhancement package, and forces the A5 to suffer a -5 penalty to all Perception checks against vehicles over 50 meters in altitude.

A6 Turbo Tank

Kuat Drive Yards HAVw A6 Juggernaut　　　**CL 14** + ☐ = ☐
Colossal ground vehicle (wheeled)
Init -10 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐; Sensor
　　Enhancement Package

Defense Ref 16 (flat-footed 16), Fort 30; +16 armor, Vehicular
　　Combat
hp 300; **DR** 15; **Threshold** 80

Speed 8 squares (max. velocity 160 km/h)
Ranged enhanced heavy laser turret + ☐ (see below) and
rapid–repeating heavy laser turret + ☐ (see below) and
　　2 medium laser cannons + ☐ (see below) and
　　2 double light blaster cannons + ☐ (see below) and
　　2 concussion grenade launchers + ☐ (see below)
Fighting Space 12 x 12; **Cover** total, tower +10
Base Atk +0 + ☐ = ☐; **Grp** +40 + ☐ = ☐
Atk Options autofire (rapid-repeating laser turret, double
　　blaster cannons, concussion grenade launchers)

Abilities Str 50, Dex 10, Con –, Int 18
Skills Initiative -10 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
　　Perception +0 + ☐ = ☐, Pilot -10 + ☐ = ☐, Use Computer
　　+4 + ☐ = ☐

Crew 20 (commander, pilots 2, copilots 2, spotter, navigator,
　　system operator, engineer, gunners 8, misc 3); **Passengers** 50
　　(troops)
Cargo 30 tons; **Consumables** 3 weeks; **Carried Craft** none
Payload 20 concussion grenades
Availability Military; **Cost** 350,000 (210,000 used)

Emplacement Points 1

Enhanced heavy laser turret (gunner)
Atk +4 + ☐ = ☐; **Dmg** 6d10x2

Rapid–repeating heavy laser turret (gunner)
Atk +4 + ☐ = ☐ (-1 + ☐ = ☐ autofire); **Dmg** 5d10x2

Medium laser cannon (gunner)
Atk +4 + ☐ = ☐; **Dmg** 4d10x2

Double light blaster cannon (gunner)
Atk +4 + ☐ = ☐ (-1 + ☐ = ☐ autofire); **Dmg** 4d10x2

Concussion grenade launcher (gunner)
Atk +4 + ☐ = ☐ (-1 + ☐ = ☐ autofire); **Dmg** 4d6, 2-square burst

An awe-inspiring successor to the HAVw A5 Juggernaut, the A6 is nearly twice the size, with heavier armor and weaponry. The Turbo Tank was used exclusively by the Republic during the second half of the Clone Wars, and saw action on Kashyyyk, Praesitlyn, Saleucami and countless other worlds. Any planet with terrain too soft for walkers to maneuver, or where the A6's speed could give it a distinct advantage usally saw Turbo Tank deployment.

Capabilities

The A6 Juggernaut has many similarities to its predecessor, though its sensor tower is smaller and more fragile, but also retractable as two full-round actions (one to retract ladder rungs, and another to retract the tower itself). The spotter's tower also has an open window for the spotter to making attacks with a sniper rifle. The tower itself is a frequent target, which has a Reflex Defense of 22 (flat-footed 22) and 80 hit points. The A6 design, like its predecessor, has opposing cockpits to allow for rapid direction changes. However, the A6 can only target enemies directly in front of the "primary" cockpit with its double light blaster cannons. The Juggernaut is modular, and able to sacrifice up to 25 tons of cargo in exchange for troop space, at a rate of 10 troops per 1 ton of cargo sacrificed, for a maximum of 300 troops with only 5 tons of cargo space.

Republic Anti-Air Tank

Rothana Heavy Engineering Anti-Air Artillery Tank CL 8 + ☐ **=** ☐
Huge ground vehicle (speeder)

Init +0 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 20 (flat-footed 18), Fort 23; +10 armor
hp 80; **DR** 10; **Threshold** 33

Speed 10 squares (max. velocity 120 km/h)
Ranged anti-air proton torpedo tube + ☐ (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +23 + ☐ = ☐

Abilities Str 36, Dex 14, Con –, Int 18
Skills Initiative +0 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
    Perception +0 + ☐ = ☐, Pilot +0 + ☐ = ☐, Use Computer
    +4 + ☐ = ☐

Crew 2 (pilot, gunner); **Passengers** none
Cargo 150 kg; **Consumables** 1 day; **Carried Craft** none
Payload 6 proton torpedoes
Availability Military; **Cost** 55,000 (30,000 used)
Emplacement Points 3

Anti-air proton torpedo tube (gunner)
Atk +4 + ☐ = ☐ (+10 + ☐ = ☐ against airborne targets);
    Dmg 9d10x2, 4-square splash

When the Republic entered the Clone Wars at the Battle of Geonosis, it was provided with a trial suite of weapon systems to serve its army of clones by the Kaminoans, as contracted out to Rothana Heavy Engineering, including the anti-air tank. While adequate, the tank was of limited value as a solo platform, and was often deployed in groups of two to eight to provide overlapping fire. This reduced the overall value of the unit, and after losses at the Kaer Orbital Platform and at Sarapin, a heavy variant was commissioned.

The Heavy Anti-Air Tank boasted an additional launcher, as well as an incredibly sophisticated sensor pod between the launchers, allowing for better tracking and earlier detection. The hull was also better armored against retaliatory strikes. The improvements resulted in an anti-air weapons platform capable of destroying an entire wing of Vulture fighters by itself, if the enemy clustered tightly enough. The low price tag made the vehicle expendable, and many a republic commander would conceal a small unit of the tanks near an enemy airfield prior to a battle. Despite their usefulness, the Grand Army of the Republic maintained a preference for infinitely cheaper man-portable launchers, such as the PLX and similar hand-held units.

Capabilities

The Republic Anti-Air Tank features a proton torpedo tube connected to a sensitive array of air tracking sensors, allowing it to detect its intended targets and blow them out of the sky. It is much smaller and more maneuverable than similar designs employed by the Confederacy, and has a greater payload, as proton torpedoes are much smaller than bulky concussion missiles. The proton torpedoes of the Tank are specifically of the anti-air design, conferring a +6 attack bonus against airborne targets as per the emplacement presented in the vehicles chapter.

