STAR WARS

ROLEPLAYING GAME

STARSHIPS OF THE GALAXY™

GARY ASTLEFORD   OWEN K.C. STEPHENS   RODNEY THOMPSON

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INTRODUCTION

The cold stillness of space is shattered by the chaos of dozens of turbolasers discharging at once. An Imperial Star Destroyer fires broadsides at a Nebulon-B frigate, the two passing one another in opposite directions like oceangoing ships passing in the night. In between exchanges of heavy weapons fire, a trio of TIE fighters twists between glowing laser blasts while two X-wing fighters mimic their movements, swirling around in a deadly dance. A Corellian Corvette, leaking atmosphere and listing heavily, slams into the bridge of the Star Destroyer, setting off a chain reaction that destroys both vessels.

Sound exciting? It does. Want it in your *Star Wars* campaign? You should.

That is what *Starships of the Galaxy* is all about. This book is designed to give Gamemasters and players everything they need to inject space combat, on both small and large scales, into any *Star Wars Roleplaying Game* campaign. This book contains new options for heroes looking to make their mark on the galaxy from the cockpit of a starfighter and features information for Gamemasters to help make this happen. Whether you are simply looking for some new ships to throw into the mix or want to make space combat a larger part of your campaign, this book provides everything you need to enhance your *Star Wars* starship-based experience.

LOCK S-FOILS IN ATTACK POSITION!

The contents of this book are intended to allow players and Gamemasters to inject starship combat into an ongoing campaign. The *Star Wars Roleplaying Game Saga Edition* core rulebook presents basic rules for space combat that mimic the rules for character combat and provide a quick and easy way to integrate starship combat into the game. Although those rules are perfectly fine for most encounters, some players and GMs may wish to include more depth and diversity in their space combat. Likewise, Gamemasters who want to run a campaign that focuses on a starfighter squadron will likely need more robust rules for space combat and more options for enemies, allowing them to create diverse encounters in starships just as they would at character scale.

This book was designed as a campaign supplement that expands starship combat to be more than just the occasional chase scene in which the heroes escape from TIE fighters without engaging in serious combat. By using the options in this book, a Gamemaster can shift the focus in a campaign to starship combat or simply expand existing space combat encounters to make them more exciting. Though adding options from this book will likely add complexity to your game, the new mechanics presented here will expand and enhance your spacefaring adventures.

Although many of the rules in this book can be used for vehicles on the ground (or even in the air), most of the book focuses on starships operating in space. Starship statistics still contain atmospheric movement speeds (following the standard format established in the core rulebook), but the new mechanics are mostly geared toward starship combat.

GET EVERYONE INVOLVED

In the past, one of the more common drawbacks to starship combat was that it left many players sitting and waiting for the encounter to end due to their lack of starship-relevant skills. Even when participating, many characters found their options limited by their roles aboard the ship. One of the primary goals of *Starship of the Galaxy* is to make starship combat more accessible to characters of all roles and archetypes. For example, the noble will find information on using her talents for inspiration and leadership in starship combat, while the scoundrel will be able to disrupt and damage his opponents just like he does in character-scale combat. *Starships of the Galaxy* should encourage all players—not just pilots and gunners—to get involved and use their special abilities in space combat scenes.

Moreover, this book presents a variety of new options for the core classes and relevant prestige classes (such as the ace pilot and the officer). Members of each class will find new talents (and even new talent trees), some new uses for skills, and some new feats that will round out their characters. The goal of these new abilities is to get each character more involved in space combat. The *Saga Edition* rules set goes a long way toward encouraging this behavior; even characters untrained in the Pilot skill have some capacity to pilot a ship, and their ability to make attacks with vehicle weapons is equally enhanced by many of the same talents and feats that affect normal ranged attacks. Essentially, any character's basic abilities make that character capable of participating in space combat in one way or another.

STARSHIP SPECIALISTS

One of the best uses for this book, as mentioned above, is enabling characters to take full advantage of the new starship combat rules presented here. These new options range from the aforementioned talents and feats to an entirely new space combat maneuvers system. Similar in design to the Force system from the *Saga Edition* core rulebook, this maneuvers system turns starship combat into more than just a matter of moving and shooting. With the expanded system presented in this book, starship combat becomes a more tactical affair for some characters, letting them do incredible things when behind a flight stick.

Fortunately for heroes not piloting the ship, there are plenty of new options in this book as well. Engineers and other technically inclined characters will find a number of new rules in this book that should make it easier for them to jump in and participate in space combat. Similarly, many of the starship maneuvers can be used by gunners as well as pilots, allowing weapons operators to take advantage of special bonuses and abilities just as pilots might. With this book in hand, you won't have to be an ace pilot just to be effective at starship combat, encouraging all character types to take part in space combat encounters.

STARSHIP CODEX

Though the new character options certainly make starship combat more appealing, the bulk of this book is dedicated to presenting statistics and information for a wide variety of starships, ranging from small starfighters to massive capital ships and space stations. Players might be tempted to view this book as a catalog of potential purchases, and as heroes rise in stature and wealth, many new options (including those available in this book) become open to them. The Starship Codex (Chapter 4) also serves Gamemasters as a collection of challenges just waiting to be thrown at the heroes. Whether you are looking for a new personal starfighter or the perfect ship to add to an admiral's fleet, that chapter should have you covered.

The Starship Codex presents ships of all types and sizes, drawn from the full breadth of the *Star Wars* saga and Expanded Universe of comics, novels, and video games. The majority of the statistics in this book are for the stock, unmodified versions of these ships, making it easier for players to obtain these ships and make them their own. For example, rather than presenting statistics for the *Ebon Hawk* (from the *Knights of the Old Republic* video game series), this chapter contains statistics for the stock version of this ship (the *Dynamic*-class freighter), which players can then modify to their own tastes. In some cases, statistics are presented for "famous" versions of these ships, but each one also contains the stock statistics for the vessel without modifications.

MAKE IT YOUR OWN

Starships of the Galaxy presents a complete guide to modifying your starship to make it the way you want it. Han Solo's famous line about having made a few "special modifications" to the *Millennium Falcon* comes to life in the form of the starship modification rules. Want to put a new engine in your freighter? Want to upgrade the laser cannons on your X-wing? Want to give that old Corellian Corvette some new hull plating? Now you can, and it's not just a matter of paying someone else to do it. Techie characters will enjoy getting their hands dirty and making the modifications themselves, using new abilities to enhance the modifications.

The starship modification rules can also be used to build a starship from scratch. Though doing this is far more time-consuming than heroes simply purchasing a new starship and enhancing it to fit their needs, these rules allow you to take a standard, base model of ship and add each component individually to come up with a custom spacecraft. Though most good outlaw techs will prefer the tinkering and reworking of a starship that the modification rules provide, a noble seeking her own custom space transport might

use these rules to order a ship directly from the factory, giving her a ship that is unlike any other vessel in the galaxy.

Additionally, some of the ships in this book are presented with deckplans suited for use by adventuring heroes. These deckplans allow players and Gamemasters to create interesting adventures aboard the starship itself; after all, you never know when you're going to need to repel boarders or ambush stormtroopers after hiding in your own smuggling compartments.

ENHANCED ENCOUNTERS

Gamemasters will find this book exceptionally useful for designing starship combat encounters. One of the primary goals of this book is to help make space combat just as exciting, dynamic, and engaging as character combat. One of the means by which this is accomplished is in helping Gamemasters design interesting encounters. An encounter's design is critical to holding the players' interest, and the advice and options in this book should make it easy for Gamemasters to come up with encounters that are more interesting than simply shooting at enemy ships from a distance. Additionally, the information in this book should make it easier for the Gamemaster to keep all members of the party—not just the pilot and gunners—engaged and interested in space combat encounters.

Good space combat encounter design involves more than just populating the battlefield with interesting enemies. Chapter 2 of this book provides new options for space combat terrain (such as debris fields and gaseous nebulae) and helps Gamemasters introduce complications and other new factors into combat to increase tension or provide a sense of urgency. Gamemasters who take full advantage of this book should be able to create starship combat encounters that not only challenge their players but also create memorable battles like those seen in the *Star Wars* films.

UPDATED STATISTICS

This book features a number of updated and expanded statistics for ships appearing in the *Star Wars Roleplaying Game Saga Edition* core rulebook. In some cases, the statistics in this book are different from those featured in the core rulebook, having been changed due to new rules presented in this book or to improve game play. Although the statistics in the core rulebook will still work for your game, those found in this book should supersede the ones from the core rulebook in most cases. However, since no two starships of the same model need to be identical, Gamemasters should feel free to use statistics from both books to provide variety in game play.
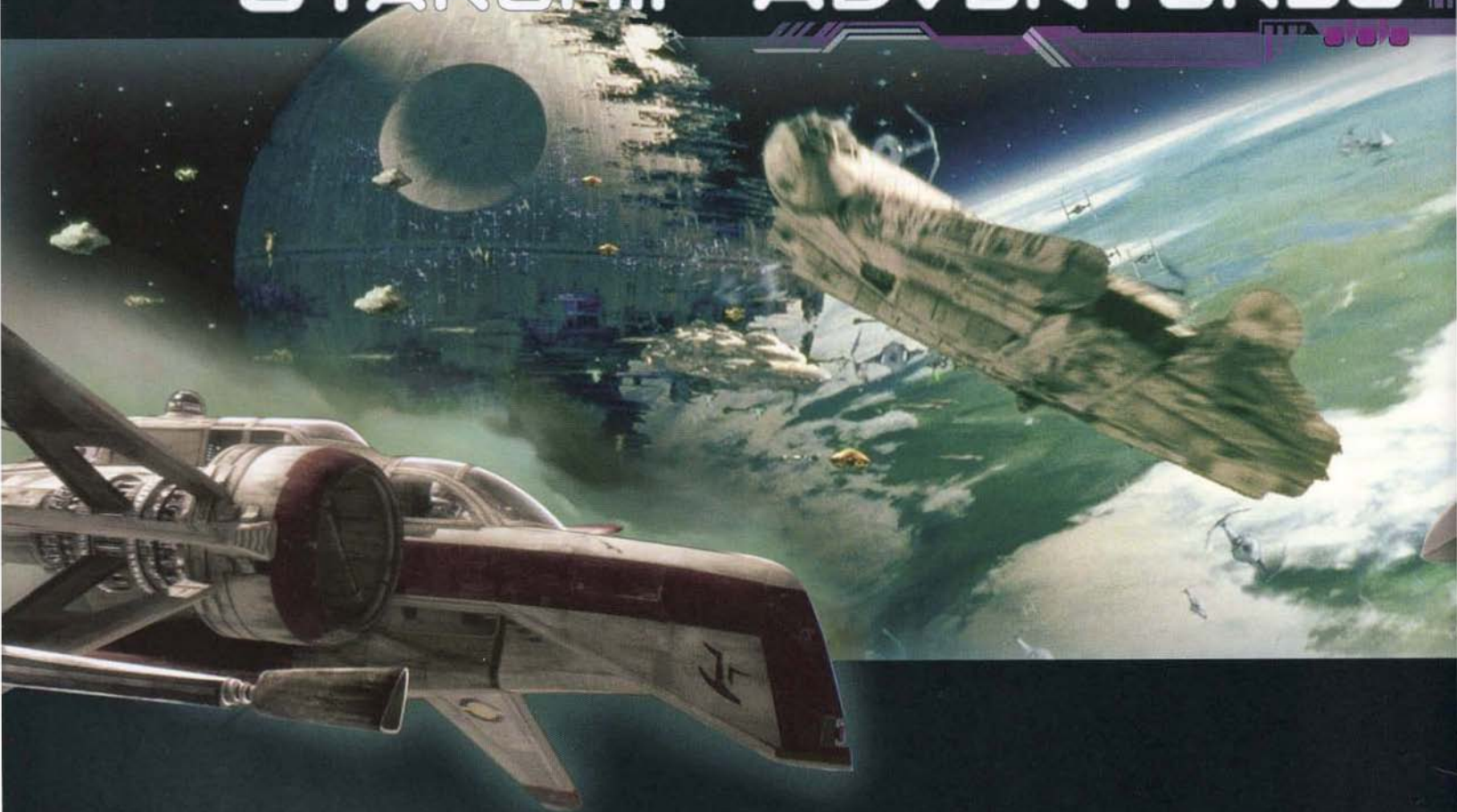
The very title of the *Star Wars* setting makes it clear—most adventures are going to take place at least partially in space. Whether they're running past an enemy blockade of a planet, escaping Star Destroyers through an asteroid field, or fighting epic space battles to decide the fate of the galaxy, *Star Wars* heroes are going to end up in space. This chapter provides advice on adding starship-scale encounters to a game and rules for heroes to go beyond being part-time pilots and fighter jockeys.

STARSHIP BASICS

This section covers some of the basics of starships and space travel, giving players and Gamemasters a sense of how space travel and starships work in the *Star Wars* universe. Gamemasters should feel free to use as much or as little of this material as they like; though this section includes information on established protocols and traditions of the *Star Wars* universe, none of these features are so integral to the central themes of *Star Wars* that they cannot be ignored if so desired.

GETTING YOUR OWN STARSHIP

Many adventuring parties might see fit merely to obtain passage on a hired vessel as a part of their adventures, and that's perfectly fine. Others will want to obtain their own ships as soon as possible, which usually means at the time of character creation. Although nobles with the Wealth talent will quickly build up enough credits to buy a used freighter, there are several other ways for players to obtain a ship within the first few sessions of a campaign, provided the Gamemaster agrees to one or more of the following options.

Joining an Organization

Large organizations, such as the Rebel Alliance or the Judicial Department of the Republic Senate, can make starships available to heroes who work for them. The organization still owns the starship and can take it back if the heroes refuse a mission or violate the organization's rules; however, at the Gamemaster's discretion, the heroes might have the option to buy their starship from the organization when they accumulate enough funds.

Wealthy Benefactors

Serving a wealthy individual might allow the heroes to have access to a starship. Convincing a noble to sponsor your group's endeavors might be difficult (typical Will Defense 20, must achieve attitude of helpful), but the result is usually a mutually beneficial relationship that can last an entire campaign. In exchange for a cash advance to buy a starship, the noble asks the heroes to perform tasks until they repay the loan (generally devoting about 1/2 the normal adventure rewards for this purpose). This situation can lead to a variety of adventure hooks: Perhaps the heroes need to escort

RECORD-KEEPING VS. UPKEEP

The *Saga Edition* core rulebook gives basic costs for upkeep on a per-month basis (see page 141). These costs can be applied to starships and also serve as a simple way of keeping track of such expenses instead of the more detailed methods described in this section. Generally, a starship of Colossal or smaller size can be maintained in working condition (including fuel, maintenance, docking, and astrogational updates) by any character with at least comfortable upkeep (2,000 credits per month) instead of maintaining a residence. If you don't own your ship and still make payments for it, the minimum upkeep required is wealthy (5,000 credits per month) for at least five years.

Similarly, the licensing and registration for a starship can be abstracted by the normal rules for purchasing a restricted item, assuming that any black market purchase also includes appropriate forged documents.

a Senator to a dangerous planet, or they need to deliver precious cargo to refugees deep behind enemy lines at the behest of their benefactor.

Legitimate Financing

As a general rule, legitimate financing (such as through a bank) is available with a down payment of 20% of the starship's cost, with monthly payments equal to 2% of the starship's cost for the next five years. You can make a Persuasion check to haggle and reduce the size of the down payment, treating the loan officer as indifferent (unfriendly for characters who have a criminal record).

Loan Sharks and Gangsters

Less appealing but much more interesting is the option of seeking out a loan shark and obtaining an under-the-table loan. Repayment terms are steep (usually at least 10% of the ship's value every month for three years), and missed payments can result in interest rates so high that the loan can never be repaid. If the heroes don't pay off the loan shark quickly enough, he might decide to send his thugs to rough up the heroes—or worse.

Shipjacking and Theft

A third option for obtaining a vessel is to steal one from a legitimate owner, either before the campaign begins or as the objective of the heroes' first adventure. Shipjacking is an old profession in the *Star Wars* setting, and it is extremely dangerous. The authorities (and the original owners) are constantly on the lookout for stolen starships, and if the heroes fail to properly falsify the documentation that identifies the ship as theirs, they could find themselves the subjects of a rather uncomfortable investigation.

PERMITS AND LICENSES

All starship owners and operators are required to have at least three different pieces of registration aboard their ships at all times, each of which is obtained through the Bureau of Ships and Services, or BoSS (see sidebar).

- **Captain's Accredited License:** Certifies that the captain is capable of piloting and operating the starship. *Cost:* 200 credits. *Requirements:* DC 15 Pilot check, 10 years of starship experience (any character who takes the Spacehound talent at 1st character level automatically qualifies); experience requirement can be waived for additional "expediter fee" of 300 credits. *Time:* 1 day.
- **Ship's Operating License:** Tracks the ship's make, manufacturer, port of origin, transponder codes, and owner. *Cost:* 1,000 credits. *Requirements:* captain's accredited license, ship must pass inspection (all systems functioning, no escape pods missing, no illegal modifications, functioning transponder code), DC 10 Knowledge (bureaucracy) check. *Time:* 1 day.
- **Arms Load-Out Permit:** Registers the ship's weapons. *Cost:* By weapon availability (see page 118, *Saga Edition* core rulebook). *Requirements:* captain's accredited license, ship's operating license, Knowledge (bureaucracy) check (DC varies by weapon availability). *Time:* By weapon availability.

Though these registrations are required by law, many starship captains operating on the fringes of society forge these documents to hide the ship's true identity (or their own). Forging BoSS documents requires a Deception check, counting as both a deceptive appearance (to produce a BoSS-secure datapad that seems authentic) and deceptive information (to create plausible ship records). However, such forgeries won't appear in the BoSS computer system, so they will not survive close scrutiny.

Transponder Codes

Every starship has a transponder code, a unique signal that allows that ship to be distinguished from any other. If you look up a specific transponder

USED STARSHIPS

Owning and operating a used starship can be a risky business. Though used starships are cheaper and easier to get hold of, they often develop their own unique quirks that prevent them from operating at full capacity. Whenever a used starship moves -3 steps on the condition track (to the point where the vessel is taking a -5 penalty on attack rolls, skill and ability checks, and defenses) or lower, the used ship's condition becomes persistent. Until the ship receives repairs (using the repair object application of the Mechanics skill), it cannot move up the condition track by means of the reroute power action (although other means, such as jury-rigging, can still be used).

THE BUREAU OF SHIPS AND SERVICES (BoSS)

One of the oldest and most eccentric organizations in the galaxy, the Bureau of Ships and Services is the galactic agency responsible for managing the data related to the massive number of starships flying through the galaxy at any time. An independent organization maintaining neutrality in all galactic conflicts, the BoSS has survived for thousands of years, continuing to compile starship data in its arcane record-keeping system.

Information on a ship's licenses, certifications, and transponder codes is kept on file at the BoSS at all times. This data is distributed to local spaceports upon request, but it is very expensive; as a result, most small spaceports (such as Mos Eisley) purchase an update only once or twice a year, making such locales a natural haven for smugglers, pirates, and others who would like to outrun their criminal records.

The security on BoSS computer systems is very tight (Will Defense 25, hostile), making it almost impossible to add, edit, or remove records in the BoSS database without the proper access codes.

code in a BoSS database, you can find the ship's name, type, modifications and armament, owner, and even history (including the time of its arrival and departure from every legitimate spaceport in the galaxy).

A ship's transponder code is built into the ship's sublight engines, so any attempt to remove or alter the code can fuse the wiring and destroy the engine. Some smugglers and pirates have been known to mask their transponder signal to preserve anonymity, but most governments will attempt to capture or destroy such a ship immediately. Instead, many criminals and others operating outside the law will tamper with their transponders to broadcast false transponder codes. Though highly illegal, altering a transponder code will allow a ship to identify itself by another name. (See page 53 for details on altering transponder codes.)

IFF Transponders: Military ships also broadcast a unique transponder code that identifies the ship by its type, designation, and allegiance. These Identify Friend/Foe (IFF) transponders are separate from the transponders built into starship engines, and they are not included on civilian starships.

TRAVEL IN REALSPACE

All starships have sublight drives to propel them through space, using them when taking off, landing, or flying within a star system. Starships also have ion drives capable of incredible acceleration (thousands of times the force of gravity) due to a combination of exceptional thrust and manipulation of the starship's mass relative to that of its exhaust. In addition, repulsorlift drives are preferred for delicate maneuvering during takeoff and landing; in fact, the mass manipulation that makes ion drives so efficient in deep space is markedly less efficient in atmosphere, so almost all starships use both drives in conjunction during atmospheric flight, particularly when near the surface of a planet.

You can use the following guidelines to determine travel time in realspace for an average starship:

DISTANCE	TIME REQUIRED
Surface of planet to orbit	1–5 minutes
Orbit to safe hyperspace jump distance	1 minute
Planetary orbit to planet's moon	10–30 minutes
Planetary orbit to another planet in same system	2–6 hours
Planetary orbit to outer edge of system	12–24 hours
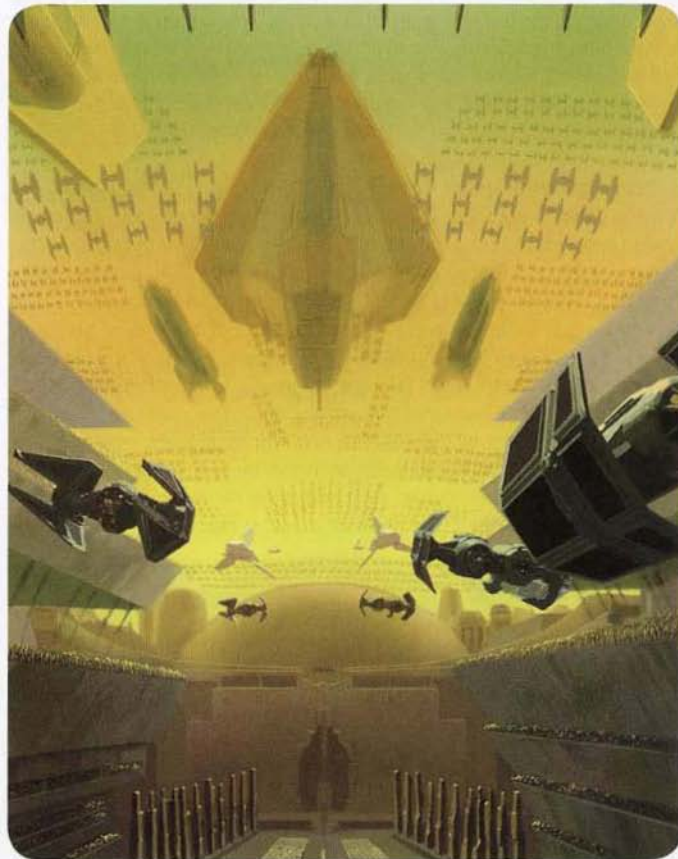
TRAVEL IN HYPERSPACE

The only way to span the long distances between star systems is to travel through hyperspace. Hyperspace is described by many scientists as another dimension, though its true nature is still a mystery. When a starship's hyperdrive activates, the vessel accelerates well beyond the speed of light as it enters hyperspace. A starship in hyperspace is effectively cut off from communication with starships in realspace. For the duration of a trip through hyperspace, a starship effectively does not exist in realspace.

Large objects that generate substantial gravity, such as stars and planets, produce what is known as a "mass shadow" that projects into the realm of hyperspace, and one of these mass shadows can destroy a starship that collides with it. As a result, a starship's course through hyperspace must be plotted carefully. All hyperdrives have built-in safeguards that prevent a ship from entering hyperspace too close to a mass shadow and cause a ship to revert to realspace if a mass shadow is detected in time. Ultimately, this situation led to the rise of interdictor vessels and other technologies designed to keep ships from fleeing into hyperspace. Interdiction vessels use gravity well generators to keep other ships from activating their hyperdrives, and some pirates have been known to drag massive asteroids into well-traveled hyperspace lanes in order to bring prey out of hyperspace.

Detecting Hyperspace Travel

When a starship enters or exits hyperspace, it produces a short burst of Cronau radiation. Any starship, station, or sensor array within the same star system can detect a Cronau radiation burst with a DC 25 Use Computer check made as a reaction. Success indicates that the sensor operator detects the ship entering or exiting hyperspace, and is aware of its point of arrival or departure. Tracking a ship through hyperspace also relies on the presence of residual Cronau radiation. Taking a full-round action to make a DC 25 Use Computer check measures the amount of Cronau radiation as well as the angle of departure of the vessel fleeing into hyperspace, indicating the most likely destination. Cronau radiation lingers for several hours after a ship has fled into hyperspace, though each hour since the ship made the jump to lightspeed increases the DC of the Use Computer check by 5.

OTHERSPACE

An extradimensional space accessible only through hyperspace, other-space is a strange and alien dimension populated by a race known as the Charon. Consisting of a storm-gray backdrop with pinpoints of black representing stars, otherspace is a strange place that only a very few travelers have visited. Hyperdrive malfunctions have been responsible for shunting starships into otherspace, which scientists believe exists parallel to the normal universe. Finding a way home from this alien dimension is an adventure all its own. . . .

Astrogation

Plotting a suitable hyperspace course requires incredibly difficult calculations; normally, only a character trained in the Use Computer skill can calculate a jump to hyperspace. However, the use of a navicomputer (see page 42) not only grants a bonus on the Use Computer check but also allows an untrained character to plot a course to hyperspace. Some small starfighters, having no room for a navicomputer, instead use astromech droids programmed with a finite number of jumps to provide a hyperspace course.

The difficulty of plotting a course through hyperspace is determined by how recently you have updated your astrogation data, as shown on the table below.

DC	AGE OF ASTROGATION DATA
10	Less than 1 day
15	At least 1 day but less than 1 standard week (5 days)
20	At least 1 week but less than 1 standard month (35 days)
25	At least 1 month but less than 1 standard year (368 days)
30	At least 1 year old

You can acquire astrogation data in several different ways.

Using Your Own Data: If you use your own data, the age of the data is determined by the last time you finished a journey between the two planets in question.

The Space Ministry: This organization (called the Imperial Space Ministry during the days of the Galactic Empire) is a bureaucracy whose influence is felt all across the galaxy. It disseminates hyperspace travel information and enforces the laws and regulations of the space lanes. Responsible for providing spacers with the 5,947-datapage *Spacers' Information Manual* (a compilation of the latest laws, regulations, addenda, and other red tape; available to all pilots when renewing their certifications for a mere 25 credits), the Space Ministry is the keeper of the law in the space lanes, and it provides local spaceports with up-to-date hyperspace navigational data.

A starship can download the latest Ministry-provided astrogational updates either directly through the HoloNet (prior to the Clone Wars) or from spaceport control (any era); this service costs 150 credits and requires a current captain's accredited license and ship's operating license (see Permits and Licenses, page 10). Generally, data for the Outer Rim is less than 1 month old, data for other regions is less than 1 week old, and data for major hyperlanes or routes within the same sector (Gamemaster's determination) is less than 1 day old. No data is available for the Deep Core, Unknown Regions, Wild Space, classified installations, and any planet without a certified spaceport.

Those who operate outside the law can usually obtain the data with a proper bribe (typically 300 credits with a DC 10 Gather Information check)

or by making a Use Computer check to access secret information in the spaceport's computer (Will Defense 20, indifferent).

The Hyperspace Navigator's Guild: In the early days of the Old Republic, the Hyperspace Navigator's Guild was responsible for maintaining the charts and navigational records used for hyperspace travel. The Navigator's Guild (based on the planet later known as Empress Teta) employed a variety of scouts and pilots whose sole responsibility was to chart new and faster hyperspace lanes, opening up new avenues to known worlds. Though the need for the Navigator's Guild would eventually dwindle, during its time the Guild was one of the most important institutions in the galaxy. Even in later eras, the organization remains one of the best sources for new hyperspace routes, particularly those in Wild Space and the Deep Core, and on the fringes of the Unknown Regions.

Purchasing astrogation data for traveling between any two planets costs 500 credits. This data is less than 1 week old for most destinations and less than 1 month old for destinations in Wild Space or the Deep Core. When available, data for the Unknown Regions is usually less than 1 year old.

Hyperspace Hazards

Traveling through hyperspace can be exceptionally dangerous. If a starship is disabled because of a poorly plotted hyperspace course (as described on page 237 of the *Saga Edition* core rulebook), the Gamemaster usually chooses the point at which the ship drops out of hyperspace at random. Gamemasters looking for a more in-depth description of the hyperspace mishap can use the table below to determine the exact result of a poorly plotted course.

MAJOR HYPERLANES

Although literally thousands of local and regional hyperlanes exist in the galaxy, a few major hyperlanes are familiar to virtually all space travelers. These hyperlanes (as well as some notable planets, sectors, and spurs on or near their paths) are given below.

Corellian Run: Coruscant, Corellia, Nubia, Denon, Rhommamool, Druckenwell, Tatooine, Geonosis, Ryloth, Rothana.

Corellian Trade Spine: Corellia, Duro, Devaron, Bestine, Yag'Dhul, *Ison Trade Corridor* (Bespin, Hoth, Anoat, Ison).

Hydian Way: Corporate Sector, Toprawa, Bandomeer, Taris, Bogden, Brentaal, Rendili, Denon, Malastare, Eriadu.

Perlemian Trade Route: Coruscant, Anaxes, Corulag, Brentaal, Carida, Nak Shimor, Taanab, Kulthis, Rhen Var, Vaynai, Makem Te, Quermia.

Rimma Trade Route: Abregado-rae, Fondor, Ghorman, Thyferra, Yag'Dhul, Vandelhelm, Sullust, Eriadu, Sluis Van, Clak'Dor VII, *Coyn Route* (Elrood Sector), Minos Cluster, Kathol Sector.

TABLE 1-1: HYPERSPACE MISHAPS

D20	RESULT
1–5	Starship passes too close to a supernova, overloading internal computer systems with solar radiation. Use Computer checks aboard the starship take a –5 penalty until all persistent conditions are removed.
6–10	Starship skirts the edge of a black hole, causing the intense gravity to warp the vessel's structural integrity. The starship's armor bonus is reduced by –5 until all persistent conditions are removed.
11–15	Starship nearly collides with a massive gas giant, corroding the ship's hull plating and causing the ship to take an additional 10% of its total hit points in damage.
16–19	Starship flies through a superdense cluster of stars, the stress of which causes the ship's hyperdrive to burn up. Starship's hyperdrive is destroyed.
20	Reroll on the table above twice.

