STAR WARS®

ROLEPLAYING GAME

Vehicles & Vessels
Clone Wars Fan Sourcebook

RYAN BROOKS, KEITH KAPPEL

CREDITS

WRITERS	Ryan Brooks, Keith Kappel
EDITORS	Richard Bermudez, Ryan Brooks, Keith Kappel
DESIGN	Ryan Brooks
WEB PRODUCTION	Ryan Brooks
ORIGINAL ARTWORK	Eric Allen, Drone, Ryan Brooks
OFFICIAL ARTWORK	Cory Allemeier, Matt Busch, Richard Chasemore, Brian Ching, Amy Beth Christenson, Ryan Church, Joe Corroney, Dark Horse Comics, Jan Duursema, Davidé Fabbri, Fillbach Brothers, Steve Firchow, Ian Fullwood, Hasbro, Jonathan W. Hill, John Kong, LEGO, LucasArts, LucasFilm LTD., Lucas Marangon, Ian McCaig, Jeff Murchie, Luke Ross, Sony Online Entertainment, Genndy Tartakovsky, Doug Wheatley, James Zhang

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The following chapter features entries for hundreds of new vehicles used by various forces that took part in the Clone Wars. The game master should feel free to adjust crew qualities as necessary to suit the needs of their specific campaign. Otherwise, these vehicles are ready to use as allies or opponents, combat craft or civilian vessels, supplementing those presented in the official Star Wars Saga Edition Roleplaying Game books. Some of the entries presented within this chapter are re-imagined versions of officially existing craft, incorporating additional information released since their original publication or data that was otherwise overlooked. Game masters should note that the alternate versions of those craft presented here tend to be higher-powered, most often due to canon research on weapons load-out.

Also presented in this chapter are a number of new emplacements for which to modify vehicles. These items are designed for use with the starship modification rules presented in chapter three of *Starships of the Galaxy*. Additional stock stats have been also been included in this chapter to aid in the creation of custom vehicles for your campaign. Finally, alternate rules have been provided to facilitate some of the additions offered in this chapter.

New Systems

The individual systems of a vehicle can be modified beyond their factory settings. Using aftermarket add-ons like the ones presented below, the specifications of a ship can be altered to suit the needs of the owner.

Movement Systems

Throughout galactic history, all sentient beings have shared one common need: the desire for greater speed. As soon as a civilization discovers the ability to mount creatures for transportation, breeding them for races follows closely behind. The moment mechanized transportation is invented; however, this gets taken to an entirely new level. Billions of beings throughout the known galaxy make their living by making vehicles go faster, and the Clone Wars era is no exception.

Speed Booster

Speed boosters allow pilots to divert all power from certain systems directly into the repulsors and booster jets to temporarily increase the vehicle's speed. The pilot, co-pilot or system operator can, as a swift action, re-route power from all weapons to the repulsors, allowing the maximum velocity and squares per round movement to increase by 50% (round up) on a successful Pilot check made to increase vehicle speed (*SE* 172). The pilot also gains a +5 equipment bonus to this check. If no weapons are installed on the vehicle, its shields are reduced to 0 SR (if

Table 1-1: Movement Systems

SYSTEM	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Speed Booster	2	Licensed	Gargantuan or smaller	3,000 credits

any), it loses half its remaining consumables in the boost, and the pilot suffers a -5 penalty to all Pilot checks during the boost. The vehicle will retain the speed increase until the speed booster is shut down with another swift action, or after a number of rounds equal to the vehicle's Strength modifier. Should the speed booster disengage automatically in this fashion, the vehicle moves one step down the condition track. If the speed booster is disengaged automatically, the pilot, co-pilot, or system operator must still spend a swift action to restore power to the systems before they can be used. This emplacement cannot be mounted on walkers.

Defense Systems

Defensive systems reduce the chance that a vehicle will be detected or destroyed by an attacker. The defensive systems presented here are a supplement to those found in chapter 3 of *Starships of the Galaxy*. Note that some of these devices are incredibly powerful and the game master should, as always, exercise caution when approving new modifications to vehicles.

Chaff Projector

A chaff projector is a countermeasure system that protects a craft from incoming projectiles and disrupts targeting computers attempting to gain a lock. As a reaction, the chaff gun fires a trail of energized durasteel shards and particles from the rear of the craft in a 6-square cone,

dealing 7d10x2 to any objects (incoming missiles, starships, etc) caught in the affected area as they are showered with flechette. Additionally, for 2 rounds after the chaff is deployed, any attacks rolls made against the ship do not benefit from their craft's Intelligence modifier as the targeting software is unable to obtain a lock on its prey.

Launcher: The ammunition capacity for a chaff projector is equal to the ship's cost modifier. Additional capacity can be added, increasing the cost by 20% for each additional chaff burst (up to a maximum of double capacity).

Hull Plating

Hull plating prevents a vehicle from bearing the full power of an attack. By installing additional layers of hull plating on the exterior of a vehicle, it is possible to increase the craft's damage reduction. Hull plating is extremely cumbersome, however, and as such reduces the total atmospheric speed, maximum velocity and starship scale speed of the craft by 10% (rounded down to the nearest square of speed and 10 km/h, minimum 1 square and 10 km/h).

Optionally, by installing hull plates in certain overlapping configurations, this emplacement can exhibit circumstantial qualities. By adding additional layers of hull plating on only three faces (bow, stern, port, starboard, dorsal, or ventral), the bonus increases by +1 DR to the protected faces. By restricting this emplacement to provide bonuses to only a single face, the bonus is increased by +2 DR on the protected face.

Table 1-2: Defense Systems

SYSTEM	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Chaff projector	3	Restricted	None	8,000 credit base
Hull plating +1	3	Licensed	None	5,000 credit base
Hull plating +2	5	Restricted	Gargantuan or larger	10,000 credit base
Hull plating +3	10	Military	Colossal or larger	25,000 credit base
Interior sensor mask	2	Illegal	Colossal or larger	40,000 credit base
Outer coating	0	Varies	None	Varies
Tall walker	1	Licensed	Ground vehicle (walker)	10,000 credit base
Vulnerabilities	Special	N/A	None	N/A

For example, by configuring a +1 DR hull plating emplacement to cover only the bow, stern and ventral sections of a ship (thereby leaving the port, starboard and dorsal sections as normal) the bonus increases to +2 DR for the covered sections. Alternately, the same emplacement could be layered in a way that only covers the ventral section (leaving all other sections normal), that causes the bonus to increase to +3 DR.

Interior Sensor Mask

Sensor masks line the interior cargo and living space of starships with special materials designed to refract penetrating sensor scans. This severely dampens the ability of sensors to detect or locate various objects or passengers. With a sensor mask installed, a -10 penalty is imposed on any Use Computer checks made to detect passengers or cargo onboard the vessel. With a failed check, sensor scans indicate that the ship's cargo and passenger holds are empty. Upon a successful roll, the scans are unable to provide conclusive results as to the number of life forms or the type of cargo, but their presence is detected.

Outer Coating

By using certain alloys, compounds, or polymers, it is possible to apply coatings to the hull of a vehicle to allow the craft to exhibit special qualities. This process costs no emplacement points to install, but the installation check and time is treated the same as a component costing 10 emplacement points. Upon a successful installation, the ship takes on the benefits and penalties of the particular coating. Only one coating can be installed on a ship at a time. Because this modification is applied to the outer hull, when repairs are needed on the hull of the ship, repairs are necessary to this modification as well. New coatings can be created at the game master's discretion with varying degrees of benefits and penalties. Consult the table below for examples of the effects of various materials.

Tall Walker

While walker technology had been around for quite some time, the Clone Wars saw a renewal in walker innovation. One such design concept was the idea of the long-legged walker. The advantage of towering over your enemies not only provided intimidation, but a superior view of the battlefield and field of fire. Further, tall walkers kept the main-body of the walker far enough away from the ground for anti-vehicle mines to read them as troopers instead of vehicles. The added height also allowed for skilled pilots to stomp on targets, something its stubby-legged cousins were unable to do. Unfortunately, enemies of tall walkers quickly learned that they were prone to being toppled by means of trip-wires or bad footing.

Having the Tall Walker emplacement makes it so that Gargantuan or smaller walkers do not set off anti-vehicle mines, even when passing through their square. Colossal walkers will only trigger anti-vehicle mines if one of their legs lands directly on the mine. Tall Walkers gain a +5 bonus to all Perception checks. Tall Walkers can also make a melee attack as a standard action against adjacent targets at least one size-category smaller than them. The attack bonus and damage is determined as though it were a falling object being forced downward (*SE* 254-255).

Table 1-3: Outer Coatings

COATING	AVAILABILITY	COST	BONUSES	PENALTIES
Agrinium	Restricted	5,000 credit base	+5 Fort Def vs. Radiation	–
Chromium	Restricted	20,000 credit base	-5 Ion Damage	–
Condensed Matter Composite	Restricted	12,000 credit base	-5 Self Damage When Ramming	–
Durinium	Military	80,000 credit base	+2 DC to Detect with Sensors	–
Impervium	Restricted	50,000 credit base	+2 DR vs. Lasers	+10 to Install DC
Lead	Licensed	2,000 credit base	+5 Fort Def vs. Radiation	-10% Speed
Mandalorian Iron	Rare	25,000 credit base	+2 to DR	+5 to Install DC
Neuranium	Rare	150,000 credit base	+5 Fort Def vs. Radiation, +5 DC to Detect with Sensors	-20% Speed, -10 to Initiative Rolls
VACX	Licensed	500 credit base	+2 to DR for 5 rounds	One-time Usage

Unfortunately, Tall Walkers are susceptible to being toppled. Any failed Pilot check results in the vehicle staggering. A staggering walker takes a -5 penalty to all rolls and checks and is unable to move from its current square for 2 rounds. The walker's pilot must make a Pilot check (DC 20) to stabilize the walker. If this roll also fails, the walker topples over, immediately taking double its normal collision damage and is considered a Helpless Opponent if it is not destroyed. Further, Tall Walkers are -10 on all grapple checks to oppose harpoon guns, and other similar attacks and hazards, such as trip cables, logs rolling underfoot, etc.

Vulnerabilities

Some vehicles are designed imperfectly, or sacrifice certain capabilities for advantages in other areas. These sorts of engineering quirks are represented by vulnerabilities. There are a number of different types of weaknesses that can be applied to a vehicle, and in exchange, additional emplacement points are gained. Below are several examples of vulnerabilities that can be applied to vehicles.

Debris Vulnerability

Some vehicles are air-cooled and have delicate systems that aren't properly screened off from debris or dust. When these systems get small animals or grit inside them, they quickly begin to fail.

Eligibility: Must be a repulsor-based vehicle such as a speeder, airspeeder or a starship capable of atmospheric movement.

Weakness: Passing adjacent to squares occupied by heavy flora, fauna, sand, or dust (for ground speeders only) make an attack roll against the vehicle's Fortitude Defense with a -5 attack penalty (maximum of 1 roll per round). Every successful hit brings the vehicle down one level on the condition track. This can be repaired or jury-rigged as normal with the Mechanics skill.

Benefit: 3 Emplacement Points

Cramped Quarters

Some vehicles are ill-designed for long voyages, or designed by species who do not fully understand the space requirements for humanoids. These ships tend to fatigue passengers and crew quickly, requiring more frequent shore-leaves to stay at peak efficiency.

Eligibility: Any vehicle with consumables for at least 6 months.

Weakness: Any crew or passengers onboard a vessel with cramped quarters for one month suffer a persistent -1 step on the condition track, and move an additional -1 step down each additional two months. These conditions cannot be healed as normal, instead requiring at least five days off-ship to recover each step (characters can only be moved -4 steps on the condition track this way, and will not fall unconscious as a result).

Benefit: 1 Emplacement Point

Special: Game masters are welcome to use these effects for other situations as appropriate, such as overloading passenger space in cargo areas, or cramped jail cell conditions.

Delicate Systems

Some vehicles are built with delicate circuitry that requires constant maintenance due to a lack of redundancy or small operational safety margins. When these systems are not given the constant care they need, they break down quickly.

Eligibility: Any vehicle.

Weakness: Whenever the reroute power option is used to restore levels of your vehicle's condition track, it takes an additional swift action (4 total) and the DC for the Mechanics check is increased by +5 (to DC 25 total).

Benefit: 1 Emplacement Point

Facing Vulnerability

Some vehicles are built only for frontal assaults, or protected against collisions from the horizontal plane, and are extremely ill-armored in other areas.

Eligibility: Any vehicle can take the facing vulnerability.

Weakness: Choose one of the six sides of your vehicle (front, rear, left, right, top, bottom). Any attack made against that side ignores the first 10 points of DR.

Benefit: 1 Emplacement Point

Special: This vulnerability can be chosen multiple times, each time, it applies to a different facing.

Ion Vulnerability

Some vehicles don't have their internal electronics hardened against ionization, and are easily disabled.

Eligibility: Any vehicle can take the ion vulnerability.

Weakness: Vehicle takes double damage from ion attacks.

Benefit: 1 Emplacement Point

Imprecise Weapon

Some vehicles have main guns that are designed to only target other large targets, and are especially ill-equipped to target smaller, fast moving objects. This weakness can be the result of poor sensors, tracking equipment, or a weapon-mount that moves too slowly to keep up with fast moving targets.

Eligibility: Any weapon that is capital scale (i.e. any weapon with the -20 penalty to attacks against targets smaller than Colossal size).

Weakness: Attacks against targets smaller than Colossal size take an additional -5 penalty.

Benefit: 1 Emplacement Point

Special: This vulnerability can be taken multiple times, each time, it applies to a different capital scale weapon.

Sensor Vulnerability

Some vehicles are shaped or powered in such a way as to appear very clearly on sensor equipment when compared to other vehicles.

Eligibility: Any vehicle can take the sensor vulnerability.

Weakness: All enemies gain a +5 bonus to Use Computer checks to use sensors to locate the vehicle, and a +2 bonus to all attack rolls made against it with concussion missile, proton torpedo, rocket weaponry, or other guided munitions.

Benefit: 2 Emplacement Points

Terrain Vulnerability

Some vehicles are not designed for traveling off-road, and find their movement severely hampered when trying.

Eligibility: Only ground vehicles can take the terrain vulnerability.

Weakness: Movement penalties for difficult terrain are doubled (tracked vehicles take the normal penalty)

Benefit: 1 Emplacement Point

Unstable Reactor Vulnerability

Some vehicles have incredible power demands to make of their energy source, and are forced to use less stable means of energy production. These unstable power sources are capable of overloading and creating a massive explosion, but provide considerable energy to power various systems.

Eligibility: Any vehicle can take this vulnerability.

Weakness: If this vehicle suffers a critical hit that also exceeds its damage threshold, the reactor goes critical and explodes, dealing Xd10x5 damage to an X-square radius around the edge of the vehicle, where "X" is equal to the vehicle's cost modifier (Table 2-11: Cost Modifiers *SV* 56). The vehicle's engineer can attempt to shut down the reactor before it explodes as a reaction to the critical hit (but before damage is rolled), which requires a Mechanics Check DC 25. A vehicle with a shut down reactor cannot fire any of its weaponry, and no crew may make Use Computer checks to operate sensors, and the vehicle loses the ability to move. To bring the reactor back online requires two full-round actions on the part of the engineer.

Benefit: 3 Emplacement Points

Viewport Vulnerability

Some vehicles have an overabundance of viewports for taking in grand vistas, which proves a disadvantage in combat.

Eligibility: Any vehicle with total cover can take the viewport vulnerability.

Weakness: On receiving a critical hit, the attacker rolls an additional attack. Compare the result against the Reflex Defense of anyone receiving total cover from that vehicle, a hit means they take half damage (before it was doubled for the crit).

Benefit: 1 Emplacement Point

Weapon Systems

The Clone Wars, like the later Galactic Civil War, were a boon to weapon developers. Government contracts worth trillions upon trillions of credits allowed for extensive research and development. This era of innovation led to a number of technological breakthroughs and experimental technologies that were unique to the era. Keep in mind that many modifications presented below are considerably more powerful than standard weaponry and the GM should, as always, use caution when letting players add such systems to their own craft.

Anti-Air Missiles & Torpedoes

Concussion missiles and proton torpedoes are versatile projectiles, able to lock on and strike targets at a variety of speeds and relative altitudes. However, it is possible to fine-tune a sensor array and projectile design to allow it to excel in the anti-air role. Anti-air concussion missile and proton torpedo launchers gain a +2 bonus to attack rolls against Huge size or larger targets more than fifty meters off the ground. The projectile also causes more damage against its intended target, dealing an additional +1 to its damage multiplier to any target that qualifies for the attack bonus (example: proton torpedoes normally do 9d10x2 damage, anti-air proton torpedoes would do 9d10x3 against qualifying targets). However, any attacks made against ground targets do not gain the benefit of the targeting computers, thus the ship's Intelligence modifier is not added to the attack roll. All anti-air missiles and torpedoes retain their original 4-square splash radius. Anti-air weapons use the same ranges as their standard counter-parts (*SE* 168).

Launcher: The ammunition capacity for anti-air launchers is determined by their size: light concussion, 2; medium concussion, 1; proton torpedo, 3. Heavy concussion missiles cannot be made into anti-air missiles. Additional capacity can be added, increasing the cost by 20% for each additional missile (up to a maximum of double capacity).

Automated Weapon Emplacement

Using localized targeting computers tied into the ship's sensor array, it is possible integrate an automated firing mode onto weapon emplacements. The weapon operator activates or deactivates the system with a swift action. There are two different types of automated weapon system – basic and advanced. These two systems operate in very different ways.

A basic automated weapon system is essentially a dumb fire system that must be preprogrammed. The weapon operator can select any square or cluster of squares (number of squares equal to the vehicle's cost modifier) within the weapon's range and firing arc (or merely within range if the weapon is a turret). Once per round, if any target moves into or through this square, the weapon opens fire as a reaction. The targeted square can be changed once per round as an additional swift action. A basic automated weapon effectively has an Attack bonus equal to the ship's Intelligence modifier. Friends can be distinguished and excluded from the systems' firing solution, which requires one swift action per target from the weapon operator (this is performed automatically if the ship has an IFF Transponder installed).

An advanced automated weapon system is capable of operating in dumb fire mode, but uses a droid brain integrated into the weapon to also enable a smart fire system. Once activated, the system will intelligently select and fire on perceived threats to the ship. A stock advanced automated weapon system costs 8,000 credits times the craft's cost modifier and functions as if controlled by a level 1 non-heroic droid with Strength and Dexterity scores of 10 and an Intelligence score equal to the ship to which it is installed (see *SE* 184 for information on droids and *SE* 277 for information on non-heroic characters). These emplacements can be customized, adding non-heroic levels to the droid brain at a cost of 5,000 credits times the craft's cost modifier per level and a successful Use Computer check (DC 25). The level of the automated weapon emplacement's character level cannot exceed the Challenge Level of the craft in which it is installed.

Any weapon emplacement that also possesses the autofire option can use it in conjunction with automated weapon option (*SE* 156). All range and size modifiers still apply to automated weapons.

Bubble Wort Projector

A technology pilfered from the Gungans, the Bubble Wort Projector emits an energized bubble around a target, imprisoning them. These bubble projectors were considered very effective against Jedi, as the bubbles were very resistant to lightsaber attacks. A target caught in such a bubble is considered helpless and unable to take any move actions for the duration of imprisonment. The prisoner or allies can attack the bubble in effort to pop it, but the bubbles have 100 hp DR 20 (lightsabers do not ignore DR from inside, and the bubble has double HP when a crit is rolled as its attack roll). Alternately, a Use the Force Check, DC 30 by an ally can pop the bubble.

Composite Lasers

Composite laser weaponry was relatively new during the Clone Wars. An evolution of laser cannon technology, composite lasers formed a beam that sustained itself for a limited time. This advantage allowed gunners to adjust aim during a shot, increasing accuracy significantly, providing a +2 bonus to all attack rolls. Also, if an attack is powerful enough to bring a target to 0 hit points, a composite laser can make an additional

Table 1-4: Weapon Systems

WEAPON	DAMAGE	POINTS	EMPLACEMENT AVAILABILITY	COST
Anti-air concussion missile, light	7d10x2	0	Military	3,500
Anti-air concussion missile, medium	9d10x2	0	Military	5,000
Anti-air concussion missile launcher, light	–	3	Military	6,000
Anti-air concussion missile launcher, medium	–	6	Military	8,000
Anti-air proton torpedo	9d10x2	0	Military	1,500
Anti-air proton torpedo launcher	–	2	Military	5,000
Automated weapon emplacement, advanced	–	+3	Military	Special
Automated weapon emplacement, basic	–	+1	Restricted	+3,000
Bubble wort projector	Special	2	Rare/Military	25,000
Composite laser	–	+1	Military	x4
Composite homing laser	–	+2	Military	x7
Composite Prismatic Turbolaser Cannon	2d10x5	15	Military	80,000
Concussion bomb (2)	7d10x5	0	Military	750
Concussion missile, narrow blast	8d10x2	0	Military	1,000
Concussion missile, wide blast	5d10x2	0	Military	1,000
Concussion mortar cannon (2)	–	2	Military	5,000
Concussion mortar cannon, heavy (2)	–	5	Military	10,000
Concussion mortar shell	3d10x5	0	Military	250

WEAPON	DAMAGE	POINTS	EMPLACEMENT AVAILABILITY	COST
Concussion mortar shell, heavy	4d10x5	0	Military	500
Concussion torpedo	5d10x5	–	Restricted	1,500
Concussion torpedo tube	–	2	Restricted	5,000
Cruise missiles	9d10x5 (P)	–	Military	2,500
Cruise missile launcher	–	5	Military	25,000
Decimator beam (2)	6d10x5	10	Military	25,000
Diamond boron missile	10d10x2	0	Military	20,000
EMP missile	9d10x2 ion	0	Military	2,000
Energy bomblet	6d10	–	Restricted	–
Energy bomblet chute	–	1	Restricted	2,000
Energy shell projector	–	1	Military	2,000
Energy shell	6d6	0	Military	50
Energy shell, armor piercing	6d6 (P)	0	Military	100
Energy shell, bunker buster	Special	0	Military	150
Energy shell, high yield	6d6x2	0	Military	100
Flame-retardant (2)	Special	7	Licensed	10,000
Hailfire missile	5d10x2	0	Military	1,000
Hailfire missile launcher (3)	--	3	Military	10,000
Hex warhead	Special	–	Illegal	x5
Homing concussion missile	7d10x2	0	Military	1,000
Homing concussion missile launcher	–	3	Military	10,000
Ion encumbrance system	Special	2	Restricted	25,000
Ionized cluster missile	7d10x2 (P)	–	Military	750
Laser panel array	2d10x2	3	Licensed	8,000

Table 1-4: Weapon Systems (cont)

WEAPON	DAMAGE	EMPLACEMENT POINTS	AVAILABILITY	COST
Lok sand laser	–	+0	Licensed	x2
LR1K sonic artillery cannon	6d10x2	1	Military	2,000
MagnaCaster	2d10x2 (P)	1	Licensed	800
Mass driver cannon, light	5d10x2	2	Military	2,000
Mass driver cannon, medium (4)	7d10x2	3	Military	4,000
Mass driver cannon, heavy (3)	9d10x2	5	Military	8,000
MG-3 mini-concussion missile	5d10x2	0	Military	500
MG-3 mini-concussion missile launcher	–	1	Military	4,000
MG1-A heavy proton torpedo (1)	10d10x5	–	Military	3,000
MG1-A heavy proton torpedo launcher (1)	–	20	Military	20,000

WEAPON	DAMAGE	EMPLACEMENT POINTS	AVAILABILITY	COST
Nano-missile System	4d10x2	2	Licensed	15,000
Particle beam cannon	5d10x2 (P)	2	Restricted	8,000
Proton bomb	6d10x5	–	Military	500
Proton bomb rack	–	1	Military	1,000
Radiation-burst missile	Special	0	Military	2,000
Rail cannon, light (2)	3d10x5	5	Military	45,000
Rail cannon, medium (2)	5d10x5	7	Military	95,000
Rail cannon, heavy (2)	7d10x5	10	Military	140,000
Rapid-fire turbolaser (2)	3d10x5	3	Military	20,000
Seismic emitter	9d10x2	3	Military	25,000

P Penetration

1 Colossal (frigate) or larger only

2 Colossal or larger only

3 Huge or larger only

4 Large or larger only

free attack against any adjacent target. Alternately, composite lasers can be used to make area attacks as per autofire, but in a straight line (4 x 1) instead of a 2 x 2 area. Composite lasers use the same range modifiers as heavy weapons (*SE* 129).

Composite Homing Laser

Homing lasers are variants of composite lasers that can be sustained indefinitely, allowing them to zigzag across the battlefield until they find their target, or bore through thick armor plating. Composite homing lasers function identically to standard composite lasers, but have an alternate firing technique that forgoes the bonus to attack rolls and ability to hit adjacent targets in favor of Penetration 10. Switching back and forth between modes does not require any action on the player character, but the player must declare their intent prior to the attack roll. Composite lasers use the same range modifiers as heavy weapons (*SE* 129).

Composite Prismatic Turbolaser Cannon

An experimental turbolaser design, the Composite Prismatic Turbolaser

Cannon was created when engineers accidentally discovered a way to fragment, instead of coalesce, a high-powered turbolaser. When the heavy turbolaser is fired, the beam is split into eight separate beams which travel in a more or less random path as the prismatic housing is rotated. This results in wide swaths being cut through limited areas, perfect for clearing landing sites. When attacking with a composite prismatic turbolaser cannon, everything within a 15-square cone (character scale) must make a Dexterity check of DC 10 or else they are struck by the weapon. A roll of a natural 1 on the check means the target is hit twice. Note that anyone with cover, gains whatever bonus to their Dexterity check that it would grant their Reflex Defense.

Concussion Bombs

Concussion bombs are alternate ammo loads for light concussion missile launchers (or hardpoints, *SV* 59) that do much more damage and have an 8-square burst. However, the bombs, though guided, travel much slower – only having a Reflex Defense of 20 (instead of 30) and travel at a maximum speed of 12 squares per round. Concussion bombs use the

same range modifiers as standard concussion missiles (*SE* 168).

Concussion Missile, Narrow Blast

Narrow-blast concussion missiles are an alternate load for light concussion missile launchers (or hardpoints, *SV* 59). These specialized missiles have a 1-square burst, allowing for precision targeting. Narrow-blast concussion missiles use the same range modifiers as standard concussion missiles (*SE* 168).

Concussion Missile, Wide Blast

Wide-blast concussion missiles are an alternate load for light concussion missile launchers (or hardpoints, *SV* 59). These specialized concussion missiles have a 6-square burst, causing more collateral damage at the expense of less overall damage. Wide-blast concussion missiles use the same range modifiers as standard concussion missiles (*SE* 168).

Concussion Mortars

Concussion mortar cannons lob a high-explosive shell coated in an ablative energy sheath on an arced trajectory toward the enemy. Mortar attacks are typically used to attack targets that have cover from more direct line-of-sight assaults. Concussion mortars have a 4-square splash radius and do not require line of sight to make an attack.

Launcher: Ammunition capacity is 40 concussion mortar shells. Additional capacity can be added, increasing the cost by 20% for each additional 10 mortar shells (up to a maximum of double capacity). Concussion mortars use the same range modifiers as standard concussion missiles (*SE* 168).

Concussion Torpedoes

Concussion torpedoes were unique to submerged cultures such as the Mon Calamari. The damage listed is specifically when detonated underwater, though the weapons can be used in space and atmosphere, albeit at a -5 penalty to attack, and only for 5d10x2 damage. Concussion torpedoes use the same range modifiers as standard concussion missiles (*SE* 168).

Launchers: The ammunition capacity of a concussion torpedo launcher is limited to four torpedoes. Additional capacity may be added, increasing the cost by 25% for each additional torpedo (up to a maximum of eight torpedoes).

Cruise Missiles

Cruise missiles are capital ship and station killers designed to destroy even the most hardened targets. The missiles are large and slow, traveling at only 16 squares per round (5 space). Cruise missiles have a Reflex Defense of 20 and are Small sized. Cruise missiles have penetration 10, ignoring the first 10 points of SR or DR when calculating damage. All cruise missiles have a 6-square splash. Cruise missiles use the same range modifiers as standard concussion missiles (*SE* 168).

Launchers: The ammunition capacity of a cruise missile launcher is limited to five missiles. Additional capacity may be added, increasing the cost by 25% for each additional missile (up to a maximum of ten missiles).

Decimator Beam

The Decimator Beam was a turbolaser designed by the Wookiees specifically for the Decimator Tank to work with its unique power source. The medium-class turbolaser is overcharged, causing slightly more damage. This overcharged effect also causes the ground nearby or hit targets to literally explode, creating a 2-square splash. Decimator beams use the same range modifiers as turbolasers (*SE* 168).

Diamond Boron Missile

The diamond boron missile was an alternate payload for medium concussion missile launchers. The missile was developed largely as a countermeasure against the Jedi ability to shoot down incoming missiles with ease, as Adi Gallia did at Geonosis with the Sabaoth Squadron's Hex Missiles. DB Missiles were armored with a boron alloy and a diamond latticework, making them immune to most starfighter laser weaponry, ensuring they reach their targets. Diamond Boron Missiles have a Reflex Defense of 35 and 50 hit points, with DR 20. These powerful missiles have a massive blast radius, causing a 6-square splash. Diamond boron missiles use the same range modifiers as standard concussion missiles (*SE* 168).

EMP Missile

EMP Missiles are an alternate load for light concussion missile launchers (or Hardpoints *SV* 60). These specialized missiles disrupt electronics, disabling droids and unshielded equipment. Ironically enough, only the Separatists were known to have used EMP missiles, despite their vulnerability to them. EMP missiles have a 4-square burst radius and use the same range modifiers as standard concussion missiles (*SE* 168).

Energy Bomblets

Energy bomblets are advanced bombs designed around the energy bomblet generator, which is capable of creating an endless supply of bomblets. The bombs are pure unstable energy, contained by a thin,

I'm gonna hand you your head!

- Nym

membranous layer until impact. Because the bombs have no guidance system of their own, they can only be used in atmosphere. All energy bombs suffer a -5 penalty to all attacks and an additional -20 penalty when attacking targets of Colossal size or smaller. Energy bomblets have a 2-square splash. Also, Energy bomblets can be combined to form what is known as a plasma scourge, dealing 6d10x5 damage and affecting a 6-square splash. Doing this requires five energy bomblets. An energy bomblet chute can store 5 bomblets, and the energy bomblet generator can create a new energy bomblet once every ten rounds. Note that additional chutes can be added to increase how many bomblets can be stored, though the rate of generation remains constant.

Energy Shells

Energy Shell Projectors coat artillery shells in a high-energy plasma to reduce atmospheric friction and slightly improve their ability to destroy targets. A variety of energy shell ammunition types exist, each fulfilling a different role in combat. Available special rounds include armor-piercing (6d6x2, penetration 10), high-energy shells (6d6x2, 3-square splash) or bunker-busters. Bunker Busters are designed to attack sentients inside a fortified structure. Roll a single attack as if using an armor-piercing shell. If you exceed the target's damage threshold on this attack, make an additional free attack at the same attack bonus as if firing a standard energy shell inside the structure.

Launcher: Energy shell projectors have an ammo capacity of 40 standard rounds, or 20 special rounds. Ammo capacity can be added, increasing the cost by 20% for each additional 10 rounds (up to a maximum of double capacity). Energy shells use the same range modifiers as heavy weapons (*SE* 129).

Flame-Retardant Turret

Firefighters the galaxy over have developed a number of methods for putting out fires, but most involve dumping gallons of a liquid agent on the fire itself. The flame-retardant turret is capable of firing any liquid or foam agent up to 500 squares (as a heavy weapon). Each attack with this weapon is capable of putting out 4 squares of fire, and includes a tank that provides up to 500 "bursts" with the turret. Flame-retardant turrets use the same range modifiers as pistols (*SE* 129).

Launcher: Ammunition capacity can be added, increasing the cost

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FIRESPEEDERS USE THEIR FIRE RETARDANT TURRETS TO EXTINGUISH THE FLAMES IN THE CRASH OF THE INVISIBLE HAND

by 20% for each additional 100 "bursts" (up to a maximum of double capacity).

Hailfire Missile Launcher

Hailfire Missiles were designed to quickly overwhelm opponents by launching in rapid sequence. Hailfire missile launchers are able to be used on autofire and in strafing attacks. Hailfire missiles otherwise function as wide-blast light concussion missiles, dealing damage to a 6-square burst, making them very effective at taking out air targets or columns of infantry. Hailfire missiles use the same range modifiers as standard concussion missiles (*SE* 168).

Launchers: A standard hailfire missile launcher holds fifteen missiles. Additional capacity may be added, increasing the cost by 25% for each additional missile (up to a maximum of 24 missiles).

Hex Weaponry

Hex weaponry, also known as Dragon's Breath or Trihexalon, was a deadly chemical weapon developed by the Separatists just prior to the Clone Wars. Incredibly deadly, the green gas would spread from the point of impact quickly. A Hex warhead can be added to any sized concussion missile or proton bomb. A hex weapon that impacts on a ground target in an atmosphere does the same damage as normal for that weapon, but with a 10-square splash.

All characters in range must resist a poison attack against their

Fortitude Defense. Everyone within the splash area of impact of a hex bomb, and 10 more squares out from impact each round after detonation to a maximum of 40 squares are considered to have experienced physical contact with the gas. The attack bonus of the gas is determined by the type of contact it makes. Skin contact gains an attack bonus of +10. If you inhale the gas, it gets an attack bonus of +12, if you ingest the gas (drink/swallow) it gets an attack bonus of +14, and getting an injury from the gas that breaks the skin (re: getting caught in the blast) provides an attack bonus of +16. A successful first attack causes 3d6 damage to the affected targets' Dexterity score, and -1d4 to their move score. Secondary damage is paralysis, and tertiary damage automatically moves you -5 steps on the condition track. Once exposed, the target must continue to resist the attacks of the gas every round that they are exposed. As soon as a successful attack is made by the gas against a target, they must continue resisting until they are removed from contact with the gas and are given a Treat Injury check DC 25 (having an antidote gives you a +20 skill check bonus). The gas remains in the affected area for 24 hours before finally dispersing.

Homing Concussion Missiles

Nearly identical to standard light concussion missiles, homing concussion missiles dwell much longer, pursuing their targets. Aiming before making an attack with this weapon causes the missile to make two additional attacks on a miss instead of one prior to self-destructing. Also, improved tracking software provides a +3 bonus to all attack rolls made with this weapon, aimed or not. Otherwise, they operate the same as standard light concussion missiles, including range modifiers (*SE* 168).

Ion Encumbrance System

The ion encumbrance system fires a specialized slug that doubles as both a disabling weapon and tracking device. When using the ion encumbrance system, upon a successful hit it causes the target craft of Colossal or smaller size to suffer a -1 penalty to all defenses, attack rolls, ability checks and skill checks. Multiple hits from the system are cumulative up to a -5 penalty. The penalty remains in place until the ion sensor tags are removed with a Disable Device check of the Mechanics skill, DC 10, which requires you to be able to touch the sensor tag. Regardless of size, a successful IES hit gives the attacker a +5 bonus to attack rolls made with any missile launcher system tied to the IES. The attacker is also able to locate any tagged ship with a Use Computer check, DC 10. Ion tags further provide the attacker with technical data on any tagged ship, which imposes a -2 penalty to Deception checks made against

the attacker by a tagged ship, and provides a +2 bonus to Pilot checks made in a dogfight with a tagged craft. A successful tag also allows the attacker to know the current Strength, Dexterity, and Intelligence scores, along with hit points, damage reduction, shield rating, armor, weapons load-out, hyperdrive, and speed of a tagged craft. The Ion Encumbrance System uses the same range modifiers as blaster cannons (*SE* 168).

Launchers: The ammunition capacity of an ion encumbrance system is limited to two-hundred fifty Ion Sensor Tags. Additional capacity may be added, increasing the cost by 25% for each additional fifty tags (up to a maximum of five-hundred tags).

Ionized Cluster Missiles

Ionized Cluster Missiles utilize the same launcher as light concussion missiles, and are interchangeable. The ionized cluster missile launches a number of mini missiles from the main body when near the target, perfect for destroying small formations of fighters. Ionized cluster missiles are each covered in an ionized sheath upon launching, which gives them penetration 10 against shields. Ionized cluster missiles affect all craft within the target space square, representing that several smaller missiles are attacking a group of closely flying targets. Ionized cluster missiles use the same range modifiers as standard concussion missiles (*SE* 168).

Laser Panels (pummels)

Laser panels house hundreds of tiny, rapid-moving short range laser beams that swivel so fast the entire panel appears to emit a uniform glow. This technology allows the digger to vaporize rock and metal at a superior rate to beam-drills, and with far greater precision than blasting can offer. In order to dig, the laser panel array must first move into the same square as its target, in the case of vehicles of Large or greater size, only the first row of squares moves into the same square as its target. Each round, the laser panel array rolls an attack against the wall or similar barrier it is drilling through (see *SE* 151-152, Tables 9-1 and 9-2: Statistics for Substances for information on DR and hit points of various barriers and materials). The laser panel does 2d10x2 damage per attack, until the barrier is destroyed. In cases where the barrier is more than 1-square thick, 1.5 meters worth of the substance is vaporized. Upon destruction, an opening is created that is the same number of squares wide as the vehicle the panels are mounted on, and 2-squares tall. The damage output for the laser panel array can be increased in 1d10 increments all the way up to 6d10x2 at the cost of 3,000 credit base per additional die of damage added.

Lok Sand Laser Modification

Using Lok sand to form focusing apertures for laser cannons (composite or otherwise) provides additional range for that weapon. This technique was perfected by Chief Engineer Jinkins, and was a common modification on starships used by Nym's pirate gang, the Lok Revenants.

LR1K Sonic Artillery Cannon

The sonic cannon is a Geonosian weapon that fires a large green globe of sonic energy, which explodes upon impact. These cannons are most often used as mobile gun emplacements, but are sometimes mounted on ground vehicles. It is rare to see them on starships, as the sonic weaponry does no damage in a vacuum. Sonic artillery cannons have a 4-square splash. The LR1K Sonic Artillery Cannon uses the same range modifiers as heavy weapons (*SE* 129).

Magnacaster

Magnacaster Cannons magnetically accelerate metal slugs through their barrels, similar to bowcaster technology. These weapons are commonly mounted on small vehicles or fortified structures. MagnaCasters use the same range modifiers as heavy weapons (*SE* 129). Standard magnacaster cannons carry ammunition for 100 shots, though this can be increased by 25% for 100 credits, up to double its normal capacity.

Mass Driver Cannon

Mass driver cannons encompass a variety of primitive technologies that launch shells or projectiles through long tubes. This can be achieved magnetically, chemically, or by more esoteric means. Mass driver cannons are designed to fire in an arced trajectory, allowing them to strike at locations that direct-trajectory weaponry such as laser technology is unable to reach. Enemies targeted by a mass driver cannon at long or medium range have their cover bonus reduced one step, except in the case of total cover, which remains unaffected. For instance, improved cover (+10 cover bonus) is treated as regular cover (+5 bonus) while regular cover is treated as having no cover at all. Medium and heavy cannons also have 1-square burst. Mass driver cannons use the same range modifiers as blaster cannons (*SE* 168).

Cannon: The ammunition capacity of a mass driver cannon is determined by its size: light, 30; medium, 50; heavy, 75. Additional capacity can be added, increasing the cost by 20% for each additional 10 projectiles (up to a maximum of double capacity).

MG-3 Mini-Concussion Missiles

Designed by Krupx, the mini-missiles are a space saving alternative to larger weapons, and are designed for strafing attacks. Each launcher is double-tubed, automatically granting the autofire ability, though rules for strafing must otherwise be followed as normal (*SE* 173). MG-3 mini-concussion missiles use the same range modifiers as laser cannons (*SE* 168).

Launcher: The ammunition capacity for MG-3 mini-concussion

THEIR RANGE IS GREATER THAN WE THOUGHT.

– SAN HILL

Table 1-5: Weapon Ranges

WEAPON TYPE	– CHARACTER SCALE (IN SQUARES) –				– STARSHIP SCALE (IN SQUARES) –			
	POINT BLANK	SHORT	MEDIUM	LONG	POINT BLANK	SHORT	MEDIUM	LONG
Bubble wort projector	0–3	4–6	7–15	16–30	–	–	–	–
Lok sand modified blaster cannon	0–150	151–300	301–750	751–1,500	0–1	2	3–5	6–10
Lok sand modified laser cannon	0–200	201–500	501–1,000	1,001–2,000	0–2	3–5	6–8	9–12
Lok sand modified turbolaser (1)	0–750	751–1,500	1,501–4,000	4,001–7,500	0–6	7–10	11–26	27–50
Rail cannon (2)	0–450	451–900	901–2,250	2,251–4,500	0–3	4–6	7–15	16–30

missile launchers is 8; 4 per tube. Additional capacity can be added, increasing the cost by 20% for each additional missile (up to a maximum of double capacity).

MG1-A Heavy Proton Torpedo
Manufactured by starship explosive ordnance juggernaut Krupx Munitions, the MG1-A Heavy Proton Torpedo Tube was newly introduced during the final year of the Clone Wars. Sold exclusively to the Republic, it was first outfitted on the Centax-class Heavy Frigate. This was the largest yield proton torpedo created at the time, and as such is restricted to Colossal or larger starships only. All MG1-A Proton Torpedoes have a 4-square splash. Additional torpedoes cost 3,000 credits each. These weapons take the standard -20 penalty to attacks against targets smaller than Colossal, and cannot be made into Point-Defense weapons. MG1-A heavy proton torpedoes use the same range modifiers as standard proton torpedoes (*SE* 168).

Launchers: A standard MG1-A Heavy Proton Torpedo Tube holds twenty torpedoes. Additional capacity may be added, increasing the cost by 10% for each torpedo (up to a maximum of fifty torpedoes).

Nano-missile System
Nano-missiles look almost identical to blaster fire at a glance, but a closer look reveals what the energy sheath disguises. Nano-missiles are capable of tracking targets as normal for guided missile weapons. The system is not particularly popular because laser weaponry does comparable damage and is considerably cheaper. However, those that can afford it prefer the dead-on accuracy provided by the nano-weaponry. Nano-missiles use the same range modifiers as laser cannons (*SE* 168).

Launchers: The ammunition capacity of a nano-missile system is limited to five-hundred nano-missiles. Additional capacity may be added, increasing the cost by 25% for each additional one-hundred nano-missiles (up to a maximum of one-thousand missiles). Additional missiles cost 10 credits each.

Particle Beam Cannon
Particle beam technology was another technology separate from blaster and laser technology that was looked at again during the Clone Wars. Particle beams provide a lot more punch than standard laser technology, providing penetration 10 to all attacks. After each attack, however, a standard action is required to stabilize the temperature of the cannon before it can be fired again. Particle beam cannons use the same range modifiers as blaster cannons (*SE* 168).

Proton Bomb
Proton bombs are fin-stabilized, gravity guided weapons used to destroy ground targets in atmosphere. Because of the primitive nature of their guidance system (gravity), proton bombs take a -5 penalty to all attacks and a -20 penalty against targets smaller than Colossal size. Proton bombs can target a square directly beneath the ship that deploys them. On impact, proton bombs have a 10-square splash. Proton bomb racks can hold up to six proton bombs (or by hardpoints, *SV* 60). Additional capacity may be added, increasing the cost by 25% for each additional bomb (up to a maximum of 10 bombs).

Radiation-burst Missile
Radiation-burst missiles are an alternate missile for use with light concussion missile launchers (or hardpoints, *SV* 60). These specialized missiles emit deadly radiation in a 6-square burst radius. Being within or moving through this burst area is the same as being exposed to extreme radiation (*SE* 255). If you have total cover within a vehicle, you gain a +5 equipment bonus to Fortitude Defense to resist the effects of radiation. The effects will dwell for 1d6 rounds, before beginning to disperse, reducing the size of the burst-area by 1 until it disappears entirely. Radiation-burst missiles use the same range modifiers as standard concussion missiles (*SE* 168).

Rail Cannon
The rail cannon system utilizes technology similar to that of a Wookiee bowcaster. The weapon fires magnetically accelerated rounds that have been energized in plasmoid using immense power generators and strategically-placed polarizers. The result is a devastating shot that detonates on impact, dealing damage over a 2-square burst radius. However, the weapon is not without its drawbacks, as the power requirements to launch a single round are staggering. The rapid-discharge capacitors used in the weapon require time to build up their charge, as such the rail cannon can only be fired once every three rounds. Due to the size and instability of the type of fusion generator used to accommodate the smaller scale, when installed in a Colossal sized vehicle the rail cannon imposes a permanent -10% penalty to atmospheric speed, maximum velocity and starship scale speed (rounded down to the nearest square of speed and 10 km/h, minimum 1 square and 10 km/h). Additionally, the vehicle with this weapon installed is considered to have the Unstable Reactor vulnerability. Colossal (frigate) and larger craft with this weapon installed do not suffer the speed or vulnerability penalties mentioned above.

Ammunition: The ammunition capacity of the rail cannon is determined by its size: light, 10; medium, 20; heavy, 30. Additional capacity can be added, increasing the cost by 5% for each additional 10 rounds (up to a maximum of 100 rail rounds).

Rapid-fire Turbolasers

During the Clone Wars, Separatist engineers did a wide range of experimentation with turbolaser technology, creating a number of variations on the standard weapon. One such variant was the rapid-fire turbolaser, which was able to fire set to autofire. In addition, the turbolaser was considered braced; only taking a -2 penalty to autofire attacks. While the expensive technology was only scaled to work with light turbolasers and drew an incredible amount of power, they were considered a great success.

Seismic Emitters

Designed as a countermeasure against Jedi and Special Forces, the seismic emitter protects a vehicle from sabotage by ground units. When activated, the seismic emitter makes an attack against everything within a 4-square burst around itself, without causing any damage to the vehicle it is mounted on.

Accessories

The items presented here are additional modifications to be made to vehicles using the starship modification rules as presented in chapter 3 of *Starships of the Galaxy*. Note that some of these devices are incredibly powerful and the GM should, as always, exercise caution when approving new modifications to player vehicles.

Added Power Couplings

While some starship's emplacement points are limited by physical space, typically it is the power demands of additional systems that limit modifications to a craft. In order to keep ships within acceptable safety margins, most manufacturers install fewer power couplings than the generators are actually capable of accommodating. By installing additional power couplings, a vehicle is able to tap into that otherwise unrealized potential. Added power couplings give a vehicle a +1, +2, or +3 bonus to its total available emplacement points.

Climbing Clamps

Walkers are sometimes required to operate in mountainous terrain, and many are equipped with some method of scaling inclines that most other ground vehicles would consider impassable. Climbing clamps can be achieved through a variety of means, though the most common method is a repulsorlift-ballast combined with traction fields, extrapolated from tractor beam technology. Having climbing clamps allows a vehicle to make a Climb Check, using their crew skill modifier, the vehicles strength modifier, and the vehicle's size modifier (*SE* 166 Table 10-1). Vehicles with climbing clamps are able to scale sheer surfaces at DC 30, but are unable to benefit from ropes or the ability to brace against an opposing wall or corner. A walker cannot have both climbing clamps and the Tall Walker emplacement.

Droid Bay

Similar to mounting a droid repair team, a droid bay is instead a small docking bay that launches small, airborne droids. A standard droid bay can either hold 5 small droids or 10 tiny droids. Droids must have some flying capability. Droids in a droid bay can vary from emergency services droids deployed to put out fires or perform emergency medical services, probe droids to help in exploratory surveys, or a number of other legitimate applications. Nefarious individuals may load the droid bay with assassin droids or other combat-related models. Standard droid bays require a crew of 1, who acts as the droid wrangler.

Droid Control Module

The droid control module is a series of transmitters and receivers coupled to a massive computer and droid brain. This module is able to control a large number of droids within its transmission range, based upon the power of its computer. The advantage to this is that the price of droids equipped with only the bare minimum processing hardware and software to understand these commands brings the price of them down

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MANY TRADE FEDERATION CRUISERS ARE FITTED WITH DROID CONTROL MODULES

TABLE 1-6: ACCESSORIES

ACCESSORY	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Added power couplings +1	0	Common	–	10,000 credits base
Added power couplings +2	0	Common	–	25,000 credits base
Added power couplings +3	0	Common	–	50,000 credits base
Climbing clamps	1	Licensed	Ground vehicle (walker)	4,000 credit base
Droid bay	1	Licensed	Colossal or smaller	5,000 credits base
Droid control module, miniaturized	20	Military	Colossal or larger	25,000 credits base
Droid control module, standard	80	Military	Colossal (cruiser) or larger	50,000 credits base
Droid control module, advanced	125	Military	Colossal (cruiser) or larger	75,000 credits base
Energy bomblet generator	4	Illegal	Gargantuan or larger	750,000 credits base
Gemcutter sensor	2	Military	Gargantuan or larger	50,000 credits base
Holding cell, maximum security	+1	Military	–	x2
Holding cell, Jedi security	+2	Military	–	x4
Jedi meditation chair	0	Rare	–	75,000 credits per chair
Reinforced chassis	1	Restricted	Colossal or smaller	2,000 credit base
Towing cable	0	Common	Colossal or smaller	500 credits base
Tug thrusters	2	Common		10,000 credits base

considerably. Most battle droids slaved in this manner, for instance, cost less to manufacture than the blasters they fire. Miniaturized modules can control up to 500,000 droids slaved to their signal (droid fighters, Hailfire droids, etc) at once, at a range of 500 km. These modules were placed in some C-9979 landing craft toward the middle of the Clone Wars. Standard modules can control up to 1,000,000 droids up to 7,500 km away, covering an entire hemisphere of a planet and the orbital area around it, these modules were in older Droid Control Ships, and later were installed in all Lucrehulk-class craft, and other Separatist battleships. Advanced modules can control 1,500,000 droids up to 16,500 km away, and were placed on Droid Control Ships only beginning at around the time of the Battle of Geonosis.

Energy Bomblet Generator
The energy bomblet generator is capable of creating energy bomblets at a rate of 1 bomblet every 10 rounds. Note that the generator is not a prerequisite for installing an energy bomblet chute, but having one creates a virtually unlimited payload.

Gemcutter Sensor
Designed to detect ships in hyperspace just prior to reversion to realspace, the Gemcutter was a prototype device created by Carbanti United Electronics during the Clone Wars. This device adds +15 to all Use Computer checks made to detect hyperspace travel (as defined in *SG* 12). Further, any ship equipped with a functioning gemcutter cannot be caught unaware by enemies dropping out of hyperspace in a surprise round, though enemies in realspace merely hiding behind asteroids and the like are still fully capable of a successful ambush. Asajj Ventress was known to have one of these installed on her Ginivex-class starfighter, *Last Call*, which she was forced to destroy on Phindar in the middle of the third year of the Clone Wars.

Holding Cell, maximum security
It is possible to increase the level of security of a standard holding cell (*SV* 60) by adding additional containment technology, such as gravity and magnetic fields to restrict movement and high powered force fields. Add +5 to any Mechanics Check to bypass the locks, and SR 10 to the walls.

Magnetic Fields also require a strength check (DC 15) every time the prisoner wants to take a move action, and all movement actions require a full-round action. A failed roll means the movement fails and the action is wasted. Buying this emplacement makes 25% of your holding cells maximum security cells (minimum of 1). This can be increased to 50% for x3 cost modifier, 75% for x4, or 100% for x5.

Holding Cell, Jedi security

By implementing specialized equipment such as force cages, electrified floors and torture implements designed to disrupt concentration, it is possible to increase the level of security of a standard holding cell (*SV* 60) to even hold Jedi prisoners by denying them use of the Force. These cells are the same as Maximum Security cells, with the additional penalties of giving a -20 penalty to all Use the Force Checks made while a prisoner, and denying the use of Force-based Talents, feats and powers. Some cells would reduce life-support to an absolute bare minimum, forcing a Jedi to go into a Force Trance (*SE* 77) or treat to room as being a Vacuum Hazard (*SE* 253). Buying this emplacement makes 10% (minimum of 1) of your holding cells Jedi security cells. This can be increased to 25% for x6 cost modifier, 33% for x8, or 50% for x12.

Jedi Meditation Chair

The creation of the Jedi Meditation Pilot Chair was an ancient Force technique rediscovered by Jedi Master Saesee Tiin. The chair is constructed similarly to a lightsaber, requiring hours of meditation once placed in the craft. The chairs even require a focusing crystal, which is typically installed behind the chair's headrest. If done correctly, the chair allows any Jedi pilot an alternate use for the Force Shield, Force Lightning, Surge, and Repulse Force powers as detailed below. The pilot must meet any prerequisites in order to use the powers.

In order to create your own chair, a Jedi must first gain the knowledge from Saesee Tiin, or the Jedi archives (during the Clone Wars era). The technique requires you to assemble materials that cost 1d6 x 1,000 credits, as well as the focusing crystal, which is essentially identical to lightsaber crystals, though larger. Physically installing the chair is a fairly simple ordeal, provided some sort of crane is available, or a Jedi has the Move Object power. Installation requires a Mechanics check of DC 15, and then the Jedi must meditate in the chair for 1d20 hours, with a Use the Force check of DC 25. Provided both checks are successful, the chair is operational and the Force powers described below are available to any pilot that meets the prerequisites. Upon a failure of either check, the entire process must be restarted and the crystal is considered lost, though the rest of the materials are still reusable.

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Getting Comfortable With Passenger Space

What constitutes space for one passenger means different things on different ships. A passenger slot can mean something as simple as a chair, all the way up to a private stateroom with full accommodations. Below are some simple guidelines and suggestions for determining what a ship's passenger space actually entails based on the ship's size and consumables. Generally speaking, ships of Gargantuan size and smaller will only ever have a simple chair with crash-webbing for any passenger space. Ships of Colossal size and larger follow the guidelines listed below, as divided up by their consumables.

1 Day – 2 Months Consumables: These ships are typically privately owned transports or shuttles. Accommodations are usually minimal, often consisting solely of a chair with crash webbing. It is rare for traveling occupants to remain onboard for longer than a few days. The crew of these ships typically enjoy much more robust set of quarters – up to a 6-man berthing (sometimes less if the crew requirement is smaller than six) – of which some ships may have many. The berthings have bunks stacked three-high, a single refresher and sonic shower, and a small amount of storage in the form of a locker or chest. Note that most combat shuttles do not have crew quarters, as the crew is expected to remain at their post until landing at a base or onboard a parent ship where they have their more permanent quarters.

Basic luxury upgrades to passenger accommodations of this kind will increase the comfort of the chair, and provide a single viewscreen or holoprojector to provide entertainment during the voyage. This package also adds a single sonic shower for every 5 passengers capable of being carried. An advanced luxury upgrade further supplies networked computers to each chair, providing passengers with the ability to play a number of games with other passengers, watch any of a variety of holovids, browse the latest news downloaded from the last stop, or listen to music. If the ship has a hyper-transceiver or holonet transceiver the computers will be able to send and receive messages, as well as browse the holonet from their seat as well. These seats also recline fully, allowing the passengers to sleep comfortably. Service droids are sometimes used at this level of luxury to serve the whims of passengers. An extreme luxury upgrade has only the highest quality chairs, typically upholstered in a finely tanned hide, and equipped with the ability to conform to the seated persons shape to provide the utmost in support and comfort. Further, the chairs are typically able to be quickly reorga-nized into multiple formations, allowing individuals to form more social couches, or allow for a passenger to sit privately. Service droids offering food and beverages are considered standard at this level of luxury.

2 Months or more Consumables: Ships of this type expect to go on longer voyages without refueling, often deep space patrols or explora-tion. As such, passengers on these ships are expected to remain aboard for a month or longer. Passengers typically enjoy small rooms that are designed for 1-6 passengers each; though the price per ticket is calcu-lated assuming you will be sharing a room with five other individuals. Rooms include a separate bunk with privacy curtain for each passenger, and a single holovid player for the room. For every fifty passengers there is also typically a small lounge where food and beverages can be obtained, along with desks, computers with the latest news and enter-tainment downloads. There are also a number of couches available for passengers to engage each other socially.

Note that the crew of these ships typically enjoys much more spa-cious set of quarters. The captain is often provided a private cabin with a bunk, desk and refresher, while the First Mate may enjoy a smaller cabin with a bunk and desk. Any other officers are given a 2-4 man berthing with a single desk, and the rest of the crew has up to a 50-man berthing (sometimes less if the remaining crew requirement is smaller than 50), of which some ships may have many. The 50-man berth-ings have bunks stacked three-high, a communal refresher and sonic shower, and a small amount of storage for each bunk in the form of a locker or chest.

A basic luxury upgrade to passenger accommodations of this kind will increase the comfort of the suite, reducing the number of occu-pants to four, and providing a private refresher and sonic shower. The private suites will also have a desk with access to the ship's passenger network, allowing passengers to message each other, or play a number of games on the shipboard computer network. The lounges available for every 50 passengers will include a gym, and other leisure services, such as massage, a personal trainer droid, and other distractions. If the ship has a hyper-transceiver or holonet transceiver, the computers are able to send and receive messages, as well as browse the holonet from their suite or the lounge as well. Service droids are often used at this level of luxury to serve the whims of passengers, and deliver food made to order. An extreme luxury upgrade has only the highest quality staterooms, designed only for a maximum of two passengers each, and additionally equipped with a small lounge area. Passenger services at this level of luxury often include meditation pools, an athletic gym able to conform to a number of sporting fields, complete with a droid or two

capable of training passengers or refereeing matches. Larger ships will clearly have a wider variety of such leisure activities.

Passengers That Are Troops: Troops are different from paying passengers in that they are expected to live in much more meager accommodations than most would find comfortable. High-ranking officers will almost always have private staterooms with private refreshers, sonic showers, a desk, holoprojector and private lounge. Lower ranking officers enjoy 10-man berthings with a single desk, lounge, holoprojector, private refresher and sonic shower. Rank and file troops, however, typically have 100-man berthings with a single 10-man lounge that has a pair of desks and a single holoprojector, as well as a communal refresher and sonic shower setup. Because troops have to remain combat-ready, even during long space-voyages, ships of Colossal (frigate) or larger size also provide some sort of gym for their troops, allowing them to stay in fighting trim, as well as a target range and weapon repair area. Troop passengers largely develop a rivalry with the ship's crew, who spend their days working while the bulk of troop passengers try to pass the time. This can sometimes lead to scuffles among the two groups, but they ultimately remember they are on the same side when the shooting starts. In order to alleviate this hit to morale, most ships will have 10% of their troop passengers on a variety of roving and static security watches throughout the ship. During a combat action, general quarters are sounded, and the whole of the troop complement (assuming they haven't been deployed to fight on the ground) will stand ready to repel boarders.

Cramming in more passengers than are listed: In some cases, such as evacuation emergencies, players will wish to cram in passengers in lieu of cargo, and pack their ship as tightly as possible in order to save the most people (or perhaps to transport the most slaves). For every 1 ton of cargo space, you can transport 4 medium standing passengers. As a general guideline, 1 square inside a cargo bay holds 2 tons of cargo space. Though larger, high-ceiling, cargo-bays can fit much more weight per square.

Further, should you wish to really cram your ship full in every conceivable open space beyond cargo bays, use the following guide. Colossal transports can typically fit an additional 50 passengers, Colossal (frigate) ships can typically fit an additional 500 passengers, Colossal (cruiser) ships can fit an additional 1,000 passengers by filling the various passageways, maintenance bays, and loading areas. Note that using this last option will have some negative effects on the ship's performance. Any crew position that requires the ability to move about the ship, such as an engineer or droid repair team, is completely unable to do their job. If gunners are not in their gunner seats prior to loading the passengers, then weapons that require a gunner are unable to be fired. Further, the passengers' attitude toward the ship's crew will reduce by one level for every hour they are onboard in such cramped conditions. If left unchecked long enough, this could potentially cause a use of force by the passengers to get the ship landed so they can disembark and use refreshers. Of course, a good use of Persuasion or Deception can improve their attitude one step, but every time this trick is used, the DC increases by +5, starting at DC 10.

Force Shield

This ability allows you to increase the amount of damage your starfighter can withstand. **Time:** standard action. **Target:** Gargantuan or smaller vehicle you are inside and sitting in a meditation chair.

Make a Use the Force Check. Use of this ability expends your Force Shield Force power from your suite (can be regained as normal). The result of the check determines the effects of this power, which is identical to the Force Shield Force power (*TFU* 86) except that the SR added applies to your vehicle of Gargantuan or smaller size, and damage is first applied to the force shielding before any shielding the craft may normally possess.

Prerequisites: Force Pilot talent, Force Shield Force power

Force Lightning

This ability allows you to attack other spacecraft with a Force Lightning attack. **Time:** standard action. **Target:** any spacecraft within 15 squares (starship scale).

Make a Use the Force Check. Use of this ability expends your Force Lightning power from your suite (can be regained as normal). Compare the result of the roll to the target's Reflex Defense. If the attack hits, the target takes 8d10 points of damage and moves -1 step on the condition track. For every 5 points the roll exceeds the target's Reflex Defense, the attack can affect another ship of the player's choosing within the same square, provided the original attack roll exceeds the new target's Reflex Defense as well, to a maximum of 4 additional craft (5 total).

Prerequisites: Force Pilot talent, Force Lightning Force power

Force Reflex

This ability allows you to contort your perception of time, allowing the pilot to execute a number of actions in one turn. **Time:** swift action. **Target:** Gargantuan or smaller vehicle you are inside, or starship weapon you are the gunner for while sitting in a meditation chair.

As a swift action, make a Use the Force Check. Expend a Force Point and your Surge Force power from your Force Suite (can be regained as normal). The result of the check determines the effects of this power.

DC 20: You gain a number of additional standard actions this round equal to either your Wisdom or Dexterity modifier, whichever is higher, and +2 to Reflex Defense.

DC 25: As DC 20, except +4 to Reflex Defense.

DC 30: As DC 20, except +6 to Reflex Defense.

Prerequisites: Force Perception talent, Force Pilot talent, Surge Force power

Force Shock Wave

This ability allows you to execute a telekinetic shockwave in a 360 degree arc around your craft. **Time:** standard action. **Target:** all objects adjacent to your craft.

Make a Use the Force Check. Expend a Force Point and your Repulse power from your Force suite (can be regained as normal). The result of the check determines the effects of the power. Damage dealt by Force Shock Wave ignores SR, but not DR.

DC 20: Deal 6d10x2 to all craft adjacent to your craft.

DC 25: Deal 8d10x2 to all craft adjacent to your craft.

DC 30: Deal 4d10x5 to all craft adjacent to your craft.

DC 35: Deal 5d10x5 to all craft adjacent to or 1-square from your craft.

Prerequisites: Force Pilot talent, Repulse Force power

Reinforced Chassis

A vehicles' chassis can be reinforced to allow it survive greater impacts. A vehicle with a reinforced chassis only takes half damage from collisions, including ramming attacks. On ramming attacks, it also deals +1 damage per die of ramming damage (and still only takes half damage itself). There is also a boarding version of this emplacement, for double the EP and cost. The boarding variant means that when the vehicle initiates a ramming attack that successfully breaks through a barrier such as a wall or blast door, passengers listed as troops can exit the vehicle on the opposite side of the barrier without waiting for the vehicle to clear it.

Towing Cable

This cable is the standard connection point attached to a ship's chassis to facilitate the towing of containers or maneuvering ship hulls around a ship yard.

TOWING CAPACITY

In some situations, players may wish to tow a disabled ship, asteroid, or other object behind their own ship, or perhaps nudge or push another ship ahead of them. In order to tow something behind you, you require either a harpoon or towing cable of some kind, and the target object must be within your towing capacity. A ship's total towing capacity is arrived at by taking the ship's Strength modifier and adding that to its size modifier as detailed on page 169 for damage threshold of the *Saga Edition Core Rulebook*. This number, referred to as the towing statistic, determines how much a ship can tow. Use the table below to determine how many points a given item requires to be towed. Note that towing any objects at all imposes a -25% penalty to all space and atmospheric movement, and the towing vehicle (as well as all objects being towed) is considered flat-footed. Also, a ship can only tow half as much in atmosphere as it can in space. Also, dragging a single object of Medium size or smaller does not appreciably affect the vehicle in any way. Further, multiple vehicles can combine their tow score to tow larger things. For instance, to tow a Colossal station into place, you might require 10 freighters working together. Note that these towing rules are an alternative to the cargo pod rules presented on page 48 of *Starships of the Galaxy*.

TABLE 1-7: TOWING OBJECTS

OBJECT SIZE	REQUIRED TOWING POINTS
Large	1
Huge	10
Gargantuan	20
Colossal	40
Colossal (frigate)	80
Colossal (cruiser)	150
Colossal (station)	300

Tug Thrusters

By expanding fuel valves to and focusing power output from repulsor engines or sublight drives, it is possible to increase a vehicle's maximum thrust potential, giving it more towing capacity. Tug thrusters are typically installed on freighters that pull cargo containers, or on tug ships used to move massive ships. When the tug thruster emplacement is installed, a vehicle gains a +10 bonus to all Grapple checks. This emplacement can be installed a total of three times for a cumulative effect. However, this modification sacrifices power and fuel to operate. For each installation of this modification, the consumables, movement speed in squares (both atmospheric and space), and maximum velocity drop by 25% (rounded up to the nearest square of speed and 10 km/h). If the installation of one of these systems would lower any of these numbers to zero, it cannot be installed.

Table 1-8: Stock Ship Types

CLASS	SIZE	STR	DEX	INT	SPEED	HP	DR	ARMOR	COST
Super freighter	Colossal (cruiser)	86	10	12	-/1	1,000	20	14	2,500,000
Medium freighter	Colossal (frigate)	49	10	12	12/1	250	15	+12	200,000
Armored walker	Colossal	50	10	16	4 (25-50)	300	20	+14	100,000
Barge	Colossal	48	10	12	6 (50-100)	120	10	+3	125,000
Ground assault vehicle	Colossal	46	10	18	8 (100-200)	250	15	+12	75,000
Speeder truck	Gargantuan/Colossal	30	12	12	8 (100-250)	90	10	+1	20,000
Assault walker	Gargantuan	44	12	14	4 (25-50)	200	15	+10	50,000
Artillery tank	Gargantuan	42	12	18	8 (200)	150	15	+8	50,000
Airspeeder	Gargantuan	22	16	14	12 (400-800)	80	10	+5	25,000
Heavy armored vehicle	Huge	40	14	14	10 (250)	130	10	+8	25,000
Repulsor tank	Huge	36	16	16	10 (300)	120	10	+6	25,000
Scout walker	Huge	36	14	12	6 (50-100)	140	15	+6	35,000
Light airspeeder	Huge	20	20	12	12 (400-800)	60	10	+2	15,000
Patrol walker	Large	24	16	12	6 (50-100)	60	10	+4	20,000
Wheelbike	Large	24	16	10	12 (250-400)	40	5	+3	7,000
Landspeeder	Large	18	18	12	12 (250-400)	50	5	+1	7,000
Swoop	Large	18	24	10	12 (600-950)	30	2	0	4,000
Speeder bike	Large	16	22	10	12 (250-550)	35	5	0	3,000
Airhook	Large	16	26	10	12 (250-400)	25	5	0	3,000

Table 1-9: Stock Ship Base Values

STARSHIP	CREW	PASSENGERS	CARGO	CONSUMABLES	EMPLACEMENT POINTS
Super freighter	14	16	10,000,000 tons	8 months	5
Medium freighter	6	10	20,000 tons	4 months	5
Armored walker	4	50	2 tons	1 week	9
Barge	10	200	250 tons	1 week	1
Ground assault vehicle	4	8	5 tons	1 day	8
Speeder truck	1	2	50 tons	1 week	1
Assault walker	3	5	1 ton	1 week	7
Artillery tank	4	4	250 kg	1 day	8
Airspeeder	1	0	50 kg	1 day	7
Heavy armored vehicle	2	1	500 kg	1 day	4
Repulsor tank	2	1	250 kg	1 day	5
Scout walker	2	1	200 kg	1 day	5
Light airspeeder	1	0	50 kg	1 day	5
Patrol walker	1	0	30 kg	1 day	3
Wheelbike	1	0	5 kg	1 day	2
Landspeeder	1	2	100 kg	1 day	2
Swoop	1	0	5 kg	1 day	2
Speeder bike	1	0	5 kg	1 day	2
Airhook	1	0	none	1 day	2

New Stock Templates

When creating a new vehicle from scratch, the stock ships detailed on *Starships of the Galaxy* (*SG* 52) provide information on a variety of craft types. The following are additional stock ship and vehicle types that can be used when creating new designs. These stock templates can be improved upon with the emplacements found in chapter 3 of *Starships of the Galaxy* and chapter 2 of Scum and Villainy as well as the new Emplacements presented in this source.

New Vehicles

The Clone Wars was the first epic conflict to sweep the galaxy in over one thousand years. During that millennium of peace, technological innovation and competition had slowed to a crawl. However, war has a way of driving technology, and the Clone Wars was no exception. New vehicles and large-scale droids began to appear across the battlefronts of the Clone Wars, driving each side to find new ways to counter enemy advantages and shore up their own weaknesses through invention. Innovative engineers grew exponentially in demand overnight, and technology saw improvements in leaps and bounds for the next several decades.

Confederate Vehicles

The Confederacy of Independent Systems was composed of a variety of trade guilds and corporations, each possessed of their own makeshift militias and enforcers. Together, they were able to combine their droid-

dominated forces to form an impressive military power. Separatist vehicle forces were dominated by a small handful of droid models and starships, but countless variations and under-deployed models existed. This forced many Republic troops to fight vehicles and ships they had very little information about during many of their battles.

Ground Vehicles

The Separatists use a combination of large-scale droids and droid-piloted vehicles to support their army of battle droid infantry. Dominated by cost-efficient designs, repulsor technology takes a marked back-seat to walkers and treaded vehicles. Crewed by expendable droids, the Confederates consider their vehicles, like their army, disposable, and their designs reflect the philosophy with a focus on armament instead of armor.

Tracked Vehicles

Rugged, reliable and reasonably priced, the Corporate Alliance has preferred treaded vehicles over repulsors for over a decade prior to the Separatist Movement's formation. When the Clone Wars began, the Corporate Alliance donated much of its armored forces and vehicle designs over to the Confederacy, most notably Non-Repulsor model number 99, the Corporate Alliance Tank Droid. The Separatists soon found that the treaded line of vehicles, initially designed for rugged mining sites, efficiently translated to the battlefields of the Clone Wars.

Corporate Alliance Artillery Platform

Corporate Alliance NR-N77 Dissuader-class Artillery Platform   CL 8
Huge ground vehicle (tracked)
Init +6; **Senses** Perception +6
Defense Ref 18 (flat-footed 16), Fort 25; +8 armor, Vehicular Combat
hp 130; **DR** 10; **Threshold** 35
Speed 8 squares (max. velocity 75 km/h)
Ranged concussion mortar cannon +6* (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +27
Abilities Str 40, Dex 14, Con –, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +8
Crew integrated droid brain (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none

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Payload 40 concussion mortar shells
Availability Military; **Cost** 50,000 (30,000 used)
Emplacement Points 2
Apply a -20 penalty to attacks against targets smaller than Colossal size.

Concussion mortar cannon (pilot)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** 3d10x5, 4-square splash

The Corporate Alliance saw a period of greedy expansionism in the years leading up to the Clone Wars. Often, the Alliance would coerce a world ruler into signing over rights to mineral deposits or factories, and then launch a hostile takeover of the planet to secure their property when the local populace inevitably revolted. While the Persuader-class Tank Droid was the chief offensive unit of the Corporate Alliance, they preferred the Artillery Platform to defend installations behind thick, defensive walls. As time passed, experience taught that greater firepower was necessary to deal with some of the more savage cultures, leading to the development of the Heavy Artillery Platform. When the Corporate Alliance officially joined the Confederacy, they donated their stockpile of Dissuader-class Artillery Platforms to the cause. Unfortunately, the Dissuader-type was considered inferior to the Trade Federation's incredibly successful HAG series of tanks. Only the least-favored of Separatist commanders found themselves forced to rely on the Corporate Alliance product.

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Capabilities

The Dissuader-type Artillery Platform is a much cheaper alternative to the HAG Tank, providing similar destructive potential on a smaller, more maneuverable chassis. The greatest weakness of the vehicle is that the concussion mortar cannon requires two rounds of cooling and re-loading after each shot fired. Bereft of any sort of defensive weaponry, this leaves the tank extremely vulnerable to counter-attacks. Impatient commanders who order a volley too early can find their defenses overrun before being able to fire a follow-up. The heavy tank has its launchers fire-linked together, causing a larger blast radius, but is unable to turn the fire-link off, resulting in the same length of cool-down.

Corporate Alliance Heavy Artillery Platform

NR-N79 Dissuader-class Heavy Artillery Platform   CL 9
Huge ground vehicle (tracked)
Init +6; **Senses** Perception +6

Defense Ref 19 (flat-footed 17), Fort 25; +9 armor, Vehicular Combat

hp 140; **DR** 10; **Threshold** 35
Speed 8 squares (max. velocity 65 km/h)
Ranged fire-linked concussion mortar cannon +6* (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +27

Abilities Str 40, Dex 14, Con –, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use
    Computer +8

Crew integrated droid brain (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Payload 80 concussion mortar shells
Availability Military; **Cost** 60,000 (39,000 used)
Emplacement Points 0
*Apply a –20 penalty to attacks against targets smaller than Colossal
    size.*

Concussion mortar cannon (pilot)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** 4d10x5,
    6-square splash

Corporate Alliance Energy Digger

Corporate Alliance NR-N11 Energy Digger   CL 4
Huge ground vehicle (tracked)
Init +3; **Senses** Perception +5

Defense Ref 14 (flat-footed 14), Fort 28; +6 armor
hp 130; **DR** 10; **Threshold** 38
Speed 6 squares (max. velocity 30 km/h)
Fighting Space 3 x 3; **Cover** total
Base Atk +0; **Grp** +28

Abilities Str 46, Dex 10, Con –, Int 14
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use
    Computer +7

Crew integrated droid brain (normal); **Passengers** none
Cargo 500 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 31,000 (18,000 used)
Emplacement Points 1

The Corporate Alliance NR-N11 was one of the earlier designs of the cost-efficient "Non-Repulsor" line of vehicles by the organization for internal use. The Energy Digger was created as a mining vehicle, able to quickly dig shafts for droids or sentient labor to use. Many years before the Clone Wars, when new leadership in the Corporate Alliance pushed

Energy Digger

Corporate Alliance Heavy Energy Pummel

NR-N38 Heavy Energy Pummel   **CL 5**
Huge ground vehicle (tracked)
Init +4; **Senses** Perception +6

Defense Ref 15 (flat-footed 15), Fort 28; +7 armor, Vehicular Combat
hp 150; **DR** 10; **Threshold** 38

Speed 6 squares (max. velocity 30 km/h)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +30

Abilities Str 46, Dex 10, Con –, Int 14
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use
    Computer +8

Crew integrated droid brain (skilled); **Passengers** none
Cargo 250 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 42,000 (29,000 used)
Emplacement Points 0

the corporation to embark on a campaign of violent asset-growth, it was discovered that the diggers were just as efficient when tunneling through buildings and fortifications as they were through mountains. This quickly led to the development of the NR-N38 Energy Pummel, which was a heavily armored redesign of the digger, specifically designed for military use. A large number of these vehicles were donated to the Separatist cause, and considered superior to the pummels employed by the Republic or Trade Federation.

Capabilities

The energy digger is capable of quickly tunneling through mountains of even the heaviest ore, creating mining shafts that can then be filled with droids and sentient beings armed with beam drills. The vehicles are used in groups to create roads straight through mountains as well. The Energy Digger's laser panel array deals 4d10x2 damage per round for the purposes of tunneling, while the Energy Pummel deals 5d10x2 per round.

Heavy Energy Pummel

Corporate Alliance Tank Droid

Corporate Alliance NR-N99 Persuader-class Enforcer Tank CL 11
Huge ground vehicle (tracked)
Init +7; **Senses** Perception +6

Defense Ref 20 (flat-footed 17), Fort 27; +9 armor, Vehicular Combat, Reinforced Chassis
hp 140; **DR** 10; **Threshold** 37

Speed 8 squares (max. velocity 50 km/h)
Ranged fire-linked (2) heavy laser cannons +8 (see below) or
Ranged fire-linked (2) light ion cannons +8 (see below)
Fighting Space 3 x 3; **Cover** total (crew) none (passengers)
Base Atk +2; **Grp** +29
Atk Options autofire (fire-linked heavy laser cannons, fire-linked light ion cannons)

Abilities Str 44, Dex 16, Con –, Int 18
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +10

Crew integrated droid brain (skilled); **Passengers** 6 (B1 battle droids)
Cargo none; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 100,000 (60,000 used)
Emplacement Points 0

Fire-linked heavy laser cannons (pilot)	
Atk +8 (+1 autofire), **Dmg** 6d10x2	
Fire-linked light ion cannons (pilot)	
Atk +8 (+1 autofire), **Dmg** 4d10x2 ion	

The most feared symbol of Corporate Alliance might during the years building toward the Clone Wars, the Tank Droids were party to numerous acts of aggression during the Separatist Crisis. During this period, the most news-worthy assault included their participation in a massacre of 25 sentient cyborgs accused of corporate espionage on an asteroid in the Fakir Sector. While the mass-murder was technically legal, the Corporate Alliance found itself officially denounced by several representatives of the Republic. When the Clone Wars officially began, a massive number of NR-N99 Tank Droids were donated to the Confederate forces. The vehicle participated in countless battles throughout the conflict, most notably on Geonosis, Kashyyyk and Thule.