Republic Heavy Anti-Air Tank

Heavy Anti-Air Artillery Tank   CL 9 + ☐ = ☐

Huge ground vehicle (speeder)

Init +0 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐; Sensor
     Enhancement Package

Defense Ref 21 (flat-footed 19), Fort 23; +11 armor, Vehicular Combat

hp 100; **DR** 10; **Threshold** 33

Speed 10 squares (max. velocity 120 km/h)

Ranged 2 anti-air proton torpedo tubes + ☐ (see below)

Fighting Space 4 x 4; **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +23 + ☐ = ☐

Atk Options optional fire-link (anti-air proton torpedo tubes)

Abilities Str 36, Dex 14, Con –, Int 20

Skills Initiative +0 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
     Perception +0 + ☐ = ☐, Pilot +0 + ☐ = ☐, Use Computer
     +5 + ☐ = ☐

Crew 2 (pilot, gunner); **Passengers** none

Cargo 150 kg; **Consumables** 1 day; **Carried Craft** none

Payload 12 proton torpedoes

Availability Military; **Cost** 80,000 (55,000 used)

Emplacement Points 1

Anti-air proton torpedo tube (gunner)

Atk +5 + ☐ = ☐ (+11 + ☐ = ☐ against airborne targets);
     Dmg 9d10x2 (10d10x2 fire-linked), 4-square splash

Saber–class Fighter Tank

Rothana Heavy Engineering TX-130S IFT-X Fighter Tank CL 7
+ ☐ = ☐

Huge ground vehicle (speeder)

Init +1 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 18 (flat-footed 15), Fort 23; +7 armor

hp 120; **DR** 10; **SR** 10; **Threshold** 33

Speed 8 squares (max. velocity 193 km/h); **Speed Booster**

Ranged fire-linked (2) heavy laser cannon + ☐ (see below) and
medium particle beam turret + ☐ (see below) and
2 light concussion missile launchers + ☐ (see below)

Fighting Space 3 x 3; **Cover** total (pilot, co-pilot, passengers),
+5 (gunner)

Base Atk +0 + ☐ = ☐; **Grp** +23 + ☐ = ☐

Atk Options autofire (fire-linked (2) heavy laser cannons),
optional fire-link (light concussion missiles)

Abilities Str 36, Dex 16, Con –, Int 16

Skills Initiative +1 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
Perception +0 + ☐ = ☐, Pilot +1 + ☐ = ☐7, Use Computer
+3 + ☐ = ☐

Crew 3 (pilot, co-pilot, gunner); **Passengers** none

Cargo 750 kg; **Consumables** 1 day; **Carried Craft** none

Payload 16 light concussion missiles

Availability Military; **Cost** 45,000 (30,000 used)

Emplacement Points 1

Fire-linked (2) heavy laser cannon (co-pilot)

Atk +3 + ☐ = ☐; **Dmg** 6d10x2

Medium particle beam turret (gunner)

Atk +3 + ☐ = ☐; **Dmg** 5d10x2, penetration 10

Light concussion missile launcher (pilot)

Atk +5 + ☐ = ☐; **Dmg** 7d10x2 (8d10x2 fire-linked), 4-square splash

The IFT-X was an experimental repulsor-tank design created by Rothana Heavy Engineering. In a brilliant sales strategy, RHE armed the Republic with a trial number of a variety of vehicles in their military line along with the Acclamator-Class Cruisers. The IFT-X was deployed on Geonosis in limited numbers, and its success convinced the Republic to place a larger order. The Saber-class saw its most notable action at Raxus Prime, Alaris Prime, Rhen Var, Thule and Kashyyyk. Many Jedi were noted for commanding their armies from inside Jedi-customized IFT-X's, known as the TX-130J variant. An upgraded model, the IFT-T, was released during the final months of the Clone Wars.

Capabilities

The original Saber-class Tank is a formidable infantry support platform, striking a perfect balance between handling and power, and armor and armament. The tank is also equipped with a speed booster. While the pilot and copilot are safely inside the tank, the particle beam turret gunner is exposed with minimal cover. The mortality rate among these gunners was so high, that many versions of the tank removed the beam cannon in favor of heavier armor or shielding. The tank has a range of 400 km before requiring refueling and recharging. Some variants are fitted for two passengers, at the expense of only carrying 100 kg of cargo.

Advanced Saber–class Tank

TX–130T IFT–T Fighter Tank CL 8 + ☐ = ☐

Huge ground vehicle (speeder)

Init +2 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 19 (flat-footed 15), Fort 23; +7 armor

hp 120; **DR** 10; **SR** 15; **Threshold** 33

Speed 8 squares (max. velocity 193 km/h)

Ranged fire-linked (2) enhanced heavy laser cannon + ☐ (see below) and

medium particle beam turret + ☐ (see below) and

2 light concussion missile launchers + ☐ (see below)

Fighting Space 3 x 3; **Cover** total (pilot, co-pilot, passengers), +5 (gunner)

Base Atk +0 + ☐ = ☐; **Grp** +23 + ☐ = ☐

Atk Options autofire (fire-linked (2) enhanced heavy laser cannon) optional fire-link (light concussion missiles)

Abilities Str 36, Dex 18, Con –, Int 16

Skills Initiative +2 + ☐ = ☐, Mechanics +0 + ☐ = ☐6,

Perception +0 + ☐ = ☐, Pilot +2 + ☐ = ☐, Use Computer +3 + ☐ = ☐

Crew 3 (pilot, copilot, gunner); **Passengers** 2

Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none

Payload 16 light concussion missiles

Availability Military; **Cost** 52,600 (38,000 used)

Emplacement Points 1

Fire-linked (2) enhanced heavy laser cannon (co-pilot)

Atk +3 + ☐ = ☐ (-2 + ☐ = ☐ autofire); **Dmg** 7d10x2

Medium particle beam turret (gunner)

Atk +3 + ☐ = ☐; **Dmg** 5d10x2, penetration 10

Light concussion missile launcher (pilot)

Atk +5 + ☐ = ☐; **Dmg** 7d10x2 (8d10x2 fire-linked), 4-square splash

The IFT-T was created to address many of the lessons learned during over two years of constant battlefield operations with the original Saber-class Fighter Tank. The Clone Wars were at their end as the IFT-T was deployed, but the tanks reached front lines in time to see action on Mygeeto and Kashyyyk. Still, these tanks were more famously used by the Galactic Empire putting down Anti-Imperial resistance on Naboo and Yavin IV. This tank was used by the Galactic Empire for a short period of time before being replaced by the more advanced Firehawke and Imperial-class Repulsor tanks.

Capabilities

A slight upgrade from its predecessor, the IFT-X, the IFT-T boasted increased shielding and maneuverability. Power output to the main laser cannon was also marginally improved. These alterations to the design sacrificed the tank's ability to boost its speed, as well as much of its cargo space. The tank has a range of 500 km before requiring refueling and recharging.

Forward Command Center

Rothana Heavy Engineering Mobile Forward Command Center   **CL 3** + ☐ = ☐

Huge air vehicle (airspeeder)

Init +2 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 16 (flat-footed 13), Fort 16; +5 armor, Jamming Suite

hp 80; **DR** 10; **SR** 15; **Threshold** 26

Speed fly 8 squares (max. velocity 80 km/h)

Fighting Space 3 x 3; **Cover** +5

Base Atk +0 + ☐ = ☐; **Grp** +16 + ☐ = ☐

Abilities Str 22, Dex 16, Con –, Int 20

Skills Initiative +2 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +0 + ☐ = ☐, Pilot +2 + ☐ = ☐, Use Computer +5 + ☐ = ☐

Crew 4 (commander, XO, pilot, copilot); **Passengers** 4 (troops)

Cargo 50kg; **Consumables** 1 day; **Carried Craft** none

Availability Military; **Cost** 105,000 (68,500 used)

Emplacement Points 0

Under subcontract with the Cloners of Kamino, Rothana Heavy Engineering designed and constructed a mobile command perch. Air-dropped onto the surface by Republic gunships and armed with a sensitive sensor array, battlefield commanders could issue orders and track progress from a relatively safe distance as their troops advanced or retreated. However, Confederate forces quickly learned the purpose of FCC's and they became high profile targets. As a result, a number of replacements were commissioned including the Uulshos QH-series command speeder and the Ubrikkian floating fortresses. When those were deemed inadequate for large-scale battles, tactical computer mainframes were installed onboard Republic capital ships, which proved the ultimate solution.