COMMUNICATIONS

All starships are equipped with basic systems that allow for communication in realspace. Typically, starship communications systems are limited to contacting ships and planets within the same star system, although subspace radios can reach distances of up to several light-years. Opening a channel to a willing recipient is a simple matter (covered under the new uses of the Use Computer skill, page 19). Once a channel is open, the ships can communicate freely. Some starships, particularly capital ships, also boast video and holographic communications systems that allow crewmembers on either vessel to see one another.

HoloNet

The HoloNet is an instantaneous communication system that allows planets to stay in contact despite the vast distances between systems. A HoloNet transceiver transmits and receives information through hyperspace, allowing the communications to travel millions of times faster than the speed of light across vast distances. Countless hyperwave transceivers (simple satellites equipped with a variety of communications gear) are embedded in hyperspace and transmit signals from one side of the galaxy to the other. This network allows for instantaneous, three-dimensional holographic communication at virtually any distance, making it one of the primary means of communication for space fleets and planetary governments. During the Clone Wars and the reign of the Empire, the HoloNet is reserved for military use only, and news must be transmitted between worlds by other means (such as subspace radio

TABLE 1-2: SYSTEM DAMAGE

D20	RESULT*
1-10	No system damage
11-15	Starship becomes "used" (see sidebar, page 10)
16	Communications/sensors destroyed
17	Weapons destroyed
18	Hyperdrive destroyed
19	Sublight engines destroyed
20	Life support destroyed; 2d12 hours of life support remaining

*If a result is not applicable (for example, a used starship cannot become "more used"), roll twice and apply both results.

relays). However, some slicers are able to connect to HoloNet satellites and broadcast pirate signals across the network, gaining access to its information and enabling clandestine transmissions. A HoloNet node's security is difficult to penetrate, however (Will Defense 20, hostile).

Most smaller military vessels have hypertransceivers, allowing access to the HoloNet and instantaneous communication over great distances but lacking the bandwidth and range of a HoloNet transceiver.

METOSP (Message to Spacers)

Upon arrival in a star system, most starships immediately connect to the communications frequency responsible for broadcasting the prerecorded Message to Spacers, abbreviated METOSP. A METOSP might be as simple as a welcome message, but it usually informs incoming ships about flight hazards (blockades, dangerous weather, debris, collisions) and local regulations or customs that could be relevant (embargoes, tariffs, landing procedures). All METOSPs are broadcast in Basic, though many worlds also broadcast in native languages and common languages such as Bocce, Huttese, and Binary. A METOSP provides star pilots with contact information for spaceport control and often includes information on landing patterns and space traffic lanes. Most METOSPs are brief, and if more information needs to be communicated on a particular subject, the METOSP will refer listeners to other broadcast channels.

Planetary Information Channels

Most planets also provide incoming space traffic with basic computer communications channels. These channels connect the ship to planetary information networks that provide everything from communications directory assistance to tourism information and planetary maps. Planetary information channels allow you to make Use Computer checks to access information (per

the normal use of the skill) relevant to that planet, and it is possible for a slicer to access other functions (Will Defense 20, indifferent).

DOCKING, FUEL, AND MAINTENANCE

All starships require refueling, restocking, routine maintenance, and a place to dock where they can get these services.

Docking Fees

Docking fees vary substantially from planet to planet, but they average around 20 credits per day in an average spaceport. Long-term storage is also available in some locations (200 credits per month). It generally requires about eight hours to get a ship out of storage and ready for flight.

Refueling and Restocking

All ships must have fuel to operate; a ship without fuel is adrift and immobile, effectively disabled. In general, most starships refuel each time they put into port, and during refueling other essential ship consumables (such as water and oxygen) are restocked as well.

Refueling: For a starship of Colossal or smaller size, refilling one day's worth of fuel (approximately 1 kg of fuel) costs about 50 credits. Larger starships are substantially more expensive: Multiply the cost by 100 for every size category above Colossal. A starship uses this much fuel after one day of flight in realspace or hyperspace, after one hour of flight in atmosphere or combat, or in a single jump to lightspeed.

Restocking: Consumables cost about 10 credits × the number of living creatures on board × days of operation.

Routine Maintenance

After twenty hyperspace jumps, a starship needs to undergo routine maintenance. Routine maintenance includes a thorough check of essential ship systems (including the backup hyperdrive and escape pods), replacing coolant and other ship fluids, and a complete scrubbing of air filters and recycling systems. Routine maintenance costs the same as about four days of fuel (200 credits for a ship of Colossal or lesser size). If a ship does not receive routine maintenance after twenty hyperspace jumps, roll twice when checking for system damage (see below).

System Damage

Some Gamemasters might wish to introduce complications when a ship is disabled from taking damage. Whenever a starship is disabled by being reduced to 0 hit points, the ship has a chance of sustaining system damage requiring emergency repairs. Roll d20 and refer to Table 1-2; if a system is destroyed, it must be replaced (which can typically be done only at a spaceport or dry dock).

STARSHIP TALENTS

As a general rule, talents apply to starship-scale combat in the same way they apply to character-scale combat. Guidelines on how to determine line of sight in starship scale and how specific talents function on that scale are given below.

No talents relating to melee combat are relevant at starship scale. Even if you ram or collide with an enemy ship, having melee-related talents doesn't give you any advantage. (You can of course use melee-related feats normally if engaging in melee combat at character scale while on a starship.) Ranged talents that add to damage do so before any multiplier from the weapon is applied. For example, a TIE fighter pilot with Weapon Specialization (heavy weapons) firing his laser cannons deals 4d10+2×2 points of damage on a successful hit.

Unless a talent specifically says it affects the hit point total or condition track of starships, it doesn't. Many such talents can still be used against specific characters, such as enemy pilots, under the right circumstances (see below).

AFFECTING TARGETS

In many cases, talents work only on creatures able to see, hear, and understand you, or those to which you have line of sight. However, it is possible to use communications equipment on board vehicles to meet these conditions, if both sides involved are willing and have access to basic communications gear. You can make a Use Computer check (see page 19) to be in communication with a character so long as you and a willing target have either two-way video/holo communication or both two-way audio communication and IFF transponders using the same "friend" encryption code. Of course, you might find yourself the victim of communications jamming, making it impossible to get through to other vessels.

Unless otherwise noted, a talent's requirements can be satisfied under the following circumstances.

Target Must See, Hear, and Understand You (commander or system operator): This can be established by being in communication with the target or targets, but the target must still be able to understand your language.

Mind-Affecting Effect (commander or system operator): To use a mind-affecting effect while on board a vehicle, you must be in communication with any target that is not on board the same vehicle. A mind-affecting effect can affect only living targets (such as the crew of a starship), not nonliving targets (such as the starship itself or a droid-operated vehicle).

Line of Sight (commander, gunner, or system operator): If you are using a talent that can target a starship, you are considered to have line of sight so long as you are your vehicle's commander or systems operator and you have line of sight between your vehicle and the target vehicle. In addition, you have line of sight to any target with which you are in communication.

SPECIFIC TALENTS

Some talents might be exceptions to the rules outlined above or otherwise work in a unique way when used against a vehicle. These talents are discussed below.

Jedi Talents

Adept Negotiator/Master Negotiator: You affect the condition track of a specific character (usually the vehicle's commander), not a starship.

Battle Meditation: This affects all allied gunners within 6 squares at starship scale.

Force Haze: You may use this talent to hide a single vehicle while you are on board. The vehicle can't have a size penalty to Reflex Defense, Initiative, or Pilot checks greater than your heroic level. Thus, a Gargantuan starship (size penalty of −5) can be hidden only by a character of 5th level or higher.

Force Intuition: You may use this talent to determine the Initiative of a starship if you are the pilot.

Noble Talents

Demand Surrender: Unlike other mind-affecting effects, you need only to hail a vehicle to demand surrender. You can demand surrender of a vehicle that has been reduced to one-half or fewer of its hit points, even if the crew is uninjured. You make your check against the vehicle's commander; all nonunique crews are assumed to have a Will Defense of 10. If the CL of the target vehicle is greater than your heroic level or the CL of your vehicle, the target gains a +5 bonus to its Will Defense. You can't use this talent to demand surrender from a vehicle that is more than one size larger than yours under any circumstances—Star Destroyers don't surrender to X-wings.

Rally: Unlike other mind-affecting talents, Rally affects both allied vehicles and characters with less than half their hit points. The vehicle gains a +2 bonus to its Reflex Defense, all crewmembers gain a +2 bonus to their Will Defense so long as they are on board, and all gunners gain a +2 bonus on damage with vehicle weapons (before multiplier, if any). Any crewmember who has less than half its hit points also gains the normal benefits of this talent even if it leaves the vehicle, but note that these bonuses do not stack.

Weaken Resolve/Improved Weaken Resolve: Unlike with other mind-affecting effects, you need only to hail a vehicle to weaken the crew's resolve. When you deal damage that equals or exceeds a vehicle's damage threshold, you may use this talent; in addition, you may ready an action to use this talent after any gunner on your vehicle deals damage that equals or exceeds a vehicle's damage threshold. You make your check against the vehicle's commander; all nonunique crews are assumed to have a Will Defense of 10. The effect is automatically negated if the target vehicle's Challenge Level is greater than your heroic level or your vehicle's Challenge Level.

Scoundrel Talents

Dastardly Strike: This talent can be used only against characters, not objects or vehicles.

Fool's Luck: If you use this talent to grant yourself a luck bonus to your defenses, this bonus also applies to the defenses of any vehicle you are on (even if you are not the pilot).

Skirmisher: You gain the benefits of this talent with vehicle weapons only if you are the vehicle's pilot.

Stellar Warrior: This talent works with both vehicle weapons and personal weapons used aboard a starship.

Walk the Line: This talent has a range of 6 squares at starship scale.

Scout Talents

Acute Senses: This talent applies to Use Computer checks made to perceive enemy ships (see Starship Skills, page 18).

Evasion/Uncanny Dodge: If you are the pilot, this talent applies to your vehicle.

Hidden Movement/Improved Stealth: These talents apply to Stealth checks made while piloting a starship (see Starship Skills, page 18).

Soldier Talents

Battle Analysis: If you succeed at both a DC 15 Knowledge (tactics) check and a DC 15 Use Computer check, you may use this talent to determine what vehicles are reduced to at least half their maximum hit points.

Devastating Attack/Penetrating Attack/Weapon Specialization: If you select heavy weapons as the weapon group these talents apply to, you may use the talents with vehicle weapon attacks.

Draw Fire/Harm's Way: If you are the pilot of a vehicle, you may use this talent to protect allied vehicles. You may use it to protect vehicles no more than one size category larger than your own.

Indomitable: This talent does not affect the condition track of a vehicle.

Bounty Hunter Talents

Hunter's Mark: This talent can be used only against characters, not objects or vehicles.

Gunslinger Talents

Debilitating Shot: This talent can be used only against characters, not objects or vehicles.

NEW TALENTS

The following new talents are particularly useful to characters involved in a great deal of starship activity.

FORCE TALENTS

The following new talent is intended for use by any character who has the Force Sensitivity feat.

Sense Talent Tree

The following new talent is intended for use as a part of the Sense talent tree.

Force Reflexes: When activating a starship maneuver, you may spend a Force Point to reroll your Pilot check, keeping the better result.

See Chapter 2 for more information on starship maneuvers.

Prerequisites: Force Sensitivity, Starship Tactics, Force Pilot.

NOBLE TALENTS

The following new talent is intended for use with the noble class.

Lineage Talent Tree

The following talent is intended for use as a part of the Lineage talent tree.

Engineer: You are trained in the Mechanics skill. Additionally, when installing new systems into a vehicle, the efficiency of your designs reduces the time it takes to install the system by 25%.

Prerequisites: Educated, trained in the Knowledge (technology) skill.

SCOUNDREL TALENTS

The following new talent tree is intended for use with the scoundrel class.

Outlaw Tech Talent Tree

Scoundrels learn a variety of tricks that allow them to squeeze more life out of ailing technology, enhancing their gear in ways the manufacturer never intended.

Fast Repairs: Whenever you jury-rig an object or vehicle, the vehicle gains a number of temporary hit points equal to the result of your Mechanics check. Damage is subtracted from these temporary hit points first, and temporary hit points go away at the conclusion of the encounter.

Prerequisites: Trained in the Mechanics skill.

Hot Wire: You can use your Mechanics check modifier instead of your Use Computer check modifier when making Use Computer checks to improve access to a computer system. You are considered trained in the Use Computer skill for purposes of using this talent. If you are entitled to a Use Computer check reroll, you may reroll your Mechanics

check instead (subject to the same circumstances and limitations). *Prerequisites*: Trained in the Mechanics skill.

Quick Fix: Once per encounter, you may jury-rig an object or vehicle that is not disabled. All normal benefits and penalties for jury-rigging still apply. *Prerequisites*: Trained in the Mechanics skill.

Personalized Modifications: As a standard action, you may tweak the settings, grips, and moving parts of a powered weapon you wield, tailoring it to your needs. For the remainder of the encounter, you gain a +1 equipment bonus on attack rolls and a +2 equipment bonus on damage rolls with that weapon. You can use this talent only on powered weapons (those that require a power cell to operate), including weapons connected to a larger power source (such as vehicle and starship weapons).

ACE PILOT TALENTS

The following new talents and the Squadron Leader talent tree are intended for use with the ace pilot prestige class.

Expert Pilot Talent Tree

The following talents are intended for use as a part of the Expert Pilot talent tree.

Blind Spot: You can fly a vehicle you pilot so close to a target at least two sizes larger than your vehicle that it is difficult for the target to avoid or attack you. You must be adjacent to the target (at starship scale) to use this talent. As a swift action, make an opposed Pilot check against the target. If you succeed, you move into the same space as your target. You move with your target if it moves (assuming your vehicle has sufficient speed to keep up), and you must make another opposed Pilot check each round as a swift action to stay in its blind spot.

As long as you stay in the target's blind spot, any attack you make against the target gains a +2 bonus, and the target takes a –2 penalty on attacks made against you.

Close Scrape: Whenever you are piloting a vehicle of Colossal size or smaller, you may make a Pilot check as a reaction to turn a critical hit into a normal hit. The DC for the Pilot check is equal to the attack roll total of the critical hit. If you are successful, the damage from the attack is not doubled (though it is still considered an automatic hit).

Improved Attack Run: You do not have to move in a straight line when using the attack run action.

Vehicle Focus: Choose a single type of vehicle from the following list: airspeeder, capital ship, space transport, speeder, starfighter, or walker. When you are the pilot or gunner of that type of vehicle, you gain +2 to all attack rolls with a vehicle weapon, and may take 10 on any Pilot checks made while piloting that type of vehicle, even when you are otherwise unable to.

Prerequisites: Wisdom 13.

Wingman: As a swift action, you can make a DC 15 Pilot check to assist any allied starfighter or airspeeder within 2 squares at starship scale. If you succeed, the pilot of that vehicle gains a +5 bonus on all opposed Pilot checks relating to the dogfight action until the start of your next turn.

Prerequisites: Wisdom 13.

Gunner Talent Tree

The following talents are intended for use with the Gunner talent tree.

Crippling Hit: Whenever you make an attack that causes a vehicle to move –1 or more steps down the condition track, you may also cause it to lose one of the following systems: hyperdrive, one weapon or weapon battery, or communications. The system remains inoperative until the target regains all steps on the condition track.

Prerequisite: Expert Gunner, System Hit.

Great Shot: When firing a vehicle weapon, you treat the distance to the target as though it were one range category less than it actually is. For example, when targeting an enemy at short range, you treat it as though it were at point blank range for the purpose of determining bonuses or penalties.

Synchronized Fire: Once per encounter, you may ready to fire a single weapon at the same target as an ally, and you coordinate with a single weapon of your ally. If both attacks hit, you add the damage of the two weapons together before applying the target's SR or DR, and treat it as a single attack for purposes of exceeding the target's damage threshold.

Prerequisite: Expert Gunner.

Squadron Leader Talent Tree

You are an expert at leading a squadron of smaller vehicles into combat as a unit.

All talents in the Squadron Leader talent tree apply to other airspeeders, starfighters, and space transports in a squad you command. A squadron includes any airspeeder, starfighter, or space transport you pilot, plus a maximum number of vehicles equal to your ace pilot class level plus your Charisma modifier (minimum one other ship). Vehicles must be able to communicate with you to gain the benefit of your Squadron Leader talents, and you designate which vehicles are in your squadron at the beginning of your first turn as a free action.

Each squadron can benefit from the talents of only a single squadron leader. A squadron leader is normally designated when an encounter begins, but vehicles without a squadron leader can join a squadron as long as both the vehicle and the squadron leader are willing, and the squadron leader has not reached his maximum squadron size.

Begin Attack Run: As a swift action, you designate a single target. When using the attack run action against that target, vehicles in your squadron gain a +5 bonus on their attack rolls (instead of the normal +2). You may have only one target designated at a time.

Prerequisite: Charisma 13.

Regroup: Once per encounter as a standard action, you can move all vehicles in your squadron +1 step on their condition tracks.

Prerequisite: Charisma 13.

Squadron Maneuvers: Choose one talent that you already possess. The talent you select must be from the Expert Pilot or Gunner talent trees. Once per encounter as a standard action, you can impart the benefits of the chosen talent to all members of your squadron. Once gained, its benefits last until the end of the encounter.

Prerequisite: Charisma 13, any other ace pilot talent.

Squadron Tactics: Once per encounter, when you use a starship maneuver, you grant all ships in your squadron the ability to use the same maneuver once on their next turn. The pilot of each ship that chooses to use the maneuver must make any Pilot checks or attack rolls the maneuver requires—your success or failure with the maneuver has no bearing on the success of other units of your squadron.

Prerequisite: Charisma 13, Wisdom 13, any other ace pilot talent, Squadron Maneuvers, Starship Tactics.

OFFICER TALENTS

The following new talent tree is intended for use with the officer prestige class.

Naval Officer Talent Tree

You are skilled at commanding starships and small fleets.

Combined Fire: As a swift action, you may designate a single creature, vehicle, or object within your line of sight as the target of combined fire. Any weapon batteries attacking that target deal an extra die of damage for every 2 points their attack roll exceeds the target's Reflex Defense (instead of every 3 points). In addition, when using the tactical fire option for a capital ship (see ship descriptions in Chapter 4), you may designate a weapon or weapon battery to make a single attack.

Fleet Deployment: As a full-round action, you can designate a number of vehicles equal to your class level and within your line of sight. Those vehicles may immediately move a number of squares equal to their speed.

Prerequisites: Charisma 13.

Fleet Tactics: As a standard action, you may designate a single vehicle as the target of a large-scale assault. If you succeed on a DC 15 Knowledge (tactics) check, all allied gunners within line of sight deal 1 additional die of damage to the target with each successful ranged attack until the start of your next turn. This is a mind-affecting effect.

Prerequisites: Charisma 13, Fleet Deployment.

It's a Trap!: You are skilled at sensing the plans of enemy naval officers and counteracting them. Once per encounter as a reaction, you can grant the pilot of any single vehicle within line of sight (including a vehicle you are commanding) an immediate move action.

Legendary Commander: When you are the commander of a capital ship, calculate its Reflex Defense using your heroic level plus one-half the ship's armor bonus (round down), the pilot's heroic level, or the ship's armor bonus, whichever is more. In addition, all gunners on your ship add one-half your heroic level or one-half their heroic level, whichever is more, to damage rolls with vehicle weapons. Finally, you treat any generic crew as being one quality level higher (maximum of ace).

Prerequisites: Charisma 13, Intelligence 13, Born Leader.

STARSHIP SKILLS

Several skills can be used in new ways in starship-scale encounters. Anyone can attempt these uses if filling the appropriate position on a starship (normally the pilot or systems operator).

DECEPTION

If you are the pilot of a vehicle, you can make Deception checks to feint or create a diversion to hide. Add your vehicle's size modifier and Dexterity modifier to your Deception check, and take a –5 penalty if you are not trained in the Pilot skill. If you successfully feint against a target, it is considered flat-footed against only your first attack, not those of any gunners on your vehicle.

PERCEPTION

Perception is considerably less effective at the greater distances involved in starship-scale combat. As such, you take a –5 penalty on your Perception check for every square of range (rather than for every 10 squares).

STEALTH

If you are the pilot, you can use Stealth to sneak in a starship just as you do normally. Add your vehicle's size modifier (as detailed in the Stealth skill) and Dexterity modifier to your Stealth check, and take a –5 penalty if you are not trained in the Pilot skill. The Stealth check result sets the DC of a Use Computer check to locate you with a vehicle's sensors or the Perception check to notice you with normal senses (normally impossible at starship scale, but not when you try to hide your starship in a swamp or the back of a hangar).

Normally, you can make a Stealth check in a vehicle only if you have concealment or cover (for example, from asteroids, other starships, or even clouds in the upper atmosphere). You can even attempt to hide against the hull of an enemy starship that is at least two sizes larger than your vehicle, provided that you make a Deception check to create a diversion to hide and you can reach the enemy starship with a single move action. (Han Solo uses this trick to hide on the Star Destroyer *Avenger* in *The Empire Strikes Back*.)

Use Computer

The following are some expanded applications of the Use Computer skill.

Astrogate (Trained Only): As mentioned on page 42, a navicomputer allows a character aboard a starship to make a Use Computer check to astrogate untrained.

Additionally, you may choose to plot a hyperspace course more aggressively than normal, reducing your travel time by increasing the chance of something going wrong. For every 5 points by which you increase the Use Computer check DC, you may reduce your travel time by 1 day; if this would reduce the travel time to less than 1 day, you instead reduce the remaining travel time by one-half, to a minimum of 1 hour. You must make the decision to increase the Use Computer check DC before making the check. Alternatively, you may gain a +5 circumstance bonus on your Use Computer check if you voluntarily double the travel time.

Use Communications: As a swift action, you can make a DC 5 Use Computer check to hail a vehicle (DC 0 if the other vehicle is using an IFF transponder with the same encryption codes as yours); if willing, that vehicle's system operator can then open communications as a reaction. You can also attempt to establish secure communications, but doing this requires both system operators to make a Use Computer check as a move action. The greater of the two check results sets the DC for any attempts to intercept their communications.

T. Giorello
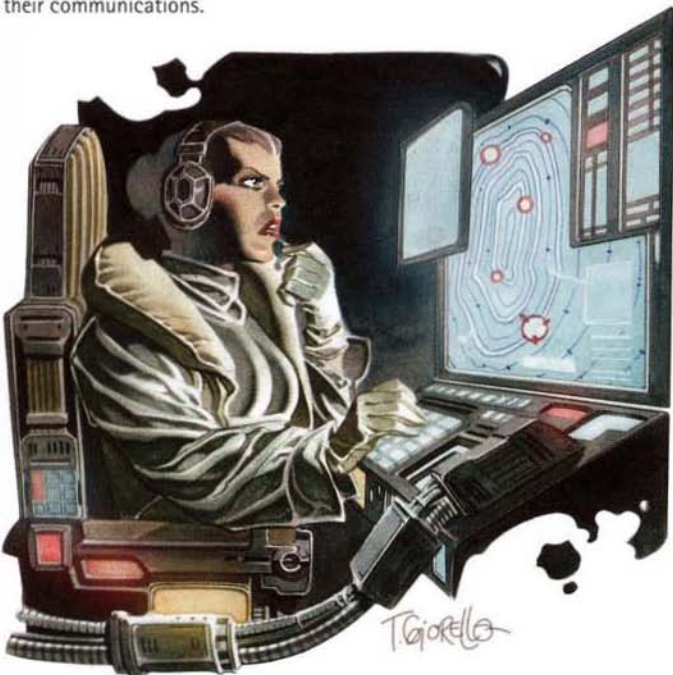
As a standard action, you can attempt to intercept communications between two other vehicles. If the other vehicles take no special precautions, this is a DC 20 Use Computer check; otherwise, the DC is set by the higher of their Use Computer check results for securing communications. Furthermore, if the other vehicles are using encrypted communications systems (such as an encrypted comlink or IFF transponders with matching encryption codes), add 10 to the DC. If your check result fails by 10 or less when attempting to intercept encrypted communications, you can identify what encryption protocols they are using. ("It might be an Imperial code.")

Use Sensors: Using a ship's sensors involves making Use Computer checks for much the same functions as the Perception skill is normally used. You make a Use Computer check to use a ship's sensors to avoid surprise, notice targets, or search a ship's exterior for hidden weapons or compartments. On starship-scale maps, your Use Computer check has a –5 penalty for every 10 squares between you and the target, and you take a –5 penalty on your check if attempting to detect a target that is powered down or otherwise not emitting an energy signature. Obstacles, cloaking devices, jammers, and sensor masks can also impose penalties.

In addition, you may attempt to learn more about a target by making a Use Computer check (modified by range, as above). A DC 10 check result identifies the size of a vehicle and determines whether it has shields active. A DC 15 check result reveals the exact make of the starship (if the observer would recognize it—alien ships are simply identified as being of unknown manufacture) and the number of weapons it has (but not the exact type of weapons). The first time a vehicle moves within 30 squares of yours, you may make a Use Computer check as a reaction to identify it. Further efforts require a move action.

Starship Feats

Many feats designed primarily for character-scale combat still function in vehicles. The training that makes an ace pilot a dangerous shooter in the chaotic tumult of a dogfight also serves him well during a running blaster-fight with a squad of stormtroopers. The relevant feats from the *Star Wars Saga Edition* core rulebook that apply to starship combat (and how to apply them) are discussed below.

No feats relating to melee combat are relevant at starship scale. Even if you ram or collide with an enemy ship, having melee-related feats doesn't give you any advantage. (You can of course use melee-related feats normally if engaging in melee combat at character scale while on a starship.)

Ranged feats that add dice of damage do so before any multiplier from the weapon is applied. For example, a TIE fighter pilot using Burst Fire with his laser cannons deals 7d10×2 points of damage on a successful hit.

Burst Fire: Vehicle weapons capable of autofire can be used with this feat normally. This is, in fact, the only time autofire attacks are useful in starship-scale combat.

Careful Shot/Deadeye: Pilots can use these feats, but since they must spend at least one move action operating their vehicles, they must split their aim (two swift actions) and attack (standard action) into two separate turns, making it more likely that the target will break line of sight or otherwise avoid you.

Coordinated Attack: You may use this feat to aid an ally's attack. You can't use the aid another action to suppress a vehicle, but you can suppress an individual gunner (such as the lead gunner for a single weapon battery). You may use this feat even if you are using the aid another action as a sensor operator using a Use Computer check or a commander using a Knowledge (tactics) check.

Dodge: The pilot of a vehicle may use Dodge to grant the vehicle a +1 dodge bonus against a single opponent (whether a vehicle or a single character).

Double Attack/Triple Attack: If you take these feats with heavy weapons, they work normally with vehicle weapons.

Dual Weapon Mastery: Vehicle weapons cannot be used in one hand, so none of the Dual Weapon Mastery feats apply in vehicle combat.

Far Shot/Point Blank Shot/Rapid Shot: This feat works normally with vehicle weapons. However, if you are using a missile or a torpedo and you miss with your attack roll, the projectile does not gain the benefit of this feat for the second attack roll.

Improved Defenses: This feat does not apply to the defenses of a vehicle, even if you are piloting or commanding it. This is one reason many pilots prefer the Dodge feat to Improved Defenses.

Triple Crit: It's possible, to take Triple Crit with a specific vehicle weapon.

Weapon Focus: If you take this feat with heavy weapons, it works normally with vehicle weapons.

New Feats

The following feats are particularly useful for characters regularly involved in starship-related encounters.

Starship Designer

You are trained to design (and redesign) starships.

Prerequisites: Tech Specialist, trained in the Mechanics skill.

Benefit: You can design a starship from scratch. Doing so takes a minimum of 30 days and a DC 25 Mechanics check, adding 1 to the DC and 1 day to the time for every additional 100,000 credits of the design's final cost beyond the first 100,000 credits (even a genius starship designer can spend years working out the blueprints for a Star Destroyer). Other characters trained in the Mechanics skill may use the aid another action to assist your Mechanics check; if any assisting character also has the Starship Designer feat, divide the starship's cost by the number of characters who have this feat (including the primary designer) when determining the time required.

When making modifications to starships, you never treat the work as if though it were a nonstandard modification, even if it normally would be (see Nonstandard Modifications, page 39).

Additionally, you can make custom modifications to starships. Each of these modifications has a base cost of 5,000 credits (multiplied by the starship size cost modifier given on page 38) and requires a DC 25 Mechanics check. On a failed check, the modification fails; you must spend half again as much time and money to make a second attempt, and you gain a +2 bonus on your Mechanics check for each attempt after the first. Installation of a custom modification normally takes one day per 5,000 credits of final cost.

The same system can be customized multiple times, but doing so becomes increasingly difficult and expensive. For every previous custom modification on a given system, increase the DC by 5 and the base cost by 10,000 credits. No system can be customized more than three times. Multiple benefits from successive customizations stack.

Typical customizations are described below. The Gamemaster may allow other modifications.

Add Emplacement: You add 1 unused emplacement point to a starship.

Improve Hull: You add a number of hit points to a starship equal to 1/2 its Strength score (rounded down to the nearest multiple of 10).

Improve Hyperdrive: You can reengineer a hyperdrive to improve its class by 1 step (×2 to ×1, ×1 to ×.75, and so on). The hyperdrive obeys all the restrictions of its new class. (This is the primary way that class .75 and class .5 hyperdrives come into existence.)

Improve Shields: The SR of the shields is increased by 5.

Improve Weapons: You can grant one weapon a +1 equipment bonus on attack rolls.

See Chapter 3 for more information on designing and modifying starships.

Starship Tactics

You are trained to make use of starship maneuvers and are skilled at space combat.

Prerequisites: Vehicular Combat, trained in the Pilot skill.

Benefit: You add to your starship maneuver suite a number of starship maneuvers equal to 1 + your Wisdom modifier (minimum of one). You can add the same maneuver more than once.

Special: You can take this feat more than once. Each time you take this feat, you add to your starship maneuver suite a number of new maneuvers equal to 1 + your Wisdom modifier (minimum of one).

If your Wisdom modifier permanently increases, you immediately gain a number of starship maneuvers equal to the number of Starship Tactics feats you have taken.

See Chapter 2 for more information on starship maneuvers.

Tactical Genius

You are a master at using multiple starship tactics over the course of long space combats.