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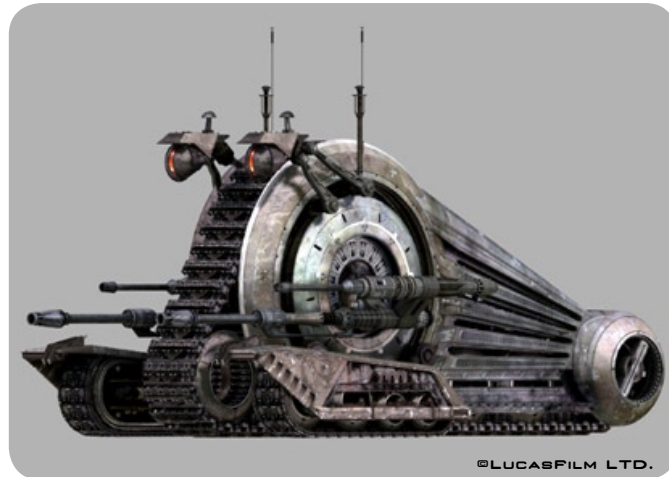
Persuader-class Enforcer Tank

Capabilities

Popular among Separatist commanders because of its modular weaponry, the tank droid could mount a variety of death dealing devices. It is most often equipped with composite medium laser cannons (fire-linked), thermal detonator launchers (as grenade launcher, 8d6, 4-square burst, payload 30, fire-linked), light concussion missiles (payload 12, fire-linked), dumb-fire proton torpedo launchers (payload 6, fire-linked, no int-bonus to attack roll), or homing concussion missiles (payload 12, fire-linked). In each instance, the weapons are replaced in pairs, maintaining their fire-link capability, though only the thermal detonators retain the ability to autofire.

Tank droids are also known for being able to easily run over infantry, and are considered to be equipped with a reinforced chassis. Note that as a tracked vehicle, the Tank Droid's half damage from ramming attacks stacks with the reinforced chassis bonus; reducing damage taken during a ram attack against targets at least one size smaller to zero. Later in the Clone Wars, variants were produced that allowed for B1 pilot droids or a single sentient pilot to control the vehicle. However, these variants were in the minority, and rarely saw use by anything other than elite units.

Walkers

Confederate walkers were common among Separatist forces, including some larger models that were equal to tanks. The Homing Spider Droid and Octuptarra Tri-Droids are the most commonly deployed units, towering over Republic forces and defeating enemy armored vehicles. Favored by both the Techno Union and Commerce Guild, droid walkers were most often scaled-up versions of infantry designs, which, while cost-efficient, were often weak against Jedi and special forces, who found the disproportionately thin legs of the vehicles extremely vulnerable.

Crab Droid (Sentry)

Techno Union LM-432 Crab Droid	CL 5

Huge ground vehicle (walker)

Init +3; **Senses** Perception +6

Defense Ref 20 (flat-footed 18), Fort 23; +10 armor, Vehicular Combat
hp 120; **DR** 15; **Threshold** 33

Weakness facing vulnerability (top)

Speed 6 squares (max. velocity 60 km/h)
Ranged double light blaster cannon +5 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +25
Atk Options autofire (double light blaster cannons)
Abilities Str 36, Dex 14, Con –, Int 12
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use
   Computer +7

Crew integrated droid brain (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 45,000 (29,000 used)
Emplacement Points 2

Double light blaster cannon (pilot)
Atk +5 (+0 autofire), **Dmg** 4d10x2

The 3-meter tall Sentry Crab Droid was used as an intimidating defense to Separatist installations, and was put into production during the latter half of the Clone Wars. While they were not as heavily armed as their larger cousins, the Sentry model was designed to function in pairs alongside armored blast doors, typically in large indoor spaces. Jedi Master Obi-Wan Kenobi defeated two of these droids on Utapau while hunting General Grievous. In both instances, he was able to gain purchase on top of the droid and destroy it.

Crab Droid

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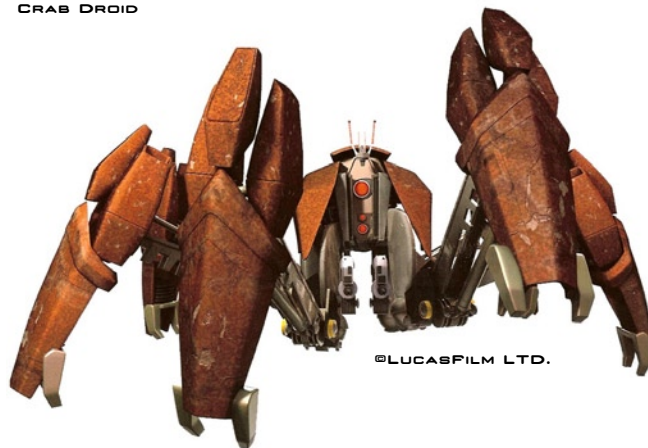
Capabilities

In addition to its rapid-fire blaster weaponry, the sentry crab droid is also capable of using its forward legs to stomp on weapon emplacements or prone sentients. A crab droid leg is treated as a small falling object forced downward (*SE* 256). Crab droids can use stomp attacks as though they had the Crush and Pin feats (*SE* 83, 87). The legs of crab droids are also tipped with duranium teeth to provide superior traction, and the crab droid is considered to have the climbing clamps emplacement. Just behind the crab droid's head there is a weak spot in the armor that can be attacked, should a daring individual choose to jump onto the droid's back.

Crab Droid (Infantry Support)

The 4-meter tall Infantry Support Crab Droid was the second variant of the design to be put into full-scale production. The entire line was originally conceived to replace the Homing Spider Droid, which had some difficulty in swampy or rocky terrain. The Crab Droid was able to provide similar infantry support without being the toppling hazard that the Spider Droids were known to present. This was one of the more popular sizes of Crab Droid throughout the Clone Wars.

Capabilities

The Crab Droid is equipped with one light concussion missile launcher, which can be loaded with a variety of missile types to serve the needs of the environment, though the wide-blast anti-infantry tend to be most

popular. In addition to its weaponry, the sentry crab droid is also capable of using its forward legs to stomp on weapon emplacements or prone sentients. A crab droid leg is treated as a small falling object forced downward (*SE* 256). Crab droids can use stomp attacks as though they had the Crush and Pin feats (*SE* 83, 87). The legs of crab droids are also tipped with duranium teeth to provide superior traction, and the crab droid is considered to have the climbing clamps emplacement. Just behind the crab droid's head there is a weak spot in the armor that can be attacked, should a daring individual choose to jump onto the droid's back.

Techno Union LM-432 Crab Droid   **CL 6**
Huge ground vehicle (walker)
Init +3; Senses Perception +6
___
Defense Ref 20 (flat-footed 18), Fort 24; +10 armor, Vehicular Combat
hp 140; **DR** 15; **Threshold** 34
Weakness facing vulnerability (top)
___
Speed 6 squares (max. velocity 60 km/h)
Ranged double light blaster cannon +6 (see below) or
Ranged light concussion missile launcher +6 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (double light blaster cannon)
Abilities Str 38, Dex 14, Con –, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use
    Computer +8
___
Crew integrated droid brain (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Payload 6 light concussion missiles
Availability Military; **Cost** 52,000 (32,000 used)
Emplacement Points 0

Double light blaster cannon (pilot)	
Atk +6 (+1 autofire), **Dmg** 4d10x2	
Light concussion missile launcher (pilot)	
Atk +6, **Dmg** 7d10x2, 4-square splash	

Crab Droid (Light Assault)

The four and a half-meter tall Light Assault Crab Droid was used toward the end of the Clone Wars, though sparingly. The models were most frequently utilized in small groups to ambush Jedi, typically by hiding underwater near areas they were known to pass through. This tactic was used effectively on Kashyyyk, when a trio of crab droids was able to surprise Jedi Masters Quinlan Vos and Luminara Unduli.

Capabilities
This version of the Crab Droid is most often equipped with a bubble wort projector, though sometimes it is instead equipped with the muckraker vacuum system, which allows it to ignore movement penalties from muddy or swampy terrain, and make a blinding attack by shooting a spout of filth at the target's eyes. Treat as a standard area attack against a 2 x 2 square area. Affected targets suffer blindness (*SE* 254) for 1d6 rounds. In addition to its weaponry, the sentry crab droid is also capable of using its forward legs to stomp on weapon emplacements or prone sentients. A crab droid leg is treated as a small falling object forced downward (*SE* 256). Crab droids can use stomp attacks as though they had the Crush and Pin feats (*SE* 83, 87). The legs of crab droids are also tipped with duranium teeth to provide superior traction, and the crab droid is considered to have the climbing clamps emplacement. The Crab Droid also has amphibious seals, allowing it to hide beneath swampy waters to spring surprise attacks. Just behind the crab droid's head there is a weak spot in the armor that can be attacked, should a daring individual choose to jump onto the droid's back.

Techno Union LM-432 Crab Droid   **CL 7**
Huge ground vehicle (walker)
Init +5; Senses Perception +8
___
Defense Ref 20 (flat-footed 19), Fort 25; +11 armor, Vehicular Combat
hp 150; **DR** 15; **Threshold** 35
Weakness facing vulnerability (top)
___
Speed 6 squares (max. velocity 50 km/h), 4 squares/30 km/h
    (underwater) Amphibious Seals
Ranged double medium blaster cannon +9 (see below) or
Ranged bubble wort projector +9 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +5; **Grp** +30
Atk Options autofire (double medium blaster cannon)
Abilities Str 40, Dex 13, Con –, Int 14
Skills Initiative +5, Mechanics +8, Perception +8, Pilot +5, Use
    Computer +10
___
Crew integrated droid brain (expert); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
**Availability** Military; **Cost** 65,000 (41,000 used)
Emplacement Points 0

Double medium blaster cannon (pilot)	
Atk +9 (+4 autofire), **Dmg** 5d10x2	
Bubble wort projector (pilot)	
Atk +9, **Dmg** special	

Crab Droid (Medium Assault)

A five and a half meter tall Crab Droid, the Medium Assault unit was able to destroy enemy vehicles and fortifications with its high-powered weaponry. The Medium Assault Crab Droids were put into production toward the very end of the Clone Wars, and were not produced in large enough numbers to see significant deployment before the Confederacy was defeated. Like all other Crab Droids, these were shut down when the Master Control Signal was sent after Darth Vader murdered the Separatist Council.

Capabilities

The medium assault crab droid is equipped with powerful blaster cannons to tear through infantry and light armored vehicles, as well as a medium concussion missile launcher to deal with strong fortifications or heavily armored vehicles. However, it is also capable of using its forward legs to stomp on weapon emplacements or prone sentients. A crab droid leg is treated as a large falling object forced downward (*SE* 256). Crab droids can use stomp attacks as though they had the Crush and Pin feats (*SE* 83, 87). The legs of crab droids are also tipped with duranium teeth to provide superior traction, and the crab droid is considered to have the climbing clamps emplacement. Just behind the crab droid's head there is a weak spot in the armor that can be attacked, should a daring individual choose to jump onto the droid's back.

Techno Union LM-432 Crab Droid   CL 10
Gargantuan ground vehicle (walker)
Init +4; **Senses** Perception +8
Defense Ref 19 (flat-footed 18), Fort 26; +12 armor, Vehicular Combat
hp 190; **DR** 15; **Threshold** 46
Weakness facing vulnerability (top)
Speed 6 squares (max. velocity 60 km/h)
Ranged double heavy blaster cannon +9 (see below) or
Ranged medium concussion missile launcher +9 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +5; **Grp** +36
Atk Options autofire (double medium blaster cannons)
Abilities Str 42, Dex 13, Con –, Int 14
Skills Initiative +4, Mechanics +8, Perception +8, Pilot +4, Use Computer +10
Crew integrated droid brain (expert); **Passengers** none
Cargo none; **Consumables** 1 week; **Carried Craft** none
Payload 16 medium concussion missiles
Availability Military; **Cost** 110,000 (85,500 used)
Emplacement Points 0

Double heavy blaster cannon (pilot)
Atk +9 (+5 autofire), **Dmg** 6d10x2
Medium concussion missile launcher (pilot)
Atk +9, **Dmg** 9d10x2 (4-square splash)

Crab Droid (Trailblazer)

The largest Crab Droid series of combat automata at 6.1 meters tall, the trailblazer model was put into production around the time Anakin Skywalker was knighted. During their initial deployment, they were able to capture Jedi Agen Kolar, Aaayla Secura and Volviff Mann before they were freed by Skywalker. Many other Jedi were similarly ambushed by this model, as it was the first to be equipped with the previously unseen Gungan bubble wort projector. Separatist thinking was that if the Jedi were eliminated from battle, even if only for a few minutes, it would allow droid forces to gain the initiative and overrun the Jedi's clone forces. While the heavy assault model of crab droid was a rarity, it was in high demand by Confederate commanders across the galaxy as a Jedi counter-measure.

Capabilities

The trailblazer crab droid is equipped with powerful blaster cannons to tear through infantry and light armored vehicles, as well as the bubble projector to deal with Jedi. However, it is also capable of using its forward legs to stomp on weapon emplacements or prone sentients. A crab droid leg is treated as a large falling object forced downward (*SE* 256). Crab droids can use stomp attacks as though they had the Crush and Pin feats (*SE* 83, 87). The legs of crab droids are also tipped with duranium teeth to provide superior traction, and the crab droid is considered to have the climbing clamps emplacement. Just behind the crab droid's head there is a weak spot in the armor that can be attacked, should a daring individual choose to jump onto the droid's back.

Techno Union LM-432 Crab Droid   CL 11
Gargantuan ground vehicle (walker)
Init +4; **Senses** Perception +8
Defense Ref 20 (flat-footed 19), Fort 27; +13 armor, Vehicular Combat
hp 220; **DR** 15; **Threshold** 47
Weakness facing vulnerability (top)
Speed 6 squares (max. velocity 60 km/h)
Ranged quad heavy blaster cannon +9 (see below) or
Ranged bubble wort projector +9 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +5; **Grp** +37
Atk Options autofire (quad heavy blaster cannons)

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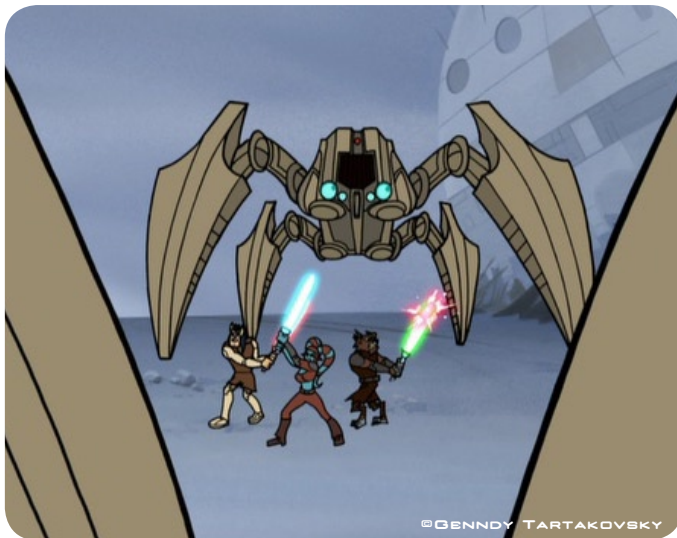
Abilities Str 44, Dex 12, Con –, Int 14
Skills Initiative +4, Mechanics +8, Perception +8, Pilot +4, Use
    Computer +10
Crew integrated droid brain (expert); **Passengers** none
Cargo none; **Consumables** 1 week; **Carried Craft** none
Availability Military; **Cost** 110,000 (85,500 used)
Emplacement Points 0

Quad heavy blaster cannon (pilot)
Atk +9 (+4 autofire), **Dmg** 7d10x2
Bubble wort projector (pilot)
Atk +9, **Dmg** special

Heavy Spider Tank

Baktoid Armor Workshop OG-10 Repeater Spider Droid   CL 8
Huge ground vehicle (walker)
Init +5; **Senses** Perception +6
Defense Ref 15 (flat-footed 14), Fort 17; +6 armor, Vehicular Combat,
    Tall Walker
hp 90; **DR** 10; **Threshold** 27
Speed 8 squares (max. velocity 50 km/h)
Ranged fire-linked advanced heavy blaster cannons +7 (see below) or
Ranged heavy repeating blaster +7 (see below)

Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +19
Atk Options autofire (heavy repeating blaster, fire-linked advanced
    heavy blaster cannons)
Abilities Str 24, Dex 12, Con --, Int 14
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use
    Computer +8
Crew integrated droid brain (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 95,000 (55,000 used)
Emplacement Points 0

Fire-linked advanced heavy blaster cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 8d10x2
Heavy Repeating Blaster (pilot)
Atk +6 (+1 autofire), **Dmg** 3d10

While the Commerce Guild already had countless OG-9 Spider Droids, not every threat came from miners packing only small arms and explosive charges. The much more heavily armored OG-10 Heavy Spider Droid was

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Heavy Spider Tank

developed early in the Clone Wars in response to the light armor of the standard model. Like its predecessor, the droid was often accompanied by its smaller cousins, the Dwarf Spider Droid and Advanced Dwarf Spider Droids, who can provide better protection against infantry. The heavy variant was produced shortly after the Clone Wars began, favored by General Sev'rance Tann and used on Alaris Prime, Eredenn Prime and Krant, among others.

Capabilities

Homing Spider Droids possess a rudimentary droid brain, allowing them to fight on, even if disconnected from their droid control ship, albeit at a –2 penalty to their Intelligence score. The repeating blaster is rapid-firing, allowing for area attacks against infantry, while the heavy cannons can target other vehicles or dense formations of troops. Like the OG-9, the OG-10 has thin legs that make it susceptible to being toppled. Any critical hit that deals damage equal to or greater than its damage threshold brings the spider droid to an immediate halt and reduces its speed to 0 squares, though it is still capable of attacking. The droid remains immobile until repaired.

Wheeled Vehicles

Typified by the Hailfire Droids of the InterGalactic Banking Clan, wheeled vehicles were found in many Confederate strike teams. The Banking Clan preferred wheeled vehicles for their reduced wear and tear on paved roads, mixed with their ability to handle the variety of terrains on which violent repossessions took place. The Hailfire Droid was specifically built for quick raids or long stand-offs, but its limited munitions made it especially weak in conflicts that involved prolonged engagements.

Anti-Air Hailfire Droid

Haor Chall Engineering IG-226 Hailfire-class Tank Droid CL 6
Huge ground vehicle (wheeled)
Init +5; Senses Perception +6
Defense Ref 17 (flat-footed 16), Fort 23; +8 armor, Vehicular Combat
hp 110; DR 10; Threshold 33
Speed 8 squares (max. velocity 45 km/h)
Ranged anti-air hailfire missile launchers +5 (see below)
Fighting Space 3 x 3; Cover total
Base Atk +2; Grp +25
Atk Options autofire (hailfire missile launchers)
Abilities Str 36, Dex 12, Con –, Int 12
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use

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Computer +7

Crew integrated droid brain (skilled); Passengers none
Cargo none; Consumables 1 day; Carried Craft none
Payload 30 anti-air hailfire missiles
Availability Military; Cost 40,000 (24,000 used)
Emplacement Points 1

Anti-air hailfire missile launcher (pilot)
Atk +5 (+0 autofire, +7 vs. air targets, +2 autofire vs. air targets) Dmg 5d10x2 (5d10x3 vs. air targets, 6d10x2 fire-linked, 6d10x3 fire-linked vs. air targets), 6-square splash

The IG-226 is the original Hailfire Droid design, built specifically as an anti-air platform. A heavier armed model was also created to deal with better-armed resistance. When the IG-227 replaced most Banking Clan vehicles a few years before the onset of war at Geonosis, the entire remaining stockpile of the anti-air variant was donated to the Separatist effort. Some of these covert cargoes were discovered by the Republic, such as a shipment to Eriadu just months prior to the outbreak of open hostilities. While Confederate Military Doctrine typically focused on the use of droid starfighters to defeat enemy air-power, the older model Hailfire droids were still valuable resources favored by General Sev'rance Tann during the early years of the Confederacy.

Capabilities

The Hailfire Droid is named for the missile it carries, which is powerful and capable of launching in rapid volleys. This ability is often used in

conjunctions with a strafe attack, targeting squares above the vehicle as opposed to below, creating a wall of shrapnel that can shred Republic Gunships into scrap-metal. The Hailfire Launcher in use on these older models is tailored specifically for an anti-air role, following the rules presented for anti-air missile emplacements presented in this chapter. The heavy IG-266 has 10 AMR and 140 hp, as well as a second launcher, which can optionally be fire-linked.

Speeder Bikes

While a majority of the Separatist armored vehicles are not equipped with repulsorlift engines, when it comes to speedy scouting and patrol-craft, repulsor technology was the reigning selection. A variety of swoops, speederbikes and airhooks were used to both patrol secure areas and scout ahead of assault forces to provide reconnaissance data.

Armored STAP

Baktoid Armor Workshop STAP-1   CL 3
Large ground vehicle (speeder)
Init +7; **Senses** Perception +6
Defense Ref 14 (flat-footed 12), Fort 11; +3 armor, Vehicular Combat
hp 20; **DR** 5; **Threshold** 16
Speed 10 squares (max. velocity 300 km/h)
Ranged double medium blaster cannon +4 (see below)
Fighting Space 2 x 2; **Cover** +5 (front only)
Base Atk +2; **Grp** +8
Atk Options autofire (double medium blaster cannons)
Abilities Str 16, Dex 14, Con --, Int 10
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use
  Computer +6
Crew 1 (skilled); **Passengers** none
Cargo none; **Consumables** 8 hours; **Carried Craft** none
Availability Military; **Cost** 9,000 (6,500 used)
Emplacement Points 0

Double medium blaster cannon (pilot)
Atk +4 (-1 autofire), **Dmg** 5d10x2

The Armored STAP was an early follow-on design to the standard Trade Federation scouting platform. The vehicle was designed at a time when it was believed that the standard pilot droid would be getting a significant upgrade. This created a need to increase the survivability of the new investment, and so armor plating was added to the STAP. After adding on additional armor plating, the weapons were vastly upgraded, allowing

it to take on lightly armored vehicles in addition to infantry. While this design was much more successful than the STAP-2, the advanced piloting droids never saw the light of day, causing the armored STAP to never see widescale production.

Capabilities

The armored STAP is still a very fast and maneuverable craft, capable of altitudes of up to 500 meters. The design is only capable of lifting 125 kg, making it completely unable to support modifications for passengers or anything but the smallest of cargo spaces. The non-standard design of an airhook makes it tricky to fly, and all those not trained in the Pilot skill take a -5 penalty to all pilot checks. Some models of the armored STAP replaced the double medium blaster cannon with a single medium blaster cannon (4d10x2 no autofire) and a grenade launcher (4d10 damage, 2-square splash, 20 grenades of ammo).

FlitKnot Speeder

Huppla Pasa Tisc Shipwrights FlitKnot Swoop CL 1
Medium ground vehicle (speeder)
Init +12; **Senses** Perception +5
Defense Ref 17 (flat-footed 10), Fort 14; +0 armor
hp 30; **DR** 2; **Threshold** 14
Speed 12 squares (max. velocity 634 km/h)
Fighting Space 1 square; **Cover** none
Base Atk +0; **Grp** +4
Abilities Str 18, Dex 24, Con –, Int 12
Skills Initiative +12, Mechanics +5, Perception +5, Pilot +12, Use
  Computer +7

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FlipKnot Speeder

Crew 1 (normal); Passengers none
Cargo 2 kg; Consumables 1 day; Carried Craft none
Availability Prevalent; Cost 8,000 (3,000 used)
Emplacement Points 3

Unlike most Geonosian craft, FlitKnot Swoop was easily operated by any bipedal humanoid, and a modified FlitKnot was even used by Count Dooku to reach his private hanger during the Battle of Geonosis. The FlitKnot was traditionally used by the Geonosians as a scouting vehicle to investigate meteorite impacts or track the movements of the more dangerous examples of local fauna. During the Clone Wars, the effective swoop was employed as a combat scout flown by battle droid pilots.

Capabilities

The FlitKnot is a well-rounded swoop, and mounts an integrated comlink, which Dooku used to keep in touch with a starfighter escort. The Geonosian FlitKnot Speeder was a compact swoop capable of altitudes of 2,000 meters. A military version of this craft mounts +1 armor, and adds a light blaster cannon (3d10x2, Atk +1) with a CL of 2.

Heavy STAP

Baktoid Armor Workshop STAP-2   CL 6
Huge ground vehicle (speeder)
Init +10; Senses Perception +7
Defense Ref 17 (flat-footed 11), Fort 15; +3 armor, Vehicular Combat
hp 40; DR 5; Threshold 25
Speed 8 squares (max. velocity 240 km/h)
Ranged double medium blaster cannon +5 (see below) or
Ranged light concussion missiles +5 (see below)
Fighting Space 1 square; Cover +5 (front only)
Base Atk +2; Grp +17
Atk Options autofire (double medium blaster cannons)
Abilities Str 20, Dex 22, Con –, Int 12
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use
    Computer +7
Crew 1 (skilled); Passengers none
Cargo none; Consumables 6 hours; Carried Craft none
Payload 8 missiles
Availability Military; Cost 25,000 (14,000 used)
Emplacement Points 1

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Heavy STAP

Double medium blaster cannon (pilot)
Atk +5 (+0 autofire), Dmg 5d10x2
Light concussion missiles (pilot)
Atk +5, Dmg 7d10x2

A strange melding of an airhook with a speederbike, the STAP-2 was flown in a seated position, designed with conventional sentient pilots in mind. This limited run design was created after Neimoidian test pilots were unable to pilot the STAP-1 with any degree of proficiency. The two designs competed for a way to best use the cheaply acquired Longspur & Alloi Airhook, but when the B-1 Battle Droid Pilot was added to the Trade Federation's forces, the STAP-2 was largely warehoused and considered a failure. However, the design still saw use during the Invasion of Naboo and during the Clone Wars, and was widely used by sentient battlefield commanders who wished to lead from the front lines.

Capabilities

The STAP-2 boasts increased armament and armor at the expense of speed and maneuverability, but it is still more powerful than most one-man vehicles of equal size. If not for its mediocre speed and high price-point, the vehicle surely would have maintained popularity amongst

Confederate forces. The larger design has also grossly impacted the flight ceiling of the STAP-2, limiting it to a mere 12 meters of altitude. However, the vehicle was discovered to take to modification easily, and its single emplacement point is most often used to add a shield generator (15 SR) to protect field commanders.

MVR-3 Speederbike

Incom Corporation MVR-3 Speederbike   CL 1
Large ground vehicle (speeder)
Init +10; **Senses** Perception +5
Defense Ref 15 (flat-footed 9), Fort 13; +0 armor
hp 40; **DR** 5; **Threshold** 18
Speed 8 squares (max. velocity 120 km/h)
Fighting Space 2 x 2 squares; **Cover** none
Base Atk +0; **Grp** +8
Abilities Str 16, Dex 23, Con –, Int 10
Skills Initiative +10, Mechanics +5, Perception +5, Pilot +12, Use Computer +5
Crew 1 (normal); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Prevalent; **Cost** 7,000 (2,000 used)
Emplacement Points 3

The Incom MVR-3 Speederbike is distant cousin of the quietly popular Razalon FC-20 speederbike, designed at a time when the future of the speederbike was thought to be in slower, ergonomic personal transports with U-shaped seats. However, longer, sleeker machines built entirely for speed soon replaced the MVR and its ilk. During the Clone Wars, the Trade Federation took note of the perfectly serviceable vehicles and their lack of popularity, and bought up a significant portion of the MVR-3 production run at fire-sale prices. When the Manta sub-fighter
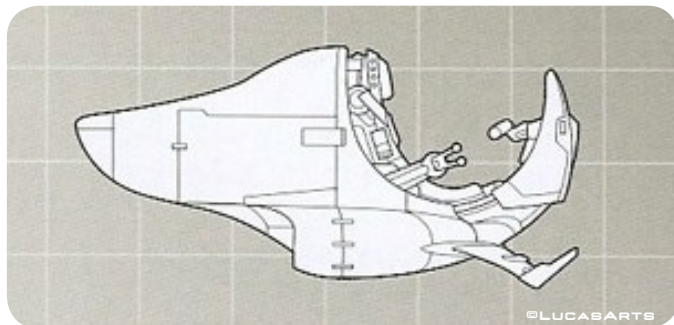
MVR-3 Speeder bike

was purchased to act as a submerged fighter, the Xi Char also gifted a number of hydrodynamic adaptor kits for the MVR-3, converting it into an aquatic combat vehicle. These vehicles were used at the Battle of Mon Calamari, and often supported Manta sub-fighter squadrons.

Capabilities
A maneuverable craft, the MVR-3 has a large fin trailing behind the cockpit, which adds stability to the craft. All pilot checks made on the MVR-3 benefit from a +2 bonus to all pilot checks as a result. A military version of this vehicle (CL 2) boasts an autofire-capable double blaster cannon, which does 4d10x2 damage. This version costs 10,000 new (2,500 used), and costs one emplacement point. The MVR-3 has a maximum flight ceiling of 50 meters.

The aquatic variant, known as the MVR-3 Mini-Sub, has a light laser cannon which does 4d10x2 damage, as well as enhanced armor, providing +1 armor and giving the pilot a +5 cover bonus. The underwater speed remains at 8, but the max velocity is reduced to 60 km/h. The mini-sub upgrade kit costs 5,000 credits, 2 emplacement points and 25 kg of cargo space. The upgrade requires a Mechanics check DC 15 and 2d8 hours to complete. Note that the mini-subs no longer have a repulsorlift drive, and therefore are limited to aquatic environments.

Transpeeder

Baktoid Armor Workshop Transpeeder Speeder Platform   CL 2
Medium ground vehicle (speeder)
Init +12; **Senses** Perception +6
Defense Ref 17 (flat-footed 11), Fort 13; +1 armor, Vehicular Combat
hp 40; **DR** 5; **Threshold** 13
Speed 8 squares (max. velocity 270 km/h)
Ranged double light laser cannon +4 (see below)
Fighting Space 1 square; **Cover** none
Base Atk +2; **Grp** +5
Atk Options autofire (double light laser cannon)
Abilities Str 16, Dex 22, Con –, Int 10
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +6
Crew 1 (skilled); **Passengers** none
Cargo 5 kg; **Consumables** 1 day; **Carried Craft** none
Availability Prevalent; **Cost** 10,000 (3,000 used)
Emplacement Points 0

Double light laser cannon (pilot)
Atk +4, **Dmg** 4d10x2

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Transpeeder

The Baktoid Transpeeder was an attempt to create a cheap recon speederbike. The project was considered a failure after the great success of the STAP, but still saw limited use by pilot droids of the Trade Federation when STAPs were still coming off the assembly lines. By the time of the Clone Wars, this vehicle had been largely reduced to use by the Neimoidian Riflemen as transportation to achieve sniper positions.

Capabilities

This speeder was capable of reaching altitudes of 50 meters. Some models of the Transpeeder favored an alternate weapons load-out featuring a single light laser cannon (3d10x2 damage, no autofire) and a frag grenade launcher (4d6 damage, 2-square burst, with a payload of 20 grenades).

Speeders

Despite the philosophies of their Separatist allies, the Trade Federation had a distinct preference for conventional repulsorlift technology. It was the Trade Federation that supplied the bulk of the Separatist vehicle designs, which were already optimized to function as a part of their droid army. While the Trade Federation had a vast military force prior to the Separatist Crisis, the Clone Wars saw the production power of the Techno Union and their foundry worlds get squarely behind the designs, forming the backbone of Separatist vehicle forces.

AAT

Baktoid Armor Workshop AAT-1 Tank   CL 8
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +6
Defense Ref 16 (flat-footed 13), Fort 23; +5 armor, Vehicular Combat, Reinforced Chassis

hp 180; **DR** 15; **Threshold** 33
Weakness ion vulnerability
Speed 6 squares (max. velocity 55 km/h)
Ranged enhanced heavy laser cannon +4 (see below) and
    fire-linked (2) anti-vehicle medium laser cannon +4 (see below)
        and
    fire-linked (2) light autoblaster cannon +6 (see below) and
    6 energy shell projectors +4 (see below)
Fighting Space 3 x 3; **Cover** total (crew), none (passengers)
Base Atk +2; **Grp** +25
Atk Options autofire (light autoblaster cannon, energy shells) optional
    fire-link (6 energy shells)
Abilities Str 36, Dex 16, Con –, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use
    Computer +8
Crew 4 (skilled); **Passengers** 6 (external)
Cargo 200 kg; **Consumables** 1 day; **Carried Craft** none
Payload 240 high-energy shells
Availability Military; **Cost** 40,000 (28,000 used)
Emplacement Points 1

Enhanced heavy laser cannon (commander)	
Atk +4, **Dmg** 6d10x2	
Fire-linked (2) anti-vehicle medium laser cannon (gunner)	
Atk +4, **Dmg** 5d10x2	
Fire-linked (2) light autoblaster cannon (pilot)	
Atk +6 (+1 autofire), **Dmg** 4d10x2	
Energy shell projectors (gunner)	
Atk +4, **Dmg** 6d6, 2-square splash	

The AAT-1 has been used by the Trade Federation for a number of years, and faced its first true test at the Battle of Naboo. A decade later, the tanks served the Confederacy in the Clone Wars, proving their worth to Separatist commanders the galaxy over. General Loathsome was particularly fond of the vehicle on Christophsis, and they also saw action on Coruscant, Felucia, Murkhana, and nearly every other major battlefield throughout the Clone Wars. A number of variants were produced, but was none were ever as popular as the original design.

Capabilities

The energy shell projectors are a bank of six tubes, each with the ammunition capacity for 40 high-energy shells. However, each tube can have its ammo swapped out with 15 armor-piercing shells, high-energy

AAT-1 TANK

Anti-air medium concussion missile launcher (gunner)
Atk +2 (+7 against airborne targets), **Dmg** 9d10x2, 4-square splash

The AML platform was first used by the Trade Federation in combat during the years leading up to the invasion of Naboo. The AML was not commonplace, as Trade Federation doctrine typically espoused the use of Vulture droids as a more potent method of air defense. The AML had several weaknesses, chief of which was a miniscule payload. This forced the vehicles to be thickly layered to create a significant threat envelope, which was prohibitively costly. In an effort to improve the vehicle when the Trade Federation expressed their dissatisfaction, Baktoid Armor Workshop provided an upgrade kit that added more armor plating, upgraded control software, and an additional missile tube. While this made the vehicle slightly more formidable, the increase in cost in comparison to the dependable Vulture fighter made sure the HAML never caught on. When the Clone Wars began, the Trade Federation was only too glad to donate their stockpile of the ill-designed repulsor vehicles, only to find that the Banking Clan's Hailfire droid was much more lethal on the battlefield, due to its significantly larger payload.

Capabilities

The AML is very well armored, typically allowing it to survive an aerial assault long enough to reload its launchers once. Its weapon system was considered a backward step in missile technology in that it was specialized. Most missile and torpedo systems in the galaxy are equally capable of targeting ground, air and space units, but the AML launcher is specifically tailored for surface to air warfare. The launcher rises to fire, but is often lowered for storage.

shells or bunker-busters. These tubes have the ability to fire-link 2, 4, or all 6 projectors at once. This vehicle is also equipped with a reinforced chassis and has the Ion Vulnerability.

AML Platform

Baktoid Armor Workshop Anti-Air Missile Launcher Platform   CL 9
Gargantuan ground vehicle (speeder)
Init +1; **Senses** Perception +6
Defense Ref 17 (flat-footed 17), Fort 22; +12 armor, Vehicular Combat
hp 80; **DR** 15; **Threshold** 42
Speed 8 squares (max. velocity 80 km/h)
Ranged anti-air medium concussion missile launcher +2 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +29
Abilities Str 34, Dex 10, Con –, Int 16
Skills Initiative +1, Mechanics +6, Perception +6, Pilot +1, Use
     Computer +9
Crew 3 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Payload 2 medium concussion missiles
Availability Military; **Cost** 65,000 (30,000 used)
Emplacement Points 3

HAML Platform

Heavy Anti-Air Missile Launcher Platform   CL 10
Gargantuan ground vehicle (speeder)
Init +2; **Senses** Perception +6
Defense Ref 20 (flat-footed 19), Fort 22; +14 armor, Vehicular Combat
hp 100; **DR** 15; **Threshold** 42
Speed 8 squares (max. velocity 80 km/h)
Ranged 2 anti-air medium concussion missile launchers +2 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +29
Atk Options optional fire-link (anti-air medium concussion missiles)
Abilities Str 34, Dex 12, Con –, Int 18

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hp 100; **DR** 5; **Threshold** 25
Speed 10 squares (max. velocity 320 km/h)
Ranged double light laser cannon +6 (see below)
Fighting Space 2 x 2; **Cover** +5
Base Atk +2; **Grp** +17
Atk Options autofire (double light laser cannon)
Abilities Str 30, Dex 16, Con –, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use
    Computer +8
Crew 1 (skilled); **Passengers** none
Cargo 15 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 15,000 (9,000 used)
Emplacement Points 1

Double light laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10x2

A smaller, nimbler version of the AAT-1, the AST is designed for scouting missions in environments where the STAP is not an efficient scouting platform. Dense forest and other areas with thick brush are no match for the AST and its ability to trample undergrowth. The units were used in a limited fashion at the Battle of Naboo, mostly to patrol Gungan

Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use
    Computer +10
Crew 4 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Payload 4 medium concussion missiles
Availability Military; **Cost** 85,000 (60,000 used)
Emplacement Points 0

Anti-air medium concussion missile launcher (gunner)
Atk +2 (+8 against airborne targets), **Dmg** 9d10x2 (10d10x2 fire-
    linked), 4-square splash

AST

Baktoid Armor Workshop Armored Scout Tank   CL 8
Large ground vehicle (speeder)
Init +8; **Senses** Perception +6
Defense Ref 17 (flat-footed 14), Fort 20; +5 armor, Vehicular Combat,
    Reinforced Chassis

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ARMORED SCOUT TANK

swamp areas, though some commanders used them at checkpoints in urban areas where using an AAT-1 was not cost effective. The vehicle was used during the Clone Wars as well, though it always remained a secondary scout vehicle to the STAP.

Capabilities

Equipped with a Reinforced Chassis, the AST can mow down most brush and small trees without issue. This gives it a significant advantage in dense environment patrols over the STAP, which would have to fly above obstacles, potentially missing hidden targets. The AST is most often deployed in groups of three, back to back at checkpoints to maximize their protection, or in spearhead formations during scouting patrols, uprooting enemies, and leaving a wide path of flattened terrain for troops to follow behind.

Droid Transport Carrier

Baktoid Armor Workshop Droid Transport Carrier CL 5
Huge ground transport (speeder)
Init +7; Senses Perception +6
Defense Ref 17 (flat-footed 14), Fort 14; +6 armor, Vehicular Combat
hp 80; DR 5; Threshold 24
Speed 10 squares (max. velocity 300 km/h)
Ranged fire-linked (2) advanced medium lasers +5 (see below) or
Ranged fire-linked (2) light blaster cannon +5 (see below)
Fighting Space 3 x 3; Cover +5 (crew), none (passengers)
Base Atk +2; Grp +16
Atk Options autofire (advanced medium laser cannon, light blaster cannon)
Abilities Str 18, Dex 16, Con –, Int 12
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +7
Crew 1 (skilled); Passengers 5
Cargo 50 kg; Consumables 1 day; Carried Craft none
Availability Military; Cost 25,000 (18,000 used)
Emplacement Points 0

Fire-linked (2) advanced medium lasers (pilot)	
Atk +5 (+0 autofire), Dmg 6d10x2	
Fire-linked (2) double light blaster cannon (pilot)	
Atk +5 (+0 autofire), Dmg 4d10x2	

Droid Transport Carrier

This small troop transport was used by the Separatists during the Clone Wars to position droids behind enemy lines where they could do the most damage. The main factory for the vehicle was rumored to be on one of the many moons of lego. These craft were commonly escorted by one or two STAPs, and were frequently able to use their speed to penetrate enemy lines or sneak past patrols. The most common droid load-out included a single OOM Commander Battle Droid, a Pilot Droid and four Super Battle Droids. However, many commanders would replace the standard SBD's with rocket or grappler variants, or substitute elite EG-05 Jedi Hunter Droids or Commando Droids for critical missions as needed.

Capabilities

The Droid Transport Carrier is unique in that it is one of the few craft to transport battle droids in a standing configuration instead of folded. While this does reduce the amount of troops it can carry, and leave those it does exposed to enemy fire, it allows for much more rapid deployment. These craft were cheap and almost always sent on launch-and-leave missions, which is to say they were not expected to return. Cagey Confederate commanders would often send two of these units with a STAP escort into Republic camps at night, easily overrunning fatigued sentries and causing mayhem among Republic troops. Campaigns of such raids would quickly tire Republic forces and cause them to make fatal mistakes at minimal cost to the Separatists.

HAG Tank

Baktoid Armor Workshop Heavy Artillery Gun Tank   CL 9
Gargantuan ground vehicle (speeder)
Init +2; **Senses** Perception +6

Defense Ref 15 (flat-footed 14), Fort 26; +9 armor, Vehicular Combat
hp 170; **DR** 15; **Threshold** 46

Speed 6 squares (max. velocity 55 km/h)
Ranged concussion mortar cannon +5* (see below) and
    double light laser cannon +5 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (double light laser cannon)

Abilities Str 42, Dex 12, Con –, Int 16
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use
    Computer +9

Crew integrated droid brain (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Payload 50 concussion mortars
Availability Military; **Cost** 65,000 (38,000 used)
Emplacement Points 1
**Apply a –20 penalty on attacks against targets smaller than Colossal
    size.*

Concussion mortar cannon (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** 3d10x5,
    2-square splash
Double light laser cannon (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10x2

Heavy Artillery Gun Tank

The Heavy Artillery Gun was created alongside the AAT-1 Tank to provide a longer range stand-off capability to the Trade Federation forces. The tank's concussion mortars are extremely long range, and because they are trajectory-delivered ordnance, they are not as easily defeated by armored walls or directional shielding. They were used in limited numbers during the Battle of Naboo, though when the Clone Wars broke out, they saw widespread use as a siege weapon. The HAG was also known to have participated in battles on Alaris Prime, Raxus Prime, and Rhen Var, though after the Clone Wars ended, the vehicles automatically shut down. Some planetary militias looted the tanks, mounting the concussion mortars on speeders or fortress walls.

Capabilities

The HAG is used primarily to defeat shields and soften enemy armor or infantry at long range to prepare the battlefield for friendly forces. However, some commanders were known to use the HAG to defend their own structures, placing the tanks behind friendly walls to launch surprise volleys on unsuspecting enemy forces. The only downside to the concussion mortar cannon is its slow rate of fire, requiring two rounds of barrel cooling and shell loading after each time the weapon is fired.

HAG-M Tank

When the Separatist Crisis began to grow into a serious grass-roots movement, the disparate factions that would later become the Confederacy saw war on the horizon. As such, many of them began to seek ways to cheaply and effectively modernize their existing inventories of weapons. The HAG Tank was one of the more successful projects, and saw marked improvement by making changes to the basic design. Of the three HAG designs, this was considered the most cost-effective overall, and was favored by most commanders.

Capabilities

Created at the onset of the Clone Wars, the upgrade to the standard HAG most notably saw improved droid software, allowing the tank to function in a much more efficient manner. The HAG-M also saw some major improvements to the concussion mortar cannon. The cooling systems were upgraded to keep up with the reloading mechanism, requiring only one round to cool and reload after every attack made with the weapon. Further, a heavier shell was used, contributing to a more powerful blast upon detonation.

Heavy Artillery Gun–Mortar Tank   CL 10
Gargantuan ground vehicle (speeder)
Init +2; **Senses** Perception +6

HAG-M Tanks (top) and H-HAG-M Tanks (bottom)

Defense Ref 15 (flat-footed 14), Fort 26; +9 armor, Vehicular Combat
hp 190; **DR** 15; **Threshold** 46

Speed 6 squares (max. velocity 55 km/h)
Ranged heavy concussion mortar cannon +8* (see below) and
    double light laser cannon +8 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +5; **Grp** +36
Atk Options autofire (double light laser cannon)
Abilities Str 42, Dex 12, Con –, Int 16
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use
    Computer +9

Crew integrated droid brain (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Payload 50 concussion mortars
Availability Military; **Cost** 75,000 (48,000 used)
Emplacement Points 1
*Apply a –20 penalty on attacks against targets smaller than Colossal
    size.*

Heavy concussion mortar cannon (gunner)
Atk +8 (-12 against targets smaller than Colossal), **Dmg** 4d10x5,
    4-square splash
Double light laser cannon (gunner)
Atk +8 (+3 autofire), **Dmg** 4d10x2

H-HAG-M Tank

The H-HAG-M was the penultimate refinement of the HAG design, but came at too great a cost to see widespread use throughout the Clone Wars. Military cost-analysts determined that a pair of HAGs provided a better cost-to-capability ratio, and most battlefield commanders agreed. However, some saw it as a status symbol to have the best equipment the Separatists had to offer, and preferred the H-HAG-M. Prior to her untimely death, General Sev'Rance Tann was known to use the H-HAG-M with impunity. Of course, this largely owes to the fact that her status as Supreme Commander of Separatist Forces at the time allowed her first-priority in material requisition.

Capabilities

Unable to further reduce the cooling and loading times for concussion mortars, Baktoid Armor Workshop did the most pragmatic thing; they added an additional concussion mortar cannon. While each cannon still requires a round to cool and recharge after each use, they can be fired alternately, allowing an attack every round. Of course, the cannons can also be fire-linked, producing a much more devastating salvo. The armor has also been updated, making them even more difficult to destroy.

Super Heavy Artillery Gun–Mortar Tank   CL 11
Gargantuan ground vehicle (speeder)
Init +2; **Senses** Perception +6
Defense Ref 16 (flat-footed 15), Fort 26; +10 armor, Vehicular Combat
hp 210; **DR** 15; **Threshold** 46
Speed 6 squares (max. velocity 45 km/h)
Ranged 2 heavy concussion mortar cannons +8* (see below) and
double light laser cannon +8 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +5; **Grp** +36
Atk Options autofire (double light laser cannon), optional fire-link (heavy
    concussion mortars)
Abilities Str 42, Dex 12, Con –, Int 16
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer
    +11
Crew integrated droid brain (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Payload 80 concussion mortars
Availability Military; **Cost** 90,000 (60,000 used)
Emplacement Points 0
*Apply a –20 penalty on attacks against targets smaller than Colossal
    size.*

Heavy concussion mortar cannon (gunner)
Atk +8 (-12 against targets smaller than Colossal), **Dmg** 4d10x5 (5d10x5
   if fire-linked), 4-square splash (6-square splash fire-linked)
Double light laser cannon (gunner)
Atk +8 (+3 autofire), **Dmg** 4d10x2

Heavy AAT

Baktoid Armor Workshop Heavy AAT-2 Tank   CL 9
Huge ground vehicle (speeder)
Init +6; Senses Perception +6
Defense Ref 16 (flat-footed 14), Fort 23; +6 armor, Vehicular Combat,
   Reinforced Chassis
hp 210; DR 15; Threshold 33
Weakness ion vulnerability
Speed 6 squares (max. velocity 45 km/h)
Ranged advanced heavy laser cannon +4 (see below) and
   fire-linked (4) anti-vehicle medium lasers +4 (see below) and
   fire-linked (3) light autoblaster cannon +6 (see below) and
   6 energy shell projectors +4 (see below)
Fighting Space 3 x 3; Cover total (crew), none (passengers)
Base Atk +2; Grp +28
Atk Options autofire (light autoblaster cannons, energy shells) optional
   fire-link (6 energy shells)

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Heavy AAT

Abilities Str 42, Dex 15, Con –, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use
   Computer +8
Crew 4 (skilled); **Passengers** 8 (external)
Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none
Payload 240 high-energy shells
Availability Military; **Cost** 65,000 (42,000 used)
Emplacement Points 1

Advanced heavy laser cannon (commander)
Atk +4, **Dmg** 7d10x2
Fire-linked (4) anti-vehicle medium lasers (gunner)
Atk +4, **Dmg** 6d10x2
Fire-linked (3) light autoblaster cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10x2
Energy shell projectors (gunner)
Atk +4, **Dmg** 6d6, 2-square splash

One of the rarely seen variants of the AAT-1, the heavy version offers
a number of slight improvements. Unfortunately, the cost to modify
each AAT-1 proved far too pricey when balanced against the increased
survivability of droid crews, and the modification was largely unseen.
Only elite sentient Separatist units were known to use the tanks with any
regularity. The design all but vanished after the Clone Wars.

Capabilities
The energy shell projectors are a bank of six tubes, each with the
ammunition capacity for 40 high-energy shells. However, each tube can
have its ammo swapped out with 15 armor-piercing shells, high-energy
shells or bunker-busters. These tubes have the ability to fire-link 2, 4, or
all 6 projectors at once. This vehicle is also equipped with a Reinforced
Chassis.

Neimoidian Trader

Haor Chall Engineering Lucartipede-class Cargo Speeder   CL 1
Colossal ground vehicle (speeder)
Init -3; Senses Perception +5
Defense Ref 13 (flat-footed 11), Fort 26; +11 armor
hp 80; DR 5; Threshold 76
Speed 8 squares (max. velocity 100 km/h)
Fighting Space 12 x 12; Cover total
Base Atk +0; Grp +36
Abilities Str 42, Dex 14, Con –, Int 10
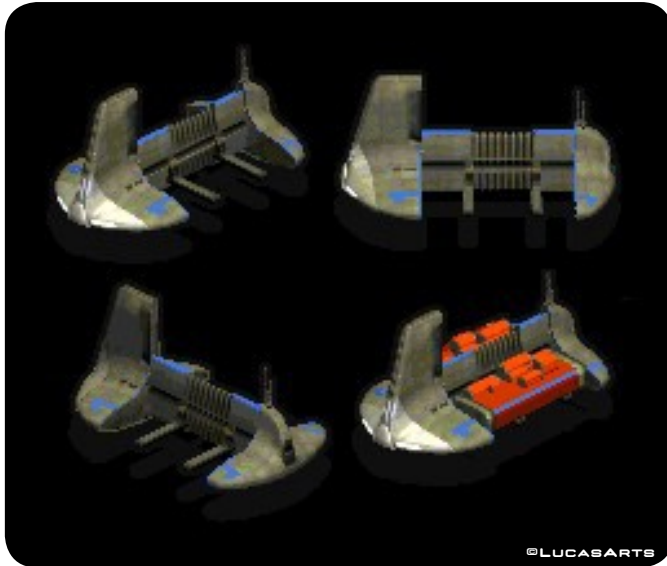
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Skills Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use Computer +5

Crew 1 (normal); **Passengers** 1
Cargo 50 tons; **Consumables** 1 week; **Carried Craft** none
Availability Prevalent; **Cost** 15,000 (9,000 used)
Emplacement Points 1

The Lucartipede-class Cargo Transport was developed alongside the Sheathipede-class Transport for the Trade Federation. This was the vehicle of choice for quickly moving bulk cargo in safe areas with stable terrain. They were familiar sights during the Trade Federations battles on Alaris Prime and Naboo, and ubiquitous on Neimoidian purse worlds like Cato Neimoidia, Deko Neimoidia, Koru Neimoidia, and Neimoidia itself. There the Lucartipede would move pallets from spaceport to spaceport, and even had their own specialized lanes on some major thoroughfares.

Capabilities

The Neimoidian Trader is able to pick up standard cargo pallets that hold 50 tons of cargo. The pallets cost 2,000 credits, and are available for sale from any number of corporations. The pallet is attached via a magnetic clamp along the center. This allows spaceports to pre-load a number of pallets which can then be later picked up and shipped to another docking bay or spaceport to reach their final destination.

Protodeka

Colicoid Creation Nest Protodeka Siege Tank Droid	**CL 15**

Colossal ground vehicle (speeder)

Init -2; **Senses** Perception +8

Defense Ref 11 (flat-footed 11), Fort 28; +11 armor, Vehicular Combat
hp 180; **DR** 20; **Threshold** 78
Weakness facing vulnerability (rear)

Speed 6 squares (max. velocity 65 km/h)
Ranged 2 rapid-fire turbolasers +11* (see below) or
Ranged 2 homing concussion missile launchers +14 (see below) or
Ranged seismic emitter +11 (see below)
Fighting Space 12 x 12; **Cover** total
Base Atk +5; **Grp** +43
Atk Options autofire (rapid-fire light turbolasers, homing concussion missiles), optional fire-link (light turbolasers, homing concussion missiles)

Abilities Str 46, Dex 10, Con –, Int 18
Skills Initiative -2, Mechanics +8, Perception +8, Pilot -2, Use Computer +11

Crew integrated droid brain (expert); **Passengers** none
Cargo none; **Consumables** 1 week; **Carried Craft** none
Payload 24 homing concussion missiles
Availability Military; **Cost** 800,000 (600,000 used)
Emplacement Points 1

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

Fire-linked (2) rapid-fire light turbolasers (pilot)
Atk +11 (+9 autofire, -9 against targets smaller than Colossal, -11 autofire), **Dmg** 3d10x5 (4d10x5 fire-linked)
Fire-linked (2) homing concussion missile launchers (pilot)
Atk +14 (-9 autofire), **Dmg** 7d10x2 (8d10x2 fire-linked), 4-square splash
Seismic emitter (pilot)
Atk +11, **Dmg** 9d10x2, 4-square splash

The Protodeka was designed by the Colicoid Creation Nest to be a powerful siege weapon for the Confederacy. This tank had a powerful array of weaponry capable of wiping out columns of Republic vehicles and infantry or easily blasting down defensive barriers to allow more conventional forces direct access to the enemy. The Protodeka was prohibitively costly, limiting its production, despite its proficiency at siege warfare. It saw limited use at Raxus Prime and Thule, where it was

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soundly defeated in each instance by a Jedi-piloted TX-130 Fighter Tank. The poor performance in its trial run caused the Separatists to fund other projects, and the lead designer of the Protodeka was locked up in the Fortress of Axion by his own people for the costly failure.

CAPABILITIES

The Protodeka has a number of experimental weapons mounted on it, allowing it to defeat a variety of threats. The rapid-fire turbolasers are automatically braced, reducing the autofire penalty by 3. The homing concussion missile launchers gain a +3 bonus to attack rolls based on their sophisticated homing software package. These can also be linked to increase the damage output. The crown jewel, however, is the Seismic Emitter, which is a defensive weapon designed to prevent Jedi and Commando attacks with lightsabers or shaped charges on its relatively unarmored aft end. When activated, the Seismic Emitter makes an attack against everything within a 4-square radius around itself, without causing itself any damage.

SEISMIC TANK

Haor Chall Engineering Seismic Mining Vehicle   CL 15
Colossal ground vehicle (speeder)
Init -6; **Senses** Perception +6
Defense Ref 8 (flat-footed 8), Fort 30; +10 armor, Vehicular Combat
hp 220; **DR** 20; **Threshold** 80
Speed 6 squares (max. velocity 30 km/h)
Fighting Space 15 x 15; **Cover** total
Base Atk +2; **Grp** +42
Atk Options seismic driver
Abilities Str 50, Dex 6, Con –, Int 18

Skills Initiative -6, Mechanics +6, Perception +6, Pilot -6, Use Computer +10
Crew 15 (skilled); **Passengers** 5
Cargo 20 tons; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 1,600,000 (900,000 used)
Emplacement Points 1

Seismic driver (gunner)
Atk +6, **Dmg** 9d10x2, 7-square burst

The 55 meter-tall Seismic Tank was developed by Haor Chall Engineering for the Trade Federation and Commerce Guild, under the guise of a mining vehicle. In truth, the vehicle was designed to decimate urban areas as a weapon of mass destruction and terror. However, with the practical mining application, the vehicle was able to be designated as a non-military industrial vehicle, circumventing undesirable attention from the Republic Senate. This engine of destruction was used with wild abandon on Dantooine against High Jedi General Mace Windu and his clone troopers. The Seismic Tank was quickly destroyed after Mace Windu managed gain entry via a lightsaber-created hatch.

CAPABILITIES

While its inability to maneuver limits its usage on the battlefield, the more sinister Separatist commanders love the Seismic Tank for its ability to strike absolute terror in opponents, causing many to give up arms and flee after seeing it fire its seismic piston once. The seismic driver located

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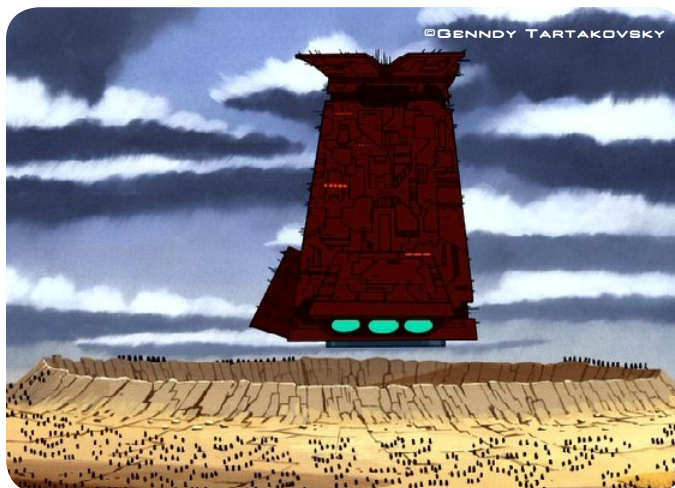
SEISMIC TANK ON DANTOOINE

on the bottom of the tank fires a piston that decimates the battlefield. Secondary damage in the form of a shockwave is released by the piston and affects a 25-square burst radius from the impact, causing 3d10x2 damage to all caught in the blast, knocking all targets backwards to the outside of the burst area. Any targets that would be able to move outside the impact or shockwave areas using an unused action that round may do so to negate damage. Those unfortunate enough to be caught in the affected area may make a DC 20 Strength or Dexterity (player's choice) check to halve the damage from the shockwave. If the result exceeds the DC by 5 or more, the character may spend a full-round action – provided they have one this round – to avoid being thrust backward by the shockwave created by the piston. Beginning on the start of the next round, a 75 meter diameter, 15 meter deep crater exists where the battlefield once was. Moving into and out of the perimeter of this area requires a DC 15 Climb check and is considered difficult terrain for 10 squares. The seismic driver can only fire once every 5 minutes (60 rounds), as it requires a long time to recover and re-align the piston, then charge the magnetic capacitors to fire again. The seismic tank can hover at a maximum altitude of 30 meters.

Sith Enforcer Tank

Custom Sith Enforcer Fighter Tank	CL 13

Huge ground vehicle (speeder)
Init +14; **Senses** Perception +12

Defense Ref 19 (flat-footed 15), Fort 21; +7 armor, Vehicular Combat
hp 120; **DR** 10; **Threshold** 31

Speed 10 squares (max. velocity 225 km/h)
Ranged double advanced heavy blaster cannon +15 (see below) or
Ranged fire-linked (2) light concussion missile launchers +15 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +10; **Grp** +31
Atk Options autofire (advanced heavy blaster cannon), optional fire-link (light concussion missiles)

Abilities Str 32, Dex 18, Con –, Int 16
Skills Initiative +14, Mechanics +12, Perception +12, Pilot +14, Use Computer +15

Crew 1 (ace); **Passengers** none
Cargo 200 kg; **Consumables** 1 day; **Carried Craft** none
Payload 12 concussion missiles
Availability Military; **Cost** 83,000 (55,000 used)
Emplacement Points 1

Sith Enforcer Tank

Double advanced heavy blaster cannon (pilot)
Atk +15 (+10 autofire), **Dmg** 7d10x2
Light concussion missile launchers (pilot)
Atk +15, **Dmg** 8d10x2

The Sith Enforcer Tank was a custom design that Count Dooku commissioned for a trio of his dark, Force-sensitive followers that he felt had limited potential. The tanks were used by them for special missions that were beyond the scope of droids or other pilots during the years leading up to the Clone Wars. The three were always deployed together to shore up any inadequacies they might have individually, however, not even the three of them in their tanks were threat enough to defeat Jedi Master Mace Windu. The venerable warrior destroyed all three of the Sith Enforcer Tanks, killing the Dark Acolytes within, during the Battle of Geonosis. While it is possible Count Dooku had the design reproduced for other tainted followers, none were reported to be discovered during the Clone Wars.

Capabilities

The Sith Enforcer Tank is a light, maneuverable vehicle. Its weaponry packed a heavy punch, and when the three worked together, they were often able to outflank and destroy any foe. The blaster cannons were experimental, and extremely lethal, able to punch through all but the most thickly plated hulls. Sith Enforcer Tanks were also equipped with a hyperwave transceiver to receive orders from their master. In some circumstances, the pilots were known to use the cargo case to transport a prisoner.

Airspeeders

Air superiority is one of the central tenants of warfare; if you control the air, you control the battlefield. However, when operating in a military theater that encompasses an entire galaxy, airspeeders become a logistical liability, rather than an asset. The Separatists only relied on a relative handful of atmosphere-only fliers, instead relying on their hordes of Vulture droid fighters to control the skies. However, some relatively small airships were created for the Confederates to function in a ground support role.

Droid Gunship

Baktoid Fleet Ordnance Heavy Missile Platform   **CL 10**
Gargantuan air vehicle (airspeeder)
Init +4; **Senses** Perception +6

Defense Ref 14 (flat-footed 11), Fort 20; +6 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 30; **Threshold** 40
Speed 12 squares (max. velocity 600 km/h)
Ranged enhanced medium laser cannon +7 (see below) and
    2 twin medium laser cannon turrets +5 (see below) or
Ranged 2 hardpoint arrays +7 (see below) and
    2 double medium laser cannon turrets +5 (see below) or
Ranged fire-linked (2) light laser cannons +7 (see below) and

Droid Gunship

    2 double medium laser cannon turrets +5 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +27
Atk Options autofire (medium laser turrets, light lasers) optional fire-link (hardpoint arrays)
Abilities Str 30, Dex 16, Con –, Int 16
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +9
Crew 3 integrated droid brains (skilled); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Payload 14 hardpoints
Availability Military; **Cost** 60,000 (30,000 used)
Emplacement Points 0

Enhanced medium laser cannon (pilot)
Atk +7, **Dmg** 5d10x2
Fire-linked (2) light laser cannons (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10x2
Concussion missile launcher (pilot)
Atk +7, **Dmg** 7d10x2 (8d10x2 fire-linked) or by payload
Double medium laser turret (gunner)
Atk +5 (+0 autofire), **Dmg** 5d10x2

Based on an older, manned design called the Mechanized Assault Flier, the Droid Gunship was put into production during the latter half of the Clone Wars in response to the great success the Republic had with their LAAT series of craft. The HMP was designed to fill two primary mission profiles: first and foremost, it was an infantry air support vehicle; but it was also built to be an LAAT killer. Numerous factory worlds churned these vehicles out in droves, most notably Caraam V. The droid gunship was used most famously at the Battle of Kashyyyk, but also saw action on numerous other battlefields. After the Clone Wars, a Geonosian named Gizor Dellso led his own rebellion against the Empire, and had a small fleet of HMPs under his command.

Capabilities

The HMP has a variety of ordnance that can be fitted to its missile rack hardpoints, allowing for just the right payload for specific missions or situations. The standard load-out includes four concussion bombs and ten light concussion missiles, though HMPs have been known to be fitted with EMP missiles, radiation missiles, wide and narrow blast missiles, or even additional light laser cannons that are linked to the pair on the wing-tips. Capable of flying into the upper atmosphere, the HMP even had some variants that substitute the light laser cannons and medium

laser cannon for sublight engines (space 2), and were loaded out with discord missiles.   A rare variant of this craft substituted all the medium lasers for particle beams (5d10x2 and 6d10x2 for each turret, penetration 10, 120,000 new).

Floating Battle Platform

Techno Union Cormelish–class Battle Mound   CL 12
Colossal (frigate) air vehicle (airspeeder)
__Init__ -4; __Senses__ Perception +6
Defense Ref 12 (flat-footed 12), Fort 50; +12 armor, Vehicular Combat
hp 380; **DR** 15; **Threshold** 100
Speed 6 squares (max. velocity 90 km/h), 1 square (starship scale)
Ranged 4 double heavy laser batteries +10 (see below) and
   5 double heavy laser cannons +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +62
Atk Options autofire (double heavy lasers)
Abilities Str 90, Dex 10, Con –, Int 14
Skills Initiative -4 Mechanics +6, Perception +6, Pilot -4, Use Computer
   +8
Crew 19 (skilled); **Passengers** 200 (troops)
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** 10 hangar points
Availability Military; **Cost** 600,000 (375,000 used)
Emplacement Points 1

Double heavy laser battery (3 gunners)
Atk +10 (+5 autofire), **Dmg** 6d10x2
Double heavy laser cannon (gunner)
Atk +4 (-1 autofire), **Dmg** 6d10x2

Named for the heavy clouds that have protected the Power Mounds of Skako for centuries, the Cormelish-class Battle Mound was designed to defend cities from aerial assaults. These floating battle platforms were effective against starfighters, air speeders, and troop transports such as the republic gunship, able to shelter cities below from wave after wave of invasion craft. The platforms were a common sight on Techno Union purse-worlds, though they were sometimes deployed on recent conquests to defend against Republic counter-attack. The most notable deployment of Cormelish-class Battle Mounds was the Battle of Terra Sool, where at least 36 of the platforms saw action against Jedi Master Obi-Wan Kenobi and his Padawan, Anakin Skywalker.

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Capabilities

The Cormelish-class platform is equipped with massive repulsorlift engines to keep it afloat high in the atmosphere. The platforms are typically deployed via Lucrehulk transport, which uses its tractor beams in low orbit to deploy the ships. The battle platforms then fire a single-use retrograde booster to allow it to safely enter the atmosphere. There are two sizes of platform in use by the Techno Union, where scalable designs are common. The standard variant is 85 meters long, while the heavy model is 125 meters long and more heavily armed. Onboard battle droids will often take to the top deck to aid in visual scanning and fire shoulder-mounted anti-air weaponry, as well as defend against boarding action. The platform's 20 hangar points are most often used for a single troop transport, though this landing pad is on the top deck, and renders the five double heavy laser cannons inoperable. The surface of the landing pad provides no cover bonus.

Heavy Floating Battle Platform

Techno Union Cormelish–class Battle Mound   CL 13
Colossal (frigate) air vehicle (airspeeder)
__Init__ -4; __Senses__ Perception +6
Defense Ref 13 (flat-footed 13), Fort 55; +13 armor, Vehicular Combat
hp 420; **DR** 15; **Threshold** 105
Speed 6 squares (max. velocity 70 km/h), 1 square (starship scale)
Ranged 8 double heavy laser batteries +10 (see below) and
   5 double heavy laser cannons +4 (see below)

Fighting Space 1 square (starship scale); Cover total
Base Atk +2; Grp +67
Atk Options Autofire (double heavy lasers)
Abilities Str 100, Dex 10, Con –, Int 14
Skills Initiative -4 Mechanics +6, Perception +6, Pilot -4, Use Computer
    +8
Crew 31 (skilled); Passengers 300 (troops)
Cargo 75 tons; Consumables 6 months; Carried Craft 20 hangar points
Availability Military; Cost 900,000 (525,000 used)
Emplacement Points 1

Double heavy laser battery (3 gunners)	
Atk +10 (+5 autofire), **Dmg** 6d10x2	
Double heavy laser cannon (gunner)	
Atk +4 (-1 autofire), **Dmg** 6d10x2	

Mechanized Assault Flier

Haor Chall Engineering Mechanized Assault Flier   CL 9
Gargantuan air vehicle (airspeeder)
Init +4; Senses Perception +6, Sensor Enhancement Package
Defense Ref 15 (flat-footed 12), Fort 22; +7 armor, Vehicular Combat
hp 110; DR 10; SR 10; Threshold 42
Speed 12 squares (max. velocity 820 km/h)
Ranged fire-linked (2) particle beam cannon +6 (see below) and
    2 light concussion missile launchers +4 (see below) and
    double heavy blaster turret +4 (see below)
Fighting Space 4 x 4; Cover total
Base Atk +2; Grp +29
Atk Options autofire (double heavy blaster turret) optional fire-link
    (light concussion missiles)
Abilities Str 34, Dex 16, Con –, Int 14
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use
    Computer +8
Crew 3 (skilled); Passengers none
Cargo 50 kg; Consumables 1 day; Carried Craft none
Payload 6 concussion missiles
Availability Military; Cost 50,000 (20,000 used)
Emplacement Points 1

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Fire-linked (2) particle beam cannon (pilot)	
Atk +6, **Dmg** 6d10x2, penetration 10	
Light concussion missile launcher (co-pilot)	
Atk +4, **Dmg** 7d10x2 (8d10x2 fire-linked)	
Double heavy blaster turret (gunner)	
Atk +4 (-1 autofire), **Dmg** 6d10x2	

A manned vehicle designed to provide recon and infantry support, the Mechanized Assault Flier was not an uncommon sight during the first year and a half of the Clone Wars. The vehicle was known to have seen action on Bespin and Kashyyyk, though it was common to see at least one of these craft at every Separatist outpost to provide reconnaissance. The ship was replaced by the HMP during the second half of the Clone Wars, but the fleet of MAF's was large enough that they were still used throughout the remainder of the epic conflict.

Capabilities
The MAF hosts an impressive array of weaponry, and is typically crewed by three pilot droids. Some variants add an additional pair of ball turret medium laser cannons (4d10x2), requiring two more gunners and increasing the cost to 60,000 credits. However, this is only common on hulls flown by a live crew (expert or ace), as it addresses a point defense concern.

Refresh Droid

Haor Chall Engineering Air-Mobile Refresh Droid   CL 2
Gargantuan air vehicle (airspeeder)
Init +7; **Senses** Perception +6

Defense Ref 18 (flat-footed 12), Fort 18; +7 armor, Vehicular Combat
hp 80; **DR** 10; **SR** 30; **Threshold** 38

Speed 12 squares (max. velocity 450 km/h)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +25

Abilities Str 26, Dex 22, Con –, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use
    Computer +8

Crew integrated droid brain (skilled); **Passengers** none
Cargo 12 tons; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 38,000 (11,000 used)
Emplacement Points 1

The Refresh Droid was designed by Haor Chall Engineering when it began to notice a slump in sales of several of its popular combat droids such as the Hailfire Tank and MAF. The chief complaint was that limited ammunition led to only short-term effectiveness in the battlefield. Haor Chall engineers took a hard look at the combined forces of the Separatist droid army, including designs by Baktoid Armor and the Colicoids, and set upon the solution of a droid-controlled re-supply vehicle. A grand demonstration to the Separatist leadership made the droid an overnight success, with orders for hundreds of thousands of units placed immediately. This allowed many stockpiled models to return to service that would otherwise have been left warehoused. After the Clone Wars, the Galactic Empire largely stayed away from expendable munitions, allowing the refresh droid to fade into obscurity.

Capabilities

The Air-Mobile Refresh Droid is capable of carrying a variety of ordnance, including a full range of concussion missiles and proton torpedoes, as well as specialty munitions. The Refresh Droid requires 1 move action for every round reloaded, and can reload ammunition for the following vehicles; AAT-1, AAT-2, AML, Hailfire Droid, HAG, HAG-M, HAML, H-HAG-M, HMP, MAF and the Corporate Alliance NR-N99 Tank Droid. The versatile loading system consists of four prehensile umbilicals that can attach to load points on the vehicle, with a number of nimble but strong graspers at the ends that can gently load missiles, torpedoes or rockets quickly and without incident. The Refresh Droid can carry up to four different kinds of ordnance at once (one for each umbilical, 3 tons each). This means each bay can hold up to 500 pieces of small ordnance (thermal detonators, artillery shells, etc.), 300 light concussion missiles or proton torpedoes, 150 medium concussion missiles, or 50 heavy concussion missiles. Note that because it carries so much ordnance, should one be destroyed with an attack that exceeds its damage threshold; the craft will explode violently, doing 9d10x5 damage in a 6-square splash.

Starfighters

Starfighters are among the most versatile weapons platforms in the galaxy during the Clone Wars. They are often equally able to threaten their enemies while in space or in the atmosphere, and pack an unbelievable amount of firepower onto a small platform. The Separatists favored droid fighters, but had a number of manned starfighters for mercenaries and elite units. Many of the planetary defense militias of worlds that pledged themselves to the Confederate cause late in the Clone Wars also used manned fighters; further diversifying designs available to the Separatists.

Advanced Droid Bomber

Xi Char/Baktoid Armor Workshop Variable Geometry Self-Propelled
    Battle Droid Mk 2 Bomber   CL 9
Gargantuan starfighter
Init +6; **Senses** Perception +8

Defense Ref 16 (flat-footed 13), Fort 25; +8 armor, Vehicular Combat
hp 150; **DR** 10; **Threshold** 45

Speed fly 12 squares (max. velocity 900 km/h), fly 3 squares
    (starship scale)
Ranged double light laser cannon +9 (see below) or
Ranged triple ion blaster +9 (see below) or
Ranged proton bomb rack +4 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +35
Atk Options autofire (proton bombs, triple ion blasters)

Abilities Str 40, Dex 16, Con –, Int 14
Skills Initiative +6, Mechanics +8, Perception +8, Pilot +6, Use
    Computer +10

Crew integrated droid brain (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Payload 6 proton bombs
Availability Restricted; **Cost** 30,000
Emplacement Points 4

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Advanced Droid Bomber

Double light laser cannon (pilot)	
Atk +9, **Dmg** 4d10x2	
Triple ion blaster (pilot)	
Atk +9 (+4 autofire), **Dmg** 3d10x3 ion	
Proton bomb rack (pilot)	
Atk +4 (-1 autofire), **Dmg** 6d10x5, 10-square splash	

Developed as a cost-effective response to threats such as hardened bunkers and long columns of armor that typically required dozens of vulture fighters to assault, the Mk2 Bomber was a great success. The bomber was developed over a decade before the Clone Wars and saw use during the Invasion of Naboo by the Trade Federation. The bomber also saw use on Lok, Libris, and Picon, where it dealt with dangerous bands of raiders. During the Clone Wars, the bomber was most notably used on Viidaav. Eventually, the bomber's weakness against enemy starfighters grew too costly, and the Tri-Fighter largely replaced it in anti-capital ship missions, though it remained the chief planetary assault bomber throughout the Clone Wars.

Capabilities
The Mk2 Bomber is a versatile droid fighter able to destroy and disable a number of targets so long as adequate fighter escort is provided. It is possible for a sentient being in an environment suit to crawl inside the bomber and pilot it but they must first make a Mechanics check, DC 20. Upon a successful check the bomber may be piloted, albeit at a -5 penalty to all Pilot and Use Computer checks to operate sensors (note, this does not apply to pilot checks made via the Force Pilot talent).

Note that when the autofire option is selected the entire payload of 6 bombs will be dropped as a strafe attack (*SE* 173). The proton bombs follow the same rules as ion bombs, except that their smaller size allows 6 to be carried in a rack, and the cost is 1,000 credits per bomb.

CIS Strike Bomber

Feethan Ottraw Scalable Assembles Belbullab-25 Starfighter   CL 14
Gargantuan starfighter
Init +3; **Senses** Perception +6
Defense Ref 19 (flat-footed 17), Fort 28; +10 armor, Vehicular Combat
hp 160; **DR** 10; **SR** 25; **Threshold** 48
Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares
    (starship scale), SLAM Drive
Ranged particle beam cannons +5 (see below) or
Ranged proton bomb dispenser +5 (see below)
 Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (proton bombs)
Abilities Str 47, Dex 14, Con --, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use
    Computer +8
Crew 1 (skilled); **Passengers** none
Cargo 140 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 proton bombs
Hyperdrive x6 (x15 backup), navicomputer
Availability Military; **Cost** 168,000 (125,000 used)
Emplacement Points 1

Particle beam cannons (pilot)	
Atk +6, **Dmg** 5d10x2, penetration 10	
Proton bomb rack (pilot)	
Atk +6 (+1 autofire), **Dmg** 6d10x5, 10-square splash	

A variant of the Belbullab-22 heavy starfighter, the Belbullab-25 Strike Bomber mounts particle beam cannons and proton bomb rack instead of the standard triple laser cannons. This variant was used in several battles during the Clone Wars, particularly near their end. After the Clone Wars, the Belbullab-22, like the Mankvim-814, was purchased by the Corporate Sector, where it still sees heavy use when strike missions are called for.

Capabilities

The Belbullab-22 Strike Bomber is a capable craft when used in its fairly limited role. While the starfighter frame shares a typical Feethan Ottraw reputation for fragility, the CIS had a powerful shield generator installed to increase the survivability of its more experienced pilots and protect the already expensive investment the ship represented.