Capabilities

Forward Command Centers act as battlefield hubs during combat, relaying tactical information between orbiting warships and ground units. FCC's are equipped with hypertransceivers to communicate with orbiting warships and Republic Command on Coruscant. They are also fitted with com jammers to help prevent enemy units from reporting their location.

While onboard the Forward Command Center, any allied character, squad, or unit that is within communications range is considered to be in the Commander and XO's line of sight for the purpose of any feat or talent from the Inspiration, Leadership, or Military Tactics talent trees.

Cord-class Starfighter

Rothana Heavy Engineering Cord-class Starfighter CL 6 + ☐ = ☐
Huge starfighter

Init +2 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 16 (flat-footed 12), Fort 21; +4 armor

hp 80; **DR** 10; **Threshold** 26

Speed fly 16 squares (max. velocity 1,150 km/h), fly 5 squares
   (starship scale)

Ranged light laser cannon +6 (see below)

Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +21 + ☐ = ☐

Abilities Str 32, Dex 18, Con –, Int 14

Skills Initiative +2 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
   Perception +0 + ☐ = ☐, Pilot +2 + ☐ = ☐, Use Computer
   +2 + ☐ = ☐

Crew 1 (pilot); **Passengers** none

Cargo 128 kg; **Consumables** 2 Days; **Carried Craft** none

Availability Restricted; **Cost** 55,000 (25,000 used)

Light laser cannon (pilot)
Atk +4 + ☐ = ☐; **Dmg** 3d10x2

One of many vehicles given to the Republic by Rothana Heavy Engineering for the clone army, the Cord-Class starfighter was one of the few models not designed from concept to production specifically for the clone army. Rothana had originally designed the starfighter for local defense forces on backwater worlds, a number of whom defaulted on their loans, forcing Rothana to repossess the fighters. Rothana took advantage of an opportunity to get rid of an undesirable overstock of a low-grade product while sticking the Republic with the bill.

The Republic quickly learned that their doctrine had to focus more on quality than quantity, since their pilots were not stamped out in factories by the thousands. The under-performing Cord was quickly phased out in favor of the V-19 Torrent. What few Cords remained after the Clone Wars found their way into poor planetary defense forces and pirate bands. The large cargo area meant that it also found a home among specialized smugglers, who added a hyperdrive to transport small quantities of highly-lucrative contraband. The Cord-class Starfighter most notably distinguished itself at the Battle of Raxus Prime, where it escorted Republic Gunships to landing zones.

Capabilities

The Cord-Class starfighter may not be the most high-performance interceptor in the galaxy, but it is quite a bargain. Its respectable speed and maneuverability let it to project its power quickly onto a battlefield, often allowing the fighter to dictate the pace of battle. However, the Cord-class is fragile and under-armed. To ensure adequate firepower and protection, it's typically deployed in units of at least four, and more commonly eight or twelve. Republic military advisors considered the craft a waste of resources and soon opted for more durable, powerful craft.

Faraway–class Scout Ship

SubPro Corporation S–41 Faraway-class Scout Ship CL 5 + ☐ = ☐

Huge starfighter

Init +3 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐; Sensor
Enhancement Package

Defense Ref 16 (flat-footed 11), Fort 22; +3 armor

hp 60; **DR** 10; **SR** 15; **Threshold** 32

Speed fly 12 squares (max. velocity 800 km/h), fly 5 squares
(starship scale)

Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +22 + ☐ = ☐

Abilities Str 34, Dex 20, Con –, Int 14

Skills Initiative +3 + ☐ = ☐, Mechanics +0 + ☐ = ☐ (+14*),
Perception +0 + ☐ = ☐, Pilot +3 + ☐ = ☐, Use Computer
+2 + ☐ = ☐ (+14*)

*If the ship has an R4 astromech droid, use these skill modifiers
instead.*

Crew 1 plus 1 astromech (pilot); **Passengers** none

Cargo 50 kg; **Consumables** 1 week; **Carried Craft** none

Hyperdrive x3, 5-jump memory

Availability Licensed; **Cost** 52,000 (28,000 used)

Emplacement Points 0

The Faraway-class scout ship was an aging model by the time of
the Clone Wars. Originally designed as a planetary surveyor for
use by mining companies, the ship never caught on and expe-
rienced lackluster sales. It saw limited usage by the Republic
during the Clone Wars after it was reclassified as a military scout
ship. Rothana Heavy Engineering made the mistake of omitting
a capable reconnaissance craft from their contract package,
creating an opportunity for Subpro. Subpro donated its stock-
pile of these craft to the Republic for a substantial tax break at
a time when the company was struggling financially. Given the
Faraway's acceptable track record in the first half of the Clone
Wars, Subpro was on a short list that the Republic turned to when
they required a more aggressive reconnaissance vehicle. One of
these ships was used by Obi-Wan during a scouting mission over
the planet Dagro, where he was shot down.

Capabilities

This tiny reconnaissance craft is fitted with an impressive array
of sensor equipment. Adapted from a civilian design, the ship is
lightly armored and lacks weapons of any kind. The Faraway-class
scout ship was an attractive find due to the hyperdrive in its stock
configuration and its extremely reasonable price. By the time of
the Clone Wars, this craft is no longer in production and only
obtainable as a used ship.

Incom Naval Bomber

Incom/Subpro NTB-630 Naval Bomber   CL 12 + ☐ = ☐

Gargantuan starfighter

Init -3 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 16 (flat-footed 14), Fort 30; +9 armor

hp 170; **DR** 10; **SR** 30; **Threshold** 50

Speed fly 14 squares (max. velocity 950 km/h), fly 4 squares (starship scale)

Ranged light turbolaser + ☐* (see below) and
   light laser cannon turret + ☐ (see below) and
   proton torpedo tube + ☐ (see below) or

Ranged double medium ion cannon + ☐ (see below)
   light laser cannon turret + ☐ (see below) and
   proton torpedo tube + ☐ (see below)

Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +35 + ☐ = ☐

Atk Options auto-fire (medium ion cannon)

Abilities Str 50, Dex 14, Con –, Int 14

Skills Initiative -3 + ☐ = ☐, Mechanics +0 + ☐ = ☐ (+13**),
   Perception +0 + ☐ = ☐, Pilot -3 + ☐ = ☐, Use Computer
   +2 + ☐ = ☐ (+15**)

***If the ship has an R2 astromech droid, use these skill modifiers instead.*

Crew 3 plus astromech droid (pilot, co-pilot, gunner);
   Passengers none

Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none

Payload 12 proton torpedoes

Hyperdrive x2, 10-jump memory (astromech droid)

Availability Military; **Cost** 345,000 (170,000 used)

**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Light turbolaser (copilot)

Atk +2 + ☐ = ☐ (-18 + ☐ = ☐ against targets Colossal or smaller); **Dmg** 3d10x5

Light laser cannon turret (gunner)

Atk +2 + ☐ = ☐; **Dmg** 3d10x2

Double medium ion cannon (copilot)

Atk +2 + ☐ = ☐ (-3 + ☐ = ☐ autofire); **Dmg** 6d10x2 ion

Proton torpedoes (pilot)

Atk +4 + ☐ = ☐; **Dmg** 9d10x2

Packing firepower equivalent to some capital ships in a small package, the Incom Naval and Planetary Bombers are some of the heaviest weapons platforms in the galaxy during the Clone Wars. Both ships mount as more destructive potential onto one airframe than anything else in the Republic Navy. While both the NTB-630 and PTB-625 fuselages are identical, the weapons load-out and engine settings are tuned to different combat roles. The NTB-630 is a space-worthy capital ship and station killer, while the PTB-630 was designed to function in atmosphere to assault fixed installations, population centers, and provide ground-support to troops in the field.