Prerequisites: Starship Tactics, Vehicular Combat, trained in the Pilot skill.

Benefit: You regain all spent starship maneuvers at the end of any round in which you roll a natural 20 on an attack roll.

Normal: Only a natural 20 rolled on a Pilot check to activate a starship maneuver restores all starship maneuvers.

See Chapter 2 for more information on starship maneuvers.

Tech Specialist

You can make custom modifications to armor, weapons, vehicles, droids, and devices.

Prerequisite: Trained in the Mechanics skill.

Benefit: You can modify a device, suit of armor, weapon, droid, or vehicle so that it gains a special trait. Specific traits are given on the table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, weapon, droid, or vehicle, and you cannot apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, weapon, droid, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionally the time needed to complete the modification. At the end of the modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item + double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: Nobles and scoundrels may take this feat as a bonus feat.

ARMOR TRAIT	BENEFIT
Agile Armor	The armor's maximum Dexterity bonus increases by 1.
Fortifying Armor	The armor's equipment bonus to Fortitude Defense increases by 1.
Protective Armor	The armor's armor bonus to Reflex Defense increases by 1.

DEVICE TRAIT	BENEFIT
Enhanced Strength	Increase the device's Strength score by 2.
Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its maximum hit points.
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.

DROID TRAIT	BENEFIT
Enhanced Dexterity	Increase the droid's Dexterity score by 2.
Enhanced Intelligence	Increase the droid's Intelligence score by 2.
Enhanced Strength	Increase the droid's Strength score by 2.

VEHICLE TRAIT	BENEFIT
Enhanced Dexterity	Increase the vehicle's Dexterity score by 2.
Improved Speed	Increases the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Improved Shields	Increases the vehicle's shield rating by 5.

WEAPON TRAIT	BENEFIT
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage with a successful hit. If the weapon has a damage multiplier (for example, 6d10×2), apply the extra damage before applying the multiplier.
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode. (Not allowed for weapons that have a burst radius or splash radius.)

CHAPTER II
STARSHIP COMBAT

Starship combat in the *Star Wars* universe is fast-paced and frantic: Starfighters clash in a void littered with obstacles and debris, capital ships fire broadsides at one another, and transport ships run blockades while evading pursuit. All of these scenes are examples of the kind of excitement that starship combat generates.

The rules set for starship combat presented in the *Saga Edition* core rulebook works for fast and cinematic space battles, but some players and Gamemasters might wish to add additional depth to their starship encounters. This chapter presents new rules as well as guidelines for including additional mechanics and options for starship combat.

STARSHIP MANEUVERS

The starship maneuvers system provides new options for any character acting as a pilot or a gunner during a starship-scale encounter. Similar to the system for using Force powers, the starship maneuvers system allows characters to perform incredible stunts or make use of advanced tactics in order to gain the upper hand in starship-scale combat. Except for maneuvers used by gunners, only pilots of starfighters and airspeeders may make use of the mechanics in this section—capital ships and space transports are too large and cumbersome. (However, see the combat thrusters modification, page 40.)

A starship maneuver is a special action that allows a pilot or gunner to do something beyond the bounds of the Pilot skill and the abilities provided by the ace pilot prestige class. Starship maneuvers enhance attacks, strengthen defenses, reduce damage, or produce other unique effects.

LEARNING NEW MANEUVERS

A character who takes the Starship Tactics feat (see page 20) automatically learns a number of starship maneuvers equal to 1 + her Wisdom modifier (minimum one). A character can learn additional starship maneuvers by taking the Starship Tactics feat again or by increasing her Wisdom modifier.

For example, Syal Antilles is a 5th-level soldier with a Wisdom score of 13 (+1 modifier). When she advances to 6th level, she takes the Starship Tactics feat and immediately gains two starship maneuvers. She chooses *attack pattern delta* and *Corellian slip*. At 8th level, Syal raises her Wisdom score from 13 to 14, thereby increasing her ability modifier from +1 to +2; at that time, she gains an additional starship maneuver (since she has taken the Starship Tactics feat once); she chooses *target lock*. At 9th level, Syal selects the Starship Tactics feat again, granting her three new maneuvers. She chooses *Tallon roll*, *angle deflector shields*, and a second use of *Corellian slip*.

Using Starship Maneuvers

When your character uses a starship maneuver, make a Pilot check. The check result determines the starship maneuver's result.

Most maneuvers have varying degrees of success, but some (including all maneuvers with the [attack pattern] descriptor) have an all-or-nothing effect. For those with multitiered effects, your check result determines the maximum effect you can achieve, though you can also choose a lesser effect. If your check is too low to activate the starship maneuver's most basic effect, nothing happens, the starship maneuver is spent, and the action is wasted.

Your Starship Maneuver Suite: Your character's starship maneuvers collectively form a suite. When your character uses a starship maneuver, that maneuver is spent and is no longer available for use by your character until it is recovered. You may have multiple uses of the same starship maneuver in your suite.

Regaining Starship Maneuvers: You have different ways to regain spent starship maneuvers, making them available for use once more.

When a starship combat sequence is over and you have a chance to rest for 1 minute, you regain all starship combat maneuvers.

If you roll a natural 20 on a Pilot check to activate a starship maneuver (but not for any other uses of the Pilot skill), you regain all spent starship maneuvers at the end of your turn.

You can spend a Force Point as a reaction and immediately regain one spent starship maneuver.

Some unique abilities allow you to regain spent starship maneuvers in other ways.

Maneuver Descriptors

Some starship maneuvers fall into special categories that affect how they are used and who can use them. The following descriptors are applied to any relevant starship maneuvers mentioned in this chapter:

Attack Pattern: Maneuvers that have the [attack pattern] descriptor represent formations and flying patterns that form an overall starship combat strategy. An attack pattern maneuver differs from other maneuvers in that, once activated, its effects last until the end of the encounter. Additionally, you may gain the benefit from only one attack pattern maneuver at a time, and if you activate an attack pattern maneuver while already gaining the benefits of another, the second maneuver replaces the effects of the first.

Dogfight: Maneuvers that have the [dogfight] descriptor represent tactics and actions that apply only in close combat situations. A dogfight maneuver may be activated only while your ship is engaged in a dogfight with another starship or group of starships.

Force: A maneuver that has the [Force] descriptor is one that relies on the user's connection to the Force for its benefit. Only characters who are trained in the Use the Force skill may make use of Force maneuvers, and activating a Force maneuver is considered using the Force.

Gunner: A maneuver that has the [gunner] descriptor does not require you to be the pilot of the ship in order to activate the maneuver. Any gunner maneuvers may be activated either by the pilot (using pilot-controlled weapons) or by a character serving as a gunner aboard a starship or airspeeder.

Starship Maneuver Descriptions

The following starship maneuvers are available to any character who has the Starship Tactics feat (see page 20). Each Force power includes the following information:

Starship Maneuver Name [descriptor]

If a starship maneuver has a descriptor, it appears in square brackets after the starship maneuver's name. The name of the starship maneuver is followed by a brief description of the starship maneuver's effect. **Time:** The type of action needed to use or activate the starship maneuver. **Target:** The target or targets affected by the starship maneuver.

Make a Pilot check OR Make an attack roll. The results of the Pilot check or attack roll are described here.

Special: Some starship maneuvers have special rules, which are covered here.

Ackbar Slash

A starship tactic made famous by the Mon Calamari Admiral Ackbar, the *Ackbar slash* involves a ship moving into the midst of enemy forces in order to cause an opponent to strike its own allies. **Time:** Reaction. **Target:** One adjacent opponent.

Make a Pilot check. When you are the target of an attack made by an adjacent opponent that misses, you may activate this maneuver. The results of the Pilot check are as follows:

DC 20: The missed attack is instead redirected to a different adjacent opponent of your choice. Compare the original attack roll to the Reflex Defense of the new target; if the attack roll exceeds the target's Reflex Defense, resolve damage as normal.

DC 25: As DC 20, but add a +1 circumstance bonus to the redirected attack roll.

DC 30: As DC 20, but add a +2 circumstance bonus to the redirected attack roll.

DC 35: As DC 20, but add a +5 circumstance bonus to the redirected attack roll.

Special: The new target of the redirected attack may not in turn use the *Ackbar slash* maneuver to redirect that attack.

Afterburn

This maneuver allows a pilot to throttle up and blast past enemies, to avoid becoming entangled in dogfights. **Time:** Full-round action. **Target:** You.

Make a Pilot check. The result of the Pilot check determines the effect, if any:

DC 15: You immediately take the all-out movement action as a free action. Additionally, during this action you gain a +1 maneuver bonus on all Pilot checks made to resist another pilot initiating a dogfight.

DC 20: As DC 15, except the maneuver bonus on Pilot checks increases to +2.

DC 25: As DC 15, except the maneuver bonus on Pilot checks increases to +5.

DC 30: As DC 15, except the maneuver bonus on Pilot checks increases to +10.

Angle Deflector Shields [attack pattern]

This attack pattern focuses deflector shields in a particular direction, making it easier to absorb incoming attacks coming from a certain angle. **Time:** Swift action. **Target:** You (and special; see text).

Make a Pilot check. If you succeed on a DC 15 Pilot check, you successfully activate this maneuver. While you are engaged in combat, choose a single other vehicle or space station as the target of *angle deflector shields.* Your SR is considered doubled for the purpose of absorbing attacks originating from that particular target. However, your SR is considered halved (round down) for the purpose of absorbing attacks from all other opponents.

You may change the target of this attack pattern as a swift action.

Special: You must be piloting a vehicle that has SR 5 or more to use *angle deflector shields.*

You may choose to deactivate this attack pattern with a swift action. The maneuver remains spent if you do so.

Attack Formation Zeta Nine [attack pattern]

This attack pattern is typically used to approach capital ships or other vessels that have heavy firepower. It emphasizes the role of shields over firepower. **Time:** Swift action. **Target:** You.

Make a Pilot check. If you succeed on a DC 20 Pilot check, you successfully activate this maneuver. While you are using *attack formation zeta nine* as your chosen attack pattern, you subtract 1 die of damage from all vehicle weapon damage rolls to add +20 to your vehicle's SR.

Special: You must be piloting a vehicle that has SR 5 or more to use *attack formation zeta nine.*

You may choose to deactivate this attack pattern with a swift action. The maneuver remains spent if you do so.

Attack Pattern Delta [attack pattern]

This attack pattern utilizes close-range maneuvering by allied ships to make it more difficult to target and hit an individual vessel. The attack pattern typically requires the vessels to fly in a straight line toward their target, shielding the ships to the rear. **Time:** Swift action. **Target:** You.

Make a Pilot check. If you succeed on a DC 20 Pilot check, you successfully activate this maneuver. While you are using *attack pattern delta* as your chosen attack pattern, you gain a +1 maneuver bonus to your vehicle's Reflex Defense any time you are adjacent to an allied starfighter or airspeeder.

Special: If any adjacent allies are using *attack pattern delta* as well, your maneuver bonus to Reflex Defense increases to +2.

Corellian Slip

A teamwork-focused starfighter tactic, the *Corellian slip* maneuver allows a pilot to destroy an opposing starship that threatens one of his or her allies by flying at the enemy vessel head-on. **Time:** Full-round action. **Target:** One enemy airspeeder or starfighter within (2 × your vehicle's speed) squares.

Make a Pilot check. When you activate this maneuver, you move up to twice your vehicle's speed in a straight line through your opponent's square. If something halts your movement before you enter your opponent's square (such as being drawn into a dogfight), the maneuver fails to activate. When you enter your opponent's square, you make an attack as a swift action against the target. The result of the Pilot check determines the effectiveness of the maneuver:

DC 15: If you destroy your target with your attack, a collision does not occur.

DC 20: As DC 15, but add a +1 circumstance bonus to your attack roll.

DC 25: As DC 15, but add a +1 circumstance bonus to your attack roll and +1 die of damage.

DC 30: As DC 15, but add a +2 circumstance bonus to your attack roll and +1 die of damage.

DC 35: As DC 15, but add a +2 circumstance bonus to your attack roll and +2 dice of damage.

Special: If you fail to successfully activate this maneuver, you still move through your opponent's square and a collision occurs. You do not get to make an attack as a swift action, and you cannot make a Pilot check to avoid the collision. (Your opponent may do so, however.)

Counter [dogfight]

This maneuver allows a pilot to take a quick action while engaged in a dogfight after being the target of an attack. **Time:** Reaction. **Target:** You.

Make a Pilot. The result of the Pilot check determines the effect, if any:

DC 20: You may immediately take one swift action.

DC 25: You may immediately take one move action.

DC 30: You may immediately take one standard action.

Special: You may activate this maneuver only as a reaction to being attacked by another vehicle with which you are engaged in a dogfight. The result of the attack is resolved before you take your action, and your Initiative is not modified by this maneuver.

Darklighter Spin

Originally an improvised combat maneuver, the *Darklighter spin* maneuver allows you to attack multiple targets with your starship's weapons. **Time:** Standard action. **Target:** One 2×2-square area within weapons range.

Make a Pilot check. You may make a starship-scale area attack with a vehicle weapon even if it is not normally capable of making area attacks at starship scale. The vehicle weapon must be capable of autofire. The result of the Pilot check also determines the success of your attack:

DC 25: You may make an autofire attack at the normal −5 penalty.

DC 30: As DC 25, except you take only a −2 penalty on your attack roll.

DC 35: As DC 25, except you take no penalty on your attack roll.

Devastating Hit [gunner]

This maneuver lets you score an incredibly precise hit on a target, punching holes in vital systems and potentially disabling your target. **Time:** Standard action. **Target:** A single vehicle within weapons range.

Make an attack roll. The result of the attack roll determines the effect, if any:

Exceeds Target's Reflex Defense by 0–4: You deal normal weapon damage to the target, +1 extra die of damage.

Exceeds Target's Reflex Defense by 5–9: You deal normal weapon damage to the target, +2 extra dice of damage.

Exceeds Target's Reflex Defense by 10 or more: You deal normal weapon damage to the target, +3 extra dice of damage.

Engine Hit [gunner]

This maneuver allows you to target an opponent's engines, slowing them down with a successful hit. **Time:** Reaction. **Target:** One vehicle that you just attacked.

Make an attack roll. If you deal damage to a vehicle with a critical hit or deal damage to a vehicle that is equal to or greater than its damage threshold, you may activate this maneuver as a reaction. Compare the result of your attack roll to the target's Reflex Defense to determine the effect, if any:

Exceeds Target's Reflex Defense by 0–4: Target's speed is reduced by 1 square for the remainder of the encounter. An engineer aboard the target ship may spend a full-round action to repair the damage to the engines (DC 20 Mechanics check).

Exceeds Target's Reflex Defense by 5–9: As above result, except the target's speed is reduced by 2 squares (DC 25 Mechanics check to repair).

Exceeds Target's Reflex Defense by 10 or more: As above, except the target's speed is reduced by 3 squares (DC 30 Mechanics check to repair).

Evasive Action [dogfight]

This maneuver allows a starship to slip free of close pursuit, escaping from a dogfight more easily. **Time:** Move action. **Target:** You.

Make a Pilot check. The result of the Pilot check determines the effect, if any:

DC 15: You immediately attempt to disengage from the dogfight (no action required). You gain a +2 bonus on your opposed Pilot check to disengage.

DC 20: As DC 15, except the bonus on your Pilot check is +5.

DC 25: As DC 15, except the bonus on your Pilot check is +10.

DC 30: As DC 15, except the bonus on your Pilot check is +20.

Explosive Shot [gunner]

You target critical ship systems and fuel cells, causing your target to explode with incredible force. **Time:** Reaction. **Target:** All targets adjacent to a ship you just destroyed.

Make an attack roll. Compare the result of the attack roll to the Reflex Defense of all targets adjacent to a vehicle you just destroyed. The result of the attack roll determines the effect, if any:

Exceeds Target's Reflex Defense by 0–4: Target caught in the explosion of the destroyed ship, dealing 3d10×2 points of damage to the target.

Exceeds Target's Reflex Defense by 5–9: As above, except target takes 4d10×2 points of damage from the exploding ship.

Exceeds Target's Reflex Defense by 10 or more: As above, except target takes 5d10×2 points of damage from the exploding ship.

Special: You activate this maneuver as a reaction to making an attack that destroys a vehicle (that is, reduces the target vehicle to 0 hit points with an attack that deals damage equal to or exceeding the target's damage threshold).

Howlrunner Formation [attack pattern]

This attack pattern divides an attacking force into two or more groups, making it easier to attack an enemy's flanks. **Time:** Swift action. **Target:** You.

Make a Pilot check. If you succeed on a DC 20 Pilot check, you successfully activate this maneuver. While you are using *howlrunner formation* as your chosen attack pattern, you gain a +1 maneuver bonus on attack rolls made with vehicle weapons while adjacent to any other allied airspeeder or starfighter.

Special: If any adjacent vehicles are using *howlrunner formation* as well, your maneuver bonus on attack rolls increases to +2.

I Have You Now

This maneuver allows a ship to close in on its target, striking from short range with devastating effect. **Time:** Swift action. **Target:** One adjacent vehicle.

Make a Pilot check. The result of the Pilot check determines the effect, if any:

DC 15: If you successfully damage the target of this maneuver this turn, compare your attack roll to the target's Fortitude Defense. If your attack roll exceeds the target's Fortitude Defense, the target moves –1 step down the condition track.

DC 20: As DC 15, except you gain a +1 maneuver bonus on your attack roll.

DC 25: As DC 15, except you gain a +2 maneuver bonus on your attack roll.

DC 30: As DC 15, except you gain a +5 maneuver bonus on your attack roll.

Intercept

This maneuver allows a ship to fire thrusters and intercept a passing target, engaging it in a dogfight. **Time:** Reaction. **Target:** You.

Make a Pilot check. If an enemy starfighter or airspeeder moves into a square up to 2 squares away from you, you may activate this maneuver

to attempt to initiate a dogfight. The result of the Pilot check determines the effect, if any:

DC 20: You may initiate a dogfight as an attack of opportunity against a target up to 2 squares away. If successful, you immediately move 1 square toward your target as a reaction.

DC 25: As DC 20, except you gain a +1 maneuver bonus on your Pilot check to initiate the dogfight.

DC 30: As DC 20, except you gain a +2 maneuver bonus on your Pilot check to initiate the dogfight.

DC 35: As DC 20, except you gain a +5 maneuver bonus on your Pilot check to initiate the dogfight.

Special: You activate this maneuver as a reaction to a starfighter or airspeeder moving into a square up to 2 squares away from you.

Overwhelming Assault [attack pattern]

Vehicles that use an *overwhelming assault* attack pattern concentrate their fire on a single target to the exclusion of all others. **Time:** Swift action. **Target:** You (and special; see text).

Make a Pilot check. If you succeed on a DC 20 Pilot check, you activate this maneuver. While you are engaged in combat, choose one other vehicle as the target of *overwhelming assault*. On your action, before making an attack roll, you may choose to subtract a number from all vehicle weapon attack rolls you make against that target and add twice that number to all vehicle weapon damage rolls (before multipliers are applied). The penalty on attack rolls applies to all attacks you make until the start of your next turn, but the bonus on damage rolls applies only on attacks against the target you designate.

You may change the target of this attack pattern as a swift action.

Special: You may choose to deactivate this attack pattern with a swift action. The maneuver remains spent if you do so.

Segnor's Loop

This maneuver allows a pilot to accelerate quickly away from an opponent before returning to make an attack. **Time:** Reaction. **Target:** One target within weapons range.

Make a Pilot check. If you end your turn farther away from your target than when your turn began, you may activate this maneuver as a reaction to make an immediate attack run against that target. The result of your Pilot check determines the penalty to your Reflex Defense imposed by the attack run:

DC 20: The attack run imposes a –10 penalty to Reflex Defense instead of the normal –2.

DC 25: The attack run imposes a –5 penalty to Reflex Defense instead of the normal –2.

DC 30: The attack run imposes the normal –2 penalty to Reflex Defense.

DC 35: The attack run imposes a –1 penalty to Reflex Defense instead of the normal –2.

Shield Hit [gunner]

This maneuver allows you to target an opponent's shield generators, reducing their effectiveness with a successful hit. **Time:** Standard action. **Target:** A single vehicle within weapons range.

Make an attack roll. If your attack roll exceeds the target's Reflex Defense, you deal normal weapon damage to the target (reduced by DR and SR as normal). Additionally, the target has its shields reduced in power by the attack. The amount by which the target's SR is reduced depends on the result of your attack roll:

Exceeds Target's Reflex Defense by 0–4: Target's SR is reduced by 5. An engineer aboard the target ship may use the recharge shields action to restore the loss to shield rating as normal.

Exceeds Target's Reflex Defense by 5–9: As above result, except the ship's SR is reduced by 10.

Exceeds Target's Reflex Defense by 10 or more: As above result, except the ship's SR is reduced by 15.

Special: The damage from your attack is reduced normally by the target's DR and SR; apply the effect of *shield hit* after resolving damage. If your damage exceeds the SR of the target's shields, its SR is reduced by 5 in addition to any effect from this maneuver.

Skim the Surface

This maneuver allows a starship to get down beneath a larger ship's shields, dealing damage that bypasses shields and directly impacts on the hull. **Time:** Full-round action. **Target:** One starship or space station of Colossal (frigate) or larger in size whose fighting space you fly through.

Make a Pilot check. You may move up to twice your speed, passing through the target's fighting space before ending your turn in an unoccupied square. When you enter the target's fighting space, you attempt to dip below the target's shields, allowing you to make a single vehicle weapon attack against the target that ignores the target's SR. You take a penalty on your attack roll while making this attack, determined by the result of your Pilot check:

DC 20: You take a –10 penalty on your attack roll.

DC 25: You take a –5 penalty on your attack roll.

DC 30: You take a –2 penalty on your attack roll.

DC 35: You take a –1 penalty on your attack roll.

Special: If your Pilot check result to activate *skim the surface* is 19 or lower, you collide with the target vehicle. You may not attempt to avoid the collision, but the target may do so if it wishes.

Any gunners aboard a ship using *skim the surface* that has readied an action to attack during the maneuver may take their attacks when the pilot does. Such attacks ignore SR and take the same penalties on the attack roll as the pilot does. A gunner who readies an action to attack in this way moves his or her place in the initiative order to immediately before the pilot's, as normal.

Skywalker Loop [dogfight]

This maneuver allows a pilot to loop a vehicle through the same location it just left, launching a surprise attack on an unsuspecting opponent. **Time:** Reaction. **Target:** One target engaged in a dogfight with you.

Make a Pilot check. If you are engaged in a dogfight and an opponent fails his opposed Pilot check to make an attack against you, you may activate this maneuver with a DC 20 Pilot check as a reaction. If successful, you may make an attack of opportunity against that opponent.

Snap Roll

This maneuver lets a pilot peel his or her vehicle away from its current location with incredible speed, causing attackers to fire at where it was just moments ago. **Time:** Reaction. **Target:** You.

Make a Pilot check. Your Pilot check result replaces your Reflex Defense until the start of your next turn. If your Pilot check result is lower than your normal Reflex Defense, you may choose to retain your normal Reflex Defense.

Special: You use this maneuver as a reaction to an incoming attack; when you do so, you make your Pilot check and replace your Reflex Defense before the result of that attack is resolved. You must declare that you are using this maneuver before the attack is resolved and damage is rolled.

Strike Formation [attack pattern]

Pilots who use a *strike formation* attack pattern devote themselves to overwhelming an enemy with damage rather than concerning themselves with their own defense. **Time:** Swift action. **Target:** You.

Make a Pilot check. If you succeed on a DC 20 Pilot check, you activate this maneuver. While you are using *strike formation* as your chosen attack pattern, you add +1 die of damage as a maneuver bonus on all damage rolls made with weapons aboard your ship, but take a –2 penalty to Reflex Defense as well.

Special: You may choose to deactivate this attack pattern at any time with a swift action. The maneuver remains spent if you do so.

Tallon Roll [dogfight]

This maneuver allows a pursuing starfighter to stay with a maneuvering opponent even when its target is attempting to escape. **Time:** Reaction. **Target:** One target engaged in a dogfight with you.

Make a Pilot check. Whenever you are engaged in a dogfight and one of your opponents attempts to disengage from that dogfight, you may activate this maneuver as a reaction. The result of your Pilot check determines the effect of this maneuver:

DC 20: If the target fails to disengage, you may make an attack of opportunity against the target.

DC 25: As DC 20, except the target takes a –1 penalty on its opposed Pilot check to disengage.

DC 30: As DC 25, except the penalty is –2.

DC 35: As DC 25, except the penalty is –5.

Special: You use this maneuver as a reaction to an opponent attempting to disengage from a dogfight; you must declare that you are using this maneuver after the opponent declares the attempt but before the opposed Pilot check takes place.

STARSHIP MANEUVERS AND CREW QUALITY

Though the generic crews aboard starships do not come with any stock maneuvers, Gamemasters who allow the use of the maneuvers system may wish to allow generic crews to make use of some maneuvers in combat. Use the guidelines below to determine the feats and maneuvers (of any type) available to a generic crew. If a given vehicle has any weapons not operated by the pilot, it may also gain additional gunner maneuvers (given in parentheses):

- **Untrained or Normal:** None.
- **Skilled:** Vehicular Combat, 1 maneuver (+1 gunner maneuver).
- **Expert:** Vehicular Combat, 2 maneuvers (+2 gunner maneuvers).
- **Ace:** Vehicular Combat, 4 maneuvers (+4 gunner maneuvers).

The table below lists some of the most common maneuvers for starships that fill certain roles. When a Gamemaster wishes to add the maneuver system to a generic starship's repertoire, he need only consult the table below, determine the relevant maneuvers for that starship's role, and then choose a number of maneuvers from that list based on the crew's quality. (Gunner maneuvers are marked with an asterisk.)

STARSHIP ROLE	SUGGESTED MANEUVERS
Bomber	*angle deflector shields, attack pattern delta, devastating hit*, evasive action, explosive shot*, overwhelming assault, Segnor's loop, shield hit*, skim the surface, strike formation*
Superiority	*attack pattern delta, attack formation zeta nine, Corellian slip, Darklighter spin, howlrunner formation, I have you now, shield hit*, Skywalker loop*
Interceptor	*Ackbar slash, afterburn, Corellian slip, counter, Darklighter spin, I have you now, intercept, Skywalker loop, snap roll, Tallon roll, target lock, thruster hit**
Scout	*afterburn, attack formation zeta nine, counter, engine hit*, evasive action, snap roll, Wotan weave*
Shuttle/Transport	*Ackbar slash, angle deflector shields, engine hit*, evasive action, shield hit*, thruster hit*, Wotan weave*

Target Lock [dogfight]

This maneuver allows a pilot to focus on a single target, lining up a shot with careful precision. **Time:** Standard action. **Target:** One target with which you are engaged in a dogfight.

Make a Pilot check. The result of the Pilot check determines the effect, if any:

DC 15: When attempting to attack the target in a dogfight, you gain a +1 maneuver bonus on opposed Pilot checks and attack rolls.

DC 20: As DC 15, except the maneuver bonus on opposed Pilot checks increases to +2.

DC 25: As DC 15, except the maneuver bonuses on opposed Pilot checks and attack rolls increase to +2.

DC 30: As DC 15, except the maneuver bonus on opposed Pilot checks increases to +5 and the maneuver bonus on attack rolls increases to +2.

DC 35: As DC 15, except the maneuver bonuses on opposed Pilot checks and attack rolls increase to +5.

Special: If the target of this maneuver successfully disengages from the dogfight, the benefit of this maneuver is lost, even if you initiate a dogfight with that target again.

Target Sense [Force]

This maneuver allows a Force-sensitive pilot to target opponents without the use of a vehicle's targeting computer. **Time:** Swift action. **Target:** You.

Make a Use the Force check. When you activate this maneuver, it allows you to use your Charisma bonus on your attack rolls made in this round. This replaces the vehicle's Intelligence bonus on attack rolls made with the vehicle's weapons. Your Use the Force check determines the bonus this maneuver grants:

DC 20: You may add your Charisma bonus on all attack rolls made until the start of your next turn.

DC 25: As DC 20, except you gain an additional +2 maneuver bonus on your attack rolls.

DC 30: As DC 20, except you gain an additional +5 maneuver bonus on your attacks rolls.

Special: The bonus on attack rolls provided by this maneuver stacks with the bonus provided by the *battle strike* Force power.

Thruster Hit [gunner]

This maneuver allows you to target an opponent's maneuvering thrusters, reducing the maneuverability they provide to a ship. **Time:** Reaction. **Target:** One vehicle that you just attacked.

Make an attack roll. If you deal damage to a vehicle with a critical hit or deal damage to a vehicle that is equal to or greater than its damage threshold, you may activate this maneuver as a reaction. Compare the result of your attack roll to the target's Reflex Defense to determine the effect, if any:

Exceeds Target's Reflex Defense by 0–4: Target takes a –1 penalty to Reflex Defense, Initiative checks, and Pilot checks for the remainder of the encounter.

Exceeds Target's Reflex Defense by 5–9: As above, except the penalty is –2.

Exceeds Target's Reflex Defense by 10 or more: As above, except the penalty is –5 and the target can move only in a straight line.

Wotan Weave

This maneuver allows the ship to fly in a corkscrew, moving forward as normal but making the ship difficult to hit. **Time:** Swift action. **Target:** You.

Make a Pilot check. When you fight defensively or use the total defense action, you may make a Pilot check as a swift action in the same turn to improve your Reflex Defense at the expense of lost speed. The result of the Pilot check determines the effect, if any:

DC 15: Your vehicle's speed is reduced by one-half (round down), but you gain an additional +1 maneuver bonus to your vehicle's Reflex Defense until the start of your next turn.

DC 20: As DC 15, except the maneuver bonus is +2.

DC 25: As DC 15, except the maneuver bonus is +5.

Special: If the *Wotan weave* would reduce your vehicle's speed to 0 squares, you automatically fail to activate this maneuver.

Making Starship Encounters Interesting

Many Gamemasters avoid starship-based encounters for fear of boring (or overwhelming) some of their players. The fact is that starship combat works much the same way as character-scale combat, and it can be just as exciting. Neither the players nor the Gamemaster need to specialize in starship rules to add a few starfighter combat encounters to a campaign, but players who want to focus their characters on being ace pilots have plenty of ways to become more adept than a typical character trained in the Pilot skill.