Its particle beam cannons are able to hull most Medium-sized craft and installations, but the slow firing technology means the beams can only be fired every other round.

The real gem of the Belbullab-25 is its proton bomb dispenser, which is ideal for carpet bombing. The ship also has a Clone Wars era equivalent of the SLAM Drive (Only half normal bonuses, round down). By using a combination of its auto-firing proton bombs and its SLAM Drive, the Belbullab-22 is perfect for performing high-speed strafing runs on ground targets. Note that when the autofire option the bombs will follow the rules for making a strafing run (SE 173). The proton bombs follow the same rules as ion bombs, except that their smaller size allows 6 to be carried in a rack, and the cost is 1,000 credits per bomb.

Soulless One

The Soulless One was commissioned by General Grievous shortly after being given the position of supreme commander by Count Dooku. The fighter was almost always used by Grievous in lieu of a personal shuttle, and thus remained within quick reach of the cyborg general at all times. Five months into the Clone Wars at the battle of Nadiem, the starfighter was used to facilitate Grievous' escape. Before fleeing, he engaged in a dogfight with and killed the Duinuogwuin Jedi Padawan Zephata'ru'tor. At the end of the Clone Wars, Grievous used the Soulless One to meet with the Separatist leadership on Utapau, where he was ambushed by Obi-Wan Kenobi. Grievous used his wheel-bike to try and outrun the Jedi and reach his ship, but was killed by Kenobi on the landing platform.

The fighter was stolen by Kenobi, who used it to escape Utapau and Order 66. He later rendezvoused with Jedi Master Yoda and Bail Organa onboard the Tantive IV, and sold the ship on Nar Shaadda. The Soulless One then changed hands several times before ending up back on Utapau, at one of the Emperor's secret storehouses. There, it was used by N-K Necrosis, an eerie droid reconstruction of General Grievous. However,

CIS Strike Bomber

N-K Necrosis was eventually killed by adventurers on Kashyyyk during the Galactic Civil War, who also stole his ship. The whereabouts of the Soulless One after the Galactic Civil War were unknown.

Capabilities

General Grievous had several modifications made to his personal starfighter, most notably the inclusion of a faster hyperdrive at the expense of his backup. The ship was coated with a layer of impervium (+2 DR vs laser and blaster weaponry). After removing the SLAM drive, he found room to add lateral thrusters and a rear thrust vectoring fin to increase its maneuverability. Grievous' personal engineers were able to still find room to add increased consumables and a holonet transceiver, allowing Grievous to make his presence felt along all the CIS battle lines across the galaxy. (The statistics given here assume a "typical" crew of ace; if the Soulless One is encountered with General Grievous or another character flying it, their abilities may be used rather than those of a generic crew.)

Feethan Ottraw Scalable Assembles Belbullab-22 Starfighter CL 17
Gargantuan starfighter
Init +11; **Senses** Perception +12
Defense Ref 21 (flat-footed 17), Fort 28; +10 armor, Vehicular Combat, Impervium Layer
hp 160; **DR** 10; **SR** 25; **Threshold** 48
Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged twin triple laser cannons +13 (see below) or
Ranged proton bomb dispenser +13 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +35
Atk Options autofire (twin triple laser cannons proton bombs)
Abilities Str 47, Dex 18, Con --, Int 14
Skills Initiative +11, Mechanics +12, Perception +12, Pilot +11, Use Computer +16
Crew 1 (ace); **Passengers** none
Cargo 20 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 6 proton bombs
Hyperdrive x1, navicomputer
Availability Military; **Cost** 283,200 (195,000 used)
Emplacement Points 0

Triple Laser Cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 6d10x2
Proton bomb rack (pilot)
Atk +14 (+9 autofire), **Dmg** 6d10x5, 10-square splash

Dragon's Tooth

Sabaoth Squadrons Advanced Custom Heavy Starfighter CL 17
Gargantuan starfighter
Init +16; **Senses** Perception +12
Defense Ref 22 (flat-footed 13), Fort 29; +8 armor, Vehicular Combat
hp 187; **DR** 10; **SR** 40; **Threshold** 49
Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)
Ranged double heavy laser cannon +16 (see below) or
Ranged twin concussion missile launcher +16 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +44
Atk Options autofire (concussion missiles)
Abilities Str 48, Dex 28, Con –, Int 18
Skills Initiative +16, Mechanics +12, Perception +12, Pilot +16, Use Computer +16
Crew 1 (ace); **Passengers** none
Cargo 25 kg; **Consumables** 1 week; **Carried Craft** none
Payload 14 concussion missiles
Hyperdrive x2, limited navicomputer (4-jump memory)
Availability Unique; **Cost** 345,000 (190,000 used)

Double heavy laser cannon (pilot)
Atk +16, (+11 autofire) **Dmg** 7d10x2
Twin concussion missile launcher (pilot)
Atk +16 (+11 autofire), **Dmg** 8d10x2
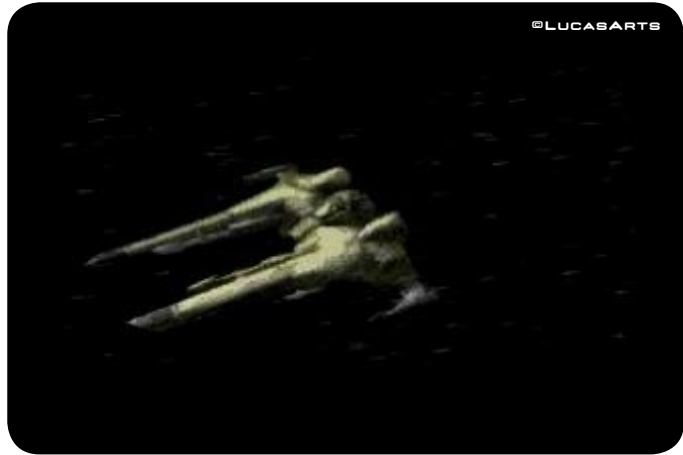
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Having won his title of Captain of the Sabaoth Squadrons in traditional fashion – defeating the previous leader in a deadly starfighter duel – Cavik Toth took control of Sabaoth Squadrons and led them into an alliance with the Separatists. The massive influx of credits this maneuver created allowed Captain Toth to create several new starfighter models for his mercenary band, including a heavily modified version of the Sabaoth Defender for himself, which he named the *Dragon's Tooth*. Despite being an ace pilot, however, Cavik Toth and the Dragon's Tooth were both destroyed at the Battle of Geonosis by Jedi Master Adi Gallia.

Capabilities

The *Dragon's Tooth* is heavily armed and shielded, capable of laughing off most starfighter attacks and unleashing devastating barrages of lasers and missiles in return. Master starship designers and tech specialists have finely tuned the fighter, making it incredibly deadly in a one-on-one match-up against almost any starfighter in existence prior to the Clone Wars. With a pilot of Cavik Toth's caliber behind the stick it is a true juggernaut in space combat, ripping through anything in its path. Toth also had an emergency hyperdrive installed for situations where retreat was necessary. Unfortunately, Captain Toth's hubris prevented him from using the hyperdrive when engaged with Master Gallia, leading to his demise. (The statistics given here assume a "typical" crew of ace; if the ship is encountered with Cavik Toth piloting, his abilities may be used rather than those of a generic crew.)

Hex Bomber

Sabaoth Squadrons Custom Heavy Bomber   CL 11
Gargantuan starfighter
Init +4; **Senses** Perception +6

Defense Ref 16 (flat-footed 13), Fort 22; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 25; **Threshold** 42

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged heavy concussion missiles +5* (see below) or
Ranged light laser cannon +7 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24

Abilities Str 34, Dex 16, Con –, Int 16
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +9

Crew 2 (skilled); **Passengers** none
Cargo 25 kg; **Consumables** 1 day; **Carried Craft** none
Payload 10 heavy concussion missiles (or hex missiles)

Hex Bomber

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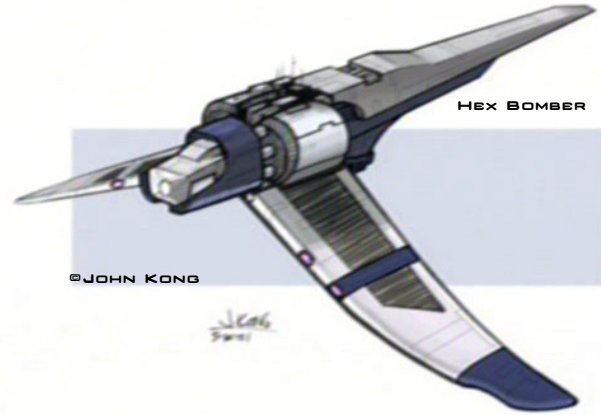
Availability Restricted; **Cost** 185,000 (100,000 used)
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy concussion missile launcher (co-pilot)
Atk +5 (-15 against targets Colossal or smaller), **Dmg** 9d10x5, 4-square splash
Light laser cannon (pilot)
Atk +7, **Dmg** 3d10x2

The Sabaoth Heavy Bomber, or Hex Bomber as it became to be known, was a bomber created entirely around its delivery system. The large concussion missile tubes were originally designed for large ships of the line, but Cavik Toth's engineers were able to refit the design and build a bomber around it. Toth commissioned the bomber knowing he would soon have a chemical weapon in Dragon's Breath, or Trihexalon gas, as a primary payload. The bomber is ponderously slow, and requires a heavy escort to survive opposing starfighters, and was usually launched alongside Hex deployers. The bomber was used at Maramere and the Battle of Geonosis under Captain Cavik Toth, where they were defeated by Jedi Master Adi Gallia. The bomber remained in use among Sabaoth Squadrons throughout the Clone Wars under the command of Captain Yahweh, who replaced Toth after his death.

Capabilities

The Hex Bomber is extremely vulnerable to other starfighters, but it is able to unleash terrible destruction among populated areas, especially if loaded out with hex missiles. Hex weaponry follows the rules presented in this chapter.

Mon Calamari Amphibious Fighter

Mon Calamari Shipyards Kantrey-Class Amphibious Starfighter CL 9
Gargantuan starfighter
Init +4; **Senses** Perception +6
Defense Ref 15 (flat-footed 12), Fort 27; +7 armor, Vehicular Combat
hp 110; **DR** 10; **SR** 10; **Threshold** 47

Mon Calamari Amphibious Fighter

Weakness delicate systems
Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale), amphibious seals
Ranged medium laser cannon +6 (see below) or
Ranged proton torpedo Tube +6 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +34
Atk Options optional fire-link (medium laser cannons)
Abilities Str 44, Dex 16, Con –, Int 14
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +8
Crew 1 (skilled); **Passengers** none
Cargo 110 kg; **Consumables** 2 Days; **Carried Craft** none
Payload 6 proton torpedoes or concussion torpedoes
Availability Restricted; **Cost** 150,000 (85,000 used)

Medium laser cannon (pilot)
Atk +6, **Dmg** 4d10x2 (5d10x2 fire-linked)
Proton torpedo tube (pilot)
Atk +6, **Dmg** 9d10x2 4-square splash

The entire culture of the Mon Calamari is based around the water, so it is no surprise that they have developed the technology to travel seamlessly from underwater, through the atmosphere, and beyond. Named for a crustacean used to create armor for the Mon Calamari Knights, the Kantrey-class amphibious fighter was thought of as the chief defensive fighter for Mon Calamari's shipyards, orbit, skies, and oceans, all in one platform.

Shortly after the Clone Wars began, the Separatists recruited Commander Merai, a famous Mon Calamari tactician, to assault the clone production facilities on Kamino. Amphibious fighters saw heavy use during the assault, but their relatively slow movement and under-armored hulls proved no match for the Jedi defending Kamino. However, this was more a result of the amazing skill of the Jedi than a great disparity in ship capability, and the fighter remained popular on a variety of water-covered worlds throughout the galaxy long after the Clone Wars.

Capabilities

The amphibious fighter has been in use on Mon Calamari for years, serving primarily as a planetary defense fighter. The fighter is naturally equipped with amphibious seals, providing it with several advantages on Mon Calamari. Standard starfighters cannot be based underwater, where sensors and prying eyes have a difficult time judging their readiness and

strength. The amphibious fighter is also capable of diving in retreat, instantly escaping invaders that are unable to submerge. This vehicle has the delicate systems vulnerability. Further, instead of proton torpedoes, specialized underwater concussion torpedoes can be mounted, with the same payload.

Shark

Commander Merai was considered to be a great hero of the Quarren conflict that preceded the Clone Wars on Mon Calamari, and was regarded as one of the greatest Mon Calamari tacticians of his day. Merai was convinced by his cousin to joined the Separatists, and brought a loyal fleet and starfighter corps with him, including his personal fighter; the *Shark*. The *Shark* was used to participate in the assault on Kamino, where Merai personally attempted to take out the shield generator for the cloning facilities. While Merai and his *Shark* performed remarkably against a flight of Jedi Aethersprite starfighters, he soon realized he had been set-up to fail, and ordered a retreat. In his final act, he set the Shark to self-destruct and crashed it into the hyperspace rings of the Jedi Starfighters, sacrificing his ship and his life. His death made certain the Jedi could not track his fleet, ensuring his brothers in arms would live to fight another day.

Capabilities

The *Shark* began life as a Kantrey-class amphibious fighter, but was modified drastically to maximize its capabilities and suit the commander's battle prowess. The ship was upgraded in nearly every category and given a much more versatile arms load-out, allowing Merai to achieve nearly any objective in any theater of combat by himself. Merai was known as a capable, if reckless, pilot and he needed a durable ship for those times when he felt the need to contribute to the battle personally.

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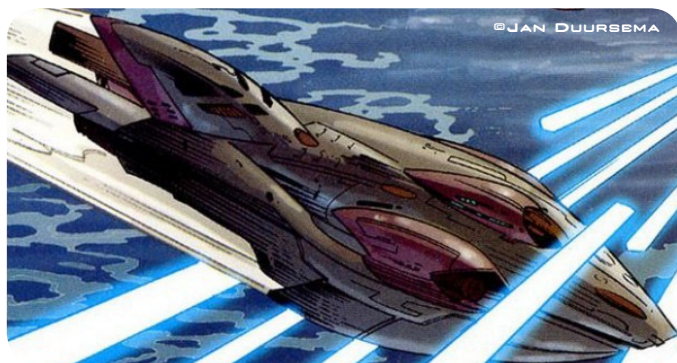
The Shark

Merai had the sensor blisters replaced with an upgraded package, and mounted two laser cannons and an ion cannon on the main fuselage. This allowed him to remove the wing-like weapon mounts to reduce his target profile and reduce his drag, particularly while submerged. He also had the engines replaced with a larger, more powerful model. The hull was moderately upgraded, including significant additional armor over the cockpit, relying on sensors and monitors for vision instead of a clear cockpit. While this does provide a +2 equipment bonus to use computer checks to use sensors, it imposes a -2 penalty to perception checks. This ship also has the delicate systems vulnerability.

Advanced Kantrey–Class Amphibious Starfighter   **CL 14**
Gargantuan starfighter
Init +14; **Senses** Perception +12
Defense Ref 19 (flat-footed 12), Fort 30; +7 armor, Vehicular Combat
hp 137; **DR** 10; **SR** 20; **Threshold** 50
Weakness delicate systems
Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale), amphibious seals
Ranged double medium laser cannon +16 (see below) or
Ranged light ion cannon +16 (see below) or
Ranged concussion torpedo tube +16 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +37
Atk Options autofire (double medium laser cannon)
Abilities Str 50, Dex 24, Con –, Int 18
Skills Initiative +14, Mechanics +12, Perception +10, Pilot +14, Use Computer +16
Crew 1 (ace); **Passengers** none
Cargo 50 kg; **Consumables** 1 week; **Carried Craft** none
Payload 12 concussion torpedoes
Hyperdrive x2, navicomputer
Availability Restricted; **Cost** not available for sale (350,000 on black market rebuilt)

Double medium laser cannon (pilot)
Atk +16 (+11 autofire), **Dmg** 6d10x2
Light ion cannon (pilot)
Atk +16, **Dmg** 4d10x2 ion
Concussion torpedo tube (pilot)
Atk +16, **Dmg** 6d10x5, 4-square splash or 5d10x5, 4-square splash underwater

Sabaoth Defender

Sabaoth Squadrons Custom Heavy Starfighter   CL 12
Gargantuan starfighter
<u>Init</u> +8; **Senses** Perception +8
Defense Ref 18 (flat-footed 13), Fort 26; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 30; **Threshold** 46
Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares
   (starship scale)
Ranged medium laser cannon +9 (see below) or
Ranged light ion cannon +9 (see below) or
Ranged double concussion missile launcher +9 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +36
Atk Options autofire (concussion missiles)
Abilities Str 42, Dex 20, Con –, Int 14
Skills Initiative +8, Mechanics +8, Perception +8, Pilot +8, Use
   Computer +10
Crew 1 (expert); **Passengers** none
Cargo 25 kg; **Consumables** 2 Days; **Carried Craft** none
Payload 14 concussion missiles
Availability Restricted; **Cost** 225,000 (140,000 used)
Emplacement Points 1

Medium laser cannon (pilot)	
Atk +9, **Dmg** 4d10x2	
Light ion cannon (pilot)	
Atk +9, **Dmg** 3d10x2 ion	
Double concussion missile launcher (pilot)	
Atk +9 (+4 autofire), **Dmg** 7d10x2	

Another ship designed by Captain Cavik Toth and his engineers for exclusive use by the Sabaoth Squadrons mercenary group, the Defender is a multi-mission starfighter capable of inflicting and taking massive amounts of damage. The Defender was first deployed in combat at the Battle of Geonosis. Despite their defeat by the Jedi, the craft was considered a success, and put into limited production for use by more experienced pilots. The fighter saw use throughout the Clone Wars and beyond by Sabaoth Squadrons, under the command of Captain Yehwah, who replaced the late Captain Cavik Toth.

Capabilities

The Defender is capable of bombing, anti-capital, and disabling runs – missions the standard Sabaoth Fighter is unable to perform unaltered. The Defender also outperforms the Sabaoth Fighter on escort, fighter screen, and space superiority missions, making it a favorite among the experienced veterans of the mercenary band. Its concussion missiles are able to deploy with rapid speed, allowing it to overwhelm heavily armored craft with ease, and carpet bomb ground troops with strafing attack runs. The heavy armor and shielding on the craft allow it to absorb punishment and stay in the fight, tripling the kill ratio compared to pilots in the standard Sabaoth Fighter.

Space Transports

Logistical efficiency was a core strength of the Separatists long before hostilities with the Republic broke out. Transporting goods efficiently across the galaxy was taken beyond a science and into an art by the massive corporations, each bringing their own equipment and expertise to the Confederate military. As such, the CIS possesses a variety of transport craft that are able to land troops and equipment under a number of different scenarios. Along with their advantage in sheer numbers, their ability to efficiently shift resources was considered their second greatest advantage over the bureaucratic Republic. This advantage was slowly negated by Chancellor Palpatine's consolidation of power into his office.

Dooku's Solar Sailer

Modified Advanced Punworcca-116 Interstellar Sloop   CL 9
Gargantuan space transport
Init +8 (+13*); **Senses** Perception +6 (+4*)

Defense Ref 17 (flat-footed 10), Fort 25; +5 armor, Vehicular Combat
hp 75; **DR** 10; **SR** 30; **Threshold** 45

Speed fly 16 squares (max. velocity 1,600 km/h), fly 5 squares
(starship scale)
Ranged microtractor-pressor +8 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +32

Abilities Str 40, Dex 24, Con – , Int 20
Skills Initiative +8 (+13*), Mechanics +6, Perception +6 (+4*), Pilot +8
(+13*), Use Computer +11 (+13*)

Crew 1 or 1 FA-4 pilot droid (skilled); **Passengers** 1 (basic luxury)
Cargo 240 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive x1.5, navicomputer
Availability Unique; **Cost** not available for sale (black market value
2,836,000)

Emplacement Points 0

Microtractor-pressor (pilot)
Atk +8, **Dmg** – (grapple +16; see "Weapon Systems", *CW* 198)

This sloop was custom-made for Count Dooku as a gift from Poggle the
Lesser of Geonosis. It was crafted by marrying a Geonosian Punworcca-
116 Interstellar Sloop with a solar sail provided by Count Dooku. The
Count obtained this bizarre sail from the Gree Enclave, and it used a
means of propulsion that was essentially unexplainable to the galactic
understanding of science. As such, many Geonosians believed Count
Dooku to be a powerful magician and wouldn't dare cross him. In the
eighth month of the Clone Wars, Dooku was shot down in his solar sailer
and crash-landed on Vanqor. The ship was pilfered by a band of Weequay
pirates led by Hondo Ohnaka and the Count was taken prisoner. Dooku
later escaped from the pirates' custody and Ohnaka fled, most likely
leaving Dooku's ship behind allowing it to be collected by the Count's
retaliatory forces. Through the entirety of the Clone Wars, Dooku
continued to use this craft as his personal transport, and was never far
from it.

Capabilities

Dooku's solar sailer is an advanced model of the Punworcca-116
Interstellar Sloop manufactured by the Huppla Pasa Tisc Shipwrights

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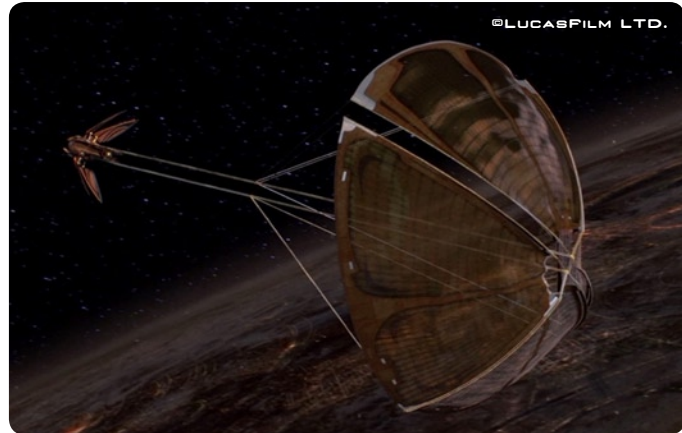
Collective. The sails installed on the sloop are far more technologically
advanced than anything the galaxy has seen, providing significant
propulsion with no energy signatures. The peculiar sail acts as a Baffled
Drive (*SV* 57), but does not impose the speed penalty and does not require
special refueling. The sail acts as the engines of the ship in the event it
is struck with the Engine Hit maneuver (*SG* 26). The interior of the craft
has been renovated to a basic luxury cabin, with a HoloNet transceiver
installed. Slave circuitry allows the ship to be crewed by a single FA-4
pilot droid.

Formicidae-class Tug

Hoar Chall Engineering Formicidae-class Space Tug   CL 2
Colossal space transport
Init -4; **Senses** Perception +5

Defense Ref 13 (flat-footed 12), Fort 28; +12 armor
hp 100; **DR** 10; **Threshold** 78

Speed fly 6 squares (max. velocity 375 km/h), fly 1 square
(starship scale)
Ranged tractor beam +2 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +68 (tug thrusters x3)

Abilities Str 46, Dex 12, Con –, Int 14
Skills Initiative -4, Mechanics +5, Perception +5, Pilot -4, Use
Computer +7

Crew integrated droid brain (normal); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none

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Availability Restricted; **Cost** 320,000 (182,000 used)
Emplacement Points 0

Tractor beam
Atk +2, **Dmg** – (grp +58)

Using a chassis similar to the Sheathipede-class shuttle, the Neimoidians of the Trade Federation contracted the Xi Charrians of Haor Chall Engineering to create a model of tug vessel. Several of these tugs along with missile frigates and scores of droid starfighters were rented out by the Trade Federation to Sabaoth Squadron in their protection of the Trihexalon manufacturing facility on Nod Kartha. When the vast orbital defense network fell at the hands of Jedi Master Adi Gallia, the Lok Revenants, and the armed forces of Maramere, these tugs were called into action to salvage pieces of a gigantic orbital defense cannon before the enemy forces could make off with the superior technology. Sabaoth Squadron's plans were foiled, however, and the tugs were destroyed. With the loss of their Trihexalon factory as well as numerous craft, the sly Neimoidians wasted no time in billing Sabaoth Squadron for their losses as the renter's insurance that the Trade Federation sold to the mercenaries did not cover the complete destruction of all the rental property.

Capabilities

Named after an incredibly strong worker insect on Charros IV, the Formicidae-class space tug is capable of towing the massive shipping containers and immense super freighters used by the Trade Federation. Equipped with a tractor beam and a three-stage tug thruster, the tug is capable of towing ships several times larger than its own. The Trade Federation used these ships throughout the course of the Clone Wars until the corporation was nationalized and dismantled by the Galactic Empire.

Geonosian Troop Transport

Huppla Pasa Tisc Shipwrights Troop Transport   **CL 8**
Colossal space transport
Init -3; **Senses** Perception +6
Defense Ref 16 (flat-footed 14), Fort 27; +14 armor
hp 160; **DR** 15; **Threshold** 77
Speed fly 12 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)
Ranged Fire-linked (2) medium blaster cannon turrets +3 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +39
Abilities Str 44, Dex 14, Con –, Int 12
Skills Initiative -3, Mechanics +6, Perception +6, Pilot -3, Use Computer +7
Crew 2 (skilled); **Passengers** 40 (troops)
Cargo 25 tons; **Consumables** 2 days; **Carried Craft** none
Hyperdrive x8, limited navicomputer (2-jump memory)
Availability Military; **Cost** 120,000 (70,000 used)
Emplacement Points 1

Fire-linked (2) medium blaster cannon turret (copilot)
Atk +3, **Dmg** 5d10x2

While Geonosian soldiers weren't typically found away from their homeworld participating in the Clone Wars, it wasn't totally unheard of. When Geonosian elites were delivered onto the battlefield, most commonly they were deployed from the Huppla Pasa troop transport. Adapted from a civilian model used on Geonosis as a worker caste transit

Geonosian Troop Transport

ship, the Geonosian troop transport boasted heavy armor, improved engines and modest weaponry. Capable of making short hyperspace jumps, this craft was sometimes used for surprise attacks.

CAPABILITIES

Geonosian transports typically deploy Geonosian elite soldiers into battle by opening their rear bay doors and allowing the flying warriors to spring forth, providing cover fire for the transport with their plasma rifles and sonic blasters. Also, in lieu of cargo space, the ship is capable of containing two Geonosian starfighters that launch from the rear bay doors. Instead of starfighters, the ship commonly transported Geonosian sonic turret artillery cannons. For the civilian version of this ship, remove all weaponry, hyperdrive, navicomputer, reduce armor to +6, decrease hit points to 120, strength to 40, increase cargo to 75 tons, lower crew to normal quality and price to 85,000 (50,000 used).

LAATAK

Baktoid Armor Workshop Long-range Air Attack Mechanism   CL 12
Colossal space transport
Init -4; **Senses** Perception +6
Defense Ref 14 (flat-footed 14), **Fort** 35; +14 armor
hp 260; **DR** 15; **SR** 50; **Threshold** 85
Weakness unstable reactor

Speed fly 6 squares (max. velocity 400 km/h), fly 2 squares (starship scale)
Ranged advanced heavy railgun +3* (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47
Abilities Str 60, Dex 10, Con –, Int 12
Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use Computer +7
Crew 4 (skilled); **Passengers** none
Cargo none; **Consumables** 4 days; **Carried Craft** none
Payload 100 rail rounds
Availability Restricted; **Cost** 500,000 (380,000 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

LAATAK

Having a long and rocky past with the natives of Kashyyyk, the Trade Federation had been waging a covert war with the Wookiees decades before the Clone Wars began. Neimoidian engineers of the Trade Federation stole Wookiee quarrel and bowcaster technologies and reverse-engineered them to suit their own purposes. Increased in scale considerably, the primary weapon of the Long-range Air Attack Mechanism was the outcome. Although the weapon was immensely powerful against a variety of targets, the ship's lack of support weaponry, ponderously slow speed and dismal maneuverability made it easy prey for smaller, more agile craft. Though the LAATAK was used by the Trade Federation during the Clone Wars, it saw less and less use as the conflict progressed.

Capabilities

Due to the enormous power requirements of the primary weapon, much of the ship's interior is occupied by an oversized power generator. This prohibits the hold from being used for cargo, passengers, and to an extent, even fuel capacity. In order to protect its volatile gas chamber and power source, heavy armor plating covers the entire ship. Using technology stolen from the Wookiees, the advanced heavy railgun magnetically accelerates a plasma-encased artillery shell at a target that explodes on impact. The weapon specializes as an anti-armor and anti-structure weapon, but due to the wide blast radius of the explosive rounds, the railgun was equally effective at annihilating groups of smaller craft that failed to evade or bunkered infantry. Because the capacitors need time to build up energy for each shot, the weapon can only be fired once every three rounds.

Neimoidian Troop Transport

Baktoid Armor Workshop Troop Transport   CL 8
Colossal space transport
Init -3; **Senses** Perception +6
Defense Ref 16 (flat-footed 14), **Fort** 27; +14 armor
hp 160; **DR** 15; **Threshold** 77
Speed fly 12 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)
Ranged fire-linked (2) medium blaster cannons +3 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +39
Abilities Str 44, Dex 14, Con –, Int 12

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Skills Initiative -3, Mechanics +6, Perception +6, Pilot -3, Use Computer +7
Crew 2 (skilled); **Passengers** 36 (troops)
Cargo 25 tons; **Consumables** 2 days; **Carried Craft** none
Availability Restricted; **Cost** 85,000 (50,000 used)
Emplacement Points 1

Fire-linked (2) medium blaster cannon (copilot)
Atk +3, **Dmg** 5d10x2

Not all of the Trade Federation's military strength resided in battle droids. Neimoidian Gunnery soldiers were often used to guard Trade Federation dignitaries and key installations. Baktoid Armor Workshop designed a speedy troop transport for the Trade Federation capable of moving up to an entire platoon of these warriors, plus equipment, from their hulking battleships in orbit down to the surface. They were typically also used for speedy surface-to-surface transfers. Neimoidian Troop Transports were heavily armored but possessed no shields, and as such weren't generally used to deposit troops into hostile landing zones.

Capabilities

Like most of the smaller Trade Federation vessels, the troop transport is a single-purpose vehicle – moving organic troops from one place to another. It lacks a hyperdrive and shields, as it wasn't intended for long-range missions or combat. Its two medium blaster cannons are fixed forward, used primarily to clear small obstacles from a potential landing area or as a last resort weapon to stave off enemy forces. In lieu of cargo, the transport is capable of carrying up to five Large-sized military speeder bikes or two Huge scale landspeeders to be used by the platoon of soldiers it's carrying. Variant models of this craft did exist, with wing-shaped cargo pods attached capable of carrying 112 battle droids stored on a rack similar to the Multi-Troop Transport. This variant adds 3 crew, and exchanges all passenger, cargo and carried craft space for the battle droid rack.

Sabaoth Squadron Assault Transport

Modified NovaDrive 3-TLB Assault Transport   CL 11
Colossal space transport
Init +0; **Senses** Perception +8
Defense Ref 14 (flat-footed 12), **Fort** 28; +12 armor, Vehicular Combat
hp 150; **DR** 15; **SR** 60; **Threshold** 78
Speed fly 12 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)
Ranged fire-linked (2) light laser cannons +9 (see below) or
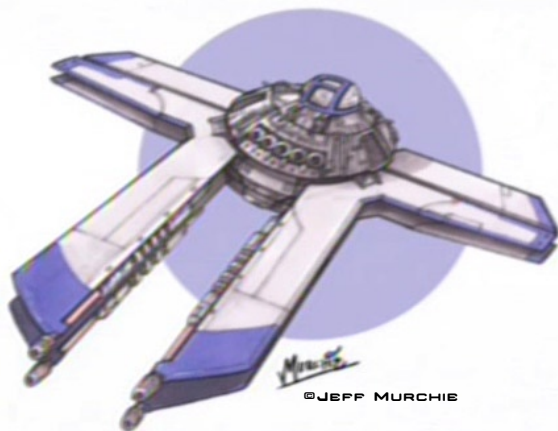
Sabaoth Squadron Assault Transport

Ranged fire-linked (2) ionized cluster missile launchers +9 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +43
Atk Options autofire (light laser cannons)
Abilities Str 46, Dex 14, Con –, Int 14
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +10
Crew 1 (expert); **Passengers** 8
Cargo 2 tons; **Consumables** 1 month; **Carried Craft** none
Payload 24 ionized cluster missiles
Hyperdrive x0.75, navicomputer
Availability Unique; **Cost** not available for sale (black market value 675,000)
Emplacement Points 0

Fire-linked (2) light laser cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 4d10x2
Fire-linked (2) ionized cluster missiles (pilot)
Atk +9, **Dmg** 8d10x2, SR penetration 10

The Sabaoth Squadron Assault Transport was a modified NovaDrive 3-TLB transport based on a licensed design from the Corellian Engineering Corporation. The mercenary group used these craft to ferry personnel and supplies between battleships and installations. Their powerful armor and shields also facilitated their use in extracting downed pilots from combat zones. Lieutenant Bella used one such craft to escort her leader, Captain Cavik Toth, to wherever he commanded. Bella later flew an assault transport to escape a doomed fuel depot under attack by Nym, although she was roundly defeated by the Feeorin pirate.

Capabilities

The assault transports used by Sabaoth Squadron have been uniformly modified by NovaDrive from their original Corellian design. They incorporate laser cannons and a pair of ionized cluster missile launchers. The hyperdrive has been modified to peak yet stable efficiency. The ship's shields are also augmented to provide a greater degree of protection. Finally, a small medical suite capable of administering emergency treatment to a single patient has been added into the passenger area. (The statistics given here assume a "typical" crew of expert; if the ship is encountered with Lieutenant Bella or another character flying it, their abilities may be used rather than those of a generic crew.)

Sheathipede-class Shuttle

Hoar Chall Engineering Sheathipede–class Shuttle   CL 6
Colossal space transport
__Init__ -3; **Senses** Perception +5
Defense Ref 14 (flat-footed 12), Fort 28; +12 armor
__hp__ 100; **DR** 10; **SR** 20 **Threshold** 78
Speed fly 12 squares (max. velocity 750 km/h), fly 3 squares
 (starship scale)
Ranged light blaster cannon +4 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +38
__Atk Options__ autofire (blaster cannon)
Abilities Str 46, Dex 14, Con –, Int 14
Skills Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use
 Computer +7
Crew 1 droid (normal); **Passengers** 10
Cargo 2 tons; **Consumables** 1 day; **Carried Craft** none

Sheathipede-class Shuttle

Availability Restricted; **Cost** 220,000 (90,000 used)
Emplacement Points 1

Light blaster cannon (pilot)
Atk +4 (–1 autofire), **Dmg** 3d10x2

This Haor Chall Engineering design, commonly referred to as the Neimoidian Shuttle, was heavily used in the years leading up to the Clone Wars. The design resembled soldier beetles from the Neimoidian homeworld, with an oval-shaped body and claw-like landing legs. Trade Federation executives utilized these craft as ferries between orbit and the surface or from site to site on their purse worlds. The Trade Federation used these shuttles during the invasion of Naboo. It was also occasionally used by General Grievous during the Clone Wars.

Capabilities

Typically the Neimoidian shuttle design was altered by Trade Federation dignitaries to remove the cockpit entirely, replacing it with an automated droid pilot system. This allowed for additional (or more lavish) cabin space. General Grievous, however, insisted on having one of his MagnaGuards pilot the craft, due to his distrust of automated systems. Viceroy Nute Gunray had a personalized Sheathipede-class shuttle named the *Lapiz Cutter*, which included the automated pilot and had the armaments removed and replaced with stronger shields (SR 50).

Skirmisher Boarding Craft

**Confederacy of Independent Systems
 Skirmisher Boarding Craft**   CL 12
Colossal* space transport
__Init__ -2; **Senses** Perception +6, Sensor Enhancement Package
Defense Ref 15 (flat-footed 13), Fort 26; +13 armor, Vehicular Combat
__hp__ 120; **DR** 15; **SR** 20; **Threshold** 76
Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares
 (starship scale)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38
Abilities Str 42, Dex 14, Con –, Int 18
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use
 Computer +10
Crew integrated droid brain (skilled); **Passengers** 120 battle droids
Cargo none; **Consumables** 3 days; **Carried Craft** none

Availability Illegal; **Cost** not available for sale
Emplacement Points 0
This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

These small craft were developed by the Confederacy of Independent Systems during the Clone Wars to allow swarms of battle droids to covertly board enemy capital ships. Using sophisticated sensors and a cloaking device, the Skirmisher would hide on the outskirts of the battlefield until the enemy craft were occupied by engaging Separatist capital ships and fighters. Then the cloaked boarding craft would slip in undetected, attach itself to the ship's hull, cut a hole in the ship's plating and unleash dozens of battle droids inside. These ships were extremely rare due to the obscure and expensive technology used to create them. One of the few instances where the ships were used was the Battle of Praesitlyn, where they successfully boarded the Republic Centax-class heavy frigate Ranger commanded by Senior Jedi General Nejaa Halcyon, nearly killing all hands onboard and forcing the Jedi to abandon ship.

Capabilities

Skirmisher boarding ships are equipped with the ultra-rare stygium crystal cloaking devices (*SG* 48) as well as a grappler mag and plasma punch (*SV* 59 and 60 respectively) that when combined successfully can produce devastating results. The penalty from the cloaking device applied to all skill checks used to detect the Skirmisher affects the Pilot and Use Computer checks made to notice the use of the grappler mag as well. If the ship remains undetected when battle droids gain entry to the ship, all of the target ship's hands incur a -5 penalty to any Perception checks used to detect the boarding battle droids. Anti-boarding systems, however, function as normal.

Trade Federation Medium Cargo Freighter

Haor Chall Engineering Cargo Freighter   CL 4
Colossal (frigate) space transport
Init -5; **Senses** Perception +5
Defense Ref 12 (flat-footed 12), **Fort** 29; +12 armor
hp 250; **DR** 15; **SR** 40; **Threshold** 129
Speed fly 12 squares (max. velocity 300 km/h), fly 1 squares (starship scale)

AAT's protect a Trade Federation Medium Freighter as it takes flight
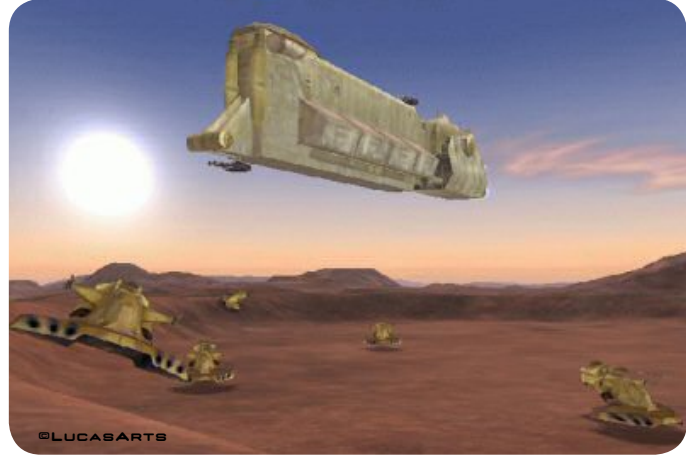
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Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +39
Abilities Str 49, Dex 10, Con –, Int 12
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +6
Crew 9 (normal); **Passengers** 60 support droids
Cargo 20,000 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x3, navicomputer
Availability Restricted; **Cost** 475,000 (215,000 used)
Emplacement Points 1

These cargo freighters were a relic left over from a time before the Trade Federation was controlled by the Neimoidians. This medium freighter was a mainstay of the Trade Federation fleet decades before the invasion of Naboo. When the Senate approved legislation allowing corporations to assemble and maintain their own anti-piracy security forces, the Trade Federation used it as an opportunity to create armies of battle droids and began retrofitting their cargo vessels to act as warships. Though these craft were capable of adapting to the changes quite easily, they were hardly cost effective. The additions and modifications to an already pricy craft were deemed too expensive. Haor Chall Engineering solved the Trade Federation's problem by creating the C-9979 landing craft – cheaper landing craft designed specifically for the armies of the Trade Federation. This, mixed with the introduction of the Lucrehulk-class freighters pushed these freighters out of the mainstream.

Capabilities

Although these craft were originally designed as medium cargo freighters, during the Clone Wars these craft are rarely seen at all, let alone in their stock configuration. The majority of these vessels had sizable portions of their cargo space converted to hangar bays. Variations were numerous, but inside the 250-meter long by 60-meter wide hull, the transport normally facilitated 1,000 hangar points and storage to hold 1,200 activated battle droids. Stock versions of this craft are a common sight along the space lanes in the centuries before the Clone Wars, but begin to be phased out approximately 50 years before the start of the Clone Wars. Regardless, modified versions of this freighter can be found rented out to conscripts of the Confederacy, and at low-priority points where supplies are scarce.

Trade Federation Troop Transport

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TRADE FEDERATION TROOP TRANSPORT

Baktoid Armor Workshop Troop Transport CL 9
Colossal (frigate) space transport
Init -2; **Senses** Perception +6
Defense Ref 14 (flat-footed 12), **Fort** 39; +12 armor, Vehicular Combat
hp 460; **DR** 15; **SR** 50; **Threshold** 139
Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Ranged 2 twin medium laser cannons +4 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51
Abilities Str 68, Dex 14, Con –, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +8
Crew 6 (skilled); **Passengers** 578 B1 battle droids, 100 prisoners
Cargo 120 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x2, navicomputer
Availability Restricted; **Cost** 340,000 (150,000 used)
Emplacement Points 1

Twin medium laser cannon (gunner)
Atk +4 (-1 autofire), Dmg 5d10x2

Although battle droids are tightly compacted to more efficiently store for traveling, it is not practical when the situation calls for rapid deployment. Using an enlarged scale of the chassis to the Multi-troop Transport, the Trade Federation Troop Transport was created as a means to carry large numbers of battle droids ready to set out at a moment's notice. The Trade Federation used these vessels to lay siege to the Karthakk system a decade before the Clone Wars began. When the Lok Revenants launched an assault on Spacestation 1138, and later Trihexalon factory on Nod Kartha, the Trade Federation used these craft to insert thousands of battle droids in the defense of the two facilities.
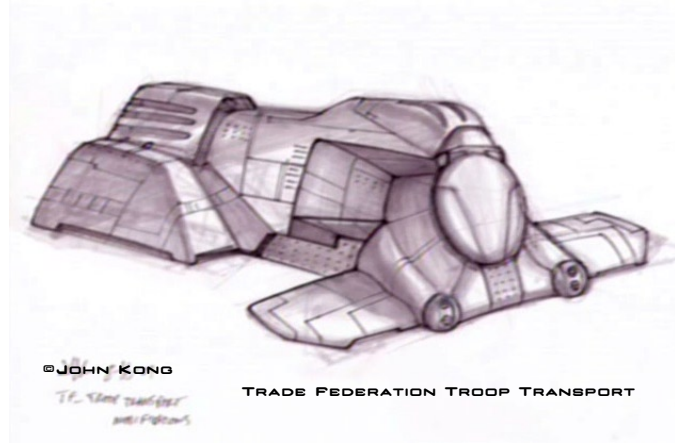
Capabilities

These vessels appear to be oversized Multi-Troop Transports with wings spanning 138 meters wide and a body 205 meters long and 86 meters high. Troop Transports are capable of carrying an entire battalion of activated battle droids ready to fight controlled by a miniature droid control module housed in the ship's core. Equipped with two plasma punches and cotterdams, the troop transport can also act as a boarding ship. The craft is also fitted with standard holding cells for up to 100 prisoners.

Trident

Free Dac Volunteers Engineering Corps Trident-class Transport CL 10
Colossal space transport
Init +0; **Senses** Perception +6
Defense Ref 16 (flat-footed 12), **Fort** 25; +12 armor, Vehicular Combat
hp 280; **DR** 15; **SR** 40; **Threshold** 75
Speed fly 12 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)

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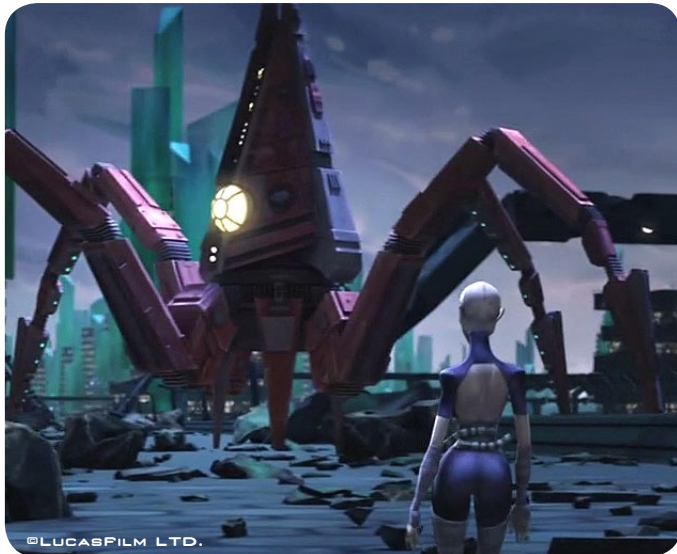
Ranged microtractor-pressor +6 (see below) and
   fire-linked (2) medium laser cannons +6 and
   modified grappler mag +8
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total (crew),
   Internal Sensor Mask, +5 (captured craft)
Base Atk +2; **Grp** +47 (tug thrusters)
Atk Options autofire (medium laser cannons)
Abilities Str 40, Dex 18, Con –, Int 20
Skills Initiative +0 (+13*), Mechanics +6, Perception +6 (+4*), Pilot +0
   (+13*), Use Computer +10 (+13*)
If the ship has FA-4 pilot droids, use these skill modifiers instead.
Crew 3 FA-4 pilot droids (skilled); **Passengers** 6 plus 20 (prisoners)
Cargo 2 tons; **Consumables** 1 month; **Carried Craft** 1 grappler mag (see
   below)
Hyperdrive x1 (backup x10), navicomputer
Availability Rare; **Cost** not available for sale (black market value
   2,280,000 used)
Emplacement Points 0

Microtractor-pressor (gunner)	
Atk +6, **Dmg** -- (grapple +23, see "Weapon Systems" *CW* 198)	
Fire-linked (2) medium laser cannons (co-pilot)	
Atk +6 (+1 autofire), **Dmg** 5d10x2	
Modified grappler mag (pilot)	
Atk +8, **Dmg** 4d10x2 ion (grapple +47)	

The Trident-class transport was designed in secret by the Quarren of the Free Dac Volunteers Engineering Corps shortly after their induction to the Confederacy of Independent Systems. Drawing from Geonosian propulsion technology used in the Punworcca-116 sloop and the sparse information on power systems derived from the Decimator tank project, Free Dac Volunteers created a vessel capable of stealthily capturing other vehicles. The Quarren designed the ship to resemble a cephalopod in the hope that it would be mistaken for a pirate vessel, similar to the crustacean-like E-2 mining ship by Byblos Drive Yards, which had been a staple in the realm of piracy for millennia. Asajj Ventress piloted one of these craft from Christophsis to Tatooine and captured Jabba the Hutt's son, Rotta, in a plot to implicate the Jedi and Republic in order to gain support from the crime lord.

Capabilities

Utilizing a concept used by asteroid mining craft the galaxy over, the Trident-class transport is designed to ensnare its prey with massive tentacles and run. The Trident uses its grappler mag to grab hold of a target, and then uses ion emitters housed in the tentacles to disable its quarry. Magnetic field emitters line the tentacles of the Trident, extending its shields to encompass the captured craft which preserves a small amount of atmosphere to protect its occupants from limited exposure to a vacuum. Disabled vehicles within the magnetic field have six hours of air if the craft does not have its own life support. Because the craft uses microtractor-pressors embedded in the tentacles as part of its propulsion system, while a craft is entangled the Trident is considered flat-footed, losing its Dexterity bonus to Defense. The Trident also lacks an IFF transponder and is equipped with interior sensor masks to prevent hostile craft from gathering information on ship's the occupants. Com Jammers are installed on the Trident to prevent the captured vessel from calling for help before it is disabled. The model used by Asajj Ventress was also equipped with a HoloNet transceiver.

Vehicle Armored Carrier

Baktoid Armor Workshop Vehicle Armored Carrier   CL 12
Colossal (frigate) space transport
Init -5; **Senses** Perception +5
Defense Ref 14 (flat-footed 14), Fort 30; +14 armor
hp 240; **DR** 15 (DR 20 belly); **SR** 15; **Threshold** 130
Speed fly 6 squares (max. velocity 400 km/h), fly 1 squares
   (starship scale)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total

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

Abilities Str 50, Dex 10, Con –, Int 12
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +6

Crew 4 (normal); **Passengers** none
Cargo 2,400 tons; **Consumables** 2 days; **Carried Craft** 6 hangar points
Availability Restricted (Confederacy); **Cost** 450,000 (200,000 used)
Emplacement Points 0

The Vehicle Armored Carrier manufactured by Baktoid Armor Workshop was used by the Confederacy of Independent Systems during the Clone Wars. Its role was one of an armored drop ship used to deposit mobile artillery onto the front lines of battle, where the C-9979's inferior armor would make it too costly to employ. They saw heavy usage as the conflict dragged on, performing commendably at the battles of Raxus Prime, Rhen Var and Thule.

Capabilities

This mammoth drop ship measures 70 meters in length, with a 20-meter wide hull and a 32-meter wingspan. Like most Baktoid designs, its wings fold inward for more economical use of rack space when stored onboard larger starships. In flight its extended wings provide what little maneuvering capabilities the ship possesses by spreading its thrusters across a wider area. Though the ship is horribly slow it makes up for this fact by being fitted with heavy armor plating. Inside its hold, the VAC is capable of carrying up to 6 Huge vehicles, such as the Armored Assault Tank, Ground Armored Tank, or Droid Troop Transport, which it

can deploy two at a time after landing. Additional hull plating is also placed on the belly of the vessel to provide increased protection from surface-to-air attacks, providing a +5 bonus to damage reduction when taking fire from below.

Veloce-class Shuttle

Silviut Corporation Veloce–class Shuttle   **CL 12**
Colossal* space transport
Init +4; **Senses** Perception +8
Defense Ref 18 (flat-footed 12), **Fort** 28; +12 armor
hp 120; **DR** 15; **SR** 50; **Threshold** 78
Speed fly 16 squares (max. velocity 1,450 km/h), fly 5 squares (starship scale), SubLight Accelerator Motor
Ranged 2 medium laser cannon turrets +9 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +43
Abilities Str 46, Dex 22, Con –, Int 14
Skills Initiative +4, Mechanics +8, Perception +8, Pilot +4, Use Computer +10
Crew 4 (expert); **Passengers** 8 plus 25 (troops)
Cargo 25 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x1, navicomputer
Availability Military; **Cost** 200,000 (130,000 used)
Emplacement Points 0
This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

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Grievous' Shuttle

Medium laser cannon turret (gunner)
Atk +9, **Dmg** 4d10x2

Created by the insectoid Surronians at Silviut Corporation, the Veloce-class shuttle was an extremely fast craft that Grievous used frequently. Its ebon hull plating, typical of vessels made by Silviut, made it appear menacing, which Grievous found attractive. The CIS General kept his personal shuttle onboard the Invisible Hand, and used it to sneak onto Coruscant's surface with two dozen Magna droids intent on capturing Supreme Chancellor Palpatine during the final days of the Clone Wars. Though Mace Windu, Shaak Ti, and a number of other Jedi made a concerted effort to stop the cyborg general, Grievous made a speedy escape onboard his tri-wing shuttle with Palpatine in tow. Grievous' shuttle was destroyed when the Invisible Hand broke up in orbit over Coruscant.

Capabilities

Equipped with cutting-edge engines and thrusters, this craft is extremely fast and agile. To further improve its speed it has been fitted with ion engine accelerators (see SubLight Accelerator Motor, *SG* 42). The interior contains a troop hold with twenty-five seats for short voyages and eight bunks for longer stays. It also has a hypertransceiver so that Grievous can maintain constant contact with his armies.

Capital Ships

Largely consisted of converted merchant ships and modified bulk cargo designs, the Separatists were considered to be at something of a disadvantage in capital-scale ship combat early in the Clone Wars. However, the Pammant Docks and Foerost Shipyards, acquired early in the conflict, began supplying the Separatists with dedicated warships midway through the epic struggle. Of course, the Separatists were still considered to be at something of a disadvantage against the manufacturing might of Kuat Drive Yards throughout the Clone Wars.

Banking Clan Frigate

Hoersch-Kessel Drive/Gwori Revolutionary Industries Munificent-class Star Frigate CL 18
Colossal (cruiser) capital ship
Init -3; **Senses** Perception +11, Sensor Enhancement Package
Defense Ref 13 (flat-footed 12), Fort 49; +12 armor, Vehicular Combat
hp 1,080; **DR** 20; **SR** 165; **Threshold** 249
Speed fly 3 squares (starship scale)
Ranged 2 heavy turbolaser cannons +7* (see below) and
    2 heavy ion cannons +7* (see below) and
    12 double turbolaser batteries +9* (see below) and
    4 light turbolaser batteries +15* (see below) and
    19 point-defense laser cannon batteries +9 (see below)
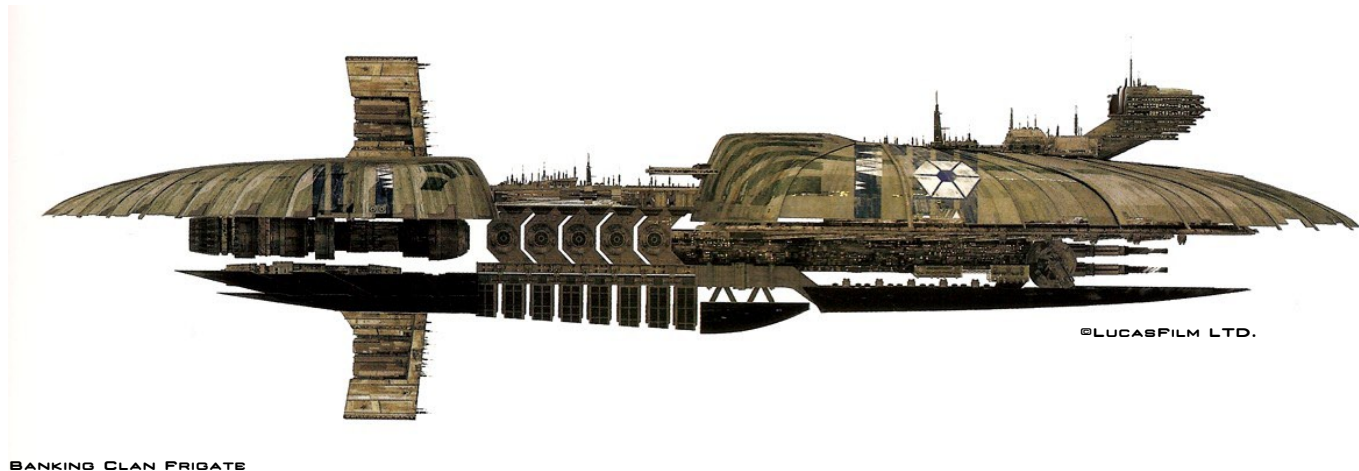
BANKING CLAN FRIGATE

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Fighting Space 2 x 2 squares (starship scale); **Cover** total

Base Atk +2; **Grp** +61

Abilities Str 88, Dex 12, Con –, Int 20

Skills Initiative -3, Mechanics +11, Perception +11, Pilot -3, Use Computer +11

Crew 200 (skilled); **Passengers** 150,000 (deactivated battle droids)

Cargo 40,000 tons; **Consumables** 2 years; **Carried Craft** 250 hangar points

Hyperdrive x1 (backup x10), navicomputer

Availability Restricted; **Cost** 57,000,000 (40,000,000 used)

Emplacement Points 1

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

Heavy turbolaser cannon (gunner)	
Atk +7 (-13 against targets smaller than Colossal), **Dmg** 11d10x5	
Heavy ion cannon (gunner)	
Atk +7 (-13 against targets smaller than Colossal), **Dmg** 3d10x5	
Double turbolaser battery (2 gunners)	
Atk +9 (-11 against targets smaller than Colossal), **Dmg** 4d10x5	
Light turbolaser battery (5 gunners)	
Atk +13 (-7 against targets smaller than Colossal), **Dmg** 3d10x5	
Point-defense laser cannon battery (2 gunners)	
Atk +9, **Dmg** 3d10x2	
Advanced jamming array (gunner)	
Atk n/a, **Dmg** special	

The Munificent-class Star Frigate was built by the paranoid InterGalactic Banking Clan as a secure communications ship, designed to transfer signals and account keys. This allowed the Banking Clan to ensure their codes were separate from the vulnerable holonet, and entitle them to a fleet of ships which are also used to ensure smooth takeovers of collateral for loans in default. The ships were used by the Separatists to aid in navigation and coordination of Confederate Naval units, as well as to assault Republic Holonet relay stations. The Munificent-Class was most notably used at the Battle of the Crombach Nebula and the Battle of Coruscant, both of which the hulls Tide of Progress XII and Force of Commerce participated. The ship class was also present at the Battle of Viidaav. These ships were later used by the Rebellion to a limited degree, who found the low crew requirements particularly attractive.

Capabilities

The Munificent-class Frigate is an 825-meter communications ship from the Banking Clan, who donated an entire fleet of the ships to the Confederate Navy. The ships have eight docking rings for ships of Colossal size and smaller, as well as 250 points of hangar space, which is typically used for 12 Colossal transports for logistics and personnel transport operations, though 210 droid fighters and 2 Colossal transports are often carried instead for solo holonet relay assault missions. The ship has a miniaturized droid control module, but due to limited computer processing space, it is only able to control 2,000 droids at any given time. Further, the ship has an advanced jamming array, which provides an additional -2 penalty to Use Computer checks made for starship comms, sensors and fire control checks. This means that starfighters take a -8 penalty, transports take -6, and capital ships take a -4 penalty within 6 squares (space) of the ship.

Tactical Fire: The Munificent-class Frigate is designed to aid in navigation and coordination of the Confederate fleet. As a standard action, the Munificent can forgo all attacks to instead provide tactical fire to all squares in a 3-square radius. All allied ships in this area receive a +1 bonus to space movement and a +5 bonus to all aid another checks.

Bulwark Battlecruiser

TransGalMeg Industries Bulwark-class Mk. I Battlecruiser   CL 19

Colossal (cruiser) capital ship

Init -4; **Senses** Perception +10

Defense Ref 21 (flat-footed 19), Fort 55; +19 armor, Vehicular Combat, Reinforced Keel

hp 2,200; **DR** 20; **SR** 150; **Threshold** 255

Speed fly 2 squares (starship scale)

Ranged 5 double medium turbolaser batteries +14 (see below) and 4 point defense medium ion cannon batteries +14 (see below) and tractor beam projector battery +10 (see below)

Fighting Space 2 x 2 squares (starship scale); **Cover** total

Base Atk +2; **Grp** +67

Abilities Str 100, Dex 14, Con –, Int 18

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

Crew 24,122 (skilled); **Passengers** 5,000 (troops)

Cargo 2,500 tons; **Consumables** 2 years; **Carried Craft** 150 hangar points

Hyperdrive x2, navicomputer

Availability Military (Confederacy); **Cost** 63,000,000 (38,000,000 used)

Emplacement Points 0

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

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Double medium turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 6d10x5
Point-defense medium ion cannon battery (5 gunners)
Atk +14, **Dmg** 5d10x2 ion
Tractor beam projector battery (3 gunners)
Atk +10 (-10 against targets smaller than Colossal), **Dmg** – (grp +67)

The Bulwark Battlecruiser was a Techno Union design fielded at the shipyards of Foerost, which the Republic had blockaded early in the Clone Wars. The yards secretly constructed an entire fleet of the Bulwark Mk 1 craft during the first two years of the Clone Wars, and used them to break the Republic blockade a year before the war's conclusion. Under the command of legendary Admiral Dua Ningo, the powerful ships created havoc in Coruscant's own Sector Zero, forcing the Republic to launch a fleet of Victory-class Star Destroyers six months early under the dual command of Captains Screed and Dodonna. The Bulwark and Victory fleets clashed at Ixtlar, Alsakan, Basilisk, and several other planets in the core before their final showdown above Anaxes. There, Dua Ningo and the bulk of his fleet of Bulwark Battlecruisers were destroyed. The TransGalMeg Battlecruiser would later be redesigned and used by the New Republic against the Imperial Remnant.

Capabilities

The Bulwark Battlecruiser is a powerful ship able to take incredible amounts of damage. The Bulwark's capabilities were largely unknown to the Republic when the mysterious ships first broke the Foerost Siege. The design is self-sufficient, able to cover its own flanks with a wing of fighters and onboard support craft, and rarely requires escort from other capital ships. Typically, the ship uses its 150 hangar points on 4 Colossal transports and 70 Large or Huge starfighters. Perhaps the most significant difference between the Bulwark and other ships is its thickly Reinforced Keel, designed for ramming other ships - specifically to break through blockades.

Tactical Fire: The Bulwark-class Battlecruiser is as effective at causing chaos and confusion as it is dealing damage. As a standard action, the Bulwark may forgo all attacks to instead provide tactical fire to all squares in a 2-square radius around itself. All enemy ships Colossal or smaller in size must make a Dexterity Check of DC 14 or take a -4 penalty to their Intelligence score (meaning -2 to attack and all Intelligence associated skills).

Commerce Guild Corvette

Commerce Guild Security Corvette   **CL 14**
Colossal (frigate) capital ship
Init -2; **Senses** Perception +10
Defense Ref 14 (flat-footed 12), Fort 34; +12 armor, Vehicular Combat
hp 660; **DR** 15; **SR** 70; **Threshold** 134
Speed fly 8 squares (speed 800 km/h), fly 3 squares (starship scale)
Ranged 3 light turbolaser cannons +6* (see below) and
    6 point-defense heavy quad laser batteries +10 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +46
Atk Options autofire (point-defense heavy quad laser cannon
    batteries)
Abilities Str 58, Dex 14, Con –, Int 18
Skills Initiative -2, Mechanics +10, Perception +10, Pilot -2, Use
    Computer +10
Crew 96 (skilled); **Passengers** 75 (troops), 25 (passengers)
Cargo 750 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x3, navicomputer
Availability Military; **Cost** 3,430,000 (1,800,000 used)
Emplacement Points 1
*Apply a -20 penalty on attacks against targets smaller than Colossal
    size.*

Optional Facing Rule

All capital ships listed in this resource have much higher weapon counts than those presented in the official material. This is because canonically, the correct numbers of weapons were used instead of quartering them for balance issues such as those presented in the Wizards of the Coast material. As a suggested rule for using these otherwise overpowered capital ships alongside those written officially by Wizards of the Coast, no capital ships detailed in this resource can fire more than 25% of any single weapon type (round up) at a single target in the same round.

Light turbolaser cannon (gunner)
Atk +6 (–14 against targets smaller than Colossal), **Dmg** 3d10x5
Point-defense heavy quad laser battery (3 gunners)
Atk +10, **Dmg** 7d10x2

The Commerce Guild Security Corvette was used to patrol many of the outlier holdings of the Guild. The ships had been in use since before the Clone Wars, though production and security increased after the Battle of Geonosis. One such installation was the Escarte Asteroid Mining Facility, which was protected by two guild corvettes during the last months of the Clone Wars. When Anakin Skywalker and Obi-Wan Kenobi arrived to follow up on a lead to discover the true identity of Darth Sidious, the Jedi engaged the two corvettes. As planned, they allowed themselves to get arrested, gaining access to a prison block, which held a Bith technician they needed to question. They later escaped, flying right past the two oblivious corvettes.

Capabilities

The Commerce Guild Corvette has a fair amount of accurate weaponry. It also has a pair of docking rings, one of which is typically occupied by an escort patrol craft which looks like an enlarged Geonosian starfighter. The other clamp was reserved for boarding actions. These troops were typically mercenary security units, though elite vessels may have housed Gossam Commandos. The ship also had a hypertransceiver.

    Tactical Fire: The corvette was designed to protect installations, planets and other vessels from fighter attack. As a standard action, the Commerce Guild Corvette may forgo all attacks to provide tactical fire to a single allied vessel, station or building within 10 squares. All attacks made against this allied unit suffer a –1 penalty to attack. Multiple corvettes may protect the same target and have their effect stack up to three times.

Commerce Guild Destroyer

Hoersch-Kessel Drive/Free Dac Volunteers Recusant-class Light Destroyer   **CL 19**
Colossal (cruiser) capital ship
Init -2; **Senses** Perception +10
Defense Ref 14 (flat-footed 12), Fort 50; +12 armor, Vehicular Combat
hp 1,290; **DR** 20; **SR** 150; **Threshold** 250
Speed fly 3 squares (starship scale)
Ranged heavy prow turbolaser cannon +6* (see below) and
    5 heavy turbolaser batteries +8* (see below) and
    medium turbolaser battery +14* (see below) and
    6 double laser cannon batteries +14* (see below) and
    3 point-defense double light laser batteries +12 (see below) and
    12 point-defense light laser cannon batteries +14 (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +62
Abilities Str 91, Dex 14, Con –, Int 18
Skills Initiative -2, Mechanics +10, Perception +10, Pilot -2, Use Computer +10
Crew 300 (skilled); **Passengers** 40,000 (deactivated battle droids)
Cargo 10,000 tons; **Consumables** 2 years; **Carried Craft** none (but can shelter 240 activated vulture droids)
Hyperdrive x2 (backup x12), navicomputer
Availability Military; **Cost** 61,000,000 (45,000,000 used)
Emplacement Points 1
*Apply a –20 penalty on attacks against targets smaller than Colossal size.

Heavy prow turbolaser cannon (gunner)
Atk +6 (–14 against targets smaller than Colossal), **Dmg** 10d10x5
Heavy turbolaser battery (2 gunners)
Atk +8 (–12 against targets smaller than Colossal), **Dmg** 7d10x5
Medium turbolaser battery (5 gunners)
Atk +14 (–6 against targets smaller than Colossal), **Dmg** 5d10x5
Double laser cannon battery (5 gunners)
Atk +14 (–6 against targets smaller than Colossal), **Dmg** 5d10x2
Point-defense double light laser battery (4 gunners)
Atk +12, **Dmg** 5d10x2
Point-defense light laser cannon battery (5 gunners)
Atk +14, **Dmg** 3d10x2

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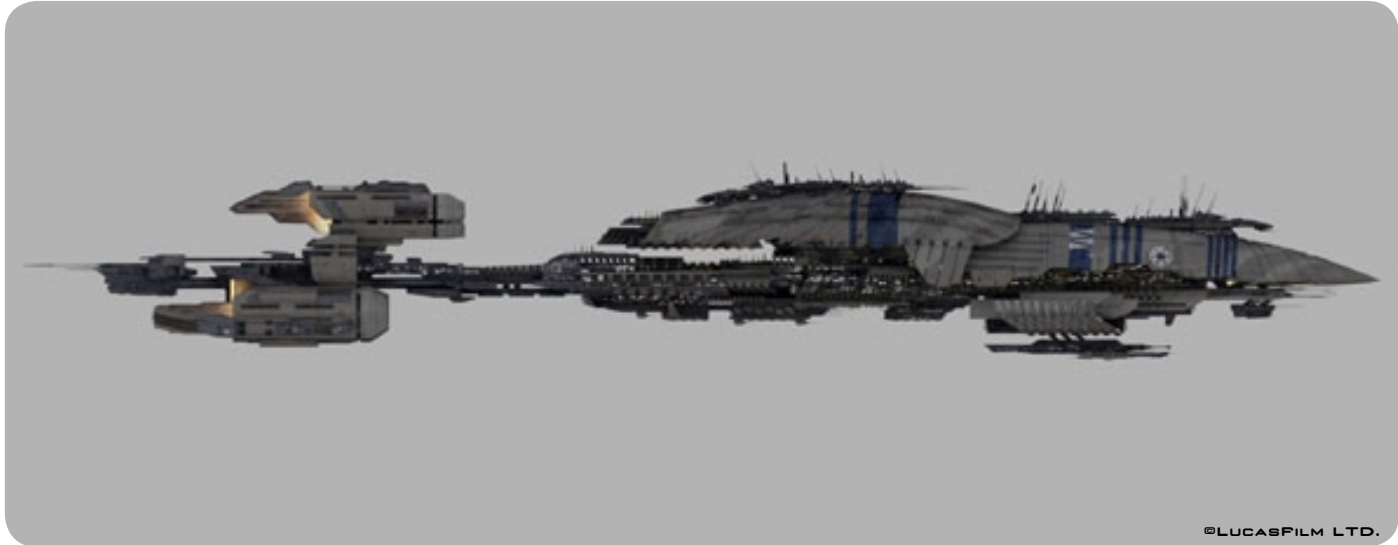
The Recusant-class Light Destroyer is the work-horse of the Confederate Navy. The 1,187-meter craft is heavily armed, lightly crewed, and considered disposable by the Commerce Guild. It is most often assigned to harass Republic shipping lanes, but is also deployed in lines of 4-6 to take on Venator and Victory-class Star Destroyers during planetary assault and defense missions. The ships were constructed on a number of planets, including the aquatic world of Minntooine, which is where one hull, the Patriot Fist, was built. The Battle of Coruscant was the largest battle the ships participated in, after which the ship was rarely seen, however, the Rebel Alliance and Corporate Sector were known to purchase the ships whenever they were available on the market decades later.

Capabilities

While the Recusant-class has no hangar, it is capable of providing shelter for up to 240 droid starfighters of Gargantuan or smaller size within its hollow cross-beam network inside its hull. These fighters are unable to recharge their power cells or otherwise dock in these spaces, but they are sometimes used as a temporary shelter to reboot systems or a place to power down, unleashing an unexpected surprise for shipping raids. The ship also has a limited droid control module, which acts as the miniaturized module, but due to limited computer processing space, can only control up to 3,000 droid units at any one time. The ship boasts a dozen docking rings for personnel and logistics transfers.

Tactical Fire: The Recusant-class Destroyer was designed to operate in lines of four to six to concentrate fire and take down larger targets. As a standard action, the Recusant-class may forgo all attacks to instead provide tactical fire to all squares in a 2-square radius around itself. All allied Recusant-class Destroyers in the area gain +1 die of damage to all attacks.

Confederate Dungeon Ship

MandalMotors Lictor-class Dungeon Ship   CL 14
Colossal (cruiser) capital ship
Init -3; **Senses** Perception +8
Defense Ref 16 (flat-footed 14), Fort 52; +14 armor, Vehicular Combat
hp 1,500; **DR** 20; **SR** 90; **Threshold** 252
Speed fly 2 squares (starship scale)
Ranged 10 quad light turbolaser batteries +7* (see below) and
    2 tractor beam projectors +3* (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +0; **Grp** +62
Atk Options autofire (quad turbolaser battery)
Abilities Str 94, Dex 14, Con –, Int 16
Skills Initiative -3, Mechanics +8, Perception +8, Pilot -3, Use

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Computer +8

Crew 906 (normal); **Passengers** 500 (droid guards), 8,000 (maximum security prisoners) 1,000 (Force-using prisoners)

Cargo 1,500 tons; **Consumables** 2 months; **Carried Craft** none

Hyperdrive x2, 2-jump memory

Availability Restricted; **Cost** 22,270,000 (12,000,000 used)

Emplacement Points 2

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

Quad light turbolaser battery (3 gunners)

Atk +7 (-13 against targets smaller than Colossal size), **Dmg** 5d10x5

Tractor beam projector (gunner)

Atk +3 (-17 against targets smaller than Colossal size), **Dmg** – (grp +62)

The Lictor-class Dungeon ships date back to the Mandalorian Wars nearly four-thousand years prior to the Clone Wars. These ships have gone through various incarnations since then, designed specifically to successfully hold Jedi and other Force-users. Upon securing the services of the Mandalorian Supercommandos, the Confederacy was also able to purchase a handful of these aging, but uniquely capable, dungeon ships. Supposedly, no prisoner has ever escaped the Lictor-class Dungeon Ship, though many have escaped while being transferred from the ship to their permanent holding facility. Because of this legendary reputation, it was not at all uncommon for the Confederacy to leave Jedi prisoners onboard, using the ships as mobile prisons. This class of ship would later be used by the reborn Emperor years after his defeat at Endor.

CAPABILITIES

The Lictor-class Dungeon Ship was designed with holding Jedi in mind. The standard prisoner cells use the maximum security modification, while the Force-user cells use the Jedi security modification as presented in this chapter.

FANTAIL-CLASS CRUISER

Corporate Alliance Fantail-class Cruiser   CL 16

Colossal (frigate) capital ship

Init -3; **Senses** Perception +9

Defense Ref 13 (flat-footed 12), Fort 35; +12 armor, Vehicular Combat

hp 800; **DR** 15; **SR** 125; **Threshold** 135

Speed fly 3 squares (starship scale)

Ranged 5 proton torpedo batteries +15* (see below) and
5 point-defense double light laser batteries +11 (see below) and
tractor beam projector battery +11* (see below)

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

Base Atk +2; **Grp** +47

Atk Options autofire (point-defense double light laser cannons)

Abilities Str 60, Dex 12, Con –, Int 16

Skills Initiative -3, Mechanics +9, Perception +9, Pilot -3, Use Computer +9

Crew 1,554 (skilled); **Passengers** 200 (troops), 500 (advanced luxury passengers)

Cargo 1,000 tons; **Consumables** 1 year; **Carried Craft** 150 hangar points

Payload 450 proton torpedoes

Hyperdrive x1.5 (x15 backup), navicomputer

Availability Military; **Cost** 7,000,000 (4,610,000 used)

Emplacement Points 1

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

**Proton torpedo battery** (6 gunners)

Atk +15 (-5 against targets smaller than Colossal), **Dmg** 9d10x2

Point-defense double light laser battery (4 gunners)

Atk +11, **Dmg** 4d10x2

Tractor beam projector battery (4 gunners)

Atk +11 (-9 against targets smaller than Colossal), **Dmg** – (grp +47)
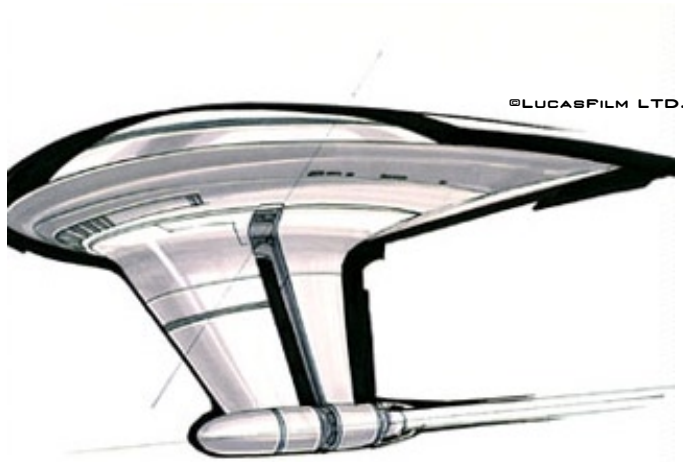
Fantail-class Cruiser

The Fantail-class Cruiser was the Corporate Alliance transport of choice for both deal-making and debt collecting. Perhaps the most significant feature of the ship was that its luxury passenger deck rotated slowly, allowing all of the passengers to have a spectacular view out the front of the ship in turn. When the Corporate Alliance joined the Confederacy, it used newfound relationships with its Separatist allies to outfit its fleet of Fantails with proton torpedoes and armored drop ships. Of course, the ships numbered far fewer than most other CIS cruisers and were not a common sight during the Clone Wars. Perhaps the most famous engagement the Fantail participated in was the Battle of Belderone, where, as a part of General Grievous' fleet, they participated in battle against Obi-Wan Kenobi and Anakin Skywalker's Open Circle Fleet.

Capabilities

The Fantail was a potent enemy capable of filling space with deadly proton torpedoes, which lined the craft's upper hull along a black ring. A similar ring mid-way down the forward pylon housed its point-defense weaponry in order to protect craft launching from its hangar, which was housed in the gap between the two vertical pylons. The hangar had 150 hangar points, which were typically used during the Clone Wars to house 4 Colossal drop ships, a dozen Huge fighters, and 50 Corporate Alliance Tank Droids. The remaining 8 points were available for a captain's Gargantuan gig or other visiting or captured craft. The vessel also had twenty docking rings in the gap between pylons, allowing other visitors in Colossal ships to dock. The ship further possessed a holonet

transceiver, two droid repair teams, and a med bay with twenty beds and two bacta tanks.

Tactical Fire: As a proton torpedo platform, the Fantail-class Cruiser is capable of keeping a number of craft busy dodging guided torpedoes, making them easier targets for allied craft. As a standard action, the Fantail Cruiser may forgo all attacks to provide tactical fire to all squares adjacent to itself. All enemy ships in this area must move their full space movement speed, and suffer a -2 penalty to Reflex Defense, or else they suffer 9d10x2 damage. Affected ships continue to suffer the penalty for two full rounds, as the torpedoes continue to track. Note that every round this action is used, it costs 30 torpedoes of ammo.