Both bombers saw limited use by the Republic during the Clone Wars thanks to their price point and weakness against fast and maneuverable droid starfighters. After the Clone Wars ended, the Incom bombers were largely decommissioned in favor of the TIE/gt, TIE Bomber, the Missile Boat, Gunboat, and later the Scimitar Assault Bomber. However, the Rebellion purchased the ships at every opportunity, though most weapon systems were stripped off. Nonetheless, the fledgling alliance reconstructed a number of the craft for specialized missions throughout the rebellion against the Empire.

Capabilities

While both the PTB and NTB look almost identical in outward appearance, they are very specifically tuned to atmospheric and orbital combat respectively. If one of these craft is participating in combat in a theater it was not designed for, it suffers a -2 penalty to all attack rolls and pilot checks made in that environment.

Incom Planetary Bomber

Incom/Subpro PTB-625 Planetary Tactical Bomber CL 12 + ☐ = ☐

Gargantuan starfighter

Init -3 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 16 (flat-footed 14), Fort 30; +9 armor

hp 170; **DR** 10; **SR** 35; **Threshold** 50

Speed fly 16 squares (max. velocity 1,050 km/h), fly 3 squares (starship scale)

Ranged proton bombs + ☐ (see below) and
   light laser cannon turret + ☐ (see below) and
   proton torpedo tube + ☐ (see below) or

Ranged light laser cannon turret + ☐ (see below) and
   double medium ion cannon + ☐ (see below) and
   proton torpedo tube + ☐ (see below)

Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +35 + ☐ = ☐

Atk Options auto-fire (double medium ion cannons)

Abilities Str 50, Dex 14, Con –, Int 14

Skills Initiative -3 + ☐ = ☐, Mechanics +0 + ☐ = ☐ (+13*),
   Perception +0 + ☐ = ☐, Pilot -3 + ☐ = ☐, Use Computer
   +2 + ☐ = ☐ (+15*)

If the ship has an R2 astromech droid, use these skill modifiers instead.

Crew 3 plus astromech droid (pilot, copilot, gunner); **Passengers** none

Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none

Payload 12 proton bombs, 12 proton torpedoes

Hyperdrive x2, 10-jump memory (astromech droid)

Availability Military; **Cost** 345,000 (170,000 used)

Proton bombs (copilot)

Atk -5 + ☐ = ☐; **Dmg** 6d10x5, 10-square splash

Light laser cannon turret (gunner)

Atk +2 + ☐ = ☐; **Dmg** 3d10x2

Double medium ion cannon (copilot)

Atk +2 + ☐ = ☐ (-3 + ☐ = ☐ autofire); **Dmg** 6d10x2 ion

Proton torpedoes (pilot)

Atk +4 + ☐ = ☐; **Dmg** 9d10x2

LAAB-2

Rothana Heavy Engineering Low Altitude Assault Bomber
Mark 2   CL 7 + ☐ = ☐

Gargantuan starfighter

Init -1 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 17 (flat-footed 13), Fort 28; +8 armor

hp 180; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)

Ranged light blaster cannons + ☐ (see below) or

Ranged 2 proton bomb racks + ☐ (see below)

Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +33 + ☐ = ☐

Atk Options optional fire-link (proton bomb racks)

Abilities Str 46, Dex 18, Con –, Int 14

Skills Initiative -1 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +0 + ☐ = ☐, Pilot -1 + ☐ = ☐, Use Computer +2 + ☐ = ☐

Crew 1 (pilot); **Passengers** none

Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none

Payload 10 proton bombs

Availability Military; **Cost** 70,000 (33,000 used)

Emplacement Points 2

Light blaster cannon (pilot)

Atk +4 + ☐ = ☐; **Dmg** 4d10x2

Proton bomb rack (pilot)

Atk -1 + ☐ = ☐; **Dmg** 6d10x5, 10-square splash

Like the LAAG, the Low Altitude Assault Bomber was an earlier concept of the popular LAAT series produced by Rothana Heavy Engineering. Improvements made from the Mark 1 series included adding shields, a low-powered blaster cannon, and more robust armor. The bomber variant of the Low-Altitude concept shared the same inevitable fate as the LAAG when trial runs made it blatantly obvious that the LAAT's versatility made it infinitely more useful to an army with a focus on quality over quantity. The LAAB-2 and enhanced versions referred to as the LAAB-3 were sold to the Republic navy at a discount, and were deployed only as a last resort. Despite its obvious flaws, Jedi General Echuu-Shen Jon favored these craft over their successors because they emitted engine signatures nearly indistinguishable from that of an LAAG and some troop transports used by the Republic. This allowed Jon to hide the disposition of his forces from wide-range enemy scans.

Capabilities

The LAAB-2 is an air-to-surface bomber that is effective against columns of enemy combatants. Its proton bombs can cut large swaths out of advancing lines with ease. The remaining emplacement points, with some technical ingenuity, are typically applied to boosting the ship's armor and hit points – commonly referred to as the Enhanced LAAB or the LAAB-3. The LAAB-1 has no shields, blaster cannon, and only 150hp, but adds 7 additional emplacement points.

LAAG–2
Rothana Heavy Engineering Low Altitude Assault Gunship
    Mark 2   **CL 7** + ☐ = ☐
Gargantuan starfighter
Init +1 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐
Defense Ref 18 (flat-footed 13), Fort 26; +7 armor
hp 120; **DR** 10; **SR** 25; **Threshold** 46
Speed fly 16 squares (max. velocity 1,200 km/h), fly 3 squares
    (starship scale)
Ranged double medium laser cannon + ☐ (see below) or
Ranged proton torpedo tube + ☐ (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +31 + ☐ = ☐
Atk Options autofire (double medium laser cannon)
Abilities Str 42, Dex 22, Con –, Int 14
Skills Initiative +1 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
    Perception +0 + ☐ = ☐, Pilot +1 + ☐ = ☐, Use Computer
    +2 + ☐ = ☐
Crew 1 (pilot); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Payload 3 torpedoes
Availability Military; **Cost** 68,000 (32,000 used)
Emplacement Points 2

Double medium laser cannon (pilot)
Atk +4 + ☐ = ☐ (-1 + ☐ = ☐ autofire); **Dmg** 5d10x2
Proton torpedo tube (pilot)
Atk +4 + ☐ = ☐; **Dmg** 9d10x2, 4-square splash

The daughter company of Kuat Drive Yards, Rothana Heavy Engineering, produced a limited number of LAAG's during the research and development stage that eventually brought about the LAAT design. The LAAG–2 did see limited combat use during the Clone Wars, although the economy, versatility and all around superiority of the LAAT series gunships along with several other dedicated platforms such as the HAET–221 and swamp speeder, ensured the death of the LAAG before the fighting even began. Dismissive of the finaicial drawbacks of the LAAG, Jedi General Echuu-Shen Jon preferred it over the replacement models due to the fact that the LAAG, LAAB, and some troop transports gave off nearly identical energy signatures on sensors, which confused the enemy and concealed the true strength of his military units.