For the Gamemaster, the key to starship-scale combat is tailoring encounters to fit the different roles of the heroes. A group that includes four ace pilot characters is going to be more interested in dogfights and skirmishes with numerous smaller craft, while a group using a single light freighter most likely expects fights to involve the whole crew working together against whatever foe threatens them. Although it's a good idea to take the players out of their comfort zone at times, don't overdo it: Any feat, talent, or starship maneuver taken to support a particular type of encounter is "wasted" if those encounters don't show up at least occasionally.

Combined Encounters

There's no requirement that an encounter deal only with starships. Often, having an encounter combine starship-scale and character-scale elements creates a more interesting result. While the heroes most interested in starship activities are dealing with attacking raiders or flying through an asteroid field, other characters might have to deal with more typical character-level threats. Since the initiative system is capable of keeping track of both starship scale and character scale at once, there's no reason an encounter can't have TIE fighters, X-wings, stormtroopers, and Rebel commandos all in action at the same time. Although range is different in starship scale and character scale, the time frame is the same for both.

There are two basic ways to create combined encounters: split-screen encounters, and character-scale encounters on board starships that are already engaged in space combat. The split-screen method assumes that action is taking place at different locations and different scales at the same time. The end of *Return of the Jedi* is a perfect example of this: Luke fights Vader on the Death Star while Lando fights a few TIE fighters inside the station's superstructure, Admiral Ackbar engages in fleet combat, and Han, Leia, and Chewbacca battle stormtroopers around the Imperial deflector shield station.

Encounters on starships engaged in combat work the same way, except the two scales can more directly affect one another. If pirates have boarded the heroes' Corellian Corvette as it flies through a blockade, the heroes might be engaged in fighting a holding action to keep the pirates from rushing the ship's bridge while shooting down starfighters swarming around the outside of the ship.

START SMALL

If the idea of running a starship-scale battle worries you, start on a very small scale, both in the number of ships and the risk to the heroes. Allow the players and yourself to get used to the rules with a battle with the heroes, on a large capital ship, fighting two or three starfighters. Not only will the smaller number of ships make things easier, the fact that the heroes are in little danger allows everyone to grow comfortable with starship battles.

When the heroes get ships of their own, use the same basic idea. Set up the first few hostile starship-scale encounters against ships of a much lower Challenge Level than typical for the heroes' level. Once you get a feel for what kinds of encounters the heroes deal with easily, you can begin giving them greater challenges.

Proportional Battles

An epic battle that features thousands of starships on a side is clearly going to be difficult to run, and it will likely involve players waiting for long stretches between turns as dozens or hundreds of GM characters shoot at each other.

Although that much action looks great on a movie screen, it can bog down a roleplaying game.

Instead, try to keep each encounter down to a size at which the heroes, their nearby allies, and a few noteworthy enemies are the main focus. If an adventure calls for a massive star battle with the Rebellion trying to defeat a squadron of Star Destroyers before they can jump to hyperspace, don't try to run the whole fight. Tell the players that the heroes are assigned to stop one of the Star Destroyers, and run only that part of the battle.

HANDLING LARGE BATTLES

Even when you follow the advice above, there are still times when you'll want to have a large number of opponents in a single battle. At such times, use the tips in this section to keep large battles running smoothly.

Weapon Batteries: Capital ships should use weapon batteries to keep things moving along—no one wants to make attack rolls for the dozens of weapons on a Star Destroyer. There are two ways you can use weapon batteries:

Narrow Salvo: This method, the default use of a weapon battery (as described on page 170 of the *Saga Edition* core rulebook), is ideal for capital ships that are attacking other capital ships and space stations because it brackets the target while concentrating fire, dealing significant damage to targets that have a high SR or DR.

Proximity Spread: Instead of trying to land multiple hits, a weapon battery can spread its fire in a way that maximizes the chance that one will hit (ideal for attacking starfighters). A proximity spread is resolved as an area attack, but it affects only 1 starship-scale square on the battle grid. As with autofire, the weapon battery takes a −5 penalty on its attack roll.

Tactical Fire: If a ship has a tactical fire ability, use it in any situation where it might apply. Tactical fire greatly speeds up large battles, especially when capital ships are present.

Fighter Groups: Fighter groups are formations of two to six starfighters or airspeeders that act almost as a single unit, greatly speeding up large battles. Anyone trained in the Pilot skill can join a fighter group by moving into the same space as a willing allied vehicle of the same size. The fighter group then acts on the initiative count of the last pilot to join, occupying the same space on the battle grid. The fighter group's leader (designated by mutual consent) makes all decisions and actions for the group. (A pilot can leave a fighter group at any time by delaying his initiative count until immediately after the group's turn.)

The fighter group uses the group leader's attack bonus and skill modifiers, but the worst defenses and damage for each weapon type in the group. When attacked, the group leader may either designate a vehicle operated by a generic crew as the target or determine the target randomly. On the group's turn, the group leader can gain one of these benefits:

- Act as a weapon battery (+2 on attacks per additional vehicle, plus narrow salvo or proximity spread, as above).
- Gain a +2 circumstance bonus per additional vehicle on either opposed Pilot checks for dogfighting, Use Computer checks to operate sensors, or Perception checks.

Connect Space to the Adventure

In most *Star Wars* campaigns, characters end up on starships quite often. Any time they travel between worlds, visit stations, or even go long distances on the same planet, they're likely to do it in a starship. These are natural opportunities for starship-scale conflict and good times for foes to make themselves known. After all, tracking down four diplomats on the surface of a whole planet is a lot harder than waiting for their ship to fly out of the atmosphere.

Similarly, setting up certain kinds of challenges almost guarantees some starship-scale encounters in an adventure. If a Hutt crime lord has a fleet of pirate ships he uses to extort merchants and miners, and he never leaves his own star yacht, the heroes are going to have to deal with those ships at some point. Just set up a situation that calls for some starfighter dogfighting, and the players will seek out the encounters for you.

BUT I'M NOT A PILOT!

Despite what Han Solo might think, being a starship pilot in the *Star Wars* universe isn't as specialized a skill as being a fighter pilot in the real world. Although ace pilots are certainly a rare breed—and highly valued by any military that can recruit them—most individuals can fly a starship well enough to be of some use in starship-scale combat scenes. There might be a few exceptions—an Ewok fresh off the forest moon of Endor, for example—but as a general rule, unless you have a good reason to assume that a group of characters can't fly starfighters, they probably can. Obi-Wan Kenobi didn't fly a fighter in the opening sequence of *Revenge of the Sith* because he was a master pilot: He flew one because there was a fight going on in space, and he needed to be part of it.

In many ways, starship-scale combat is the same as any other arena in which characters can specialize. Not everyone is a sniper, but that doesn't stop diplomats and engineers from picking up a blaster when things get rough. It makes no more sense for a consular to refuse to get involved in starship combat than it does for a mercenary to refuse to negotiate when the fighting stops. Even if whizzing around in starfighters and space transports isn't the focus of your character, there's no reason not to be involved in those scenes when they take center stage. Whatever your character's area of expertise is, it will come along soon enough. When the situation called for it, Leia was able to copilot the *Millennium Falcon* through an asteroid field, and Anakin Skywalker found that his experience with Podracers was enough to be familiar with the basic controls of a starfighter. In fact, characters who haven't focused on starship-scale combat might find that they have talents and skills the ace pilots don't, and these can still be useful in a starship-scale scene. Given this, you shouldn't fear space battles just because you're out of your element; instead, look at them as a change of pace, an opportunity to find a new way to meet a challenge.

DESIGNING STARSHIP COMBAT ENCOUNTERS

Creating interesting starship encounters can be a challenging task. Unlike in character-based encounters, Gamemasters are limited by the more constrained nature of starship combat: The heroes are confined to an environment that might limit their abilities, and coming up with encounters that do more than just pit two squads of starfighters against one another takes more work. Despite this, creating an exciting starship combat encounter can make an adventure much more memorable, encouraging players to become just as involved as they would in ground-based encounters.

One of the most important elements of a good starship encounter is giving each player something to do. Gunners should have plenty of targets, a goal that is relatively easy to accomplish. Pilots should have plenty of obstacles to maneuver around and ships to fly past, making the environment of the encounter very important. Engineers and system operators should be engaged in interacting with both the pilot and the gunners, providing bonuses to attack rolls or detecting hazards before the ship flies through them. Character combat holds players' interests because each player has something to do in every round. Engaging players in the same manner during a starship combat encounter requires the Gamemaster to design aspects of the encounter that give every player something to do in every round.

Certainly, designing a starship encounter that keeps several players active on every turn can be daunting. An alternative solution is to create encounters that encourage several characters to fly their own starship. For example, in a party of four characters, one character might serve as the pilot of the party's transport, one might serve as the gunner aboard that transport, and the other two would pilot starfighters in the same encounter. This gives three players—the three pilots—the ability to move and attack in each round, just as they would in character combat. Even characters untrained in the Pilot skill can perform basic movement and actions, and trained pilots can help protect those untrained pilots during starship combat.

To simulate larger battles and more significant space combat sequences, Gamemasters should consider stringing together a series of encounters that act as plot sequences of their own. Though individual encounters are great for simulating events like fast getaways—such as when the *Millennium Falcon* flees the first Death Star—sometimes the story can call for a longer scenario better played as a series of encounters rather than one long encounter. An individual encounter should have a clearly defined goal—whether it's simply

the destruction of all enemies or something more complex—and as that goal is accomplished, the heroes should move on to the next encounter in the sequence. Each encounter then brings with it new foes, new obstacles, new objectives, new environmental effects, and even a new battlefield. Large-scale conflicts, such as the Battle of Yavin, are actually composed of multiple smaller encounters strung together into a sequence that tells an ongoing story (in this case, that of Luke Skywalker's discovery of his faith in the Force and the destruction of the Death Star).

The following section provides hints and guidelines for Gamemasters looking to create more compelling and engaging starship combat encounters.

GIVE OBJECTIVES OTHER THAN DESTRUCTION

One of the best ways to make a starship combat encounter more engaging is to give the players an objective other than simply eradicating the opposition. Although destroying one's opponents can certainly be a key component in accomplishing that objective, it doesn't necessarily have to be all of it (and, in fact, it rarely is). When designing an encounter, try to pick an objective that still allows the heroes to engage their enemy in combat (though stealth encounters can work, they are much more difficult to execute aboard starships) while giving them some other goal to focus on. A goal other than all-out destruction also encourages the heroes to be more cautious and think tactically rather than going in with blaster bolts flying. Just as you might not have character combat just for combat's sake, starship combat encounters should serve the purpose of moving the plot forward.

One option for an alternative objective is an encounter in which the heroes are required to protect something or someone. Escort missions are common among starship pilots in the *Star Wars* setting, and providing the heroes with the goal of protecting something from coming to harm means that the players will have to do more than unleash their weapons. Protecting something requires the heroes to think tactically (they do not want to be too far away from their charge at any time) while still allowing for the high action and dogfighting that makes space combat exciting. The encounter might require the heroes to escort a ship through dangerous territory, fend off attackers as escaping Rebels board transport ships, or keep enemy vessels from getting close enough to detect a secret base.

Alternatively, the heroes might simply be trying to get from one place to another through an encounter or series of encounters. The heroes of the *Star Wars* movies experience several encounters trying to get to a particular location. For example, Obi-Wan and Anakin try to get to the *Invisible Hand* during the Battle of Coruscant, and Wedge Antilles and Lando Calrissian attempt to penetrate the core of the second Death Star so that they can destroy it at the Battle of Endor. Other encounters might involve the heroes trying to get to a safe place to make a jump to lightspeed, while others might involve running a blockade or dashing to obtain sensor readings before being

captured or destroyed. Getting from point A to point B might seem like a simple goal, but with the right combination of obstacles and enemies, it can be both challenging and exciting.

Finally, the heroes might have the task of obtaining something during a starship combat encounter. This could be a job as simple as using a tractor beam to drag away a derelict ship, or it might involve the heroes actually landing somewhere, obtaining an item, and rejoining combat. In some cases, the object in question might be another starship, requiring the heroes to disable the ship with ion weapons rather than simply destroying it. Encounters of this kind are very similar to encounters in which the heroes need to protect something, but in this case they are protecting it only so they can take it for their own.

BUILD INTERESTING BATTLEFIELDS

Another key element of good space combat encounters is creating combat arenas that are interesting. Certainly, encounters involving two groups of ships engaging one another in open space can be fun, but adding a certain element of environmental challenge to the encounter makes it that much more memorable. For example, the *Millennium Falcon*'s daring escape from the forces of the Empire is made far more interesting by the fact that it flees through an asteroid belt wrought with peril, and Obi-Wan Kenobi's dogfight with Jango Fett in *Slave I* is made more exciting by the hazards found in the rings of Geonosis. Just as in character-scale combat, adding terrain features to space battles creates more lively combat sequences that require creativity and tactical thinking on the parts of the heroes.

The presence of environmental obstacles also creates a more dynamic battlefield, adding another dimension to the placement and movement of starships. Terrain challenges in space combat necessitate movement and encourage players to be more creative in their actions. The following terrain hazards can be part of any space combat sequence.

Asteroids, Debris, or Other Objects

Space is a lot less empty than one might think, and a square that contains asteroids, debris, or other objects is difficult to move through and can potentially damage a starship. It requires 2 squares of movement to enter a square that contains an object hazard. Additionally, any vehicle passing through asteroids or debris must succeed on a Pilot check or take collision damage, as given on the table below. Finally, a square that conains asteroids or debris provides cover (+5 cover bonus to Reflex Defense) against any attacks passing through or into the square.

Vehicle Traffic: Vehicle traffic functions the same as any other object hazard, but such squares of traffic are usually arranged in straight lines with a single designated direction of movement. Generally, these squares are sparse if you move with traffic, moderate if you move through traffic, and heavy if

you move against traffic. In addition, if you move with the flow of traffic at the same speed (usually no more than 2 squares per round), you gain a +10 circumstance bonus on your Pilot check to avoid a collision.

Unless a particular vehicle in a line of traffic is significant for some reason, it is generally not necessary to use normal vehicle combat statistics to represent their movement or the effects of a collision.

HAZARD	PILOT CHECK DC	COLLISION DAMAGE
Sparse objects	15	4d6+20
Moderate objects	25	6d6+30
Dense objects	35	8d6+40

Damaging Environment

Though most space combat takes place in a vacuum, some battles might take place in thick dust clouds, the upper atmosphere of a corrosive gas giant, electromagnetically charged nebulae, or even in close proximity to a star—and any of these features can damage a vehicle. If a vehicle is in a damaging environment square at any point during the pilot's turn, the hazard makes an attack roll using the modifier given in the table below. If the attack equals or exceeds the target's Fortitude Defense, the vehicle takes full damage. If the attack roll fails, the vehicle takes half damage. Specific guidelines for different environments are described below.

Corrosive Gases: Occasionally encountered in planetary atmospheres and some nebulae, corrosive gases can also be the result of a massive industrial accident (such as a fuel tanker spilling antimatter, hypermatter, or large amounts of radioactive fuel in orbit). Corrosive gases ignore the target's SR (but not DR) when dealing damage. Corrosive gases might also provide poor visibility (see Visibility, below).

Dust Clouds: Usually encountered as a part of an asteroid field (see above) or as a part of a planetary ring system, light and moderate dust clouds provide poor visibility while heavy dust clouds provide very poor visibility (see Visibility, below). Dust clouds deal no damage if a vehicle doesn't move, but they deal +1 die of damage for every square of movement during the pilot's turn.

Ionic Discharges: Some nebulae (and a few planetary atmospheres) produce nearly continuous discharges of highly ionized particles, dealing ion damage to all vehicles within affected squares.

Radiation: In close proximity to a star or other source of intense electromagnetic radiation, a vehicle can take substantial damage. Generally, these hazards will extend to all squares on the battle grid, but you might designate some squares as being in the shadow of a planet or moon, thus avoiding the effects of radiation.

INTENSITY	ATTACK BONUS	DAMAGE
Light	+15	2d10×2
Moderate	+30	4d10×2
Heavy	+45	6d10×2

Enclosed Terrain

The *Star Wars* universe is full of examples of space combat that take place within an enclosed environment, such as the trench run on the Death Star. Any time a vehicle is in a square that is adjacent to enclosed terrain, that vehicle runs the risk of catastrophic collision. If a pilot in such a square fails a Pilot check by 5 or more, that pilot's ship has a collision with the wall, taking damage as though colliding with a Colossal (station) object; unlike most collisions at starship scale, the vehicle still takes half damage even after a successful Pilot check to avoid the collision. Additionally, some enclosed terrain squares have protrusions or other hazardous elements, increasing the DC of all Pilot checks made in adjacent squares by 5.

Periodic Damage

Some hazards in combat produce periodic effects that happen intermittently. These hazards typically affect only certain squares and generally do not take effect in every round. For example, a nebula charged with static might produce a burst of electricity along a certain path every 1d4+1 rounds, or an automated cargo hauler might pass through the middle of the battle grid every other round on a regular delivery schedule.

When a periodic damage hazard is present on a battlefield, it affects only certain squares and automatically damages any target within 1 square of those squares. Periodic damage hazards always occur on an initiative count of 10. Since such hazards can vary widely in form and effect, the following guidelines should provide Gamemasters with a general idea of how much damage the hazard should do, and how often.

HAZARD	FREQUENCY	DAMAGE DEALT
Rare and light	Every 1d4+1 rounds	3d10×2
Often and light	Every other round	3d10×2
Frequent and light	Every round	3d10×2
Rare and moderate	Every 1d4+1 rounds	6d10×2
Often and moderate	Every other round	6d10×2
Frequent and moderate	Every round	6d10×2
Rare and severe	Every 1d4+1 rounds	3d10×5
Often and severe	Every other round	3d10×5
Frequent and severe	Every round	3d10×5

Visibility

Clouds, storms, nebulae, and dust can all obscure the visibility of any targets inside, creating natural hiding places for pirates or starfighters wishing to spring an ambush. In conditions of poor visibility, all nonadjacent targets have concealment. In very poor visibility, adjacent targets have concealment and nonadjacent targets have total concealment. Specific guidelines for different environments are described below.

Clouds, Fog, or Vapor: Ordinary clouds, fog, or vapor normally provides poor visibility, but very thick clouds (such as just before a major storm or in the aftermath of a volcanic eruption) might provide very poor visibility. Volcanic eruptions might also be corrosive (see Damaging Environment, above).

Nebulae: Gaseous nebulae usually provide poor visibility, but the thicker gases of a very young nebula might provide very poor visibility. In addition, some nebulae might be corrosive or create ionic discharges (see Damaging Environment, above).

Storms: Ordinary storms (heavy rain, snowfall, dust storms, and so forth) provide poor visibility and impose a –2 penalty on Pilot checks. Severe storms (tropical storms, hurricanes, blizzards, and the like) provide very poor visibility and impose a –5 penalty on Pilot checks.

CREATE EXCITING SCENARIOS WITH COMPLICATIONS

One of the best ways to create tension in a space combat sequence is to present complications that affect the way combat takes place. Although battles in which starships simply square off against one another are fine, a battle with some larger complication can increase the level of tension and excitement. Complications are factors that affect combat without affecting the battlefield itself.

One of the most often-used complications is a time limit. Placing a limit on the amount of time—in rounds or otherwise—that the heroes have to complete their task creates a sense of urgency that makes space combat more exciting. For example, the attack of the Death Star in *A New Hope* became all the more desperate because they had to stop the battle station before it destroyed Yavin 4. A variant of the time limit is having a space limit, a sort of "finish line" for the encounter: Perhaps the heroes must reach a certain point to escape to the safety of hyperspace, or perhaps they must stop a shuttle carrying an Imperial governor before it reaches a Star Destroyer in orbit.

Similarly, limiting the perception or communication of space combatants can add an air of the unknown to a combat encounter. In addition to terrain that impairs visibility (see above), other examples might include a wide-area jamming field that makes it impossible for heroes to communicate with one another or a sensor-scrambling field that imposes penalties on Pilot checks as the ship's onboard computers struggle to clear out the interference.

CHALLENGE LEVEL ADJUSTMENTS FOR STARSHIP DISPARITIES

Gamemasters might wish to consider altering the experience rewards for heroes aboard starships that are clearly superior to their enemies' ships. For example, heroes aboard a Corellian Corvette clearly outgun enemies aboard a *Lambda*-class shuttle; as such, they have a distinct advantage over their foes. Rather than awarding full experience points for such a mismatched encounter, a Gamemaster can optionally alter the effective Challenge Level of the enemies to account for the disparity.

First, calculate the Challenge Level value of the heroes' vehicle (or average value for multiple vehicles). Unless the heroes have the aid of a generic crew—such as when on board a capital ship—subtract the CL modifier for the crew's quality from the given CL for the vehicle (see the Crew Quality sidebar on page 174 of the *Saga Edition* core rulebook). Second, take that number and divide by 2 (rounding down), then subtract the result from the CL of all opponents in the encounter. The new result is the enemy's adjusted CL. Use this adjusted CL when determining both the difficulty and the rewards (experience or credits) of an encounter.

Example: Four 5th-level heroes flying X-wings (CL 10) clearly outmatch enemies in TIE fighters (CL 7). The CL value of an X-wing is 9 (CL 10, minus 1 for a skilled crew); dividing 9 by 2 and rounding down yields a result of 4. Subtracting 4 from the CL of the TIE fighters gives them an adjusted CL of 3. Thus, two to four TIE fighters would be an appropriate challenge for the heroes.

If the same heroes were flying a lone YT-1300 (CL 6), the disparity is not quite so great. The CL value of a YT-1300 is 6 (no adjustment for a normal crew); dividing by 2 yields a result of 3. Subtracting 3 from the CL of the TIE fighters gives them an adjusted CL of 4. Thus, one to two TIE fighters would be an appropriate challenge for the heroes.

CHAPTER III
STARSHIP MODIFICATIONS
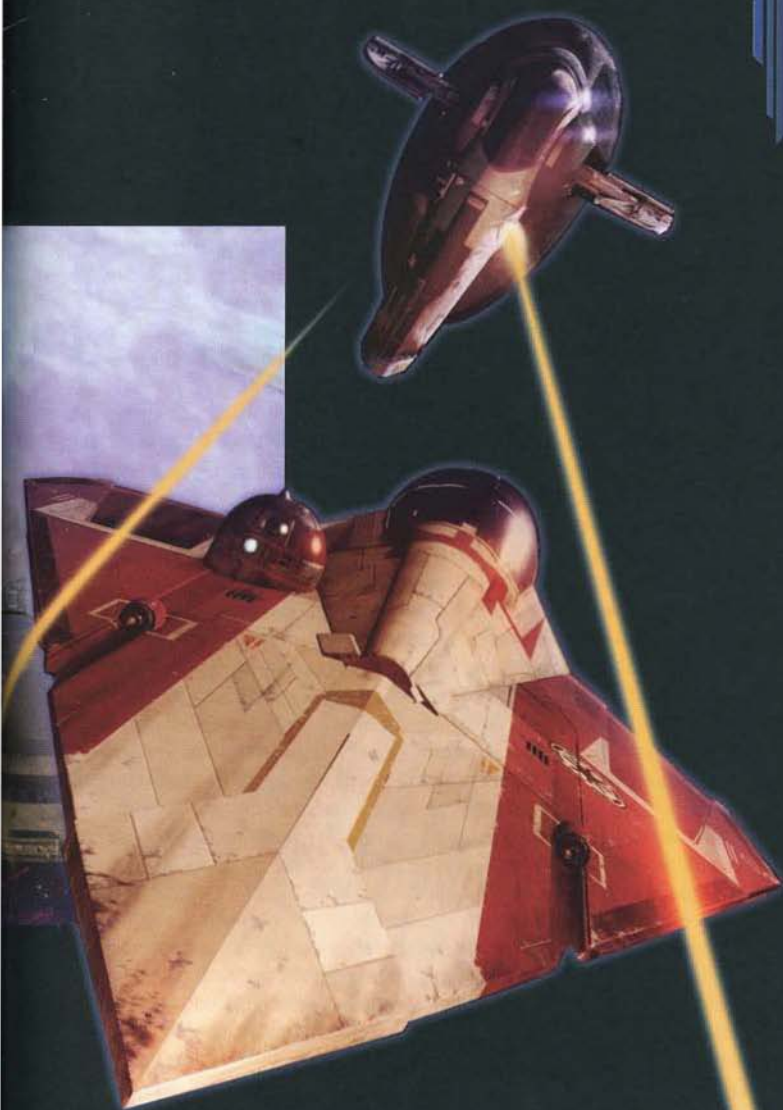
As soon as heroes get their hands on a starship, they want to modify it. The desire for faster hyperdrives, more weapons, better shields, and possibly even some space for smuggled goods generally comes even before the first payment to a Hutt loan shark is due. Modifying a starship gives players a sense of ownership that makes them more connected to a campaign, and it serves other useful purposes as well.

Heroes who want to improve a starship have a built-in reason to take risks to earn credits (or the help—and the use of the repair bay—of a grateful military group). Although *Star Wars* focuses on heroic action-adventure rather than the act of cobbling together credits for tinkering with a ship, many characters are simply more motivated if they know there's a material reward on the line. Furthermore, a starship acts as a good base of operations, allowing heroes to have a place that seems like home even as they gallivant across the galaxy. Finally, as the heroes gain levels, a better-equipped ship prepares them for greater challenges.

A Gamemaster should find these rules also useful for enhancing starships flown by friends and foes of the heroes as well as for creating new starships to represent the thousands of different models of spacecraft found throughout the galaxy. Though designing a new model of starship is a lengthy process, it gives you a completely new class of starship from which you can build yet more variants.

How to Use this Chapter

At its core, this chapter is a catalog of new options to add to a starship. Though it includes rules for figuring the cost of a new system, what resources the system needs, and how long it takes to install it, these are secondary concerns. Some players love carefully calculating how many quad lasers they can add to a freighter before they have to sacrifice some cargo space, and the rules are here for them to do that.

There's nothing wrong, however, with just choosing a new system and asking the Gamemaster what it will take to add it to your ship. Acquiring new starship components can be as easy as doing the right job for the right patron or paying a professional to bring your ship up to par with your needs. The GM might not make everything available when you want it, but eventually you should see improvements become available without having to count every credit and every day in the dock.

Similarly, if you're a Gamemaster, you don't need to worry about these details any more than you want to. If the heroes' ship seems underpowered compared to other starships of an appropriate Challenge Level, you might add an extra system or two (perhaps contributed by a patron, friend, or even a bounty hunter who steals their ship and modifies it before the heroes get it back). This chapter should be a jumping-off point for more adventure and excitement, not a chore

in number-crunching. The style of campaign you're running is going to impact the relative value of any starship so much that no hard-and-fast set of rules could tell you for sure what to allow for the heroes, anyway. Simply use your best judgment: If it turns out that a ship is overpowered, simply arrange for a new system to short out when the starship next moves down its condition track. Make sure you provide an explanation to the players, though—faulty parts, incompetent labor, and sabotage are all reasonable possibilities. Each of these reasons can spark new adventures as, for example, the heroes track down the crooked outlaw tech who sold them a shoddy engine motivator.

COST MODIFIERS

It costs more to build a hyperdrive that can move a capital-class ship than one for a starfighter. Bigger starships are simply costlier to improve or modifier. Thus, each size of starship has a cost modifier, which is applied to the base cost of starship systems added to starships of that size. For example, regenerating shields have a base cost of 5,000 credits. When added to a Colossal ship, this price is multiplied by the ship's cost modifier of ×5, for a final cost of 25,000 credits. If added to a Colossal (cruiser) starship, the modifier is ×500, for a final cost of 2,500,000 credits.

TABLE 3-1: COST MODIFIERS

STARSHIP SIZE	COST MODIFIER
Colossal (station)	×5,000
Colossal (cruiser)	×500
Colossal (frigate)	×50
Colossal	×5
Gargantuan	×2
Huge	×1

A NOTE ON COSTS

All costs given in this chapter are, by necessity, approximate. The *Star Wars* galaxy is a vast market, and it's impossible to create a system that realistically represents the thousands of factors that could affect a major purchase's final cost. As a result, the Gamemaster should feel free to modify these prices up or down as much as necessary to suit the plot of an adventure, the storyline of a campaign, or even personal preference.

EMPLACEMENT POINTS

You must meet certain size, bracing, and power requirements before adding a system to a starship. Often, it simply isn't practical to add numerous new systems to an existing starship. Emplacement points represent the numerous factors that combine to limit how many systems a single starship can have.

Each modification or new system has a rating in emplacement points to represent the effort required to add that feature to an existing starship. The more emplacement points a modification requires, the greater its demand in terms of room, bracing, power, and integration with other systems.

If you lack the emplacement points to support a system, you can still install it; however, more time and credits are needed to add the subsystems that enable your new systems to function. For every emplacement point you lack for a system, add 2 days to the base installation time, 5 to the Mechanics check DC to install it, and 20% to the system cost. Additionally, any starships that have modifications installed in this manner are automatically considered "used" (see page 10), and any systems added without sufficient emplacement points are damaged beyond repair if the starship is disabled. This represents the harder work of finding ways to route power to your system, squeeze through already jammed conduits, and overcome the limitations of your overstuffed starship. Additionally, Gamemasters should feel free to rule that some modifications cannot be installed without sufficient emplacement points, such as passenger conversions when no cargo space is available.

GAINING EMPLACEMENT POINTS

A ship can gain additional emplacement points in one of three ways. Existing systems can be removed, making their emplacement points available for new systems. Thus, if a smuggler decides he needs a quad laser more than he needs maneuvering jets, he can remove the jets and gain the emplacement points needed to install a quad laser. Removing systems in this way takes half as long as installing them would take and involves no associated cost. In fact, the old system can normally be sold for 1/4 of its original value (assuming it's in good working condition and you can find a buyer).

Alternatively, a starship can give up cargo capacity to gain more emplacement points (a favorite tactic among pirate and Rebel engineers). The freed space makes it much easier to reroute power lines, add small power generators, and securely lock new systems into the ship's superstructure. It takes a number of tons of cargo capacity equal to a starship's cost modifier for size (see Table 3-1: Cost Modifiers) to equal 1 emplacement point. For example, to gain an additional 4 emplacement points for a Corellian Corvette, you must sacrifice 200 tons of cargo capacity: 1 ton × 50 for a Colossal (frigate) starship for each point.