Geonosian Corvette

Huppla Pasa Tisc Shipwrights Collective Geonosian Corvette   CL 16
Colossal (frigate) capital ship
Init +1; **Senses** Perception +9

Defense Ref 20 (flat-footed 15), Fort 38; +15 armor, Vehicular Combat
hp 1,000; **DR** 15; **SR** 55; **Threshold** 138

Speed fly 12 squares (speed 1,050 km/h) or fly 3 squares (starship scale)
Ranged heavy turbolaser cannon +5* (see below) and
    3 point-defense medium laser cannon batteries +11 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +50

Abilities Str 66, Dex 20, Con –, Int 16
Skills Initiative +1, Mechanics +9, Perception +9, Pilot +1, Use
    Computer +9

Crew 94 (skilled); **Passengers** 100 (troops)
Cargo 4,000 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive x3, navicomputer
Availability Military; **Cost** 3,153,000 (1,800,000 used)
Emplacement Points 1
*Apply a -20 penalty on attacks against targets smaller than Colossal
    size.*

Heavy turbolaser cannon (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** 7d10x5
Point-defense medium laser cannon battery (4 gunners)
Atk +11, **Dmg** 4d10x2

At just a casual glance outside a transparisteel viewport, it is easy to mistake a Geonosian Corvette for a Nantex-class starfighter, as the two share identical lines, despite their difference in scale. The 144 meter-long ship benefits from the same laminasteel construction the fighters

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Geonosian Corvette

do, though weaponry lines the double-prow of the ship's forward section. The ships were incredibly tough and surprisingly agile, and were often used in ambushes or as anti-starfighter escorts for other, larger craft. The ships were perhaps most effectively used during an ambush on Pengalon IV, where the Republic was lured to a false target and suffered the loss of dozens of gunships at the hands of two corvettes and a mass of vulture fighters.

Capabilities

The Geonosian Corvette is a well armed for a craft its size, with a heavy turbolaser mounted between its forward pylons. These pylons have a number of micro-tractor beams, as with the Nantex-class fighter, making the turbolaser incredibly effective at close range. Any attack made on a target with the heavy turbolaser within 8 squares (space) or 1,200 meters (ground) enjoys a +1 equipment bonus on attack rolls. Like the fighters, these ships are specially designed for Geonosian physiology, and any non-Geonosian crew suffers a -6 penalty to all skill checks and a -7 penalty to all attack rolls.

Tactical Fire: The Geonosian Corvette is often used as an instrument of ambush, causing chaos and surprise among enemies. As a standard action, the Geonosian Corvette can forgo all attacks to provide tactical fire to all squares adjacent to itself. All enemies in this area are considered flat-footed.

Geonosian Cruiser

Huppla Pasa Tisc Shipwrights Collective Geonosian Cruiser   CL 14
Colossal (cruiser) capital ship
Init -2; **Senses** Perception +9

Defense Ref 17 (flat-footed 15), Fort 62; +15 armor, Vehicular Combat
hp 1,650; **DR** 20; **SR** 100; **Threshold** 262

Speed fly 8 squares (speed 800 km/h) or fly 2 squares (starship scale)
Ranged 2 double heavy turbolaser cannons +5 (see below) and
     6 point defense sonic artillery cannon batteries +15 (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +74

Abilities Str 104, Dex 14, Con –, Int 16
Skills Initiative -2, Mechanics +9, Perception +9, Pilot -2, Use
     Computer +9

Crew 5,000 (skilled); **Passengers** 2,000 (troops)
Cargo 500 tons; **Consumables** 2 years; **Carried Craft** 50 hangar points
Hyperdrive x2, navicomputer
Availability Military; **Cost** not available for sale
Emplacement Points 0
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Double heavy turbolaser cannon (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** 8d10x5
Point-defense sonic artillery cannon battery (6 gunners)
Atk +15, **Dmg** 6d10x2, 4-square splash (character-scale)

The Geonosian Cruiser is a 780-meter relic from the days when the Geonosians were more concerned with fighting each other than on behalf of the Separatists. The ship was designed to transport Geonosian Elites to the other side of the planet, and then support them as they raided enemy hives. The ships are very space capable, but fare poorly against other capital ships and starfighters. During the Battle of Geonosis, some of these craft can be seen a few hundred meters above the ground, providing support to Geonosian and droid troops below.

Capabilities

A troop support ship by design, the Geonosian Cruiser is equipped with a foreword hangar that typically holds 50 Nantex-class fighters. The troops are almost always Geonosian Elites, who are able to fly out of the 28 smaller launch bays lining the sides of the craft. The sonic cannon batteries are designed to decimate lines of entrenched troops, and are completely ineffective while outside atmosphere. However, the cannons

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Geonosian Cruiser

can be rotated inward to fire down the long internal hallways to combat boarding actions.

Tactical Fire: The Geonosian Cruiser is designed to support ground troops engaged in combat. As a standard action, the Geonosian Cruiser can forgo all attacks to instead provide tactical fire to all squares below it, and in a 10-square radius around it (character-scale). All allied units in this area receive a +2 bonus to Reflex Defense.

Givin Wavecrest-class Frigate

Yag'Dhul Shipyards Wavecrest–class Frigate   CL 16
Colossal (frigate) capital ship
Init -1; **Senses** Perception +9
Defense Ref 16 (flat-footed 13), Fort 37; +13 armor, Vehicular Combat
hp 864; **DR** 16; **SR** 81; **Threshold** 137
Speed fly 4 squares (starship scale)
Ranged 2 heavy double turbolaser batteries +11* (see below) and
    2 tractor beam projectors +5* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +49
Atk Options autofire (heavy double turbolasers)
Abilities Str 64, Dex 16, Con –, Int 16
Skills Initiative -1, Mechanics +9, Perception +9, Pilot -1, Use
    Computer +9
Crew 675 (skilled); **Passengers** 225 (troops)
Cargo 500 tons; **Consumables** 8 months; **Carried Craft** 100 hangar
    points

Hyperdrive x1, advanced navicomputer
Availability Military; **Cost** 4,608,000 (2,592,000 used)
Emplacement Points 1
*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy double turbolaser battery (4 gunners)
Atk +11 (-9 against targets smaller than Colossal), **Dmg** 8d10x5
Tractor beam projector (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** – (grp +49)

The Wavecrest-class Frigate is considered a mathematical work of art by its engineers. The 343 meter ship was designed with every single measurement, arc and number to be either a prime, powerful, or perfect number. The ship was manufactured by the math-obsessed Givin at the Yag'Dhul Shipyards shortly after their defection to the Separatists. The ship was most notably used to patrol the Corellian Trade Spine after its conquest by General Grievous toward the end of the Clone Wars. It patrolled alongside Geonosian Dreadnaughts and Banking Clan Munificent-class Star Frigates.

Capabilities

The Wavecrest is a quick vessel, capable of lightning fast hit and fade

©Drone

Givin Wavecrest

strikes against enemies due to the Givin ability to calculate complicated microjumps with ease. The frigates often microjump into the center of enemy formations, launch fighters and harass the enemy for mere moments, then jump out again. A number of these passes can reduce many fleets with much greater numbers to wrecks, and cause many admirals to sound the retreat. The Wavecrest also contains a hangar with 100 points. This hangar typically is filled with 4 Colossal transport gunships and 4 Gargantuan fighters (Mankvim, typically), or 20 CIS strike bombers.

Tactical Fire: Designed around a hit and run doctrine, the Wavecrest is best when disrupting the flow of combat by surprising enemies. As a standard action, the Wavecrest may forgo all attacks to provide tactical fire to all squares in 2-square radius around itself. So long as the Wavecrest has already moved 4 squares this turn, all enemy ships in the affected area suffer a Will attack. All ships that are successfully hit by the attack are unable to attack the Wavecrest or any ships that launch from it for the remainder of the turn. The Will attack has an Atk of +0 for untrained crews, +5 for normal crews, +7 for skilled crews, +10 for expert crews, +15 for ace crews, or heroic commander's base attack bonus +5.

Harbinger Vehicle Carrier

Baktoid Armor Workshop Harbinger Vehicle Carrier Ship   CL 15
Colossal (frigate) capital ship
Init -4; **Senses** Perception +8
Defense Ref 15 (flat-footed 15), Fort 33; +15 armor, Vehicular Combat
hp 530; **DR** 15; **SR** 100; **Threshold** 123
Speed fly 2 squares (starship scale)
Ranged composite prismatic turbolaser cannon special (see below) and 8 heavy ion cannons +4* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +45
Abilities Str 56, Dex 10, Con –, Int 14
Skills Initiative -4, Mechanics +8, Perception +8, Pilot -4, Use Computer +8
Crew 19 (skilled); **Passengers** 5 (passengers), 200 (tank and walker crew)
Cargo 5,000 tons; **Consumables** 6 months; **Carried Craft** 200 hangar points
Hyperdrive x1, navicomputer
Availability Military; **Cost** not available for sale (6,500,000 used)
Emplacement Points 10

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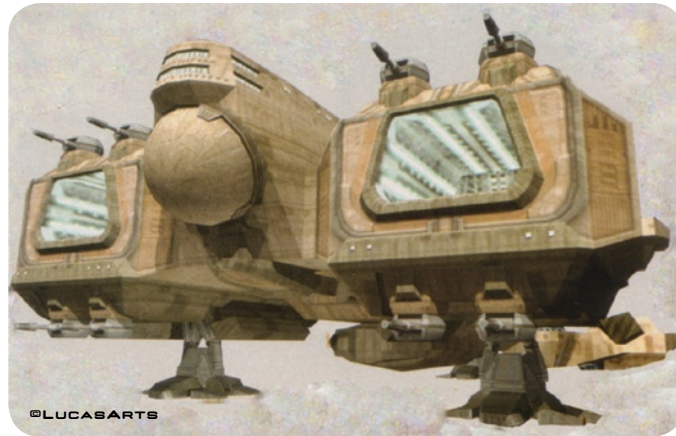
Harbinger Carrier

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

Composite prismatic turbolaser cannon (gunner)
Atk Special, **Dmg** 2d10x5
Heavy ion cannon (gunner)
Atk +4 (-16 against targets smaller than Colossal), **Dmg** 3d10x5

The Harbinger was a new planetary assault platform developed by Baktoid Armor Workshop as a rapid deployment vehicle for its line of armored tanks. This was designed in answer to the slow deployment rate of armored vehicles from the C-9979 landers, which is insufficient when under heavy fire and often led to critical failures. Often, the first vehicle would be destroyed by enemy forces before clearing the exit ramp, blocking further deployment. The Harbinger instead had two large magnetically sealed exits, and much heavier armament to cover armor deployment. It was first tested early in the Clone Wars on a moon of Kashyyyk, Alaris Prime, where it was destroyed by Jedi Padawan Anakin Skywalker. The design saw limited use throughout the Clone Wars as a result of its destruction by a single repulsor tank.

Capabilities
Capable of deploying four tanks at a time per round (one out the front and back of each bay), the two 100 hangar point bays can each carry up to 100 AAT's or HAG's. However, a more typical load out includes 45 AAT-1's, 30 HAG's, and 80 Huge walkers, such as Homing Spider Droids, or some Crab Droids. The remaining 25 hangar points are reserved for visiting or captured vehicles, or the personal transports of some commanders.

The most notable feature of the Harbinger is its experimental composite prismatic turbolaser cannon. This main gun was very powerful, though inaccurate. However, it is exceptional at its designed purpose of clearing a landing zone for tank deployment.

Note that the Harbinger is a prototype ship, and as such, incurs all the penalties and benefits associated with being a prototype ship (SotG 123). Its selected benefit was increased shields, while its drawback was decreased weapons, as it should have one of the prismatic turbolasers on each end of the ship.

Providence-class Destroyer

Free Dac Volunteers/Pammant Docks

Providence-class Destroyer   CL 19

Colossal (cruiser) capital ship

Init -3; **Senses** Perception +12, Sensor Enhancement Package

Defense Ref 19 (flat-footed 18), Fort 55; +18 armor, Vehicular Combat

hp 2,000; **DR** 20; **SR** 150; **Threshold** 255

Speed fly 12 squares (speed 1,050 km/h) or fly 3 squares (starship scale)

Ranged 14 quad turbolaser turrets +8* (see below) and
    17 dual laser cannon batteries +10* (see below) and
    2 heavy ion cannons +8* (see below) and
    2 point-defense ion cannon batteries +18 (see below) and
    17 proton torpedo batteries +18* (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +67
Atk Options autofire (dual laser cannon batteries)
Abilities Str 100, Dex 12, Con –, Int 22
Skills Initiative -3, Mechanics +12, Perception +12, Pilot -3, Use Computer +12
Crew 600 (skilled); **Passengers** 200, 50,000 (deactivated battle droids)
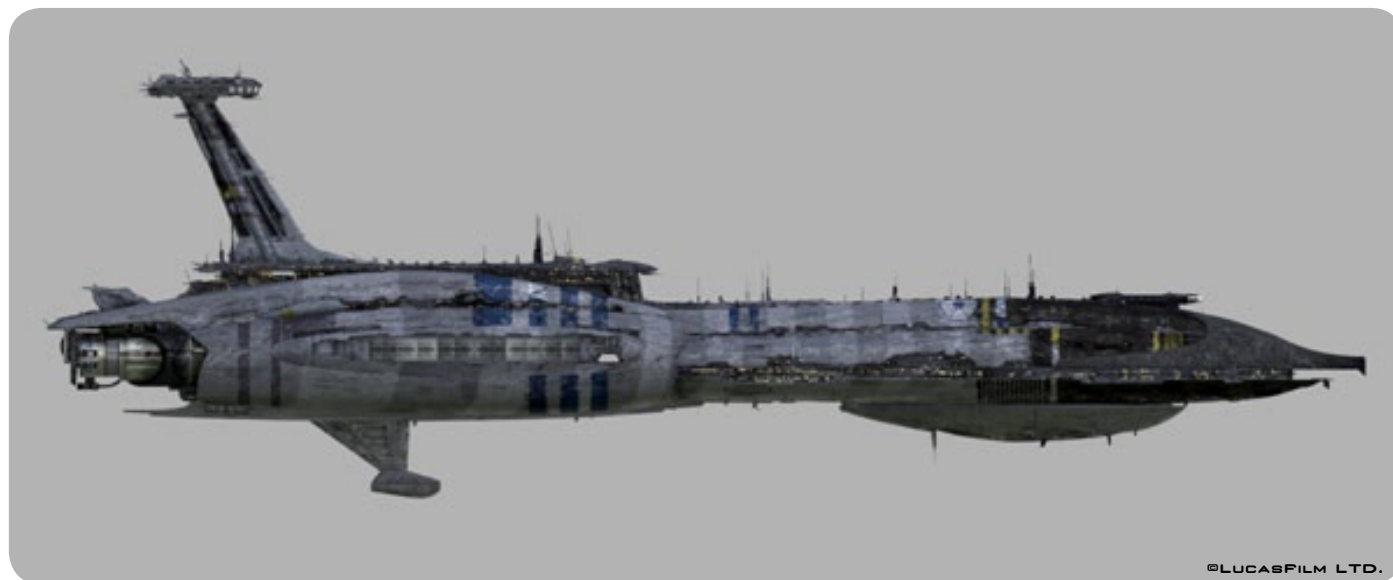**Cargo** 50,000 tons; **Consumables** 4 years; **Carried Craft** none
Payload 1,500 proton torpedoes
Hyperdrive x1.5, navicomputer
Availability Military; **Cost** 75,000,000 (42,500,000 used)
Emplacement Points 10
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Providence-class Destroyer

Quad turbolaser turret (gunner)

Atk +8 (-12 against targets smaller than Colossal), **Dmg** 7d10x5

Dual laser cannon battery (2 gunners)

Atk +10 (-10 against targets smaller than Colossal), **Dmg** 6d10x2

Heavy ion cannon (gunner)

Atk +8 (-12 against targets smaller than Colossal), **Dmg** 5d10x5 ion

Point-defense ion cannon battery (6 gunners)

Atk +18, **Dmg** 5d10x2 ion

Proton torpedo battery (6 gunners)

Atk +18 (-2 against targets smaller than Colossal), **Dmg** 9d10x2

The Providence-class Destroyer is a powerful ship designed by Quarren expatriates that joined the Separatist cause. Collectively known as the Free Dac Volunteers Engineering Corps, they set up shop on Pammant, and constructed a number of the Providence-class ships, among others. The Providence-class was popular with the Trade Federation before the Clone Wars began, but was soon adopted by the Confederacy as a command ship. The raised sensor and communications tower proved critical to commanding fleets and ground troops in cooperation with Droid Control Ships. The most famous ship of this class was the Invisible Hand, General Grievous' personal vessel, as well as its sister ships, Lucid Voice and Colicoid Swarm. After the Clone Wars, the ships that survived were adopted by the Rebellion, and for a time, Luke Skywalker and Leia Organa served onboard a Providence-class known as Rebel One.

Capabilities

The Providence-class Destroyer was bristling with powerful, accurate, and balanced weaponry, as well as a complete host of communications and sensors equipment. Hypertransceivers and holonet transceivers were standard. Perhaps the most significant feature of the class was its incredibly low crew-requirement of six hundred. Most of these positions were filled by expert droids, who were able to tirelessly do the work of several sentients at once, but critical decision-making positions were still maintained by sentients. This ship also had a miniaturized droid control module.

   Tactical Fire: The Providence-class Destroyer is a balanced assault ship capable of coordinating ships around it with ease. As a standard action, the Providence-class may forgo all attacks to provide tactical fire to all squares in a 3-square radius around itself. All allied ships in the area receive a +2 bonus to their Intelligence score (meaning +1 to attack and appropriate skills).

Invisible Hand

The *Invisible Hand* was General Grievous' personal flagship and was used in at least twenty-six massive naval attacks on Loyalist worlds, including Belderone, Humbarine, Duro and Coruscant. It also deployed a deadly brain plague that killed nearly every clone and human in the entire Weemall Sector. During the Clone Wars this quickly became one of the most feared Separatist vessels next to the Malevolence, causing Republic Intelligence to desperately try to locate and destroy it. Of course, Grievous instead had its sister ships, the *Lucid Voice* and *Colicoid Swarm*, act as doubles to confuse the Republic. At the Battle of Coruscant, the ship was used by Grievous and Dooku to capture Chancellor Palpatine. Kenobi and Skywalker were able to rescue the Chancellor, but the ship had taken too much damage and Skywalker was forced to crash-land it on Coruscant. What remained of the ship was irreparable.

Capabilities

The *Invisible Hand* has much of its advanced sensory equipment removed, and the high sensor tower was refitted as luxury quarters for Grievous. Further, a massive hangar is installed at the loss of some speed and maneuverability. This hangar has 2,000 points and is typically equipped with 120 droid tri-fighters, 120 vulture droid fighters and 160 MTTs. The remaining 1,500 hangar points are used for 280 other vehicles, including AATs, Hailfire Droids, OG-9 Spider Droids, and Crab Droids of various sizes. The ship also has a miniaturized droid control module.

   Tactical Fire: The Providence-class Destroyer is a balanced assault ship capable of coordinating ships around it with ease. As a standard action, the Providence-class may forgo all attacks to provide tactical fire to all squares in a 3-square radius around itself. All allied ships in the area receive a +2 bonus to their Intelligence score (meaning +1 to attack and appropriate skills)

Modified Providence-class Carrier/Destroyer   CL 21

Colossal (cruiser) capital ship

Init -2; **Senses** Perception +13

Defense Ref 18 (flat-footed 18), Fort 55; +18 armor, Vehicular Combat

hp 2,600; **DR** 20; **SR** 175; **Threshold** 255

Speed fly 12 squares (speed 1,050 km/h) or fly 2 squares (starship scale)

Ranged 14 quad turbolaser turrets +10* (see below) and

   17 dual laser cannon batteries +12* (see below) and

   2 heavy ion cannons +10* (see below) and

   2 point-defense ion cannon batteries +20 (see below) and

   17 proton torpedo batteries +20* (see below)

   2 tractor beam projectors +10* (see below)

Fighting Space 2 x 2 squares (starship scale); **Cover** total

Base Atk +5; **Grp** +70
Atk Options autofire (dual laser cannon batteries)

Abilities Str 100, Dex 10, Con –, Int 20
Skills Initiative –2, Mechanics +13, Perception +13, Pilot –2, Use Computer +13

Crew 600 (expert); **Passengers** 50 (extreme luxury passengers), 1,500,000 (deactivated battle droids)
Cargo 50,000 tons; **Consumables** 4 years; **Carried Craft** 2,000 hangar points
Payload 1,500 proton torpedoes
Hyperdrive x1.5, navicomputer
Availability Military; **Cost** 125,000,000 (82,500,000 used)
Emplacement Points 0

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

Quad turbolaser turret (gunner)
Atk +10 (–10 against targets smaller than Colossal), **Dmg** 7d10x5
Dual laser cannon battery (2 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 6d10x2
Heavy ion cannon (gunner)
Atk +10 (–10 against targets smaller than Colossal), **Dmg** 5d10x5 ion
Point-defense ion cannon battery (6 gunners)
Atk +20, **Dmg** 5d10x2 ion
Proton torpedo battery (6 gunners)
Atk +20 (+0 against targets smaller than Colossal), **Dmg** 9d10x2
Tractor beam projector (gunner)
Atk +10 (–10 against targets smaller than Colossal), **Dmg** – (grp +70)

Sabaoth Destroyer
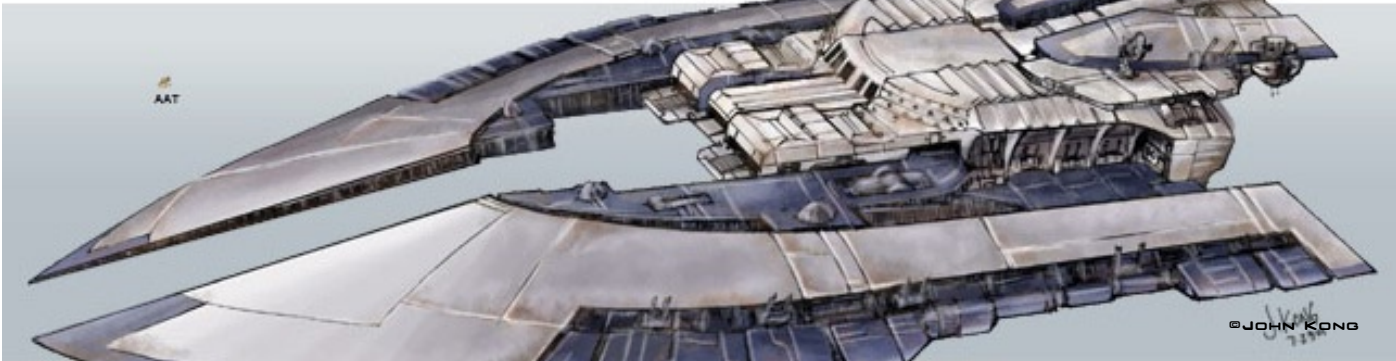
Sabaoth Destroyer

Sabaoth Squadrons Custom Destroyer   CL 17
Colossal (cruiser) capital ship
Init +0; **Senses** Perception +12

Defense Ref 16 (flat-footed 14), Fort 52; +14 armor, Vehicular Combat
hp 1,500; **DR** 20; **SR** 125; **Threshold** 252

Speed fly 1 square (starship scale)
Ranged 6 heavy turbolaser cannons +9* (see below) and
    11 point-defense triple heavy laser cannons +9 (see below) and
    2 tractor beam projectors +9* (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +5; **Grp** +67
Atk Options autofire (point-defense triple heavy laser cannons)

Abilities Str 94, Dex 14, Con –, Int 18
Skills Initiative +0, Mechanics +12, Perception +12, Pilot +0, Use Computer +12

Crew 2,500 (expert); **Passengers** 500 (pilots)
Cargo 2,000 tons; **Consumables** 1 year; **Carried Craft** 1,250 hangar points
Hyperdrive x2, navicomputer
Availability Restricted; **Cost** not available for sale
Emplacement Points 5

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

AAT

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Heavy turbolaser cannon (gunner)
Atk +9 (-11 against targets smaller than Colossal), **Dmg** 7d10x5
Point-defense triple heavy laser cannon turret (gunner)
Atk +9, **Dmg** 7d10x2
Tractor beam (gunner)
Atk +9 (-11 against targets smaller than Colossal), **Dmg** – (grp +67)

A custom design of Sabaoth Squadrons leader, Captain Cavik Toth, the 975-meter long Sabaoth Destroyer was underpowered in its capital ship role, but truly excelled as a carrier. Three cruisers of Maramere origins were more than a match for a single destroyer, and only one fifth its size. These destroyers were nonetheless used exclusively by Sabaoth Squadrons leading up to and throughout the Clone Wars under contract with the Separatists. They were most notably used at Nod Kartha and the Battle of Geonosis, where Adi Gallia and the Lok Revenants destroyed three of the ships, including the Reaver, Cavik Toth's flagship.

Hex Deployer

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Capabilities

The Sabaoth Destroyer is first and foremost a carrier for the mercenary starfighter squadron it is employed and operated by—Sabaoth Squadron. To that end, its hangars provide 1,250 hangar points, 720 of which are spent on the six squadrons of Sabaoth Fighters, four squadrons of Sabaoth Defenders, and two squadrons of Hex Bombers (twelve fighters per squadron). 380 points are taken up by a variety of recovery tugs and personnel transports, while the remaining 150 points are left available for captured ships and visitors.

Tactical Fire: Designed to both carry and assist fighters in combat, the Sabaoth Destroyer can use its weaponry to protect or assist its fighters, or attack their targets. As a standard action, the Sabaoth Destroyer may forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied starfighters in the area involved in a dogfight can choose to gain either a +5 bonus to all Pilot checks, or a +1 die of damage.

Sabaoth Hex Deployer

Sabaoth Squadrons Custom Chem Deployer Assault Ship CL 15
Colossal (frigate) capital ship
Init -3; **Senses** Perception +10
Defense Ref 15 (flat-footed 14), Fort 33; +14 armor, Vehicular Combat
hp 400; **DR** 15; **SR** 70; **Threshold** 133
Speed fly 8 squares (speed 450 km/h) or fly 1 squares (starship scale)
Ranged 2 heavy concussion missile launcher +6* (see below) and
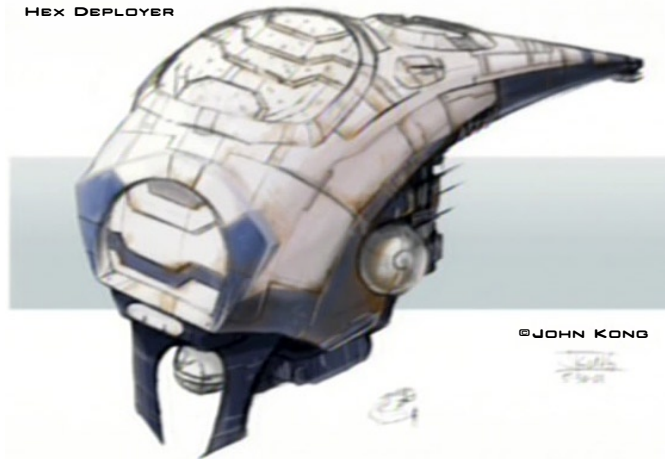
2 point-defense medium laser turrets +6 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +45
Atk Options optional fire-link (heavy concussion missile launchers)
Abilities Str 56, Dex 12, Con –, Int 18
Skills Initiative -3, Mechanics +10, Perception +10, Pilot -3, Use Computer +10
Crew 10 (skilled); **Passengers** 5
Cargo 2,000 tons; **Consumables** 6 months; **Carried Craft** 2 docking clamps (Gargantuan or smaller)
Payload 120 heavy concussion missiles (or as hex weaponry)
Hyperdrive x2, navicomputer
Availability Military; **Cost** 1,800,000 (900,000 used)
Emplacement Points 20
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy concussion missile launcher (gunner)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** 9d10x5 (or 10d10x5 fire-linked, or as hex weaponry)
Point-defense medium laser cannon turret (gunner)
Atk +6, **Dmg** 4d10x2

The Sabaoth Chem Deployer is a massive missile platform designed for planetary assault. The 120-meter long ship was designed specifically to carry the new Tri-Hexalon weapon named Dragon's Breath by Captain

Cavik Toth and his team of engineers. Of course, the ship was just as capable of loading heavy concussion missiles or other chemical loads. The ships were first tested at Maramere where they attempted to destroy a settlement, but were foiled by Jedi Master Adi Gallia. The ships were later used at the Battle of Geonosis, but once again Adi Gallia prevented any missiles from reaching the battlefield. The ships would remain in use by Sabaoth Squadrons throughout the Clone Wars under their contract with the Confederacy.

Capabilities

The Hex Deployer is very slow and plodding, but often carried its own starfighter escort. Typically these were Sabaoth Defenders, but in some cases, Hex Bombers were used to further increase the destructive potential in areas where defenses were thought to be minimal or unprepared. Also, the gunner manning the concussion missile launchers has the double attack feat, which he uses often, firing salvos of four heavy missiles at a time.

Sabaoth Tractor Beam Frigate

Sabaoth Squadrons Custom Frigate   CL 14
Colossal (frigate) capital ship
__Init__ -1; **Senses** Perception +9
Defense Ref 15 (flat-footed 12), Fort 35; +12 armor, Vehicular Combat
hp 500; **DR** 15; **SR** 80; **Threshold** 135
Speed fly 2 squares (starship scale)
Ranged heavy ion cannon battery +7* (see below) and

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Sabaoth Frigate

point-defense triple heavy laser battery +11 (see below) and
2 tractor beam batteries +15* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47
__Atk Options__ autofire (point-defense triple heavy laser cannon battery)
Abilities Str 60, Dex 16, Con –, Int 16
Skills Initiative -1, Mechanics +9, Perception +9, Pilot -1, Use Computer +9
Crew 350 (skilled); **Passengers** 25 (troops)
Cargo 400 tons; **Consumables** 1 Year; Carried Craft none
Hyperdrive x1, navicomputer
Availability Military; **Cost** not available for sale (9,200,000 used)
Emplacement Points 1
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy ion cannon battery (2 gunners)
Atk +7 (-13 against targets smaller than Colossal), **Dmg** 3d10x5 ion
Point-defense triple heavy laser battery (4 gunners)
Atk +11, **Dmg** 7d10x2
Tractor beam battery (6 gunners)
Atk +15 (-9 against targets smaller than Colossal), **Dmg** – (grp +47)

One of the many custom designs employed by the Sabaoth Squadrons, the tractor beam frigate was designed as a starfighter support vessel. The U-shaped design was reproduced on a smaller scale for the Sabaoth Recon Scout Ship, due to the low target profile and great weapons coverage the design provided. The ship was used just prior to and throughout the Clone Wars on the side of the Separatists. The ships were most notably used at Nod Kartha, where the Sabaoth Squadrons had been contracted to defend a Tri-Hexalon factory. The ships failed to prevent Nym's Lok Revenants from assaulting the planet, destroying the facility, acquiring an orbital gun, and escaping.

Capabilities

The Sabaoth Frigate typically goes into combat amid at least two squadrons of Sabaoth Fighters, where it will use its point-defense weaponry and tractor beams to assist fighter squadrons or blast away at larger capital ships with its heavy ion cannons. Multiple frigates are often used to hold other large ships in gravity wells, preventing them from jumping into hyperspace.

Tactical Fire: The Sabaoth Frigate is most often used to slow enemy ships to make them easier targets for allied fighters. As a standard action, the Sabaoth Frigate may forgo all attacks to provide tactical fire in all

squares adjacent to itself. All enemy ships Colossal or smaller in the area have their space movement reduced by 2 squares, and are considered flat-footed.

Techno Union Starship

Techno Union Hardcell–class Interstellar Transport   **CL 12**
Colossal (frigate) capital ship
Init -4; **Senses** Perception +8

Defense Ref 13 (flat-footed 12), Fort 33; +12 armor, Reinforced Keel
hp 400; **DR** 15; **SR** 60; **Threshold** 133
Weakness unstable reactor

Speed fly 12 squares (speed 800 km/h) or fly 3 squares (starship scale)
Ranged 4 point-defense composite medium laser cannons +5 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +63

Abilities Str 56, Dex 12, Con –, Int 16
Skills Initiative -4, Mechanics +8, Perception +8, Pilot -4, Use Computer +8

Crew 119 (normal); **Passengers** 4,000 (100 extreme luxury)
Cargo 50,000 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x1, navicomputer
Availability Licensed; **Cost** 3,500,000 (1,500,000 used)
Emplacement Points 20

Point-defense composite medium laser cannon (gunner)
Atk +5, **Dmg** 4d10x2

The Hardcell-class Transport is the preferred method of travel for Techno Union and Intergalactic Banking Clan VIPs. The larger ships were present in force on Geonosis – 286 were present when the Republic attacked, loading artillery units such as Hailfire and homing spider droids. Only 169 of the ships escaped the Jedi-led assault, including Techno Union Foreman Wat Tambor's personal ship. San Hill also preferred the Hardcell, though he crash-landed in the middle of the E'Y-Akh Desert, where he was stranded for several weeks.

Capabilities
Hardcell-class transports were outfitted with every luxury, as well as advanced communications and sensors equipment. The ship has 26 decks, the bottom 14 of which are double-sized cargo decks, with 1 crew deck above that, and 9 passenger decks above that, with the top deck

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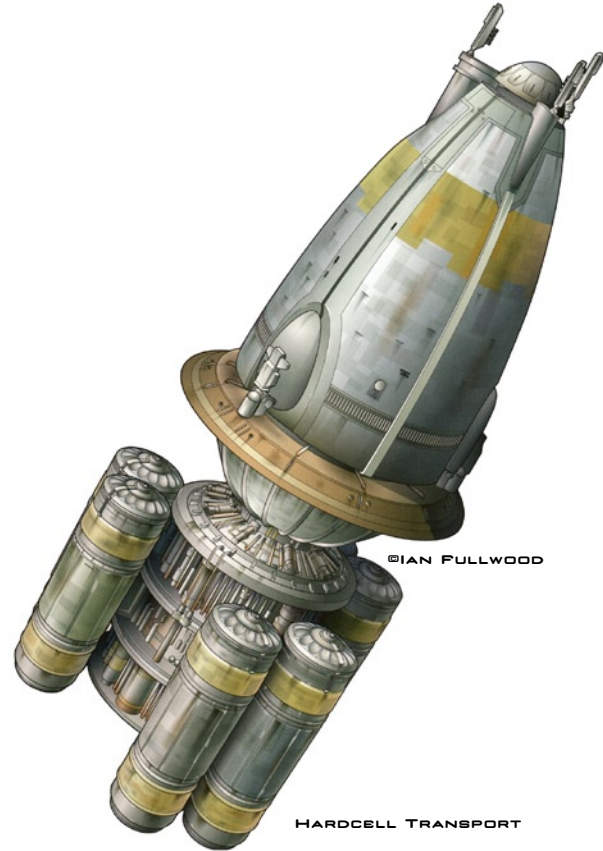
Hardcell Transport

containing those with extreme luxury accommodations. The ship was also equipped with a Reinforced Keel. The ship's primitive thrust systems left giant smoke trails, however, providing a +10 bonus to anyone trying to locate the ship in atmosphere with a Perception check.

Further, the ship had a massive design flaw in its exposed fuel tanks, which were highly volatile, and this ship is considered to have the Unstable Reactor Vulnerability as a result. Commanders, pilots or gunners making a Knowledge (technology) check of DC 25 at the start of combat, provide their ship with an extended crit range of +1 against Hardcell transports.

Micpat Murnane

Techno Union Foreman Wat Tambor's personal transport, the Micpat Murnane, was named after a Skakoan artifact of some religious significance. The Murnane was used by Tambor to transit from Coruscant during his time in the Galactic Senate, to his various factory worlds, such as Balmorra, Fondor, Foundry, Geonosis, Hypori, Mechis III, Metalorn, Nelvaan and Xagobah. The ship was present at the Battle of Geonosis, where it managed to escape with a full load of artillery droids. The ship was later used to land on Utapau, where it was left behind in the rush to transfer to Mustafar.

Capabilities

Hardcell-class transports were outfitted with every luxury, as well as advanced communications and sensors equipment. The ship has 26 decks, the bottom 14 of which are double-sized cargo decks, with 1 crew deck above that, and 9 luxury passenger decks above that, with the top deck containing those with Wat Tambor's personal extreme luxury accommodations. Tambor had a holonet transceiver installed, as well as a transmitter detector onboard, which gives a +10 bonus to Perception or Use Computer checks made to locate tracers, audio bugs, and the like. An experimental quick-start protocol was installed on his ship, allowing the transport to take off in a single full-round action, and calculate a hyperspace jump in half the time it normally takes. The Murnane also has the Reinforced Keel standard to the Hardcell-class transport.

The ship's primitive thrust systems left giant smoke trails, however, providing a +10 bonus to anyone trying to locate the ship in atmosphere with a Perception check. Further, the ship had a massive design flaw in its exposed fuel tanks, which were highly volatile, and as a result this ship is considered to have the Unstable Reactor vulnerability. Commanders, pilots or gunners making a Knowledge (technology) check of DC 25 at the start of combat, provide their ship with an extended crit range of +1 against Hardcell transports.

Modified Hardcell-class Interstellar Transport   CL 14
Colossal (frigate) capital ship
Init -1; Senses Perception +8
Defense Ref 13 (flat-footed 12), Fort 33; +12 armor, Reinforced Keel
hp 400; DR 15; SR 125; Threshold 133
Weakness unstable reactor
Speed fly 12 squares (speed 800 km/h) or fly 3 squares (starship scale)
Ranged heavy turbolaser cannon +3* (see below)
     4 point-defense composite heavy laser cannons +5 (see below)
Fighting Space 1 square (starship scale); Cover total
Base Atk +5; Grp +68

Abilities Str 56, Dex 12, Con –, Int 16
Skills Initiative -1, Mechanics +8, Perception +8, Pilot -1, Use Computer +11
Crew 120 (expert); Passengers 500 (luxury), 1 (extreme luxury)
Cargo 50,000 tons; Consumables 6 months; Carried Craft none
Hyperdrive x1, navicomputer
Availability Licensed; Cost 4,250,000 (2,300,000 used)
Emplacement Points 15
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser cannon (gunner)
Atk +8 (-12 against targets smaller than Colossal), Dmg 7d10x5
Point-defense composite heavy laser cannon (gunner)
Atk +10, Dmg 5d10x2

Trade Federation Freighter

Hoersch-Kessel Drive Lucrehulk-class LH-3210 Cargo Hauler   CL 10
Colossal (cruiser) capital ship
Init -6; Senses Perception +8
Defense Ref 12 (flat-footed 12), Fort 53; +14 armor
hp 2,400; DR 20; SR 165; Threshold 553
Speed fly 1 square (starship scale)
Ranged 28 quad light laser cannon turrets +3* (see below)
Fighting Space 2 x 2 squares (starship scale); Cover total
Base Atk +0; Grp +63
Atk Options autofire (quad light laser cannon turrets)
Abilities Str 96, Dex 8, Con –, Int 16
Skills Initiative -6, Mechanics +8, Perception +8, Pilot -6, Use Computer +8
Crew 500 (normal); Passengers 250
Cargo 25,000,000 tons; Consumables 1.5 years; Carried Craft none
Hyperdrive x2 (x10 backup), advanced navicomputer
Availability Licensed; Cost not available for sale (black market value 75,000,000)
Emplacement Points 1
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Quad light laser cannon turret (gunner)
Atk +3 (-2 autofire, -17 against targets smaller than Colossal, -22 autofire), Dmg 5d10x2

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The stock HK Drive Lucrehulk LH-3210 Cargo Hauler was the favored super-freighter used by the Trade Federation during the decades leading up to the Clone Wars. The ringed cargo-arm design was unique to the Trade Federation, and was considered one of the most efficient mass transport vessels ever designed. During the Battle of Naboo, and throughout the Clone Wars, this design was modified heavily, to allow the core ship center to detach, and reattach to an array of ringed arms to serve a variety of purposes. One such configuration is identical to the freighter, save that the ring arms instead can carry 25 million metric tons of liquid cargo and possess a series of sixteen access points to pump the liquids into and out of the cargo tanks. The LH-3210 Cargo Hauler and Cargo Tanker are otherwise identical.

Capabilities

The LH-3210 is a very capable cargo carrier, but extremely vulnerable to attack. Its modest weaponry can do little to stop any assault by pirates or other determined attackers, and its defensive measures are considered very weak when compared to the ship's 3,170 meter diameter. Further, should a ship make it past the outer ring arms, or attack from directly above or below, the cargo ship has no firing angle to defend itself.

Trade Federation Core Ship

Hoersch-Kessel Drive
Lucrehulk-class LH-1740 Modular Control Core Ship　　CL 17
Colossal (cruiser) capital ship
Init -7; **Senses** Perception +8

Defense Ref 11 (flat-footed 11), Fort 42; +14 armor
hp 1,800; **DR** 20; **SR** 90; **Threshold** 542

Speed fly 6 squares (speed 500 km/h) or fly 1 square (starship scale)
Ranged 45 point-defense light laser batteries +13* (see below) and
10 point-defense light laser cannons +3 (see below) and
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +0; **Grp** +52

Abilities Str 74, Dex 6, Con –, Int 16
Skills Initiative -7, Mechanics +8, Perception +8, Pilot -7, Use
Computer +8

Crew 3,060 (normal); **Passengers** 250
Cargo 50,000 tons; **Consumables** 3 years; **Carried Craft** none
Hyperdrive none, advanced navicomputer

Availability Restricted; **Cost** not available for sale (black market value 50,000,000)

Emplacement Points 5

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

Point-defense light laser battery (6 gunners)
Atk +13, **Dmg** 3d10x2
Point-defense light laser cannon (gunner)
Atk +3, **Dmg** 3d10x2

The Trade Federation Core Ship was created after the Trade Federation was ordered by the Republic to demilitarize as part of their punishment after the Battle of Naboo. Secretly, the Trade Federation instead had HKD make the Core Ships detachable from their cargo rings, allowing them to secretly upgrade the core ships while having the cargo arms modified elsewhere. This gave the appearance of compliance while massing an even larger and more powerful navy. The core ships were being upgraded with advanced droid control software when the Republic attacked Geonosis and the Clone Wars began. Many were able to lift off and attach to cargo rings successfully to escape. The core ship was rarely seen alone. Unless landing planet side, it was most often seen attached to one of four rings to either act as a cruiser, destroyer, battleship or droid control ship.

Capabilities

The Core Ship is an engineering marvel, able to take off and land in atmosphere separately from its cargo ring. All core ships possessed an advanced navicomputer with the latest Trade Federation routes, which would then interact with the hyperdrive on the ring. Further, all core ships during the Clone Wars possessed a standard droid control module, allowing them to control droid workers, warriors, starfighters and vehicles during campaigns. The core ships followed a number of different designs based on which ring it was expected to most often dock with, though all were interchangeable.

The stock model core ship is presented above, though there are four minor variations on this design. The diplomatic model had staterooms for 60,000 passengers, while the carrier model instead carried hangar space worth 2,000 hangar points. There was also a maintenance model, which carried 200,000 maintenance droids, as well as a variety of spare parts for landing ships, tanks, transports, fighters, ships and droids. Finally, there was an assault module, which had an alternate weapons load-out consisting of one turbolaser battery, two heavy turbolaser batteries, and

two point defense quad laser cannon batteries as opposed to the two-hundred eighty point defense light laser cannons, stat blocks of which are provided below. Note that when docked, all point defense weaponry on a core ship can only target enemies that occupy the same square as the ship, and all other core ship weaponry treats all targets as though they were one range category further away than normal.

Turbolaser battery (6 gunners)
Atk +13 (-7 against targets smaller than Colossal), **Dmg** 5d10x5
Heavy turbolaser battery (5 gunners)
Atk +11 (-9 against targets smaller than Colossal), **Dmg** 8d10x5
Point-defense quad laser cannon battery (5 gunners)
Atk +11 (+6 autofire), **Dmg** 3d10x2

Alternately there was an additional weapons load out found on battleships that had three turbolasers, twelve laser cannon assault batteries and twenty-one point defense quad laser cannon batteries, stat blocks of which are provided below.

Turbolaser cannon (gunner)
Atk +10 (-10 against targets smaller than Colossal), **Dmg** 5d10x5

Assault laser cannon battery (4 gunners)
Atk +6 (-14 against targets smaller than Colossal, **Dmg** 5d10x2

Point-defense quad laser cannon battery (4 gunners)
Atk +10 (+7 autofire), **Dmg** 3d10x2

Tactical Fire: When detached from its cargo ring, the Core Ship is designed to act as a mobile command headquarters for Separatist forces, providing droid control, fire support, and repairs. When landed, as a standard action, a Trade Federation Core Ship can forgo all attacks to provide tactical fire to all squares in a 30-square radius (character scale) around itself. All allied droids within that area receive a +2 bonus to all attack rolls.

Trade Federation Battleship

During the years prior to the Clone Wars, the battleships were merely standard freighters outfitted with forty-eight turbolasers, but the years leading up to the famous conflict allowed them time to upgrade the ships significantly. The Clone Wars-era Trade Federation Battleship is among the largest, most deadly vessels in the Separatist Fleet. The massive ships dominate space battles, invulnerable to anything shy of an entire flotilla of Republic Star Destroyers. Between its massive weapons load-out and vast army carried onboard, just one of these ships can typically subdue an entire hostile planet. Approximately ten of these vessels were used at the Battle of Coruscant during the final days of the Clone Wars, alongside a great host of support cruisers and frigates. Most of these ships were scuttled after the Clone Wars, though some were acquired by the Rebellion and Corporate Sector Authority.

Capabilities

The Battleship typically uses the core ship loaded with 3 turbolasers, 48 assault lasers, and 84 quad lasers cannons, reflected above Not that the 21 quad light laser cannon batteries are point-defense, and unable to target enemies unless they occupy the same square as the battleship. The other point-defense weaponry is located on the ring, and does not suffer this drawback. The Battleship retains all the capabilities of the Core Ship, including the use of its standard droid control module and navicomputer. The typical hangar load-out includes 50 C-9979 landing craft, 1,500 droid fighters of any type and combination, 1,500 repulsorlift troop carriers, 550 MTTs and 6,250 AATs, as well as the half a million pilot and battle droids they carry. This leaves 2,000 hangar points to be used for various support craft and visiting delegates.

Tactical Fire: When acting to support vessels around it, the Battleship dramatically increases the lethality of nearby fighters and capital ships. As a standard action, the Trade Federation Battleship can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied starships gain a +2 die of damage bonus to all attacks made against targets within that area.

Modified Lucrehulk-class LH-3210 Cargo Hauler   CL 30
Colossal (cruiser) capital ship
Init -5; **Senses** Perception +8

Defense Ref 15 (flat-footed 15), Fort 53; +16 armor
hp 2,700; **DR** 20; **SR** 250; **Threshold** 553

Speed fly 1 squares (starship scale)
Ranged 12 turbolaser batteries +9* (see below) and
    3 core ship turbolaser cannons +3* (see below) and
    130 assault laser cannon batteries +9* (see below) and
    185 point-defense quad light laser cannon batteries +9 (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +0; **Grp** +63

Atk Options autofire (quad light laser cannon turrets)
Abilities Str 96, Dex 10, Con –, Int 16
Skills Initiative -5, Mechanics +8, Perception +8, Pilot -5, Use
    Computer +8

Crew 4,721 (normal); **Passengers** 100,000 (quarters)
Cargo 5,000,000 tons; **Consumables** 1.5 years; **Carried Craft** 30,000
    hangar points

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Hyperdrive x2 (x10 backup), advanced navicomputer (on core ship)
Availability Licensed; **Cost** not available for sale
Emplacement Points 5
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (4 gunners)	
Atk +9 (-11 against targets smaller than Colossal), **Dmg** 5d10x5	
Core ship turbolaser cannon (gunner)	
Atk +3 (-17 against targets smaller than Colossal), **Dmg** 5d10x5	
Assault laser cannon battery (4 gunners)	
Atk +9 (-11 against targets smaller than Colossal), **Dmg** 5d10x2	
Point-defense quad light laser cannon turret (4 gunners)	
Atk +9 (+4 autofire), **Dmg** 5d10x2	

Trade Federation Cruiser

While the Trade Federation Battleship is easily the most powerful and versatile warship in the Separatist Fleet, the Trade Federation Cruiser is stronger as an anti-capital ship platform. Much more care was put into weapons quality and placement, allowing for much greater targeting accuracy and combined fire while eliminating blind spots. However, these ships lack the planetary invasion forces that Battleships also carry, and thus are typically employed defending droid control ships, forming blockades, or acting as mainline combatants, leaving the planetary invasion missions to battleships and droid control ships.

Capabilities

The Cruiser typically uses the core ship loaded with one turbolaser battery, two heavy turbolaser batteries, and two quad laser cannon batteries, reflected above. The Cruiser retains all the capabilities of the core ship, including the use of its standard droid control module and navicomputer. The typical hangar load-out includes 25 C-9979 landing craft, 2,500 droid fighters of any type and combination, 500 repulsorlift troop carriers, 250 MTTs and 1,000 AATs, as well as the quarter million pilot and battle droids they carry. This leaves 500 hangar points to be used for various support craft and visiting delegates.

Tactical Fire: The Trade Federation Cruiser is designed to fight every bit as well as the Trade Federation Battleship in space, if not better. As a standard action, the Cruiser can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied ships in this area gain +2 die of damage to all successful attacks.

Modified Lucrehulk-class LH-3210 Cargo Hauler   **CL 30**
Colossal (cruiser) capital ship
Init -4; **Senses** Perception +9
Defense Ref 16 (flat-footed 15), Fort 53; +16 armor
hp 2,600; **DR** 20; **SR** 200; **Threshold** 553
Speed fly 1 squares (starship scale)
Ranged 10 turbolaser batteries +14* (see below) and
     25 heavy double turbolaser batteries +12* (see below) and
     75 heavy assault laser cannon batteries +14* (see below) and
     75 point-defense quad light laser cannon batteries +12 (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +0; **Grp** +63
Atk Options autofire (point-defense quad light laser cannon turrets)
Abilities Str 96, Dex 12, Con –, Int 18
Skills Initiative -4, Mechanics +9, Perception +9, Pilot -4, Use
     Computer +9
Crew 4,070 (normal); **Passengers** 100,000 (quarters) or 1,000,000
     (deactivated battle droids)
Cargo 3,500,000 tons; **Consumables** 1.5 years; **Carried Craft** 10,000
     hangar points
Hyperdrive x2 (x10 backup), advanced navicomputer (on core ship)
Availability Military; **Cost** not available for sale
Emplacement Points 5
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (6 gunners)	
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 5d10x5	
Heavy double turbolaser battery (5 gunners)	
Atk +12 (-8 against targets smaller than Colossal), **Dmg** 8d10x5	
Assault laser cannon battery (6 gunners)	
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 6d10x2	
Point-defense quad laser cannon battery (5 gunners)	
Atk +12 (+7 autofire), **Dmg** 3d10x2	

Trade Federation Destroyer

Easily the smallest ring a Lucrehulk Core Ship can dock with at only a 2,289 meter diameter, the Destroyer ring is designed to support blockades formed by cruisers and battleships. This module was designed shortly after Naboo, as data suggested that Queen Amidala was able to run the blockade far more easily than she should have been able. The Trade Federation Destroyer is designed to hold the outer edge of a blockade, where it can use its superior speed to catch up with escaping ships, and then use its ion cannons to disable them.

Capabilities

The Destroyer is possessed of 2,250 hangar points, which are typically loaded with 1,500 droid fighters of any type, along with 250 points available for visiting shuttles and smaller captured vessels. The remaining 500 hangar points are used for boarding craft in the event a disabled vessel is too large to pull inside the destroyer's smaller hangars with tractor beams. The destroyer typically uses the standard Core Ship, and its 280 point-defense laser cannons are already reflected in the stats above, though note that these point-defense weapons on the core ship cannot target enemies unless they occupy the same square as the destroyer itself. It naturally retains the ability to use the core ship's advanced navicomputer and standard droid control module.

Tactical Fire: The Trade Federation Destroyer is designed to prevent smugglers and blockade runners from escaping its larger, slower cousins. As a standard action, the Destroyer may forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. Enemy ships within that area take a -1 penalty to space movement, and a -2 penalty to their Intelligence score, resulting in -1 to attack, and -1 all Intelligence-based skills.

Modified Lucrehulk-class LH-3210 Cargo Hauler   CL 18
Colossal (cruiser) capital ship
Init -3; **Senses** Perception +8

Defense Ref 17 (flat-footed 15), Fort 53; +16 armor
hp 2,300; **DR** 20; **SR** 200; **Threshold** 553

Speed fly 3 squares (starship scale)
Ranged 20 heavy turbolaser batteries +13* (see below) and
    35 heavy quad ion cannon batteries +13* (see below) and
    15 tractor beam batteries +13* (see below) and
    45 point-defense light laser cannon batteries +13 (see below) and
    10 point-defense light laser cannons +3 (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +0; **Grp** +63
Atk Options autofire (heavy quad ion cannon batteries)

Abilities Str 96, Dex 14, Con –, Int 16
Skills Initiative -3, Mechanics +8, Perception +8, Pilot -3, Use
    Computer +8

Crew 3,760 (normal); **Passengers** 50,000 (battle droids)
Cargo 500,000 tons; **Consumables** 1.5 years; **Carried Craft** 2,250
    hangar points
Hyperdrive x2 (x10 backup), advanced navicomputer
Availability Military; **Cost** not available for sale
Emplacement Points 1

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

Heavy turbolaser battery (6 gunners)
Atk +13 (-7 against targets smaller than Colossal), **Dmg** 7d10x5
Heavy quad heavy ion cannon battery (6 gunners)
Atk +13 (+8 autofire) (-7 against targets smaller than Colossal, -12 autofire), **Dmg** 5d10x5 ion
Tractor beam battery (6 gunners)
Atk +13 (-7 against targets smaller than Colossal), **Dmg** – (grp +63)
Point-defense light laser cannon battery (6 gunners)
Atk +13, **Dmg** 3d10x2
Point-defense light laser cannon (gunner)
Atk +3, **Dmg** 3d10x2

Trade Federation Droid Control Ship

Another modification of the Lucrehulk-class Cargo Hauler, the Droid Control Ship has been in use since before the Battle of Naboo. While most every Trade Federation facility and ship has some sort of local droid control module, these ships contain massive transmitters, receivers and advanced software to control the behavior of a greater number of droids – far more than it is able to carry onboard. These ships allow the Trade Federation to control their armies on the ground from relative safety behind their planetary blockades. Of course, their weakness to starfighter attacks from within their cavernous hangars was exposed by a young Anakin Skywalker a decade prior to the Clone Wars. Regardless, the ships continued to see use during large-scale ground conflicts throughout the Clone Wars and were much better protected.

Capabilities

The Droid Control Ship variant of the LH-3210 is perhaps the least modified of all the Trade Federation Cargo Haulers. Defensive turbolasers were added, but are rarely expected to see any use. Instead, the Droid Control Ship relies on battleships and droid fighters to protect it while it increases the overall effectiveness of all the battle droids in the area. The typical hangar load-out includes 50 C-9979 landing craft, 1,500 droid fighters of any type and combination, 1,500 repulsorlift troop carriers, 550 MTTs and 6,250 AATs, as well as the half a million pilot and battle droids they carry. This leaves 2,000 hangar points to be used for various support craft and visiting delegates. Droid Control Ships have an Advanced Droid Control Module, and retain the use of the Core-ship's navicomputer.

Tactical Fire: The Droid Control Ship enhances the efficiency of the droid armies, and provides a greater operating range with its improved signal strength of 16,500 km. As a standard action, the Droid Control Ship can forgo all attacks to provide tactical data to all droids tied to its

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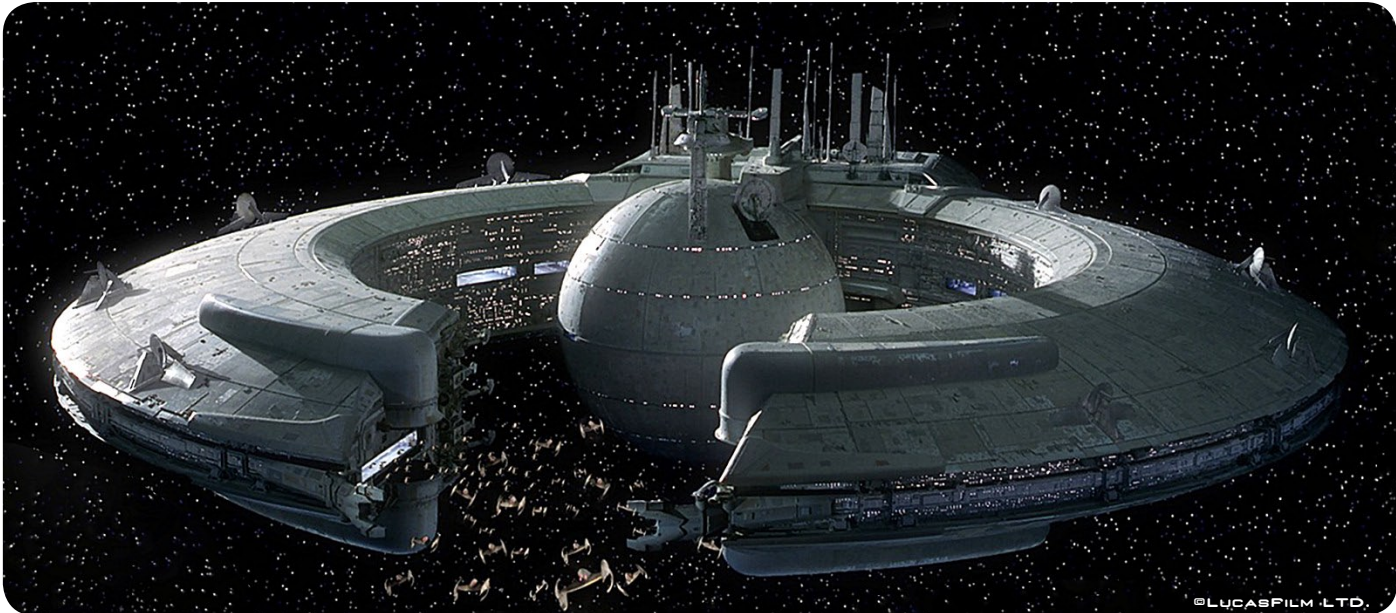
network in range. All affected droids receive a +1 bonus to attack rolls and all defenses.

Modified Lucrehulk-class LH-3210 Cargo Hauler   CL 15
Colossal (cruiser) capital ship
Init -6; Senses Perception +9
Defense Ref 12 (flat-footed 12), Fort 53; +14 armor
hp 2,400; DR 20; SR 165; Threshold 553
Speed fly 1 squares (starship scale)
Ranged 7 quad turbolaser batteries +14* (see below)
Fighting Space 2 x 2 squares (starship scale); Cover total
Base Atk +0; Grp +63
Atk Options autofire (quad turbolaser batteries)
Abilities Str 96, Dex 8, Con –, Int 18
Skills Initiative -6, Mechanics +9, Perception +9, Pilot -6, Use
    Computer +9
Crew 3,102 (normal); Passengers 150,000
Cargo 4,300,000 tons; Consumables 1.5 years; Carried Craft 30,000
    hangar points
Hyperdrive x2 (x10 backup), advanced navicomputer
Availability Military; Cost not available for sale
Emplacement Points 0

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

Quad turbolaser battery (6 gunners)
Atk +14 (-6 against targets smaller than Colossal), Dmg 7d10x5

Trade Federation Missile Frigate

Baktoid Armor Workshop Light Missile Frigate   CL 16
Colossal (frigate) capital ship
Init -2; Senses Perception +9
Defense Ref 14 (flat-footed 12), Fort 34; +12 armor, Vehicular Combat
hp 600; DR 15; SR 70; Threshold 134
Speed fly 2 squares (starship scale)
Ranged fire-linked (2) heavy concussion missile launchers +7* (see
    below) and
    3 point-defense double medium laser cannons +5 (see below)
Fighting Space 1 square (starship scale); Cover total
Base Atk +2 Grp +46
Atk Options autofire (point-defense double medium laser cannons)

Missile Frigate

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The Trade Federation Missile Frigate was in use well before the Clone Wars, having participated in the blockade of Naboo a decade prior, as well as the subjugation of the Karthakk System. The ship was designed to decimate planetary defenses such as orbital platforms and enemy capital ships and ground-based planetary lasers to soften the enemy for the Trade Federation's droid landing ships. During the months leading up to the Clone Wars, a few of these ships were detached to mercenary Cavik Toth's Sabaoth Squadrons to help defend the Tri-Hexalon processing factory and many later participated in the Battle of Geonosis. The ships were used throughout the Clone Wars, almost always for offensive invasions and assaults against planets and large capital ships.

Capabilities

The Missile Frigate is capable of firing a great number of heavy concussion missiles very quickly, especially when they operate in groups. Half a dozen can shred through an Acclamator-class Cruiser in minutes, though the light frigates are very vulnerable to starfighter attack, and often require some sort of escort. The ship possesses a hypertransceiver and seven docking rings for boarding actions, crew transfers, and refueling. The small crews are typically made up entirely of Neimoidians, though the further the Clone Wars progresses, the more common human, Muun and Skakoan crews become.

Tactical Fire: The Trade Federation Missile Frigate is well known for its ability to fire heavy missiles four at a time and weaken even the strongest ships for its allies to finish off. The concussion force is sometimes so high as to create glitches and gaps in shielding. As a standard action, the Missile Frigate may forgo all attacks to instead provide tactical fire against any target Colossal (frigate) size or larger within 5 squares (space). Until the Missile Frigate's next turn, the target is considered to be -40 SR and damage threshold, at which point it regains any SR and damage threshold reduction removed due to this effect.

Abilities Str 58, Dex 14, Con –, Int 16
Skills Initiative -2, Mechanics +9, Perception +9, Pilot -2, Use Computer +9

Crew 55 (skilled); **Passengers** 200 (deactivated battle droids)
Cargo 500 tons; **Consumables** 1 year; **Carried Craft** none
Payload 120 heavy concussion missiles
Hyperdrive x1, navicomputer
Availability Military; **Cost** not available for sale (5,750,000 used)
Emplacement Points 5
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Fire-linked (2) heavy concussion missile launchers (2 gunners)
Atk +7 (-13 against targets smaller than Colossal), **Dmg** 10d10x5
Point-defense double medium laser cannon (gunner)
Atk +5, **Dmg** 5d10x2

Republic Vehicles

The Grand Army of the Republic held a dramatically different vehicle design theory from their Confederate opponents; quality over quantity. Unfortunately, this was a philosophy of necessity rather than one of preference, as the Clone army had a limited number of soldiers, unlike the expendable hordes of Separatist droids. Because of this, every affordable precaution was taken to protect Republic military assets, leading to the development of heavily armored walkers, well shielded fighters, and the most cutting-edge technology available combined with the best-trained soldiers and operators Kaminoans could grow.

Ground Vehicles

On the surface, the Republic primarily employed a mix of walker and repulsor vehicles, largely ignoring treaded or wheeled vehicles. Though there were exceptions in the Decimator Tank and Juggernaut series of armored vehicles, the Grand Army of the Republic relied first and foremost on the survivability and firepower of walkers supported by the speed and maneuverability of repulsor-driven speeders and speederbikes. This gave the Republic a balance between launching lightning fast raids or long sieges, as well as the ability to fight on nearly any terrain.

Tracked Vehicles

An unheard of rarity in the Republic Armored Divisions, treaded vehicles were only experimented with briefly in the beginning of the Clone Wars. This influence came primarily from the Wookiees of Alaris Prime, who were contracted to develop the Decimator Tank for the Republic. When the Decimator fell into Separatist hands, and was later proven too expensive to manufacture, the idea of using treaded vehicles in the Clone Army was cast aside.

Decimator Tank

Kas Vehicle Concepts Decimator Tank	CL 12

Colossal ground vehicle (tracked)

Init -4; **Senses** Perception +6

Defense Ref 12 (flat-footed 12), Fort 28; +12 armor, Vehicular Combat

hp 275; **DR** 15; **SR** 40; **Threshold** 78

Speed 6 squares (max. velocity 70 km/h)

Ranged decimator turbolaser cannon +5* (see below)

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

Base Atk +2; **Grp** +40

Abilities Str 46, Dex 10, Con –, Int 16

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Decimator Tank

Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use Computer +9

Crew 10 (skilled); **Passengers** 75 (troops)

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

Availability Military; **Cost** 250,000 (140,000 used)

Emplacement Points 1

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

Decimator turbolaser cannon (gunner)

Atk +5 (-15 against targets smaller than Colossal), **Dmg** 6d10x5, 2-square splash

Developed by the Wookiees on Eredenn and tested on the Wookiee colony world of Alaris Prime, the Decimator Tank was meant to replace the SPHA-T, enjoying a faster fire rate and greater survivability in battle. Unfortunately, the Hutts were able to sell information about the project to the Separatists, enabling Confederate General Sev'rance Tann to capture many of the prototypes and designs for them. The Republic

and Separatists alike had access to the Decimator Tanks throughout the Clone Wars, but neither side was able to mobilize them in significant numbers as a result of their high manufacturing cost.

Capabilities

Three features make the Decimator Tank a unique weapon during the Clone Wars: its shield; its power plant; and its ability to quickly repair hull damage. Ground vehicles equipped with deflector shields during this era were a rarity, and the Decimator Tank has heavy shielding that provides great protection against incoming attacks. Its power plant is a mysterious red orb that generates massive amounts of energy with great efficiency, powering both the shielding system and the turbolaser cannon. The hull plating is layered in small sections, allowing its small army of droid repair teams to easily replace damaged sections, restoring the tank's protection in moments. There are five droid repair teams onboard the Decimator Tank, two of which function as normal. The other three repair teams instead make Mechanics checks to repair the tank's hit points. Each team can make a repair check in one standard minute (10 rounds, as opposed to one hour) but success only causes the

vehicle to regain 1d4 hit points. The Decimator Tank also has a security system, which would follow the rules of a complex security system for a Mechanics check to Disable Device (*SE* 58).

Walkers

Crown jewel of the Republic Armored Division, walkers make up the bulk of mechanized infantry, tanks, and mobile armor and artillery. While these vehicles are relatively slow, Republic Gunships are able to deploy them under combat conditions very near to their targets, shoring up their weakness. They all possess great firepower and incredibly thick armor plating, and pose quite a threatening sight while marching inevitably toward their target of destruction.

AT-HE Walker

Rothana Heavy Engineering All Terrain Heavy Enforcer Walker CL 11
Gargantuan ground vehicle (walker)
Init +2; **Senses** Perception +11

Defense Ref 18 (flat-footed 18), Fort 26; +11 armor, Vehicular Combat, Tall Walker

AT-HE Walkers

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 +2; **Grp** +33

Abilities Str 42, Dex 12, Con –, Int 14
Skills Initiative +2, Mechanics +6, Perception +11, Pilot +2, Use
    Computer +8

Crew 6 (skilled); **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 +4, **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 leg, 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-MI Walker

Rothana Heavy Engineering
    All Terrain Mechanized Infantry Walker   CL 5
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 +4 (see below)
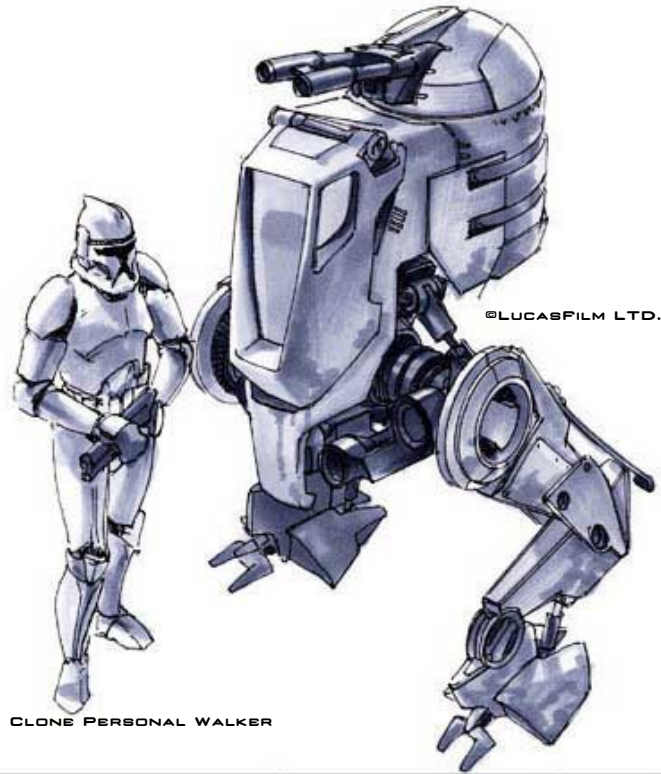
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Clone Personal Walker

Fighting Space 2 x 2; **Cover** total
Base Atk +2; **Grp** +19
Atk Options autofire (double medium blaster cannons)

Abilities Str 24, Dex 16, Con –, Int 12
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use
    Computer +7

Crew 1 (skilled); **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 +4 (-1 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 was able to wade into large groups of battle droid infantry and mow them down at 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 can do the job of an entire squad of standard clone troopers. The clone sits inside in full armor, able to quickly abandon the vehicle should it suffer extensive damage (Dexterity check DC 15).

AT-OT Walker

Rothana Heavy Engineering
    All Terrain Open Transport Walker   **CL 7**
Gargantuan ground vehicle (walker)
<u>**Init** +2; **Senses** Perception +6</u>
Defense Ref 18 (flat-footed 17), Fort 27; +10 armor, Vehicular Combat
<u>**hp** 220; **DR** 15; **Threshold** 47</u>
Speed 4 squares (max. velocity 60 km/h)
Ranged fire-linked (2) medium laser cannons +5 (see below) and
    2 medium laser cannon turrets +3 (see below)
Fighting Space 4 x 4; **Cover** crew total, passengers +10 (+0 from air)
<u>**Base Atk** +2; **Grp** +34</u>
Abilities Str 44, Dex 12, Con –, Int 12
Skills Initiative +2, Mechanics +6, Perception +6, Pilot +2, Use
    Computer +7
<u>**Crew** 3 (skilled); **Passengers** 32 (troops)</u>
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 +5, **Dmg** 5d10x2
Medium laser cannon turret (gunner)
Atk +3, **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, and defensively armed, the AT-OT was delegated to troop and supply

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transportation along controlled paths and in friendly areas where terrain and conditions rule out repulsor-based transportation 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, albeit they are considered flat-footed while onboard.

AT-PT Walker

Rothana Heavy Engineering
    All Terrain Personal Transport Walker   **CL 7**
Large ground vehicle (walker)
<u>**Init** +9; **Senses** Perception +8</u>
Defense Ref 17 (flat-footed 15), Fort 21; +6 armor, Vehicular Combat
<u>**hp** 100; **DR** 10; Threshold 31</u>

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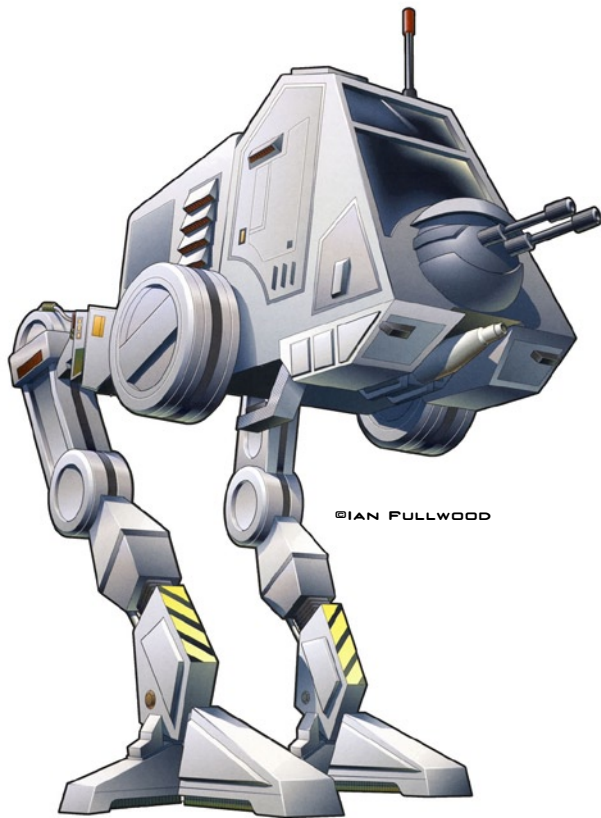
All Terrain Personal Transport

Speed 6 squares (max. velocity 60 km/h)
Ranged double medium blaster cannon +8 (see below) or
Ranged concussion grenade launcher +8 (see below)
Fighting Space 2 x 2; **Cover** total
Base Atk +5; **Grp** +23
Atk Options autofire (double heavy blaster cannon)
Abilities Str 32, Dex 14, Con –, Int 12
Skills Initiative +9, Mechanics +8, Perception +8, Pilot +9, Use
    Computer +9

Crew 1 (expert); **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 +8 (+3 autofire), **Dmg** 5d10x2
Concussion grenade launcher (pilot)
Atk +8, **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 created, 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 was somewhat cost prohibitive and only saw little use until it was taken off the battlefield entirely, largely 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 Empire, and by the Rebellion after the Katana Fleet was recovered, showing how far ahead of its time the AT-PT truly was.

Capabilities

The AT-PT was perfect for fighting an army of battle droids. One lone AT-PT was able to mount an offensive against a hundred B1 battle droids and easily come out the victor. Because these units were so prized by battlefield commanders, only the most qualified clones were given command of them. 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 has been known to hold a single passenger, though the cargo area is extremely cramped and uncomfortable for a medium size being, moving them one step down the condition track if a passenger for an hour or more.

AT-RE Walker

Rothana Heavy Engineering
    All Terrain Recon Explorer Walker   CL 8
Huge ground vehicle (walker)
Init +6; **Senses** Perception +6
Defense Ref 16 (flat-footed 14), Fort 25; +6 armor, Vehicular Combat
hp 140; **DR** 15; **Threshold** 35

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Clone Scout Walker

Speed 6 squares (max. velocity 75 km/h)
Ranged heavy laser cannon +6 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +27
Abilities Str 40, Dex 14, Con –, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use
    Computer +8
Crew 1 (skilled); **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 +6, **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 specifically for recon on worlds
with extreme atmospheric conditions, where the walker's weight and
sealed environment allowed it to easily withstand harsh winds, toxic
rains, and more. Further, the walker was common for missions on

worlds with dangerous wildlife or hostile, primitive locals. The vehicles
saw limited use early in the Clone Wars under the command of Jedi
General Echuu Shen-Jon, who used the AT-RE in an anti-armor role.
Unfortunately, the walker proved inadequate against the various tank
droids of the Separatists. 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
perform as anti-armor platforms. The heavily armored variant did see
use as a VIP transport on hostile planets, but even then kept an escort of
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 8
Huge ground vehicle (walker)
Init +6; **Senses** Perception +6
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 +6 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +27
Abilities Str 40, Dex 14, Con –, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use
    Computer +8
Crew 1 (skilled); **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 +6, **Dmg** 5d10x2

Wheeled Vehicles

Unfortunately for the Republic, not ever planet featured terrain that was particularly well-suited to walkers or repulsors. Occasionally, planets seemed to conspire to make repulsors unattractive due to thick forests or brush, or ionization effects in the atmosphere, which would typically ensure a heavy deployment of walkers. Frustratingly enough, some of these planets also had ground that was too soft for the larger walker vehicles to operate on with much efficiency. In regions that met these requirements, such as the shorelines of Kachirho on Kashyyyk, the Juggernaut series of wheeled vehicles were used in place of the heavier walkers. Their innovative wheel design allows them to roll over soft mud and shallow marshes without nearly as much trouble as a heavy walker.