Capabilities
The LAAG has two remaining emplacement points which are typically used in conjunction with specialist tinkering to increase the craft's hit points and armor, sometimes referred to as the Enhanced LAAG, or the LAAG-3. The LAAG-1 has no shields, not proton torpedo launcher, and a speed of only 14 squares fly (1,000 km/h) and 2 space.

T.I.E. Starfighter

Republic Sienar Systems T.I.E. Starfighter   **CL 6** + ☐ = ☐
Huge starfighter

Init +2 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 14 (flat-footed 10), Fort 22; +2 Armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 14 squares (max. velocity 1,100 km/h), fly 5 squares (starship scale)
Ranged medium laser cannon + ☐ (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +0 + ☐ = ☐; **Grp** +22 + ☐ = ☐

Abilities Str 34, Dex 18, Con –, Int 12
Skills Initiative +2 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +0 + ☐ = ☐, Pilot +2 + ☐ = ☐, Use Computer +1 + ☐ = ☐

Crew 1 (pilot); **Passengers** none
Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 50,000 (35,000 used)

Medium laser cannon (pilot)
Atk +3 + ☐ = ☐; **Dmg** 4d10x2

The culmination of Raith Sienar's Advanced Project Ship, the T.I.E. Starfighter incorporated the solar power arrays and SIE-TIE engine design into a single, small starfighter that was screamingly fast. The fighter was used during the Clone Wars by the Republic, supplementing the heavy starfighter losses incurred by the ill-conceived Cord-Class starfighter. While no match for most ships in a one-on-one engagement, the T.I.E. was designed to operate as an anti-logistics fighter, harassing supply lines and running away before the Separatists could respond, or to provide escort for LAAT gunships. This doctrine maximized its speed advantage, and kept the survivability of the pilots at acceptable levels. The T.I.E. would later be replaced by the TIE Starfighter, and then the TIE/ln, but the original could still be found on several backwater Imperial commands late into the Rebellion.

Capabilities

The T.I.E. Starfighter is a radical shift in design, whose advances in technology would impact the entire galaxy. The T.I.E. requires half the maintenance that other ships do, and is already incredibly cheap. However, the most significant advantage to the T.I.E. is the ability for it to be stacked inside hangar bays. The T.I.E. starfighter takes only 0.5 hangar points instead of the normal 1 point for a craft of Huge size, but only if the hangar has been retrofitted with a stacking rack system, which has a base cost of 5,000 per bay that is modified.

CR25 Troop Carrier
Corellian Engineering Corporation CR-25 Troop Carrier   CL 7
    + ☐ = ☐
Colossal space transport
Init -8 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 12 (flat-footed 12), Fort 36; +12 armor
hp 460; DR 15; SR 60; Threshold 86

Speed fly 10 squares (max. velocity 700 km/h), fly 2 squares
    (starship scale)
Ranged 2 double heavy laser cannons + ☐ (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48

Atk Options autofire (double heavy laser cannons)

Abilities Str 63, Dex 10, Con –, Int 14
Skills Initiative -8 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
    Perception +0 + ☐ = ☐, Pilot -8 + ☐ = ☐, Use Computer
    +2 + ☐ = ☐

Crew 8 (commander, pilot, copilot, systems operator, engineer,
    engineering mate, gunners 2); **Passengers** 40 (troops)
Cargo 50 tons; **Consumables** 2 months; **Carried Craft** 8 dock-
    ing clamps (see below)
Hyperdrive x1 (backup x10), navicomputer
Availability Military; **Cost** 450,000 (220,000 used)

Emplacement Points 1

Double heavy laser cannon (gunner)
Atk +2 + ☐ = ☐ (-3 + ☐ = ☐ autofire); **Dmg** 6d10x2

Corellian Engineering Corporation designed the CR-25 carrier just a few years before the Clone Wars. The CR-25 was initially intended to serve as a troop and heavy equipment carrier for the Corellian Security Force. The Republic bought up a significant portion of CEC's surplus of the CR-25 a month after the Clone Wars began. It was used to transport cavalry, mechanized infantry, and reconnaissance units between military staging areas. The CR-25 became popular amongst clone commandos and marines because it possessed airlocks that could easily be used for EVA maneuvers. One such vessel was used by Delta Squad in the second year of the Clone Wars to board the RAS Prosecutor when she had been overrun by Trandoshan slavers.

Capabilities
Although the CR-25 is sixty meters long like its companion model the CR-20, the configuration of its cargo space along with a taller hull design allows the CR-25 to carry ten times more than the CR-20. It is capable of carrying forty troops and a dozen 74-Z speeder bikes inside its cargo hold. Using a special rack system of docking clamps on the outer ventral hull, the CR-25 is further able to carry four Colossal sized vehicles, or up to 8 smaller vehicles. Standard rules for docking clamps apply. At the GM's discretion, a successful attack made on the ventral surface of the ship may hit one of the ferried craft rather than the CR-25.

Jadthu–class Landing Craft

Republic Sienar Systems Jadthu–class Landing Craft **CL 7 +** ☐ = ☐

Colossal space transport

Init -11 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 13 (flat-footed 13), Fort 43; +14 armor, Chaff Projector

hp 600; **DR** 15; **SR** 50; **Threshold** 93

Speed fly 10 squares (max. velocity 680 km/h), fly 2 squares (starship scale)

Ranged 2 heavy laser cannon turrets + ☐ (see below)

Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +53 + ☐ = ☐

Abilities Str 76, Dex 8, Con –, Int 12

Skills Initiative -11 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +0 + ☐ = ☐, Pilot -11 + ☐ = ☐, Use Computer +1 + ☐ = ☐

Crew 8 (commander, pilot, copilot, systems operator, engineer, engineer's mate, gunners 2); **Passengers** 60 (troops)

Cargo 50 tons; **Consumables** 3 months; **Carried Craft** none

Payload 8 chaff bursts

Availability Military; **Cost** 400,000 (200,000 used)

Emplacement Points 1

Heavy laser cannon turrets (gunner)
Atk +1 + ☐ = ☐; **Dmg** 5d10x2

When the Clone Wars began, the Republic drew from all manner of sources to supply the Grand Army. Republic Sienar Systems was contracted to retrofit a civilian transport from Incom Corporation to suit military service. The result was one of the most heavily-armored landing craft employed in the Clone Wars, which continued to see limited use well into the time of the New Republic. Sienar's Jadthu-class landing craft was designed to drop sixty troops in incredibly hostile war zones where incoming ships could expect tremendous amounts of enemy fire. These craft were deployed on Haruun Kal under Jedi-General Mace Windu's direction during the Clone Wars.