Finally, a starship of Colossal or larger size can gain emplacement points by removing escape pods, gaining 1 emplacement point per 10% of the escape pods removed. However, doing this is illegal on anything other than a military starship, and it takes only a DC 10 Perception check to notice. A first offense might lead to a fine of 1,000 credits, a second 5,000 credits, and a third offense results in the ship being impounded and the captain's accredited license being revoked. A decent bribe and a Persuasion check might avoid this unpleasantness, however, particularly in a seedy spaceport on a backwater planet—and some such spaceports don't bother with safety inspections in any event.

TABLE 3-2:
UNUSED EMPLACEMENT POINTS

STOCK SHIP	UNUSED POINTS	STOCK SHIP	UNUSED POINTS
Action IV transport	3	Firespray-31	3
Baudo-class star yacht	2	Ghtroc-720	3
Blockade runner	5	J-Type transports	2
Citadel cruiser	3	Republic cruiser	5
CloakShape fighter	2	SoroSuub patrol fighter	3
Corellian gunship	5	*Star Galleon*-class frigate	4
Dreadnaught	3	YT-series	10
Dynamic-class freighter	6		

UNUSED EMPLACEMENT POINTS

Any off-the-rack starship has some unused capacity, allowing some modifications to be made more easily. A standard, unmodified starship design generally has 1 unspent emplacement point. In some cases, this capacity is later used for a "standard" upgrade. For example, an unmodified V-19 Torrent has 1 unspent emplacement point, but it became standard practice to use this to install a hyperdrive generator in later models of the starfighter.

Some stock ships are renowned for being easily modified. In part, this is the result of extra attachment points, power outlets, access hatches, and unused carrying capacity left over after the ship's core systems are installed. Such ships have even more unused emplacement points, allowing multiple systems to be added without removing anything or dealing with additional expenses. (Stock starships designed by the Corellian Engineering Corporation have 5 unused emplacement points unless otherwise specified.) For ships with more than 1 spare emplacement point from the *Saga Edition* core rulebook and this book, see Table 3-2: Unused Emplacement Points.

NONSTANDARD MODIFICATIONS

Rare or nonstandard system modifications (including those deemed by the Gamemaster to be ill suited for installation on a given ship) require substantially more effort to install, doubling the number of emplacement points required and multiplying the cost by 5. A modification is nonstandard if the starship does not have any similar system in its stock version. For example, adding a hyperdrive, shields, or a passenger compartment to a TIE fighter would be nonstandard, but adding new laser cannons (or replacing its existing laser cannons) would not. The GM is the final arbiter of what systems are sufficiently dissimilar to qualify as nonstandard, and particularly unusual combinations may be forbidden altogether.

INSTALLATION

Installing a new system, or modifying an old one, is normally a matter of work force, time, and a Mechanics check. This assumes the starship in which you are installing the system is otherwise fully functional, the system to be installed is freely available, and you have the tools and space needed. Remember that making Mechanics checks aboard a starship that has moved down the condition track incurs the normal penalties associated with that spot on the track. Under less optimal conditions, the time, money, and Mechanics check DC required could be increased by as much as 100%, and the Gamemaster may decide that modifications are impossible in these circumstances. Frequently, a given modification might be possible only if the heroes get hold of the system directly, such as stealing a shield generator from a Trade Federation shipyard, recovering mothballed fighters from an old Imperial supply depot, or trading rare spices to a Hutt crime lord for the last known example of a particular hyperdrive component. Whenever possible, a GM should make modifying the heroes' starship as much an adventure as a design issue.

INSTALLATION WORK FORCE

The bigger a ship, the more people it takes to make modifications. For ships of Gargantuan size or smaller, a single person can do everything necessary (though it's often much easier with help). For Colossal ships, the minimum work force is larger: Colossal, 5; Colossal (frigate), 10; Colossal (cruiser), 20; and Colossal (station), 50. The minimum work force can make a modification or add a new system in the normal installation time (see below). It isn't practical for a smaller work force to make changes to such big ships, regardless of how much time the workers have. If your work force is bigger than your minimum, the installation can go faster, but the maximum work force that can be used on any given installation is 10 × the minimum work force for the ship's size.

INSTALLATION TIME

The base time needed to add a modification or system is calculated as follows:

time (in days) = (emplacement points)×(ship's cost modifier) / (number of workers)

In many cases, a new system can be added to a starfighter with just a single day of work. This is possible because many systems are modular, allowing different hyperdrives, weapons, and computer systems to be easily removed and new ones slotted in. Even something like reinforced bulkheads represents a predesigned kit of clamps and brackets that bolt on to existing hull plating. Still, some installations take large amounts of time unless a huge work force can be brought to the project.

INSTALLATION CHECKS

Proper installation requires a Mechanics check at the end of the installation time. The base DC for such a check is 20, +1 for each point of emplacement a system or modification uses. If the check fails by less than 10, the installation is a partial failure. You must spend half as much time and money to try again, and gain a +5 bonus on your next Mechanics check to install the system or modification. A check that fails by 10 or more is a total failure—all the time and money spent is wasted, and you must start over from the beginning.

STARSHIP SYSTEMS

A starship's systems can be upgraded, replaced, and modified many times throughout the ship's operational lifetime. A starship system falls into one of four categories: movement, defense, offense, or accessories. Each system has a number of factors that affect its cost and availability, detailed in the table that accompanies each section.

Emplacement Points: This value is the number of emplacement points required to install the system in a starship without incurring an additional cost or time delay.

Availability: Some starship accessories have limited availability or are strictly regulated (see Restricted Items, page 118 of the *Saga Edition* core rulebook). A system that is normally available without restriction is categorized as common.

Size Restriction: Some systems can be placed only in starships of a certain size. Systems are normally limited to ships of a given size or larger, and some systems can function only in smaller ships.

Cost: Sometimes a starship accessory has a flat cost or weight. Often the cost is determined by multiplying a base number by the starship's cost factor, which is determined by its size. If a cost is given as "base," you must multiply it by the cost modifier for the starship's size (see Table 3-1: Cost Modifiers). If the cost is just given as a number of credits, the cost is the same no matter what size starship you add the system to.

MOVEMENT SYSTEMS

Starship movement falls into three basic categories—character scale, starship scale, and hyperspace. A starship might be described as "fast" if it has an advanced hyperdrive, yet still be relatively slow at starship-scale movement. Movement systems are extremely popular modifications for pirates, smugglers, and—to a lesser degree—military designers.

Atmospheric Thrusters

Atmospheric thrusters increase a starship's speed when the ship is flying in the atmosphere of a planet. Any starship able to operate in an atmosphere has some engine system designed for air flight, normally a combination of repulsorlifts and ion engines. Atmospheric thrusters are an augmentation of these basic systems, designed to make the starship more competitive with a dedicated airspeeder.

Basic atmospheric thrusters increase a starship's maximum velocity and fly speed by 10%, and an advanced atmospheric thruster increases these by 25% (rounding down to the nearest square of speed and 10 km/h). Thus, an X-wing with an atmospheric thruster has a maximum velocity of 1,150 km/h and a fly speed of 17 squares at character scale.

Atmospheric thrusters have no effect on starship-scale movement.

Combat Thrusters

Often used by smugglers, bounty hunters, and blockade runners, combat thrusters are modifications to a space transport's existing engines and maneuvering thrusters that allow the ship to engage in space combat as though it were a starfighter. A ship with combat thrusters is treated as one size category smaller than its actual size category for the purpose of being targeted by capital ship weapons (thus imposing the penalty for attacking targets smaller than Colossal size). Additionally, the space transport is treated as a starfighter for the purpose of dogfighting (meaning that it can engage in and be engaged in dogfighting) and combat maneuvers (see Chapter 2 for more on starship maneuvers). This modification does not change the ship's size modifier to Reflex Defense.

Hyperdrives

The hyperdrive is the most important piece of technology in the known galaxy. Modern civilization was driven by the realization of fast and reliable galactic travel thousands of years ago with the advent of the hyperdrive. Hyperdrives are rated by numeric class: The smaller the number, the better the hyperdrive (see Astrogation in Chapter 12 of the *Saga Edition* core rulebook or page 12 of this book for more information).

The best hyperdrive ever created is the class .5. It's not possible to install a class .5 hyperdrive, because no manufacturer creates such a delicate and unreliable piece of equipment. The only way to achieve a hyperdrive of this type is to modify a class .75 hyperdrive using the Starship Designer feat. Because of its inherent unreliability, class .5 hyperdrives are illegal under all but the most unusual circumstances.

A class .5 hyperdrive is very carefully tuned and delicate, so it tends to malfunction much more often than a standard hyperdrive. It requires eight hours of maintenance per month and a DC 20 Mechanics check to keep one running smoothly. If the maintenance isn't kept up, or the Mechanics check for doing so fails, you take a –5 penalty on Use Computer checks made to astrogate until the hyperdrive receives proper maintenance. Furthermore, any time you would normally have an astrogation mishap, the hyperdrive is instead disabled until repaired (normally requiring 1 hour of work and a DC 20 Mechanics check).

The class 1 hyperdrive is considered the pinnacle of stable hyperdrive technology from the Clone Wars forward. It is the favored technology of

military vessels, but its high cost often results in designers settling for a class 2 or class 3 drive, which were state of the art during most of the Rise of the Empire era.

A hyperdrive of class 4 to class 6 is normally either old technology or an aftermarket retrofit crammed into a vessel not designed to support a hyperdrive. Backup hyperdrives, usually ranging from class 8 to class 15, are often used as emergency systems. Though no one wants to wait a month to arrive someplace when using a class 10 backup hyperdrive, often the alternative is to drift aimlessly in space for centuries.

Starfighters: Because of their bulk, hyperdrives are always treated as nonstandard modifications for starfighters. Some alternatives have been devised to allow starfighters to travel through hyperspace without installing expensive internal hyperdrives.

Hyperdrive Sleds: A hyperdrive sled is bolted onto the exterior of a starfighter, such as a CloakShape fighter. The sled costs five times as much

TABLE 3-3: MOVEMENT SYSTEMS

SYSTEM	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Atmospheric thruster	2	Common	Colossal or smaller	2,000 credits base
Atmospheric thruster, advanced	5	Common	Gargantuan or smaller	5,000 credits base
Combat thruster	1	Common	Colossal	2,000 credits base
Hyperdrive, class .75	4	Military	Colossal (cruiser) or smaller	5,000 credits base
Hyperdrive, class 1	3	Licensed	Colossal (cruiser) or smaller	3,000 credits base
Hyperdrive, class 1.5	3	Licensed	Colossal (cruiser) or smaller	2,500 credits base
Hyperdrive, class 2	3	Common	–	2,000 credits base
Hyperdrive, class 3	2	Common	–	1,500 credits base
Hyperdrive, class 4	2	Common	–	1,000 credits base
Hyperdrive, class 5	2	Common	–	500 credits base
Hyperdrive, class 6	2	Common	–	400 credits base
Hyperdrive, class 8	1	Common	–	300 credits base
Hyperdrive, class 10	1	Common	–	200 credits base
Hyperdrive, class 15	1	Common	–	100 credits base
Maneuvering jets +2	2	Common	–	2,000 credits base
Maneuvering jets +4	3	Common	Colossal or smaller	5,000 credits base
Maneuvering jets +6	4	Licensed	Gargantuan or smaller	10,000 credits base
Navicomputer, limited	0	Common	–	500 credits
Navicomputer	1	Licensed	–	2,000 credits
Navicomputer, advanced	2	Licensed	–	20,000 credits
SubLight Accelerator Motor	2	Military	Gargantuan or smaller	25,000 credits base
Sublight drive (speed 1 square)	2	Common	–	1,000 credits base
Sublight drive (speed 2 squares)	3	Common	–	2,000 credits base
Sublight drive (speed 3 squares)	4	Licensed	Colossal (cruiser) or smaller	5,000 credits base
Sublight drive (speed 4 squares)	5	Restricted	Colossal (cruiser) or smaller	10,000 credits base
Sublight drive (speed 5 squares)	6	Military	Colossal or smaller	20,000 credits base
Sublight drive (speed 6 squares)	7	Military	Gargantuan or smaller	100,000 credits base

damage equal to or exceeding its damage threshold, the hyperdrive ring is destroyed. Like a hyperdrive sled, a hyperdrive ring is bulky and awkward, so a starfighter docked to one takes a --4 penalty to its Dexterity. Finally, a starfighter can't enter atmosphere or land with a hyperdrive ring attached, so it must be left in orbit—and some pirates and shipjackers enjoy the easy pickings of an unattended target.

Maneuvering Jets

It is possible to increase a starship's ability to pitch, jink, and roll by adding additional small ion jets that automatically fire during extreme maneuvers. Although all starships include some maneuvering thrusters, special maneuvering jets give more power to perform maneuvers beyond a starship's normal capability.

Maneuvering jets give a starship a +2, +4, or +6 equipment bonus to its Dexterity score.

Navicomputer

A navicomputer is an astrogation calculator designed to make all the calculations necessary to travel through hyperspace. Most starships have navicomputers, but those that lack hyperdrives and some fighters that depend on astromech droids do not.

Though extremely expensive, advanced navicomputers exist. These grant a +10 bonus on Use Computer checks made for astrogation, rather than a typical navicomputer's +5. Additionally, a character aboard a ship that has a navicomputer need not be trained in the Use Computer skill to make use of the astrogate aspect of the skill.

Starfighters: Most navicomputers are nonstandard for starfighters—these ships simply don't have the room for the memory core required to store and track the locations of untold billions of celestial objects. Instead, starfighters often have limited navicomputers that store only two jumps' worth of information, enough to get to a destination and return. Some limited navicomputers have a greater memory capacity, but these are rare and more expensive.

SubLight Accelerator Motor

A SubLight Accelerator Motor (SLAM) is an overdrive system designed to draw power from systems not in use to give a starship a brief burst of additional speed. A starship's SLAM system provides a +5 bonus on Pilot checks to increase a vehicle's speed. This bonus increases to +10 if the pilot is using all-out movement.

Sublight Drive

A sublight drive is what makes a ship move through space. Though a SubLight Accelerator Motor can enhance a ship's space speed, sometimes a new sublight drive is required to reach such speeds with minimal effort from the pilot.

as a normal hyperdrive, but it is not considered nonstandard, it requires no emplacement points, and it can be added with 1 hour of work and a DC 15 Mechanics check. A sled does interfere with maneuverability, however, so a starfighter takes a –2 penalty to its Dexterity while attached to a sled.

Hyperdrive Rings: A hyperdrive ring is designed for only occasional or temporary use. A ring costs as much as a normal hyperdrive for a starfighter of a given size, but it is not considered nonstandard and it requires no emplacement points. The pilot of a starfighter must take a standard action and make a DC 10 Pilot check to dock with or disconnect from a hyperdrive ring. If the Pilot check fails, the docking or undocking was unsuccessful; if it fails by 10 or more, a collision occurs, destroying the hyperspace ring.

In addition to requiring docking and undocking, hyperspace rings have some other drawbacks. If a starship attached to a hyperdrive ring takes

Replacing a ship's sublight drive can be expensive, though, and many ships cannot reach high speeds due to the bulk of their sublght drives. Additionally, only military vessels are permitted to use incredibly fast ion drives. A sublight drive determines a ship's speed when moving through realspace.

DEFENSE SYSTEMS

Defense systems include anything that reduces the chance a starship will be destroyed. They are often less regulated than weapon systems, since even the Empire acknowledges that citizens and merchants have a right to avoid suffering at the hands of pirates and rogue planetary defense forces.

TABLE 3-4: DEFENSE SYSTEMS

SYSTEM	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Armor, +1	2	Licensed	None	2,000 credits base
Armor, +2	5	Restricted	Colossal or larger	5,000 credits base
Armor, +3	10	Military	Colossal (frigate) or larger	10,000 credits base
Armor, +4	20	Military	Colossal (cruiser) or larger	20,000 credits base
Jamming suite	1	Common	None	5,000 credits base
Jamming array	5	Common	Colossal or larger	20,000 credits base
Regenerating shields	2	Restricted	None	5,000 credits base
Reinforced bulkheads +10%	2	Common	None	2,000 credits base
Reinforced bulkheads +20%	5	Licensed	None	5,000 credits base
Reinforced bulkheads +30%	10	Restricted	None	10,000 credits base
Shields, SR 10	1	Common	None	750 credits base
Shields, SR 15	1	Common	None	1,000 credits base
Shields, SR 20	1	Common	Gargantuan or larger	1,250 credits base
Shields, SR 25	1	Common	Gargantuan or larger	1,500 credits base
Shields, SR 30	2	Common	Gargantuan or larger	2,000 credits base
Shields, SR 35	2	Common	Gargantuan or larger	2,500 credits base
Shields, SR 40	2	Common	Colossal or larger	3,000 credits base
Shields, SR 45	2	Common	Colossal or larger	4,000 credits base
Shields, SR 50	3	Common	Colossal or larger	5,000 credits base
Shields, SR 55	3	Common	Colossal or larger	6,000 credits base
Shields, SR 60	3	Common	Colossal (frigate) or larger	8,000 credits base
Shields, SR 70	3	Common	Colossal (frigate) or larger	10,000 credits base
Shields, SR 80	4	Common	Colossal (frigate) or larger	12,500 credits base
Shields, SR 90	4	Common	Colossal (frigate) or larger	15,000 credits base
Shields, SR 100	5	Common	Colossal (frigate) or larger	20,000 credits base
Shields, SR 125	6	Common	Colossal (frigate) or larger	25,000 credits base
Shields, SR 150	7	Common	Colossal (cruiser) or larger	30,000 credits base
Shields, SR 175	8	Common	Colossal (cruiser) or larger	40,000 credits base
Shields, SR 200	10	Common	Colossal (cruiser) or larger	50,000 credits base

Armor

A basic level of armor exists on all starships—it's a necessary part of building a hull strong enough to survive the rigors of space—and armor never has to be completely replaced, just patched up. However, it's possible to add additional armor beyond what's needed to keep a starship intact while traveling through hyperspace, and doing so can boost a ship's chance of making it out of a firefight. Additional armor is heavy and generally obvious, giving a starship a blocky, military appearance. Armor is bought as an equipment bonus to the armor a starship adds to its Reflex Defense. Skilled pilots often prefer ships without heavy armor, since they can use their character level in place of a ship's armor bonus in any case.

Jammers

Jammers come in many forms, from small jamming suites used in starfighters and space transports to massive jamming arrays carried by some capital ships. Not all jammers are effective enough to alter game statistics—the jamming suite in an ARC-170, for example, has too small an effect on other ships to modify game statistics in any way.

A sensor jamming system is capable of blinding enemy sensors and fire-control computers, making the starship carrying the jammer a more elusive target. The effectiveness of a jamming suite is limited to small craft and space transports, and a single target within 6 squares (starship scale) must be selected as the target of the jammer (as a swift action). A jamming array affects all enemy starships within 6 squares of the starship carrying it, regardless of the size of those ships.

A ship affected by a jammer takes penalties on Use Computer checks made for starship communications or sensors. For a jamming suite, the penalty is –4 for starfighters and –2 for space transports. For a jamming array, the penalty is –6 for starfighters, –4 for space transports, and –2 for capital ships. This penalty also applies to enemy fire control systems, although it cannot reduce a ship's Intelligence ability modifier on attack rolls below +0.

A system operator can attempt to overcome the effect of a jammer. Doing this is a swift action and involves a Use Computer check (with the jammer penalty) opposed by the Use Computer check of the ship with the jammer. On a successful result, the jammed ship takes no penalties from jamming until the start of the system operator's next turn.

Regenerating Shields

Because of the importance of shields, many engineers have tried to devise ways to improve their performance. For example, the Mon Calamari install backup shield generators on their warships to keep their defenses strong, while others have added additional power generators or special computers to ensure that shield generators have the most power when they need it. All these systems are essentially ways to have shields regenerate more quickly, even if they work on different principles.

If you have regenerating shields, your current shield rating increases by 10 (up to the ship's maximum shield rating) when you use the recharge shields action. Normal shields increase their shield rating by only 5 when recharged.

Reinforced Bulkheads

The overall durability of a craft can be increased by reinforcing its internal bulkheads. Reinforced bulkheads increase a starship's hit points by 10%, 20%, or 30%. (These improvements don't stack.)

Shields

Not all starships have deflector shields, and they are an extremely popular addition for those that lack them. However, the energy and space cost of shields is extremely high, and it grows with the size of the craft to be protected; thus, only the largest vessels have enough power and internal space necessary to operate the most powerful shields.

WEAPON SYSTEMS

Most starships carry at least one or two weapons, for defense against pirates and asteroids if nothing else. Every weapon is required to have an arms load-out permit, but as long as a civilian ship isn't bristling with proton torpedo launchers, very few officials care to check such things. Similarly, no matter what documentation you have, a vessel outfitted with heavy turbolasers is viewed with suspicion unless it belongs to a well-known ally.

Several common (and some not-so-common) weapon systems are detailed below. Note that the damage given for these weapons is typical, not absolute, and naming conventions are far from universal. It's impossible to detail every weapon system for every manufacturer throughout every era. These values are representative, and a Gamemaster is free to modify them as he desires.

Autoblaster

Blaster cannons can be designed with a higher cyclic firing rate so long as they have sufficient cooling systems to keep the firing elements from overheating. Only single-mounted blasters are generally made into autoblasters, however.

Blaster Cannons

Blasters are more commonly found on airspeeders and ground vehicles than on starships, but they are frequently mounted on starfighters. Blasters are somewhat less expensive than lasers, but they have a more limited range.

Cannon, Double/Quad

Double and quad versions of blasters, lasers, ion cannons, and turbolasers are available, creating reciprocating multibarrel weapons. A double or quad

cannon has the given availability or the availability of its base weapon, whichever is more restrictive.

Autofire: Double or quad blaster cannons, laser cannons, light ion cannons, and light turbolasers can fire normally or in autofire mode, with a swift action required to switch between the two.

Triple Cannons: Some starships also carry triple cannons. These are functionally identical to double cannons, using three cannons (with slightly less power individually) instead of two standard cannons.

Cannon Enhancements

It's possible to boost the damage output of a blaster, a laser (but not a turbolaser), or an ion cannon with a series of modifications designed to increase power draw and the cohesion of the energy bolts. Enhanced power cyclers, high-volume gas feeds, and larger energization crystals (coupled with enhanced or redundant cooling packs and compressors) create multistage laser weapons that have significantly more stopping power. Advanced cannon enhancements are also available, but they are substantially more expensive.

Because these modifications create a multistage laser, such weapons are sometimes referred to as turbolasers, but they are substantially weaker than the larger weapons mounted on capital ships.

Concussion Missiles

A concussion missile carries a warhead containing a compact energy pack. When one explodes, it gives off a powerful concussive blast that disrupts delicate instruments and equipment, causing shock and blast damage to more durable targets. Because of their bulk, concussion missiles are generally preferred for space transports and capital ships. All concussion missiles have a 4-square splash radius.

Armor-Piercing Concussion Missiles: Although all concussion missiles are designed for heavily armored targets, some are optimized for this role; however, these warheads require a more precise shot to detonate properly. Such missiles have penetration 10 (ignoring the first 10 points of DR or SR) but cause a –5 penalty on attack rolls with the weapon.

Launchers: The ammunition capacity of a concussion missile launcher is determined by its size: light, 6; medium, 16; heavy, 30. Additional capacity can be added, increasing the cost by 20% for each additional missile (up to a maximum of double capacity).

Docking Guns

Smugglers and pirates often add character-scale weapons to fighters and freighters, in order to allow them to open fire while docked without risking blowing up an entire docking facility. Any character-scale ranged weapon can be added as a docking gun, though repeating blaster rifles and heavy blaster rifles are most common. Docking guns count as heavy weapons once installed (regardless of their original weapon category). They draw power from the ship, operating as long as the ship has power, instead of requiring power packs.

The idea has occasionally been used on military vessels—adding heavy guns to docking bays to assist in efforts to offload troops onto a battlefield, for example.

The cost of a docking gun is for the mount only—the gun itself is bought normally. Docking guns have no effect on starship-scale combat.

Droid Jammer

Toward the end of the Clone Wars, many ships were outfitted with specialized jamming equipment keyed to affect droid sensors and avionics. When the jammers are employed, attacks from the starship gain a +2 equipment bonus to hit automated craft, such as the droid starfighters and tri-fighters employed by the Trade Federation. The jammers affect only droid-controlled spacecraft within a 5-square radius.

Fire-Linked Weapons

Weapons of any type that deal damage can be fire-linked to increase their output, using up more space than a double or quad weapon but costing less. (Fire-linked turbolasers are often described as "batteries," but this is not the same thing as a weapon battery in game terms.) With every attack, fire-linked missiles and torpedoes consume a number of shots of ammunition equal to the number of fire-linked launchers. A fire-linked weapon has the given availability or the availability of its base weapon, whichever is more restrictive.

Autofire: Fire-linked blaster cannons, laser cannons, light ion cannons, and light turbolasers can fire normally or in autofire mode, with a swift action required to switch between the two.

Optional Fire Link: Some fire-linked weapons, such as missiles and torpedoes, are designed to have their link deactivated to conserve ammunition. The link can be turned on or off as a swift action, and the extra damage and ammunition consumption applies only while the link is activated.

Gravity Well Projectors

Gravity well projectors are unique weapons in that they do not deal damage but instead produce a special effect. Projecting a gravity well is treated like firing a weapon in an area attack; the gravity well operator must choose a 4×4-square (starship scale) area within the generator's range and make an attack roll against a Reflex Defense of 10. If successful, the gravity well projector creates a hyperspace interdiction field in those target squares. Any starship that starts its turn in a square covered by a hyperspace interdiction field may not activate its hyperdrive on that turn.

Ion Bombs

Ion bombs are primitive, fin-stabilized weapons used to knock out electronics and droid targets on the surface of a world. Because of their primitive

fin-stabilized guidance system, the bombs are usable only in an atmosphere, and attacks with them take a –5 penalty. Ion bombs may target a square directly beneath the ship that deploys them. On impact, they create a strong ion field that deals 5d10 points of ion damage within a 10-square radius. Ion bomb racks can hold up to four ion bombs.

Ion Cannons

Ion cannons are generally viewed as defensive armament, but they are quite common on pirate and military vessels. Ion cannons deal ion damage, as detailed in Chapter 9 of the *Saga Edition* core rulebook. Of starship-mounted ion cannons, all but the smallest don't have a cyclic rate of fire high enough to allow autofire, even when mounted in double, quad, or fire-linked configurations.

Hapan Triple Ion Cannon: The Hapan triple ion cannon is a special capital ship weapon that acts like a point-defense weapon (using point-defense ranges and taking no penalty for attacking ships of smaller than Colossal size). It is also capable of autofire mode, but it may not make starship-scale area attacks. Until the New Jedi Order era, Hapan triple ion cannons are illegal outside the Hapan Consortium, and the Hapans do not sell them to outsiders.

Laser Cannons

Laser cannons are the most common starship weapons, carried by starfighters and space transports as primary armament and capital ships as point-defense weapons. They generally have a better range than blaster cannons, but they are somewhat more expensive.

Point-Defense Weapon

Normally, only blaster cannons, laser cannons, and light ion cannons can be point-defense weapons. Modifying a weapon to be a point-defense weapon costs 4,000 credits per weapon but has no emplacement point requirement (other than what is required to mount the weapon itself). A point-defense weapon takes no penalty for attacking targets of smaller than Colossal size (see page 170 of the *Saga Edition* core rulebook).

Proton Torpedoes

Proton torpedoes use a proton-scattering warhead that essentially causes a miniature nuclear explosion on the target's surface. Because of their small size and compact launcher, they are preferred for starfighters and other relatively small vessels. All proton torpedoes have a 4-square splash radius.

Launchers: A standard proton torpedo launcher holds three torpedoes. Additional capacity may be added, increasing the cost by 25% for each additional torpedo (up to a maximum of sixteen torpedoes).

Shieldbuster Torpedoes

These are plasma-based torpedo weapons that create bursts of radiation specifically designed to overwhelm a vehicle's shields. The T-33 used by K-wings is typical of weapons of this type. Against anything but shields, shieldbusters deal half damage. If an attack from a shieldbuster torpedo exceeds a target's SR, the target loses 10 points from its SR (rather than the normal 5). Shields damaged in this way can be recharged normally.

Launchers: A standard shieldbuster torpedo holds four torpedoes. Additional capacity may be added, increasing the cost by 25% for each additional torpedo (up to a maximum of eight torpedoes).

Space Mines

A space mine can be deployed as a swift action at any point along a starship's movement path. Whenever any ship enters a square in which a space mine was deployed, the mine detonates and makes an area attack against the Reflex Defense of all ships in that square. On a hit, it deals full damage to the target; on a miss, it deals only half damage. It is also possible for mines to be designed not to be detonated by ships with specific IFF codes (to allow defenders to fly freely past them) or to be command-detonated (requiring a gunner to detonate them as a standard action, often after readying an action).

A space mine has a Stealth bonus of +5 (including size modifiers), which sets the DC to notice the space mine. Whenever a starship is about to enter the same square as a space mine, the pilot can make a Perception check as a reaction to notice the mine and choose a different square to move into instead. If the ship has a system operator, the system operator may make a Use Computer check as a reaction as well, using the ship's sensors to detect the mine.

A typical space mine has a +5 attack bonus and deals 7d10×2 points of damage. An advanced space mine has a +10 attack bonus and deals 9d10×2 points of damage. A heavy space mine has a +5 attack bonus and deals 6d10×5 points of damage; however, like all capital ship weapons, it takes a –20 penalty on attack rolls against targets of smaller than Colossal size.

Mine Launcher: All mine launchers hold six mines. Additional capacity may be added, increasing the cost by 25% per each additional mine (up to a maximum of twelve mines).

Tractor Beams

Massive devices that require enormous outlays of energy to operate, tractor beams are generally found only on capital ships and stations. Tractor beams are considered nonstandard modifications for space transports and starfighters, making such installations almost impossible for all but the best engineers. The rules for tractor beams are detailed on page 174 of the *Saga Edition* core rulebook.