A5 Rolling Slab

Kuat Drive Yards HAVw A5 Juggernaut   **CL 13**
Colossal ground vehicle (wheeled)
Init -4; **Senses** Perception +6, Sensor Enhancement Package
Defense Ref 13 (flat-footed 13), Fort 28; +13 armor, Vehicular Combat
hp 250; **DR** 15; **Threshold** 78
Speed 8 squares (max. velocity 200 km/h)
Ranged 3 heavy laser turrets +6 (see below) and
    medium blaster turret +6 (see below) and
    2 concussion grenade launchers +6 (see below)
Fighting Space 6 x 12; **Cover** total
Base Atk +2; **Grp** +40
Atk Options autofire (concussion grenade launchers)
Abilities Str 46, Dex 10, Con –, Int 18
Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use
    Computer +10
Crew 8 (skilled); **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 +6, **Dmg** 5d10x2	
Medium blaster turret (copilot)	
Atk +6, **Dmg** 4d10x2	
Concussion grenade launcher (gunner)	
Atk +6 (+1 autofire), **Dmg** 4d6, 2-square burst	

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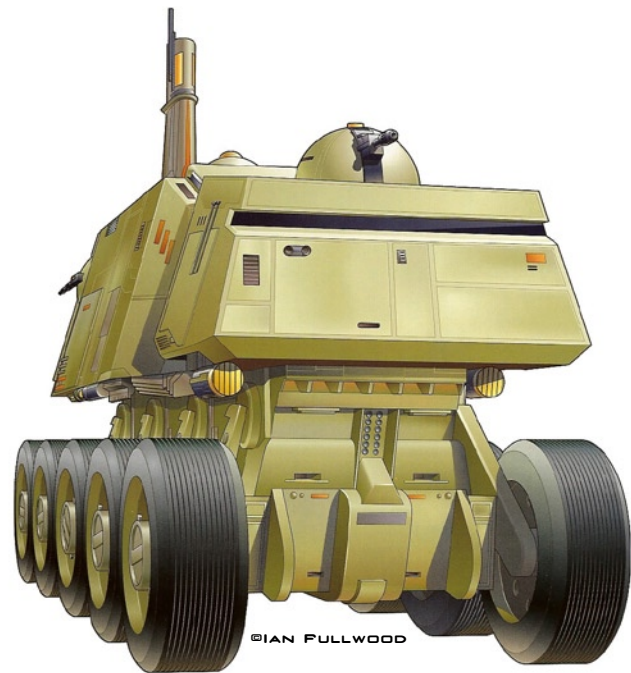
Rolling Slab

Based on the centuries-old treaded HAVw A4 Juggernaut, the A5 follow-up 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 far more powerful HAVw A6 Juggernaut during the middle of the Clone Wars. However, the Republic handed down many of the A5 models to vulnerable demilitarized systems in the Outer Rim. The Senate even went so far as to provide funding for Outer Rim Worlds to purchase A5's to rebuild their own militias, in order to provide some defense against Separatist incursions without Republic troops. 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. Unfortunately, the official production run ceased shortly after the Clone Wars, making spare parts a rarity in later eras.

Capabilities

An extremely heavily armored vehicle, the A5 Juggernaut is designed to carry up to five squads of troops into hot combat zones and then support them against enemy armor and air power. 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 provided the capability to drive it from either end, with a drive control passing between the two drivers throughout a mission. The three heavy laser turrets are capable of destroying all but the heaviest of Separatist armored vehicles, and the gunners for each frequently keep competitive tallies of kills. The medium blaster turret is positioned to take out enemy aircraft, and is operated by whichever pilot is not presently driving the A5. The retractable concussion grenade launchers are able to use their autofire mode to perform a strafing attack, clearing insertion zones for troops before opening the hatches. The A5 also has a tall tower near the back-up cockpit which houses a sensor operator. 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 makes the A5 -5 to all Perception checks against vehicles over 50 meters in altitude.

A6 Turbo Tank

Kuat Drive Yards HAVw A6 Juggernaut　　　　　　　CL 15
Colossal ground vehicle (wheeled)
Init -4; **Senses** Perception +6, 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 +6 (see below) and
rapid-repeating heavy laser turret +6 (see below) and
　　2 medium laser cannons +6 (see below) and
　　2 double light blaster cannons +6 (see below) and
　　2 concussion grenade launchers +6 (see below)
Fighting Space 12 x 12; **Cover** total, tower +10
Base Atk +2; **Grp** +42
Atk Options autofire (rapid-repeating laser turret, double blaster
　　cannons, concussion grenade launchers)
Abilities Str 50, Dex 10, Con –, Int 18
Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use
　　Computer +10
Crew 20 (skilled); **Passengers** 50 (troops)

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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 +6, **Dmg** 6d10x2
Rapid-repeating heavy laser turret (gunner)
Atk +6 (+1 autofire), **Dmg** 5d10x2
Medium laser cannon (gunner)
Atk +6, **Dmg** 4d10x2
Double light blaster cannon (gunner)
Atk +6 (+1 autofire), **Dmg** 4d10x2
Concussion grenade launcher (gunner)
Atk +6 (+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 tended to heavily favor Turbo Tank deployment, as well as worlds where the speed of the A6 could give it an advantage over Separatist forces.

Capabilities

The A6 Juggernaut has many similarities to its predecessor, though its sensor tower is replaced by sniper's perch for an observational spotter. As a move action, the spotter can make a Perception check DC 20 to relay targeting data to gunnery stations, providing all gunners onboard

a +1 bonus to attack rolls for the remainder of the round. The spotter gains a +5 bonus to this check if they possess the "Sniper" feat (*SE* 88). 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.

Speeder Bikes

Small, fast and maneuverable, speeder bikes were ideal scouting platforms for the well-trained soldiers of the Grand Army of the Republic. The vehicles were typically deployed in pairs for patrols and recon missions. Aratech Repulsor Company held exclusive rights to all Republic Military speederbike contracts, and provided the best product on the market to Republic forces throughout the conflict. The Galactic Empire would continue to use many of these vehicles for decades after the Clone Wars.

Freeco Bike

Bespin Motors CK-6 "Freeco" Swoop   CL 2
Large ground vehicle (speeder)
Init +10; **Senses** Perception +6
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 +3 (see below)
Fighting Space 2 x 2; **Cover** total
Base Atk +2; **Grp** +11
Atk Options autofire (fire-linked (2) light blaster cannons)
Abilities Str 18, Dex 18, Con --, Int 12
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10, Use Computer +7
Crew 1 (skilled); **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

Freeco CK-6 Bike

While the BARC speeder handled most of the Grand Army's scouting needs, it was ill-equipped to support longer patrols on planet 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 3
Large ground vehicle (speeder)
Init +12; **Senses** Perception +6
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)
Melee Verpine power lance +4 (see below)

Obi-Wan on a Lancer Swoop

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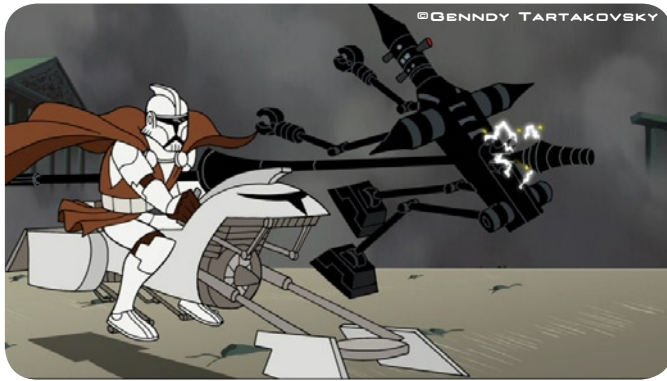
Fighting Space 2 x 2 squares; **Cover** none
Base Atk +2; **Grp** +11
Abilities Str 18, Dex 24, Con –, Int 10
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +6
Crew 1 (skilled); **Passengers** none
Cargo 7 kg; **Consumables** 12 hours; **Carried Craft** none
Availability Military; **Cost** 7,000 (5,000 used)
Emplacement Points 0

Verpine power lance (pilot)
Atk +4, **Dmg** 4d10 piercing

The 105-K Swoop is a fairly standard swoop bike produced by Aratech Repulsor Company, and was purchased and modified in small batches 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. Obi-Wan 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. While not technically attached to the swoop itself, the Verpine Power Lance is standard issue for all Republic mounted cavalry units, and one lance is included in the price of the swoop. Upon a successful hit with the power lance, as a reaction, the attacker can choose to spend a swift action to depress the firing stud that activates a secondary damage mode. This damage is determined by what type of tip was previously mounted on the lance, and can either do 2d6 electrical (ion) damage, 3d8 energy damage from a blaster bolt, or 4d10 energy from an explosive charge. This additional damage can only be activated once per tip (with the exception of the blaster bolt tip, which carries 3 charges), at which point the charge is permanently expended. Replacement lance heads cost 200 credits and requires 1d6+2 rounds to switch out. During a charge that results in a critical hit, a medium or smaller target becomes impaled on the lance, immediately moving 2 steps down the condition track, and the target moves with the swoop until they succeed at a grapple check with the lance wielder. The lance's secondary attack cannot be engaged if a target is impaled, and no further attacks against the impaled target can be made with the lance until they are freed. Each subsequent round that the impaled target fails the grapple check, they remain impaled and incur an additional 1d10 damage, and move 1 step further down the condition track. Large or greater targets cannot be impaled. Upon critical failure or on an attack roll where the result ties the target's Reflex Defense, damage is still dealt, but the tip is considered to have broken and the bonus damage charge and grapple options are unable to be used, and the weapon is unusable for attacks until the lance head is replaced. One replacement lance head is typically kept in the cargo storage, which is accessible only when the vehicle is stopped.

Speeders
The Republic Military supplemented its walkers with a variety of repulsorlift vehicles designed to act as faster-moving flanking forces. Many Republic tacticians found this complemented the straight-forward assault nature of most of the walkers effectively. Because of their greater speed, repulsor vehicles were also favored for supply and personnel transfers, particularly in safe-zones.

Republic Anti-Air Tank

Rothana Heavy Engineering Anti-Air Artillery Tank　　　　CL 9
Huge ground vehicle (speeder)
Init +6; **Senses** Perception +6
Defense Ref 20 (flat-footed 18), Fort 23; +10 armor, Vehicular Combat
hp 80; **DR** 10; **Threshold** 33
Speed 10 squares (max. velocity 120 km/h)
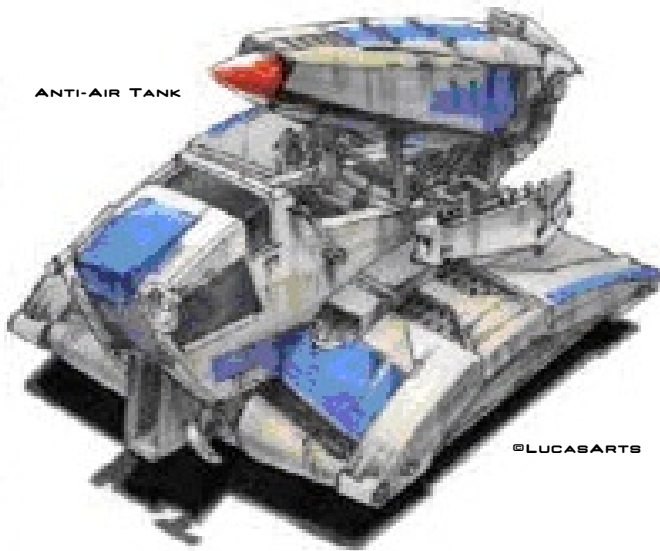**Ranged** anti-air proton torpedo tube +2 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +25
Abilities Str 36, Dex 14, Con –, Int 18
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use

Anti-Air Tank

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Computer +10

Crew 2 (skilled); **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 +2 (+8 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. Because of the sudden nature of the war, the Republic had little time during the initial battles to shop weapons platforms, and simply placed orders with RHE for the vehicles included in their trial suite, which the clone troopers were already familiar with. Lessons learned by the losses at the Kaer Orbital Platform and at Sarapin showed that the Republic needed better mobile anti-air defense, and the result was the Heavy Anti-Air Tank.

The Heavy variant of the 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 bulked up, allowing a single Heavy Anti-Air Tank to take out an entire wing of Vulture fighters, 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 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 bonus against airborne targets as per the emplacement presented in this chapter.

Republic Heavy Anti-Air Tank

Heavy Anti-Air Artillery Tank   CL 10
Huge ground vehicle (speeder)
Init +6; **Senses** Perception +6, 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 +2 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +25
Atk Options optional fire-link (anti-air proton torpedo tubes)
Abilities Str 36, Dex 14, Con –, Int 20
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use
    Computer +11
Crew 2 (skilled); **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 +2 (+9 against airborne targets), **Dmg** 9d10x2 (10d10x2 fire-
    linked), 4-square splash

Republic Recon Speeder

Sorosuub Corporation Gaba-18m Landspeeder　　　　CL 3

Large ground vehicle (speeder)

<u>Init +9; Senses Perception +6</u>

Defense Ref 15 (flat-footed 11), Fort 14; +2 armor, Vehicular Combat

<u>hp 50; DR 5; SR 5; Threshold 19</u>

Speed 12 squares (max. velocity 300 km/h)

Ranged medium blaster cannon +6 (see below)

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

<u>Base Atk +2; Grp +11</u>

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

Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use
　　Computer +8

Crew 1 (skilled); **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 +6, **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

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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, and add two emplacement points to represent the
civilian version.

Saber-class Fighter Tank

Rothana Heavy Engineering TX-130S IFT-X Fighter Tank　　CL 8

Huge ground vehicle (speeder)

<u>Init +7; Senses Perception +6</u>

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

<u>hp 120; DR 10; SR 10; Threshold 33</u>

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

Ranged fire-linked (2) heavy laser cannon +5 (see below) and
　　medium particle beam turret +5 (see below) and
　　2 light concussion missile launchers +7 (see below)

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

<u>Base Atk +2; Grp +25</u>

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 +7, Mechanics +6, Perception +6, Pilot +7, Use
　　Computer +9

Crew 3 (skilled); 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 +5, **Dmg** 6d10x2

Medium particle beam turret (gunner)

Atk +5, **Dmg** 5d10x2, penetration 10

Light concussion missile launcher (pilot)

Atk +7, **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

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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 crew and all passengers are tucked safely away inside the tank, the particle beam turret gunner finds himself 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 protection 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 250 kg of cargo.

Jedi-Customized Fighter Tank

The Jedi Order often used the TX-130J as a ground command vehicle, leading their troops from the front and taking out enemy vehicles with ease. The more mechanically-inclined Jedi would modify their tanks

to take advantage of Jedi abilities, similarly to their treatment of the Jedi Starfighters. Obi-Wan Kenobi, Mace Windu and Luminara Unduli were all known to have used a Jedi-customized TX-130 at some point or another during the Clone Wars. Perhaps the most famous use of this vehicle was by Anakin Skywalker, when he single-handedly destroyed the Dark Reaper.

Capabilities

Jedi technicians have modified the craft in a number of ways, chiefly reducing the crew to make it operable by only a single pilot and astromech droid. This tank is further equipped with a speed booster, allowing it to reach allies in need of assistance quickly and upgraded cannons. Jedi vehicles were often given preferential treatment for vehicle maintenance and tuning, providing the TX-130J with increased maneuverability. Most Jedi variants do away with the particle beam turret, instead mounting a variety of communications gear, including a hyperwave transceiver. The tank has a range of 800 km before requiring refueling and recharging.

TX–130J Saber–Class Fighter Tank   **CL 11**
Huge ground vehicle (speeder)
Init +14; **Senses** Perception +12
Defense Ref 20 (flat-footed 16), Fort 23; +8 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 20; **Threshold** 33
Speed 8 squares (max. velocity 193 km/h), Speed Booster
Ranged fire-linked (2) enhanced heavy laser cannon +15 (see below) or
Ranged 2 homing concussion missile launchers +18 (see below)
Fighting Space 3 x 3; **Cover** total (pilot), +10 (astromech)
Base Atk +10; **Grp** +33
Atk Options autofire (fire-linked (2) enhanced heavy laser cannons),
     optional fire-link (homing concussion missiles)
Abilities Str 36, Dex 18, Con –, Int 16
Skills Initiative +14, Mechanics +12, Perception +12, Pilot +14, Use
     Computer +15
Crew 1 plus 1 astromech (ace); **Passengers** none
Cargo 100 kg; **Consumables** 2 days; **Carried Craft** none
Payload 16 homing concussion missiles
Availability Military; **Cost** 65,000 (30,000 used)
Emplacement Points 1

Fire–linked (2) enhanced heavy laser cannon (pilot)
Atk +15 (+10 autofire), **Dmg** 7d10x2
Homing concussion missile launcher (pilot)
Atk +18, **Dmg** 7d10x2 (8d10x2 fire-link), 4-square splash

Advanced Saber-class Tank

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 began reaching the front lines, 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.

TX-130T IFT-T Fighter Tank   CL 9
Huge ground vehicle (speeder)
Init +8; **Senses** Perception +6
Defense Ref 19 (flat-footed 15), Fort 23; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 15; **Threshold** 33
Speed 8 squares (max. velocity 193 km/h)
Ranged fire-linked (2) enhanced heavy laser cannon +5 (see below) and
    medium particle beam turret +5 (see below) and
    2 light concussion missile launchers +7 (see below)
Fighting Space 3 x 3; **Cover** total (pilot, co-pilot, passengers), +5
    (gunner)

Advanced Saber-class Tank

Base Atk +2; **Grp** +25
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 +8, Mechanics +6, Perception +6, Pilot +8, Use
    Computer +9
Crew 3 (skilled); **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 +5 (+0 autofire), **Dmg** 7d10x2
Medium particle beam turret (gunner)
Atk +5, **Dmg** 5d10x2, penetration 10
Light concussion missile launcher (pilot)
Atk +7, **Dmg** 7d10x2 (8d10x2 fire-linked), 4-square splash

Airspeeders

The Republic employed a number of airspeeders in peacetime and war alike, especially on city-planets such as Coruscant, where airspeeders were the only practical means of traversing the ecumenopolis. Still, Republic air power consisted of LAAT Gunships, which were technically space transports despite the amount of time they spent in the atmosphere. Still, a number of airspeeders were in use to ferry emergency services, cargo, or personnel to or from the front lines.

Eddicus-Class Planetary Shuttle

Kuat Systems Engineering Eddicus-class Planetary Shuttle   CL 3
Colossal* air vehicle (airspeeder)
Init +2; **Senses** Perception +8, Sensor Enhancement Package
Defense Ref 18 (flat-footed 14), Fort 27; +14 armor, Vehicular Combat,
    Jamming Array
hp 220; **DR** 15; **SR** 55; **Threshold** 77
Speed 12 squares (max. velocity 500 km/h)
Fighting Space 12 x 12; **Cover** total
Base Atk +5; **Grp** +42
Abilities Str 44, Dex 18, Con –, Int 18
Skills Initiative +2, Mechanics +8, Perception +8, Pilot +2, Use
    Computer +12

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Crew 10 (expert); **Passengers** 50 (extreme luxury)
Cargo 25 tons; **Consumables** 1 week; **Carried Craft** none
Availability Restricted; **Cost** 680,000 (420,000 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.

Placed into production during the reign of Chancellor Kalpana, the Eddicus-class shuttles were an atmospheric counterpart to the CEC Consular-class Transport. Then-Senator Palpatine of Naboo was on the committee that took bids on the shuttles, and manipulated his fellow delegates to give the contract to Kuat Systems Engineering, where Sidious had leverage over a number of engineers. The shuttles were produced en masse and used by the upper echelon of Coruscant politicians for secure transport around the capitol when engaging in official business. The shuttles continued to see use throughout the Clone Wars and beyond. Even Jedi were known to be transported by the shuttles when summoned to testify at Senate hearings or other high-profile appearances with government officials. Shuttles specifically attached to the Chancellor's office were draped in Republic Blue, while those designated for the Senate's use were painted Diplomatic Red.

Capabilities

This 32-meter shuttle represents one of the most advanced pieces of transportation on Coruscant. It is equipped with a jamming array, the heaviest armor plating and shielding available for its class, and is deceptively fast and equipped with combat thrusters – though its actual top speed is classified. The ship is also outfitted with a number of three-being escape pods to allow for the evacuation of all personnel, and a hyperwave transceiver (holonet transceiver for the chancellor). These ships are incredibly tough, and are crewed only by the very best the Republic has to offer (use ace crew for the chancellor). Concealed within the ships (Perception check DC 20 to spot, but only eligible to make the check if in the passenger cabin and making a Mechanics check to make repairs or modifications to the ship) are a number of listening devices installed at the behest of Darth Sidious, which provided much of the information he used to manipulate the entirety of the Clone Wars.

Forward Command Center

Rothana Heavy Engineering Mobile Forward Command Center CL 4
Huge air vehicle (airspeeder)
Init +8; **Senses** Perception +6
Defense Ref 16 (flat-footed 13), Fort 16; +5 armor, Jamming Suite, Vehicular Combat
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 +2; **Grp** +18
Abilities Str 22, Dex 16, Con –, Int 20
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +12
Crew 4 (skilled); **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 vast 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. Republic forces lacking military leadership would quickly become incoherent in their ever-evolving orders on the battlefield; forcing FCC's to see progressively less field use as the war continued.

Although Forward Command Centers were soon retired from service, several alternatives were created to fill the void produced by their absence. More heavily armed vehicles such as the Uulshos QH-series

command speeder or the Ubrikkian floating fortresses were introduced to protect key command staff on the battlefield. Installed tactical computer mainframes also became standard in many Republic battleships. There, armed with much better protection in orbit and powerful sensor equipment, they became a more lucrative asset to the Grand Army. Republic officers such as army Lieutenant Malcor Brashin and naval Captain Jan Dodonna would later use the concepts pioneered with the integration of the Forward Command Center into warship mainframes as the impetus for the Imperial Battle Holographic Command Interface and the Rebel Alliance Battle Analysis Computer respectively.

Capabilities

Forward Command Centers act as battlefield hubs during combat, relaying tactical information between orbiting warships and ground units. These crafts' crews consist of a commander, executive officer (who provides his aid another bonus to the commander on Knowledge (tactics) checks), and two coordinating systems operators who also act as pilot and co-pilot. FCC's are equipped with hypertransceivers to communicate orbiting warships and with Republic Command on Coruscant. They are also fitted with com jammers to help prevent enemy spotters dispatching their location to other hostile units. With a successful Knowledge (tactics) check, battlefield commanders are able to grant either an attack or defense bonus (pick one) each round to a number of squads and/or mass combat units within line of sight equal to the commander's CL. The size of the bonus is determined by the result of the skill check: DC 15, +1; DC 25, +2; DC 35, +3.

HAET-221 Gunboat

Mekuun High-Altitude Entry Transport-221   CL 9
Gargantuan air vehicle (airspeeder)
Init +5; **Senses** Perception +6, 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 +6 (see below) and
    2 medium autoblaster cannons +4 (see below)
Fighting Space 3 x 3; Cover total
Base Atk +2; **Grp** +26
Atk Options autofire (medium autoblaster cannons)
Abilities Str 28, Dex 18, Con –, Int 14
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use
    Computer +9
Crew 3 (skilled); **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 +6, **Dmg** 6d10x2
Medium autoblaster cannon (co-pilot/gunner)
Atk +4, (-1 autofire) **Dmg** 4d10x2

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HAET-221 Gunboat

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 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 traveled at a speed of 6 squares (starship scale) and boasted a shield rating of 30 with an additional +2 armor. Once the craft had completed atmospheric entry, it lost these bonuses, having burned away its re-entry plating and diverted power to its repulsorlift engines. The HAET-221 was equipped with a powerful laser cannon designed to take out enemy armor emplacements and turrets, while its blaster cannons were used for defense or in an anti-infantry capacity. 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.

Senate Airbus

GoCorp/Utilitech Senate Airbus	CL 3

Gargantuan air vehicle (airspeeder)
Init +6; Senses Perception +8, Sensor Enhancement Package
Defense Ref 12 (flat-footed 9), Fort 21; +4 armor, Jamming Array
hp 90; DR 10; SR 35; Threshold 41
Speed 12 squares (max. velocity 250 km/h)
Fighting Space 4 x 4; Cover total
Base Atk +5; Grp +31
Abilities Str 32, Dex 16, Con –, Int 14
Skills Initiative +6, Mechanics +8, Perception +8, Pilot +6, Use
    Computer +10

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Crew 1 (expert); Passengers 40
Cargo 1 ton; Consumables 1 day; Carried Craft none
Availability Prevalent; Cost 65,000 (41,000 used)
Emplacement Points 1

The Senate Airbus was similar to the Magnaline 3000; though it was a higher performance vehicle in most every regard. The Airbus was primarily used to shuttle senators, ambassadors, Jedi and other VIPs to and from the Senate Hall. Chancellor Palpatine rode in a Senate Airbus along with Jedi rescuers Kenobi and Skywalker shortly after being taken prisoner by General Grievous at the Battle of Coruscant. This Airbus model would remain in use well throughout the Imperial and New Republic era, undergoing moderate updates every few years to keep it in line with modern technology.

Capabilities

The Senate Airbus is a much more secure vehicle than similar airspeeders of its class. It has heavier armor, and even a shield generator. The forward bubble is an advanced sensor and jamming array, useful for detecting threats and blinding them while making an escape. Only the best pilots are allowed to shuttle such important personnel, and then only after enduring an arduous screening process. Some paranoid senators purchase their own models and have them modified with concealed weaponry, heavier hulls and backup shield generators, while upgrading the interior to house fewer than a dozen passengers in much more luxury for a longer period of time.

Starfighters

Republic starfighters epitomize the GAR military doctrine focusing on quality of quantity. Most of the fighters have a high rate of survivability, and those that did not were quickly phased out in favor of tougher models. Starfighters of the Republic often fall into one of three categories; bombers, fighters, and Jedi fighters. More so than any other vehicle type, the Jedi maintained their own fleet of fighters and interceptors design to take advantage of a Jedi's connection to the Force.

Chryya-class Courier

Hoersch-Kessel Drive Chryya-class Very Fast Courier	CL 12

Gargantuan starfighter
Init +6; **Senses** Perception +6

Defense Ref 18 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 112; **DR** 10; **SR** 15; **Threshold** 48

Speed fly 16 squares (max. velocity 1500 km/h), fly 6 squares (starship scale)
Range double light laser cannon +4 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Abilities Str 46, Dex 20, Con –, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +8

Crew 2 (skilled); **Passengers** none
Cargo 10 tons; **Consumables** 1 week; **Carried Craft** none
Hyperdrive x1, limited navicomputer (2-jump memory)
Availability Military; **Cost** 180,000 (100,000 used)
Emplacement Points 1

Double light laser cannon (gunner)
Atk +4, **Dmg** 4d10x2

This craft was one of the fastest ships made by Hoersch-Kessel Drive. The courier got its name from the spice producing world of Chryya, and was capable of carrying small shipments of precious cargo across the galaxy with alacrity. Like its larger sibling, the Seltaya-class Fast Courier, the Chryya-class Very Fast Courier was a favorite among engineers and tinkerers the galaxy over for its simplicity during modification and repairs. This ultra-fast vessel had been in production for decades before the Clone Wars. A heavily-modified version of this craft was used by Anakin Skywalker and Obi-Wan Kenobi to reach the planet Vjun in the thirtieth month of the Clone Wars to rescue Jedi Master Yoda and a pair of Padawans from the Malreaux estate, stronghold to Count Dooku. Anakin's modified Chryya courier was stolen by Asajj Ventress to escape Vjun.

Capabilities

The Chryya-class courier is a smaller model in the planetary-class line by HKD. Like others of the series, it is easily modified. Its 10-ton cargo space is normally converted to emplacement points to be used for a great number of alterations to the craft. Rather than serving as an ultra-light courier or scouting vessel, shields are often strengthened, or maneuvering thrusters are enhanced, to make the craft more agile and durable. Inserting a military-grade hyperdrive is also a common modification, to further emphasize the craft's speed.

Cord-class Starfighter

Rothana Heavy Engineering Cord-class Starfighter	CL 7

Huge starfighter
Init +8; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 21; +4 armor, Vehicular Combat
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 +2; **Grp** +23
Abilities Str 32, Dex 18, Con –, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +8

Crew 1 (skilled); **Passengers** none
Cargo 128 kg; **Consumables** 2 Days; **Carried Craft** none
Availability Restricted; **Cost** 55,000 (25,000 used)

Light laser cannon (pilot)
Atk +6, **Dmg** 3d10x2

When the Republic accepted their Clone Army created by the Kaminoans, they unwittingly entered into contracts with several corporations to supply their army with material. The largest of these corporations was a subsidiary of Kuat Drive Yards called Rothana Heavy Engineering, who manufactured nearly all the vehicles utilized by the clones during the

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Cord-class Starfighter
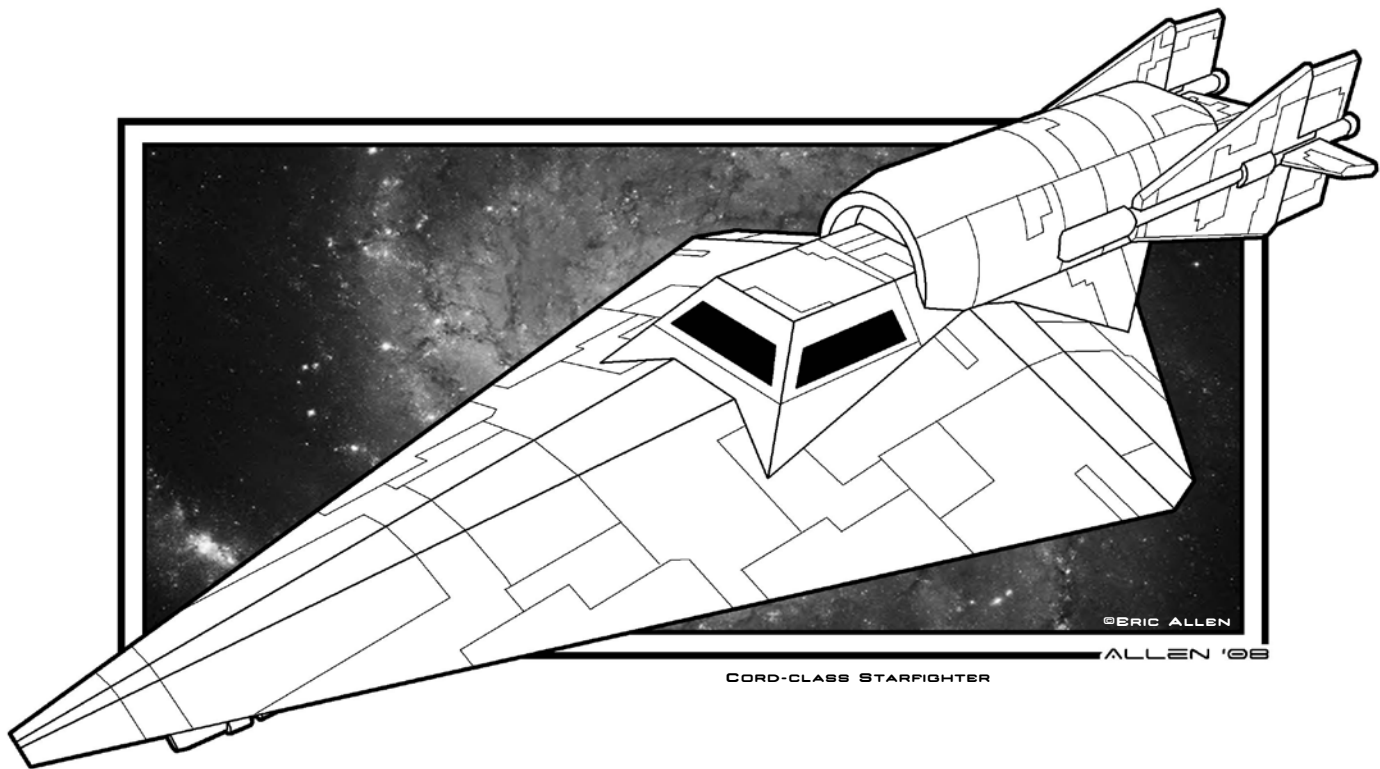
early period of the war. One such design was the Cord-Class starfighter. The high-speed interceptors were thrown in because Rothana found itself with a massive fleet of the ships after a few backwater planetary defense forces defaulted on their loans, forcing Rothana to repossess the fighters. The fact that they were used contributed to their exceptionally low price, and allowed Rothana to clear out an undesirable overstock of a low-grade product. Rothana Heavy Engineering was led to believe the starfighters were fairly unimportant when compared to the versatility of the LAAT series of transports and the already impressive Jedi starfighters created by their parent company on Kuat.

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, which in turn was later replaced by the more specialized V-Wing starfighter and ARC-170. 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 were able to modify the craft with a hyperdrive to transport small quantities of highly-lucrative contraband past blockades and customs. 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 starfighter in the galaxy, but it is quite a bargain. Its respectable speed and maneuverability allow 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 the much more durable, armed and agile V-19 Torrent, increasing the survivability of trained pilots dramatically.

Delta 7B

Kuat Systems Engineering
    Delta-7B Aethersprite Light Interceptor   **CL 11**
Huge starfighter
Init +19; **Senses** Perception +12

Defense Ref 20 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 75; **DR** 10; **SR** 20; **Threshold** 32

Speed fly 16 squares (max. velocity 1,150 km/h), fly 5 squares
    (starship scale)
Ranged double enhanced heavy laser cannons +13 (see below)
Ranged proton torpedo tubes +13 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total (crew) +5
    (astromech droid)
Base Atk +10; **Grp** +32

Atk Options autofire (double enhanced heavy laser cannons)

Abilities Str 34, Dex 28, Con –, Int 16
Skills Initiative +19, Mechanics +12 (14*), Perception +12, Pilot +19,
    Use Computer +15 (15*)
If the ship has an R4 astromech droid, use these skill modifiers instead.
Crew 1 plus astromech droid (ace); **Passengers** none
Cargo none; **Consumables** 2 days (1 week with booster ring); **Carried
    Craft** none
Hyperdrive x1 (with booster ring), 10-jump memory (astromech droid)
Availability Military (Jedi only); **Cost** 280,000 (205,000 used)

Delta-7B Starfighter

Emplacement Points 1

Double enhanced heavy laser cannons (pilot)
Atk +13 (+8 autofire), **Dmg** 7d10x2
Proton torpedoes (pilot)
Atk +14, **Dmg** 9d10x2, 4-square splash

Based largely on the modified Delta-7 Aethersprites created by Anakin Skywalker and those built by Saesee Tiin, the Delta 7B was issued to Jedi starting at the war's midpoint to those that lost their existing craft. This fighter was flown by most Jedi at some point during the Clone Wars, including Kit Fisto, Obi-Wan Kenobi, Plo Koon, and Anakin Skywalker. While a majority of the Jedi Order would abandon this fighter for the Eta-2 Interceptor by the end of the Clone Wars, many opted to continue using the Delta 7B.

Capabilities

The stock Delta 7B is uses a full astromech droid, instead of a hardwired one like its predecessor, which is why astromechs are center-mounted on the fighter. The 7B still uses a hyperdrive ring, though many Jedi use the remaining emplacement point to add an onboard hyperdrive. Kit Fisto's Delta 7B is standard except it has Personalized Controls, Amphibious Seals and exchanges Proton Torpedoes for Concussion Torpedoes.

Azure Angel I & II

The Azure Angel was the personal ship of Anakin Skywalker, modified to his eccentric specifications at the encouragement of Jedi Master Saesee Tiin, and the discouragement of the rest of the Jedi Council and Anakin's own master. Named for his secret love, Padmé Amidala, the Azure Angel had its power-plant replaced and additional weaponry added. Anakin's love of speed made certain the craft was able to move quickly handle even quicker. The independent young Jedi even added a hyperdrive to the Aethersprite, which could use a limited navicomputer, or the built-in R4 unit.

    The original Azure Angel was built and used during the first four months of the Clone Wars. It was destroyed by Asajj Ventress on Yavin IV in order to prevent Anakin from fleeing the planet and provoke a confrontation. The design was already proven a success, and eventually adopted by some of Skywalker's detractors, including Jedi Masters Plo Koon and Saesee Tiin, who piloted the same craft with alternate paint schemes.

    Anakin soon rebuilt his custom starfighter and piloted it in a number of campaigns during the clone wars. He used it to dominate the battle around Praesitlyn, almost singlehandedly destroying an entire

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Confederate armada. Later, at the Battle of Rendili his actions onboard the Azure Angel II changed the tide of battle and brought the Rendili Dreadnaught Fleet back into the Republic fold. The fighter was soon retired in favor of the Azure Angel III, a Delta 7B production model, before Anakin finally switched over to the Eta-series of Jedi Starfighters. The Azure Angel II was last seen at the Jedi Temple Hangar, during the Battle of Coruscant.

Capabilities

The Azure Angel is a versatile and capable starfighter design, able to perform all the missions of the stock Delta-7 and more. The dramatic paint-scheme, seen as flashy by some, was adopted by other Jedi as well once they realized the effect it had on morale during fighter skirmishes. It made Jedi starfighter commanders easily visible to form up on, and acted as a flag and rally point for the clones. Anyone trying to detect an Azure Angel variant of the Delta-7 gains a +2 bonus to their Perception check. The Azure Angels have personalized controls. (The statistics given here assume a "typical" crew of ace, though the stats do reflect the personalized controls emplacement; if the ships are encountered with Anakin and R2-D2 flying it, their abilities may be used rather than those of a generic crew.)

Emergency passengers in Starfighters

In emergencies, it is possible to cram an additional medium or small individual into a crew position in a ship of Gargantuan or smaller size. Doing this incurs a -10 penalty to the pilot for all skill checks and attack rolls, and causes the ship to be considered flat-footed. In the case of a passenger of Small size, the penalty is reduced to -5 to skill checks and attack rolls, and the ship is not considered flat-footed.

Modified Advanced Delta-7B Aethersprite Light Interceptor   CL 15
Huge starfighter
Init +22; **Senses** Perception +13
Defense Ref 22 (flat-footed 11), Fort 23; +3 armor, Vehicular Combat
hp 81; **DR** 10; **SR** 20; **Threshold** 33
Speed fly 16 squares (max. velocity 1,150 km/h), fly 6 squares (starship scale)
Ranged quad heavy laser cannons +16 (see below)
Ranged proton torpedo tubes +16 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total (crew) +5 (astromech droid)
Base Atk +10; **Grp** +33
Atk Options autofire (quad heavy laser cannons)
Abilities Str 36, Dex 32, Con –, Int 18
Skills Initiative +22, Mechanics +11 (11*), Perception +13, Pilot +22, Use Computer +14 (13*)
If the ship has an R4-P astromech droid, use these skill modifiers instead.
Crew 1 plus astromech droid (ace); **Passengers** none
Cargo none; **Consumables** 4 days; **Carried Craft** none
Hyperdrive x3, 2-jump memory plus 10-jump memory (astromech droid)
Availability Military (Jedi only); **Cost** 280,000 (205,000 used)

Quad heavy laser cannons (pilot)
Atk +16 (+11 autofire), **Dmg** 8d10x2
Proton torpedoes (pilot)
Atk +16, **Dmg** 10d10x2, 4-square splash

Faraway-class Scout Ship

SubPro Corporation S-41 Faraway-class Scout Ship   CL 6
Huge starfighter
Init +9; **Senses** Perception +6, Sensor Enhancement Package
Defense Ref 16 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
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 +2; **Grp** +24
Abilities Str 34, Dex 20, Con –, Int 14
Skills Initiative +9, Mechanics +6 (+14*), Perception +6, Pilot +9, Use
    Computer +8 (+14*)
If the ship has an R4 astromech droid, use these skill modifiers instead.
Crew 1 plus 1 astromech (skilled); **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 experienced 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 stockpile 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 one company 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 13
Gargantuan starfighter
Init +3; **Senses** Perception +6
Defense Ref 16 (flat-footed 14), Fort 30, +9 armor, Vehicular Combat
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 +4* (see below) and
    light laser cannon turret +4 (see below) and
    proton torpedo tube +4 (see below) or
Ranged double medium ion cannon +4 (see below) and
    light laser cannon turret +4 (see below) and
    proton torpedo tube +6 (see below)
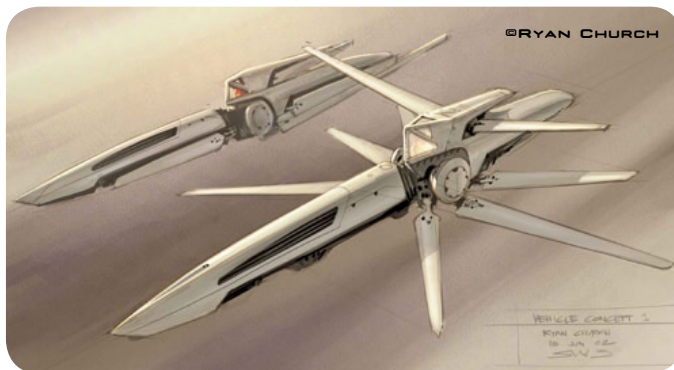**Fighting Space** 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +37
Atk Options auto-fire (medium ion cannon)
Abilities Str 50, Dex 14, Con –, Int 14
Skills Initiative +3, Mechanics +6 (+13**), Perception +6 (3**), Pilot +3,
    Use Computer +8 (+15**)
**If the ship has an R2 astromech droid, use these skill modifiers instead.*

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Crew 3 plus astromech droid (skilled); **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 +4 (-16 against targets Colossal or smaller), **Dmg** 3d10x5
Light laser cannon turret (gunner)
Atk +4, **Dmg** 3d10x2
Double medium ion cannon (copilot)
Atk +4 (-1 autofire), **Dmg** 6d10x2 ion
Proton torpedoes (pilot)
Atk +6, **Dmg** 9d10x2

Packing the 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 focus on a singular objective: cramming as much destructive potential onto one chassis as possible while remaining space worthy. While both the NTB-630 and PTB-625 airframes are identical, they have widely varying weapons load-outs and engine settings to maximize their performance to suit their particular jobs.

Both bombers saw limited use by the Republic during the Clone Wars, largely due to their excessive cost, and inherit weakness against fast and maneuverable droid starfighters. They were often used when assaulting Separatist strongholds, where the Republic's objectives largely included the destruction of droid and weapons manufacturing facilities, shipyards, and home defense fleets. The 630's and 625's were flown almost exclusively by non-clone members of the Republic Navy, as the clones preferred their smaller cousin, the ARC-170.

After the Clone Wars ended the Incom bombers found themselves largely decommissioned with the Empire's preference for the TIE/gt, TIE Bomber, the Missile Boat, Gunboat, and later the Scimitar Assault Bomber, most of which were able to perform the same duties much less expensively and with fewer personnel. 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

The NTB-630 is a capital ship and station killer. Half a dozen of these ships easily posses the firepower to destroy any capital ships in use during the Clone Wars, and many space stations. The PTB-630 was designed to assault fixed installations, population centers, and provide ground-support to troops in the field. With the design's eight weapon emplacements, each is capable of carrying a wide variety in payload. Both have the same chief weakness in that they are easy targets for more agile enemy starfighters, and are largely dependent on countermeasures and starfighter escort for their survival.

Incom Planetary Bomber

Incom/Subpro PTB-625 Planetary Tactical Bomber   CL 13
Gargantuan starfighter
Init +3; **Senses** Perception +6
Defense Ref 16 (flat-footed 14), Fort 30, +9 armor, Vehicular Combat
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 -1 (see below) and
light laser cannon turret +4 (see below) and
proton torpedo tube +4 (see below) or
Ranged light laser cannon turret +4 (see below) and
Double medium ion cannon +4 (see below) and
proton torpedo tube +6 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +37
Atk Options auto-fire (double medium ion cannons)
Abilities Str 50, Dex 14, Con –, Int 14
Skills Initiative +3, Mechanics +6 (+13*), Perception +6 (3*), Pilot +3, Use Computer +8 (+15*)
If the ship has an R2 astromech droid, use these skill modifiers instead.
Crew 3 plus astromech droid (skilled); **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 -1, **Dmg** 6d10x5, 10-square splash	
Light laser cannon turret (gunner)	
Atk +4, **Dmg** 3d10x2	
Double medium ion cannon (copilot)	
Atk +4 (-1 autofire), **Dmg** 6d10x2 ion	
Proton torpedoes (pilot)	
Atk +6, **Dmg** 9d10x2	

Kamino Clone Tender

Kaminoan Engineering KE-8 Enforcer Ship　　　　　　CL 7
Gargantuan starfighter
Init +4; **Senses** Perception +5
Defense Ref 12 (flat-footed 8), Fort 30; +3 armor
hp 60; **DR** 5; **Threshold** 50
Speed fly 8 squares (max. velocity 400 km/h), fly 2 squares
　　(starship scale)
Ranged electroshock stun device +2 (see below)
Fighting Space 2 x 2 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +35
Abilities Str 50, Dex 18, Con –, Int 14
Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use
　　Computer +7
Crew 2 (normal); **Passengers** none
Cargo 65 Kg; **Consumables** 2 days; **Carried Craft** none
Availability Licensed; **Cost** 80,000 (35,000 used)

Electroshock stun device (arm operator)	
Atk +2, **Dmg** 2d10x2 stun	

The KE-8 Enforcer was the lab security vehicle in use by the Kaminoans during the development of the Grand Army of the Republic. The ships were invaluable in the hatcheries, able to inspect the clones at a variety of stages quickly and effectively. The manipulator arms allowed the Enforcer to take direct action in the labs, and its stun-prod made certain that none of the experiments would pose a threat to the Kaminoans or their facilities. While capable of space flight, the KE-8s did not see any action during either the first or second battles of Kamino, due to their lack of ranged armament.

Capabilities

The KE-8 was designed to assist the Kaminoans during their genetic experiments, and stun or use the manipulator arms to subdue any experiments gone wrong. The arms are controlled by an optional co-pilot and are able to make attacks with a successful Computer Use check, DC 15, when hovering or moving less than 10 squares at character scale or 1 in starship scale. They can then either be used to grapple as per standard rules, or make a punching attack for 2d10 damage. Note that the stun-prod only has a range of 10 meters.

LAAB-2

Rothana Heavy Engineering
  Low Altitude Assault Bomber Mark 2   CL 8
Gargantuan starfighter
Init +5; Senses Perception +6
Defense Ref 17 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
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 +6 (see below) or
Ranged 2 proton bomb racks +1 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); Cover total
Base Atk +2; Grp +35
Atk Options optional fire-link (proton bomb racks)
Abilities Str 46, Dex 18, Con –, Int 14
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use
    Computer +8
Crew 1 (skilled); 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 +6, Dmg 4d10x2
Proton bomb rack (pilot)
Atk +3, Dmg 6d10x5, 10-square splash

Like the Low Altitude Assault Gunship, the Low Altitude Assault Bomber too was an earlier concept of the popular LAAT series produced by Rothana Heavy Engineering. Similarly, the LAAB-2 was the result of improvements made to the Mark 1 series of LAAB, adding shields, a low-powered blaster cannon, and more robust armor. Further, 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 Low Altitude Assault Transport'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 when inventories were bare and situations were dire. With the corporate focus on the LAAT, the Kaminoans were able to lower production costs while retaining unit numbers, therefore increasing productivity and profit. Despite its obvious flaws, Jedi General Echuu-Shen Jon favored these craft over their successors because they

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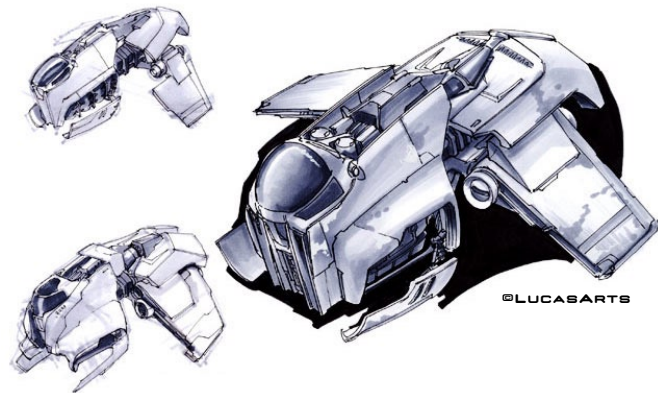
emitted engine signatures nearly indistinguishable from that of an LAAG and some troop transports used by the Republic. This allowed Jon to hide the true numbers of his forces from wide-range enemy scans.

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 8
Gargantuan starfighter
Init +7; Senses Perception +8
Defense Ref 18 (flat-footed 13), Fort 26; +7 armor, Vehicular Combat
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 +6 (see below) or
Ranged proton torpedo tube +6 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); Cover total

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Base Atk +2; **Grp** +33
Atk Options autofire (double medium laser cannon)
Abilities Str 42, Dex 22, Con –, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use
Computer +8

Crew 1 (skilled); **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 +6 (+1 autofire), **Dmg** 5d10x2
Proton torpedo tube (pilot)
Atk +6, **Dmg** 9d10x2, 4-square splash

The Low Altitude Assault Gunship, or LAAG as it came to be known, was one of the predecessors of the Low Altitude Assault Transport shortly before the Clone Wars began. The daughter company of Kuat Drive Yards, Rothana Heavy Engineering, produced a limited number of these craft during their research and development stage brought about by the secret military contract with the Kaminoans ten years before the onset of the Clone Wars. The Mark 2 design boasted shield generators, faster engines, and the inclusion of a proton torpedo launcher over the short-lived Mark 1 model. 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 that focus would quickly be shifted away from the LAAG even before the fighting began. Regardless of the drawbacks of this craft, Jedi General Echuu-Shen Jon preferred these craft over the replacement models due to the fact that the LAAG, LAAB, and 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-2 is a competent dogfighting snub fighter with an emphasis on air superiority. However, Rothana Heavy Engineering and the sly Kaminoans saw that their credits were more wisely spent on the Low Altitude Assault Transport, which was a larger offshoot model of the LAAG. The multi-role nature of the LAAT meant fewer ships and therefore less maintenance was needed, allowing them to streamline their pilot and technician training programs further, which in turn lowered the number of clones that needed to be devoted to logistics. This no-brainer sealed the LAAG design's fate and the bulk of the production line was off-loaded to the Republic Navy's enlisted servicemen. Therefore it is just as common to see a non-clone Republic navy pilot operating this ship as it is a clone trooper pilot. 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.

Lancet Interceptor

Corellian Engineering Corporation Lancet Interceptor   **CL 10**
Huge starfighter
Init +12; **Senses** Perception +8
Defense Ref 19 (flat-footed 11), Fort 20; +3 armor, Vehicular Combat
hp 90; **DR** 10; **Threshold** 30
Speed fly 16 squares (max. velocity 1,150 km/h), fly 6 squares
(starship scale)
Ranged 2 medium laser cannons +6 (see below) or
Ranged medium laser turret +4 (see below)
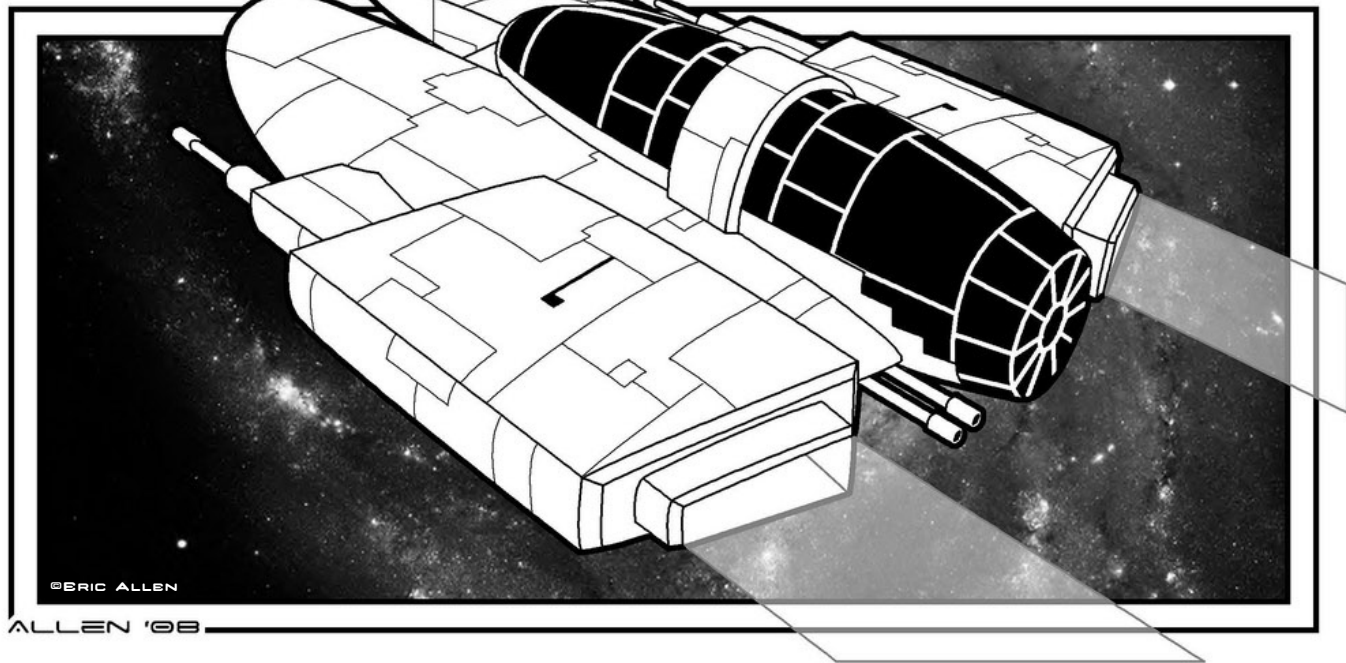**Fighting Space** 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +22
Atk Options autofire (fire-linked (2) medium laser cannons), optional
fire-link (2) (medium laser cannons)
Abilities Str 30, Dex 26, Con –, Int 14
Skills Initiative +12, Mechanics +6, Perception +8, Pilot +12, Use
Computer +8
Crew 2 (skilled); **Passengers** none

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Cargo 50 kg; **Consumables** 2 days; **Carried Craft** none
Hyperdrive x3, navicomputer
Availability Military; **Cost** 120,000 (70,000 used)

Medium laser cannons (pilot)
Atk +6 (+1 autofire), **Dmg** 4d10x2 (5d10x2 fire-linked)
Medium laser turret (gunner)
Atk +4, **Dmg** 4d10x2

The Corellian Lancet is a quick interceptor commonly used for scouting by the Republic Judicial Department. The fighter is incredibly fast, maneuverable, and able to deal heavy damage, quickly overwhelming even durable opponents such as the Cloakshape Fighter. The Lancet was a common sight among the Republic's Mid Rim and border planets, flying the red and white paint scheme of the Republic Judicial Department. The fighters were also frequently used by the Jedi, who favored the speed and maneuverability it had over the Whitecloak as well as the ability to ride with their Padawan Learner as a co-pilot and gunner. The Lancet was flown by Qui-Gon Jinn and Obi-Wan Kenobi while chasing down Captain Kohl, and the Judicial Department at the Battle of Asmeru just prior to the Battle of Naboo. During the Clone Wars, the Lancets were absorbed by the Grand Army of the Republic, and used with distinction in many battles.

Capabilities

The Lancet is a formidable starfighter in that it has the agility and speed of an interceptor, and a heavy armament more suited to a combat shuttle. The co-pilot is able to operate a belly turret, covering the flanks and back end of the fighter to make up for its lack of shields. The co-pilot can also fire on the same target as the pilot for increased lethality, though the back to back seating of the Lancet requires such shots to be made completely by targeting computers. This imposes a -2 penalty to attacks made at the same target as the pilot in the same round. However, when combining fire, the Lancet has been known to drop hardy Cloakshapes

in a single pass. Fortunately, the back-to-back design of the cockpit does provide increased visibility, adding a +5 bonus when using the aid-another action for Perception Checks. The co-pilot is also responsible for operating the hyper-transceiver, and acting as navigator.

Relay Starfighter

Incom/Subpro Relay Starfighter   CL 10
Gargantuan starfighter
__Init__ +5; __Senses__ Perception +6
__Defense__ Ref 16 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
__hp__ 110; __DR__ 10; __SR__ 10; __Threshold__ 46
__Speed__ fly 16 squares (max. velocity 1,150 km/h), fly 6 squares (starship scale)
__Ranged__ fire-linked (4) light blaster cannon +8 (see below)
__Fighting Space__ 4 x 4 or 1 square (starship scale); __Cover__ total
__Base Atk__ +2; __Grp__ +33
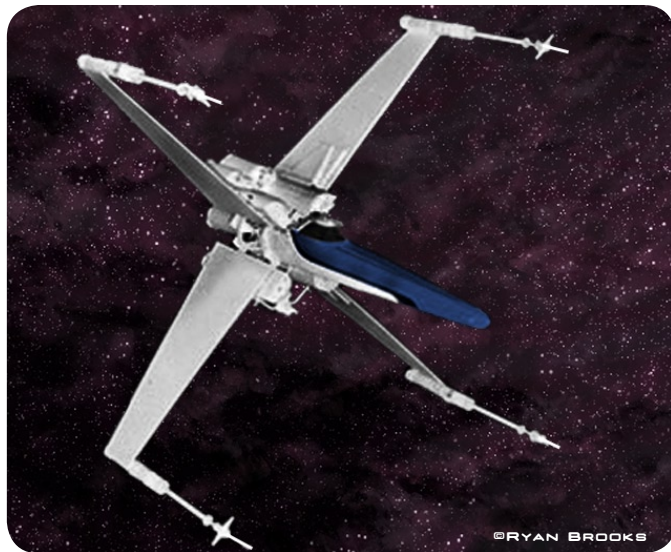__Atk Options__ autofire (fire-linked (4) light blaster cannons)
__Abilities__ Str 42, Dex 18, Con –, Int 18
__Skills__ Initiative +5, Mechanics +8 (13*), Perception +6 (3*), Pilot +5, Use Computer +10 (15*)
If the ship has an R2 astromech droid, use these skill modifiers instead.
__Crew__ 1 plus astromech droid (skilled); __Passengers__ none
__Cargo__ 85 kg; __Consumables__ 1 week; __Carried Craft__ none

Relay Fighter

__Hyperdrive__ x2, 10-jump memory (astromech droid)
__Availability__ Restricted; __Cost__ 120,000 (65,000 used)
__Emplacement Points__ 1

__Fire-linked (4) light blaster cannons__ (pilot)
__Atk__ +8, __Dmg__ 5d10x2

One of many starfighter designs that led to the creation of the infamous X-Wing starfighter, the Relay was another experiment in split-winged designs by Incom and Subpro. However, unlike the X-Wing and ARC-170, the Relay's split wings swing much further apart. Designed for use as an anti-piracy escort fighter, the Relay found limited success in the merchant fleet market, as well as popularity among the very pirates they were designed to deter. The fighter can still be found decades after the Galactic Civil War in use by local planetary defense forces and private users with upgraded parts.

Capabilities

The Relay's hyperdrive allowed it to jump alongside freighters, making them combat ready seconds after dropping out of hyperspace instead of requiring them to launch from a carrier. The increased sensory package allows them to quickly detect threats to their merchant vessels. Their impressive speed allowed them to close distance with attackers and delay them while their allies plotted new hyperspace jumps and escaped. The split-wing design functions similarly to the ARC-170, providing more surface area for heat sinks, which allows the Relay to create unprecedented speed from its turbo-charged sublight engines. Like most Incom/Subpro craft, the starfighter is rugged and easy to repair, providing a +2 to all Mechanics checks associated with the fighter.

Saesee Tiin's Modified Jedi Starfighter

Kuat Systems Engineering
   Delta-7 Aethersprite Light Interceptor   CL 12
Huge starfighter
__Init__ +17; __Senses__ Perception +12
__Defense__ Ref 18 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
__hp__ 65; __DR__ 10; __SR__ 15; __Threshold__ 32
__Speed__ fly 16 squares (max. velocity 1,150 km/h), fly 5 squares (starship scale)
__Ranged__ fire-linked (4) enhanced heavy laser cannons +14 (see below)
__Fighting Space__ 3 x 3 or 1 square (starship scale); __Cover__ total

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Base Atk +10; **Grp** +27
Atk Options autofire (fire-linked (4) enhanced heavy laser cannons)
Abilities Str 34, Dex 24, Con –, Int 14
Skills Initiative +17, Mechanics +10 (11*), Perception +12, Pilot +17, Use Computer +12 (13*)
If the ship has an R4-P astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo none; **Consumables** 1 week; **Carried Craft** none
Hyperdrive x3, 10-jump memory (astromech droid)
Availability Military (Jedi only); **Cost** 240,000 (175,000 used)

Fire-linked (4) enhanced heavy laser cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 8d10x2

In response to the release of the Delta-7 Aethersprite Interceptor, Jedi Master Saesee Tiin immediately insisted on modifying a pair to suit his specifications. The two craft were initially tested and used by Jedi Master Adi Gallia and her apprentice, Siri Tachi, during the events leading up to and through the Battle of Geonosis. Upon the success experienced by Master Gallia, several of the Aethersprites in the Jedi fleet were upgraded to Master Tiin's specs.

Capabilities

The modifications made by Master Tiin include the addition of four concealed quad-pulse laser cannons, a built-in hyperdrive, and a Force-imbued meditation chair. The concealed weapons require a perception check DC 25 to detect. Upon their deployment, the starfighter transforms slightly, allowing for a clear field of fire. The meditation chair was of a design discovered in ancient archives by Master Tiin, and allowed a Jedi pilot to use a number of Force powers to great effect while piloting. Details for using these Force powers can be found under the meditation chair entry in the equipment section at the beginning of this chapter. The modified Delta-7 still follows the same rules listed on page 60 of *Starships of the Galaxy* in regard to their hardwired R-4P astromech droid. (The statistics given here assume a "typical" crew of ace; if the ship is encountered with Saesee Tiin, Adi Gallia, or Siri Tachi flying it, their abilities may be used rather than those of a generic crew.)

Sharp Spiral

Modified Sorosuub Cutlass-9 Patrol Fighter   CL 15
Gargantuan starfighter
Init +14; **Senses** Perception +13
Defense Ref 17 (flat-footed 11), Fort 26; +6 armor, Vehicular Combat
hp 80; **DR** 10; **Threshold** 46
Speed fly 17 squares (max. velocity 1,450 km/h), fly 4 squares (starship scale)
Ranged double light laser cannon +14 (see below) or
Ranged proton torpedo tube +14 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +41
Atk Options autofire (double light laser cannon)
Abilities Str 42, Dex 22, Con –, Int 14
Skills Initiative +14, Mechanics +13, Perception +13, Pilot +14, Use Computer +15
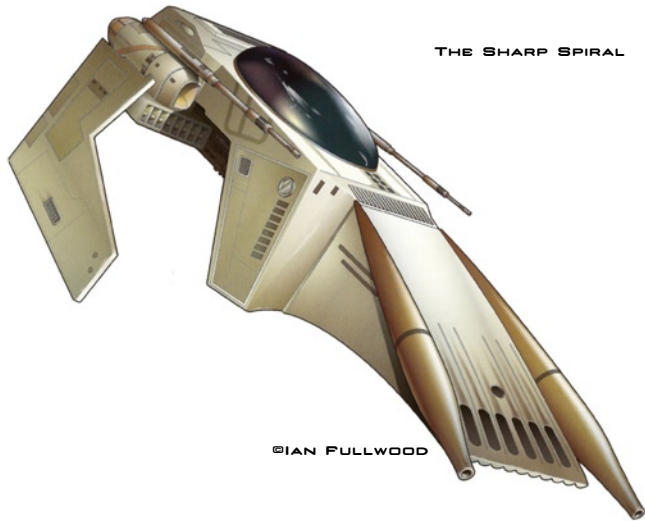
Crew 1 (ace); **Passengers** none
Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive x1, limited navicomputer (8-jump memory)
Availability Unique; **Cost** Not available for sale (190,000 on black market)

The Sharp Spiral

©Ian Fullwood

Double light laser cannon (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10x2
Proton torpedoes (pilot)
Atk +14, **Dmg** 9d10x2, 4-square splash

Gifted to Jedi Master Saesee Tiin by grateful Duros diplomats, the Sharp Spiral had been the focus of Tiin's limited personal time since the day he received it. The ship was flown in several sorties, and was a familiar sight to many Jedi. Master Tiin used this craft as a litmus test against the Delta-7 Aethersprite when it was being test piloted by Jedi Master Adi Gallia, and later against the Eta-2 as well. The craft saw action on many worlds during the Clone Wars, including a singular incident involving a rogue faction of Freedom's Sons. However, during the latter half of the Clone Wars, Master Tiin was forced to eject from his fighter and injured a horn upon landing. The Sharp Spiral was undergoing severe repairs during the remainder of the Clone Wars, during which time Master Tiin flew an Eta-2 Interceptor. The ship remained in the Jedi Temple hangar, still undergoing final repairs, when Master Tiin was killed in the confrontation with Darth Sidious. However, Senator Bail Organa was able to recover a Jedi Beacon from the ship, leading to his rendezvous with Masters Yoda and Kenobi. What became of the ship afterward is unknown.

Capabilities

The ship was extensively modified, removing systems such as the full navicomputer, shields, and concussion missiles to make way for a hand-crafted hyperdrive, vastly improved maneuvering jets, and a proton torpedo launcher. The ship was also modified by some of the Jedi Temple's most gifted technicians to coax additional speed out of the atmospheric thrusters, making it the fastest ship the Jedi had, until the development of the Eta-2 Interceptor. Master Tiin is able to average an incredible x0.6 hyperdrive rating, and will always choose to increase the difficulty of his hyperspace jumps to cut the time to as much as one half the standard x1 travel time. Also note that Master Tiin had a Jedi Meditation Chair placed in the cockpit, allowing him to access all four space-based Force powers it allows to be used in vehicle combat. The Jedi Ace also had the controls for the fighter personalized. (The statistics given here assume a "typical" crew of ace, though the stats do reflect the personalized controls as if Tiin were piloting; if the ship is encountered with Saesee Tiin flying it, his abilities may be used rather than those of a generic crew.)

Skysprite Trainer

Kuat Systems Engineering Delta-12 Skysprite Trainer   CL 7
Huge starfighter
Init +10; **Senses** Perception +6
Defense Ref 16 (flat-footed 10), Fort 22; +2 armor, Vehicular Combat
hp 65; **DR** 10; **SR** 5; **Threshold** 32
Speed fly 14 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +27
Abilities Str 34, Dex 22, Con –, Int 14
Skills Initiative +10, Mechanics +4 (+11*), Perception +6 (+3*), Pilot +10, Use Computer +6 (+13*)
If the ship has an R4-P astromech droid, use these skill modifiers instead.
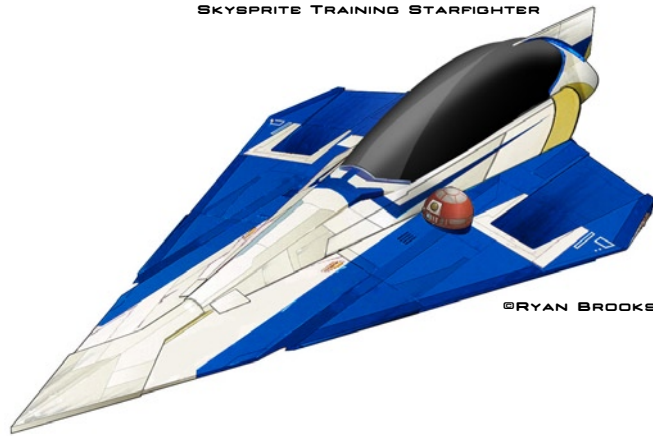**Crew** 1 plus astromech droid (skilled); **Passengers** 1
Cargo 65 kg; **Consumables** 1 week (2 weeks with booster ring); **Carried Craft** none
Hyperdrive x1 (with booster ring), 10-jump memory (astromech droid)
Availability Licensed; **Cost** 120,000 (75,000 used)
Emplacement Points 2

Skysprite Training Starfighter

©Ryan Brooks

The Delta-12 Skysprite Trainer was a two-seater, weapons-free model of the Delta-7 Aethersprite produced for the Jedi. Designed to capitalize on the popularity of the Jedi Order at the beginning of the Clone Wars among the civilian market, the Delta-12 was a successful seller among the core worlds. The Delta-12 was also used as a trainer for younger Padawans to safely and inexpensively teach them to pilot the Delta-7 Aethersprite. Shortly before the onset of the Clone Wars, a Delta-12 was placed onboard Outbound Flight, intended to be a departure vessel for Jedi Master Kenobi and his Padawan, Skywalker. The transport was never used, however, and was instead discovered by Luke Skywalker and Mara Jade, who used the ship to board a dreadnaught stolen by the Vaagari, some 40 years later.

Capabilities

Performance inhibitors were placed on many of the ship's control systems, limiting its speed and maneuverability. A Mechanics check DC 30 can remove these, modifying the stats to Fly 16 squares (max. velocity 1,150 km/h) and 5 squares (starship scale). During the Clone Wars, it was not uncommon to see Delta-12s with laser cannons and proton torpedoes, and an improved sensor suite, where the passenger would serve instead as a co-pilot. Likewise, an alternate modification saw the shields increased to SR 30, and the ship was used as a VIP transport. The Delta-12 came standard equipped with a grappler mag (*SV* 59. The Skysprite used the same TransGalMeg hyperdrive ring that was used by the Delta-7).

Stratosprite Interceptor

Kuat Systems Engineering Delta-6 Stratosprite Interceptor CL 9
Huge starfighter
Init +12; **Senses** Perception +8

Defense Ref 17 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 65; **DR** 10; **SR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,000 km/h), fly 5 squares (starship scale)
Ranged 2 medium laser cannons +9 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +27
Atk Options autofire (fire-linked (2) medium laser cannons), optional fire-link (medium laser cannons)

Abilities Str 34, Dex 22, Con –, Int 14
Skills Initiative +12, Mechanics +8, Perception +8, Pilot +12, Use Computer +10

Crew 1 (expert); **Passengers** none
Cargo none; **Consumables** 1 day; **Carried Craft** none
Availability Military (Jedi only); **Cost** 120,000 (95,000 used)

Medium laser cannons (pilot)
Atk +9 (+4 autofire), **Dmg** 4d10x2 (5d10x2 fire-linked)

The Delta-6 was the predecessor of the Delta-7 Aethersprite Interceptor used by the Jedi. The Delta-6 saw minimal use by the Jedi due to its lack of hyperdrive and the training required to be effective without

©Jonathan W. Hill

Stratosprite Interceptor

the assistance of an astromech droid. However, Jedi bases and training facilities, such as the Jedi Temples on Coruscant, Kamparas, and elsewhere, were typically provided with at least one squadron, and as many as several wings of the Delta-6 in the event of an attack on a Jedi facility or nearby civilian population. It was Jedi Master Saesee Tiin who pointed out the fighter's limitations and the need to upgrade the Jedi fleet in light of the Separatist crisis, which resulted in the much improved Delta-7. The Delta-6 was still used in limited numbers by the Jedi, though the majority were reclaimed by Kuat Systems Engineering, and later sold to Sienar Fleet Systems ten years after the formation of the Galactic Empire.

Capabilities

The Delta-6 was an effective planetary defense fighter when combined with a pilot that had Jedi reflexes. Unfortunately, the extremely short range and lack of mechanical support in the form of an astromech limited the fighter's application.

Tavya-class Armored Picket

Hoersch-Kessel Drive

Tavya-class Armored Picket Heavy Starfighter   CL 12

Gargantuan starfighter

Init +3; **Senses** Perception +6, Sensor Enhancement Package

Defense Ref 19 (flat-footed 17), Fort 28; +9 armor, Vehicular Combat

hp 150; **DR** 10; **SR** 15; **Threshold** 48

Speed fly 16 squares (max. velocity 1,100 km/h), fly 3 squares (starship scale)

Ranged heavy laser cannon turret +6 (see below) or

Ranged light concussion missile launcher +6 (see below)

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

Base Atk +2; **Grp** +35

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

Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +8

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

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

Hyperdrive x2, navicomputer

Payload 6 light concussion missiles

Availability Military; **Cost** 215,000 (95,000 used)

Emplacement Points 4

Heavy laser cannon turret (pilot)
Atk +6, **Dmg** 5d10x2

Light concussion missile launcher (pilot)
Atk +6, **Dmg** 7d10x2

The Tavya-class Armored Picket is one of the world-named series produced by Hoercsch-Kessel Drive - named after the world of Tavya in the Freeworlds Territory of the Tapani Sector. These craft were produced under contract with the Galactic Republic's naval forces in the government's twilight years. During the Clone Wars, they were often used by non-clone fighter pilots of the Republic Navy for advance scouting and escort duty as Confederate ambushes dramatically increased in the second year of the Clone Wars. A squad of these heavy starfighters escorted Palleus Chuff to Ithor while the diminutive performer acted as a decoy of Jedi Master Yoda, thanks to his experience portraying the venerable master in a holo-play. Unfortunately, half a squadron of these fighters were no match for Dark Jedi Asajj Ventress in her Ginivex-class starfighter, The Last Call.

Capabilities

The inclusion of a fully-functional navicomputer, reasonably fast hyperdrive, and an extensive sensor array makes the Tavya-class Armored Picket an impressive scout ship. During the Clone Wars, Republic naval forces often deploy one or more of these fighters to planned hyperspace exit points for convoys. The Tavya reverts to realspace, performs a deep sensor sweep on the surrounding area in search of enemy ships, and then quickly jumps back to relay its findings. It is common to find several of these ships assigned to smaller task forces in the second year of the war before the advent of the ARC-170 fighter.

When traveling through areas in real space, the Tavya is a capable escort craft due to its heavy armor, sensor grid and weaponry. The impressive range on its sensors combined with the missile launchers make the Tavya a formidable stand-off fighter in the absence of other, more dedicated platforms. Early detection and warning capability allow the Tavya to function well as an escort, where it can locate and busy threats with incoming missiles while its charge jumps safely into hyperspace. This tactic becomes so common during the Clone Wars that the Republic often installs a proton torpedo launcher to the ventral fuselage of the fighter in addition to its stock missile launcher.

T.I.E. Starfighter

Republic Sienar Systems T.I.E. Starfighter   **CL 7**
Huge starfighter
Init +8; **Senses** Perception +6
Defense Ref 14 (flat-footed 10), Fort 22; +2 Armor, Vehicular Combat
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 +6 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Abilities Str 34, Dex 18, Con –, Int 12
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +7
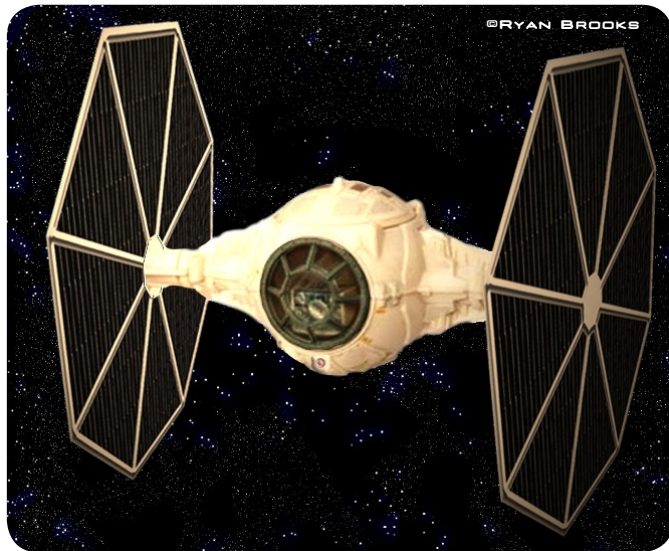**Crew** 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 50,000 (35,000 used)

Medium laser cannon (pilot)
Atk +6, **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

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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-thought 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 dropping down into atmosphere to escort LAAT gunships and provide air superiority. This doctrine maximized the high speed advantage possessed by the Twin Ion Engine, 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 in several backwater Imperial installations 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. Republic hangars replacing Cord-Class, V-Wings, LAAT, or Jedi Deltas or Etas with T.I.E. Starfighters are able to hold 50% more fighters than normal. For instance, The Venator-Class Star Destroyer carries 192 V-Wings, which can be replaced with 288 T.I.E. Starfighters.

Whitecloak Fighter

Modified Kuat Systems Engineering Cloakshape Fighter   **CL 11**
Gargantuan starfighter
Init +6; **Senses** Perception +8
Defense Ref 15 (flat-footed 12), Fort 27; +7 armor, Vehicular Combat
hp 140; **DR** 10; **SR** 20; **Threshold** 47
Speed fly 14 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged fire-linked (2) medium laser cannons +10 (see below) or
Ranged 2 medium concussion missile launcher +10 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
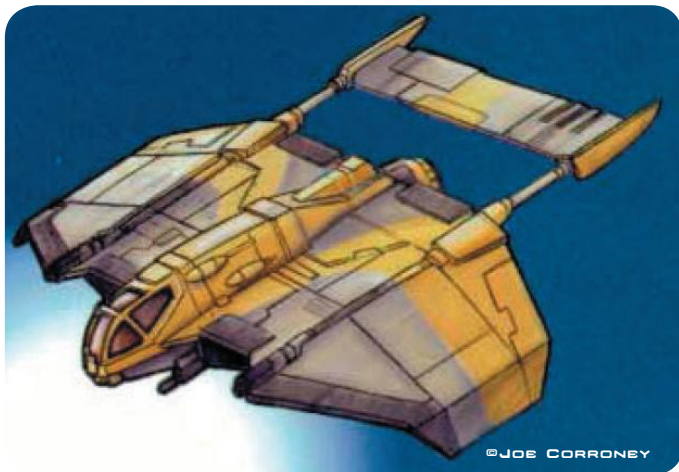**Base Atk** +5; **Grp** +37
Atk Options autofire (fire-linked (2) medium laser cannons), optional fire-link (2) (medium concussion missiles)
Abilities Str 44, Dex 17, Con –, Int 16
Skills Initiative +6, Mechanics +8 (+13*), Perception +8, Pilot +6 (+3*), Use Computer +11 (+16*)
If the ship has an R2 astromech droid, use these skill modifiers instead.