Capabilities

The Jadthu-class landing craft is capable of carrying up to sixty troops onto the battlefield. While reasonably fast for its size, the Jadthu lacks maneuverability, leaving it vulnerable to enemy fighters. The rear-mounted Arakyd Industries Caltrop-5 chaff gun projects a trail of durasteel shards in the landing craft's wake meant to disrupt sensor readings.

LAAT/i Gunship

Rothana Heavy Engineering Low Altitude Assault Transport /
infantry CL 10 + ☐ = ☐

Colossal space transport

Init -8 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 15 (flat-footed 13), Fort 26; +13 armor

hp 160; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 620 km/h), fly 3 squares
(starship scale)

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
fire-linked (2) concussion missile launchers + ☐ (see below) and
2 light composite laser cannon turrets + ☐ (see below) or

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
hardpoint array + ☐ (see below) and
2 light composite laser cannon turrets + ☐ (see below) or

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
fire-linked (2) light composite laser cannons + ☐ (see below) and
2 light composite laser cannon turrets + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
fire-linked (2) concussion missile launchers + ☐ (see below) and
2 light composite laser cannon turrets + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
hardpoint array + ☐ (see below) and
2 light composite laser cannon turrets + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
fire-linked (2) light composite laser cannons + ☐ (see below) and
2 light composite laser cannon turrets + ☐ (see below)

Fighting Space 6 x 6 or 1 square (starship scale); **Cover** total
(none for passengers if doors are open)

Base Atk +0 + ☐ = ☐; **Grp** +33 + ☐ = ☐

Atk Options autofire (fire-linked (2) light laser cannons),
optional fire-link (2) (concussion missiles)

Abilities Str 42, Dex 14, Con –, Int 14

Skills Initiative -8 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
Perception +0 + ☐ = ☐, Pilot -8 + ☐ = ☐, Use Computer
+2 + ☐ = ☐

Crew 4 (pilot, copilot, gunners 2); **Passengers** 30 (troops) and 1
IM-6 medical droid

Cargo 2 tons; **Consumables** 2 days; **Carried Craft** 4 speeder bikes

Payload 24 missiles, 8 light missiles

Availability Military; **Cost** 75,000 (50,000 used)

Emplacement Points 0

Fire-linked (2) light laser cannons (copilot)
Atk +2 + ☐ = ☐; **Dmg** 4d10x2

Rear light laser cannon (copilot)
Atk +2 + ☐ = ☐; **Dmg** 3d10x2

Concussion missiles (pilot)
Atk +4 + ☐ = ☐; **Dmg** 9d10x2, 4-square splash

Light concussion missiles (pilot)
Atk +4 + ☐ = ☐; **Dmg** 7d10x2, 4-square splash, or by payload

Fire-linked (2) light composite laser cannon turrets (pilot)
Atk +4 + ☐ = ☐; **Dmg** 4d10x2

Light composite laser cannon turrets (gunner)
Atk +2 + ☐ = ☐; **Dmg** 3d10x2

Built by Rothana Heavy Engineering at the behest of the cloners of Kamino, the Low Altitude Assault Transport was a mainstay of the Grand Army of the Republic. They were placed into service at the dawn of the Clone Wars at the Battle of Geonosis where they laid waste to Poggle the Lesser's soldiers and Confederate forces. The craft came in several variants; however, the infantry model was by far the most common. The design was so effective, that unlike other weapons of the Republic, the LAAT saw very little in the way of modifications or upgrades.

Capabilities

The LAAT/i is an extremely versatile craft. While its primary combat role is as a troop transport, the vehicle also serves as an attack gunship. It is capable of carrying as many as thirty troops in the passenger bay, along with four speeder bikes. The LAAT has passenger bay doors on either side of the craft that allow the troops to enter and exit the craft quickly, as well as provide cover fire for embarking and disembarking passengers from the ship's interior. The speeder bikes are located on a rack system mounted on an aft ramp and thus do not provide additional passenger space if removed from the gunship. The speeder bikes can be deployed while the LAAT is in motion from a low altitude (requires a DC 10 Pilot check to maintain control while deploying) or when the craft is landed. An anti-personnel laser cannon is located above the aft ramp to provide cover fire for unloading speeders or troops, but can also be used to target enemy craft on the LAAT's tail. An IM-6 medical droid is stowed in a storage locker at the front of the passenger bay to provide emergency medical assistance.

LAAT/a Gunship

Rothana Heavy Engineering Low Altitude Assault Transport /
ARC CL 11 + ☐ = ☐

Colossal space transport

Init -7 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 16 (flat-footed 13), Fort 26; +13 armor, Jamming
Array, Vehicular Combat

hp 160; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 620 km/h), fly 3 squares
(starship scale)

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
fire-linked (2) concussion missile launchers + ☐ (see below) or

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
hardpoint array + ☐* (see below) or

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
fire-linked (2) light composite laser cannons + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
fire-linked (2) concussion missile launchers + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
hardpoint array + ☐* (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
fire-linked (2) light composite laser cannons + ☐

Fighting Space 6 x 6 or 1 square (starship scale); **Cover** total
(none for passengers if doors are open)

Base Atk +0 + ☐ = ☐; **Grp** +33 + ☐ = ☐

Atk Options autofire (fire-linked (2) light laser cannons),
optional fire-link (2) (concussion missiles)

Abilities Str 42, Dex 16, Con –, Int 14

Skills Initiative -7 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
Perception +0 + ☐ = ☐, Pilot -7 + ☐ = ☐, Use Computer
+2 + ☐ = ☐

Crew 2 (pilot, copilot); **Passengers** 30 (troops) and 1 IM-6
Medical Droid

Cargo 2 tons; **Consumables** 1 week; **Carried Craft** 4 speeder
bikes

Hyperdrive x8, limited navicomputer (2-jump memory)

Payload 24 missiles, 24 detonators

Availability Military; **Cost** 85,000 (60,000 used)

Emplacement Points 2

*Apply a –20 penalty on attacks against targets smaller than
Colossal size.

Fire-linked (2) light laser cannons (copilot)	
Atk +2 + ☐ = ☐; **Dmg** 4d10x2	
Rear light laser cannon (copilot)	
Atk +2 + ☐ = ☐; **Dmg** 3d10x2	
Concussion missiles (pilot)	
Atk +4 + ☐ = ☐; **Dmg** 9d10x2, 4-square splash	
Thermal detonators (pilot)	
Atk -10 + ☐ = ☐; **Dmg** 8d6, 4-square burst, or by payload	
Fire-linked (2) light composite laser cannon turrets (pilot)	
Atk +4 + ☐ = ☐; **Dmg** 4d10x2	

Similar to a standard LAAT/infantry gunship, the LAAT/arc was
specialized so as to accommodate the unique needs of the elite
ARC troopers. Often sporting a custom paint job, this LAAT vari-
ant saw action on many fronts, most notably the rescue staged
for the doomed mission to Hypori in the fourth month of the
Clone Wars. It was sometimes referred to as the LAAT/command.
Named and decorated LAAT/a craft such as the Lucky Lekku and
the Kowakian Monkey Lizard were used by ARC troopers and elite
units assigned to Jedi like Anakin Skywalker.