TABLE 3-5: WEAPON SYSTEMS

WEAPON	DAMAGE	POINTS	EMPLACEMENT AVAILABILITY	COST
Autoblaster	–	+0	Restricted	×2
Blaster cannon, light	3d10×2	1	Licensed	1,200
Blaster cannon, medium	4d10×2	1	Restricted	2,500
Blaster cannon, heavy	5d10×2	2	Military	5,500
Cannon, double	+1d10	+0	Licensed	×3
Cannon, quad	+2d10	+1	Restricted	×5
Cannon enhancements	+1d10	+1	Military	×2
Cannon enhancements, advanced	+2d10	+2	Military	×5
Concussion missile, light	7d10×2	0	Military	500
Concussion missile, medium	9d10×2	0	Military	750
Concussion missile, heavy (1)	9d10×5	0	Military	2,000
Concussion missile launcher, light	–	2	Military	2,000
Concussion missile launcher, medium	–	5	Military	3,500
Concussion missile launcher, heavy (1)	–	20	Military	30,000
Docking gun	By weapon	1	Licensed	+1,000
Droid jammer	Special	1	Licensed	8,000
Fire-linked weapon, 2	+1d10	+1	Licensed	×2
Fire-linked weapon, 4	+2d10	+2	Restricted	×4
Fire-linked weapon, optional	Special	+0	Licensed	+1,000
Gravity well projector (1)	Special	5	Military	50,000

WEAPON	DAMAGE	POINTS	EMPLACEMENT AVAILABILITY	COST
Ion bomb	5d10 ion	–	Military	500
Ion bomb rack	–	1	Military	1,000
Ion cannon, light	3d10×2 ion	1	Licensed	2,000
Ion cannon, medium	5d10×2 ion	2	Restricted	3,000
Ion cannon, heavy (1)	3d10×5 ion	5	Military	6,000
Ion cannon, Hapan triple (1)	5d10×5 ion	3	Illegal	12,000
Laser cannon, light	3d10×2	1	Licensed	1,500
Laser cannon, medium	4d10×2	1	Restricted	4,000
Laser cannon, heavy	5d10×2	2	Military	6,000
Point-defense weapon (1)	–	0	Restricted	+4,000
Proton torpedo	9d10×2	0	Military	800
Proton torpedo launcher	–	1	Military	2,500
Shieldbuster torpedo	10d10×2	0	Military	1,000
Shieldbuster torpedo launcher	–	3	Military	10,000
Space mine, standard	7d10[ts[2	0	Military	1,000
Space mine, advanced	9d10×2	0	Military	5,000
Space mine, heavy	6d10×5	0	Military	5,000
Space mine launcher	–	2	Military	5,000
Space mine launcher, heavy (1)	–	4	Military	5,000
Tractor beam	Special	10	Licensed	10,000
Turbolaser, light (1)	3d10×5	2	Military	5,000
Turbolaser, medium (1)	5d10×5	5	Military	10,000
Turbolaser, heavy (1)	7d10×5	10	Military	20,000

1 Colossal or larger starships only

TABLE 3-6: WEAPON RANGES

WEAPON TYPE	– CHARACTER SCALE (IN SQUARES) –				– STARSHIP SCALE (IN SQUARES) –			
	POINT BLANK	SHORT	MEDIUM	LONG	POINT BLANK	SHORT	MEDIUM	LONG
Gravity well projector (1)	0–1,500	–	–	–	0–10	–	–	–
Shieldbuster torpedo	0–450	451–900	901–2,250	2,251–4,000	0–3	4–6	7–15	16–30

1 Colossal or larger starships only

Turbolasers

Turbolasers are capital ship weapons designed to use the immense power necessary to blast through the dense armor and shielding of other large targets. They use turbine generators to build the necessary energy, storing it in a capacitor bank until it is discharged. The barrels of turbolasers require substantial cooling to survive the enormous energy involved, so many are designed to recoil into a cryogenic "sleeve" immediately after firing. Because of this longer firing sequence, all but the smallest turbolasers are incapable of autofire even when mounted in double, quad, or fire-linked configurations.

ACCESSORIES

Accessories include any systems that do not fall under one of the previous categories. They add functions or improve existing systems on a starship, making them more capable and efficient.

Cargo Jettison System

A cargo jettison system allows a ship to dump part or all of its cargo into space without docking or slowing down. The system is most often used by smugglers, though such designs were originally built for large freighters hauling explosive materials that might become unstable. A pilot or systems operator can dump any single cargo bay, or all cargo on the ship, as a swift action. If this is done while the starship is moving in space, it takes a DC 30 Perception or Use Computer check made as a reaction to notice the action from another starship.

Cargo Pods

Cargo pods are additional storage space added to a ship to boost its total carrying capacity. Though they allow independent traders to carry more goods, they also reduce a ship's ability to maneuver quickly, making them unpopular with pirates and military craft. Each cargo pod added to a starship reduces its Dexterity score by 2. You can add multiple cargo pods to a starship, but cannot add a pod if it would drop the starship's Dexterity below 1.

The additional carrying capacity is based on the size of the starship. A small cargo pod adds (starship's cost modifier) × 1 tons of cargo. A medium cargo pod adds (starship's cost modifier) × 5 tons of cargo. A heavy cargo pod adds (starship's cost modifier) × 10 tons of cargo.

A cargo pod can be made detachable (to act as an escape pod) for five times the cost.

Cloaking Device

A cloaking device creates a field of invisibility around a ship, making it nearly impossible to detect with sensors or the naked eye. The oldest form is the stygium crystal cloaking device, which uses rare crystals found only on Aeten II, a planet of the Outer Rim. These devices were used extensively on military craft during the time of the Old Republic. They were fantastically expensive, but fairly small and extremely effective. The supply of stygium crystals was so limited that they were almost impossible to find by the time of the Empire. A second technology uses hibridium, an ore found on the planet Garos IV. These cloaks are much larger and produce a "double-blind" effect, making it impossible for those within the ship to see out as long as the cloaking field is operating.

A cloaked ship is considered to have total concealment, and may always make a Stealth check to sneak. (Remember to apply the –10 penalty to notice a target that has total concealment when making checks to notice a cloaked ship.) Noticing a cloaked ship does not negate its concealment, but does allow you to make attacks against it, taking the normal penalty on attacks for concealment. A starship using a hibridium cloak also treats all other targets as having total concealment as long as the cloak is active.

Cryogenic Chambers

Cryogenic chambers are hibernation systems that allow live creatures to be carried in stasis. Originally developed prior to the invention of safe hyperdrive systems, they are now used to haul herds of livestock (often nerf or bantha herds) and to transport critically injured passengers. Each unit of cryogenic chambers can carry a number of Medium or smaller creatures equal to (starship's cost modifier)/5. Large creatures take up five times as much space, and Huge creatures take up twenty times as much space.

Docking Clamp

A docking clamp allows a starship to dock with other starships in space. Normally, this accessory is used by passengers to move from shuttles to larger ships, but larger vessels can use them as makeshift starfighter launches. Once the clamp is in place, creatures can safely move between the clamped ships. A starship can maneuver, fight, and even travel through hyperspace with ships of smaller size clamped to it. However, if a ship takes damage in excess of its damage threshold, all starships attached to it by docking clamps are shaken off.

Docking clamps on smaller ships aren't strong enough to do much more than hold the ship in place during routine docking. These are built into the cost of all starships and have no special game effect.

Droid Repair Team

A droid repair team automatically deploys to repair a starship when it moves –1 or more steps down the condition track—no action on the part of the crew is necessary to activate it. A droid repair team does not take any action other than to make a Mechanics check to jury-rig a starship, moving it +1 step on the condition track. A droid repair team has a Mechanics check modifier of +13.

TABLE 3-7: STARSHIP ACCESSORIES

ACCESSORY	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Cargo jettison system	1	Licensed	–	1,000 credits base
Cargo pod, light	0	Common	Gargantuan or larger	500 credits base
Cargo pod, medium	1	Common	Colossal or larger	1,000 credits base
Cargo pod, heavy	2	Common	Colossal (frigate) or larger	1,500 credits base
Cloaking device, hibridium	3	Military	Colossal or larger	50,000 credits base
Cloaking device, stygium	1	Military	Huge or larger	100,000,000 credits base
Cryogenic chambers	2	Common	Colossal or larger	500 credits base
Docking clamp	1	Common	Colossal (frigate) or larger	2,000 credits base
Droid repair team	1	Common	Colossal or larger	5,000 credits base
Escape pod, small lifeboat	1	Common	Colossal or larger	400 credits base
Escape pod, large lifeboat	2	Common	Colossal (frigate) or larger	800 credits base
Extended range	2	Common	–	100 credits base
Hangar bay	8	Common	Colossal (frigate) or larger	10 credits base
Hangar bay, concealed	40	Restricted	Colossal (frigate) or larger	1,000 credits base
HoloNet transceiver	4	Restricted	Colossal or larger	50,000 credits base
Hypertransceiver	1	Licensed	–	2,000 credits base
Luxury upgrade, basic	1	Common	–	10,000 credits base
Luxury upgrade, advanced	1	Common	–	20,000 credits base
Luxury upgrade, extreme	1	Common	–	50,000 credits base
Medical suite	1	Common	Colossal or larger	3,000 credits base
Passenger seating	1	Common	–	200 credits base
Passenger quarters	10	Common	Colossal or larger	500 credits base
Sensor array computer +2	1	Common	–	5,000 credits base
Sensor array computer +4	2	Common	–	25,000 credits base
Sensor array computer +6	3	Licensed	–	50,000 credits base
Sensor enhancement package	1	Common	–	15,000 credits base
Slave circuits, basic	1	Common	–	1,000 credits base
Slave circuits, advanced	1	Common	–	4,000 credits base
Slave circuits, recall	0	Military	Colossal or smaller	6,000 credits base
Smuggler's compartments	1	Illegal	–	200 credits base
Transponder, IFF	0	Military	–	1,000 credits
Transponder, masked	0	Illegal	–	200 credits base
Transponder, disguised (1)	0	Illegal	–	500 credits base
Transponder, disguised (2)	0	Illegal	–	1,000 credits base
Transponder, disguised (3)	0	Illegal	–	2,000 credits base

If a starship takes damage that gets past its SR (if any) in a round when a droid repair team is active, there's a 25% chance that the droid repair team is destroyed.

Escape Pods

All space transports and capital ships automatically include enough escape pods for all nondroid passengers and crew—they're built into the cost of the ship. By law, starships are required to have sufficient escape pods on board at all times, but military starships are exempt from this rule and may carry fewer than the normal amount (see Gaining Emplacement Points, page 38).

If a Colossal or larger starship is destroyed, any character on board who survives may make a DC 20 Acrobatics check to reach an escape pod. On a failed check, the character is stuck in a bit of wreckage that has enough air and heat to keep him alive for about an hour. (Obviously, a character who gets into an escape pod prior to a ship's destruction does not need to make a check.)

Typical escape pods are small, single-use vehicles providing 1 day of life support for eight Medium creatures plus rations for another week and just enough fuel to reach a nearby planet. Many large ships upgrade their escape pods to more capable models.

Escape Pod   CL 1

Huge starfighter
Init −2; **Senses** Perception +0

Defense Ref 10 (flat-footed 10), Fort 25; +2 armor
hp 40; **DR** 10; **Threshold** 35

Speed fly 8 squares (max. velocity 250 km/h), fly 1 square (starship scale)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk −5; **Grp** +20

Abilities Str 31, Dex 10, Con —, Int 10
Skills Initiative −2, Mechanics +0, Perception +0, Pilot −2, Use Computer +0

Crew 0 (untrained); **Passengers** 8
Cargo none; **Consumables** 1 day; **Carried Craft** none
Availability Common; **Cost** 1,200

Small Lifeboats: These vessels, which can be installed on ships of Colossal (frigate) size or larger, provide life support for fifteen Medium creatures for up to 1 week, and they have enough fuel to fly across a star system to reach a hospitable planet. They include extensive survival gear, including emergency shelters, 1 week of rations, water purifiers, and a small hunting blaster. One bay includes (starship's cost modifier)/50 lifeboats, and multiple bays may be installed.

Large Lifeboats: These vessels, which can be installed on ships of Colossal (cruiser) size or larger, provide life support for up to 50 Medium creatures for up to 2 months, and they include a ×15 hyperdrive with enough fuel

for a single hyperspace jump (plus a little left over for the ion engines and repulsorlifts to use during landing). Survival gear is similar to that of a small lifeboat. One bay includes (starship's cost modifier)/100 large lifeboats, and multiple bays may be installed.

Extended Range

Some starships need to operate for extended periods without ever returning to port. Such a ship can be built with oversized fuel tanks, extra stores of food, and improved recycling systems. Doing this improves a starship's consumables by 10% of its original value (rounded down, minimum 1 day) × the number of times you have installed extended range on the starship.

Hangar Bay

A hangar bay can be installed on a ship of Colossal (frigate) size or larger. It holds secondary craft such as starfighters or shuttles. Each bay has (starship's cost modifier)/50 units of hangar space, and multiple bays may be combined for more space. The hangar space taken up by a carried vehicle is determined by its size: Huge, 1 unit; Gargantuan, 5 units; Colossal, 20 units. A vehicle can enter or exit a hangar with two move actions.

Concealed Hangars: The presence of a concealed hangar isn't obvious to an external examination. Determine the hangar space as for a regular hangar, above. It takes a DC 30 Perception check to recognize a concealed fighter bay for what it is from an external observation, though any thorough internal search of a ship reveals it. It takes two full rounds for a starship to exit or enter a concealed fighter bay.

HoloNet Transceiver/Hypertransceiver

All starships come equipped with basic communications systems, including speed-of-light comms and subspace transceivers. These systems allow for communication within a star system, including sending and receiving signals to personal comlinks.

Some ships require superior communications and are equipped with hypertransceivers or HoloNet transceivers. Hypertransceivers effectively have an unlimited range, allowing ships at opposite ends of the galaxy to communicate with each other, although such communications can experience significant time lag. Hypertransceivers also give a ship access to information on the HoloNet, though not with the full detail of a HoloNet transceiver. Most military vessels carry a hypertransceiver.

HoloNet transceivers are extremely rare and expensive systems that allow for real-time audio, visual, and holographic communication over an unlimited range. HoloNet transceivers function by taking advantage of the vast system of HoloNet satellites built during the days of the Old Republic. Only the most important ships carry HoloNet transceivers; during the reign of the Galactic Empire, HoloNet transceivers have an availability of military

instead of restricted. All Use Computer checks made to gain information with a HoloNet transceiver gain a +5 equipment bonus.

Hypertransceivers and HoloNet transceivers are the only means of communicating with a starship in hyperspace. However, they can do so only if both ships are traveling along the same path in hyperspace or if one ship is near the point of arrival or departure for the ship in hyperspace.

If multiple ships with HoloNet transceivers work together, they can create their own secure communications network, such as was done with Banking Clan Frigates.

Luxury Upgrade

A luxury upgrade is a shipwide increase in the quality of a starship's accommodations. Panels of calming colors, stylish trim, and quality artwork cover bulkhead walls and access panels. Bunks and stowage lockers are replaced with comfortable beds and wooden wardrobes. Lounges are upgraded with recliners, desks, and multipurpose game boards. Music systems are installed throughout the ship, and food preparation areas are adapted to allow gourmet cooking and fresh food storage.

A basic luxury upgrade changes a starship from a harsh travel vehicle to a comfortable home on the move. An advanced luxury upgrade goes a step farther, making the ship the equivalent of an upper-scale hotel. An extreme luxury upgrade turns a starship into a palace in space, fit for emperors and lords of industry. So satisfying is life on a ship with an extreme luxury upgrade that the crew quality of the ship increases by one step (maximum of expert), though this has no effect on the statistics of a crew of heroes.

To maintain such luxury is not cheap, requiring 1/50 of the cost of the upgrade each month to keep music current, quality foods stored, and worn pillows replaced. After any month when this expense is not paid, the luxury level of the ship is reduced one step (extreme to advanced, advanced to basic, basic to a typical starship) until proper upgrading is again established (including recouping the cost of all missed months of maintenance).

Medical Suite

A medical suite, which can be installed on ships of Colossal (frigate) size or larger, provides the necessary facilities to maintain the health of a crew over a long period. A medical suite includes (starship's size modifier)/5 medical beds and (starship's size modifier)/50 bacta tanks. (A starship may combine multiple medical suites when determining the facilities available.) When a starship can't accommodate a bacta tank, a medical bed is usually sufficient to stabilize a patient. A medical bed contains monitoring equipment to keep track of vital signs and the medical gear needed to deal with most common injuries and illnesses. Treat a medical bed as a medpac (10 uses, with a single charge costing as much as a medpac), a medical kit, and a surgical kit.

Passenger Conversion

Some space transports and small capital ships specialize in transporting passengers instead of cargo. One section of passenger space has sufficient room for a number of passengers equal to the ship's size modifier, and these passengers can either have seats (typically for voyages of only 1 day or less) or quarters. In either case, these are steerage-quality accommodations (shared rooms, bunk beds, storage lockers, and so on); for higher quality, the ship may also have a luxury upgrade (see above).

Sensor Array Computer

One of the main functions of a starship's computer is to gather and interpret data collected from various sensors. Of course, this can take quite a lot of processing power, limiting the computer's ability to perform other tasks. To boost overall computer performance, a sensor array computer can exclusively process sensor data, leaving the ship's main computer free to aid in targeting and handling the ship's many computerized systems.

A sensor array computer gives a starship a +2, +4, or +6 equipment bonus to its Intelligence score.

Sensor Enhancement Package

A sensor enhancement package includes sensors superior to those normally carried by starships, providing better detection and early-warning capability. A sensor enhancement package gives a system operator a +5 bonus on Perception and Use Computer checks made to operate the ship's sensors.

Slave Circuitry

Slave circuitry reduces the number of crewmembers required to operate a starship. This accessory is most commonly present in older capital ships, which require tens of thousands of crew. Basic slave circuitry reduces the

crew requirements of a starship by 1/3, and advanced slave circuitry reduces it by 2/3. The crew requirement for a starship is never reduced to less than 1—only certain exceptional and custom-built slave circuits are capable of such a feat, such as those guiding the *Katana* fleet. The crew quality of a starship that has slave circuits is still based on its remaining crew.

Recall Circuits: Available only for starships equipped with advanced slave circuits, recall circuits allow a starship to be summoned by comlink to the owner even when no one is aboard the ship. A ship piloted by its recall circuits can only lift off, fly directly to the comlink used to summon it, and land at that location—it can take no other actions. The crew quality of a ship under control of recall circuits is untrained (+0 check modifier), and anyone in the pilot's position can disable the recall circuits as a swift action.

Smuggler's Compartments

Smuggler's compartments are hidden cargo spaces designed to resist detection. It takes a detailed inspection and a DC 30 Perception check to find a smuggler's compartment. One section holds up to (starship's cost modifier) × 200 kg of cargo, and multiple compartments may be combined for greater cargo capacity. However, a starship can never have more than 5% of its original cargo capacity in smuggler's compartments; beyond that, the missing cargo space is immediately obvious to anyone inspecting the ship.

Transponders

Because a ship's transponders are built into its sublight engines, it is difficult to remove or alter a ship's transponder code. However, there are two options: You can mask your ship's code (making it impossible to read), or you can disguise your ship's code (making it look like a different code).

A masked transponder requires you only to reroute engine power to overheat the transponder director, but if your Mechanics check to install the modification fails by 10 or more, you destroy your sublight engines in addition to losing the cost of the modification. Furthermore, a masked transponder is immediately apparent to everyone who detects your ship, attracting the attention of the authorities.

A disguised transponder transmits a second signal that modifies the broadcast signal pattern of your ship's transponder, making it look like a different ship altogether. Activating or deactivating a disguised transponder is a swift action.

TABLE 3-8: STOCK SHIP TYPES

CLASS	SIZE	STR	DEX	INT	SPEED	HP	DR	ARMOR	COST
Battlecruiser	Colossal (cruiser)	124	12	18	-/2	2,000	20	+16	20,000,000
Cruiser	Colossal (cruiser)	118	14	16	-/2	1,500	20	+14	10,000,000
Frigate	Colossal (frigate)	114	16	16	-/2	800	15	+12	2,000,000
Corvette	Colossal (frigate)	110	18	16	-/3	600	15	+12	1,000,000
Heavy freighter	Colossal (frigate)	106	10	12	-/1	400	15	+12	500,000
Gunship	Colossal	50	14	16	12/3	150	15	+12	200,000
Shuttle	Colossal	46	14	14	12/3	120	15	+12	50,000
Light freighter	Colossal	42	10	12	12/2	120	15	+12	20,000
Bomber	Gargantuan	46	18	14	16/3	150	10	+8	50,000
Superiority fighter	Gargantuan	42	22	14	16/4	120	10	+7	50,000
Interceptor	Huge	38	24	14	16/6	90	10	+3	100,000
Light fighter	Huge	34	20	14	16/5	60	10	+3	30,000

Speed: This entry gives the ship's fly speed in squares, first for character scale and then starship scale. If the first value is a —, the ship does not function at character scale.

Armor: The starship's armor bonus to its Reflex Defense.

Cost: The cost for the stock ship's basic frame. This does not include the cost of hyperdrives, cargo space, weapons, or shields. It does include the basic systems required for a ship to function, including ion drives, life support, and basic facilities. The given cost assumes a typical new starship from a typical production facility.

Do not multiply the costs for stock ships by the cost multiple for ships of that size. All multipliers for the basic starship frame have already been included in these costs.

TABLE 3-9: STOCK SHIP BASE VALUES

STARSHIP	CREW	PASSENGERS	CARGO	CONSUMABLES	EMPLACEMENT POINTS
Battlecruiser	20,000	5,000	20,000 tons	2 years	200
Cruiser	5,000	1,000	10,000 tons	2 years	100
Frigate	1,000	200	5,000 tons	1 year	50
Corvette	50	200	2,000 tons	1 year	20
Heavy freighter	10	10	100,000 tons	6 months	5
Gunship	4	4	5 tons	1 month	20
Shuttle	4	8	20 tons	1 month	5
Light freighter	2	6	100 tons	2 months	5
Bomber	2	0	50 kg	2 days	10
Superiority fighter	1	0	50 kg	2 days	5
Interceptor	1	0	50 kg	2 days	5
Light fighter	1	0	50 kg	2 days	2

Emplacement Points: If you worsen a stock ship's starting value in a category by 25%, you gain a number of emplacement points equal to 10% of the ship's stock emplacement points (or twice that many if you worsen it by 50%). For the purpose of the crew required to operate a starship, worsening means increasing the crew required (by 25% or 50%). Any emplacement points gained in this way may be kept as spares or used to purchase additional cargo space, adding tons of cargo capacity equal to the starship's cost modifier for each emplacement point spent.

You must make a Use Computer check to access private information in order to find the transponder code for a ship similar to yours and then make a Deception check to create a deceptive appearance, forging a signal that will appear authentic. After this, installation may proceed normally. If successful, your transponder's signal will make you appear to be the mimicked ship. You may install more than one disguised transponder signal to give your ship different identities that can be turned on and off, but you take a –5 penalty on your Deception check for every disguised transponder already on your ship.

IFF Transponders: This is a blank Identify Friend or Foe transponder of the type normally installed on military starships, and you can activate or deactivate it as a swift action. If you have the proper IFF codes for a given military unit, you can upload them to your IFF transponder and appear as a "friend" to its sensors.

If you do not have these codes, you can attempt a Use Computer check to improve access to an enemy ship's computer using your IFF transponder, sending queries and analyzing the other ship's response. The enemy ship's Will Defense is equal to 15 + its Intelligence modifier, its starting attitude is unfriendly (–5 penalty on your Use Computer check), and the DC of your Use Computer check is increased by 10 due to the encrypted signal. If you manage to improve the attitude of the enemy ship's computer to helpful, you have

successfully loaded your IFF transponder with the correct "friend" codes for that unit. If the attitude of the enemy ship's computer ever becomes hostile, you will appear as an enemy unit on that ship's sensors.

STOCK SHIPS

If you need to design a ship from scratch, rather than modify an existing ship, simply start with one of the following stock ships. Each stock ship has a cost and basic description for a generic, no-frills version of a starship of that size. To improve the design, use the starship modification rules to add and improve the systems and abilities you need. A lone character can't design a starship from scratch without the Starship Designer feat, and even then normally needs the aid of a shipyard to build one.

Once you have determined all the systems you want to add to your stock ship, you can determine its Initiative, Perception, base attack, grapple, attacks, damage threshold, and fighting space using the standard rules for these values (see Chapter 10 of the *Saga Edition* core rulebook). Remember to select a crew quality when determining these values.

There is no hard and fast rule to determine the Challenge Level of a new stock starship. The easiest way to do so is to compare the new stock ship to comparable ships and use that as the basis of a CL, adjusting as necessary for the crew rating of the ship.

Chapter IV
Starship Codex

This chapter features new starships from a variety of eras and locales. Each starship has its own entry, with a complete stat block and an illustration of the starship. Many entries describe multiple ships, sometimes variants or famous individual ships, to further expand the usefulness of each entry.

Additionally, some space transports have deckplans included in their entries. These ships are among the most suitable vessels for heroes to use as a base of operations and means of transport, and the deckplans are designed to let Gamemasters use the ships as an adventuring locale as well as a means of transport.

TACTICAL FIRE

A number of capital ships in this book have a tactical fire option, an alternate ability that allows them to function more like commanders than like individual ships. Each tactical fire option produces an "aura" around the ship that affects the battlefield, replacing all of the capital ship's normal attacks in a given round. When engaged in combat against other capital ships, a capital ship is better off using its normal attacks because they have the greatest chance of dealing the most damage.

The tactical fire option is provided as a means of using capital-scale ships in space combat scenarios without making them another enemy that the heroes need to defeat. In essence, using the tactical fire option transforms a capital ship from an opponent into an obstacle or complication. This should allow you to include capital ships in a combat scenario, adding an interesting element to the fight without the danger of blowing the heroes out of the sky with a lucky shot.

FOCUSED FIRE

All capital ships have the ability to focus their weapons on a large area of space, allowing the vessel to make a starship-scale area attack. Essentially, focused fire creates dangerous "terrain" in space by filling large areas of the battlefield with a hail of weapons fire. Much like the tactical fire option, this allows Gamemasters to use capital ships in a new way without making the ship into a direct combatant. A Colossal (frigate) size ship can attack a single square with focused fire, a Colossal (cruiser) size ship can attack a 2×2-square area, and a Colossal (station) ship can attack a 3×3-square area.

The capital ship selects a single laser, turbolaser, or ion cannon system as its primary source of focused fire. The capital ship must forgo all other attacks in the round it uses focused fire, making an attack roll against a Reflex Defense of 10 (range penalties apply). If successful, that area is targeted by focused fire. If a starship ends its turn in an area targeted by focused fire, compare the result of the attack roll to the starship's Reflex Defense. If the attack roll is higher, the target takes normal damage from the chosen weapon system; if the target's Reflex Defense is higher, the target takes half damage.

ACCLAMATOR-CLASS ASSAULT SHIP

Rothana Heavy Engineering Acclamator-class Transgalactic Military Assault Ship **CL 18**

Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 48; +12 armor, Vehicular Combat
hp 960; **DR** 20; **SR** 120; **Threshold** 248

Speed fly 12 squares (max. velocity 1,200 km/h), fly 4 squares (starship scale)
Ranged 2 quad turbolaser batteries +15* (see below) and
    4 point-defense light laser cannon batteries +15 (see below) and
    4 proton torpedoes +5 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +60
Atk Options autofire (point-defense light laser cannons)

Abilities Str 86, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 20,141 (skilled); **Passengers** 16,000 (clone troopers)
Cargo 11,250 tons; **Consumables** 2 years; **Carried Craft** 320 speeder bikes, 48 AT-TE walkers, 80 LAAT gunships, and 36 self-propelled heavy artillery units
Payload 100 proton torpedoes
Hyperdrive ×.75, advanced navicomputer
Availability Military; **Cost** not available for sale
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Quad turbolaser battery (6 gunners)
    Atk +15 (–5 against targets smaller than Colossal), **Dmg** 6d10×5

Point-defense light laser cannon battery (6 gunners)
    Atk +15 (+10 autofire), **Dmg** 2d10×2

Proton torpedoes (gunner)
    Atk +5, **Dmg** 9d10×2, 4-square splash

The *Acclamator*-class assault ship, produced by Rothana Heavy Engineering for Kamino's cloners, quickly became a staple of the Old Republic's clone legions. Produced on a scale to match that of the clone troopers it was designed to carry, dozens of the ships were crewed and ready to depart when Jedi Master Yoda arrived to mobilize an invasion force. Though formidable in appearance, the ships had never been tested in battle. Given the Acclamator's

role as the primary delivery system for ground forces, the entire conflict hinged on its ability to survive under combat conditions.

The Acclamator saw its baptism of fire during the invasion of Geonosis. A small number of the assault ships were lost to ground fire following the deployment of troops to the planet surface, but the casualties were deemed acceptable. Those that remained pulled back to provide orbital fire support. By the end of the first day, the Separatist forces were scattered and in complete retreat. The Acclamator had proved its worth and stood as a chilling omen of the Star Destroyers that would eventually take its place.

Following the Clone Wars, the Acclamator was replaced in service by newer, larger, and more powerful ships, such as the *Victory-* and *Imperial-*class Star Destroyers. The Acclamators that remained in Imperial service were relegated to duty in rear-echelon areas. Scattered reports reveal that Acclamators were used as transports for prisoners and slaves following the beginning of the rebellion against the Empire, but these rumors are difficult to confirm. Many of the venerable assault ships were eventually decommissioned and stripped, their hulls broken down and recycled by Kuat Drive Yards in order to produce newer and more terrifying weapons.

CAPABILITIES

The Acclamator is designed as a legion-level troop transport. Using exceptionally efficient hyperdrive engines, an assault ship is capable of traversing the vastness of space in a short amount of time. In addition to 16,000 clone troopers, a typical Acclamator carries 48 AT-TE walkers, 80 LAAT gunships, 36 self-propelled heavy artillery units, and 320 speeder bikes. Once a force is deployed, the assault ship has the capacity to function as an orbital command center.

In dire situations, several Acclamators could join forces to perform an orbital bombardment designed to eradicate all factors of production (including all sentients). Codenamed Base Delta Zero by Old Republic, Confederacy, and (later) Imperial forces, such a technique was sparingly used against systems that were too rebellious to be conquered.

If the Acclamator has one weakness, it is its overspecialization as a ground attack platform. Though it can certainly defend itself from small spaceborne threats, it doesn't have the staying power or flexibility to stand against a concerted attack by capital ships. It is for this reason, more than any other, that the Acclamator design was eventually abandoned by the Empire in favor of larger, less specialized vessels.