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Crew 1, plus astromech droid (expert); **Passengers** 2
Cargo 40 kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 16 medium concussion missiles
Hyperdrive x1.5, 10-jump memory (astromech droid)
Availability Restricted; **Cost** 150,000 (105,000 used)
Emplacement Points 0

Medium laser cannons (pilot)	
Atk +10 (+5 autofire), **Dmg** 4d10x2	
Medium concussion missiles (pilot)	
Atk +10, **Dmg** 9d10x2 (10d10x2 fire-linked), 4-square splash	

The Whitecloak modification of the Cloakshape fighter was the first in what would become a long history of association between the Jedi Order and Kuat Systems Engineering. Already considered obsolete even during the Battle of Naboo, the Whitecloak had been replaced by the Delta-7 Aethersprite during the onset of the Clone Wars. However, some Jedi still preferred the relative anonymity the Cloakshape hull provided them, as well as the ability to share a cockpit with their Padawan and one other passenger. The Whitecloak was still seen, albeit rarely, on the battlefields of the Clone Wars, but was more often used as a subtle means of transportation by the Jedi for covert insertions and diplomatic meetings. The Whitecloak also remained popular among Jedi of oversized species, such as the Anx, who typically removed one of the passenger seats to accommodate their size comfortably in the cockpit.

Capabilities

The Whitecloak is heavily modified from the original Cloakshape. In addition to adding the standard maneuvering jets and hyperdrive sled, Kuati engineers perform each modification by hand, carefully tuning the hyperdrives and targeting systems. The Whitecloak also has increased fuel stores, allowing the Jedi who use them a greater degree of autonomy and range. Many Jedi choose to swap out the concussion missiles for proton torpedoes, and then upgrade their shields, hull, or further increase maneuverability. The Whitecloak does not retain any emplacement points, and all must be gained either by modification by an engineer or swapping out systems.

Space Transports

The Republic had a wide assortment of space transports dedicated to shifting their clone army around the galaxy for a plethora of mission profiles and conditions. However, their ability to supply those troops with food, ammunition and supplies while in the field was limited, and considered a great weakness in comparison to the well-oiled Separatist supply machine. However, when it came to inserting troops under combat conditions, the Republic's troop transports were able to perform like no other force in the history of the galaxy.

CR25 Troop Carrier

Corellian Engineering Corporation CR-25 Troop Carrier   **CL 8**
Colossal space transport
<u>Init</u> -2; **Senses** Perception +6
Defense Ref 12 (flat-footed 12), Fort 36; +12 armor, Vehicular Combat
<u>hp</u> 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 +4 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +48
<u>Atk Options</u> autofire (double heavy laser cannons)
Abilities Str 63, Dex 10, Con –, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +8
Crew 8 (skilled); **Passengers** 40 (troops)
Cargo 50 tons; **Consumables** 2 months; **Carried Craft** 8 docking clamps (see below)

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Hyperdrive x1 (backup x10), navicomputer
Availability Military; **Cost** 450,000 (220,000 used)
Emplacement Points 1

Double heavy laser cannon (gunner)
Atk +4 (-1 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 to eight Colossal or smaller sized vehicles, typically LAAT/i gunships. 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. The ship is manned by a pilot, co-pilot, communications officer, three engineers and two gunners.

Jadthu Landing Craft

Republic Sienar Systems Jadthu-class Landing Craft   CL 8
Colossal space transport
Init -5; **Senses** Perception +6
Defense Ref 13 (flat-footed 13), Fort 43; +14 armor, Vehicular Combat, 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 +4 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +55
Abilities Str 76, Dex 8, Con –, Int 12
Skills Initiative -5, Mechanics +6, Perception +6, Pilot -5, Use Computer +7
Crew 8 (skilled); **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 +4, **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 purposes. The result was one of the most heavily-armored landing craft employed in the Clone Wars, and 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 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. They are reasonably fast for their size but lack maneuverability. 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 on the ship and the splinters can shower trailing craft with flechette.

LAAT/i Gunship

Rothana Heavy Engineering
    Low Altitude Assault Transport / infantry   **CL 12**
Colossal space transport
Init +0; **Senses** Perception +8

Defense Ref 15 (flat-footed 13), **Fort** 26; +13 armor, 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 +7 (see below) and
    fire-linked (2) concussion missile launchers +9 (see below) and
    2 light composite laser cannon turrets +9 (see below) or
Ranged fire-linked (2) light laser cannons +7 (see below) and
    hardpoint array +9 (see below) and
    2 light composite laser cannon turrets +9 (see below) or
Ranged fire-linked (2) light laser cannons +7 (see below) and
    fire-linked (2) light composite laser cannons +11 (see below) and
    2 light composite laser cannon turrets +9 (see below) or
Ranged rear light laser cannon turret +7 (see below) and
    fire-linked (2) concussion missile launchers +9 (see below) and
    2 light composite laser cannon turrets +9 (see below) or
Ranged rear light laser cannon turret +7 (see below) and
    hardpoint array +9 (see below) and
    2 light composite laser cannon turrets +9 (see below) or
Ranged rear light laser cannon turret +7 (see below) and
    fire-linked (2) light composite laser cannons +11 (see below) and
    2 light composite laser cannon turrets +9 (see below)
Fighting Space 6 x 6 or 1 square (starship scale); **Cover** total (none for passengers if doors are open)
Base Atk +5; **Grp** +38

LAAT/i gunship

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 +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +10

Crew 4 (expert); **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 +7, **Dmg** 4d10x2
Rear light laser cannon (copilot)
Atk +7, **Dmg** 3d10x2
Concussion missiles (pilot)
Atk +9, **Dmg** 9d10x2, 4-square splash
Light concussion missiles (pilot)
Atk +9, **Dmg** 7d10x2, 4-square splash, or by payload
Fire-linked (2) light composite laser cannon turrets (pilot)
Atk +11, **Dmg** 4d10x2
Light composite laser cannon turrets (gunner)
Atk +9, **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

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 variant 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.

Rothana Heavy Engineering
    Low Altitude Assault Transport / ARC   **CL 15**
Colossal space transport
Init +5; Senses Perception +12
_____
Defense Ref 16 (flat-footed 13), Fort 26; +13 armor, Jamming Array, Vehicular Combat
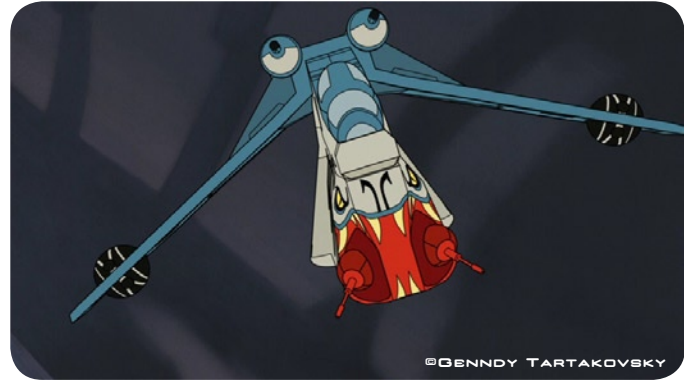hp 160; DR 15; Threshold 76
_____
Speed fly 12 squares (max. velocity 620 km/h), fly 3 squares (starship scale)
Ranged fire-linked (2) light laser cannons +12 (see below) and fire-linked (2) concussion missile launchers +14 (see below) or
Ranged fire-linked (2) light laser cannons +12 (see below) and hardpoint array +4* (see below) or

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Ranged fire-linked (2) light laser cannons +12 (see below) and fire-linked (2) light composite laser cannons +16 (see below) or
Ranged rear light laser cannon turret +12 (see below) and fire-linked (2) concussion missile launchers +14 (see below) or
Ranged rear light laser cannon turret +12 (see below) and hardpoint array +4* (see below) or
Ranged rear light laser cannon turret +12 (see below) and fire-linked (2) light composite laser cannons +16
Fighting Space 6 x 6 or 1 square (starship scale); Cover total (none for passengers if doors are open)
Base Atk +10; Grp +43
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 +5, Mechanics +12, Perception +12, Pilot +5, Use Computer +14
_____
Crew 2 (ace); 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 +12, **Dmg** 4d10x2

Rear light laser cannon (copilot)
Atk +12, **Dmg** 3d10x2

Concussion missiles (pilot)
Atk +14, **Dmg** 9d10x2, 4-square splash

Thermal detonators (pilot)
Atk +4, **Dmg** 8d6, 4-square burst, or by payload

Fire-linked (2) light composite laser cannon turrets (pilot)
Atk +16, **Dmg** 4d10x2

LAAT/C GUNSHIP

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.

Rothana Heavy Engineering
    Low Altitude Assault Transport / carrier   **CL 9**
Colossal space transport
Init +0; **Senses** Perception +8

Defense Ref 15 (flat-footed 13), Fort 29; +13 armor, Vehicular Combat
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 +7 (see below) or

Ranged rear light laser cannon turret +7 (see below)

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

Base Atk +5; **Grp** +41

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

Abilities Str 48, Dex 14, Con –, Int 14
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +10

Crew 2 (expert); **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 +7, **Dmg** 4d10x2

Rear light laser cannon (copilot)
Atk +7, **Dmg** 3d10x2

LAAT/V GUNSHIP

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.

Rothana Heavy Engineering
    Low Altitude Assault Transport / vehicle   **CL 12**
Colossal space transport
Init +0; **Senses** Perception +8

LAAT/CARRIER

Defense Ref 15 (flat-footed 13), Fort 26; +13 armor, 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 +7 (see below) and
   fire-linked (2) concussion missile launchers +9 (see below) and
   2 light composite laser cannon turrets +9 (see below) or

Ranged fire-linked (2) light laser cannons +7 (see below) and
   hardpoint array +9 (see below) and
   2 light composite laser cannon turrets +9 (see below) or

Ranged fire-linked (2) light laser cannons +7 (see below) and
   fire-linked (2) light composite laser cannons +11 (see below) and
   2 light composite laser cannon turrets +9 (see below) or

Ranged rear light laser cannon turret +7 (see below) and
   fire-linked (2) concussion missile launchers +9 (see below) and
   2 light composite laser cannon turrets +9 (see below) or

Ranged rear light laser cannon turret +7 (see below) and
   hardpoint array +9 (see below) and
   2 light composite laser cannon turrets +9 (see below) or

Ranged rear light laser cannon turret +7 (see below) and
   fire-linked (2) light composite laser cannons +11 (see below) and
   2 light composite laser cannon turrets +9 (see below)

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

Base Atk +5; **Grp** +38

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 +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +10

Crew 4 (expert); **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 +7, **Dmg** 4d10x2	
Rear light laser cannon (copilot)	
Atk +7, **Dmg** 3d10x2	
Concussion missiles (pilot)	
Atk +9, **Dmg** 9d10x2, 4-square splash	
Light concussion missiles (pilot)	
Atk +9, **Dmg** 7d10x2, 4-square splash, or by payload	
Fire-linked (2) light composite laser cannon turrets (pilot)	
Atk +11, **Dmg** 4d10x2	
Light composite laser cannon turrets (gunner)	
Atk +9, **Dmg** 3d10x2	

Med Runner

SoroSuub Sprint-class Rescue Craft   CL 8
Colossal space transport
Init +0; **Senses** Perception +6, Sensor Enhancement Package
Defense Ref 16 (flat-footed 12), Fort 25; +12 armor, Vehicular Combat
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 +2; **Grp** +37
Abilities Str 40, Dex 18, Con –, Int 18
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +10
**Crew** 3 (skilled); **Passengers** 5 (medics), 40 (patients)
Cargo 2 tons; **Consumables** 1 month; **Carried Craft** none

Hangar Points

At the GM's discretion, using nonstandard installation methods it is possible to install a hangar into a vehicle of Colossal or smaller size. However, additional restrictions for the installation and usage are put in place. Regardless of the number of hangar points available, a ship cannot contain a vehicle of a larger size than itself. If a vehicle is designed to carry a vehicle of equal size, the carried vehicle must be attached to the exterior of the ship, thus granting no cover. The hangar space taken up by a carried vehicle is determined by its size as described in SG 50. Large vehicles are treated as one quarter (0.25) hangar points.

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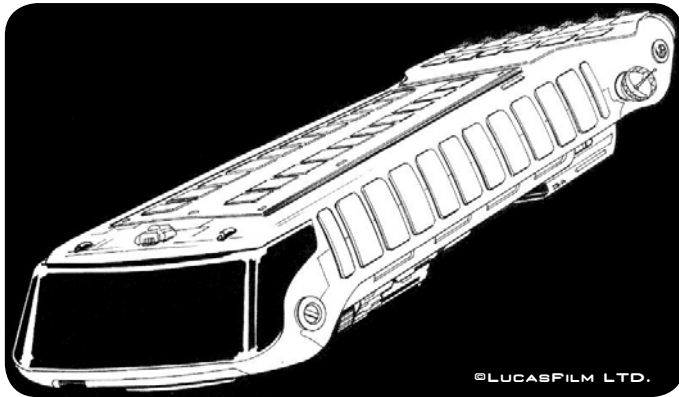
Hyperdrive x1 (backup x12), navicomputer
Availability Restricted; **Cost** 275,000 (145,000 used)
Emplacement Points 1

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 searching for survivors stranded in the wreckage and could bring them aboard and provide medical assistance. In the aftermath of the Battle of Boz Pity in the thirty-first month of the Clone Wars, Med Runners were used to ferry the wounded from the battlefield to Coruscant and other nearby medical centers. One of the Med Runners assigned to Boz Pity, Bright Flight, was hijacked by Asajj Ventress and she used it to flee to the Unknown Regions to hide from Dooku as well as the Republic.

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), but every minute counts when saving lives. 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.

Palpatine's Theta-class Shuttle

Modified Advanced Cygnus Spacewerks
    Theta-class Elite Personal Transport   CL 16
Colossal* space transport
Init +7; **Senses** Perception +12

Defense Ref 19 (flat-footed 14), Fort 31; +14 armor, Jamming Array, Vehicular Combat
hp 200; **DR** 15; **SR** 70; **Threshold** 81

Speed fly 12 squares (max. velocity 1000 km/h), fly 3 squares (starship scale)
Ranged 2 heavy quad laser cannons +14 (see below) and aft medium laser cannon turret +14 (see below)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total, Internal Sensor Mask
Base Atk +10; **Grp** +51
Atk Options autofire (quad laser cannons), advanced automated fire (quad laser cannons, aft laser cannon turret)

Abilities Str 52, Dex 20, Con –, Int 18
Skills Initiative +7, Mechanics +12, Perception +12, Pilot +7, Use Computer +16

Crew 5 (ace); **Passengers** 12 and FX medical droid
Cargo 20 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive x0.5 (backup x15), navicomputer
Availability Unique; **Cost** not available for sale (black market value 4,600,000)
Emplacement Points 0
This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Heavy quad laser cannon (gunner)
Atk +14 (+9 autofire, +5 automated, +0 automated autofire), **Dmg** 7d10x2
Aft medium laser cannon turret (gunner)
Atk +14 (+5 automated), **Dmg** 5d10x2

This was the first official transport vessel of Emperor Palpatine following the Clone Wars. It was heavily modified by the finest starship technicians in the galaxy – Warthan's Wizards – to suit the needs of the most powerful man in the galaxy. The transport acted as a mobile command center for the Emperor, allowing him to remain updated on the events occurring in his dominion. Palpatine used this craft to travel to Mustafar

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Republic Pocket Air Cruiser

Kuat Drive Yards Skyfire–class Heavy Assault Cruiser   CL 12
Colossal space transport
Init -4; **Senses** Perception +6
Defense Ref 14 (flat-footed 14), Fort 30; +14 armor, Vehicular Combat
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 +5* (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +42
Abilities Str 50, Dex 10, Con –, Int 16
Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use Computer +9
Crew 2 (skilled); **Passengers** none
Cargo none; **Consumables** 1 week; **Carried Craft** none
Payload 100 rail rounds
Availability Military; **Cost** 1,200,000 (700,000 used)

to rescue his new apprentice, Darth Vader, after he had been defeated and maimed by Jedi Master Obi-Wan Kenobi.

Capabilities

The modifications on this craft are extensive as the ship has the advanced starship template applied as well as several other additions. The bulkheads, armor plating and shield generators have been upgraded to provide the highest level of protection while transporting the Supreme Chancellor. Its hyperdrive is also enhanced to reduce transit times. Although not equipped with a cloaking device, the interior of the vessel is fitted with a high-grade sensor mask that hides the presence of life forms inside the ship from scanning devices. The ship's weaponry is connected to an advanced automated firing system that allows the guns to fire at enemy targets in the absence of a gunner. The ship contains an extreme luxury upgrade for its passengers, a HoloNet transceiver, a single medical station complete with FX-series medical droid, and the storage compartments inside the ship are loaded with a variety of Sith artifacts that Palpatine uses for nefarious purposes.

Pocket Air Cruiser

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Emplacement Points 0

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

Advanced heavy rail gun (copilot)
Atk +5 (-15 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 dangerous weapons platform. The ship was designed to take out fortified enemy structures and capital-scale targets, but also found a niche as 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 a reduced amount of power 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 wholly replaced by 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 polarizers on the tips of its wings 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 with one. Because the capacitors need time to build up energy for each round, the weapon can only be fired once every three rounds.
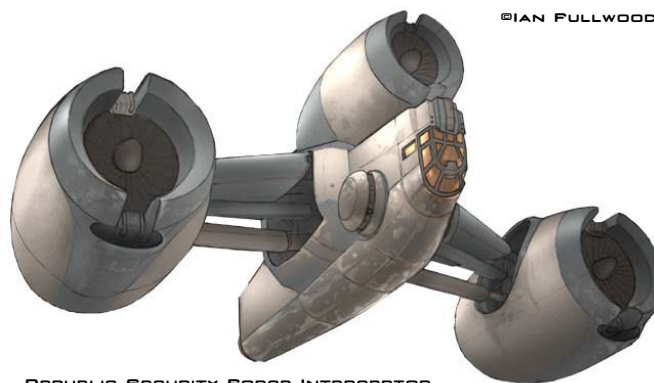
Republic Security Force Interceptor

Elsinore-Cordova Engineering Tri-Mark VII Interceptor   **CL 12**
Colossal* space transport
Init +0; **Senses** Perception +6
Defense Ref 18 (flat-footed 14), **Fort** 27; +14 armor, Vehicular Combat
hp 145; **DR** 15; **SR** 25; **Threshold** 77

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REPUBLIC SECURITY FORCE INTERCEPTOR

Speed fly 12 squares (max. velocity 800 km/h), fly 4 squares (starship scale)
Ranged 2 light laser cannon turrets +5 (see below) and medium double laser cannon turret +5 (see below) or
Ranged 2 light concussion missiles launchers +5 (see below) and medium double laser cannon turret +5 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +39
Atk Options autofire (light laser cannon turrets, medium double laser cannon turret), fire-link (light concussion missiles, light laser cannon turrets)

Abilities Str 44, Dex 18, Con –, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +9

Crew 3 plus 2 astromechs (skilled); **Passengers** 20 (troops) and 4 (prisoners)
Cargo 90 tons; **Consumables** 2 weeks; **Carried Craft** none
Payload 12 concussion missiles
Hyperdrive x1, navicomputer
Availability Military; **Cost** 135,000 (78,000 used)
Emplacement Points 1
*This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Fire-linked light concussion missiles (copilot)
Atk +5, **Dmg** 8d10x2, 4-square splash
Fire-linked light laser cannon turrets (copilot)
Atk +5 (+0 autofire), **Dmg** 4d10x2
Medium double laser cannon turret (gunner)
Atk +5 (+0 autofire), **Dmg** 5d10x2

This craft was designed as a police cruiser often used by local security forces. Law enforcement agencies such as the Sector Rangers used this ship as an interstellar pursuit vehicle to chase criminals across the galaxy. One of these craft was stolen by the escaped convict Meeko Ghintee after he managed to ram the craft, breaching the hull and killing its occupants. He repaired and refitted the vessel, naming it the Longshot, from a joking remark referring to his odds of escaping prison.

Capabilities

Measuring 20 meters long, 15 meters tall, and boasting a 30 meter wingspan, the Tri-Mark VII is bulky as a starfighter. However, they are equipped with three oversized Elsinore Cordova Turbodyne engines, making the ship extremely fast for its size. Two front-mounted laser cannon turrets sit on either side of the cockpit and a heavier laser turret is mounted on the dorsal side of the craft. The interceptor also serves as a prisoner and troop transport, capable of hauling 20 police officers as well as having four individual holding cells.

Rescue Frigate

Corellian Engineering Corporation Rescue Frigate   CL 10
Colossal (frigate) space transport
Init +0; **Senses** Perception +6, Sensor Enhancement Package
Defense Ref 18 (flat-footed 14), Fort 41; +14 armor, Vehicular Combat
hp 1,040; **DR** 15; **SR** 125; **Threshold** 141
Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship scale)
Ranged 3 tractor beam projectors +6 (see below) and
    2 fire-retardant turrets +6 (see below)
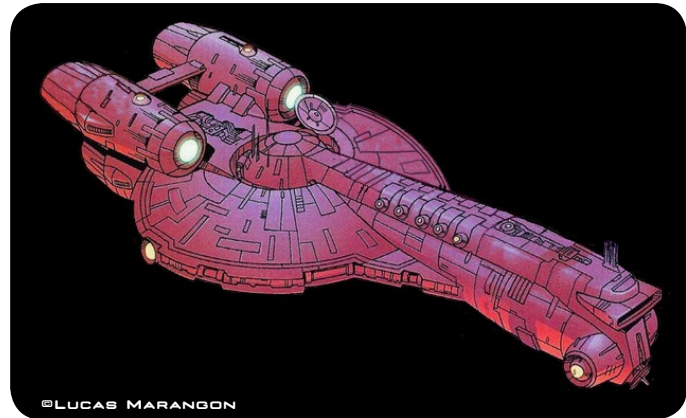**Fighting Space** 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +53
Abilities Str 73, Dex 18, Con –, Int 18
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +10
Crew 6 (skilled); **Passengers** 1500 plus boarding and medical staff
Cargo 100 tons; **Consumables** 4 months; **Carried Craft** none

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Hyperdrive x2, navicomputer
Payload 200 chemical bursts
Availability Restricted; **Cost** 5,000,000 (3,200,000 used)
Emplacement Points 0

Tractor beam projector (gunner)
Atk +6, **Dmg** – (grp +53)
Flame-retardant turret (gunner)
Atk +6, **Dmg** Special

The CEC Rescue Frigate is a versatile design that was used by the Galactic Republic and many local governments as an emergency services vehicle. Although similar to the Consular-class cruiser, this 92-meter craft is fitted to accommodate a large number of passengers and impressive medical facilities. Most commonly they are put to use evacuating floundering ships in space when escape pods are either not available or not a viable solution. One such vessel was called into service sixteen years before the Clone Wars when Obi-Wan Kenobi and Qui-Gon Jinn were sent to rescue the doomed pleasure craft, the Aurorient Express. Rescue Frigates undoubtedly saw heavy use during the Clone Wars.

Capabilities

This craft was created exclusively for emergency response. Its various systems aid in the process of locating, evacuating, treating, and transporting survivors from disabled spacecraft in distress. Its powerful engines and maneuvering thrusters allow it to navigate wreckage and position itself into ideal points to extract survivors. Equipped with a sophisticated sensor array and a sensor enhancement package, the ship

is able to pinpoint life signs onboard failing ships. The Rescue Frigate's design contains four tractor clamps with plasma torches, four cotterdams and two tractor beam projectors that allow its twenty-four boarding crewmen and fire suppression team members to access the target vessel more efficiently. A sizable portion of the ship's cargo is occupied with a full assortment of fusion cutters, circular saws, breath masks, stretchers, medpacs and other items used to board a ship and provide first-response medical aid. During rescue operations, a droid repair team is placed on alert to act as damage control. If any evacuees are in need of medical assistance, the Rescue Frigate has twelve bacta tanks, one-hundred and twenty medical beds, and a staff of six physicians supported by a team of medical droids on standby.

Seltaya-class Courier

Hoersch-Kessel Drive Seltaya-class Fast Courier **CL 12**
Colossal* space transport
Init -1; Senses Perception +6
Defense Ref 15 (flat-footed 12), Fort 26; +12 armor, Vehicular Combat
hp 120; DR 15; SR 15; Threshold 76
Speed fly 16 squares (max. velocity 1400 km/h), fly 5 squares (starship scale)
Ranged Double light laser cannon turret +4 (see below)
Fighting Space 8 x 8 or 1 square (starship scale); Cover total
Base Atk +2; Grp +38
Atk Options autofire (light double laser cannon turret)
Abilities Str 42, Dex 16, Con –, Int 14
Skills Initiative -1, Mechanics +6 (+13**), Perception +6 (+3**), Pilot -1, Use Computer +8 (+15**)
**If the ship has an R2 astromech droid, use these skill modifiers instead.*
Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 50 tons; **Consumables** 2 weeks; **Carried Craft** none
Hyperdrive x1, 10-jump memory (astromech droid)
Availability Licensed; **Cost** 140,000 (80,000 used)

Emplacement Points 0
This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting and using starship maneuvers.

Light double laser cannon turret (pilot or gunner)
Atk +4 (-1 autofire), **Dmg** 4d10x2

In a tradition thousands of years old, Hoersch-Kessel Drive continued the planet-class line of starships with the Seltaya-class Fast Courier. This particular model was named after the icy world of Seltaya located in the Ropagi system in the expansion region. This transport was in mass production in the decades prior to the Clone Wars. It was commonly used for hauling small loads of scientific materials back from scouting missions or to quickly deliver shipments of goods.

Shortly before, and during the Clone Wars, this craft was often used by the Jedi Order on Coruscant as a scout ship. Because of the quality engineering of the Seltaya-class ships, they were easily modified, enabling the engineers in the Jedi Temple to readily refit them to perform a variety of mission profiles. One such vessel of this type was the Limit of Vision used by Jedi Master Jai "Hawkbat" Maruk as a patrol vessel along the Hydian Way. Celebrated stage actor Palleus Chuff, writer and star of the award-winning play Jedi!, used a Seltaya-class courier on his mission to Ithor, while impersonating Jedi Master Yoda to assist in the concealment of the real Yoda's mission to Vjun.

Capabilities
Although the stock model of this craft is meant to serve as a scientific exploration courier, its configuration is very easily altered. The cargo capacity is often converted to emplacement points to be used for a variety of modifications. Typically the cramped quarters of the standard configuration are complemented by transforming the fifty tons of cargo space into small living quarters for the crew and up to five passengers. The position of the astromech droid is also commonly moved to accommodate a second seat in the otherwise tight cockpit area.

SX-4 Clonetrooper Transport

Koensayr SX-4 Clonetrooper Transport   CL 14

Colossal* space transport

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

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

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 +5 (see below) and fire-linked (2) light ion cannons +5 (see below) and proton torpedo launcher +7 (see below)

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

Base Atk +2; **Grp** +42

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

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

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +9

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.

SX Clone Trooper Transport

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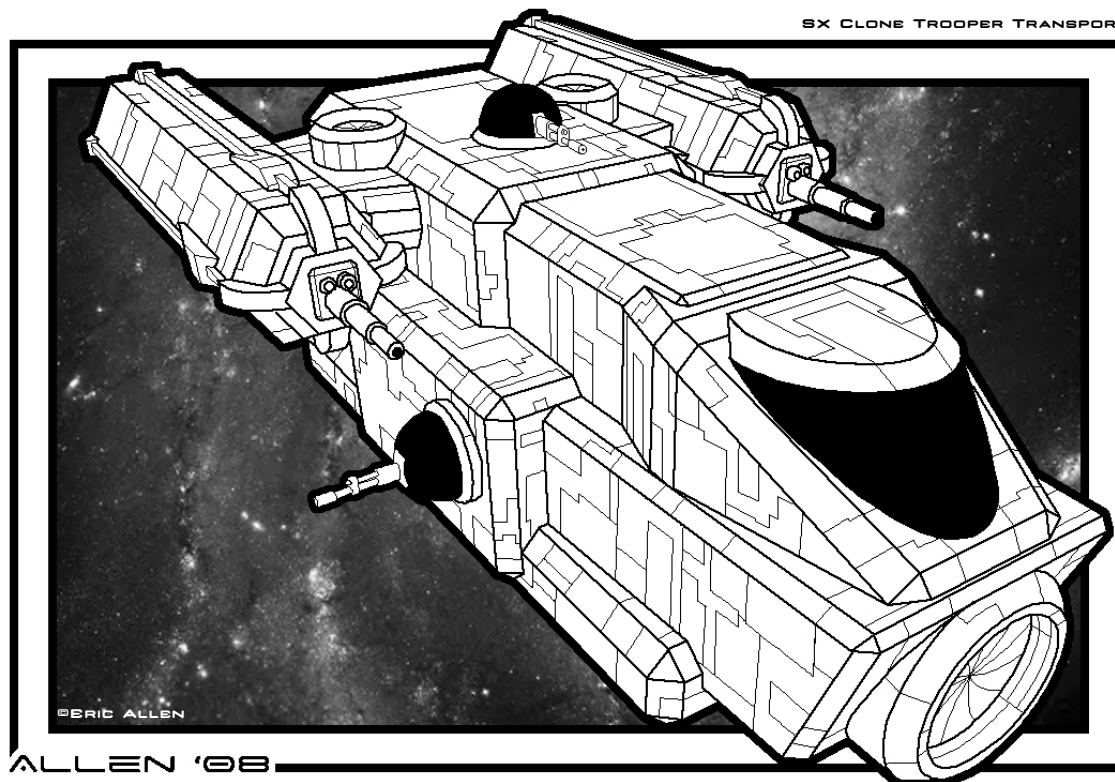
SX-4 Clonetrooper Transport

1. Cockpit
2. Passenger Benches/Seats
3. Ladderwells
4. Dorsal Turret Access
5. Turrets
6. Plasma Punch
7. Airlock
8. Crew Storage
9. Cargo/Crew Storage
10. Loading Ramp
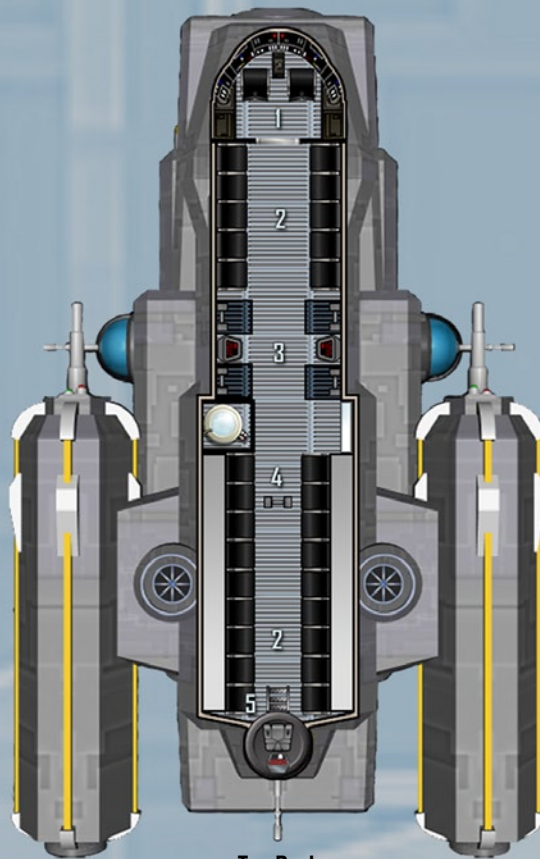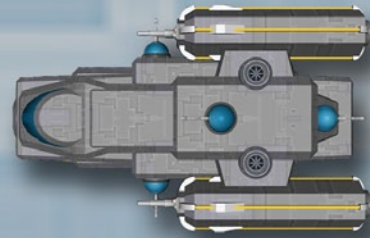
1 square = 1.5 meters

Top Deck
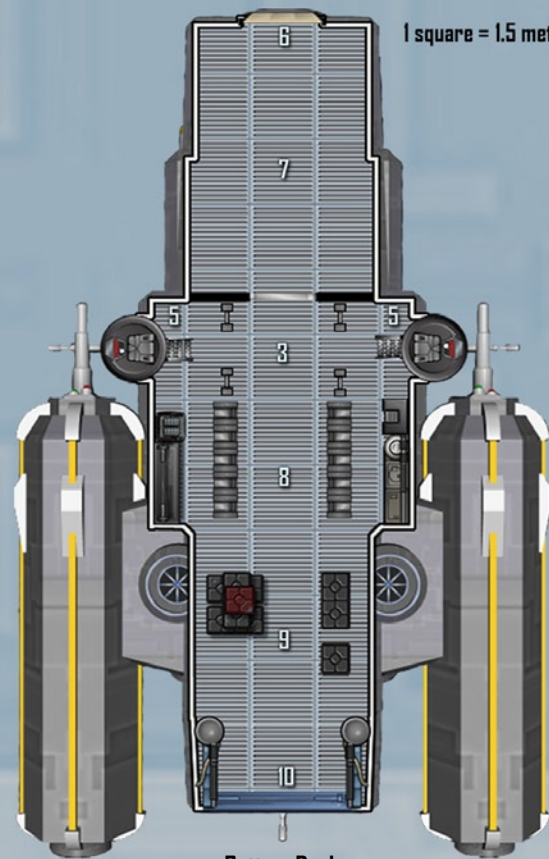
Bottom Deck

ART BY
ERIC ALLEN & RYAN BROOKS

Light laser cannons (gunner)
Atk +5 (+0 autofire), **Dmg** 4d10x2
Fire-linked (2) light ion cannons (co-pilot)
Atk +5 (+0 autofire), **Dmg** 4d10x2 ion
Proton torpedoes (pilot)
Atk +7, **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. The design teams at Koensayr worked fervently to produce craft that were useful in the battlefield and durable enough to earn the right to bear the Koensayr stamp of approval. The SX-4 was green-lit, sent into production, and began to see action during 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. During the Great Jedi Purge, a handful of surviving Jedi stole an SX transport from a shipyard on Dellalt and escaped elimination by mounting a pointed prow on the front of the ship to hide the plasma punch, and fixed broad wings to disguise the vessel as a civilian transport called the *Vagabond Trader*. They were pursued by an Imperial cruiser and a flight of ARC-170 fighters before being rescued by Roan Shryne and the crew of the *Drunk Dancer*.

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 sales, but weren't purchasing any of the craft for military use, so Koensayr sold 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 model called the SX-4 can only be found new during the closing months of the Clone Wars, as it's no longer in production after the war ended. Used army surplus of the vehicle 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.

VAAT/e Transport

Rothana Heavy Engineering
 Variable Altitude Assault Transport / enforcement CL 9
Colossal space transport
<u>Init</u> -2; **Senses** Perception +6
<u>**Defense** Ref 14 (flat-footed 12), Fort 28; +12 armor, Vehicular Combat</u>
hp 150; **DR** 15; **Threshold** 78
Speed fly 12 squares (max. velocity 600 km/h), fly 3 squares
 (starship scale)
Ranged light concussion missile launcher +4 (see below) and
 2 dual heavy laser cannon turrets +4 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total (none
 for passengers if doors are open)
<u>Base Atk +2; **Grp** +40</u>
<u>**Atk Options** autofire (dual heavy laser turrets)</u>
Abilities Str 46, Dex 14, Con –, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use
 Computer +8
Crew 4 (skilled); **Passengers** 15 (troops) plus 1 IM-6 battlefield medical
 droid
Cargo 1 ton; **Consumables** 1 week; **Carried Craft** none
Payload 8 concussion missiles
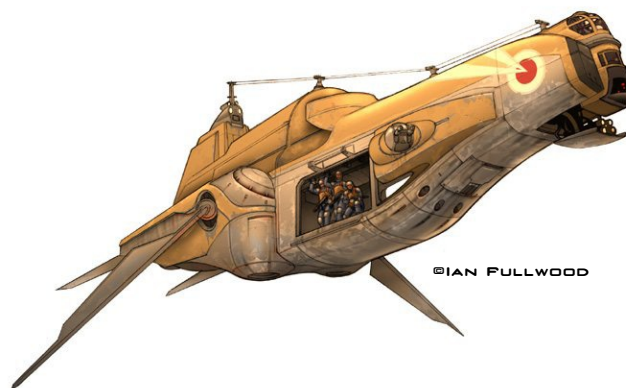**Availability** Military; **Cost** 45,000 (18,000 used)
Emplacement Points 1

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Variable Altitude Assault Transport

Dual heavy laser turrets (gunner)
Atk +4 (-1 autofire), **Dmg** 6d10x2

Light concussion missiles (copilot)
Atk +4, **Dmg** 7d10x2, 4-square splash

This craft was originally used by law enforcement officials on Coruscant and galaxy-wide as a platform for rapid deployment by the Republic Security Forces. The VAAT/e was the original inspiration for the design of the Low Altitude Assault Transport used in the Clone Wars. The ship was twenty-five meters in length, seven meters tall, with a twenty-five meter wing span. Its crew consisted of one pilot, one co-pilot/gunner and two gunners. When Jango Fett assassinated Senator Connus Trell of Ryloth, the Coruscant Police Force used the VAAT/e to pursue the bounty hunter.

Capabilities

The VAAT/e is a popular deployment platform for police and security forces throughout the galaxy. Its dual door design allows for rapid insertion of troops via parachute, repulsor pack, or zip line. It also gives troops the ability to provide a greater degree of cover fire from within the vehicle's hold.

Capital Ships

The Grand Army of the Republic was fortunate in that when it was delivered to the Republic, it was not just a vast ground army of clone troopers, but all the weapons of war to go with them. The Republic Navy was initially built around the Acclamator I-Class Troopship, but soon swelled with numerous designs from Kuat Drive Yards and other sources. Most maintained a design continuity focused on large wedge-shaped craft, but in their desperation, the Republic drew ships from whatever sources were available, nationalizing some planetary militias.

Alderaan War Frigate

Alderaan Royal Engineers War Frigate   CL 18
Colossal (frigate) capital ship
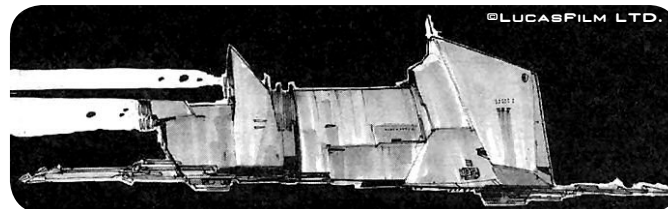**Init** -1; **Senses** Perception +10, Sensor Enhancement Package
Defense Ref 17 (flat-footed 14), Fort 35; +14 armor, Vehicular Combat
hp 1,240; **DR** 15; **SR** 100; **Threshold** 135
Speed fly 12 squares (speed 1,050 km/h), fly 4 squares (starship scale)
Ranged 7 heavy quad turbolaser batteries +12* (see below) and
     22 point-defense medium ion cannons +6 (see below) and
     2 tractor beam projectors +6* (see below)

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Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47
Abilities Str 60, Dex 16, Con –, Int 18
Skills Initiative -1, Mechanics +10, Perception +10, Pilot -1, Use Computer +10
Crew 2,150 (skilled); **Passengers** 100 (troops), 10 (luxury cabins)
Cargo 500 tons; **Consumables** 1 year; **Carried Craft** 100 hangar points
Hyperdrive x2 (x15 backup), navicomputer
Availability Military; **Cost** not available for sale (black market value 11,600,000)
Emplacement Points 1
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy quad turbolaser battery (4 gunners)
Atk +12 (-8 against targets smaller than Colossal), **Dmg** 9d10x5

Point-defense medium ion cannon (gunner)
Atk +6, **Dmg** 5d10x2 ion

Tractor beam projector (gunner)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** – (grp +47)

The 250-meter war frigate was the pride of the Alderaan Defense Fleet during the years leading up to the Clone Wars. Peaceful Alderaan was always very anti-war, so the ships functioned mostly as defensive deterrents against invasion. Unfortunately, when the Clone Wars erupted and many local defense forces were nationalized, the Alderaan Defense Fleet found itself seeing action against the Separatists.

When the Clone Wars ended, Alderaan disarmed, scuttling all but one of their War Frigates, the Another Chance. Its hull was stripped of most of its weaponry, and then filled with the arms, starfighters and vehicles used during the Clone Wars. The ship was then sent on a series of random hyperspace jumps with an escort of three Thranta-class warships, where, theory, it would remain until recalled by the Alderaan High Council. The ships were eventually recovered and turned over to the Rebel Alliance many years after Alderaan's destruction at the hands of the Empire.

Capabilities

The Alderaan War Frigate is outfitted with powerful weaponry and considered by many to be, meter for meter, the strongest warship in service during the Clone Wars. It has a single sickbay with twenty beds and two bacta tanks, as well as a holotransceiver. It also is equipped with a sizable hangar, which can hold 75 Huge starfighters (typically T-19's during the Clone Wars) as well as a single Colossal transport and a Gargantuan shuttle which acted as the Captain's gig. The ship is remarkably tough, fast, and heavily armed.

Tactical Fire: The mere presence of one of these ships will often boost the morale of its allies, since any fight Alderaan would participate in must be a just and righteous one. As a standard action, the War Frigate may forgo all attacks to instead provide tactical fire to all squares in a 3-square radius around itself. All allied ships within this area receive a +1 morale bonus to attack rolls.

Centax-class Frigate

Sluis Van Shipyards Centax-class Heavy Frigate   CL 15
Colossal (frigate) capital ship
Init -1; Senses Perception +10
Defense Ref 15 (flat-footed 12), Fort 35; +12 armor, Vehicular Combat
hp 600; DR 15; SR 90; Threshold 135
Speed fly 5 squares (starship scale)
Ranged 4 heavy proton torpedo tubes +6* (see below) and
    10 double heavy laser cannon batteries +10* (see below)
Fighting Space 1 square (starship scale); Cover total
Base Atk +2; Grp +47
Atk Options autofire (heavy double laser cannon batteries), optional
    fire-link (2) (heavy proton torpedo tubes)
Abilities Str 60, Dex 16, Con –, Int 18
Skills Initiative -1, Mechanics +10, Perception +10, Pilot -1, Use
    Computer +10
Crew 195 (skilled); Passengers 50
Cargo 500 tons; Consumables 9 months; Carried Craft 50 hangar
    points
Payload 120 MG1-A heavy proton torpedoes
Hyperdrive x1, navicomputer
Availability Military; Cost 7,260,000 (4,500,000 used)
Emplacement Points 1
*Apply a -20 penalty on attacks against targets smaller than Colossal
    size.*

Heavy proton torpedo tube (gunner)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** 9d10x5
    (10d10x5 if fire-linked), 4-square splash
Double heavy laser cannon battery (5 gunners)
Atk +10 (-10 against targets smaller than Colossal), **Dmg** 6d10x2

The Centax-class Heavy Frigate was a late contribution to the war effort by Sluis Van Shipyards. The ships were named for Centax-2, the Coruscanti moon on which the hulls were armed and given a final inspection. The frigates were perhaps most notably used at the Battle of Praesitlyn, where Jedi Master Neeja Halcyon used one of the ships, the Ranger, as his flagship for the assault. The ships proved vulnerable to boarding craft, but otherwise accounted for themselves well.

Capabilities

The Centax-class was able to run on a remarkably small crew, but was still able to field a medical staff with ten beds and a single bacta tank. The ship had a hypertransceiver and a single docking clamp that was mostly used for logistics operations. Most smaller craft just used the hangar bay which typically held a Colossal transport and a Gargantuan Captain's gig with the remaining 25 hangar points available for visitors or captured vessels. However, during some combat operations, the hangar would be filled with Huge starfighters. The four heavy proton torpedo tubes are usually set to fire in pairs.

Tactical Fire: Designed to take advantage of its speed to achieve superior position on the enemy, the ship was among the fastest in its class during the Clone Wars. As a standard action, the Centax can forgo all attacks to instead provide tactical fire against a single enemy target Colossal (frigate) or larger within ten squares. Make a note of the facing of the ship being attacked. Any ally that attacks a different facing of the ship treats the target's damage threshold as -30 for a full round.

Humbarine Warship

Humbarine Shipyards Doxiadis-class Warship   CL 34
Colossal (station) capital ship
Init -6; Senses Perception +11
Defense Ref 16 (flat-footed 16), Fort 69; +18 armor, Vehicular Combat
hp 2,900; DR 20; SR 325; Threshold 569
Speed fly 1 square (starship scale)
Ranged 25 quad medium turbolaser batteries +15* (see below) and
    15 heavy ion cannon batteries +15* (see below) and
    25 point-defense quad heavy laser batteries +15 (see below) and

15 point-defense light ion cannon batteries +15 (see below) and 10 tractor beam projector batteries +15* (see below)

Fighting Space 2 x 2 squares (starship scale); **Cover** total

Base Atk +2; **Grp** +81

Atk Options autofire (quad medium turbolaser batteries, point-defense quad heavy laser cannon batteries)

Abilities Str 128, Dex 6, Con –, Int 20

Skills Initiative -6, Mechanics +11, Perception +11, Pilot -6, Use Computer +11

Crew 202,000 (skilled); **Passengers** 4,000 (troops) 2,000 (visitors) 1,000 (prisoners)

Cargo 150,000 tons; **Consumables** 6 months; **Carried Craft** 4,000 hangar points

Hyperdrive x30, 2-jump memory

Availability Military; **Cost** not available for sale

Emplacement Points 1

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

Quad medium turbolaser battery (5 gunners)
Atk +15 (-5 against targets smaller than Colossal), **Dmg** 7d10x5
Heavy ion cannon battery (5 gunners)
Atk +15 (-5 against targets smaller than Colossal), **Dmg** 3d10x5 ion
Point-defense quad heavy laser battery (5 gunners)
Atk +15, **Dmg** 7d10x2
Point-defense light ion cannon battery (5 gunners)
Atk +15, **Dmg** 3d10x2
Tractor beam projector battery (5 gunners)
Atk +15 (-5 against targets smaller than Colossal), **Dmg** – (grp +81)

The six kilometer wide Humbarine warship is a massive design that had evolved over centuries prior to the Clone Wars. The ship was designed with planetary defense in mind, large enough to act as a physical barrier in front of a planet. The ships were incredibly tough with heavily armored and shielded hulls, though they did not quite have the weapon load-outs other of similarly sized ships. While they technically became a part of the Republic Navy when Chancellor Palpatine nationalized the local defense fleets of member worlds, their lack of a long-range hyperdrives kept them in place. Of course, the support ships were moved, and when General Grievous came to Humbarine, even the massive Doxiadis-class ships were not up to the task of stopping him from reducing the ecumenopolis of Humbarine to slag.

Capabilities

The Doxiadis-class Warship is armed with very accurate weaponry, if not possessing a volume of guns equal to other larger ships. However, the ship is also host to a number of other facilities, including a 1,000-being prison (uses the maximum security security emplacement), 4,000 troops that protect the ship and act as prison guards, and 2,000 visitors. The ship also has medical services for 1,000 beds and 20 bacta tanks. Naturally, the ships come standard with 2 holonet transceivers and even some leisure areas, since many crew members spend years onboard at a time. The hangar has 3,000 hangar-points, which are typically loaded with 500 Huge starfighters, 100 Gargantuan bombers, 100 Gargantuan scout ships and 25 Colossal transports for logistics operations and personnel transfers. The remaining 500 points are reserved for visitors and captured vessels.

Tactical Fire: The Humbarine warship is capable of holding back attacking fleets unprepared for the Doxiadis-class' ability to prevent a planetary assault. As a standard action, the Humbarine warship may forgo all attacks to provide tactical fire to all squares in a 3-square radius around itself. All ships in this area must use the full movement action every turn to move 1 space square, or suffer 7d10x2 damage (Colossal or smaller) or 7d10x5 damage (Colossal: frigate or larger) and move as normal.

Mandator I-class Star Dreadnaught

Kuat Drive Yards Mandator I-class Star Dreadnaught CL 38

Colossal (station) capital ship

Init -6; **Senses** Perception +12

Defense Ref 14 (flat-footed 14), Fort 70; +16 armor, Vehicular Combat

hp 2,850; **DR** 20; **SR** 300; **Threshold** 570

Speed fly 1 square (starship scale)

Ranged 30 heavy double turbolaser batteries +18* (see below) and
30 light turbolaser batteries +18* (see below) and
25 medium ion cannon batteries +18* (see below) and
30 point-defense double light laser batteries +18 (see below) and
10 tractor beams +8* (see below)

Fighting Space 2 x 2 square (starship scale); **Cover** total

Base Atk +2; **Grp** +82

Atk Options autofire (point-defense double light laser cannon batteries)

Abilities Str 130, Dex 6, Con –, Int 22
Skills Initiative -6, Mechanics +12, Perception +12, Pilot -6, Use
Computer +12

Crew 230,190 (skilled); **Passengers** 25,000 (troops) 1,000 (prisoners)
2,000 (visitors)
Cargo 200,000 tons; **Consumables** 6 Months; **Carried Craft** 10,000
hangar points
Hyperdrive x50, navicomputer
Availability Military; **Cost** not available for sale
Emplacement Points 5
**Apply a –20 penalty on attacks against targets smaller than Colossal
size.*

Heavy double turbolaser battery (6 gunners)
Atk +18 (-2 against targets smaller than Colossal), **Dmg** 8d10x5
Light turbolaser battery (6 gunners)
Atk +18 (-2 against targets smaller than Colossal), **Dmg** 3d10x5
Medium ion cannon battery (6 gunners)
Atk +18 (-2 against targets smaller than Colossal), **Dmg** 5d10x2 ion
Point-defense double light laser battery (6 gunners)
Atk +18 (+13 autofire), **Dmg** 4d10x2
Tractor beam (gunner)
Atk +8 (-12 against targets smaller than Colossal), **Dmg** – (grp +82)

The Mandator I-class Star Dreadnaught was an eight kilometer long command ship designed by Kuat Drive Yards to coordinate and lead the defense of the Kuat Sector to protect Kuati business interests. The Mandator-II was an even more impressive nine kilometers long, and was said to have been equal to one-thousand Recusant-class Destroyers. These ships were among the largest of their day, and made certain none dare attack any system Kuat deemed worthy of a Mandator-led defense. While a handful of these were commissioned to be built for the Republic Navy, they were still under construction by the time the Clone Wars ended. However, during the last six months of the Clone Wars, Kuat's own sectorial defense ships were incorporated into the Republic Navy; though their ponderously slow hyperdrives kept them near the sector they were built to defend. The Emperor would later retask the ships to defend vital Imperial strong-holds, such as Imperial Center, Byss, and Bastion.

Capabilities

The Mandator-class Star Dreadnaughts are heavily armed and armored, and capable of going toe to toe with any Separatist ship constructed and coming out the victor. Their hangars carry 1,500 Huge interceptors, 500

Gargantuan space superiority vessels, 500 Gargantuan bombers, and a variety of Colossal shuttle, landing, and boarding craft. There are also 500 hangar points worth of empty space to accommodate visitors, or captured vessels.

Tactical Fire: As a command ship, the Mandator-class Star Dreadnaught is expected to lead defenses against other massive fleets. As a standard action, the Mandator-class Star Dreadnaught can forgo all attacks to provide tactical fire to all squares in a 3-square radius. All allies in this area increase their damage dice by one step (for example, 4d10x2 becomes 4d12x2) for all successful attacks, while all enemies take a -2 penalty to space movement.

Mandator II-class Star Dreadnaught

Kuat Drive Yards Mandator II-class Star Dreadnaught CL 39
Colossal (station) capital ship
Init -6; **Senses** Perception +12
Defense Ref 14 (flat-footed 14), Fort 71; +16 armor, Vehicular Combat
hp 2,900; **DR** 20; **SR** 325; **Threshold** 571
Speed fly 1 square (starship scale)
Ranged 40 double heavy turbolaser batteries +18* (see below) and
40 medium turbolaser batteries +18* (see below) and
30 medium ion cannon batteries +18* (see below) and
40 point-defense double medium laser batteries +18 (see below)
and
10 tractor beams +8* (see below)
Fighting Space 2 x 2 square (starship scale); **Cover** total
Base Atk +2; **Grp** +83
Atk Options autofire (point-defense double laser cannon batteries)
Abilities Str 132, Dex 6, Con –, Int 22
Skills Initiative -6, Mechanics +12, Perception +12, Pilot -6, Use
Computer +12

Crew 250,477 (skilled); **Passengers** 20,000 (troops) 1,000 (prisoners)
2,000 (visitors)
Cargo 200,000 tons; **Consumables** 6 Months; **Carried Craft** 10,000
hangar points
Hyperdrive x50, navicomputer
Availability Military; **Cost** not available for sale
Emplacement Points 5
**Apply a –20 penalty on attacks against targets smaller than Colossal
size.*

Heavy double turbolaser battery (6 gunners)

Atk +18 (-2 against targets smaller than Colossal), **Dmg** 8d10x5

Medium turbolaser battery (6 gunners)

Atk +18 (-2 against targets smaller than Colossal), **Dmg** 5d10x5

Medium ion cannon battery (6 gunners)

Atk +18 (-2 against targets smaller than Colossal), **Dmg** 6d10x2 ion

Point-defense double medium laser battery (6 gunners)

Atk +18, **Dmg** 5d10x2

Tractor beam (gunner)

Atk +8 (-12 against targets smaller than Colossal), **Dmg** – (grp +83)

MedStar

Kuat Drive Yards Medstar-class Medical Supply Frigate   CL 10
Colossal (cruiser) space transport

Init -4; **Senses** Perception +8

Defense Ref 13 (flat-footed 12), Fort 42; +12 armor

hp 7,500; **DR** 20; **SR** 100; **Threshold** 242

Speed fly 1 square (starship scale)

Ranged 3 tractor beam batteries +5 (see below)

Fighting Space 2 x 2 squares (starship scale); **Cover** total

Base Atk +0; **Grp** +52

Abilities Str 74, Dex 12, Con –, Int 16

Skills Initiative -4, Mechanics +8, Perception +8, Pilot -4, Use
  Computer +8

Crew 7,500 (normal); **Passengers** 1,000 (passengers) 2,000 (patients)
  2,400 (RMSU personnel)

Cargo 750 tons; **Consumables** 1 year; **Carried Craft** 12 RMSUs (12
  external docking clamps), 1000 hangar points

Hyperdrive x2, navicomputer

Availability Licensed; **Cost** 45,000,000

Emplacement Points 5

Tractor beam battery (2 gunners)

Atk +5 (-15 against targets smaller than Colossal), **Dmg** – (grp +52)

Kuat Drive Yards' Medstar-class Medical Frigate was designed and in use well before the Clone Wars for disaster relief and plague outbreaks. However, after the Battle of Geonosis, the Republic purchased a handful of these vessels to take up station on the largest scale battlegrounds. During the Clone Wars, Medstars were present at Drongar, as well as a number of other battlegrounds throughout the epic struggle. These ships continued to see use under the Galactic Empire.

Capabilities

The Medstar-class Frigate is a 700 meter ship with a great capacity to heal. Each Medstar carries twelve docked Republic Mobile Surgical Units, also known as RMSU's (Rimsoos). These RMSU facilities are typically focused on a half a dozen or fewer surgeons, around which one hundred fifty support personnel, fifty soldiers, and two-hundred droids support. RMSU's have five surgical tables and two-hundred patient beds. Some RMSU's have been known to treat over four-hundred patients in a single twenty-four hour period.

These units are detachable, able to be dropped planetside from orbit; set up and operating within twelve hours. The units are able to pack up and become mobile within a single hour and can be broken down and returned to the Medstar within two days time. The Medstar itself supports these units with medical supplies, ongoing training, as well as additional medical facilities onboard, which are used to treat patients that not even the RMSU's are equipped to handle. The Medstar has a thousand hangar points, which are typically taken up by sixty Gargantuan medlifters and twenty-five Colossal cargo shuttles, as well as an additional 200 hangar points for use by visiting ships. The MedStar itself also has medical facilities with 2,000 beds and 200 bacta tanks.

Porter-class Troop Transport

Rothana Heavy Engineering Porter-class Troop Transport   CL 14
Colossal (cruiser) capital ship

Init -5; **Senses** Perception +8

Defense Ref 13 (flat-footed 13), Fort 52; +14 armor, Vehicular Combat

hp 1,125; **DR** 20; **SR** 125; **Threshold** 252

Weakness cramped quarters

Speed fly 2 squares (starship scale)

Ranged 5 medium turbolaser batteries +12* (see below) and
  4 point-defense medium laser batteries +10 (see below) and
  2 tractor beam projectors +4* (see below)

Fighting Space 2 x 2 squares (starship scale); **Cover** total

Base Atk +2; **Grp** +64

Abilities Str 94, Dex 8, Con –, Int 14

Skills Initiative -5, Mechanics +8, Perception +8, Pilot -5, Use
  Computer +8

Crew 400 (skilled); **Passengers** 5,000 (troops), Cramped Quarters

Cargo 2,000 tons; **Consumables** 3 years; **Carried Craft** 500 hangar
  points

Hyperdrive x2 (x14 backup), navicomputer

Availability Military; **Cost** 25,000,000 (14,500,000 used)
Emplacement Points 1

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

Medium turbolaser battery (5 gunners)
Atk +12 (–8 against targets smaller than Colossal), **Dmg** 5d10x5

Point-defense medium laser battery (4 gunners)
Atk +10, **Dmg** 4d10x2

Tractor beam (gunner)
Atk +4 (–16 against targets smaller than Colossal), **Dmg** – (grp +64)

The Porter-class transport was an early design for a massive troop transport. The ships were a much cheaper design option that RHE considered producing en masse instead of the Acclamator-class troopship. Fortunately for the Republic, the Porter-class was found to be substandard during its performance trials. The chief complaint was the extremely cramped quarters for the troops, who would almost certainly be fatigued before even making it to the battlefield. The 1,060 meter ship was still produced in a limited run and used in some early battles of the Clone Wars, but was phased out as quickly as possible. The ships were later converted into prisoner transport ships and renamed the Purgatory-class Prisoner Transport. These ships were very successful in their new capacity and were used throughout the reign of the Galactic Empire.

Capabilities

Porter-class Transports were notoriously uncomfortable for troops, and are considered to have the Cramped Quarters vulnerability. The ship is otherwise a bargain and has a very low crew compliment due to advance slave circuits. The hangar bay has 500 hangar points, which are typically taken up by 24 LAAT/i gunships and 20 Huge starfighters for escort. This load-out allowed it to move its entire compliment of troops planetside in only five trips.

    Tactical Fire: The Porter-class is designed as a troop transport and planetary assault ship, and as such is very good at protecting its own troop transports. As a standard action, the Porter-class may forgo all actions to provide tactical fire to all squares in a 2-square by 8-square rectangle from the ship toward a planetary body. Any allied LAAT or similar troop transports in this area receive a +2 bonus to Reflex Defense.

Procurator-class Star Battlecruiser

Kuat Drive Yards Procurator-class Star Battlecruiser   CL 30
Colossal (cruiser) capital ship
Init -5; **Senses** Perception +11

Defense Ref 16 (flat-footed 16), Fort 68; +17 armor, Vehicular Combat
hp 2,800; **DR** 20; **SR** 275; **Threshold** 568

Speed fly 1 square (starship scale)
Ranged 25 double heavy turbolaser batteries +17* (see below) and
    20 medium turbolaser batteries +15* (see below) and
    25 heavy concussion missile launchers +7* (see below) and
    10 heavy ion cannon batteries +15* (see below) and
    25 heavy laser cannon batteries +17* (see below) and
    20 point-defense laser cannon batteries +15 (see below) and
    5 tractor beam batteries +15* (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +80

Abilities Str 126, Dex 8, Con –, Int 20
Skills Initiative -5, Mechanics +11, Perception +11, Pilot -5, Use Computer +11

Crew 197,705 (skilled); **Passengers** 2,000
Cargo 200,000 tons; **Consumables** 1 year; **Carried Craft** 3,000 hangar points
Payload 7,500 heavy concussion missiles
Hyperdrive x25, navicomputer
Availability Military; **Cost** not available for sale
Emplacement Points 0

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

Double heavy turbolaser battery (6 gunners)
Atk +17 (-3 against targets smaller than Colossal), **Dmg** 8d10x5

Medium turbolaser battery (5 gunners)
Atk +15 (-5 against targets smaller than Colossal), **Dmg** 5d10x5

Heavy concussion missile launcher (gunner)
Atk +7 (-13 against targets smaller than Colossal), **Dmg** 9d10x5

Heavy ion cannon battery (5 gunners)
Atk +15 (-5 against targets smaller than Colossal), **Dmg** 3d10x5

Heavy laser cannon battery (6 gunners)
Atk +17 (-3 against targets smaller than Colossal), **Dmg** 6d10x2

Point-defense laser cannon battery (5 gunners)
Atk +15, **Dmg** 5d10x2

Tractor beam battery (5 gunners)
Atk +15 (-5 against targets smaller than Colossal), **Dmg** – (grp +80)

The Procurator-class Star Destroyer is a massive 4,300 meter ship designed by Kuat Drive Yards to patrol its own system, protecting its valuable shipyards and population centers. The ships were built as much to impress potential clients as they were to serve as a home defense fleet, acting as host to many corporate meetings. The ships watched over Kuat and the Kuat Sector during much of the Clone Wars, until shortly after the Battle of Rendili. The aftermath of the Republic engagement with Rendili's Home Defense Force allowed Palpatine to pass legislation that forced home defense fleets to become an official part of the Republic Navy for the final six months of the Clone Wars, and later the Empire. However, because of the lack of long-range hyperdrives on the ship, the Republic Navy was unable to use them in the Outer Rim Sieges. Instead, plans were put into motion to move the massive ships to protect hyperspace routes leading to Coruscant. Unfortunately, these plans were tied up in bureaucratic protests by the Kuati, and were unable to prevent the massive devastation wrought by the Battle of Coruscant during the final days of the Clone Wars. The delays caused by this red-tape helped Palpatine justify seizing even more power.

Capabilities

These ships were armed with nearly six-hundred weapon emplacements, able to deal with nearly any threat, and even best the great Trade Federation Battleships and Cruisers in one-on-one engagements. However, their tediously slow hyperdrives relegated them to a planetary defense role. The hangar standard load-out included 1,500 V-Wing starfighters or whatever other advanced Kuat fighter might be available to fill the role of interceptor and scout. 1,000 hangar points were used

on a variety of other craft, including a number of shuttles and boarding craft. The remaining 500 hangar points were left available for visiting dignitaries and clients of Kuat Drive Yards.

Tactical Fire: The Procurator is only too happy to close range with enemy fleets and destroy them up close. As a standard action, the Procurator can forgo all attacks to instead provide tactical fire to all squares in a 3-square radius. All enemies in this area suffer a -2 penalty to Reflex Defense and a -50 penalty to damage threshold (Colossal or larger) or -10 penalty to damage threshold (Gargantuan or smaller).

Republic Escort Cruiser

Corellian Engineering Corporation Point-defense Escort Cruiser CL 8
Colossal (frigate) capital ship
Init +0; **Senses** Perception +9

Defense Ref 18 (flat-footed 14), Fort 39; +14 armor, Vehicular Combat
hp 960; **DR** 15; **SR** 125; **Threshold** 139

Speed fly 12 squares (speed 900 km/h), fly 3 squares (starship scale)
Ranged 2 point-defense double heavy laser cannon batteries +13 (see below) and
point-defense proton torpedo tube +5 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51
Atk Options autofire (double heavy laser cannon batteries)

Abilities Str 69, Dex 18, Con –, Int 16
Skills Initiative +0, Mechanics +9, Perception +9, Pilot +0, Use Computer +9

Crew 19 (skilled); **Passengers** 20
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** none
Payload 16 proton torpedoes
Hyperdrive x2, navicomputer
Availability Military (Republic); **Cost** 3,500,000 (2,500,000 used)
Emplacement Points 1 (ship) 0 (pod)

Point-defense double heavy laser cannon battery (5 gunners)
Atk +13 (+8 autofire), **Dmg** 5d10x2

Point-defense proton torpedo tube (gunner)
Atk +5, **Dmg** 9d10x2

The Republic Escort Cruiser is a popular variant of the ever-present Corellian Engineering Corporation Consular-class Space Cruiser. The Consular-class' salon pod lends itself easily to interchangeability,

allowing a host of variants on the standard diplomatic transport design. While it is true the Old Republic possessed no formal standing military during the decades before the Clone Wars, it did have the ability to swap out hundreds of Consular-class Cruiser salon pods to quickly modify them for action as Republic Escort Cruisers, among other variations.

This variant was used during the Stark Hyperspace War under the command of Ranulph Tarkin as well as throughout the Clone Wars. The Escort Cruiser was best suited to repel starfighter attacks, accompanying VIP shuttles and clearing out fighter screens. It was also often used to protect the flanks of larger cruisers that lacked starfighter defenses of their own.

Capabilities

The Point-defense Escort Cruiser mounts all of its laser cannons on the salon pod, while the proton torpedo tube is mounted on the ship itself. The shields have also been upgraded, allowing the ship to shrug off most starfighter attacks. The cargo area was often used to store 100 additional proton torpedoes, which could be reloaded by the gunner in five full rounds.

Tactical Fire: The Republic Escort Cruiser is designed as an anti-starfighter platform to protect other starships. As a standard action, the Republic Escort Cruiser can forgo all attacks to provide tactical fire to all adjacent squares. All enemy starships of Gargantuan size or smaller within the area take a –4 penalty to all Pilot checks.

Republic Fighter Carrier

A variation of Corellian Engineering Corporation's Consular-class Cruiser, the Republic Fighter Carrier was among the least popular salon pod variants. It was used during the Stark Hyperspace War under the command of Ranulph Tarkin, but with limited success. The ability to carry only a single fighter into combat is seen as insignificant for assault missions, limiting the Fighter Carrier to typically engage in solo system patrols of low-risk installations. However, elite Jedi pilots such as Saesee Tiin were fans of the variant, allowing them a slightly more covert insertion to the battlefield. It was also not at all uncommon for the fighter to be replaced with a number of ground vehicles, making it a carrier for a cavalry platoon, which it can then shoot down to the surface of a planet in the salon pod. This ship type was perhaps used most famously by Senate Commando Captain Argyus to make good his escape while defecting to the Separatists with prisoner Nute Gunray.

Capabilities

The Republic Fighter Carrier is capable of carrying a single starship of Huge size or smaller. Typically, this will be a CEC Lancet Interceptor, or

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some other fast moving craft. It is possible to eject the salon pod with the fighter still in it, as well as the 50 troops. The fighter is still able to launch from the ejected salon pod.

Tactical Fire: The Republic Fighter Carrier's weapons are designed to provide cover for the single fighter it carries. As a standard action, the Republic Fighter Carrier can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. The pilots of any allied ships of Gargantuan size or smaller within that area at the beginning of their turn or entering that radius during their turn receive a +1 bonus to Reflex Defense.

Corellian Engineering Corporation
Consular–class Fighter Carrier   CL 12
Colossal (frigate) capital ship
Init +0; Senses Perception +8
Defense Ref 18 (flat-footed 14), Fort 39; +14 armor, Vehicular Combat
hp 960; DR 15; SR 100; Threshold 139
Speed fly 12 squares (speed 900 km/h) 3 squares (starship scale)
Ranged 5 point-defense double heavy laser cannon turrets +4 (see below)
Fighting Space 1 square (starship scale); Cover total
Base Atk +2; Grp +51
Atk Options autofire (point defense double heavy laser cannon turrets)
Abilities Str 69, Dex 18, Con –, Int 14
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8
Crew 13 (skilled); Passengers 50 (troops)
Cargo 50 tons; Consumables 6 months; Carried Craft 1 Huge starfighter
Hyperdrive x2, navicomputer

Availability Licensed; **Cost** 2,250,000 (1,400,000 used)
Emplacement Points 0 (ship) 2 (pod)

Point-defense double heavy laser cannon (gunner)
Atk +4 (-1 autofire), **Dmg** 6d10x2

Republic Light Assault Cruiser

The Republic Light Assault Cruiser was another popular variant of the Corellian Engineering Corporation Consular-class Cruiser. The Light Assault variant was first used during the Stark Hyperspace War under the command of Ranulph Tarkin. While the ships were ineffective during that engagement, they proved their worth over the next two decades, serving during the years leading up to and throughout the Clone Wars. While they would sometimes be deployed in small groups to patrol unlikely targets of Separatist aggression, they were more often used as support ships to larger capital vessels.

Capabilities

The Republic Light Assault Cruiser adds a double turbolaser cannon to the Salon Pod, as well as ample passenger space for nearly a battalion of troops. 50 tons of cargo space remains to hold a variety of troop vehicles, most often speeder bikes, combat speeders, or command vehicles. Note that it is still possible to launch the entire salon pod as an escape pod, though this is not usually a preferred method of landing, as it deprives the Light Assault Cruiser of its heaviest weapon, as well as 25 SR, which remains with the salon pod. The light turbolaser turret is actually added to the ship's main hull and remains with the ship even in the case of a salon pod launch.

   Tactical Fire: The Republic Light Assault Cruiser is fast and maneuverable, often used to flank and harass enemy capital ships, making them more vulnerable to attacks from main ships of the line. As a standard action, the Republic Light Assault Cruiser can forego all attacks to provide tactical fire against a ship within weapons range. Designate one enemy ship of Colossal (frigate) size or larger and take note of the facing the Light Assault Cruiser attacks. All allies attacking the same target from a different face gain 1 additional damage die. This effect can stack with up to three Republic Light Assault Cruisers.

Corellian Engineering Corporation Light Assault Cruiser   CL 13
Colossal (frigate) capital ship
Init +0; **Senses** Perception +8

Defense Ref 18 (flat-footed 14), Fort 39; +14 armor, Vehicular Combat
hp 960; **DR** 15; **SR** 125; **Threshold** 139

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Speed fly 12 squares (speed 900 km/h) or 3 squares (starship scale)
Ranged double heavy turbolaser cannon +4* (see below) and
   light turbolaser turret +4* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51

Abilities Str 69, Dex 18, Con –, Int 14
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use
   Computer +8

Crew 10 (skilled); **Passengers** 400 (troops)
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive x2, navicomputer
Availability Restricted; **Cost** 2,500,000 (1,750,000 used)
Emplacement Points 1 (ship) 4 (pod)
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Double heavy turbolaser cannon (gunner)
Atk +4 (-16 against targets smaller than Colossal), **Dmg** 8d10x5
Light turbolaser turret (gunner)
Atk +4 (-16 against targets smaller than Colossal), **Dmg** 3d10x5

CHAPTER I

VEHICLES & VESSELS

Republic Medical Cruiser

The Republic Medical Cruiser is a common modification to the Consular-class Cruiser. A simple salon pod swap out with no modifications made to the standard ship at all, the Republic Medical Cruiser is a common sight around disaster zones the galaxy over. While only a few of these were a part of Ranulph Tarkin's armada during the Stark Hyperspace War, they were used much more extensively by the Refugee Relief Movement during the early stages of the Separatist Crisis. The ship also saw widespread use during the Clone Wars in areas where a MedStar was unavailable. It was common for the Refugee Relief Movement to send one of its many cruisers to a disaster zone and launch its salon pod to a landing site. This allowed the Cruiser to return to base to pick up another pod, while the salon pod was able to set up shop exactly where it was needed. The salon pod included rooms for staff and supplies enough to work at most sites for up to six months without resupply.

Capabilities

The Republic Medical Cruiser possessed 150 medical beds, 15 bacta tanks, and a medical staff of 20 with 40 medical droids all within the salon pod. Should the salon pod be ejected, the cruiser itself would lose 25 SR, which would remain with the pod.

Corellian Engineering Corporation Medical Cruiser   CL 8

Colossal (frigate) capital ship

Init +0; **Senses** Perception +8

Defense Ref 18 (flat-footed 14), Fort 39; +14 armor, Vehicular Combat

hp 960; **DR** 15; **SR** 125; **Threshold** 139

Speed fly 3 squares (starship scale)

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

Base Atk +2; **Grp** +51

Republic Medical Cruiser

Abilities Str 69, Dex 18, Con –, Int 14

Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 8 (skilled); **Passengers** 170 (medical staff and patients)

Cargo 100 tons; **Consumables** 6 months; **Carried Craft** none

Hyperdrive x2, navicomputer

Availability Licensed; **Cost** 4,000,000 (2,800,000 used)

Emplacement Points 5 (ship) 1 (pod)

Republic Missile Cruiser

Another variant of the Corellian Engineering Corporation Consular-class Cruiser, the Republic Missile Cruiser was built as a planetary assault and capital ship killer. This model was used during the Stark Hyperspace War and throughout the Clone Wars. While vulnerable to starfighter attack, it is rare to find a platform capable of causing as much damage as the Republic Missile Cruiser for the price.

Capabilities

A capable anti-capital ship platform, the Republic Missile Cruiser has a heavy concussion missile launcher built into its salon pod. The light turbolaser turret is built into the ship itself, and provides an alternate weapon when ammo runs out. Note that the 50 tons of cargo space are most often used to store additional armament, allowing another fifty heavy concussion missiles to be held onboard. However, getting these missiles to the magazine requires two crew members to move each one individually. This process takes ten full rounds per missile, and is often not performed during combat, but during standoffs and lulls between engagements.

Tactical Fire: The devastating missiles onboard the Republic Missile Cruiser can often be used to distract opponents all over the battlefield. As a standard action, the Missile Cruiser may forgo all attacks to instead provide tactical fire in a straight line along its facing. Go down the imaginary line, in order, starting with the ship nearest the Missile Cruiser. Each ship must either choose to fight defensively their next turn, at double their normal attack penalty, or suffer 9d10x2 damage from a near miss. Stop going down the imaginary line when either one ship takes the damage, or there are no remaining ships on the line. Any ships adjacent to a ship that takes the damage must make a Dexterity Check, DC 12, or else they also suffer 9d10x2 damage from the blast radius.

Corellian Engineering Corporation Consular-class Missile Cruiser   CL 13

Colossal (frigate) capital ship

Init +0; **Senses** Perception +8

Defense Ref 18 (flat-footed 14), Fort 39; +14 armor, Vehicular Combat
hp 960; **DR** 15; **SR** 100; **Threshold** 139

Speed fly 12 squares (speed 900 km/h) fly 3 squares (starship scale)
Ranged heavy concussion missile launcher +4* (see below) and
    light turbolaser cannon turret +4* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51

Abilities Str 69, Dex 18, Con –, Int 14
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use
    Computer +8

Crew 10 (skilled); **Passengers** none
Cargo 50 tons; **Consumables** 6 months; **Carried Craft** none
Payload 30 concussion missiles
Hyperdrive x2, navicomputer
Availability Military (Old Republic); **Cost** 3,000,000 (1,900,000 used)
Emplacement Points 2 (ship) 0 (pod)
*Apply a -20 penalty on attacks against targets smaller than Colossal
    size.*

**Heavy concussion missile launcher** (gunner)
Atk +4 (-16 against targets smaller than Colossal), **Dmg** 9d10x5
Light turbolaser turret (gunner)
Atk +4 (-16 against targets smaller than Colossal), **Dmg** 3d10x5

Republic Scout Ship

One of many variants of the Consular-class Cruiser, the Republic Scout
Ship saw heavy use by the Republic during the Clone Wars. The ship
was relatively inexpensive and easy to produce, allowing the Republic

Republic Scout Ships

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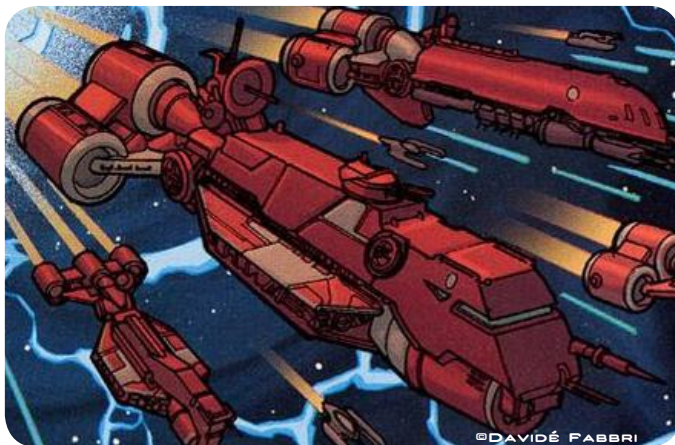
to scout a number of suspected Separatist strongholds quickly and
effectively. The ship was also repeatedly used to survey enemy defenses
prior to committing to an attack. Their small size and quickness often
allowed them to jump into an area, gather data in minutes, and then
jump out before the enemy was able to react. This data could then be
used by the Republic forces to plan their attack most effectively.

Capabilities

The Republic Scout Ship has several advantages over its Consular-class
counterpart. Its sublight and hyperdrive engines have been upgraded,
in addition to having a much more robust sensor package. The salon
pod has been outfitted with a medium turbolaser, as well as a number
of planetary scouts and equipment. The rest of the space is taken up
by additional consumables, allowing for long-term surveillance or deep-
space scouting missions.

Tactical Fire: Republic Scout Ships are designed to collect data on
other ships' weaknesses and blind spots, and provide information to
their allies. As a standard action, the Scout Ship can forgo all attacks to
provide tactical fire to all squares in a 3-square radius around itself. All
enemy starships within that area take a -5 penalty to damage threshold
or a -1 penalty to attack, as chosen by the Scout Ship.