Capabilities

The ARC model of the LAAT differs mainly from the infantry
model by the removal of two of the manned ball turrets on the
bow of the ship. Additional thrusters take the place of the turrets
to provide a greater degree of maneuverability. Four emergency
medical beds are commonly fitted inside the passenger cabin of
these ships. Typically, thermal detonators are loaded in a ventral
bomb chute of the gunship for strafing runs (treated the same as
a gravity-guided ion or proton bomb). The explosives can be set
to detonate on contact (default), by remote (10km range) or on
a timer.

LAAT/c Gunship

Rothana Heavy Engineering Low Altitude Assault Transport / carrier CL 7 + ☐ = ☐

Colossal space transport

Init -8 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 15 (flat-footed 13), Fort 29; +13 armor

hp 160; **DR** 15; **Threshold** 79

Speed fly 12 squares (max. velocity 620 km/h), fly 3 squares (starship scale)

Ranged fire-linked (2) light laser cannons + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below)

Fighting Space 6 x 6 or 1 square (starship scale); **Cover** total (none for carried vehicles)

Base Atk +0 + ☐ = ☐; **Grp +36 +** ☐ = ☐

Atk Options autofire (fire-linked (2) light laser cannons)

Abilities Str 48, Dex 14, Con –, Int 14

Skills Initiative -8 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +0 + ☐ = ☐, Pilot -8 + ☐ = ☐, Use Computer +2 + ☐ = ☐

Crew 2 (pilot, copilot); **Passengers** none

Cargo none; **Consumables** 2 days; **Carried Craft** docking clamps (see above)

Availability Military; **Cost** 75,000 (50,000 used)

Emplacement Points 0

Fire-linked (2) light laser cannons (copilot)
Atk +2 + ☐ = ☐; **Dmg** 4d10x2

Rear light laser cannon (copilot)
Atk +2 + ☐ = ☐; **Dmg** 3d10x2

Used in conjunction with the Rothana Heavy Engineering LAAT/infantry gunship, the LAAT/carrier was used to deploy combat vehicles to battlefields on the planetary surface. It first saw action at the Battle of Geonosis, dropping All Terrain Tactical Enforcers and mobile command centers into the midst of combat.

Capabilities

The design and usage of this vehicle is similar to that of the LAAT/infantry model. The differences are all of the weapons save the anti-personnel laser cannons have been removed, and the passenger bay has been replaced with a heavy-lift anti-gravity system. This anti-gravity drive allows the LAAT/c to carry the immense weight of a single vehicle of Gargantuan, two of Huge, or four of Large size. When carrying its load, the LAAT/c is considered flat-footed and thus cannot apply its Dexterity modifier to Reflex Defense. At the game master's discretion, the vehicle being carried may be able to utilize some of its weaponry on enemy targets, albeit at a -5 penalty to attack rolls.

LAAT/v Gunship

Rothana Heavy Engineering Low Altitude Assault Transport / vehicle   **CL 10 +** ☐ **=** ☐

Colossal space transport

Init -8 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 15 (flat-footed 13), Fort 26; +13 armor

hp 160; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 620 km/h), fly 3 squares (starship scale)

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
     fire-linked (2) concussion missile launchers + ☐ (see below) and
     2 light composite laser cannon turrets + ☐ (see below) or

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
     hardpoint array + ☐ (see below) and
     2 light composite laser cannon turrets + ☐ (see below) or

Ranged fire-linked (2) light laser cannons + ☐ (see below) and
     fire-linked (2) light composite laser cannons + ☐ (see below) and
     2 light composite laser cannon turrets + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
     fire-linked (2) concussion missile launchers + ☐ (see below) and
     2 light composite laser cannon turrets + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
     hardpoint array + ☐ (see below) and
     2 light composite laser cannon turrets + ☐ (see below) or

Ranged rear light laser cannon turret + ☐ (see below) and
     fire-linked (2) light composite laser cannons + ☐ (see below) and
     2 light composite laser cannon turrets + ☐ (see below)

Fighting Space 6 x 6 or 1 square (starship scale); **Cover** total (none for vehicles if doors are open)

Base Atk +0 + ☐ = ☐; **Grp** +33 + ☐ = ☐

Atk Options autofire (fire-linked (2) light laser cannons), optional fire-link (2) (concussion missiles)

Abilities Str 42, Dex 14, Con –, Int 14

Skills Initiative -8 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +0 + ☐ = ☐, Pilot -8 + ☐ = ☐, Use Computer +2 + ☐ = ☐

Crew 4 (pilot, copilot, gunners 2); **Passengers** none

Cargo 2 tons; **Consumables** 2 days; **Carried Craft** 4 hangar points

Payload 24 missiles, 6 rockets

Availability Military; **Cost** 75,000 (50,000 used)

Emplacement Points 0

Fire-linked (2) light laser cannons (copilot)	
Atk +2 + ☐ = ☐; **Dmg** 4d10x2	
Rear light laser cannon (copilot)	
Atk +2 + ☐ = ☐; **Dmg** 3d10x2	
Concussion missiles (pilot)	
Atk +4 + ☐ = ☐; **Dmg** 9d10x2, 4-square splash	
Light concussion missiles (pilot)	
Atk +4 + ☐ = ☐; **Dmg** 7d10x2, 4-square splash, or by payload	
Fire-linked (2) light composite laser cannon turrets (pilot)	
Atk +4 + ☐ = ☐; **Dmg** 4d10x2	
Light composite laser cannon turrets (gunner)	
Atk +2 + ☐ = ☐; **Dmg** 3d10x2	

The LAAT/v filled a similar role to the LAAT/c gunship in that it carried vehicles onto the battlefield but held a near-identical design to the LAAT/i gunship. The prime difference between the LAAT/v and LAAT/i were that the rear passenger bay had been elongated and fitted to accommodate vehicles rather than passengers.

Capabilities

Rather than using an anti-gravity drive system like the LAAT/c, the LAAT/v carries vehicles inside its cargo hold. Because of this, the LAAT/v incurs no penalties while carrying vehicles. Typically the LAAT/v carried 16 Large scale speeder bikes.

Med Runner

SoroSuub Sprint–class Rescue Craft   **CL 7 +** ☐ **=** ☐

Colossal space transport

Init -6 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐; Sensor
  Enhancement Package

Defense Ref 16 (flat-footed 12), Fort 25; +12 armor

Hp 120; **DR** 15; **SR** 30; **Threshold** 75

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares
  (starship scale)

Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +35 + ☐ = ☐

Abilities Str 40, Dex 18, Con –, Int 18

Skills Initiative -6 + ☐ = ☐, Mechanics +0 + ☐ = ☐,
  Perception +0 + ☐ = ☐, Pilot -6 + ☐ = ☐, Use Computer
  +4 + ☐ = ☐

Crew 3 (pilot, copilot, engineer); **Passengers** 5 (medics), 40
  (patients)

Cargo 2 tons; **Consumables** 1 month; **Carried Craft** none

Hyperdrive x1 (backup x12), navicomputer

Availability Restricted; **Cost** 275,000 (145,000 used)

Emplacement Points 1

SoroSuub created the Sprint-class Rescue Craft as a rapid-response emergency vehicle. Med runners, as they came to be known, saw heavy use during the Clone Wars, working in conjunction with Medstar frigates. These rescue craft would sweep the carnage of the battlefield and could bring survivors aboard for medical assistance. In the aftermath of the Battle of Boz Pity thirty-one months into the Clone Wars, Med Runners were used to ferry the wounded from the battlefield to Coruscant and other nearby medical centers.