Tactical Fire: As troop transports, *Acclamator*-class starships specialize in protecting its shuttles until they can land safely. As a standard action, an *Acclamator*-class ship can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied starships within that area gain a +2 bonus to Reflex Defense.

ACCLAMATOR-II

The Acclamator II was put into circulation near the end of the Clone Wars. Though similar in design and function to the original Acclamator series, the second iteration was designed specifically with orbital bombardment in mind. Equipped with several batteries of powerful turbolasers, as well as a pair of heavy proton torpedo tubes, the Acclamator II was a fearsome sight for anyone unlucky enough to be on the receiving end of its deadly payload.

Though several other variants of the Acclamator appeared during the course of the Clone Wars, only the Acclamator II was utilized by the Old Republic in significant numbers.

Capabilities

When used for planetary bombardment, the Acclamator II exceeded all expectations. Armed with two heavy proton torpedo tubes, in addition to a full complement of turbolasers, a single assault ship could snuff out life on an entire continent in the course of a few hours. Additionally, the ship's turbolasers could easily be used in ship-to-ship combat, increasing the vessel's survivability during protracted space battles.

The heavy torpedoes utilized by the Acclamator II were forerunners of those that would eventually see use on Imperial torpedo spheres. Though capable of locking on to capital-scale targets in space, the torpedoes were specifically tailored to breach planetary shields and spread deadly proton energy across population centers. When used against other targets of any size, the torpedoes take a –10 penalty on attack rolls (already included in its statistics), in addition to any other penalties.

In order to make room for so many powerful weapon systems, the designers of the Acclamator II were forced to reduce the ship's troop complement by nearly eighty percent. Because of these reductions, this iteration of the Acclamator was rarely, if ever, used to land significant numbers of troops.

Tactical Fire: Specializing in orbital bombardments, *Acclamator II*-class starships can unleash a heavy assault on a single target, sometimes catching other ships in the crossfire. As a standard action, an *Acclamator II*-class ship can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. Any ship that is reduced to 0 hit points within that area is automatically destroyed, even if the attack that reduced it to 0 hit points did not deal enough damage to exceed its damage threshold.

Rothana Heavy Engineering Acclamator II-class Transgalactic Military Assault Ship CL 18

Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 48; +12 armor, Vehicular Combat
hp 960; **DR** 20; **SR** 120; **Threshold** 248

Speed fly 12 squares (max. velocity 1,200 km/h), fly 4 squares (starship scale)
Ranged 4 turbolaser batteries +11* (see below) and 2 heavy proton torpedoes –5** (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +60

Abilities Str 86, Dex 14, Con —, Int 16
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

Crew 20,141 (skilled); **Passengers** 3,200 (clone troops)
Cargo 10,000 tons; **Consumables** 2 years; **Carried Craft** 64 speeder bikes, 10 AT-TE walkers, 16 LAAT gunships, and 8 self-propelled heavy artillery units
Payload 60 heavy proton torpedoes
Hyperdrive ×.75, advanced navicomputer
Availability Military; **Cost** not available for sale
*Apply a –20 penalty on attacks against targets smaller than Colossal size.
**Apply a –20 penalty on attacks against targets smaller than Colossal size, or a +10 bonus on attacks against planetary shields.

Turbolaser battery (4 gunners)
  Atk +11 (–9 against targets smaller than Colossal), **Dmg** 6d10×5
Heavy proton torpedoes (gunner)
  Atk –5 (–25 against targets smaller than Colossal, +5 against planetary shields), **Dmg** 9d10×5, 4-square splash

ACTION VI TRANSPORT

Corellian Engineering Corporation Action VI Bulk Transport   **CL 7**

Colossal (frigate) capital ship

Init –5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 36; +12 armor
hp 600; **DR** 15; **Threshold** 136

Speed fly 12 squares (max. velocity 650 km/h), fly 1 square (starship scale)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +46

Abilities Str 62, Dex 10, Con —, Int 12
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5, Use Computer +5

Crew 8 (normal); **Passengers** none
Cargo 90,000 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×3
Availability Licensed; **Cost** 1,000,000 (500,000 used)

The Action VI bulk transport is a moderately successful freighter design manufactured by the Corellian Engineering Corporation. As one of the more recent entries in the Action line of starships, the Action VI is a prevalent sight on the hyperspace lanes, especially in the vicinity of the Inner Rim and the Core Worlds. It has much in common with other bulk freighters, and many consider it to be the industry standard—albeit a lackluster one. The Action VI is a favorite among trade guilds because it is easily modified, readily available, and relatively inexpensive.

Bulk freighters such as the Action VI are responsible for hauling the vast majority of cargo from system to system. The ship's engines are typically powerful, but the ships themselves are correspondingly slow and unresponsive. Given the sluggishness of the typical bulk transport, combined with the fact that most are sold without armament or deflector shields, it is little surprise that they suffer terribly at the hands of pirates and other interstellar brigands.

CAPABILITIES

Given that they lack even rudimentary defensive systems, unmodified Action VI transports are rarely seen outside the safer areas of known space. Those that travel in high-risk sectors either stay with a large, escorted convoy or rely on major defensive modifications to fend off an attack.

The major selling point of the Action VI, or of any bulk freighter for that matter, is cargo capacity. The Action VI's 90,000-ton cargo capacity means that it can haul vast quantities of goods from port to port. However, the design of the ship's holds dictates that they must be loaded with similar types of goods or materials, rather than mixed cargoes. With some modifications, this limitation can be remedied easily enough, but the cost of compartmentalizing each of the massive holds is steep.

As originally sold, the Action VI has few frills. The Corellian Engineering Corporation ceased production of the model decades ago, but it still sees modest sales on the secondary market. A few independent shipyards produce ships that are similar enough in design that they might as well be Action VIs. Due to the fact that most of the available Action VIs are sold secondhand, it is quite possible that any one could feature any manner of aftermarket modification.
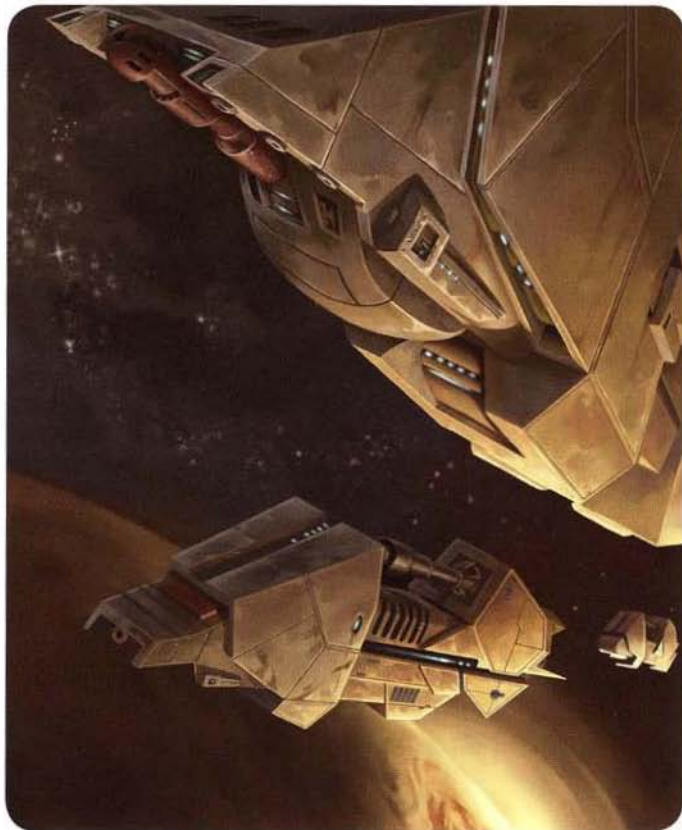
ADVANCED SHIP (TEMPLATE)

An advanced ship is on the cutting edge of technology, one that includes numerous new systems and improvements to old systems. Individual prototypes of new ship classes, specially modified private vessels for the rich and powerful, and special ships built by cultures that have particularly advanced technology are all represented by adding this template to standard starships.

Advanced ships are rarely a class of vessel. Even the most cutting-edge culture can't make more than a few of these vessels at a time. They require regular maintenance (taking 1 day and a DC 30 Mechanics check each week) or move –1 persistent step on the condition track until missed Mechanics checks are made.

MODIFICATIONS

To create an advanced starship, make the following changes to an existing starship.

CL: The CL of an advanced ship is 125% its normal value (round up).

SR: Increase the ship's SR by an amount based on its size: Huge +5, Gargantuan +10, Colossal +20, Colossal (frigate) +30, Colossal (cruiser) +40, Colossal (station) +50. If the base ship doesn't have shields normally, give it shields with a total SR of double the given bonus +10.

Hit Points: Increase by 25%.

Strength: Increase Strength by the following bonus based on size; Huge +2, Gargantuan +6, Colossal +10, Colossal (frigate) +16, Colossal (cruiser) +22, Colossal (station) +36. Increase Fort Defense, damage threshold, and Grapple to represent the new Strength modifier.

Dexterity: Increase the Dexterity of Huge and Gargantuan starships by 8, Colossal (station) ships by 2, and all others by 4. Increase Initiative, Reflex Defense, and Pilot check to represent the new Dexterity modifier.

Intelligence: Increase Intelligence by 4. Increase your weapon attack bonuses to represent your new Intelligence modifier.

Weapons: Increase the damage dealt by all weapons by 1 die.

Cost: Advanced ships are normally cutting-edge prototypes with project costs easily reaching millions of credits.

The following is an example of an advanced starfighter, created by adding the advanced ship template to a V-19 Torrent starfighter.

Advanced V-19 Torrent Starfighter   CL 12

Gargantuan starfighter

Init +12; **Senses** Perception +6

Defense Ref 23 (flat-footed 12), Fort 27; +7 armor
hp 125; **DR** 10; **SR** 30; **Threshold** 47

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged laser cannons +9 (see below) or
Ranged medium concussion missiles +9 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +34
Atk Options autofire (laser cannons), fire-link (medium concussion missiles)

Abilities Str 45, Dex 33, Con –, Int 20
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +12, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 medium concussion missiles
Hyperdrive ×1 or ×1 with booster ring, limited navicomputer (2-jump memory)
Availability Military; **Cost** not available for sale

Laser cannons (pilot)
    Atk +9 (+4 autofire), **Dmg** 6d10×2
Medium concussion missiles (pilot)
    Atk +9, **Dmg** 9d10×2, 4-square splash

AETHERSPRITE INTERCEPTOR

Delta-7 Aethersprite Light Interceptor   **CL 10**

Huge starfighter

Init +13; **Senses** Perception +8

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 laser cannons +9 (see below)

Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)

Base Atk +5; **Grp** +27

Atk Options autofire (laser cannons)

Abilities Str 34, Dex 24, Con —, Int 14

Skills Initiative +13, Mechanics +6 (+11*), Perception +8, Pilot +13, Use Computer +6 (+11*)

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

Crew 1 plus astromech droid (expert); **Passengers** none

Cargo none; **Consumables** none (1 week with booster ring); **Carried Craft** none

Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)

Availability Military (Jedi only); **Cost** 180,000 (145,000 used)

Laser cannons (pilot)
    Atk +9 (+4 autofire), **Dmg** 6d10×2

Kuat Systems Engineering developed the Delta-7 *Aethersprite* when Jedi Master Saesee Tiin suggested that the Jedi form its own corps of starfighter pilots. In the time prior to the Clone Wars, these fighters provided an eco-nomical—and combat-effective—means for Jedi to get from place to place. Despite its utility, the Delta-7 was distinctly Jedi in nature. For this reason, it was rarely used by Jedi during covert operations.

Although the design was well received by the Jedi, Saesee Tiin was none-theless dissatisfied with the *Aethersprite* light interceptor's performance. He insisted on modifying two *Aethersprites* to his own specifications, adding additional weaponry, a hyperdrive of his own design, and a meditation chair in place of the pilot's seat.

The Delta-7 is available only to Jedi through the Supreme Chancellor's office, and is not legally available on the open market. The prices given are for a Delta-7 found on the black market, which is rare but not unheard of.

CAPABILITIES

The Delta-7 was conceived primarily as a light reconnaissance starfighter, and its relatively light armament reflects this. Though not designed for extended combat operations, the *Aethersprite* is a capable weapons platform when flown by a Jedi pilot.

Like its successor, the Eta-2 *Actis*-class Interceptor, the Jedi Starfighter is not hyperdrive capable, and it requires a separate hyperdrive module to travel long distances.

Each *Aethersprite* comes equipped with an R-4P astromech droid, which is hardwired directly into the starfighter. Due to the nonstandard nature of the ship's components, the pilot takes a –2 penalty on Mechanics and Use Computer checks if the R4-P is not installed. These penalties are also taken by the droid (if present) and are reflected in the statistics given above.

ARC-170 STARFIGHTER

Incom/Subpro ARC-170 Starfighter   CL 11

Gargantuan starfighter

Init +5; **Senses** Perception +6

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

hp 150; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)

Ranged laser cannons +4 (see below) and
medium laser cannons +4 (see below) and
proton torpedoes +6 (see below)

Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)

Base Atk +2; **Grp** +35

Atk Options autofire (laser cannons, medium laser cannons), fire-link (proton torpedoes)

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

Skills Initiative +5, Mechanics +6 (+13*), Perception +6, Pilot +5, Use Computer +6 (+13*)

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

Crew 3 plus astromech droid (skilled); **Passengers** none

Cargo 110 kg; **Consumables** 5 days; **Carried Craft** none

Payload 6 proton torpedoes

Hyperdrive ×1.5, 10-jump memory (astromech droid)

Availability Military; **Cost** 155,000 (70,000 used)

Laser cannons (gunner)
  Atk +4 (−1 autofire), **Dmg** 6d10×2

Medium laser cannons (gunner)
  Atk +4 (−1 autofire), **Dmg** 5d10×2

Proton torpedoes (pilot)
  Atk +6, **Dmg** 9d10×2, 4-square splash

The Aggressive ReConnaissance fighter, or ARC-170—developed as a joint venture by the Incom and Subpro Corporations—serves as both a long-range scout and a heavy assault fighter. The ACR-170 is part of a line of starfighters, including the Z-95 Headhunter, that eventually led to the development of the X-wing. The narrow frame, flanked by powerful twin engines and S-foils, was innovative at the time of the ARC-170's introduction. Though it served with distinction during the later days of the Clone Wars, the fighter was never built in the vast numbers of many other designs.

The ARC-170's ultimate failing was not lack of firepower or ability, but the high supply cost to keep it in combat. The starfighter needs regular maintenance and requires a three-person crew, making it expensive in terms of training, personnel, and upkeep. As a result, once the TIE fighter replaced it in Imperial squadrons, there was very little demand for the ARC-170. Though some were liberated by the Rebellion, most were mothballed or scrapped simply because the Rebels lacked the flight crews and repair bays necessary to keep the older ARC-170s ready for combat.

CAPABILITIES

The ARC-170 is a heavy-hitting fighter, with long-range capabilities and enough stowage to operate for 5 days without resupply. Though taxing, it was possible for the crew to sleep in shifts, allowing the starfighter to be alert and ready for action for days at a time. This made it popular as a scout and a picket ship, keeping an eye on likely targets, enemy forces, or even friendly planets until larger ships could arrive for permanent duty. An ARC-170 could be sent deep into enemy territory, and its shield generator gave it a good chance of surviving even if it ran into a larger force of fighters when performing such missions.

The durability and range of the vessel came at a cost, however. The ARC-170 has slow acceleration and poor maneuverability compared to smaller fighters.

ARCHAIC SHIP (TEMPLATE)

An archaic ship is one from a much earlier era of technology. Despite potentially having all the same basic technology as modern vessels (laser cannons, shields, hyperdrives, and so on), an archaic ship suffers some disadvantages when facing vessels from higher levels of technology. The archaic ship template can also be used to represent a starship built by a culture whose technology is less developed than the galactic norm.

Even extremely ancient starships can be sufficiently upgraded that they no longer suffer the disadvantages of the archaic template. This requires 1 week of work × the ship's cost modifier and credits equal to 1/10 the ship's original cost. For each week of work, you must succeed on a DC 25 Mechanics check, or that week's effort is lost. If multiple characters work on upgrading an archaic ship, divide the total time required by the number of characters who succeed on the Mechanics check.

MODIFICATIONS

All the modifications for the archaic ship template apply only when the ship is in combat with modern starships. If two archaic ships engage in combat, ignore all changes made by this template.

CL: The CL of an archaic ship is 2/3 its normal value.

Threshold: Against modern weapons, an archaic ship has only half its normal damage threshold.

SR: Any time the SR value of an archaic ship's shields is exceeded, there is a 50% chance they fail entirely. They may be recharged normally.

Weapons: The weapons of an archaic ship can't score critical hits against nonarchaic vessels.

All attack rolls made by archaic ships against modern vessels take a –2 penalty, since older scanners have difficulty tracking modern ships.

Cost: Archaic ships generally can be obtained on the black market for 50% of their original cost.

The following is an example of an archaic cruiser, created by adding the archaic template to a Dreadnaught.

Archaic Heavy Cruiser CL 12

Colossal (cruiser) capital ship

Init –4; **Senses** Perception +6

Defense Ref 13 (flat-footed 13), Fort 53; +13 armor, Vehicular Combat
hp 1,680; **DR** 20; **SR** 115 (50% failure chance if SR exceeded); **Threshold** 126

Speed fly 1 square (starship scale)
Ranged 2 turbolaser batteries +11* (see below) and
    2 light quad turbolaser batteries +11* (see below) and
    2 light turbolasers +3* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +65

Abilities Str 96, Dex 10, Con —, Int 16
Skills Initiative –4, Mechanics +6, Perception +6, Pilot –4,
    Use Computer +6

Crew 16,210 (skilled); **Passengers** 3,000
Cargo 9,000 tons; **Consumables** 2 years; **Carried Craft** 12 starfighters
Hyperdrive ×2 (backup ×18), navicomputer
Availability Military; **Cost** not available for sale (black market value 17,777,500 used)

Turbolaser battery (5 gunners)
    Atk +11 (–9 against targets smaller than Colossal), **Dmg** 7d10×5
Light quad turbolaser battery (5 gunners)
    Atk +11 (–9 against targets smaller than Colossal), **Dmg** 4d10×5
Light turbolasers (gunner)
    Atk +3 (–17 against targets smaller than Colossal), **Dmg** 2d10×5

A-WING

Alliance A-wing Starfighter   CL 9

Huge starfighter

Init +12; **Senses** Perception +6

Defense Ref 19 (flat-footed 11), Fort 23; +3 armor, Vehicular Combat
hp 80; **DR** 10; **SR** 15; **Threshold** 33

Speed fly 16 squares (max. velocity 1,300 km/h), fly 6 squares
   (starship scale)
Ranged laser cannons +7 (see below) or
Ranged medium concussion missiles +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +25
Atk Options autofire (laser cannons), fire-link (medium concussion
   missiles)

Abilities Str 36, Dex 26, Con —, Int 16
Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12,
   Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 40 kg; **Consumables** 1 week; **Carried Craft** none
Payload 12 medium concussion missiles
Hyperdrive ×1, limited navicomputer (2-jump memory)
Availability Military; **Cost** 175,000 (70,000 used)

Laser cannons (pilot)
   Atk +7 (+2 autofire), **Dmg** 5d10×2

Medium concussion missiles (pilot)
   Atk +7, **Dmg** 7d10×2, 4-square splash

Jammer (pilot)
   Atk n/a, **Dmg** special

Development of the A-wing began in secret shortly after the Battle of Yavin.
General Dodonna realized that the speed of Imperial fighters had nearly cost
the Alliance its victory, and he intended to remedy the situation by designing
a newer, faster starfighter. With the aid of starship engineer Walex Blissex,
the A-wing was born. Although not as durable as other Alliance starfighters,
the A-wing is often considered to be the fastest starfighter to see service
during the Galactic Civil War.

Though the A-wing is a finicky spacecraft that is often difficult to
maintain in the field, it has proven itself to be a capable strike fighter and
reconnaissance craft. Due to its speed and maneuverability, it excels at "hit
and fade" operations and surgical strikes carried out behind enemy lines.
Despite its relatively light armament, the A-wing is deadly in the hands of
a skilled pilot. During the Battle of Endor, A-wings were responsible for the
destruction of the Super Star Destroyer *Executor*.

CAPABILITIES

A-wings are phenomenally fast and agile spacecraft, making them capable
dogfighters. A-wing pilots quickly learn to use this fact to their advantage
in battle, for even a single hit from an enemy weapon can mean a quick and
fiery death. During its earliest months in service, the A-wing was armed
only with laser cannons and a sophisticated suite of electronic jammers. In
time, many A-wings were modified to carry concussion missile launchers,
adding to the nimble ship's versatility. (This configuration was standard by
the time of the New Republic.)

The A-wing's jamming system is capable of blinding enemy sensors and
fire-control computers, making it an even more elusive target. The effective-
ness of the jamming suite is limited to small craft and space transports, and
does little more than make the A-wing a more tempting target for capital-
scale ships. When activated, the A-wing's jammers cause adjacent ships of
Colossal size and smaller to take penalties to their Intelligence score (–5 for
starfighters, –2 for space transports).

Banking Clan Frigate

Banking Clan Munificent-class Frigate — CL 18

Colossal (cruiser) capital ship
Init −3; **Senses** Perception +6

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 heavy turbolasers +7* (see below) and
  medium ion cannons +7* (see below) and
  5 twin turbolaser batteries +15* (see below) and
  2 light turbolaser batteries +15* (see below) and
  3 point-defense laser cannon batteries +17 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +61

Abilities Str 88, Dex 12, Con —, Int 20
Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3,
  Use Computer +6

Crew 200 (skilled); **Passengers** 150,000 compressed battle droids
Cargo 40,000 tons; **Consumables** 2 years; **Carried Craft** 12 landing
  craft/shuttles
Hyperdrive ×1 (backup ×10), navicomputer
Availability Restricted; **Cost** 57,000,000 (40,000,000 used)
*Apply a −20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolasers (gunner)
  Atk +7 (−13 against targets smaller than Colossal), **Dmg** 11d10×5
Medium ion cannons (gunner)
  Atk +7 (−13 against targets smaller than Colossal), **Dmg** 9d10×2 ion
Twin turbolaser battery (5 gunners)
  Atk +15 (−5 against targets smaller than Colossal), **Dmg** 4d10×5
Light turbolaser battery (5 gunners)
  Atk +15 (−5 against targets smaller than Colossal), **Dmg** 3d10×5
Point-defense laser cannon battery (6 gunners)
  Atk +17, **Dmg** 3d10×2

The InterGalactic Banking Clan learned early in its existence that security meant profit. As a result of that philosophy, the clan decided it needed its own communications network separate from the HoloNet, and military ships to protect its communications and other investments. The result was the *Munificent*-class star frigate, a ship so closely associated with the business that custom-ordered its design that it is almost always referred to as the Banking Clan Frigate.

When San Hill brought the Banking Clan into the Separatists' fold, he brought the frigates with him. After the defeat of the Confederacy, most of the remaining frigates were scuttled. A few escaped with their crews, becoming pirates or (eventually) members of the Rebellion. In many cases, the ships were extensively rebuilt by Rebels, radically changing the ships' appearance.

CAPABILITIES

Banking Clan Frigates serve as communication ships, troop transports, and front-line ships. In an ideal situation, a star frigate could focus on protecting larger capital ships and eliminating smaller, more weakly armed ships. Its prow-mounted heavy turbolasers could punch through the shielding and armor of smaller capital ships, allowing the *Munificent*-class ship to take on military-grade targets. In practice, however, the Banking Clan vessels often had to contend with Star Destroyers—conflicts that rarely went well for the frigates.

Tactical Fire: The *Munificent*-class frigate is designed to be a disruptive presence in the midst of an enemy fleet, using jamming arrays and its forward weapons to destroy weaker vessels and disrupt the coordination of incoming vessels. As a standard action, a *Munificent*-class frigate can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All enemy starships lose any morale or insight bonuses on attack rolls, defenses, or skill checks while within that area.

Baudo-class
Star Yacht

Baudo-class Star Yacht CL 6
Colossal space transport
Init −3; **Senses** Perception +5

Defense Ref 13 (flat-footed 11), Fort 22; +11 armor
hp 60; **DR** 15; **SR** 15; **Threshold** 72

Speed fly 12 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged light laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32

Abilities Str 34, Dex 14, Con —, Int 14
Skills Initiative −3, Mechanics +5, Perception +5, Pilot −3, Use Computer +5

Crew 1 (normal); **Passengers** 8
Cargo 35 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×2 (backup ×7), navicomputer
Availability Licensed; **Cost** 400,000 (250,000 used)

Light laser cannons (gunner)
 Atk +2, **Dmg** 2d10×2

The *Baudo*-class star yacht is a favorite vessel of the galaxy's wealthy. It is especially popular among the younger set of spoiled rich kids who fancy themselves as rakes and bravos. It is a good-looking ship, with smooth, organic lines that are more reminiscent of a deep sea creature than a high-tech pleasure craft.

The manufacturer of the Baudo yacht is a small shipyard owned by a reclusive and eccentric Aqualish named Mendel Baudo. His company produces every ship he makes on a custom-order basis, implementing each customer's requirements to produce a yacht that is both functional and opulent. The basic capabilities and external appearance of each vessel remain the same, but the internal amenities can differ vastly from ship to ship.

Baudo is a difficult being to find, and he accepts contracts only from people who are referred to him by his prior customers. He takes his time in the construction of each yacht, and he has been known to spend an entire standard year on a ship in an effort to get things precisely right. It is rumored that he keeps a couple of completed ships on hand for less discerning buyers, but he almost always insists on creating each ship to order.

CAPABILITIES

As far as star yachts go, the Baudo is a standard example of conspicuous consumption. No single Baudo is identical with any other one; each is built according to the requirements and specifications of its buyer. The differences rarely affect the performance of the vessel; rather, they embellish the ship's luxury and appeal in ways that only the original owners will appreciate. One Baudo might have the internal bulkheads lined in polished hardwood and precious metals, while another might include a full bar complete with rare spirits from every system in the Core Worlds.

Though relatively fast given its size, the Baudo is more attuned to a slow and steady pace. It doesn't accelerate particularly quickly at sublight speeds, and it features only a class 2 hyperdrive. Despite these deficiencies, Baudos are simple to operate, and even amateur pilots find the controls easy to use. Its weapon and defense systems include only a single laser cannon and modest shields.
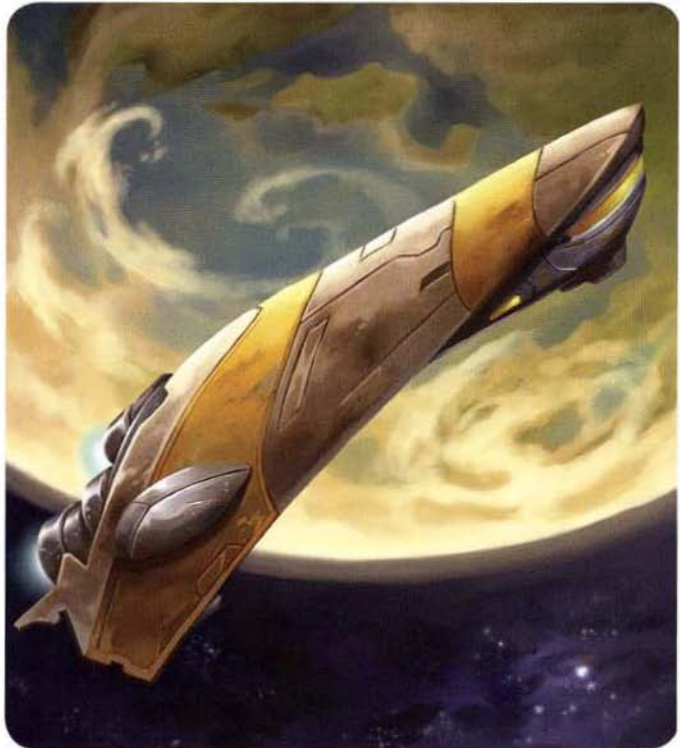
B-WING

Slayn & Korpil B-wing Starfighter   **CL 10**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defense Ref 13 (flat-footed 11), Fort 24; +6 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 30; **Threshold** 44

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares
    (starship scale)
Ranged autoblasters +8 (see below) or
Ranged laser cannons +8 (see below) or
Ranged light ion cannons +8 (see below) or
Ranged proton torpedoes +8 (see below) or
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31
Atk Options autofire (autoblasters, light ion cannons), fire-link (proton
    torpedoes)

Abilities Str 38, Dex 15, Con —, Int 18
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3,
    Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 45 kg; **Consumables** 1 week; **Carried Craft** none
Payload 12 proton torpedoes
Hyperdrive ×2, limited navicomputer (2-jump memory)
Availability Restricted; **Cost** 220,000 (120,000 used)

Autoblasters (pilot)
    Atk +8 (+3 autofire), **Dmg** 4d10×2

Laser cannons (pilot)
    Atk +8, **Dmg** 7d10×2

Light ion cannons (pilot)
    Atk +8 (+3 autofire), **Dmg** 4d10×2 ion

Proton torpedoes (pilot)
    Atk +8, **Dmg** 9d10×2, 4-square splash

Designed by Admiral Ackbar, the B-wing starfighter is a mobile weapons platform designed to provide heavy assault support to the Rebel fleet. Possessing a unique design that includes folding S-foils and a cockpit that rotates within its housing in the starfighter's superstructure, the B-wing is a difficult craft to master. Heavily armed with a variety of weapons, the B-wing can deliver a punishing blow to slower targets (particularly capital ships), though it lacks the maneuverability of other contemporary fighters, such as the X-wing or the A-wing.

The B-wing/E2 variant is an upgraded version of the standard B-wing fighter. Boasting an elongated cockpit that allows a gunner to ride behind the pilot, the B-wing/E2 also features a strongly reinforced hull and upgrades to nearly all ship systems. The B-wing/E2 is an especially dangerous opponent due to the fact that its pilot need only concentrate on flying the ship, allowing the gunner to focus on operating the fighter's weapons.