Corellian Engineering Corporation Long-range Scout Ship CL 14
Colossal (frigate) capital ship
Init +0; **Senses** Perception +9, Sensor Enhancement Package
Defense Ref 18 (flat-footed 14), Fort 39; +14 armor, Vehicular Combat
hp 960; **DR** 15; **SR** 100; **Threshold** 139
Speed fly 12 squares (speed 900 km/h) fly 4 squares (starship scale)
Ranged medium turbolaser cannon +5* (see below) and
    point defense quad heavy laser cannon +5 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +51
Atk Options autofire (point-defense quad heavy laser cannon)
Abilities Str 69, Dex 18, Con –, Int 16
Skills Initiative +0, Mechanics +9, Perception +9, Pilot +0, Use
    Computer +9

Crew 10 (skilled); **Passengers** 25 (scouts)
Cargo 100 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive x1, navicomputer
Availability Military; **Cost** 3,000,000 (2,000,000 used)
Emplacement Points 0 (ship) 5 (pod)
*Apply a -20 penalty on attacks against targets smaller than Colossal
    size.*

Medium turbolaser cannon (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** 5d10x5

Point-defense quad heavy laser cannon (gunner)
Atk +5, **Dmg** 7d10x2

Star Shuttle

Corellian Engineering Corporation Star Shuttle   CL 8
Colossal (frigate) capital ship
Init +0; **Senses** Perception +9

Defense Ref 20 (flat-footed 16), Fort 34; +16 armor, Vehicular Combat
hp 600; **DR** 15; **SR** 100; **Threshold** 134

Speed fly12 squares (speed 750 km/h), fly 3 squares (starship scale)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +46

Abilities Str 58, Dex 18, Con –, Int 16
Skills Initiative +0, Mechanics +9, Perception +9, Pilot +0, Use
    Computer +9

Crew 8 (skilled); **Passengers** 200
Cargo 900 tons; **Consumables** 3 years; **Carried Craft** none
Hyperdrive x1.5 (x12 backup), navicomputer
Availability Licensed; **Cost** 2,650,000 (1,900,000 used)
Emplacement Points 5

The Corellian Star Shuttle was an exceptionally popular luxury transport among the Galactic Senate of the Old Republic. Its famously thick armor made nobility and elected officials feel safe, while the speedy hyperdrive allowed them to commute from their homeworlds to the senate for

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Star Shuttle

important votes. The transport was used most notably by Chancellor Palpatine after the Battle of Naboo, but saw use throughout the Clone Wars.

Capabilities
The Star Shuttle has had extensive slave circuitry added throughout, as most senators trust only a select handful of individuals with their personal safety. Most Star Shuttles being used by Senators will reduce the number of passengers to 50, and include an extreme luxury upgrade. However, this does add another 2.5 million credits to the vehicle's cost. Some senators also have their shield generators upgraded, or add concealed weapon systems.

Star Cruiser
In the decades leading up to the Clone Wars, Corellian Engineering Corporation had noticed flagging sales in the Star Shuttle and sought to rework the shuttle to suit the turbulent times. Engineers came up with a tough front-line skirmisher, and as the Stark Hyperspace War erupted, CEC found its overstock of the newly converted transports a hot commodity. Ranulph Tarkin used several of the ships in his armada. While Tarkin's armada was decimated, the Star Cruisers distinguished themselves, retreating safely in the large numbers. As the Clone Wars began, there grew an even more desperate need for capital ships by the Republic, and many Star Cruisers left over from the Stark conflict were put back into service. In addition, many more were placed on order from CEC, despite their withdrawal from the Republic.

Capabilities
The Star Cruiser is a very balanced capital ship, almost equally capable against either fighters or enemy capital ships. Its heavy armor allows it to remain in fights much longer than most craft of similar size, though it will have a difficult time penetrating the shields of larger warships. The ship is a very popular support vessel for Acclamators, making them fairly common throughout the Republic Navy.

   Tactical Fire: The Star Cruiser is capable of shrugging off attacks that would cause many larger craft to suffer severe damage, and often puts itself in position to block incoming attacks against friendly craft. As a standard action, a Star Cruiser can forgo all attacks to provide tactical fire to all adjacent squares. All allied capital ships Colossal size or larger receive a +2 cover bonus to Reflex Defense. This effect may stack up to three times on a single craft if protected by three star cruisers.

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Star Cruiser

Corellian Engineering Corporation Star Shuttle CL 15
Colossal (frigate) capital ship
Init +0; **Senses** Perception +9
Defense Ref 20 (flat-footed 16), Fort 34; +16 armor, Vehicular Combat
hp 600; **DR** 15; **SR** 125; **Threshold** 134
Speed fly 12 squares (speed 750 km/h), fly 3 squares (starship scale)
Ranged double medium turbolaser cannon +5* (see below) and
  2 point defense double medium laser cannon batteries +9 (see
  below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +46
Atk Options autofire (double medium laser cannon batteries)
Abilities Str 58, Dex 18, Con –, Int 16
Skills Initiative +0, Mechanics +9, Perception +9, Pilot +0, Use
  Computer +9
Crew 15 (skilled); **Passengers** 400 (troops)
Cargo 100 tons; **Consumables** 3 years; **Carried Craft** none
Hyperdrive x1.5 (x12 backup), navicomputer
Availability Military; **Cost** 5,750,000 (3,900,000 used)
Emplacement Points 4
*Apply a -20 penalty on attacks against targets smaller than Colossal
  size.*

Double medium turbolaser cannon (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** 6d10x5
Point-defense double medium laser cannon battery (3 gunners)
Atk +9 (+4 autofire), **Dmg** 5d10x2

Tector-class Star Destroyer

Kuat Drive Yards Tector-class Star Destroyer CL 20
Colossal (cruiser) capital ship
Init -1; **Senses** Perception +11
Defense Ref 21 (flat-footed 18), Fort 56; +18 armor, Vehicular Combat
hp 2,200; **DR** 20; **SR** 175; **Threshold** 256
Speed fly 3 squares (starship scale)
Ranged 15 medium turbolaser batteries +17* (see below) and
  10 heavy concussion missile launchers +7* (see below) and
  5 heavy ion cannon batteries* +17 (see below) and
  15 point-defense laser batteries +13 (see below) and
  2 tractor beams +7* (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +68
Abilities Str 102, Dex 16, Con –, Int 20
Skills Initiative -1, Mechanics +11, Perception +11, Pilot -1, Use
  Computer +11
Crew 37,085 (skilled); **Passengers** 250 (troops)
Cargo 76,000 tons; **Consumables** 6 Years; **Carried Craft** none
Payload 3,000 heavy concussion missiles
Hyperdrive x2 (backup x8), navicomputer
Availability Military; **Cost** not available for sale
Emplacement Points 5
*Apply a -20 penalty on attacks against targets smaller than Colossal
  size.*

Medium turbolaser battery (6 gunners)
Atk +17 (-3 against targets smaller than Colossal), **Dmg** 5d10x5
Heavy concussion missile launcher (gunner)
Atk +7 (-13 against targets smaller than Colossal), **Dmg** 9d10x5
Heavy ion cannon battery (6 gunners)
Atk +17 (-3 against targets smaller than Colossal), **Dmg** 3d10x5 ion
Point-defense light laser cannon battery (4 gunners)
Atk +13, **Dmg** 3d10x2
Tractor beam (gunner)
Atk +7 (-13 against targets smaller than Colossal), **Dmg** – (grp +68)

The Tector-class Star Destroyer was built around the same time as the Imperator/Imperial class, just at the end of the Clone Wars. A minor variation on the Imperial-class, the Tector sacrificed its gigantic hangar bays and troop compliment for heavier armor, shielding, and anti-ship weaponry. The ships were a great success, and used throughout the

CHAPTER 1

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Imperial era. At least one Tector-class was still in service during the Battle of Endor at the second Death Star.

Capabilities

The Tector-class is designed as an anti-capital ship and planetary bombardment vessel. Its turbolasers and concussion missiles are equally capable of razing cities or reducing enemy warships to debris. The ship does have 25 docking rings for ships of Colossal size or smaller to provide logistical operations and personnel transportation.

Tactical Fire: A powerful frontline combatant, the Tector-class is often the first target selected by the enemy because of their heavy armor and armament. As a standard action, the Tector-class can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. The Tector-class Star Destroyer may choose to make any attack made by a ship of Colossal size or larger against an allied ship in that area apply to the Tector-class instead.

Thranta-class Warship

Alderaan Royal Engineers Thranta-class War Cruiser   CL 16
Colossal (frigate) capital ship
Init -2; **Senses** Perception +9

Defense Ref 15 (flat-footed 13), Fort 35; +13 armor, Vehicular Combat
hp 1,000; **DR** 15; **SR** 125; **Threshold** 135
Speed fly 3 squares (starship scale)
Ranged 5 double heavy turbolaser cannons +5* (see below) and

4 heavy ion cannons +5* (see below) and
10 point-defense heavy laser cannons +5 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47

Abilities Str 60, Dex 14, Con –, Int 16
Skills Initiative -2, Mechanics +9, Perception +9, Pilot -2, Use Computer +9

Crew 1,019 (skilled); **Passengers** 200
Cargo 2,000 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive x1.5, navicomputer
Availability Military; **Cost** 4,099,000 (2,600,000 used)
Emplacement Points 1
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Double heavy turbolaser cannon (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** 8d10x5
Heavy ion cannon (gunner)
Atk +5 (-15 against targets smaller than Colossal), **Dmg** 3d10x5 ion
Point-defense heavy laser cannon (gunner)
Atk +5, **Dmg** 5d10x2

A mainstay of the Alderaanian Defense Fleet for decades, the Thranta-class Warship served its government long before becoming a backup ship to the newer, more powerful Alderaan War Frigate. When the Republic nationalized local defense fleets, several of the Thranta-class ships became a part of the Republic Navy and served throughout the Clone

Wars. After the Galactic Empire was formed, Alderaan disarmed, scuttling all but three of its Thranta-class War Cruisers. The three remaining hulls, the Courage, Fidelity and Valiant were instead assigned droid crews and slaved to the Another Chance, an Alderaan War Frigate. The ships were loaded up with samples of all of Alderaan's Clone Wars era weaponry, and sent on random jumps throughout hyperspace, waiting for recall. The lost convoy was eventually recovered by Rogue Squadron decades later, and the Valiant put into Alliance service under Captain Aril Nunb.

Capabilities

The 350-meter craft were inferior to the War Frigate, despite the fact that they were larger. They had three docking clamps to allow personnel transfers, logistical operations and boarding actions.

Tactical Fire: During the Clone Wars, these cruisers were used to support other ships to coordinate attacks. As a standard action, the Thranta-class can forgo all attacks to instead provide tactical fire to all squares in a 2-square radius around itself. All allied ships in this area gain a +5 bonus to any attempts to aid another.

Victory I-Class Star Destroyer

Rendili Star Drive Victory I–Class Star Destroyer	CL 18

Colossal (cruiser) capital ship
Init -2; **Senses** Perception +6
Defense Ref 14 (flat-footed 12), Fort 51; +12 armor, Vehicular Combat
hp 1,200; **DR** 20; **SR** 160; **Threshold** 251
Speed fly 8 squares (speed 800 km/h) or fly 1 square (starship scale)
Ranged 2 quad medium turbolaser batteries +14* (see below) and
    8 double light turbolaser batteries +14* (see below) and
    16 heavy concussion missile batteries +14* (see below) and
    tractor beam projector battery +16* (see below) and
    4 tractor beam projectors +6* (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +63
Abilities Str 92, Dex 14, Con –, Int 18
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use
    Computer +6
Crew 4,798 (skilled); **Passengers** 2,040 (troops)
Cargo 8,100 tons; **Consumables** 4 years; **Carried Craft** 500 hangar
    points
Payload 320 heavy concussion missiles
Hyperdrive x1 (x15 backup), navicomputer

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Availability Military; **Cost** not available for sale
Emplacement Points 0
Apply a -20 penalty on attacks against targets smaller than Colossal size.

Medium quad turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 7d10x5
Light double turbolaser battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 4d10x5
Heavy concussion missile battery (5 gunners)
Atk +14 (-6 against targets smaller than Colossal), **Dmg** 9d10x5 (4-square splash)
Tractor beam projector battery (6 gunners)
Atk +16 (-4 against targets smaller than Colossal), **Dmg** – (grp +63)
Tractor beam projector (gunner)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** – (grp +63)

A direct result of the "Victor Project Initiative," the Victory-class Star Destroyer was built to give the Republic an edge against the Separatists. A fleet of these vessels were constructed and then launched into service six months early to deal with Dua Ningo's Bulwark Fleet. Under the dual command of Captains Screed and Dodonna, the Victory Fleet managed to defeat Ningo after a series of destructive battles throughout Sector Zero. The Victory-Class would continue to see use throughout the final year of the Clone Wars, and serve the Galactic Empire for decades to follow.

Capabilities

The VSD-I is a powerful ship designed for planetary assault, ground support, and ship to ship combat. To augment its lack of point-defense weaponry, the Victory-Class is equipped with 500 hangar points. These points are typically spent on 24 Huge starfighters (usually V-wing Interceptors), 10 Colossal shuttles (usually 5 LAAT/i, 4 LAAT/c and 1 Theta-class shuttle), 10 Colossal walkers (Usually AT-TEs), and 15 Huge walkers (Usually AT-STs, AT-RTs, or AT-PTs).

Tactical Fire: The Victory-class Star Destroyer is designed to enter the upper atmosphere and support troops on the ground with turbolaser bombardments against fortified positions. As a standard action, the VSD can forgo all attacks to instead provide tactical fire. Once per round when providing tactical fire, any allied character on the ground outside with a comlink may use a full round action to call in an air strike with a Survival check (DC 15). Success means the VSD will make an autofire attack against a 4-square area selected by the player with a quad turbolaser battery. Note that upon a failed Survival check, for every point that missed the DC, the GM should move the center of the strike 1-square away from the desired strike area, on a roll of a 1, the person calling in the strike, or other allied units are included in the zone. .

Civilian and Neutral Vehicles

While most innovation in the galaxy was due to the Confederacy and Republic developing new engines of destruction, many new technologies fell into non-government hands as well. Several of these vehicles are designed for peaceful purposes, but some find more nefarious uses for them.

Ground Vehicles

Citizens throughout the galaxy have a need to travel quickly and inexpensively; and not everyone in the galaxy can afford their own starship. Most sentients travel in a simple landspeeder or speederbike, or other more primitive means of transportation. Many of these vehicles take easily to modification, allowing some to transform them into something more suitable for a racetrack or warzone.

Wheeled Vehicles

Most of the galaxy uses the repulsorlift as the main mode of transportation, but some civilizations were only recently discovered by the rest of the galaxy. Many of these more primitive planets already had vast transportation infrastructures based around wheeled vehicle designs. While most of these worlds eventually adapt repulsors, some are slower to change and instead continue to develop wheeled designs.

Metalorn Garbage Crane

Tagge Mining Company AEA-83 Prospecting Crane	CL 3

Huge ground vehicle (wheeled)

Init +3; **Senses** Perception +5

Defense Ref 15 (flat-footed 15), Fort 30; +7 armor

hp 150; **DR** 10; **Threshold** 40

Speed 8 squares (max. velocity 150 km/h)

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

Base Atk +0; **Grp** +30

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

Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use Computer +5

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

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

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Metalorn Garbage Crane

Availability Prevalent; **Cost** 20,000 (12,000 used)
Emplacement Points 1

The garbage crane is a vehicle in use on many scrap-filled worlds such as Metalorn and Raxus Prime. The vehicle possesses a large grasper-claw to pick up wreckage and move it to another nearby area. Labor droids and load-lifters can usually do this job more efficiently, but cranes with sentient operators are still used on worlds where sentient labor is cheaper. Some planets have other reasons for using the cranes, such as spores or ionization effects that render more complex processors such as those found on droids useless. The cranes are also sometimes used for search and rescue missions in disaster areas, though tractor beams are typically much more effective. Countless garbage cranes separate trash on Metalorn for smelting, as droids are generally not possessed of the intelligence their sentient counterparts, and thus aren't capable of sorting scrap as efficiently.

Capabilities

The grasper claw is capable of making a grapple attack as if it had the Pin feat, or crushing attacks with the grasper teeth as if it had the Crush feat. The claw is capable of picking up a maximum of 1 metric ton of cargo. The crane can also make an area attack to any adjacent square (1 square burst) by dropping 1 Ton of cargo which is treated as a Huge object (see *SE* 254 Table 14-2: Damage from Falling Objects). The Garbage Crane also possesses a single spare tire and toolkit on its back to aid in repairs.

Speeder Bikes

Exceedingly popular among the youth of the galaxy, the speederbike is both fast and maneuverable. The high-speed vehicles are very popular in the Outer Rim, where the distances between towns on some backwater worlds is vast, and they are able to drastically cut down travel times. Virtually every planet in the galaxy has a problem with swoop gangs to some degree, who use the vehicles to embark on campaigns of terror throughout their turf.

HummBike

Appazanna Engineering Works HummBike   CL 2
Large ground vehicle (speeder)
Init +12; **Senses** Perception +6
Defense Ref 17 (flat-footed 10), Fort 14; +1 armor, Vehicular Combat
hp 35; **DR** 5; **Threshold** 19

HummBike

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Speed 12 squares (max. velocity 450 km/h)
Ranged Magnacaster Cannon +5 (see below)
Fighting Space 2 x 2 squares; **Cover** none
Base Atk +2; **Grp** +11
Abilities Str 18, Dex 24, Con –, Int 12
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +7
Crew 1 (skilled); **Passengers** none
Cargo 5 kg; **Consumables** 1 day; **Carried Craft** none
Payload 200 rounds (magnacaster cannon)
Availability Licensed; **Cost** 15,000 (11,000 used)
Emplacement Points 0

Magnacaster cannon (pilot)
Atk +5, **Dmg** 2d10x2 piercing

The HummBike was a swoop designed especially for oversized pilots like Wookiees. Constructed long before the Clone Wars began, the speeders were still ubiquitous across Kashyyyk during the fateful battle there near the end of the epic conflict. Wookiees used these vehicles in everyday life to get around their tree-cities and hunt dangerous prey throughout the forests of their homeworld.

Capabilities

The HummBike is an exceptional swoop constructed to stand up to even the harshest abuse. The swoop can reach altitudes of 4,000 meters, allowing it access above the forest canopy regardless of where on Kashyyyk the rider might be. A targeting computer helps with aiming the magnacaster, which fires metal slugs through a magnetic accelerator. Sentients less than 1.8 meters of height suffer a -5 penalty to pilot this vehicle, as it is intended for much larger riders.

Ripper Speederbike

Mobquet Ripper Speederbike CL 1
Large ground vehicle (speeder)
Init +10; **Senses** Perception +5
Defense Ref 16 (flat-footed 10), Fort 13; +1 armor
hp 35; **DR** 5; **Threshold** 18
Speed 12 squares (max. velocity 500 km/h)
Fighting Space 2 x 2 squares; **Cover** none
Base Atk +0; **Grp** +8
Abilities Str 16, Dex 22, Con –, Int 12
Skills Initiative +10, Mechanics +5, Perception +5, Pilot +10, Use
    Computer +6
Crew 1 (normal); **Passengers** none
Cargo 5 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 6,500 (4,000 used)
Emplacement Points 2

The Ripper was a standard entry into the speederbike market from industry leader Mobquet. The design wasn't a stand-out in any particular category, but it was very durable for its cost, and lent itself well to modifications, making it popular among young people living on backwater worlds. Aratech Repulsor Company noted the design's ruggedness, and reverse engineered a Ripper bike to form the basis for its BARC Speederbike it produced for the Grand Army of the Republic.

Capabilities

The Ripper is capable of reaching altitudes of 5 meters, just enough to avoid low obstacles. The cargo area is typically filled with a field repair kit, though many users remove this in favor of empty space for specialized supply runs on underdeveloped worlds.

Zephyr-G Swoop

Mobquet Zephyr-G Swoop Bike   CL 1
Large ground vehicle (speeder)
Init +12; **Senses** Perception +5
Defense Ref 17 (flat-footed 9), Fort 14; +0 armor
hp 30; **DR** 2; **Threshold** 19
Speed 12 squares (max. velocity 600 km/h)
Fighting Space 2 x 2 squares; **Cover** none
Base Atk +0; **Grp** +9
Abilities Str 18, Dex 26, Con –, Int 10

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Zephyr-G Swoop

Skills Initiative +12, Mechanics +5, Perception +5, Pilot +12, Use
    Computer +5
Crew 1 (normal); **Passengers** 1
Cargo 15 kg; **Consumables** 1 day; **Carried Craft** none
Availability Prevalent; **Cost** 6,000 (4,000 used)
Emplacement Points 1

A familiar sight on the stock racing circuit, the Zephyr-G Swoop Bike was also sold to the general public, who liked to brag that they owned a racing-model swoop. The vehicle wasn't particularly fast as swoops went, but its maneuverability was considered very high, and they were easy to repair with standard Mobquet parts, ubiquitous throughout the galaxy. Moisture farmer Owen Lars purchased one such vehicle from a Revwien merchant at an auction in Mos Nytram, who claimed the vehicle used to be raced professionally. Anakin Skywalker used this modified swoop to search for his missing mother on Tatooine, and then carry her body home when he located her.

Capabilities

The Zephyr-G is capable of carrying one passenger, uncomfortably behind the rider, and the vehicle can only carry a maximum of 200 kg between crew, cargo and passengers. This means that on swoops modified such as Owen Lars', the cargo is in lieu of a passenger. The swoop is capable of altitudes of 100 meters and has a range of 3,000 kilometers before refueling is necessary.

Owen Lars' Zephyr-G had undergone significant modification, adding a pair of saddlebags to increase the cargo capacity, and installing a sand-grill and extra dust electro-filters. The engine modifications did allow the vehicle to resist the effects of particle contamination much better, but reduced airflow significantly, reducing the maximum velocity to only 350 km/h.

Speeders

Easily the most commonly found vehicle type in the galaxy, the landspeeder has changed little in the countless years it has dominated the transportation industry. Used for everything from a two-seater coupe to a mass-transit bus or giant cargo speeder truck, repulsor technology is ubiquitous throughout the Republic and galaxy at large.

Kas Tank

Kas Vehicle Concepts Kas Anti-Tank Mech   CL 8
Gargantuan ground vehicle (speeder)
Init +3; **Senses** Perception +6
Defense Ref 17 (flat-footed 15), Fort 27; +8 armor, Vehicular Combat
hp 150; **DR** 15; **Threshold** 47
Speed 8 squares (max. velocity 175 km/h)
Ranged enhanced heavy laser cannon +5 (see below) and
    double light blaster cannon +5 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +34
Atk Options autofire (double light blaster cannon)
Abilities Str 44, Dex 14, Con –, Int 16
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use
    Computer +9
Crew 2 (skilled); **Passengers** 4
Cargo 200 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 64,000 (40,000 used)
Emplacement Points 3

**Enhanced heavy laser cannon** (gunner)
Atk +5, **Dmg** 6d10x2
Double light blaster cannon (pilot or passenger)
Atk +5 (+0 autofire), **Dmg** 4d10x2

The Kas Tank has been in use by the Wookiees for many years, particularly by Wookiee-colonized worlds. Able to handle nearly anything that can be thrown at it, it is a favorite vehicle for Wookiee elite forces. They would often use two of the vehicles to insert an eight-Wookiee squad into enemy territory, and then provide support. The base model of Kas Tank has seen many upgrades over the year, and the existing inventory of Kas Tanks were in the process of being upgraded to Heavy Kas Tanks during the final months of the Clone Wars. This left them to sit out the Battle of Kashyyyk in garages instead of under the command of Jedi-General Yoda. The tanks were used in rebel actions against the Empire

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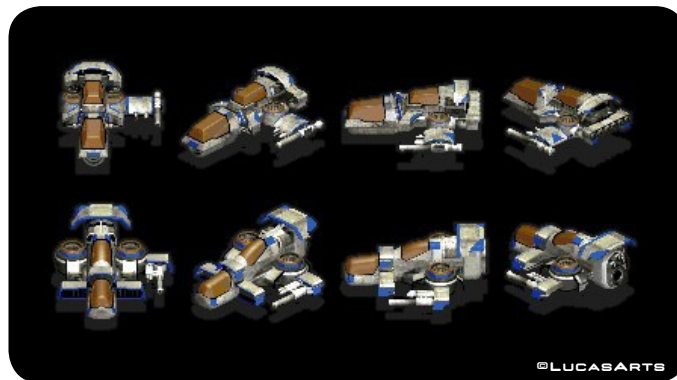
during the years that followed, and were prized by resistance forces on Wookiee colonies.

Capabilities

The Kas Tank has a main laser that is used to destroy enemy vehicles, and linked blasters to deal with infantry units. The pilot and gunner sit side by side in the mid cockpit, while the four passenger seats are in front. The passenger cockpit opens forward, to provide some cover for exiting troops, and the left rear passenger can be given command over the gunnery controls to the linked anti-infantry blasters. This allows the pilot to fully focus on tricky maneuvers high in the wroshyr trees. The upgraded Heavy Kas Tank has a triple autoblaster, larger maneuvering fans, and more powerful boosters, allowing for more rapid insertions and extractions.

Heavy Kas Tank

Kas Vehicle Concepts Kas Heavy Anti-Tank Mech   CL 8
Gargantuan ground vehicle (speeder)
Init +4; **Senses** Perception +6
Defense Ref 18 (flat-footed 15), Fort 27; +8 armor, Vehicular Combat
hp 150; **DR** 15; **Threshold** 47
Speed 8 squares (max. velocity 200 km/h)
Ranged advanced heavy laser cannon +5 (see below) and
    triple enhanced light blaster cannon +5 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +34
Atk Options autofire (triple light blaster cannon)
Abilities Str 44, Dex 16, Con –, Int 16

CHAPTER I

VEHICLES & VESSELS

Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use
  Computer +9

Crew 2 (skilled); **Passengers** 4
Cargo 200 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** 85,000 (58,000 used)
Emplacement Points 3

Advanced heavy laser cannon (gunner)
Atk +5, **Dmg** 7d10x2
Triple enhanced light blaster cannon (pilot or passenger)
Atk +5 (+0 autofire), **Dmg** 5d10x2

Sentinel Tank

Kas Vehicle Concepts Sentinel-class Strike Mech   CL 6
Huge ground vehicle (speeder)
Init +8; **Senses** Perception +6
Defense Ref 18 (flat-footed 14), Fort 19; +6 armor, Vehicular Combat
hp 90; **DR** 10; **Threshold** 29
Speed 12 squares (max. velocity 250 km/h)
Ranged medium autoblaster cannon +7 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +21
Atk Options autofire (medium autoblaster cannon)
Abilities Str 28, Dex 18, Con –, Int 16
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use
  Computer +9

Crew 1 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 32,000 (19,000 used)
Emplacement Points 3

Medium autoblaster cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 4d10x2

The Sentinel light repulsor tank was designed as a scout vehicle, able
to probe enemy forces and deal with infantry. The vehicle was used by
the Wookiees in defense of their colonies against the Trade Federation,
and would see continued use throughout the time of the Empire. Noted
mechanics and tinkerers, the Wookiees modified the scout tanks to keep
pace with other vehicles of the day, and during the Battle of Kashyyyk,
were in the process of refitting many of their tanks with a heavy upgrade.
Unfortunately, this kept many of the tanks stripped down in repair bays
instead of fighting the Confederate landing force at Kachirho.

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Capabilities
Designed with Wookiees and their worlds in mind, the Sentinel Tanks have
larger interiors and controls to accommodate Wookiee pilots, imposing a
-2 penalty to all Pilot checks made by any characters under two meters
in height. Created with maneuver-limiting forested environments in
mind, the weapon pod is capable of rotating up to 180 degrees, allowing
it to fire directly behind itself if necessary, or angling for strafing runs
(same as the starship ability *SE* 173).

Heavy Sentinel Tank

Kas Vehicle Concepts Sentinel-class Heavy Strike Mech   CL 7
Huge ground vehicle (speeder)
Init +8; **Senses** Perception +6
Defense Ref 19 (flat-footed 15), Fort 19; +7 armor, Vehicular Combat
hp 100; **DR** 10; **Threshold** 29
Speed 12 squares (max. velocity 300 km/h)
Ranged double medium blaster cannon +7 (see below)
Fighting Space 3 x 3; **Cover** total
Base Atk +2; **Grp** +21
Atk Options autofire (double medium blaster cannon)
Abilities Str 28, Dex 18, Con –, Int 16
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use
  Computer +9

Crew 1 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Availability Restricted; **Cost** 42,000 (27,000 used)
Emplacement Points 1

Double medium blaster cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10x2

VXL Hotrod Speeder

Mobquet Swoops and Speeders VXL Hotrod Speeder   CL 1
Huge ground vehicle (speeder)
Init +7; **Senses** Perception +5

Defense Ref 14 (flat-footed 10), Fort 17; +2 armor
hp 50; **DR** 10; **Threshold** 27

Speed 12 squares (max. velocity 450 km/h), speed booster
Fighting Space 3 x 3; **Cover** +5
Base Atk +0; **Grp** +17

Abilities Str 24, Dex 18, Con –, Int 12
Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7, Use
    Computer +6

Crew 1 (normal); **Passengers** 2
Cargo 100 kg; **Consumables** 1 day; **Carried Craft** none
Availability Rare; **Cost** 12,000 (8,000 used)
Emplacement Points 2

A classic from an era long gone, the VXL hotrod was popular during the prosperous times many years before the Clone Wars. At the time the VXL was released, the galactic economy was strong, and many fringers found they had a few extra thousand credits in their pockets. A great number of them purchased the lovely VXL Hotrod only to realize that the speeder was ill-suited to their particular climate. While many Outer Rim denizens found uses for the sleek-lined speeders, they most often ended up in the custody of their offspring. Some, however, were well-preserved in warehouses or garages, and by the time of the Clone Wars were considered classics, fetching prices upward of 75,000 credits at collectors' auctions. Anakin and Obi-Wan found a VXL when trapped by bounty hunters in Death Canyon. Anakin was able to repair it to make the trip along Thunder Road back to the Republic base, though the ship took a pounding from enemy weaponry. As the VXL limped back to base, Yoda commented how despite the damage, it was still a classic, and, like himself, in great condition for its age.

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VXL Hotrod

Capabilities

From a time when speeder design philosophy was vastly different than that of the Clone Wars era, the VXL is fast, loud and built like a tank. Its sturdy hull construction allows it to survive the accidents caused by its oft-misused speed. The VXL also lends itself easily to modification, as Anakin Skywalker discovered. The young Jedi Knight was able to not only repair the vehicle with scavenged parts, but add in a jury-rigged speed booster as well.

Airspeeders

Airspeeders are common on worlds featuring vertical environments, such as the ecumenopolis of Coruscant or Nar Shaadda, or the jungles of Kashyyyk or gas giants like Bespin. On these worlds, the ability to change altitudes is a necessity, and swoops and airspeeders are found everywhere. In contrast, airspeeders are considerably rare on flatter worlds such as Tatooine, though even there, youth were known to fly T-16 Skyhoppers for recreation.

Emergency Firespeeder

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GoCorp/Utilitech Fire Suppression Ship	CL 2

Colossal air vehicle (airspeeder)
Init -2; **Senses** Perception +6

Defense Ref 13 (flat-footed 11), Fort 30; +11 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 30; **Threshold** 80

Speed 12 squares (max. velocity 475 km/h)
Ranged 4 flame-retardant turrets +4 (see below) and
   tractor beam +4* (see below)
Fighting Space 12 x 12; **Cover** total
Base Atk +2; **Grp** +42

Abilities Str 50, Dex 14, Con –, Int 14
Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use
   Computer +8

Crew 10 (skilled); **Passengers** 50 (firefighters), 20 (patients)
Cargo 5 tons; **Consumables** 1 week; **Carried Craft** 5 hangar points
Payload 3,000 chemical bursts
Availability Licensed; **Cost** 400,000 (250,000 used)
Emplacement Points 1

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

Flame-retardant turret (gunner)
Atk +4, **Dmg** Special

Tractor beam (gunner)
Atk +4 (-16 against targets smaller than Colossal), **Dmg** – (grp +42)

Emergency firespeeders have been an important part of making Coruscant life stable for centuries. In a planet-wide city, any object falling from orbit is destined to impact an inhabited area, killing thousands. Having vehicles that can catch these objects during their descent, and provide relief to disaster areas where they do fall is necessary. While Coruscanti take the ships and beings who operate them for granted most days, locals developed a newfound respect for them during the second Battle of Coruscant, where the naval battle raging overhead sent down enough debris to black out the sky in some regions to the galactic capitol. The brave crews of the Coruscant Fire Brigades were able to keep civilian casualties and property damage to a minimum due to their daring heroics. Captain Jikesh Valia was captain of one such ship that was assigned to the crash-landing remains of the Invisible Hand, piloted by Anakin Skywalker and carrying Chancellor Palpatine. Captain Valia's firespeeder, along with several others like it, were able to keep the hull cool enough for Skywalker to land it safely, saving the Chancellor.

Capabilities

The Fire Suppression Ship is the most capable emergency services and disaster relief ship type stationed on Coruscant. Equipped with a tractor beam to catch falling debris, four high-pressure cannons with which to attack fires, and highly trained medical and emergency response crews onboard, the ship can handle anything from a burning building to a falling asteroid. The ship has six high-pressure tanks filled with a variety of agents to combat fires, including water, foam, and specialized chemicals. Each tank has enough liquid for 500 "bursts." The ship also loads twenty repulsor discs in a small forward landing bay to allow firefighters to enter burning or collapsing buildings quickly, along with two-hundred fifty anti-gravity life jackets, six spare hazard suits, and a vast array of cutting equipment. The ship also has a medical bay with twenty medical beds, and typically includes a surgeon, a general practitioner, and five medical droids. Of course, most firefighters are trained in emergency medical life-saving techniques as well.

Gnasp Fluttercraft

**Appazanna Engineering Works
    Raddaugh "Gnasp" Fluttercraft**   **CL 3**
Huge air vehicle (airspeeder)
Init +12; **Senses** Perception +6
_____
Defense Ref 18 (flat-footed 11), Fort 16; +1 armor, Vehicular Combat
hp 60; **DR** 5; **Threshold** 26
_____
Speed 12 squares (max. velocity 540 km/h)
Ranged light laser cannon +3 (see below)
Fighting Space 3 x 3; **Cover** +5
Base Atk +2; **Grp** +18
_____
Abilities Str 22, Dex 28, Con –, Int 12
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use
    Computer +7
_____
Crew 2 (skilled); **Passengers** none
Cargo 20 kg; **Consumables** 1 day; **Carried Craft** none
Availability Prevalent; **Cost** 10,000 (4,000 used)
Emplacement Points 1

Rear light laser cannon (gunner)
Atk +3, **Dmg** 3d10x2

The Gnasp Fluttercraft, or Wookiee Ornithopter, was initially built as a security patrol vehicle for local law enforcement and military on Kashyyyk and the Wookiee colony worlds. However, the dexterous flying machine

proved equally up to the task for scouting, search and rescue, and even pest control, killing dangerous game that strayed too close to Wookiee cities. During the Battle of Kashyyyk, the vehicles were used for Wookiee defense out of desperation.

Capabilities

The Gnasp was never designed as a combat craft, as evidenced by its complete lack of armor and shielding. However, the open design provides a wide view of the horizon and ground below, providing a +2 bonus to all Perception checks made by anyone onboard. Also, the open design allows the tail gunner to use his own weaponry, and it is not uncommon to see the tail gun removed in lieu of armor plating, making the tail gun position a snipers perch instead (cover +10).

Hulk Compactor

Sienar Fleet Systems Hulk–class Junk Compactor   **CL 4**
Colossal air vehicle (airspeeder)
Init -5; **Senses** Perception +5
_____
Defense Ref 12 (flat-footed 12), Fort 33; +12 armor
hp 220; **DR** 10; **SR** 20; **Threshold** 83
_____
Speed 6 squares (max. velocity 55 km/h)
Ranged tractor beam +3* (see below)
Fighting Space 12 x 12; **Cover** total
Base Atk +0; **Grp** +43
_____
Abilities Str 56, Dex 10, Con –, Int 16
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use
    Computer +8
_____
Crew 10 (normal); **Passengers** 30
Cargo 250 tons; **Consumables** 6 months; **Carried Craft** 10 hangar
    points
Availability Prevalent; **Cost** 150,000 (75,000 used)
Emplacement Points 1
*_Apply a -20 penalty on attacks against targets smaller than Colossal
    size._

Tractor beam (gunner)
Atk +3 (-17 against targets smaller than Colossal), **Dmg** – (grp +43)

Initially deployed centuries ago by Santhe/Sienar Technologies to Raxus Prime and similar junk-yard planets, the Hulk Compactor combs the surface of a planet, seeking high-value scrap, and then melts it down into ingots or sheets. A clan of Jawas had taken over some of the compactors by the time of the Clone Wars, salvaging the ships and using

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Crew 1 (normal); **Passengers** 1
Cargo 80 kg; **Consumables** 2 weeks; **Carried Craft** none
Availability Prevalent; **Cost** 24,800 (16,400 used)
Emplacement Points 2

The Koro-2 Exodrive Airspeeder was built with those living on mining sites in mind, as the speeder was designed for operation in noxious atmospheres. Perhaps the most famous use of this speeder was by bounty hunter, Zam Wessel, who had stolen one from a Mining Guild outpost in the Teraab Sector. She would use the airspeeder during her stay on Coruscant while she twice attempted to assassinate Senator Padmé Amidala. The airspeeder was wrecked in Coruscant's lower levels after Zam lost control during a chase with Jedi Kenobi and Skywalker. Parts were quickly scavenged and sold off within hours of the crash outside the Outlander Club.

them in a similar fashion to the sandcrawlers back on Tatooine. During the Battle of Raxus Prime, Hulk Compactors were rumored to have used their tractor beam to snatch carelessly piloted TX-130 Fighter Tanks right off the ground with the pilot still inside.

Capabilities

These immense floating barges rely on their tractor beam to collect scrap, which is then put through any number of recyclers or furnaces to be reduced to its most valuable form. The sensors onboard are all designed to detect precious metals and electrical activity. The ships can attain altitudes of up to 5 kilometers, though unless they are doing a wide-surface scan, they typically remain within one hundred-fifty meters of the ground for precision tractor beam targeting.

Capabilities

The Koro-2 uses a repulsorlift system to stay aloft up to 25Km in altitude, but relies on its Exodrive for thrust. The Exodrive utilizes a combination of radiation and electromagnetic fields to generate forward movement, allowing it to operate for nearly five years before requiring refueling. However, the craft's life support system does require recharging every two weeks. In urban areas such as Coruscant, outdoor power lines have a habit of impacting the electromagnetic fields and steering. Very skilled pilots are able to use these hazards to make impressive maneuvers. Make a Pilot check DC 20 when entering an urban area, a successful check provides a +2 bonus to all Pilot checks made while in the urban area. Failure means you take a -2 penalty to all Pilot checks made while in the urban area.

Koro-2 Airspeeder

Desler Gizh Outworld Mobility Corporation
  Koro-2 Exodrive Airspeeder   CL 1
Huge air vehicle (airspeeder)
Init +9; **Senses** Perception +5
Defense Ref 16 (flat-footed 10), Fort 16; +2 armor
hp 80; **DR** 5; **Threshold** 26
Speed 14 squares (max. velocity 800 km/h)
Fighting Space 3 x 3; **Cover** total
Base Atk +0; **Grp** +16
Abilities Str 22, Dex 22, Con –, Int 12
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use
    Computer +5

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Koros-2 Airspeeder

TEST DRIVE YOUR DREAMS....
THE NEW M31-SPEEDER
WAKE UP AND SMELL THE REPULSORLIFT · SEATS TWO · FIRE-RED ONLY   Trilon, Inc.

M31 Airspeeder

Trilon, Inc M31-Airspeeder   CL 1
Huge air vehicle (airspeeder)
Init +9; **Senses** Perception +5
Defense Ref 16 (flat-footed 10), Fort 16; +2 armor
hp 60; **DR** 5; **Threshold** 26
Speed 14 squares (max. velocity 650 km/h)
Fighting Space 3 x 3; **Cover** +10
Base Atk +0; **Grp** +16
Abilities Str 22, Dex 22, Con –, Int 12
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use
    Computer +6
Crew 1 (normal); **Passengers** 1
Cargo 70 kg; **Consumables** 1 day; **Carried Craft** none
Availability Prevalent; **Cost** 24,000 (14,000 used)
Emplacement Points 2

A reasonably priced airspeeder aimed at the sons of well-to-do parents and males trying to recapture their youth, the M31 sold remarkably well on Coruscant. The M31 was released just months prior to the Battle of Geonosis, and was heavily advertised on the Holonet, particularly for the Coco District. Unfortunately, sentients of the upper-middle and middle class rarely make expensive airspeeder purchases in time of war, and so sales underperformed expectations. The airspeeders were produced well into the Imperial era.

Capabilities

The M31 was a stylish vehicle with a nearly enclosed cockpit. Because the open-air slit was far too narrow for a sentient to fall out of, electrostatic windscreens and repulsor-field restraints were replaced with a more standard safety belt and a sealable cockpit. The vehicle was usually modified by the youths who purchased it, often opting to increase speed and maneuverability. However, some mid-level members of the criminal underworld would often add a blaster and armor or a shield generator instead.

Magnaline 3000 Airbus

GoCorp/Utilitech Magnaline 3000 Airbus   CL 1
Gargantuan air vehicle (airspeeder)
Init +1; **Senses** Perception +5
Defense Ref 9 (flat-footed 8), Fort 21; +3 armor
hp 80; **DR** 10; **Threshold** 41
Speed 10 squares (max. velocity 200 km/h)
Fighting Space 4 x 4; **Cover** total
Base Atk +0; **Grp** +26
Abilities Str 32, Dex 12, Con –, Int 12
Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use
    Computer +6
Crew 2 (normal); **Passengers** 32
Cargo 1 ton; **Consumables** 1 day; **Carried Craft** none
Availability Prevalent; **Cost** 45,000 (25,000 used)
Emplacement Points 1

The Magnaline 3000 was a typical example of Coruscanti mass transportation. The shuttlebus was used all over the galaxy, but was perhaps most often used by spaceports to pick up passengers along pre-determined routes to cut down on airspeeder traffic congestion surrounding the spaceport itself. Jedi Padawan Anakin Skywalker and Senator Padmé Amidala used one such shuttle to travel anonymously to the spaceport when boarding a bulk freighter en route to Naboo just before the Battle of Geonosis.

Magnaline 3000 Airbus

Capabilities

The Coruscant Airbus features an elevated cockpit, where the pilot and co-pilot have a clear view of the local airspace. The passenger cabin is spacious and welcoming, but only simple benches and standing room are available for passengers. The airbus has a dozen information screens that allow travelers to check departure times and schedules for all of Coruscant's spaceports, as well as their associated airbus network. The screens could also be used to tune in to holo-broadcasts or other holovids for a small fee.

Narglatch XJ-15 Airspeeder

Narglatch AirTech XJ-15 Airspeeder	CL 1

Huge air vehicle (airspeeder)

Init +9; **Senses** Perception +5

Defense Ref 17 (flat-footed 11), Fort 18; +3 armor

hp 72; **DR** 5; **Threshold** 28

Speed 14 squares (max. velocity 550 km/h)

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

Base Atk +0; **Grp** +18

Abilities Str 26, Dex 22, Con –, Int 12

Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +6

Crew 1 (normal); **Passengers** 4

Cargo 70 kg; **Consumables** 1 day; **Carried Craft** none

Availability Prevalent; **Cost** 50,000 (20,000 used)

Emplacement Points 2

For every Narglatch XJ series airspeeder, there was a five-seater variant, typically noted by adding a five to the model number. Hence, the XJ-1 is the two-seater coupe, while the XJ-15 is the sedan variant. The added passenger bench had a tendency to make the handling and top speed a little sluggish; particularly when all the seats were filled, but the XJ-15 otherwise performed just as the XJ-1 would. Senator Simon Greyshade, a great airspeeder enthusiast and amateur racer, was the highest-profile owner of an XJ-15 on Coruscant, and he often preferred it when escorting multiple females or fellow senators he wished to impress. The vehicle was flown by Greyshade extensively on Coruscant shortly after his appointment to the Senate following the death of his cousin. In one instance, he used it to transport himself and Jedi Kenobi and Skywalker to a reception in honor of his ascension to Senator. The trio later had to use the airspeeder to make their escape from an assassin.

©Steve Firchow

Capabilities

The XJ-15 is a typical Narglatch Airspeeder, complete with electrostatic windscreen and repulsor-field seat restraints. Every passenger beyond one imposes a -1 penalty to all pilot checks and reduces top speed by 25 kmph.

Narglatch XJ-2 Airspeeder

Narglatch AirTech XJ-2 Airspeeder	CL 1

Huge air vehicle (airspeeder)

Init +10; **Senses** Perception +5

Defense Ref 17 (flat-footed 10), Fort 16; +2 armor

hp 66; **DR** 5; **Threshold** 26

Speed 14 squares (max. velocity 700 km/h)

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

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

Abilities Str 22, Dex 24, Con –, Int 12

Skills Initiative +10, Mechanics +5, Perception +5, Pilot +10, Use Computer +6

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XJ-2 Airspeeder

Crew 1 (normal); **Passengers** 1
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Availability Prevalent; **Cost** 45,000 (30,000 used)
Emplacement Points 2

Narglatch AirTech was a corporation that created custom airspeeders for the wealthy, and was known for vehicles that were easy to modify and exhibited a classic, hot-rod aesthetic. Senator Bail Prestor Organa of Alderaan purchased an XJ-2 after seeing Senator Simon Greyshade's XJ-6. Bail enjoyed modifying and fine-tuning the vehicle during his free time. Toward the end of the Clone Wars, Senator Organa used his XJ-2 to investigate what was happening at the Jedi Temple, and witnessed the 501st brutally murdering Jedi Padawan Zett Jukasa before escaping. The vehicle was later used to extract Jedi Master Yoda from the Senate Hall after his battle with Darth Sidious. The airspeeder was loaded onto the *Tantive IV* and brought back to Alderaan following the Jedi Purge, and was eventually gifted to Princess Leia on her birthday. The XJ-2 was destroyed when the Death Star blew up Alderaan.

Capabilities

The XJ-2 is a very fast and maneuverable airspeeder designed to thrill in the skylanes of an ecumenopolis such as Coruscant. Bail Organa specifically modified his far beyond the stock specifications, increasing his top speed and maneuverability (Dex 26, Speed 14, 800 km/h).

Narglatch XJ-6 Airspeeder

Narglatch AirTech XJ-6 Airspeeder   CL 1
Huge air vehicle (airspeeder)
Init +11; **Senses** Perception +5
Defense Ref 19 (flat-footed 11), Fort 18; +3 armor
hp 72; **DR** 5; **Threshold** 28
Speed 14 squares (max. velocity 720 km/h)
Fighting Space 3 x 3; **Cover** +5
Base Atk +0; **Grp** +18
Abilities Str 26, Dex 26, Con –, Int 14
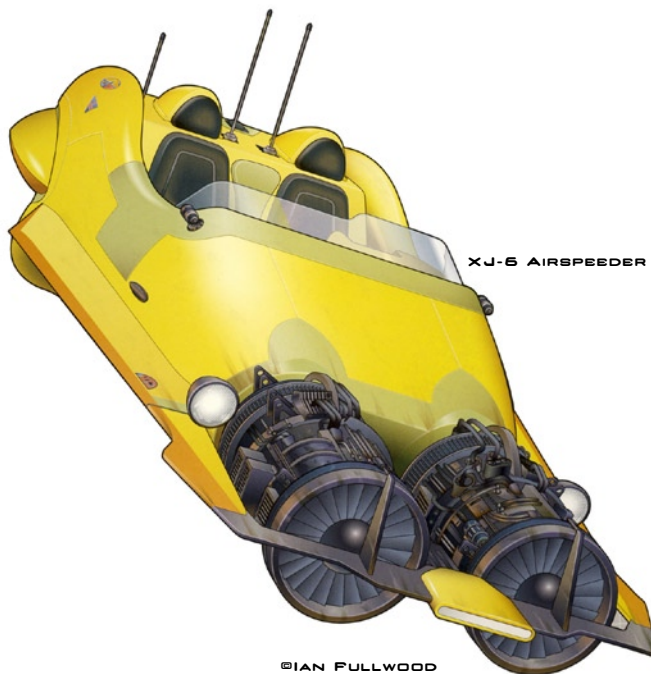**Skills** Initiative +11, Mechanics +5, Perception +5, Pilot +11, Use Computer +7
Crew 1 (normal); **Passengers** 1
Cargo 20 kg; **Consumables** 1 day; **Carried Craft** none
Availability Prevalent; **Cost** 55,000 (22,000 used)
Emplacement Points 2

XJ-6 Airspeeder

©Ian Fullwood

Narglatch set out to make the perfect hotrod racing airspeeder chassis when it designed the XJ-6, and succeeded by all accounts. The sporty airspeeder was popular among the wealthy and respected by professional racers. Senator Simon Greyshade was the proud owner of a highly customized XJ-6, though it was stolen by Jedi Padawan Anakin Skywalker on Coruscant to give chase to assassin Zam Wessel. The airspeeder was reported stolen but returned in a matter of hours. Senator Greyshade was known to fly the speeder in a number of illegal races throughout Coruscant's underworld.

Capabilities

The XJ-6 is capable of a 5 km flight ceiling and is equipped with an electrostatic windscreen and repulsor-field seating restraints. Senator Greyshade's customized airspeeder also boasts an impressive sound system, a hyperwave transceiver, and robust anti-theft device (DC 25 mechanics check to circumvent). The XJ-6 is also adorned with a number of racing decals over its custom yellow paint job. Senator Greyshade has a small team of mechanics that keep the airspeeder in top condition and have made a number of modifications (+4 Dex and +1 Armor at the expense of all cargo space).

Rian-327 Airspeeder

Mobquet Swoops & Speeders Rian-327 Classic Airspeeder   CL 1
Huge air vehicle (airspeeder)
Init +8; Senses Perception +5

Defense Ref 16 (flat-footed 11), Fort 15; +3 armor, Jamming Suite
hp 60; DR 5; Threshold 25
Speed 14 squares (max. velocity 600 km/h)
Fighting Space 3 x 3; Cover +5
Base Atk +0; Grp +15
Abilities Str 20, Dex 20, Con –, Int 12
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8, Use
    Computer +6
Crew 1 (normal); Passengers 4
Cargo 50 kg; Consumables 1 day; Carried Craft none
Availability Prevalent; Cost 35,000 (20,000 used)
Emplacement Points 2

Featuring an elegant design and considered a classic by most of the airspeeder enthusiast community, the Rian-327 had already enjoyed decades of popularity on the aftermarket by the time of the Clone Wars. The Rian was used by many affluent citizens of the Republic, particularly on Coruscant. The most famous owner of a Rian-327 was Senator Padmé Amidala of Naboo, though bodyguard Captain Typho was typically the driver. He used the classic airspeeder to ferry Padmé to her starship before her fatal trip to Mustafar at the end of the Clone Wars.

Capabilities

The Rian-327 was always popular with aristocrats, and came with a variety of special features tailored to the needs of the rich and famous. An anti-tracking device came standard, jamming all frequencies save those cleared for use by the owner beforehand, who may wish to have

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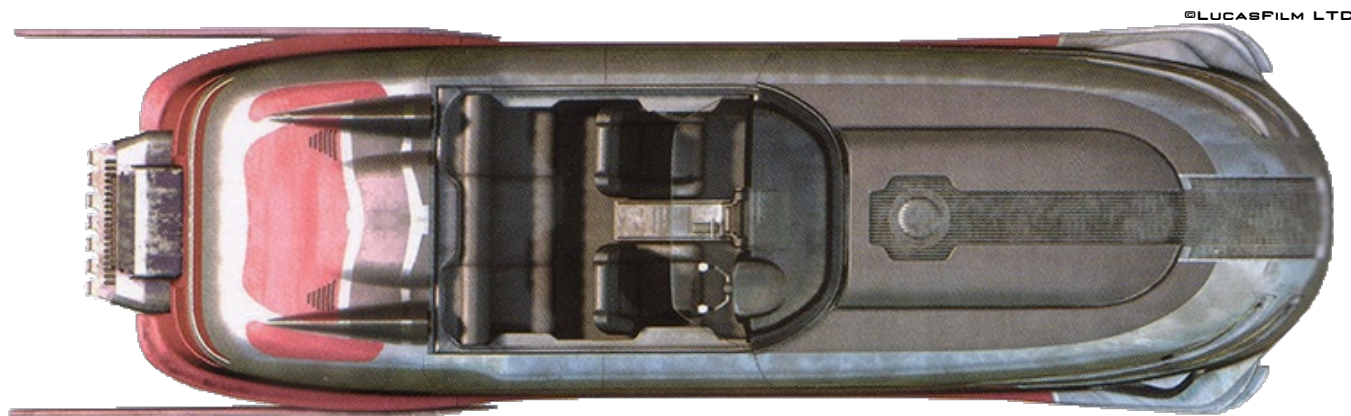
Rian-327 Airspeeder

use of their comlink while in transit. Just to the left of the pilot, near the center console, was a secret compartment, perfect for storing a blaster pistol (Perception DC 20 to spot). All seats had tractor-field restraint systems to protect passengers during sharp maneuvers. Padmé's Rian was also upgraded by Jedi Knight Anakin Skywalker, who fine-tuned the engines (16 speed, 700 km/h).

Turbostorm Gunship

Santhe/Sienar Technologies Turbostorm-class Gunship CL 9
Gargantuan air vehicle (airspeeder)
<u>Init</u> +3; <u>Senses</u> Perception +6
Defense Ref 16 (flat-footed 13), Fort 21; +9 armor, Vehicular Combat
hp 120; **DR** 10; **Threshold** 41
Speed 12 squares (max. velocity 520 km/h)
Ranged fire-linked (2) medium laser cannons +6 (see below) and
   2 double mini concussion missile launchers +4 (see below) or
Ranged fire-linked (2) medium laser cannons +6 (see below) and
   double mini concussion missile launcher +4 (see below) and
   flamethrower +4 (see below)
Fighting Space 4 x 4; **Cover** total
Base Atk +2; **Grp** +28
<u>Atk Options</u> autofire (medium laser cannons, mini concussion missiles)
Abilities Str 32, Dex 14, Con –, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use
   Computer +8
Crew 3 (skilled); **Passengers** 24 (troops)
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Payload 16 concussion missiles, 20 flame charges
Availability Military; **Cost** 50,000 (20,000 used)
Emplacement Points 1

Fire-linked (2) medium laser cannon (pilot)
Atk +6 (+1 autofire), **Dmg** 5d10x2
Double mini concussion missile launcher (co-pilot/gunner)
Atk +4, (-1 autofire), **Dmg** 5d10x2 (6d10x2 fire-linked), 2-square splash
Flamethrower (gunner)
Atk +4, **Dmg** 9d6 fire damage

Already ancient by the time of the Clone Wars, Turbostorm-class gunships were still popular among backwater worlds for planetary security. Perhaps the most famous use of these ships was by Harrun-Kal's Balawai government in the Summertime War, a local conflict that was exacerbated by the Clone Wars. While many of these ships saw action defending their homeworlds, the ship design was largely considered obsolete. However, Sienar Fleet Systems revisited the design just before the Clone Wars to create their Skipray Blastboat.

Capabilities
The MG-3 mini-missile tubes are fitted back to back, one to assault targets (gunner), while the other is to defend against attacks from the rear (co-pilot). Each launcher has two tubes fitted with 4 missiles per tube, and can fire at a rate of one missile per second. These two tubes can either be fire-linked for maximum damage or set to auto-fire for strafing runs. The Merr-Sonn Sunfire-1000 flamethrower shoots a cone of burning chemicals 24 squares long and 12 squares wide at the terminus. Make a single attack roll and compare it to the Reflex Defense of every target within this area. A successful attack deals 9d6 points of fire damage to the target; if the attack misses; the target takes half damage instead. A target with the evasion talent (*SE* 50) takes half damage from a successful attack and no damage if the attack misses. The Turbostorms used by the militias of Haruun Kal were modified for use on the planet with antisepsis fields and upgraded turbojets and repulsorlifts, providing a speed of 16 squares (max. velocity 1,400 km/h).

Wookiee Air Cruiser

Kas Vehicle Concepts Wookiee Air Cruiser CL 12
Colossal air vehicle (airspeeder)
<u>Init</u> -4; <u>Senses</u> Perception +6
Defense Ref 12 (flat-footed 12), Fort 29; +12 armor, Vehicular Combat
hp 200; **DR** 10; **Threshold** 79
Speed 6 squares (max. velocity 50 km/h)
Ranged advanced heavy rail cannon +3* (see below) and
Fighting Space 12 x 12; **Cover** total
Base Atk +2; **Grp** +41
Abilities Str 48, Dex 10, Con –, Int 12
Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use
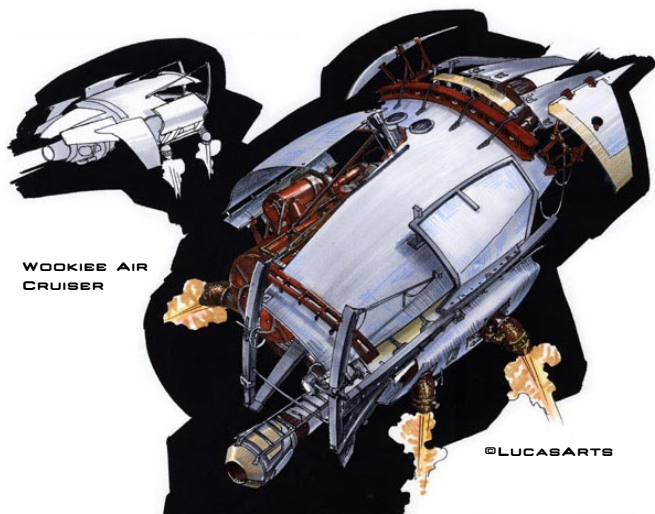   Computer +7
Crew 10 (skilled); **Passengers** 5
Cargo 500 kg; **Consumables** 1 week; **Carried Craft** none
Payload 75 rail rounds
Availability Military; **Cost** 350,000 (180,000 used)
Emplacement Points 1
Apply a -20 penalty on attacks against targets smaller than Colossal size.

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Advanced heavy rail cannon (gunner)
Atk +3 (-17 against targets smaller than Colossal), **Dmg** 9d10x5,
    2-square burst, penetration 10

The Wookiee Air Cruiser was built as a weapon of war to deal with threats posed by Trandoshan Slavers and the Trade Federation, both of whom have plagued the otherwise peaceful Wookiees for decades prior to the Clone Wars. After the Battle of Geonosis, the Wookiees shared the weapon design with the Republic, who created their own Pocket Air Cruiser, though through corporate espionage, the weapon found its way into the hands of Separatist forces as well. Initially deemed too destructive for use in Kashyyyk's forests, the weapon nonetheless saw heavy use on some Wookiee colony worlds, such as Alaris Prime. Years later, during the Rebel liberation of Kashyyyk, the Wookiees would become desperate enough to use the Air Cruisers on their homeworld as well.

Capabilities

The pinnacle of Wookiee combat engineering, the Kas Air Cruiser's design resulted in one of the more deadly weapon systems to exist during the pre-Imperial era. Wookiees scaled up their bowcaster technology to create a rail cannon that fired large, explosive quarrels at the enemy, causing massive destruction in a wide swath. The weapon can only be fired once every two rounds, as energy capacitors onboard take time to charge in order to magnetically propel the giant quarrel at its target, a

rate of fire that imitators of the design have been unable to duplicate thus far. The crew cabin is on the right of the vehicle, looking through a large viewport framed by red-tinted hull plating, while the cannon is on the vessel's port side.

Wookiee Dropship

Appazanna Engineering Works Wookiee Dropship   **CL 4**
Colossal air vehicle (airspeeder)
Init -4; **Senses** Perception +6
Defense Ref 8 (flat-footed 8), Fort 25; +8 armor, Vehicular Combat
hp 150; **DR** 10; **Threshold** 75
Speed 6 squares (max. velocity 65 km/h)
Ranged fire-linked (2) heavy blaster cannon +4 (see below)
Fighting Space 12 x 12; **Cover** total, none (lower passengers)
Base Atk +2; **Grp** +37
Atk Options autofire (fire-linked (2) heavy blaster cannon)
Abilities Str 40, Dex 10, Con –, Int 14
Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use
    Computer +8
Crew 10 (skilled); **Passengers** 34*
Cargo 10 tons*; **Consumables** 1 week; **Carried Craft** none*
Availability Rare; **Cost** 125,000 (75,000 used)
Emplacement Points 1
does not include multi-function lower deck

©LucasArts

Fire-linked (2) heavy blaster cannon (gunner)
Atk +4 (-1 autofire), **Dmg** 6d10x2

The Wookiee Dropship was a typical example of civilian vehicles being turned to instruments of war on Kashyyyk. The dropships were nominally used for the entertainment and transportation of civilians, allowing them to view Kashyyyk in all its beauty. However, during the Battle of Kashyyyk, the Wookiees needed to be able to move troops and material far beyond what their dedicated defense logistics assets were capable of, and the airships were pressed into service. General Grievous shot down one such craft during his escape from Delta Squad toward the end of the Clone Wars.

Capabilities

Already capable of moving 34 passengers in its crew cabin just below the wooden-plated understructure of the balloon, peace-time saw beast-riders and stunt pilots taking up the lower platforms, performing for the passengers in the cabin. However, when violence dominated the Wookiee landscape, the lower bays were instead filled with troops and weapons of war ranging from soldiers, supplies, or vehicles. Often, Wookiee Berzerkers equipped with jetpacks would fill the lower bays, launching surprise attacks on their enemies from above. Each of the 3 bays is capable of hosting either 22 soldiers, 8 tons of cargo, or 5 hangar points and 2 tons of cargo. The observation deck houses the crew and passengers, and is accessed by a single forward turbolift. While designed to convey spectators and passengers in some degree of luxury during peace, the space is converted to a command center during time of war and equipped with a hyperwave transceiver, holomaps, and a number of data terminals. The blaster cannons are also only mounted during times of war, and are typically replaced with holo imagers or fog emitters during peacetime to add spectacle to aerial performances.

Wookiee Troop Transport

Kettrifree Repulsor Air MoverCL 2
Gargantuan air vehicle (airspeeder)
Init +4; Senses Perception +6
Defense Ref 15 (flat-footed 12), Fort 17; +7 armor, Vehicular Combat
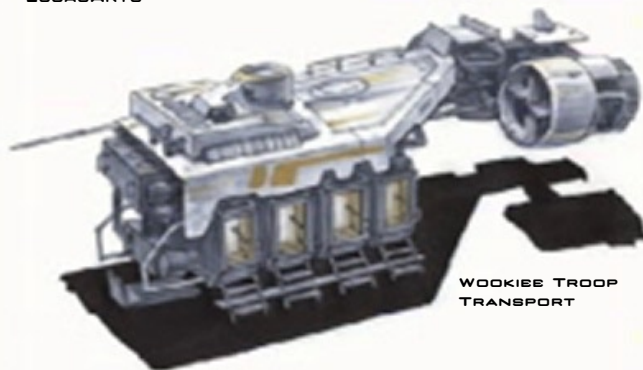hp 120; DR 10; Threshold 37
Speed 12 squares (max. velocity 500 km/h)
Fighting Space 4 x 4; Cover total
Base Atk +2; Grp +24
Abilities Str 28, Dex 16, Con –, Int 14

WOOKIEE TROOP
TRANSPORT

Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +8
Crew 1 (skilled); Passengers 16 (troops)
Cargo 250 kg; Consumables 1 day; Carried Craft none
Availability Prevalent; Cost 40,000 (22,000 used)
Emplacement Points 2

The Kettrifree Air Mover was a Wookiee troop transport in use prior to the Battle of Naboo. Though unarmed, it was able to quickly move two squads into combat and insert them into the battle quickly. The vehicle was used with great success against the Trade Federation on the Wookiee colony worlds, and again during the Clone Wars' Battle of Kashyyyk. While the air-movers were much quicker than Wookiee Dropships, they were largely limited to operations within tree-cities or small-scale raids.

Capabilities
The Wookiee troop transport might have been unarmed, but four-hatches on each side of the craft were capable of opening a quarter of the way from the top, allowing a Wookiee to take up a position at each hatch with either a rocket launcher or bowcaster. However, these shooters would only enjoy a +10 cover bonus as a result of the open hatch. During the Clone Wars, many droid gunships mistook the Air Mover as a low priority target, because it was not perceived as an active threat, only to get destroyed by a broadside of homing rockets launched by troops from within. The vehicle was commonly modified with increased hull plating or shields.

Starfighters

While starfighters are often restricted to military use only, such laws typically do not dissuade pirates. Planetary defense forces normally have enough autonomy to commission their own designs for starfighters, tailoring them to their defense needs. Finally, some very old starfighters end up available on the second hand market, purchased by bounty hunters, small-volume smugglers, and mercenary troupes.

C-73 Tracker

SubPro Corporation C-73 Tracker Interceptor   CL 8
Huge starfighter
Init +8; **Senses** Perception +5

Defense Ref 16 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32

Speed fly 12 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged double light laser cannon +2 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +24
Atk Options autofire (double laser cannon)

Abilities Str 34, Dex 20, Con –, Int 14
Skills Initiative +8, Mechanics +5, Perception +5, Pilot +8, Use Computer +7

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

C-73 Tracker

©Matt Busch
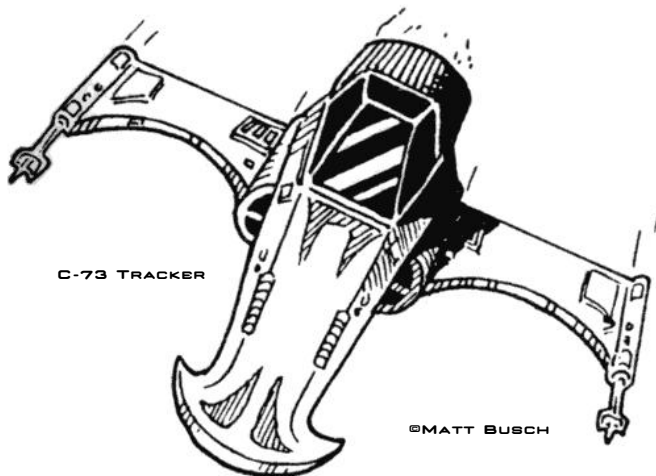
Cargo 60 kg; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 30,000 (20,000 used)
Emplacement Points 2

Double light laser cannon (pilot)
Atk +4 (–1 autofire), **Dmg** 4d10x2

The C-73 Tracker was one of the last designs created by SubPro Corporation before partnering up with the Incom Corporation. The C-73 Tracker was considered out of date even as the Clone Wars began, but it still had found a comfortable home in many planetary defense forces, particularly in the Outer Rim. The ship played an early role in the Clone Wars, when a group of Separatist extremists used four of the fighters to shoot down a Space Rescue Corps starship, nearly killing all hands. The ship had inadvertently crossed over the Lahara Sector Border near the Cowl Crucible, infringing on Separatist-declared space. After the Clone Wars, the ship could still be found in use by pirates, privateers, and poor, backwater planetary defense forces, such as those on Guiteica. The fighter was also a frequent display in spaceflight museums, such as Coruscant's Imperial Stardrive Museum.

Capabilities

The C-73 Tracker is an exceptionally cheap craft that is designed for groups that have more pilots than credits. It is designed to fly in formations where multiple fighters can overwhelm opponents, but is best served staying in a planet's atmosphere where it can often outmaneuver opponents. The aerodynamic design of the C-73 Tracker provides it with a +2 dexterity bonus when in atmosphere. The C-73 was often modified with the addition of shields and a proton torpedo launcher to bring it more in line with other starfighters of the day.

Freefall

Custom Advanced Freefall-Class Starfighter   CL 13
Colossal* starfighter
Init +1; **Senses** Perception +8

Defense Ref 17 (flat-footed 12), Fort 31; +12 armor, Vehicular Combat
hp 150; **DR** 15; **SR** 40; **Threshold** 81

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged double heavy lok sand composite lasers +10 (see below) or
Ranged advanced space mine deployer +10 (see below) or
Ranged cruise missile launcher +10** (see below) or
Ranged ionized cluster missile launcher +8 (see below)

Freefall

©James Zhang

Fighting Space 30 x 20 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +41
Atk Options fire-linked (composite laser cannons), droid fighters
Abilities Str 52, Dex 20, Con --, Int 16
Skills Initiative +1, Mechanics +8, Perception +8, Pilot +2, Use
   Computer +9

Crew 6 (expert); **Passengers** 8
Cargo 20 tons; **Consumables** 4 weeks; **Carried Craft** 3 space droids
Payload 10 cluster missiles, 5 cruise missiles, 10 proximity mines
Hyperdrive x2 (x10 backup), advanced navicomputer
Availability Unique; **Cost** not available for sale (6,000,000 on black
   market)
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.*
**Apply a -20 penalty on attacks against targets smaller than Colossal
   size.*

Double heavy lok sand composite laser cannons (pilot)
Atk +10, **Dmg** 7d10x2
Advanced space mines (gunner)
Atk +10, **Dmg** 10d10x2
Cruise missiles (pilot)
Atk +10 (-10 against targets smaller than colossal), **Dmg** 10d10x5, 4-square splash, penetration 10
Ionized cluster missiles (gunner)
Atk +8, **Dmg** 8d10x2, 4-square splash, SR penetration 10

After the *Havoc* was tweaked to a state where Jinkins and Nym both
were satisfied with its performance, Jinkins set about designing his own

ship. During his tenure with the Nubian Design Collective, not all his
ship designs were mothballed, the Freefall-Class Starfighter saw limited
production, and Jinkins knew the design inside and out. After making his
purchase, he stripped the ship down and began incorporating a lot of the
new weapon designs that he had created while working on the *Havoc*,
as well as some new surprises. Jinkins used the *Freefall* from around
the time of the Battle of Naboo all the way through liberation of the
Karthakk System and throughout the Clone Wars.

Capabilities

The *Freefall* is a very capable ship which incorporates the same cruise
missiles, ionized cluster missiles, and space mines as used on the
Havoc while adding some unique armament all its own. The *Freefall* is
equipped with a team of five customized ASN-121 assassin droids (found
in *Threats of the Galaxy*, page 135) which are tied in to the *Freefall*'s
targeting computer. This allows them to home in on a single target to
each make a single attack before returning to the *Freefall*'s droid bay
to recharge. The droids have been modified to drastically increase their
speed, giving them a 4-square space speed and 16-square atmospheric
speed, though at the sacrifice of their stealth emitter that makes them
immune to security scans.

The droids are controlled by their handler, who sets their attack up
based on the target, deciding what attack option is best suited. The
droids only have enough power to operate for 3 turns before requiring
a return to the droid bay to recharge for 4 turns. Any droid who has
not returned to the droid bay by the end of their third turn can only
move at half speed, and is unable to attack for their fourth turn. If
it still has not returned by the end of its fourth turn, it drops out of
the sky. The droid handler is able to make Repair checks on the droids
while they are recharging. The *Freefall* has the advanced template and
personalized controls for the pilot's station. (The statistics given here
assume a "typical" crew of expert, though they are still calculated as
though Jinkins were flying for purposes of personalized controls; if the
ship is encountered with Jinkins flying it, his abilities may be used rather
than those of a generic crew.)

Guardian Mantis

Advanced Xi Char Stealth Starfighter   CL 15
Gargantuan starfighter
Init +15; **Senses** Perception +13
Defense Ref 19 (flat-footed 12), Fort 28; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 25**; **Threshold** 48

Guardian Mantis

©James Zhang

Speed fly 16 squares (max. velocity 1,150 km/h), fly 5 squares (starship scale)
Ranged double medium laser cannons +15 (see below) or
Ranged nano-missile launcher +15 (see below) or
Ranged ion encumbrance system +15 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +43
Atk Options autofire (double laser cannons)
Abilities Str 46, Dex 24, Con –, Int 16
Skills Initiative +15, Mechanics +11 (11*), Perception +13 (3*), Pilot +15, Use Computer +13 (14*)
If the ship has an R4-P astromech droid, use these skill modifiers instead.
Crew 1 plus hardwired astromech (ace); **Passengers** none
Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none
Payload 500 nano-missiles, 250 ion sensor tags
Hyperdrive x1 (x5 backup), limited navicomputer (8-jump memory) plus

10-jump memory (astromech droid)
Availability Unique; **Cost** not available for sale (black market value 100,350,000)
**The Guardian Mantis has regenerating shields.

Double medium laser cannons (pilot)	
Atk +15 (+10 autofire), **Dmg** 6d10x2	
Nano-missile launcher (pilot)	
Atk +15 (+20 when IES attached to target), **Dmg** 5d10x2	
Ion encumbrance system (pilot)	
Atk +15, **Dmg** special (see below)	

Vana Sage was a Naboo Defense Force agent turned mercenary and bounty hunter. Having amassed a small fortune during her time as a hired gun, she sought a starship that would fit her taste, favoring hit and fade tactics and stealth. While shopping, she was referred to a drunk Xi Char named T'tikilak-th'sakak-l'ch'ak, formerly of workshop Xtac. The engineer had abandoned his people after a minor disfigurement. Sage hired the exiled Xi Char, known to her as Teki, to design and build a custom ship for her; the Guardian Mantis was the result.

Vana Sage used the Guardian Mantis to take on a number of jobs, crossing Nym the pirate on one occasion, before teaming up with him and Naboo Pilot Rhys Dallows against the Trade Federation. Together they destroyed a droid factory on Eos and attacked a Trade Federation convoy near Naboo. Sage was known to still possess the ship just prior to the Clone Wars, when she set off in search of Reti, a mechanic and junk salvage expert who had gone missing. The fate of the Guardian Mantis after her search for Reti is unknown.

Capabilities
The Guardian Mantis is a unique craft with equally special weaponry. The heart of the ship is its ion encumbrance sensor tags, which give the Mantis a vast advantage over enemies. The IES works in conjunction with the nano-missile launcher, providing targeting data which allows the Mantis to fire against tagged enemies directly behind her and still hit them. Further, the Guardian Mantis is equipped with a stygium crystal cloaking device, allowing the Mantis to sneak in closely prior to launching its assault then disappear again just as quickly. An astromech has been hard-wired into the Mantis, micro-managing the shields and navigation, as well as other repairs to the ship. Note that the non-standard nature of hard-wiring an astromech into a ship such as Mod3 is with the Mantis imposes a -2 penalty to all mechanics and use computer checks made by the pilot or astromech. These penalties are already applied and reflected in the stats above. This ship is considered to have personalized controls

and the advanced template. (The statistics given here assume a "typical" crew of ace, though skills are calculated as though Vana were flying for the personalized controls emplacement; if the ship is encountered with Vana Sage flying it, her abilities may be used rather than those of a generic crew.)

Havoc

Havoc

©Ian Fullwood

Nubian Design Collective
    Scurrg H–6 Advanced Bomber Prototype   CL 16
Colossal* space transport
Init +8; **Senses** Perception +13

Defense Ref 17 (flat-footed 12), Fort 32; +12 armor, Vehicular Combat
hp 175; **DR** 15; **SR** 45; **Threshold** 82

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged fire-linked (6) medium laser cannons +17 (see below) or
Ranged double heavy laser turret +4 (see below) or
Ranged double energy bomb chute +17** (see below) or
Ranged advanced space mines +10 (see below) or
Ranged cruise missiles +17** (see below) or
Ranged ionized cluster missiles +17 (see below)
Fighting Space 14 x 14 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +51
Atk Options autofire (medium laser cannons, energy bombs), basic automated fire (double heavy laser turret)

Abilities Str 54, Dex 20, Con ––, Int 20
Skills Initiative +8, Mechanics +13 (11*), Perception +13 (3*), Pilot +8, Use Computer +18 (15*)
*When actions are taken by the hardwired astromech droids, use these stats instead.