Capabilities

Sprint-class rescue craft are outfitted with sophisticated military-grade sensors used to perform deep sensor sweeps for life forms. Its high-powered engines and maneuvering thrusters allow it to navigate the chaotic debris fields left after space battles to search for survivors. Many of the amenities afforded to even basic passenger quarters such as sound baffles and partial inertial dampeners have been stripped to allow for additional beds in the medical bay. This provides for an uncomfortable ride (crew often referred to these ships as "howlrunners" because the interior was extremely noisy). What little cargo space this craft has is dedicated to storing medical supplies and rescue equipment such as cutting torches and breathing apparatus. The ship was also equipped with four bacta tanks for critical patients.

Republic Pocket Air Cruiser

Kuat Drive Yards Skyfire–class Heavy Assault Cruiser CL 11 + ☐ = ☐

Colossal space transport

Init -10 + ☐ = ☐; **Senses** Perception +0 + ☐ = ☐

Defense Ref 14 (flat-footed 14), Fort 30; +14 armor

hp 200; **DR** 20; **SR** 60; **Threshold** 80

Speed fly 6 squares (max. velocity 400 km/h), fly 2 squares (starship scale)

Ranged advanced heavy rail gun + ☐* (see below)

Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total

Base Atk +0 + ☐ = ☐; **Grp** +40 + ☐ = ☐

Abilities Str 50, Dex 10, Con –, Int 16

Skills Initiative -10 + ☐ = ☐, Mechanics +0 + ☐ = ☐, Perception +0 + ☐ = ☐, Pilot -10 + ☐ = ☐, Use Computer +3 + ☐ = ☐

Crew 2 (pilot, copilot); **Passengers** none

Cargo none; **Consumables** 1 week; **Carried Craft** none

Payload 100 rail rounds

Availability Military; **Cost** 1,200,000 (700,000 used)

Emplacement Points 0

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Advanced heavy rail gun (copilot)

Atk +3 + ☐ = ☐ (-17 + ☐ = ☐ against targets smaller than Colossal), Dmg 9d10x5, 2-square burst, penetration 10

Developed in the early stages of the Clone Wars by Kuat Drive Yards, the Skyfire-class Heavy Assault Cruiser was a powerful weapons platform. The ship was designed to take out fortified enemy structures and capital-scale targets, but also found a niche providing ground support against dense formations of battle droids. The cruiser used a single rail gun similar in concept to a Wookiee bowcaster to deal devastating amounts of damage with its emerald energy-encased explosive rounds to targets. The extreme power requirements for the weapon and shields meant little energy was available for engines, and as such the cruiser was abnormally sluggish for its size. Its slow speed was exacerbated even more by the mass of its heavy hull plating. The excessive cost combined with the absence of a hyperdrive, the painfully slow fire rate of the weapon and its obvious weakness versus fighter screens prohibited the craft from seeing widespread use. It was generally not deployed in favor of the NTB Naval Bomber, PTB Planetary Bomber and later by the ARC-170.

Capabilities

The advanced heavy rail gun system on the Skyfire-class heavy assault transport was among one of the most deadly armaments in use by the Republic during the Clone Wars. The rounds are energized by the ship's power generator and wingtip mounted polarizers magnetically accelerate the energized bolt out of the cannon where it explodes upon contact. The blast radius is so massive that a single shot is capable of destroying several small craft in a tight formation upon a successful hit. Because the capacitors need time to build up energy for each round, the weapon can only be fired once every three rounds.

SX–4 Clonetrooper Transport

Koensayr SX–4 Clonetrooper Transport   CL 13 + □ = □
Colossal* space transport

Init -6 + □ = □; **Senses** Perception +0 + □ = □

Defense Ref 18 (flat-footed 14), Fort 30; +14 armor, Jamming
   Suite, Regenerating Shields

hp 165; **DR** 15; **SR** 55; **Threshold** 80

Speed fly 12 squares (max. velocity 1000 km/h), fly 3 squares
   (starship scale)

Ranged 4 light laser cannons + □ (see below) and
   fire-linked (2) light ion cannons + □ (see below) and
   proton torpedo launcher + □ (see below)

Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total

Base Atk +0 + □ = □; **Grp** +40 + □ = □

Atk Options autofire (fire-linked (2) light ion cannons)

Abilities Str 50, Dex 18, Con –, Int 16

Skills Initiative -6 + □ = □, Mechanics +0 + □ = □,
   Perception +0 + □ = □, Pilot -6 + □ = □, Use Computer
   +3 + □ = □

Crew 6 (skilled); **Passengers** 37 (troops)

Cargo 5 tons; **Consumables** 1 week; **Carried Craft** none

Payload 5 proton torpedoes

Hyperdrive x2, navicomputer

Availability Military; **Cost** 385,000 (230,000 used)

Emplacement Points 2

*This ship is treated as a Gargantuan starfighter for the purposes
   of being targeted by capital ship weapons, dogfighting, and
   using starship maneuvers.*

Light laser cannons (gunner)
Atk +3 + □ = □ (-2 + □ = □ autofire); **Dmg** 4d10x2
Fire–linked (2) light ion cannons (co-pilot)
Atk +3 + □ = □ (-2 + □ = □ autofire); **Dmg** 4d10x2 ion
Proton torpedoes (pilot)
Atk +5 + □ = □; **Dmg** 9d10x2, 4-square splash

Koensayr Manufacturing was contracted by the Grand Army of the Republic to produce military vessels at the start of the Clone Wars. Design teams worked feverishly to produce craft that were useful in the battlefield and durable enough to earn the Koensayr stamp of approval. The need for perfection among their engineering staff delayed deployment of the SX-4 until the final months of the Clone Wars. SX shuttles were used as drop ships and boarding craft in the Battle of Murkhana on the last day of the war.

When the Republic transitioned into the Galactic Empire, Koensayr was unable to keep any of its government contracts. The Imperial military focused on quantity over quality and the company was unable to keep costs down. The Empire deemed the SX design unfit for public sale, but weren't purchasing any of the craft for military use, forcing Koensayr to sell the design to the Telgorn Corporation. Telgorn began producing SX-series shuttles using lower quality parts to meet the Empire's fiscal demands. However, due to strict patenting on the design, Koensayr maintained exclusive sales of their L-200 engines to Telgorn for use in the manufacturing of their SX starships. To circumvent this, Telgorn later used the SX troop shuttle design as the basis for their Delta-class DX series of transports using in-house engines in the schematics.

Capabilities

The Koensayr SX-4 can only be found new during the closing months of the Clone Wars, as it's no longer in production after the end of the war. Used military surplus can still be found well into the New Republic era, but are rare. The Telgorn variant known as the Sigma-class SX-4 does not feature the jamming suite, regenerating shields, or reinforced hull (150hp). The Sigma-class shuttle is available in the months following the Clone Wars for 300,000 (185,000 used). Both versions of the craft are equipped with a plasma punch and an airlock to allow a squad of troops to perform boarding operations.