Crew 1 plus 2 astromechs (ace); **Passengers** none
Cargo 10 tons; **Consumables** 2 weeks; **Carried Craft** none
Payload 10 cluster missiles, 5 cruise missiles, 10 energy bombs***, 10 proximity mines
Hyperdrive x1 (x10 backup), navicomputer
Availability Unique; **Cost** not available for sale (4,885,000 on black market)
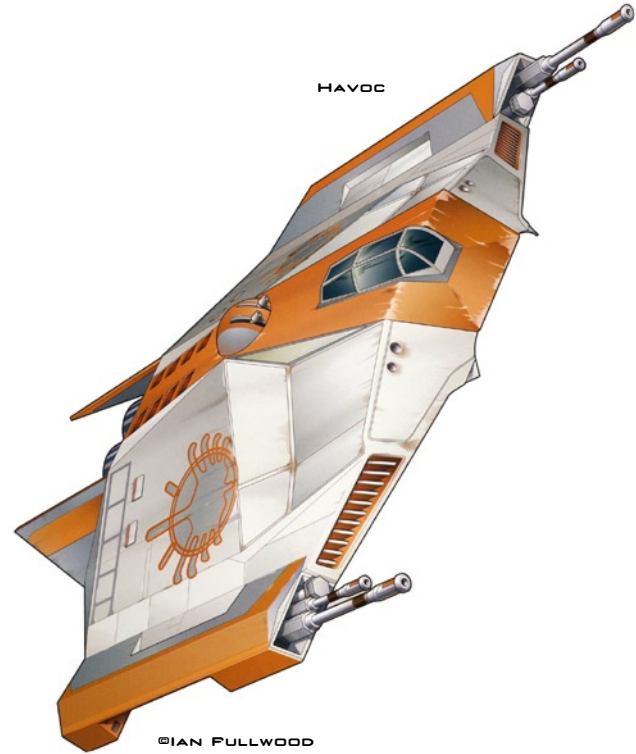
*This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

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

***Energy bombs recharge at a rate of 1 bomb per 10 rounds, to a maximum of 10 bombs.

Fire-linked (6) medium laser cannons (pilot)
Atk +17 (+6 autofire), **Dmg** 8d10x2

Double heavy laser turret (gunner)
Atk +4 (+15 if manned), **Dmg** 7d10x2

Double energy bomb chute (pilot)
Atk +17 (+12 autofire, −3 against targets smaller than Colossal, −8 autofire), **Dmg** 8d10, 2-square splash or 8d10x5, 6-square splash for plasma scourge (consumes 5 energy bombs)

Advanced space mines (pilot)
Atk +10, **Dmg** 9d10x2

Cruise missiles (pilot)
Atk +17 (−9 against targets smaller than Colossal), **Dmg** 9d10x5, 4-square splash, penetration 10

Ionized cluster missiles (pilot)
Atk +17, **Dmg** 7d10x2, 4-square splash, SR penetration 10

The Scurrg H-6 heavy bomber was designed by a Chief Engineer Jinkins at the Nubian Design Collective for Naboo, but the peaceful citizens of Naboo turned down the powerful ground assault and anti-capital ship platform. Upset at the waste of the beauty of his design, Jinkins contacted a pirate lord named Nym and together they hatched a plot to steal the advanced bomber prototype. Successful in their raid, Nym took ownership of the Havoc, and Jinkins joined the Lok Revenants, Nym's crew. Together, they further modified the already impressive prototype, adding a bomblet generator to ensure unlimited ground assault capabilities. The crew was reduced so that Nym could operate the starfighter himself alongside a pair of hardwired astromech droids to serve as a gunner and a navigator.

From behind the cockpit of the *Havoc*, Nym led a personal campaign against the Trade Federation and participated in the Battle of Naboo. Later, he helped Jedi Master Adi Gallia fight Captain Cavik Toth and the Sabaoth Squadron, participating in the Battle of Geonosis. Nym and Adi Gallia fought together during much of the early portion of the Clone Wars, serving the interests of both the Republic and the Karthakk System, where Nym was based. The *Havoc* was said to be the most deadly starfighter in the sector, a reputation Nym made sure to support in combat often. Nym would later take over the planet Lok, where it is assumed he still kept the *Havoc* throughout the Galactic Civil War.

Capabilities

The *Havoc* is armed to the teeth; able to destroy most any target with its vast array of weaponry. The cruise missiles are perfect for taking down capital ships quickly, while cluster missiles are great for taking out formations of starfighters. The incredibly powerful lasers are able

to chew through most shields in moments, and the bomblet generator makes certain that Nym can level entire cities, given enough time. The automatic turret and proximity mine deployer ensure that Nym is able to defend himself from smaller, more maneuverable fighters that might be able to get behind him.

The *Havoc* does have the advanced template on it, where it requires increased maintenance. As the astromech droids are hardwired, they follow the same rules for hard-wired astromech droids presented on page 60 of *Starships of the Galaxy*. However, since there are two of them, they can choose to use the aid-another action, providing a +2 bonus to all astromech associated skill checks. The *Havoc* has personalized controls at the pilot's station. (The statistics given here assume a "typical" crew of ace, though the stats are calculated as though Nym were piloting for purposes of personalized controls; if the ship is encountered with Nym flying it, his abilities may be used rather than those of a generic crew.)
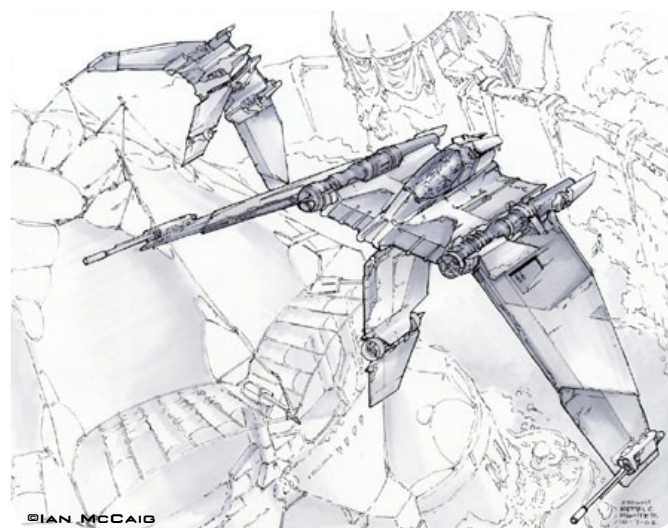
T-19 Starfighter

Torpil T-19 Starfighter CL 10
Gargantuan starfighter
Init +11; **Senses** Perception +8

Defense Ref 19 (flat-footed 11), Fort 24; +6 armor, Vehicular Combat
hp 100; **DR** 10; **Threshold** 44

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

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Ranged double light laser cannons +10 (see below) or
Ranged 2 light concussion missile launchers +10 (see below
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +34
Atk Options autofire (light laser cannons), optional fire-link (2)
   (medium concussion missiles)
Abilities Str 39, Dex 26, Con –, Int 16
Skills Initiative +11, Mechanics +8, Perception +8, Pilot +11, Use
   Computer +11
Crew 1 (expert); **Passengers** none
Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none
Payload 8 light concussion missiles
Availability Military; Cost 125,000 (65,000 used)

Light laser cannons (pilot)	
Atk +10 (+5 autofire), **Dmg** 4d10x2	
Light concussion missiles (pilot)	
Atk +10, **Dmg** 7d10x2 (8d10x2 if fire-linked), 4-square splash	

Torpil was one of the many asteroids in the Roche Asteroid Field, home to the Verpine, a race of incredibly gifted starship engineers. Two of the most famous starship engineering asteroids were Slayn and Korpil, which had formed a partnership long ago, and became the leading asteroids of industry among the species. Torpil did not have quite the same degree of skill, but was wealthy beyond measure. During the Clone Wars, Torpil obtained non-exclusive rights to Slayn & Korpil's V-19 Torrent starfighter design, popular among the clone pilots.

Eager to capitalize on their new purchase, Torpil changed the design slightly, maximizing the fighter's speed and survivability. Torpil catered to the needs of local planetary defense forces of planets allied with the Republic, such as Praesitlyn, who purchased large quantities of the ship. Planetary leaders were eager to take advantage of the psychological assurance of safety provided to the populace by arming their militias with craft identical in appearance to those of the Republic. The design would later be further reengineered by Slayn & Korpil into a high-performance airspeeder known as the V-Wing for the New Republic.

Capabilities

While the T-19 lacks the heavier armament of the V-19, it more than makes up for it with flight performance, both in space and atmosphere. The T-19 is popular among planetary defense aces, where it's incredible speed and maneuverability allow it to fly rings around droid starfighters. Most pilots will take advantage of this by performing quick strafing attacks against large numbers of enemies, making rapid passes and then

speeding away before the enemy can even acquire a target lock. The T-19 has actually been clocked at flying at 20,000 km/h when using its SLAM drive equivalent, but it is only able to fly at those speeds for 2 rounds before requiring a 10-round cool-down where it can only fly at half speed. Flying with the SLAM equivalent engaged is a full round action, and can only be done in a straight line, as maneuvering would tear the craft apart.

Wookiee Bomber

Appazanna Engineering Works Blade Heavy Bomber   CL 9
Gargantuan starfighter
Init +5; **Senses** Perception +6
Defense Ref 17 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 180; **DR** 10; **SR** 25; **Threshold** 48
Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares (starship
   scale)
Ranged light laser cannon +8 (see below) or
Ranged 2 proton bomb racks +3 (see below)
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options optional fire-link (2) (proton bombs)
Abilities Str 46, Dex 18, Con –, Int 18
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use
   Computer +10

Crew 1 (skilled); **Passengers** none
Cargo 25 kg; **Consumables** 1 days; **Carried Craft** none
Payload 10 proton bombs
Availability Restricted; **Cost** 118,000 (75,000 used)
Emplacement Points 2

Light laser cannon (pilot)	
Atk +8, **Dmg** 3d10x2	
Proton bomb rack (pilot)	
Atk +3, **Dmg** 6d10x5, 10-square splash	

The Blade Bomber is a starship design from the Wookiee company Appazanna Engineering Works, designed specifically with their brethren in mind. Originally a forest-fire fighter, some Blade Bombers are still equipped with fire-retardant bombs, though shortly before the Battle of Naboo the majority of Blade's were modified to include the proton bomb racks. The Blade bomber has gone through no less than two complete redesigns since its original design as a fire-fighter, though by the time of the Clone Wars, the first redesign was the most commonly seen, sometimes referred to as the Heavy Blade. The Blade was a common sight on Kashyyyk and the various Wookiee colonies, which had been fighting the Trade Federation since before the Battle of Naboo, culminating in a large-scale battle at Kashyyyk at the end of the Clone Wars. The Empire invaded Kashyyyk shortly after the Clone Wars, and dismantled or destroyed the vast majority of the Blade Bomber fleet, making it extremely rare into the Rebellion era and beyond.

Capabilities

The Blade is a capable bomber, designed to decimate columns of enemy invaders. The proton bombs follow the same rules as ion bombs. The Blade typically used its emplacement points to increase the armor and hp of the craft, commonly referred to as the Enhanced Blade Bomber. The original Blade had no shields, laser cannons, and only 150 hp, but added 7 additional emplacement points.

Wookiee Starfighter

Appazanna Engineering Works Agr Starfighter   CL 9
Gargantuan starfighter
Init +7; **Senses** Perception +6
Defense Ref 18 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 25; **Threshold** 46

©LucasArts
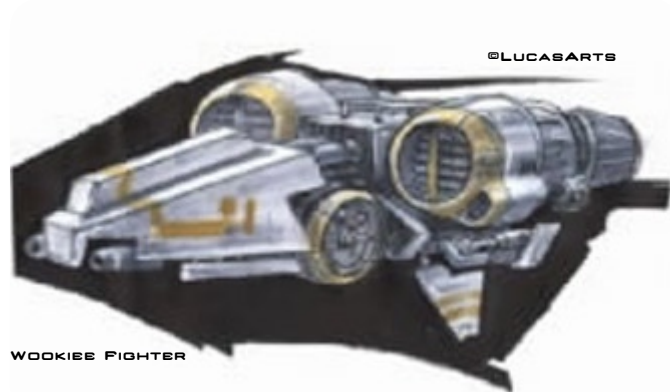
Wookiee Fighter

Speed fly 16 squares (max. velocity 1,300 km/h), fly 3 squares (starship scale)
Ranged double heavy laser cannon +4 (see below) or
Ranged proton torpedo tube +4 (see below) or
Ranged droid jammer +4
Fighting Space 3 x 3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (double heavy laser cannon)
Abilities Str 42, Dex 22, Con –, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7, Use Computer +8
Crew 1 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 day; **Carried Craft** none
Payload 3 proton torpedoes
Availability Restricted; **Cost** 146,000 (90,000 used)
Emplacement Points 2

Double heavy laser cannon (pilot)	
Atk +4 (-1 autofire), **Dmg** 7d10x2	
Proton torpedo tube (pilot)	
Atk +4, **Dmg** 9d10x2, 4-square splash	
Droid jammer (pilot)	
Dmg Special (*SG* 45)	

The Wookiee Agr Starfighter is named after a powerful bird of prey native to Kashyyyk. Like its namesake, the Agr Starfighter is swift, deadly, and fiercely territorial. The craft was used for decades by the Wookiees in various incarnations, undergoing two drastic redesigns during that

Official Statistics

In an effort to provide the most comprehensive guide to the Clone Wars as possible, the following are lists of vehicles found in the officially released material with their source and page numbers cited. They are divided into entries that do not appear within this document because the statistics provided by the official material are as accurate as possible and entries where this publication provides alternate statistics to those officially written.

Official Vehicles

VEHICLE	SOURCE	PAGE	VEHICLE	SOURCE	PAGE
Acclamator II-class Assault Ship	SG	57	Dianoga Starfighter	CW	82
Acclamator-class Assault Ship	SG	56	Dreadnaught-class Heavy Cruiser	SG	76
Aethersprite Interceptor	SG	60	Eta-2 Actis Interceptor	SG	82
Aratech 74-Z Speeder Bike	SE	176	Geonosian Starfighter	SG	86
ARC-170 Starfighter	SG	71	Ginivex-class Starfighter	SG	87
All Terrain Attack Pod (AT-AP)	CW	163	Ground Armored Tank	CW	198
AT-AT	SE	175	H-60 Tempest Bomber	TFU	114
AT-RT	CW	164	IG-227 Hailfire Droid Tank	CW	199
AT-ST	SE	175	Infantry Support Platform	CW	166
AT-TE	CW	164	J-type Star Skiff	SG	103
AT-XT	CW	163	Kappa-class Shuttle	CW	171
Azure Angel	CW	138	KR-TB Doomtreader	CW	78
BARC Speeder	CW	165	Maka-Eekai L4000 Transport	TFU	120
Belbullab Heavy Starfighter	CW	204	Mankvim-814 Light Interceptor	SG	109
C-9979 Landing Craft	CW	205	Medlifter Troop Transport	CW	167
Carrack-class Light Cruiser	SG	68	Multi-Troop Transport (Multi-Utility Transport)	CW	200
CIS-Advanced Starfighter	CW	205	Neutron Star Bulk Cruiser	TFU	121
CR-20 Troop Carrier	CW	166	OG-9 Spider Droid	CW	201
CR-70 Corellian Corvette	SG	75	Porax-38 Starfighter	SG	121
CR-90 Corellian Corvette	SG	74	Punworcca 116-class Sloop	CW	210
Daystar Craft DC0052 "Intergalactic" Speeder	CW	138	Pursuer-class Enforcement Ship	CW	79
Diamond-class Cruiser	CW	206	Republic Antivehicle Cannon	CW	103

period. The model in use during the Clone Wars is the second incarnation of the craft, sometimes referred to as the Fast Agr, due to its incredible speeds in atmosphere. The fighter was made available to Wookiees not just of Kashyyyk, but of all the colonies as well, and was used in daring raids against Trade Federation forces, and later the Confederacy. When the Empire finally took over Kashyyyk, the majority of these fighters were dismantled or destroyed, making them an extreme rarity into the Rebellion era.

Capabilities

The Agr Starfighter is a capable atmospheric fighter, but is clearly designed for planetary defense, lacking a hyperdrive, and exhibiting fairly poor performance in space. In the atmosphere, however, the Agr is king, and enjoys a +2 bonus to Dexterity. The Wookiees had fought with the Trade Federation for at least a decade prior to the Clone Wars, which clearly led to the installation of a droid jammer on all Agr fighters. The Agr retains two emplacement points, which, in addition to tweaks from Wookiee engineers, is used to increase hit points and armor, sometimes referred to as the Enhanced Agr.

Space Transports

Private commercial shipping has been a backbone of the galactic economy since time immemorial. Gigantic shipping corporations, such as Azzameen Transports, all the way down to the independent trader all require freighters of a variety of shapes and sizes. Passenger ships are also common throughout the galaxy, from giant passenger liners full of poor sentients in steerage, to the most extravagant luxury yachts ferrying the fantastically wealthy.

121-B Interstellar Space Yacht
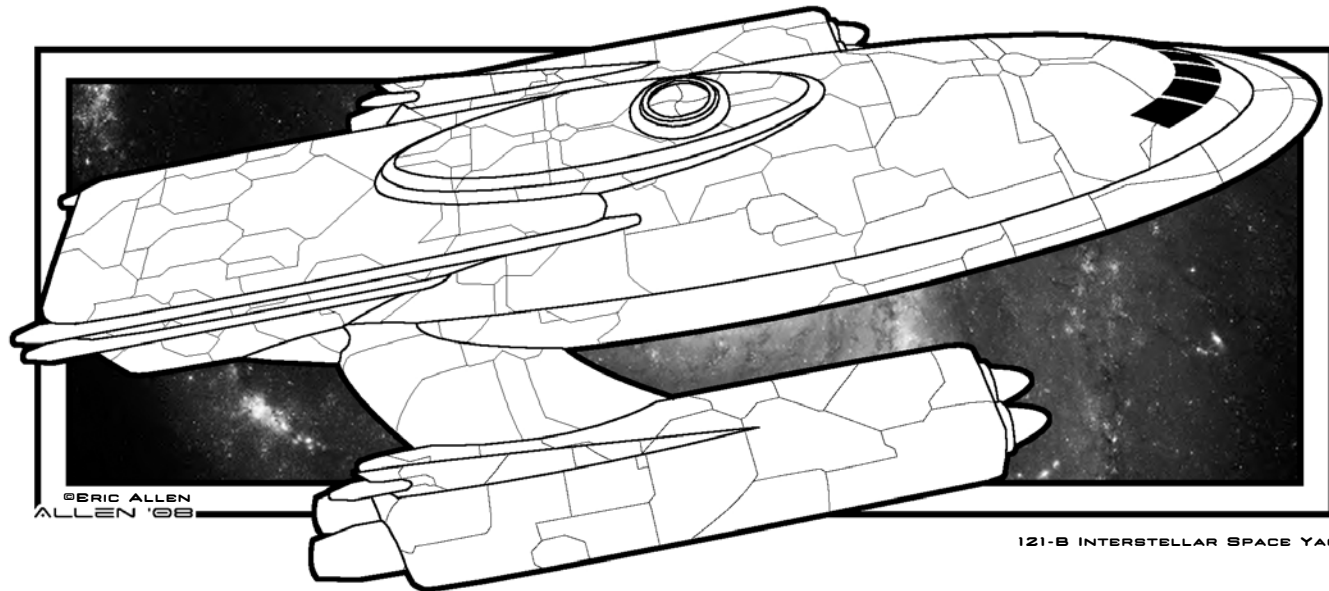
Kuat Leisure 121-B Interstellar Space Yacht CL 6
Colossal space transport
Init -3; **Senses** Perception +5
Defense Ref 14 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **Threshold** 46
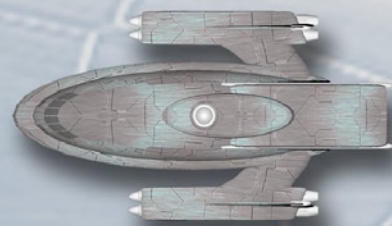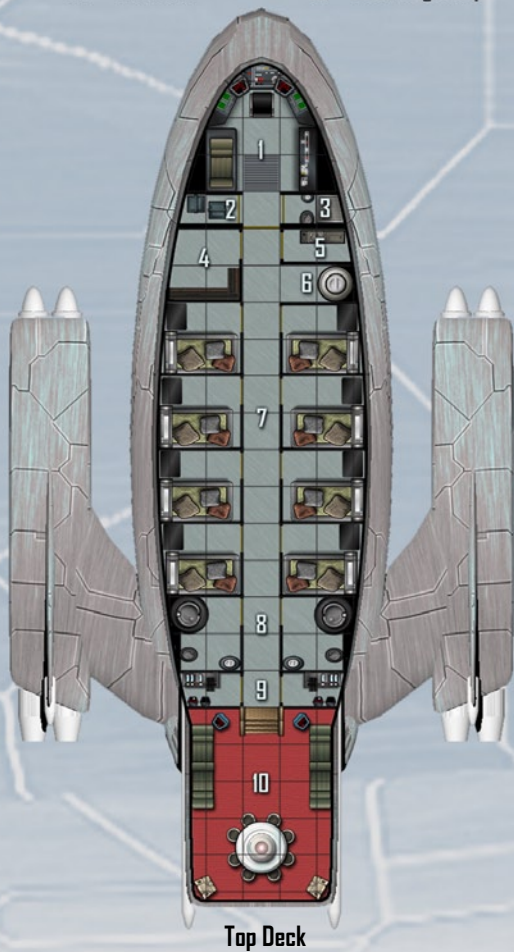**Speed** fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)

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ALLEN '08

121-B Interstellar Space Yacht

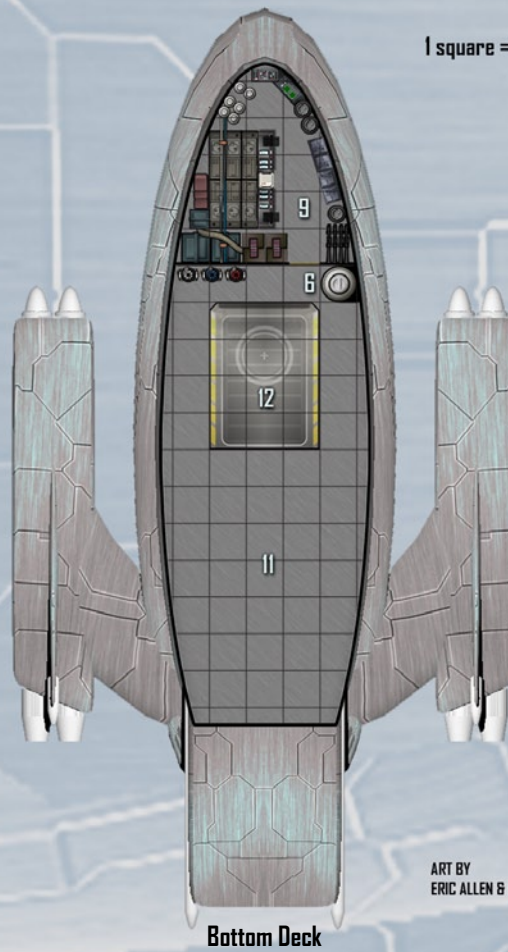# 121-B Interstellar Space Yacht

1. Cockpit
2. Crew Storage
3. Crew Head
4. Galley
5. Cold Storage
6. Turbolift
7. Passenger Quarters
8. Passenger Refreshers
9. Tech Room
10. Main Lounge
11. Main Cargo Hold
12. Boarding Ramp

1 square = 1.5 meters

Top Deck

Bottom Deck

ART BY
ERIC ALLEN & RYAN BROOKS

Official Statistics (continued)

VEHICLE	SOURCE	PAGE
Republic Troop Transport	CW	167
Sabaoth Starfighter	CW	220
Scarab-class Starfighter	SG	79
Self-Propelled Heavy Artillery	CW	168
Single Trooper Aerial Platform (STAP)	CW	202
Theta-class Shuttle	SG	141
Trade Federation Troop Carrier	CW	202
Tri-Droid	CW	202
Tri-Fighter	SG	79
Tsmeu-6 Personal Wheel Bike	CW	203
Unstable Terrain Artillery Transport (UT-AT)	CW	170
V-19 Torrent Starfighter	SG	149
Venator-class Star Destroyer	SG/TFU	148/210
Vulture-class Starfighter	SG	78
V-Wing Starfighter	SG	150

CW Clone Wars Campaign Guide

SE Saga Edition Core Rulebook

SG Starships of the Galaxy

TFU The Force Unleashed Campaign Guide

Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36
Abilities Str 42, Dex 14, Con –, Int 18
Skills Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use Computer +9
Crew 1 (normal); **Passengers** 8, advanced luxury upgrade
Cargo 10 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive x2 (backup x15), navicomputer
Availability Licensed; **Cost** 280,000 (160,000 used)
Emplacement Points 1

The 121-B was a very popular pleasure yacht among upper-middle class citizens during the final days of the Republic. It was manufactured by Kuat Leisure, a subsidiary of Kuat Drive Yards. Aayla Secura and Ylenic It'kla used one of these ships, designated The Flare, for a secret mission to Corellia seven days after the Battle of Geonosis.

Capabilities
The twin turbine engines of the 121-B yacht make for a smooth and stable ride, which adds to its appeal among travel enthusiasts. The ship is equipped with a team of repair droids and an auto-pilot system, which afford its passengers the comfort of not having to concern themselves with the headaches of maintenance or the chores of manning consoles. The advanced luxury suites within the ship are spacious and stocked with a variety of amenities. Its cargo hold is easily refitted to hold a number of pleasure vehicles such as airspeeders, landspeeders, and speeder bikes.

AA-9 Freighter-Liner

Botajef Shipyards AA-9 Freighter-Liner   CL 12
Colossal (frigate) space transport
Init -5; **Senses** Perception +5
Defense Ref 12 (flat-footed 12), Fort 31; +12 armor
hp 400; **DR** 15; **Threshold** 131
Weakness cramped quarters
Speed fly 12 squares (max. velocity 650 km/h), fly 2 squares (starship scale)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +41
Abilities Str 53, Dex 10, Con –, Int 12
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +6
Crew 10 (normal); **Passengers** 30,000
Cargo 1,000 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive x3 (backup x15), navicomputer
Availability Licensed; **Cost** not available for sale (675,000 used)
Emplacement Points 0

The Botajef Freighter-Liner was originally created to act as a heavy cargo freighter. However, in the years preceding the Clone Wars, many beings attempted to flee their homes as the Confederacy of Independent Systems imposed debilitating tariffs and all-out embargos on their worlds. Planets still under the authority of the Republic such as Alderaan, Coruscant, and Naboo attempted to cope with the strain brought on by

the massive influx of immigrants by spearheading the Refugee Relief Movement. Various planetary governments, with the aid of the Galactic Republic, purchased as many AA-9 freighters as possible and speedily retrofitted them to serve as passenger transports to ferry the thousands of refugees to their new homes.

The once spacious cargo decks contained within the 129 meters of the AA-9 acted as crowded steerage for some 30,000 refugees who sought sanctuary on Coruscant and other worlds. One such vessel, the *Jendirian Valley*, transported an undercover Anakin Skywalker and Padmé Amidala back to the senator's home planet of Naboo, after several assassination attempts forced Amidala from her seat in the Senate and into hiding. Another example of the retooled cargo ship was the *Star of Iskin*, which was destroyed in the second year of the Clone Wars. Its obliteration killed thousands onboard and on the ground below when Antazi assassin Sajé Tashe caused the explosion to cover up her assassination of Supreme Chancellor Valorum. The destruction of the *Star of Iskin* was the impetus for the creation and implementation of the Enhanced Security and Enforcement Act.

Capabilities

During the Clone Wars, and for decades after, the freighter-liner retrofit is just as common as the stock freighter model. It has been fitted with environmental filters to accommodate as many different species as possible. The stock model carries ten passengers and holds 150,000 tons of cargo. The cost for a brand new AA-9 freighter is 800,000 credits, but only 500,000 used.

B-7 Light Transport

Loronar B-7 Light Transport   CL 4
Gargantuan space transport
Init +1; **Senses** Perception +5
Defense Ref 16 (flat-footed 15), Fort 22; +10 armor
hp 100; **DR** 10; **SR** 15; **Threshold** 42
Speed fly 6 squares (max. velocity 650 km/h), fly 1 square (starship scale)
Fighting Space 4 x 4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +27
Abilities Str 35, Dex 12, Con –, Int 12
Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +6
Crew 1 (normal); **Passengers** 8
Cargo 5 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x3 (backup x10), navicomputer
Availability Licensed; **Cost** 50,000 (20,000 used)
Emplacement Points 5

By the time of the Clone Wars, the Loronar B-7 light transport was already ancient by galactic technological standards. It mostly saw use as a civilian vessel, but occasionally acted as a landing ship or ferry between nearby star systems. A well-weathered example of this model was bargained for and bought by Yoda, after he and Padawans Scout and Whie Malreaux became stranded, so that they could covertly travel to the planet of Vjun, in an effort to capture Count Dooku near the end of the Clone Wars.

B-7 Light Transport

Capabilities

As anything other than a civilian vessel, the B-7 is largely unremarkable. It has a common area, sleeping quarters and a galley to accommodate the crew and eight passengers. Its extra emplacement points allow it to be equipped with a number of additions, most commonly weapons to protect the ship from asteroids, debris and other hazards. In lieu of cargo space, the ship is capable of holding two Large speeder bikes.

Deepwater-class Freighter

Mon Calamari Shipwrights Deepwater-class Light Freighter CL 6
Colossal space transport
Init -5; **Senses** Perception +5
Defense Ref 12 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **SR** 30*; **Threshold** 76
Speed fly 12 squares (max. velocity 800 km/h), swim 6 squares (max. velocity 80 km/h), fly 2 squares (starship scale)
Ranged medium laser cannon turret +1 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36
Abilities Str 42, Dex 10, Con –, Int 12
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +6
Crew 2 (normal); **Passengers** 6
Cargo 85 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive x2 (backup x15), navicomputer
Availability Licensed; **Cost** 100,000 (80,000 used)
Emplacement Points 3
The Deepwater-class light freighter has regenerating shields.

Medium laser cannon turret (gunner)
Atk +1, **Dmg** 4d10x2

The successor to the Mon Calamari Light Freighter, the Deepwater-class freighter showed off the ingenuity of Mon Calamari starship engineers. Like most Mon Calamari creations, the designs differed slightly from ship to ship, but this particular model was much more uniform than most. A fleet of these transports were used by the Mon Calamari Commercial Expeditionary Service. Its modest complement of defense systems combined with its ample cargo capacity made it a favorite for commercial shipping companies that dealt with clients that operated in submerged locations. Unfortunately, only one 10,000-unit run was produced shortly

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before the Clone Wars began, otherwise the craft would have seen much more widespread use.

Capabilities

The Deepwater-class light freighter is equipped with various types of landing skids to accommodate several types of landing scenarios. Its ventral section contains standard landing gear and puncture-proof inflatable pontoons for water landings. The ship also has amphibious seals installed to allow it to function underwater.

Aay'han

Aay'han was the name given to the Mon Calamari Shipwrights' Deepwater-class light freighter purchased by the Mandalorian Kal Skirata, in the first year of the Clone Wars. The name was derived from a Mandalorian word that has no direct translation: an intense feeling of love and serenity brought about from the bittersweet sensation of being surrounded by family and friends in the midst of mourning the death of loved ones. The Clone Commando trainer needed a ship with submersible capabilities to further his search for Ko Sai, the missing Kaminoan chief scientist who worked on creating the clones for the Grand Army of the Republic. Skirata used the ship on a mission to Mygeeto to rescue Mandalorian mercenary Walon Vau after he became stuck in a crevasse following a bank robbery to reclaim his inheritance. Later, Skirata used the ship to track down Ko Sai on the planet Dorumaa and hauled her to Mandalore. After Order 66 was instated, Skirata used this craft to escape Coruscant with his loved ones and headed back to Mandalore.

Capabilities

Shortly after purchasing the used ship, Mereel upgraded the sensor package and weaponry to military specifications. He also placed the *Gi'ka*, a wavechasher bought on Dorumaa, in its cargo bay, ready to deploy. As with the stock Deepwater-class transport, the ship is equipped with puncture-proof inflatable pontoons for various forms of landing. With amphibious seals installed, the ship is capable of traveling under water. The stock medical bay was left intact, and it included passenger space for an additional ten occupants, totaling sixteen. Finally, several phony transponder codes had been installed into its IFF package. (The statistics given here assume a "typical" crew of ace; if the ship is encountered with Kal Skirata or another character flying it, their abilities may be used rather than those of a generic crew.)

Modified Deepwater-class Light Freighter   CL 10
Colossal space transport
Init +2; **Senses** Perception +12, Sensor Enhancement Package
Defense Ref 12 (flat-footed 12), **Fort** 26; +12 armor
hp 120; **DR** 15; **SR** 30*; **Threshold** 76
Speed fly 12 squares (max. velocity 800 km/h), swim 6 squares (max. velocity 80 km/h), fly 2 squares (starship scale)
Ranged heavy laser turret +11 (see below) and
    proton torpedo tube +13 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +46
Abilities Str 42, Dex 10, Con –, Int 12
Skills Initiative +2, Mechanics +12, Perception +12, Pilot +2, Use Computer +13
Crew 2 (ace); **Passengers** 16
Cargo 90 tons; **Consumables** 2 months; **Carried Craft** Wavechaser Gi'ka
Payload 3 torpedoes
Hyperdrive x2 (backup x15), navicomputer
Availability Restricted; **Cost** not available for sale (black market value 100,000)
Emplacement Points 0
*The Deepwater-class light freighter has regenerating shields. The craft loses its shields when submerged under water.

Heavy laser turret (gunner)	
Atk +11, **Dmg** 5d10x2	
Proton torpedoes (pilot)	
Atk +13, **Dmg** 9d10x2	

Alternate Statistics

VEHICLE	SOURCE	PAGE
A5 Juggernaut	TFU	200
Armored Assault Tank (AAT-1)	SE	176
Banking Clan Frigate	SG	64
Commerce Guild Destroyer	SG	72
Hardcell-class Transport	CW	207
Invisible Hand	CW	209
LAAT/c Gunship	CW	166
LAAT/i Gunship	SE	177
LM-432 Crab Droid	CW	194
Medstar-class Frigate	CW	171
Persuader-class Droid Enforcer	CW	201
Providence-class Destroyer	CW	208
Raddadugh Fluttercraft	CW	219
Republic Consular-class Cruiser	SG	126
Sabaoth Destroyer	CW	220
Sheathipede-class Shuttle	CW	210
Soulless One	CW	204
Trade Federation Battleship	SG	146
Trade Federation Core Ship	SG	147
Trade Federation Droid Control Ship	SG	147
TX-130 Saber-class Fighter Tank	CW	169
TX-130T Fighter Tank	TFU	202
Victory-class Star Destroyer	TFU	210
Zephyr-G Swoop	TFU	112

CW Clone Wars Campaign Guide

SE Saga Edition Core Rulebook

SG Starships of the Galaxy

TFU The Force Unleashed Campaign Guide

Drunk Dancer

Modified Corellian Engineering Corporation CR70 Corvette   **CL 12**
Colossal (frigate) capital ship
Init +2; **Senses** Perception +8

Defense Ref 16 (flat-footed 12), Fort 38; +12 armor, Vehicular Combat
hp 800; **DR** 15; **SR** 90; **Threshold** 138

Speed fly 12 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged 2 medium turbolaser batteries +9* (see below) and medium ion cannon +9 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +53

Abilities Str 66, Dex 18, Con –, Int 18
Skills Initiative +2, Mechanics +8, Perception +8, Pilot +2, Use Computer +12

Crew 7 (expert); **Passengers** 10
Cargo 1,000 tons; **Consumables** 1 year; **Carried Craft** 25 hangar points
Hyperdrive x1, navicomputer
Availability Unique; **Cost** not available for sale
Emplacement Points 0
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Medium turbolaser battery (gunner)
Atk +9 (-11 against targets smaller than colossal), **Dmg** 5d10x5
Medium ion cannon (gunner)
Atk +9, **Dmg** 5d10x2 ion

This heavily-modified CR-70 Corellian Corvette was owned by a smuggler named Jula Shryne during the fall of the Republic. Three years prior to the Clone Wars, this ship was used by Shryne to deliver communications equipment the moon of Jaguada under contract from Lord Tyranus. During the Great Jedi Purge at the close of the war, Jula Shryne harbored several Jedi refugees aboard the Drunk Dancer, including her son, Roan Shryne. The modified smuggling vessel was last known to still be in the possession of the smuggler.

Capabilities

The Drunk Dancer has been modified to be an efficient smuggling vessel and blockade runner. Turbolaser and ion cannon emplacements have been installed, along with significant slave circuitry to allow a single pilot plus three gunners to control all systems onboard the ship. The corvette's sublight engines and hyperdrive have been upgraded, making it an extremely fast ship for its size. Finally, a significant portion of the cargo space has been converted to serve as a hangar bay. The ship contains 25 units of hangar bay space, allowing it to carry a single Colossal-sized vessel, or a variety of starfighter-sized craft.

Tactical Fire: Corellian Corvettes work well as blockade runners and can use their weapons and shielding to punch through enemy lines. As a standard action, a Corellian Corvette can forgo all attacks to provide tactical fire to all adjacent squares. All allied starships within this area automatically avoid being engaged in a dogfight when moving through a square adjacent to an enemy starfighter.

H-Type Space Yacht

Nubia Star Drives H-Type Space Yacht **CL 10**
Colossal* space transport
Init +4; **Senses** Perception +6

Defense Ref 22 (flat-footed 14), Fort 26; +12 armor, Vehicular Combat
hp 120; **DR** 15; **SR** 25; **Threshold** 76

Speed fly 16 squares (max. velocity 1500 km/h), fly 5 squares (starship scale)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38
Abilities Str 42, Dex 26, Con –, Int 16
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4, Use Computer +9

Crew 2 (skilled); **Passengers** 6, extreme luxury upgrade
Cargo 5 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive x1 (x8 backup), navicomputer
Availability Restricted; **Cost** 875,000 (525,000 used)
Emplacement Points 5
This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

The sleek spaceframe and engine design of the H-Type Space Yacht found its way into an impressive number of markets, making it one of Nubia Star Drive's most successful models. The chassis could easily accommodate a vast array of configurations and load-outs for small to medium numbers of passengers. It was not uncommon to see this vessel in use by galactic celebrities, political figures, corporate officers and the like as both business and leisure vehicles. The H-type chassis was most popular as a personal transport to the wealthy, or as a charter vessel used to ferry the privileged. One such vessel was spotted on New Plympto shortly after the Clone Wars had concluded.

Capabilities

While Nubia Star Drives assembles all of their products to custom specifications, the statistics presented above represent a typical configuration. It is equipped with a basic luxury upgrade for its crew and six passengers. The standard configuration includes basic shields, lightning-fast atmospheric and sublight engines, and a military-grade hyperdrive with backup. Its remaining cargo space can be used to store massive amounts of luggage as well as small luxury vehicles such as speeder bikes or swoops.

Naboo Space Yacht

Starting with a standard H-type Nubia Star Drive space yacht, the Theed Palace Space Vessel Engineering Corps customized this vessel for use by the Theed Royal House. Due to its relative ease of maintenance, size and speed, the yacht was ideal for secretive getaways and undercover excursions. Since Queen Jamillia preferred to focus her attention on Naboo's domestic affairs, she had little need for such a vessel. As such, the smallest transport in Theed's hangars sat idle. Senator Padmé Amidala had been given access to this craft, as she was more likely to put it to good use.

For her safety, Padmé used a refugee passenger ship to flee Coruscant along with Padawan Anakin Skywalker, seeking refuge on her homeworld of Naboo. The pair later used the ship to travel to Tatooine, in an attempt to rescue Anakin Skywalker's mother, before heading to Geonosis in a failed attempt to rescue Obi-Wan Kenobi. The ship was used by Padmé periodically over the course of the Clone Wars, such as when the senator carried Jedi Master Yoda to the planet of Ilum to rescue Jedi Master Luminara Unduli and Padawan Barriss Offee from the chameleon droids of the Confederacy. In the twelfth month of the war, Padmé was forced to activate the self-destruct on one of these craft when she was captured by the Confederate flagship Malevolence. Later, after her skiff was stolen by the charlatans Dannl Faytonni and Achk Med-Beq, Padmé used this craft to travel to Rodia along with Jar-Jar Binks and C-3PO to convince Senator Onaconda Farr from shifting his planet's allegiance to the Confederacy. During the course of this mission, however, clumsy Jar-Jar managed to drop an industrial electro-magnet on the ship, crushing it beyond repair.

Capabilities

Although the craft can be controlled by a single pilot, it can optionally be crewed by an additional copilot, navigator/commscan tech, and shield operator. The standard two astromech droid repair team has been kept from the original design; however, the Royal Corps of Engineers at Theed Palace have made heavy modifications to the stock H-type space

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yacht to accommodate its use for the Royal House. First and foremost, the royal Naboo craft has been upgraded with the advanced template. The stock hull plating has also been replaced with the distinctive chromium finish of Naboo royalty, which also reduces the total of any ion damage received by this craft by 5. The passenger quarters have been fitted with an advanced luxury suite. The ship has been equipped with jamming array countermeasures, and a famous Gungan shield generator system for the best protection possible. A hyperspace transceiver has been installed in the bridge console, and the navicomputer has been upgraded to provide the most up-to-date star charts. Finally, the hyperdrive has been tweaked to perform ten percent more efficiently than a military-grade x1 system.

Customized Advanced Nubia Star Drives H-Type Space Yacht   CL 14
Colossal* space transport

Init +12; **Senses** Perception +12

Defense Ref 24 (flat-footed 14), **Fort** 31; +14 armor, Jamming Array, Vehicular Combat

hp 150; **DR** 15; **SR** 65**; **Threshold** 81

Speed fly 16 squares (max. velocity 1500 km/h), fly 5 squares (starship scale)

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

Base Atk +10; **Grp** +51

Abilities Str 52, Dex 30, Con –, Int 20

Skills Initiative +12, Mechanics +12, Perception +12, Pilot +12, Use Computer +17

Crew 1 (ace); **Passengers** 1, extreme luxury upgrade

Cargo 1 ton; **Consumables** 2 months; **Carried Craft** none

Hyperdrive 0.9x (x8 backup), advanced navicomputer

Availability Unique; **Cost** not available for sale (black market value

3,000,000 used)

Emplacement Points 0

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

**This craft has regenerating shields.*

Inferno

Modified Advanced Uulshos "Ville Special" Big Wing Transport CL 12
Colossal** space transport
Init +9; **Senses** Perception +12
Defense Ref 19 (flat-footed 12), Fort 31; +12 armor, Jamming Suite, Vehicular Combat
hp 150; **DR** 15; **SR** 60; **Threshold** 81
Speed fly 16 squares (max. velocity 1200 km/h), fly 5 squares (starship scale)
Ranged fire-linked (6) medium laser cannons +14 (see below) or
Ranged light ion cannon +16 (see below) or
Ranged tractor beam +16 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +51
Atk Options autofire (fire-linked (6) light laser cannons)
Abilities Str 52, Dex 24, Con –, Int 22
Skills Initiative +9 (+8*), Mechanics +10 (+11*), Perception +12 (+3*), Pilot +9 (+8*), Use Computer +16 (+17*)
If the ship has an R2 astromech droid, use these skill modifiers instead.
Crew 1 plus astromech (ace); **Passengers** 2
Cargo 35 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x0.8, navicomputer
Availability Unique; **Cost** not available for sale (black market value 985,000)
Emplacement Points 0
**This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.*
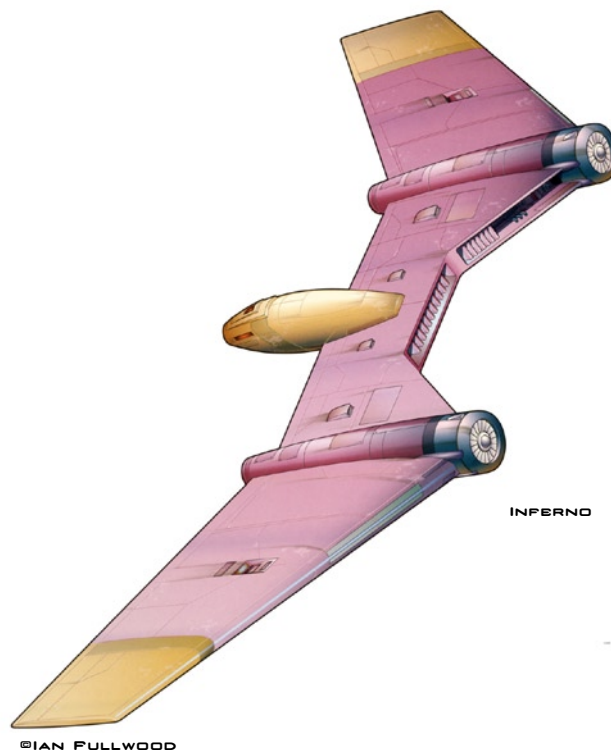
Fire-linked (6) medium laser cannons (pilot)
Atk +16 (+11 autofire), **Dmg** 7d10x2
Light ion cannon (pilot)
Atk +16, **Dmg** 4d10x2 ion
Tractor beam (pilot)
Atk +16, **Dmg** special

Inferno

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The *Inferno* began life as an Uulshos deep space exploration vessel, and was heavily modified by compulsive liar and smuggler Vilmarh Grahrk, who claimed to have built it from scratch. The ship's advanced slave circuitry was facilitated by a droid personality matrix known as NT-600. Much to the chagrin of Villie, NT, as he called her, was equipped with core ethics and morality programming which enabled her to act as Villie's conscience. While Villie claimed to have installed her to act as co-pilot, NT admitted she was created at the Golden Nyss Shipyards which was most likely where the *Inferno* was constructed. Villie had used, gambled away, and re-stolen this craft as far back as the Yinchorri Uprising eleven years before the Clone Wars began.

Capabilities

The *Inferno* is a sleek and speedy smuggling vessel that uses an advanced starship template. Its shape makes it difficult for enemy craft to hit from ahead or behind but its 27 meter wingspan affords it no benefit from above or below. All of its weaponry retracts into the wings of the ship,

concealing them from the eyes of authorities, but requires a full-round action to deploy or retract. Its shields have been heavily modified to provide the highest level of protection for the ship while allowing it to maintain a high degree of maneuverability and all-out speed that armor plating would impede. While the hyperdrive is lightning-fast by galactic standards, it suffers from frequent breakdowns and a myriad of problems. When attempting to use the hyperdrive at maximum speed, a Mechanics check (DC 20) must be made. If the check fails, one of the components of the hyperdrive breaks down and must be repaired or replaced (at the GM's discretion). This check can be avoided by utilizing the hyperdrive at x1 class or slower. Finally, the Inferno has an onboard droid computer, NT-600, that acts as the ship's co-pilot. NT is hardwired into the ship's central computer. Due to the nonstandard nature of the ship's components, the pilot takes a -2 penalty on Mechanics and Use Computer checks if NT is not installed or otherwise inoperable. These penalties are also taken by NT and are reflected in the statistics given above. NT-600 is capable of inhabiting the droid frame of a DRK-1 probe droid stored onboard the ship in order to leave the craft and travel up to 1 kilometer. The droid frame is controlled remotely, and thus if destroyed has no effect on NT's core consciousness. Statistics for the remote can be found on page 149 of *Threats of the Galaxy*.

J-Type Space Barge

Nubia Star Drives J-Type Space Cruiser CL 12
Colossal* space transport
Init +1; **Senses** Perception +6
Defense Ref 19 (flat-footed 14), Fort 26; +12 armor, Vehicular Combat
hp 160; **DR** 15; **SR** 50; **Threshold** 76
Speed fly 12 squares (max. velocity 1000 km/h), fly 4 squares (starship scale)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38
Abilities Str 42, Dex 20, Con –, Int 18
Skills Initiative +1, Mechanics +6, Perception +6, Pilot +1, Use Computer +10
Crew 2 (skilled); **Passengers** 6, basic luxury upgrade
Cargo 100 tons; **Consumables** 8 months; **Carried Craft** none
Hyperdrive x1 (x8 backups), navicomputer
Availability Restricted; **Cost** 2,350,000 (1,410,000 used)
Emplacement Points 5
This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

This was a popular model of the J-type frame from Nubia Star Drives prior to the Clone Wars. The J-type was a fashionable choice of starship for wealthy government officials, celebrities, and other members of high society with a hefty entourage. The spacious cargo bays allowed for an extremely wide array of additions and modifications to the J-type which made it versatile. Like all other Nubia Star Drives designs, the J-type was built-to-order.

Capabilities
While Nubia Star Drives assembles all of their products to custom specifications, the statistics presented above represent a typical configuration. This configuration offers a military-grade hyperdrive system with a doubly-redundant backup system. The packaged shield system is impressive for a craft of its size, and the armor plating is able to withstand a fair amount of punishment in emergencies. The interior of the craft is fitted with a basic luxury upgrade for its passengers and crew. The cargo bay is immense, which affords its owner the ability to make extensive additions and modifications to the ship. When used as intended, carrying a sizable load of cargo, the cargo bays often hold a mound of luggage and several luxury vehicles such as bikes, swoops or speeders.

Naboo Diplomatic Barge
Heavily modified by the Theed Palace Space Vessel Engineering Corps, this J-type was designed by Nubia Star Drives for use by the Naboo Royal House as an upgrade to Amidala's J-type 327 starship. Having little need for the starship herself, Queen Jamillia offered the vehicle to Senator Padmé Amidala for diplomatic use. The senator used this vessel to travel all across the galaxy during her work with the Refugee Relief Movement and during her opposition of the Military Creation Act. Unfortunately, this craft was destroyed by a terrorist bomb on a private landing pad on Coruscant just days before the Clone Wars began.

Capabilities
The Naboo diplomatic cruiser boasts several improvements over the previous design used by Queen Amidala a decade earlier. First, the starship uses the advanced template. Two additional hyperdrive cores have been installed to provide double-redundancy. Although the ship contains no weaponry, its strong defenses help compensate – the shield system has been enhanced using Gungan shield technology to supply multiple sturdy layers of both particle and ray shielding, and the starship has been fitted with the traditional yet tough chromium hull plating that was a hallmark of Naboo royalty and reduces any ion damage taken by this craft by 5. A jamming array has also been installed to
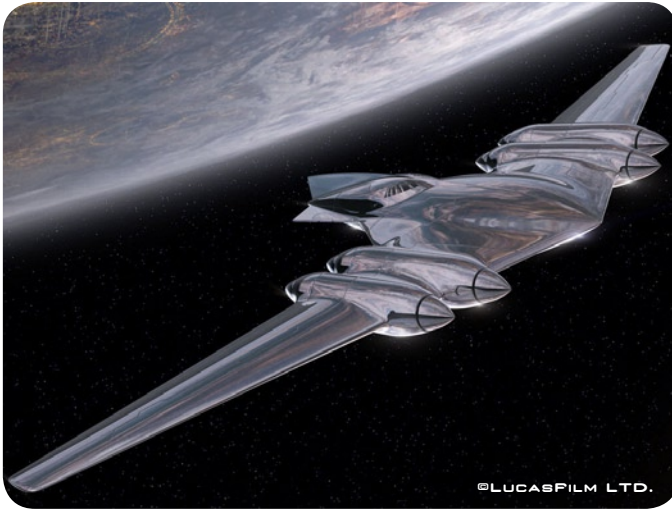
provide an added layer of protection to the ship. The interior has been renovated with an extreme luxury upgrade to comfortably accommodate its passengers. The high-class surroundings also include a medical bed, a HoloNet transceiver, and a droid repair team of five astromech droids. The ship's wide wingspan is equipped with four specialized docking clamps that allow its four-fighter escort to dock and refuel, extending their range to equal that of the diplomatic cruiser. Although only two pilots are necessary to operate the ship, three optional crew members can be used for navigation, communications, and shield operation.

Customized Advanced Nubia Star Drives J–Type Space Cruiser CL 16
Colossal* space transport
Init +9; Senses Perception +12
Defense Ref 21 (flat-footed 14), Fort 31; +14 armor, Jamming Array, Vehicular Combat
hp 200; DR 15; SR 70**; Threshold 81
Speed fly 12 squares (max. velocity 1000 km/h), fly 4 squares (starship scale)
Fighting Space 12 x 12 or 1 square (starship scale); Cover total
Base Atk +10; Grp +51
Abilities Str 52, Dex 24, Con –, Int 22
Skills Initiative +9, Mechanics +12, Perception +12, Pilot +9, Use Computer +18
Crew 2 (ace); Passengers 4 (plus 6 guards), extreme luxury upgrade

Cargo 10 tons; Consumables 8 months; Carried Craft 4 docking clamps (N-1 starfighters)
Hyperdrive 0.7x (x8 backups), advanced navicomputer
Availability Unique; Cost not available for sale (black market value 8,000,000 used)
Emplacement Points 0
*This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.
**This craft has regenerating shields.

Loronar Transport

Loronar Medium Transport   CL 6
Colossal (frigate) space transport
Init -5; Senses Perception +5
Defense Ref 12 (flat-footed 12), Fort 29; +12 armor
hp 250; DR 15; SR 20; Threshold 129
Speed fly 12 squares (max. velocity 650 km/h), fly 1 square (starship scale)
Fighting Space 12 x 12 or 1 square (starship scale); Cover total
Base Atk +0; Grp +39
Abilities Str 49, Dex 10, Con –, Int 12
Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +6
Crew 6 (normal); Passengers 10
Cargo 18,000 tons; Consumables 3 months; Carried Craft none
Hyperdrive x5 (backup x15), navicomputer
Availability Licensed; Cost 300,000 (100,000 used)
Emplacement Points 1

Loronar's medium transport had been in production for over 30 years when the Clone Wars began. The frame lent itself to easy customizations and modifications which helped bolster its sales. However, the popularity of the Gallofree GR-75 medium transport largely trumped Loronar's medium transport on the market. The lackluster sales of this vessel combined with poor market reaction to Loronar's E-9 Explorer ravaged the company's bottom line. Therefore, it's more common to find this vessel in clearance yards at incredibly discounted prices than it is to find a unit fresh out of the shipyard. Later production runs of this vessel saw the inclusion of weaponry, which improved sales slightly. Despite the medium transport's meager performance in a variety of galactic markets, it saw continued, albeit very limited, production well into the time of the Galactic Civil War.

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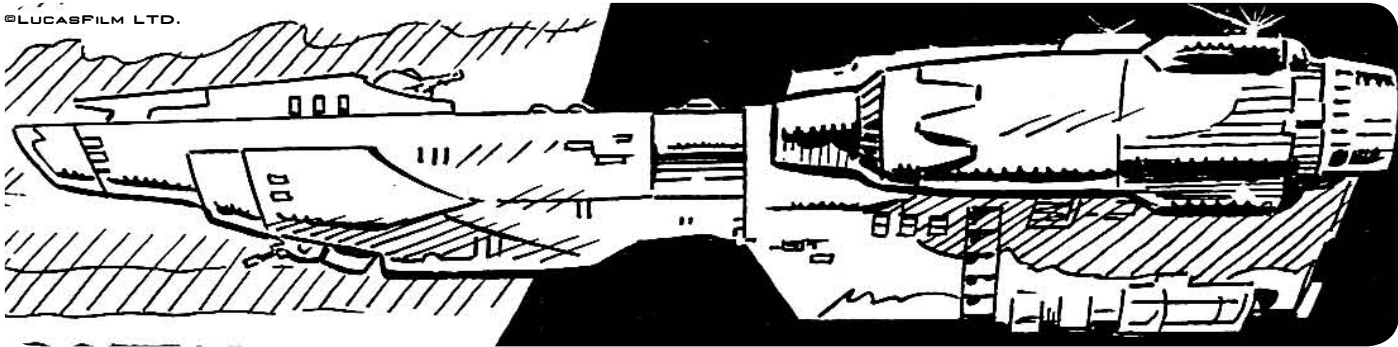
Capabilities

This medium transport accommodates modifications quite effectively. Its spacious cargo bays can easily be converted into engineering rooms, hangar bays, passenger quarters, workshops, and other areas. Because of its popularity during the Clone Wars, it is common to find second-hand models fitted with defensive weaponry used to ward off pirates and other unscrupulous types that took advantage of galactic state of affairs.

Mere Space Tug

Maramere Shipyards Space Tug	CL 3

Colossal space transport

Init -5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), **Fort** 26; +12 armor

hp 144; **DR** 15; **Threshold** 76

Speed fly 3 squares (max. velocity 350 km/h), fly 1 square (starship scale)

Ranged tractor beam +1 (see below)

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

Base Atk +0; **Grp** +66 (tug thrusters x3)

Abilities Str 42, Dex 10, Con –, Int 12

Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +6

Crew 4 (normal); **Passengers** none

Cargo 10 tons; **Consumables** 1 month; **Carried Craft** none

Availability Restricted; **Cost** 230,000 (100,000 used)

Emplacement Points 3

Tractor beam (gunner)
Atk +1, **Dmg** – (grp +66)

The Maramere space tug was designed and manufactured by Maramere Shipyards and was used to ferry cargo containers and enormous vessels into port orbiting Maramere. They were also commonly used as rescue and salvage vessels onboard Mere Cruisers. When Maramere was put under siege by the Trade Federation corporate officer Toat, many citizens rebelled and civilian vessels were refitted for combat use. Several Mere tugs were used over Nod Kartha to confiscate the components to an orbital defense cannon after the Trihexalon factory there was destroyed.

Capabilities

Mere tugs use a central tractor beam combined with a three-stage tug thruster fitted to the ship's normal sublight engines to give it tremendous
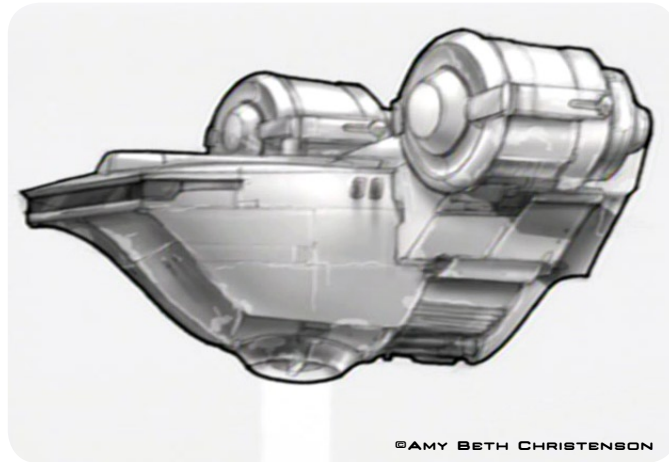
©Amy Beth Christenson

Mere Space Tug

thrust. Typically, the remaining emplacement points on the ship are used to install a short-range hyperdrive and navicomputer.

Mere Transport

|	
Maramere Shipyards Light Transport	CL 6

Colossal (frigate) space transport
Init -3; **Senses** Perception +5
Defense Ref 14 (flat-footed 12), Fort 34; +12 armor
hp 385; **DR** 15; **SR** 20; **Threshold** 134
Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +44
Abilities Str 58, Dex 14, Con –, Int 12
Skills Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use Computer +6
Crew 4 (normal); **Passengers** 12
Cargo 460 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x2, navicomputer
Availability Restricted; **Cost** 265,000 (120,000 used)
Emplacement Points 1

Like many of the civilian vessels produced by Maramere Shipyards, the Light Transport was forced to serve as a makeshift combat craft to combat the Trade Federation before the Clone Wars. The majority of these transports were used to serve as military supply ships and troop shuttles. One such ship was the Liberator, which was flown by the Lok
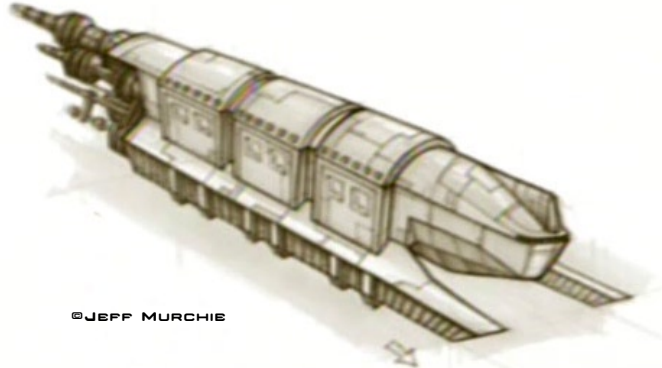
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Mere Transport

Revenant Kole in a rescue mission to the infamous Spacestation 1138. With the help of Jedi Master Adi Gallia and the Lok Revenants, the Liberator was able to dock with the prison station and rescue Captain Orsai and his crew.

Capabilities

The Maramere Light Transport is a sturdy design 185 meters in length, able to perform its stock role more effectively than most ships of its size and type. The spacious cargo holds allow plenty of room for extensive modifications, which the Mere used to their advantage when the Resistance formed against the Trade Federation. Troop transports like the Liberator convert much of their cargo capacity into passenger seating with enough room to make it a Company-strength vehicle, complete with support personnel and equipment. The Liberator sacrificed much of its cargo space to provide accommodations for a full 153 troop company, medical staff of 7, and passenger space for 240 beings, and 10 medical beds.

Rampart-class Assault Shuttle

Koensayr ILH-AS Rampart-class Assault Shuttle	CL 8

Gargantuan space transport
Init +3; **Senses** Perception +5
Defense Ref 16 (flat-footed 13), Fort 26; +8 armor, Vehicular Combat
hp 120; **DR** 15; **SR** 25; **Threshold** 46
Speed fly 12 squares (max. velocity 950 km/h), fly 4 squares (starship scale)
Ranged fire-linked (2) light laser cannons +4 (see below) or
Ranged fire-linked (3) light ion cannons +4 (see below) or
Ranged 2 proton torpedo tubes +4 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +31
Atk Options autofire (fire-linked (2) light laser cannons, fire-linked (3) light ion cannons)
Abilities Str 42, Dex 16, Con –, Int 14
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use Computer +7
Crew 1 (normal); **Passengers** 3
Cargo 250kg; **Consumables** 2 weeks; **Carried Craft** none
Payload 6 proton torpedoes
Hyperdrive x2, navicomputer
Availability Licensed; **Cost** 285,000 (100,000 used)

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Emplacement Points 10

Fire-linked (2) light laser cannons (pilot)	
Atk +4 (-3 autofire), **Dmg** 4d10x2	
Fire-linked (3) light ion cannons (pilot)	
Atk +4 (-3 autofire), **Dmg** 5d10x2 ion	
Proton torpedoes (pilot)	
Atk +4, **Dmg** 9d10x2, 4-square splash	

The ILH-AS Rampart-class shuttle was a heavily armed transport developed decades before the Clone Wars. Built sturdy, the craft became common amongst corporate officials and local military officers as a means of travel through areas of space known for pirate activity. Made from stock parts from the popular ILH line, the Rampart shuttle was easily repaired, which increased its popularity. Despite these features, however, the shuttle lost favor with the introduction of the Citadel-class assault cruiser, which was able to accommodate a broader market for a small increase in price. One of these craft was used by Reymet Autem under his bounty hunter alias; Hessler. Reymet used the ship to smuggle his father, Sagoro Autem, safely off of Coruscant.

Capabilities

The Rampart-class shuttle is designed with the moderately wealthy, corporations, and government departments in mind. However, Koensayr's intentions with this vehicle didn't stop it from falling into the hands of pirate gangs, who used them effectively as attack craft. It was also commonly used by bounty hunters and mercenary teams, due to its weapons load-out and how well it took to modification. Due to this fact; it's more common to find used models that are already modified, than pristine ones. A stock version of this craft has 10 emplacement points.

Skorp-ION

Advanced Kuat Systems Engineering
     Firefly-623-class Patrol Craft   CL 12
Colossal space transport
Init +0; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), **Fort** 32; +12 armor, Vehicular Combat
hp 168; **DR** 15; **SR** 45; **Threshold** 82

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)
Ranged fire-linked (2) medium blaster cannons +8 (see below)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +44
Atk Options autofire (fire-linked (2) medium blaster cannons)
Abilities Str 54, Dex 18, Con –, Int 18
Skills Initiative +0 (+8*), Mechanics +6 (+13*), Perception +6 (+3*), Pilot +0 (+8*), Use Computer +10 (+15*)
If the ship has an astromech droid, use these skill modifiers instead.
Crew 1 plus 1 astromech (skilled); **Passengers** 2
Cargo 20 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive x3, navicomputer
Availability Restricted; **Cost** 92,000 (42,000 used)
Emplacement Points 0

Fire-linked (2) medium blaster cannons (pilot)	
Atk +8 (+3 autofire), **Dmg** 6d10x2	

In the brief period during which Kuat Systems Engineering was in business they managed to release a variety of popular starships. The Firefly-623 patrol craft was a predecessor of the Firespray-31 patrol craft that enjoyed limited market success. One such Firefly-class craft, the *Skorp-ION*, was owned by Quinlan Vos during the Clone Wars. He used this craft during his stint working undercover on Nar Shaddaa. Vos piloted the *Skorp-ION* on a series of random hyperspace jumps to evade Count

©Jan Duursema

Dooku's agents Asajj Ventress and Tol Skorr when his cover was blown. The ship was damaged during the escape and Vos was forced to dock with the derelict vessel *Titavian IV* while his astromech droid, Tenfour, made the necessary repairs. Skorr and Ventress located the *Skorp-ION* and set it adrift, stranding Vos on the ghost ship. Vos activated his Jedi distress beacon, prompting Obi-Wan Kenobi to come to his aid. While Kenobi kept the Dark Jedi preoccupied, Vos used Kenobi's Delta-7 Aethersprite to retrieve the *Skorp-ION*, and then used his transport to destroy Kenobi's starfighter and Skorr's transport so that the evil agents couldn't pursue them. Unfortunately, Ventress placed a tracking device on the *Skorp-ION* and followed them to Rendili and onward to Coruscant. After the siege of Saleucami, Quinlan Vos gifted the *Skorp-ION* to his lover, Khaleen Hentz, and she piloted the ship to Nar Shaddaa to disappear.

Capabilities

The *Skorp-ION* is a stock Firefly-623 patrol craft with the advanced starship template applied that Vos managed to acquire for his use while working undercover during the Clone Wars. Vos' astromech droid, Tenfour, is able to control the ship in the absence of a pilot. A tow cable has been installed into the *Skorp-ION* to allow it to pull cargo that cannot fit

inside the cramped quarters of its interior. The ship's center of gravity reorients inside the access ladder between the cockpit and the main hold during flight to maximize the craft's limited space, however, the *Skorp-ION* comfortably accommodates two passengers. (The statistics given here assume a "typical" crew of skilled; if the ship is encountered with Quinlan Vos or another character flying it, their abilities may be used rather than those of a generic crew.)

Starfarer-class Transport

Corellian Engineering Corporation
D-class Starfarer Transport   CL 3
Gargantuan space transport
Init +2; **Senses** Perception +5
Defense Ref 17 (flat-footed 15), Fort 23; +10 armor
hp 125; **DR** 15; **Threshold** 43
Speed fly 12 squares (max. velocity 750 km/h), fly 2 squares (starship scale)
Fighting Space 12 x 12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +28
Abilities Str 36, Dex 14, Con –, Int 12
Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2, Use Computer +6
Crew 1 (normal); **Passengers** 3
Cargo 25 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive x3 (backup x15), navicomputer
Availability Licensed; **Cost** 45,000 (25,000 used)
Emplacement Points 5

The D-class Starfarer predated the Clone Wars by many years, but was popular among those working short, local trade routes. The ship had a reputation for being sturdy and reliable, if a bit cramped. It was shaped like an elongated lozenge, and was considered a standard, unremarkable transport by the galaxy at large. Senator Bail Organa owned one such ship during the Clone Wars, for use on errands where he wished to have a covert presence. One such mission took him to Wild Space, and the ship eventually crash-landed on Zigoola.

Capabilities

The Starfarer is a utilitarian transport designed by masters of the niche, CEC. It possessed a closet for a galley, a refresher, and bunks for four, but little else. The ship could get quite claustrophobic on long journeys,

especially if passengers were onboard. The D-class was also equipped with a single cotterdam. Bail Organa had a holonet transceiver installed in his ship, which also necessitated a separate communications tech station in the cockpit.

Zoomer

Reti's Zoomer

©Amy Beth Christenson

Custom Advanced Zoomer Assault Transport　　　　CL 14

Colossal space transport

Init +3; **Senses** Perception +8

Defense Ref 17 (flat-footed 12), Fort 29; +12 armor, Vehicular Combat

hp 150; **DR** 15; **SR** 70; **Threshold** 79

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)

Ranged Fire-linked (6) medium laser cannons +8 (see below) or

Ranged advanced space mines +10 (see below) or

Ranged cruise missile launcher +8* (see below) or

Ranged ionized cluster missile launcher +8 (see below) or

Ranged heavy railgun +8* (see below) or

Ranged tractor beam +8 (see below)

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

Base Atk +5; **Grp** +44

Atk Options autofire (fire-linked (6) medium laser cannons)

Abilities Str 48, Dex 20, Con –, Int 16

Skills Initiative +3, Mechanics +8, Perception +8, Pilot +3, Use Computer +11

Crew 1 (expert); **Passengers** 2

Cargo 100 tons; **Consumables** 1 month; **Carried Craft** none

Payload 6 space mines, 5 cruise missiles, 6 ionized cluster missiles, 30 rail rounds

Hyperdrive x1, navicomputer

Availability Unique; **Cost** not available for sale (black market value 1,462,000)

Emplacement Points 0

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

Fire-linked (6) medium laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 7d10x2
Advanced space mines (pilot)
Atk +10, **Dmg** 10d10x2
Cruise missiles (pilot)
Atk +10 (-10 against targets smaller than Colossal), **Dmg** 10d10x5, 6-square splash, penetration 10
Ionized cluster missiles (pilot)
Atk +10, **Dmg** 8d10x2, SR penetration 10
Heavy railgun (pilot)
Atk +10 (-10 against targets smaller than Colossal), **Dmg** 8d10x5, 2-square burst, penetration 10
Tractor beam (pilot)
Atk +10, **Dmg** – (grp +44)

The *Zoomer* was a custom-made starship designed and built by the Toydarian scavenger, Reti. Due to Reti's meticulous tinkering, although the *Zoomer* measures only 12 meters long with a 22 meter wingspan, it still manages an impressive amount of cargo space for a ship of its size. This was possible, in part, by the utilization of a compact sublight drive system Reti obtained illegally through a disenchanted starship engineer who worked for an unnamed corporate shipwright. The Toydarian used this ship as a salvage vessel between the Karthakk and Naboo systems and as a combat transport. Reti claimed to have single-handedly brought down sixteen droid starfighters at the Battle of Naboo, where he was allied with young Naboo pilot Rhys Dallows and Nym's Lok Revenants against the Trade Federation.

Ten years after the debacle on Naboo, Reti again piloted the *Zoomer* for the benefit of the greater good. He met with Jedi Master Adi Gallia in the Ruby Nebula on behalf of Nym but was trailed by the Trade Federation and attacked. Together the Jedi and salvager managed to beat back the battle droids of the Separatists. Onboard the *Zoomer*, Reti escorted Gallia to the planet of Maramere for a face-to-face meeting with Nym. Reti piloted the *Zoomer* on several other missions with Jedi Master Gallia, including the Battle of Nod Kartha. There, bounty hunter Jango Fett arrived and attempted to collect a bounty on the Toydarian's head. In a panic and under fire, Reti engaged his hyperdrive before the navicomputer could successfully complete its calculations, making a blind jump into hyperspace. Reti's fate, and therefore the *Zoomer*'s, is unknown, though Vana Sage took up the search for the *Zoomer* at the onset of the Clone Wars.

Capabilities

The *Zoomer* was custom-built to Reti's specifications with the advanced template and heavily modified beyond its initial design. Reti procured launchers and ammunition from Nym, allowing him to utilize cruise missiles, ionized cluster missiles, and advanced space mines. The *Zoomer* was equipped with a heavy railgun – presumably from a Republic pocket air cruiser to which the ship's design resembles. The vessel contained all the amenities required to operate as a scavenger ship: an airlock for EVA, docking clamp, tractor beam, and weaponry to protect itself from pirates. (The statistics given here assume a "typical" crew of expert; if the ship is encountered with Reti or another character flying it, their abilities may be used rather than those of a generic crew.)

Capital Ships

Planets with a healthy dose of sovereignty and paranoia often had their own fleets of capital-scale craft. While the Republic generally frowned upon this, it was grateful at the onset of the Clone Wars for the additional assets to draw upon. Some governments, however, went into exile or joined the Separatists, bringing their unique warships with them.

Corellian Warship

Corellian Engineering Corporation
Coronet-class Fleet Carrier/Destroyer   CL 36
Colossal (station) capital ship
Init -4; **Senses** Perception +11, Sensor Enhancement Package
Defense Ref 15 (flat-footed 15), Fort 70; +15 armor, Vehicular Combat
hp 2,750; **DR** 20; **SR** 290; **Threshold** 570

Speed fly 1 square (starship scale)
Ranged 40 quad heavy turbolaser batteries +17* (see below) and
    20 point-defense quad heavy laser batteries +17 (see below) and
    20 point-defense double medium ion batteries +17 (see below) and
    4 tractor beam projector batteries +17* (see below)
Fighting Space 2 x 2 squares (starship scale); **Cover** total
Base Atk +2; **Grp** +82
Atk Options autofire (double ion cannon batteries, quad laser batteries)
Abilities Str 130, Dex 10, Con –, Int 20
Skills Initiative -4, Mechanics +11, Perception +11, Pilot -4, Use
    Computer +11

Crew 229,713 (skilled); **Passengers** 2,000 (visitors) 1,500 (prisoners)
    2,000 (troops)
Cargo 150,000 tons; **Consumables** 3 months; **Carried Craft** 15,000
    hangar points
Hyperdrive x30, 5-jump memory
Availability Military; **Cost** not available for sale
Emplacement Points 0
*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Quad heavy turbolaser battery (6 gunners)
Atk +17 (-3 against targets smaller than Colossal), **Dmg** 9d10x5
Point-defense quad heavy laser battery (6 gunners)
Atk +17 (+12 autofire), **Dmg** 9d10x2
Point-defense double medium ion battery (6 gunners)
Atk +17 (+12 autofire), **Dmg** 8d10x2 ion
Tractor beam projector battery (6 gunners)
Atk +17 (-3 against targets smaller than Colossal), **Dmg** – (grp +82)

The great warships of Corellia were designed and commissioned during the paranoia of the centuries long Light and Darkness War. The massive ships were built to protect Corellia's isolationist doctrine of Contemplanys Hermi, which they threatened to use should the New Sith Wars not reach a satisfactory conclusion. The wars eventually did end, however, and Corellia found itself with twelve of the gigantic fleet carriers to defend its borders in a now peaceful galaxy. The ships were expensive to maintain and were largely mothballed; unused for much of the next millennia. However, when the Separatist Crisis erupted, Corellia began putting these ships back into service, deploying one each to Drall, Selonia, Talus, Tralus and Centerpoint Station. Three were deployed to CEC shipyards, and four were placed in orbit around Corellia itself.

While the ships did not see combat, they did become a boon to Corellian customs, reducing smuggling and piracy in the system considerably. Shortly before the Battle of Geonosis, Corellia was able to

enact its isolation legislature, using its large warships to seal it off from the galaxy until well after the fall of the Galactic Empire.

Capabilities

The Coronet-class Fleet Carrier is first and foremost a carrier of starships. Its multiple cavernous hangars contain 7,200 Huge fighters (100 wings), 3,600 hangar points were spent on 720 Gargantuan bombers (10 wings), 2,000 points were spent on 100 Colossal boarding craft, and 200 points were spent on 10 Colossal shuttles for personnel movement. The remaining 2,000 hangar points were left open for captured and visiting vessels. The ship also had vast medical facilities (500 beds, 10 bacta tanks) and was able to temporarily hold prisoners.

Tactical Fire: The Coronet-class Fleet Carrier is built to support its fighters. As a standard action, the Corellian warship can forgo all attacks to instead provide tactical fire to all squares in a 3-square radius around itself. All allied ships smaller than Colossal size gain +1 to attack and +1 to Reflex Defense.

Mere Cruiser

Maramere Shipyards Pocket Cruiser   CL 14
Colossal (frigate) capital ship
Init -1; **Senses** Perception +10

Defense Ref 17 (flat-footed 14), Fort 35; +14 armor, Vehicular Combat
hp 880; **DR** 15; **SR** 70; **Threshold** 135

Speed fly 2 squares (starship scale)
Ranged enhanced heavy turbolaser cannon +6* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +47

Abilities Str 60, Dex 16, Con –, Int 18
Skills Initiative -1, Mechanics +10, Perception +10, Pilot -1, Use Computer +10

Crew 330 (skilled); **Passengers** 200
Cargo 6,000 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive x1, navicomputer
Availability Military; **Cost** 4,600,000 (2,100,000 used)
Emplacement Points 5

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

Enhanced heavy turbolaser cannon (gunner)
Atk +6 (-14 against targets smaller than Colossal), **Dmg** 8d10x5

Mere Cruiser

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The Mere Cruiser is a small, sturdy vessel based on an old cargo transport design. The Mere Resistance armed these pocket cruisers with one massive turbolaser cannon each to fight the Trade Federation a decade prior to the Clone Wars. The 195 meter ships often acted in groups, combining their fire to defeat much more heavily armed and armored foes. The ships were a common site at engagements throughout the Karthakk System, participating most notably at the Battle of Nod Kartha. Also, a trio of Mere Cruisers participated in the Battle of Geonosis, responsible for defying the odds and defeating three Sabaoth Squadron Destroyers, including Cavik Toth's own flagship, the Reaver.

Capabilities

The Mere Cruiser is a minimal threat on its own, as it is extremely vulnerable to starfighter attacks and unable to keep pace with most other capital ships in one-on-one engagements. The ships are best used in small units to team up against enemy cruisers and battleships alongside heavy starfighter support. The pocket cruisers are equipped with hypertransceivers and do have a number of available emplacement points available after converting cargo space. This space is often used to add point-defense weapon emplacements and/or hangar space.

Tactical Fire: Mere Cruisers were designed to work in concert against a single enemy capital ship. As a standard action, the Mere Cruiser may forgo all attacks to instead provide tactical fire against a single target of Colossal (frigate) size or larger. Every Mere Cruiser attacking this target during the round receives a +1 die of damage. Multiple Mere Cruisers can use this affect to stack up to three times.