CAPABILITIES

Capital ships often find the B-wing starfighter to be an extremely dangerous opponent. Particularly fearsome are the proton torpedoes, which can be brought to bear against a starship with devastating results. In fact, a squadron of B-wing fighters was responsible for destroying an Imperial Star Destroyer at the Battle of Endor, a feat that no other fighter type could claim at the battle. With a gunner aboard, a B-wing fighter can unleash its weapons in deadly pairs, giving the fighter a slight advantage even in dogfighting.
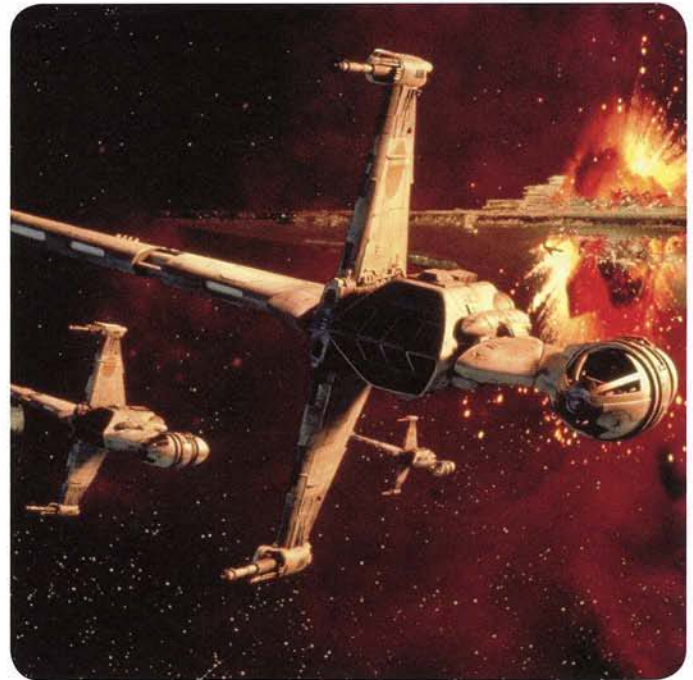
Despite its durability and exceptional armament, the B-wing starfighter is still slow, sluggish, and difficult to operate. As a result, most B-wing attack groups usually have an escort of faster and more maneuverable starfighters, protecting the B-wing until it can slip past the first line of enemy defenses and strike at a vulnerable target. Additionally, a character who is not trained in the Pilot skill takes a –2 penalty on Initiative and Pilot checks while piloting a B-wing starfighter.

B-wings also feature exceptionally modular weapon systems, allowing them to be modified as per the needs of the mission. When swapping out one of the B-wing's weapon systems for another weapon system, reduce the time taken to make the modification by half.

Slayn & Korpil B-wing/E2 Starfighter   CL 12
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 50; **Threshold** 48

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged laser cannons +8 (see below) and
 light ion cannons +6 (see below) or
Ranged laser cannons +8 (see below) and
 proton torpedoes +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (laser cannons, light ion cannons), fire-link (proton torpedoes)

Abilities Str 46, Dex 15, Con –, Int 18
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 1 week; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×2, limited navicomputer (2-jump memory)
Availability Restricted; **Cost** 250,000 (135,000 used)

Laser cannons (pilot)
 Atk +8 (+3 autofire), **Dmg** 8d10×2
Light ion cannons (gunner)
 Atk +6 (+1 autofire), **Dmg** 4d10×2 ion
Proton torpedoes (gunner)
 Atk +6, **Dmg** 9d10×2. 4-square splash

Slayn & Korpil B-wing Shuttle   CL 10
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defense Ref 13 (flat-footed 11), Fort 24; +6 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 20; **Threshold** 44

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged laser cannons +6 (see below) or
Ranged light ion cannons +6 (see below) or
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31
Atk Options autofire (light ion cannons)

Abilities Str 38, Dex 15, Con –, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3, Use Computer +6

Crew 1 (skilled); **Passengers** 2
Cargo 45 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×2, limited navicomputer (5-jump memory)
Availability Restricted; **Cost** 220,000 (120,000 used)

Laser cannons (pilot)
 Atk +6, **Dmg** 6d10×2
Light ion cannons (pilot)
 Atk +6 (+1 autofire), **Dmg** 4d10×2 ion

CARRACK-CLASS LIGHT CRUISER

Damorian Manufacturing's Carrack-class Light Cruiser **CL 18**

Colossal (frigate) capital ship

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

Defense Ref 17 (flat-footed 13), Fort 40; +13 armor, Vehicular Combat
hp 1,000; **DR** 15; **SR** 130; **Threshold** 140

Speed fly 4 squares (starship scale)
Ranged 2 heavy turbolaser batteries +13* (see below) and
    4 point-defense light laser cannon batteries +13 (see below) and
    5 tractor beam batteries +5* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +52

Abilities Str 70, Dex 18, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
    Use Computer +6

Crew 1,092 (skilled); **Passengers** 142 (troops)
Cargo 3,500 tons; **Consumables** 1 year; **Carried Craft** 4 TIE fighters on
    external racks
Hyperdrive ×1 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)
    Atk +13 (–7 against targets smaller than Colossal), **Dmg** 7d10×5

Point-defense light laser cannon battery (5 gunners)
    Atk +13, **Dmg** 2d10×2

Tractor beam battery (5 gunners)
    Atk +5 (–15 against targets smaller than Colossal), **Dmg**
    — (grapple +52)

The Carrack was designed during the waning years of the Old Republic as a less expensive alternative to other capital ships. Because of its speed and agility when compared to other Clone Wars-era capital ships, the Carrack was used as a fast-attack escort for larger vessels. The design also saw heavy use as an armed escort for merchant convoys, which were continuously targeted by Separatist forces. A group of Carracks assisted in the destruction of the Separatist flagship *Invisible Hand* during the Battle of Coruscant.

After the introduction of larger and more powerful capital ships, groups of Carracks were most often utilized as scouts and skirmishers for larger fleet elements. In addition, the Carrack was popularly used as a personal transport for Imperial officers and political dignitaries throughout the rise of the Empire.

CAPABILITIES

The Carrack is very heavily armed for its size. Given the amount of weaponry that a Carrack can bring to bear on a target, it poses a significant threat, even to larger enemy vessels. When employed in small squadrons, Carracks can wreak havoc on starships ten times their size.

One reason that Carrack crews are so fond of their vessels is that the ship is a sturdy design that incorporates redundant internal bracing and compartmentalized bulkheads. Crew survivability ratings for destroyed and damaged Carracks are some of the highest on record. Because of the internal schematics of the Carrack, it has no significant internal hangar space. Instead, the Carrack is equipped with external racks that can transport up to four TIE fighters.

Tactical Fire: The *Carrack*-class light cruiser is a heavily armed vessel that packs quite a punch, and can often combine fire with other vessels easily. As a standard action, a *Carrack*-class light cruiser can forgo all attacks to provide tactical fire to all adjacent squares. All allied starships attacking targets within that area deal +1 die of damage on a successful attack.
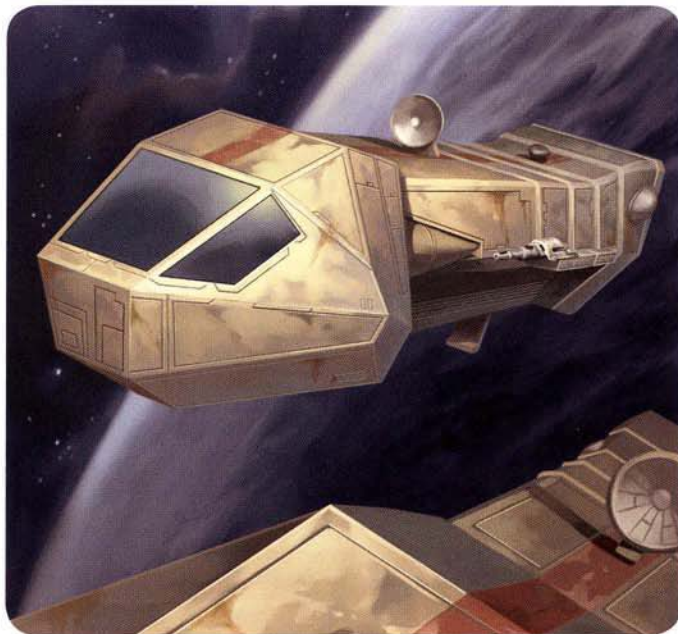
CHISS CLAWCRAFT

Chiss Nssis–class Clawcraft   CL 10

Huge starfighter

Init +14; **Senses** Perception +8

Defense Ref 20 (flat-footed 12), Fort 24; +4 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 25; **Threshold** 34

Speed fly 16 squares (max. velocity 1,000 km/h), fly 5 squares
(starship scale)

Ranged laser cannons +11 (see below)

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

Base Atk +5; **Grp** +29

Atk Options autofire (laser cannons)

Abilities Str 38, Dex 26, Con —, Int 18

Skills Initiative +14, Mechanics +8, Perception +8, Pilot +14,
Use Computer +8

Crew 1 (expert)

Cargo 25 kg; **Consumables** 1 week; **Carried Craft** none

Hyperdrive ×1.5

Availability Military; **Cost** not available for sale

Laser cannons (pilot)
   Atk +11 (+6 autofire), **Dmg** 6d10×2

The Chiss use the term "clawcraft" to describe a broad class of fast, maneu-
verable starfighters popular with their pilots and with military strategists. In
fact, there have been dozens of models of clawcraft over the history of the
Chiss Ascendancy, as would be expected of any long-lasting galactic govern-
ment. When used by non-Chiss, however, the term almost always refers to a
Nssis-class Clawcraft, a fusion of Imperial and Chiss technology.

The *Nssis*-class Clawcraft can be traced directly to the Imperial forces
under the command of Grand Admiral Thrawn. Thrawn had access to Chiss
technology in the form of his Household Phalanx and to Imperial resources
as a grand admiral. Sometime after the Battle of Yavin, Thrawn began trying
to merge these technologies, resulting in custom-built craft using the ball
cockpit of the TIE design coupled with the claw-wing design common among
Chiss Clawcraft. In time, this design was perfected and standardized, becom-
ing the *Nssis*-class. Rather than being a hybrid or "ugly," the *Nssis*-class
Clawcraft is a customized fighter design drawing on the strong points of two
different lines of technology. The design is so efficient that it sees use with
Imperial forces, the Chiss Ascendancy, and the Empire of the Hand.

CAPABILITIES

The *Nssis*-class Clawcraft was intended to be an improvement over the TIE
interceptor. It had similar armament to a TIE/ln, but added more armor,
modest shields, and a class 1.5 hyperdrive. Though not as fast on a straight-
out run as a TIE/ln, the Clawcraft was significantly more maneuverable. With
a week of consumables, the *Nssis*-class could do anything a TIE/ln could,
additionally acting as a long-range scout or attacking far-off targets in large
numbers without the aid of a carrier ship.

Early versions of the Clawcraft had neither astromech droids nor navi-
computers to plot hyperspace jumps, instead depending on data from a
beacon ship. Such ships could not make a hyperspace jump more than a day
away from a beacon ship or similar source of hyperspace coordinates. Later
models crammed a navicomputer into each Clawcraft.
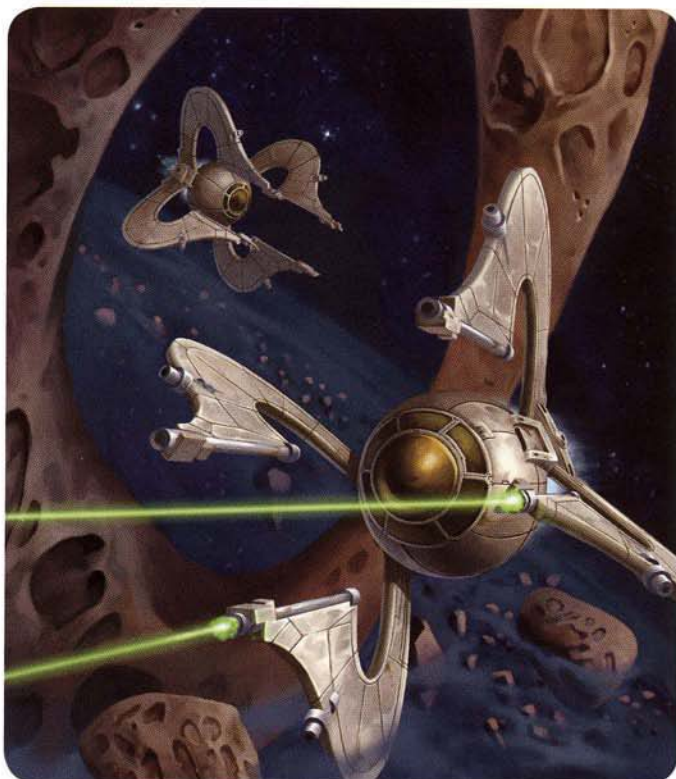
CITADEL-CLASS CRUISER

Koensayr ILH-KK Citadel-Class Cruiser   CL 7

Colossal space transport

Init −4; **Senses** Perception +5

Defense Ref 15 (flat-footed 14), Fort 26; +14 armor

hp 120; **DR** 15; **SR** 30; **Threshold** 76

Speed fly 12 squares (max. velocity 830 km/h), fly 3 squares
(starship scale)

Ranged laser cannons +1 (see below) and
   2 ion cannons +1 (see below) and
   medium concussion missiles +3 (see below) or

Ranged laser cannons +1 (see below) and
   2 ion cannons +1 (see below) and
   tractor beam +3 (see below)

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

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

Atk Options autofire (laser cannons)

Abilities Str 42, Dex 12, Con —, Int 12

Skills Initiative −4, Mechanics +5, Perception +5, Pilot −4,
   Use Computer +5

Crew 3 (normal); **Passengers** 14

Cargo 50 tons; **Consumables** 6 months; **Carried Craft** 2 starfighters

Payload 12 medium concussion missiles

Hyperdrive ×2, navicomputer

Availability Licensed; **Cost** 205,000 (120,000 used)

Laser cannons (gunner)
   Atk +1 (−4 autofire), **Dmg** 5d10×2

Ion cannons (gunner)
   Atk +1, **Dmg** 5d10×2 ion

Medium concussion missiles (pilot)
   Atk +3, **Dmg** 8d10×2, 4-square splash

Tractor beam (pilot)
   Atk +3, **Dmg** — (grapple +36)

The Koensayr ILH-KK *Citadel*-class cruiser is a popular armed transport
developed during the last years of the Old Republic. It's well regarded as a
ship able to take a considerable pounding before failing, and many have been
successfully rebuilt even after being virtually destroyed in battle. Designed
as a response to increasing fears among the moderately wealthy that star
travel was not safe, the Citadel peaked in popularity during the Clone Wars
and waned during the Galactic Civil War. Many were converted into luxury
yachts, while others became minor warships for Rebels, freebooters, the
CSA, and pirates.

CAPABILITIES

Designed for those who can afford a starship but not a capital ship, the
Citadel-class is geared for small groups traveling together. It is popular with
small diplomatic parties, wealthy merchants, mid-level military officers,
and galactic adventurers. The ships are so durable that most go through
many owners and many different intended uses. As a result, it's not unusual
to find one with a mix of tacked-on military hardware, a few smuggling
compartments, a diplomatic council room, and fading murals painted on
the bulkheads.

The factory-installed weapons of the Citadel are largely defensive in
nature. Citadels also have two docking clamps used as external fighter
mountings attached to the ships' undersides. This feature allows the Cita-
del to carry fighters that lack hyperdrives of their own through hyperspce.
Military groups working on a budget and some pirate groups have used this
potential to create small fleets of Citadels carrying TIE fighters or similar
craft on deep-space missions.

CloakShape Fighter

CloakShape Fighter   CL 7
Gargantuan starfighter
Init +2; **Senses** Perception +5

Defense Ref 14 (flat-footed 12), Fort 27; +7 armor
hp 140; **DR** 10; **Threshold** 47

Speed fly 15 squares (max. velocity 950 km/h), fly 4 squares
　(starship scale)
Ranged laser cannons +4 (see below) or
Ranged medium concussion missiles +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +32
Atk Options autofire (laser cannons), fire-link (medium concussion
　missiles)

Abilities Str 44, Dex 15, Con —, Int 14
Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2,
　Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Payload 16 medium concussion missiles
Availability Restricted; **Cost** 60,000 (15,000 used)

Laser cannons (pilot)
　Atk +4 (−1 autofire), **Dmg** 4d10×2
Medium concussion missiles (pilot)
　Atk +4, **Dmg** 7d10×2, 4-square splash

The Kuat Systems Engineering CloakShape fighter is a contemporary of the Z-95 Headhunter. Originally designed as an atmospheric fighter, the Cloak-Shape has proven to be easily adapted to space conflict, though always as a short-range fighter. Many Jedi used modified CloakShapes in the years before the Clone Wars, modifying them with enhanced maneuverability and painting them bright white (causing them to be called Whitecloak fighters). When custom Jedi starfighters came into production, this practice ended.

Sales of the CloakShape were initially very good, and vast numbers were manufactured in the first decade of production. When superior designs came into production, Kuat Systems Engineering licensed the design of the CloakShape so other shipyards (usually small planetary businesses) could produce them for local markets. Though overshadowed by later fighters, CloakShapes continue to appear in pirate and local planetary defense groups well into the era of the Galactic Alliance.

Efforts to upgrade CloakShapes so they can compete with more modern starfighters, usually by adding shield generators and replacing the concussion missiles with linked proton torpedo tubes, inevitably fail or cost so much they aren't economically viable. Still, some modifications have stood the test of time, such as adding maneuvering jets (Initiative +3, Pilot +3, Reflex 15 [flat-footed 12], Dex 17, +4,800 credits) and a hyperdrive sled with an astromech socket for an R2 unit (hyperdrive ×3, 10-jump memory, Mechanics +13, Use Computer +13, +19,500 credits).

Capabilities

The CloakShape depends on durability rather than agility to survive combat. Armed with both laser cannons and concussion missiles, these ships pack a heavy punch—as long as their payload lasts. The lack of shields limits their ability to survive multiple hits, however. As such, they are most popular with groups that expect to strike larger, lightly armed vessels such as bulk freighters. Some early Rebellion units even successfully took on Imperial capital ships with CloakShapes by luring away enemy fighters. This tactic proved extremely expensive in the end, because the CloakShapes that were used to draw off the enemy fighters inevitably suffered heavy losses in dogfighting.

GONZALO
FLORES

Commerce Guild Destroyer

Hoersch-Kessel Drive/Free Dac Volunteers
Recusant-class Light Destroyer   CL 19
Colossal (cruiser) capital ship
Init −2; **Senses** Perception +6

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 turbolasers +6* (see below) and
   2 heavy turbolaser batteries +14* (see below) and
   3 point-defense double laser cannon batteries +14 (see below) and
   5 point-defense light laser cannon batteries +16 (see below) and
   2 point-defense double light laser cannon batteries +14 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +62

Abilities Str 91, Dex 14, Con —, Int 18
Skills Initiative −2, Mechanics +6, Perception +6, Pilot −2,
   Use Computer +6

Crew 300 (skilled); **Passengers** 40,000 (battle droids)
Cargo 10,000 tons; **Consumables** 2 years; **Carried Craft** none
Hyperdrive ×2 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale
Apply a −20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolasers (gunner)
   Atk +6 (−14 against targets smaller than Colossal), **Dmg** 10d10×5
Heavy turbolaser battery (5 gunners)
   Atk +14 (−6 against targets smaller than Colossal), **Dmg** 7d10×5
Point-defense double laser cannon battery (5 gunners)
   Atk +14, **Dmg** 5d10×2
Point-defense light laser cannon battery (5 gunners)
   Atk +14, **Dmg** 3d10×2
Point-defense double light laser cannon battery (4 gunners)
   Atk +12, **Dmg** 5d10×2

The *Recusant*-class light destroyer was based on technical schematics that were stolen from the Mon Calamari by Quarren Separatists. Like so many other Confederate warships, the Recusant was controlled in large part by automated droid technology.

The Confederacy produced a large number of Recusant destroyers, deploying them en masse against the Republic. During the height of the Clone Wars, it was rare to see fewer than four Recusants deployed at once, each concentrating its fire on the same target. They were most often used in raids against Republic shipping, but the poor judgment of the automated systems often resulted in the destroyers biting off more than they could chew.

After the Separatists were defeated, the Recusant still found use throughout the galaxy. The Rebel Alliance had at least one such vessel—albeit heavily modified and more amenable to organic crewmen—while another half-dozen continue to serve in the fleet of the Corporate Sector Authority.

CAPABILITIES

The most significant strength of the *Recusant*-class light destroyer was its heavy armament, including heavy turbolasers in a fixed mount on the ship's prow. If the light destroyer had one weakness, it was its droid brain's single-mindedness. The ship would stubbornly attack a single target, ignoring all others until the object of its ire was finally destroyed or disabled.

Tactical Fire: The *Recusant*-class light destroyer is packed to the bulkheads with weaponry, much of which can be turned against starfighters. As a standard action, a *Recusant*-class light destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. The pilots of any ships of Gargantuan size or smaller within that area at the beginning of their turn or entering that radius during their turn must succeed on a DC 20 Pilot check as a reaction; failure causes the ship to take 4d10×2 points of damage.

CORALSKIPPER

Coralskipper CL 12

Gargantuan living starfighter

Init +9; **Senses** Perception +8

Defense Ref 18 (flat-footed 12), Fort 24; +7 armor, Vehicular Combat

hp 100; **DR** 10; **SR** 25; **Threshold** 44

Speed fly 8 squares (max. velocity 400 km/h), fly 4 squares (starship scale)

Ranged volcano cannons +11 (see below) or

Ranged dovin basal +11 (see below)

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

Base Atk +5 (crew); **Grp** +36

Abilities Str 39, Dex 22, Con 39, Int 18

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

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

Cargo 1.3 tons; **Consumables** 1 day; **Carried Craft** none

Availability Military; **Cost** not available for sale

Volcano cannons (pilot)
 Atk +11, **Dmg** 6d10×2

Dovin basal (pilot)
 Atk +11, **Dmg** 7d10×2 dovin basal

Like all Yuuzhan Vong vessels, their starfighters are grown rather than built and are made of entirely biological components. When the Yuuzhan Vong fighter-analog vessels were first encountered by the New Republic, their true name (yorik-et) was unknown. Pilots noted their obviously coral-based construction and their high speed and maneuverability and thus dubbed them "coralskippers." Approximately as maneuverable in space as X-wings, though lacking a hyperdrive and being much less maneuverable in an atmosphere, coralskippers in large numbers spearheaded the Yuuzhan Vong invasion of the galaxy.

CAPABILITIES

Though not significantly more dangerous than a New Republic starfighter in overall ability, coralskippers initially had the advantage of being an unknown and mysterious enemy with strange technology. In fact, coralskippers register as asteroids to computers not familiar with them. As a result, targeting computers intentionally don't lock on to them, preventing attackers from adding the Intelligence bonus of their ship to their attack rolls. (Reprogramming a ship's computer to recognize coralskippers as a threat takes 1 minute and a DC 15 Use Computer check.)

The SR of a coralskipper represents not a shield generator, but a dovin basal, an organic gravity generator able to both move the ship and absorb enemy fire. Because it does not have a shield generator, the coralskipper's SR is not reduced by any single shot, even when damage exceeds its value. This significant advantage stymied New Republic pilots until new tactics could be developed to overwhelm coralskippers through concentrated fire: A weapon switched to autofire mode can be used to attack a coralskipper, reducing its SR as normal if this "splinter shot" attack is successful. The dovin basal can also be used as a weapon to damage the shields of enemy ships. This is treated as a weapon attack, but the damage applies only to shields (though if it exceeds the shield's SR, the SR is reduced by 10, rather than the normal 5). The dovin basal can also be used as a tractor beam, though the coralskipper is so small this is rarely tried.

The dovin basal can propel the coralskipper, protect it, and strip away enemy defenses. It can excel at one of those tasks at any given time. As a swift action, the pilot of a coralskipper can grant himself one of the following abilities: a +2-square bonus to movement at starship scale, +5 to SR, or +1 die of damage with the dovin basal.

Corvette, Corellian

Corellian Engineering Corporation CR90 Corvette   **CL 16**

Colossal (frigate) capital ship

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

Defense Ref 16 (flat-footed 12), Fort 38; +12 armor, Vehicular Combat
hp 800; **DR** 15; **SR** 100; **Threshold** 138

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares
(starship scale)

Ranged 2 turbolaser batteries +10* (see below)

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

Base Atk +2; **Grp** +50

Abilities Str 66, Dex 18, Con —, Int 18

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

Crew 30 to 165** (skilled); **Passengers** 600**

Cargo 3,000 tons**; **Consumables** 1 year; **Carried Craft** none

Hyperdrive ×2, navicomputer

Availability Licensed; **Cost** 3.5 million (1.5 million used)

*Apply a –20 penalty on attacks against targets smaller than Colossal size.
**Maximum values for different configurations; typical values are crew 48,
passengers 150, and cargo 3,000 tons with given weapons.

Turbolaser battery (3 gunners)
  Atk +10 (–10 against targets smaller than Colossal), **Dmg** 5d10×5

One of the most common and popular vessels produced by the Corellian Engineering Corporation, the CR90 Corvette serves multiple purposes in fleets of all types throughout the galaxy. A smaller capital ship that is just a step up from a space transport, the Corellian Corvette is large enough to carry a significant complement of passengers or troops while requiring a relatively small crew to operate. Durable vessels that complement any battle group (and, indeed, they are often seen in Rebel and pirate fleets), many Corellian Corvettes are owned by individuals and private organizations. Often referred to as blockade runners, these ships boast a distinctive "hammerhead" design that is recognizable almost anywhere in the galaxy.

Capabilities

Though excellent as consulars or transport ships, Corellian Corvettes also see extensive use as military and pirate vessels. Most Corellian Corvettes are easily modified (a common trait among many of the ships produced by the Corellian Engineering Corporation), and as such they can be tailored to a specific owner's needs. The ease with which CR90 Corvettes are modified makes adding weaponry, shielding, and even secondary hull plating a simple matter, meaning that aftermarket modifications that boost the ship's offensive capability are among the most common upgrades made to the vessel. Pirates, gunrunners, shipjackers, and smugglers favor the CR90 Corvette because even a heavily modified ship can appear innocuous at first glance,

The Vanguard c20 Retrofit

When the Corellian Engineering Corporation began producing the CR90 Corvette as its standard (rather than as an upgrade), current owners of CR70 Corvettes were given the option of purchasing an aftermarket modification suite that brought the vessels up to date technologically with the CR90 Corvette. Known as the Vanguard c20 retrofit, this modification enhanced the combat prowess of the Corellian Corvette and ensured that the CR70 remained on par with the CR90, essentially transforming the former into the latter. The *Tantive IV*, for example, began as a CR70 Corvette that was used by Bail Organa at the tail end of the Clone Wars. By the time of the Galactic Civil War, the *Tantive IV* had undergone retrofitting that transformed it into a CR90 Corvette.

A Vanguard c20 retrofit costs 500,000 credits (which includes both raw materials as well as labor costs for having the retrofit applied) and usually takes 2 to 3 weeks of work by trained professionals. The process changes the base statistics for the CR70 Corvette to those of the CR90 Corvette, though this does not change the crew quality by default.

making it easy to launch surprise attacks on unsuspecting targets (or sneak past the watchful eyes of the authorities).

Corellian Corvettes often see use in small-scale naval skirmishes, such as breaking planetary blockades. In fact, many planetary defense fleets use Corellian Corvettes to breach enemy lines and set up flanking maneuvers. Since the ship's configuration can be changed to suit a variety of roles (including naval combat, escort, troop carrier, and cargo hauler), these ships are often considered dynamic assets, allowing their owners to get greater use out of the ship when compared to more static vessels. As such, they are highly valued in both military and civilian roles (and can often shift between the two over the course of a single ship's lifetime).

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.

THE CR70 CORVETTE

The predecessor to the more widely used CR90 Corvette, the CR70 Corvette saw frequent use in diplomatic and transport roles. Unarmed and boasting additional escape pods, the CR70 was among the most popular civilian transports in the galaxy prior to the rise of the Empire. The CR70 Corvette had been in service for many years before the outbreak of the Clone Wars, and though it was considered an older design, it was still in production in large quantities during the years prior to the Battle of Geonosis.

The CR70 Corvette features an interior layout that is nearly identical to that of the CR90 Corvette. The vessel has escape pods where the CR90's turbolasers would be, disguised to look like weapon emplacements in order to deter pirates and raiders. Without the turbolaser batteries, some interior space dedicated to weapon support systems aboard the CR90 acts as cargo space or passenger quarters, making space less of a premium aboard a CR70.

Corellian Engineering Corporation CR70 Corvette　　　　　**CL 8**
Colossal (frigate) capital ship
Init −1; **Senses** Perception +5

Defense Ref 16 (flat-footed 12), Fort 38; +12 armor
hp 800; **DR** 15; **SR** 90; **Threshold** 138

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +48

Abilities Str 66, Dex 18, Con —, Int 18
Skills Initiative −1, Mechanics +5, Perception +5, Pilot −1, Use Computer +5

Crew 18 to 150* (normal); **Passengers** 600*
Cargo 5,000 tons*; **Consumables** 1 year; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 2.9 million (1.0 million used)
Maximum values for different configurations; typical values are crew 30, passengers 250, and cargo 5,000 tons.

DREADNAUGHT-CLASS HEAVY CRUISER

Rendili StarDrive Dreadnaught-class Heavy Cruiser CL 18
Colossal (cruiser) capital ship
Init −4; **Senses** Perception +6

Defense Ref 13 (flat-footed 13), Fort 53; +13 armor, Vehicular Combat
hp 1,680; **DR** 20; **SR** 115; **Threshold** 253

Speed fly 1 square (starship scale)
Ranged 2 turbolaser batteries +13* (see below) and
   2 light quad turbolaser batteries +13* (see below) and
   2 light turbolasers +5* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +65

Abilities Str 96, Dex 10, Con —, Int 16
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4,
   Use Computer +6

Crew 16,210 (skilled); **Passengers** 3,000
Cargo 9,000 tons; **Consumables** 2 years; **Carried Craft** 12 starfighters
Hyperdrive ×2 (backup ×18), navicomputer
Availability Military; **Cost** not available for sale (black market value
   35,555,000 used)
Apply a −20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (5 gunners)
   Atk +13 (−7 against targets smaller than Colossal), **Dmg** 7d10×5
Light quad turbolaser battery (5 gunners)
   Atk +13 (−7 against targets smaller than Colossal), **Dmg** 5d10×5
Light turbolaser (gunner)
   Atk +5 (−15 against targets smaller than Colossal), **Dmg** 2d10×5

Designed by Rendili StarDrive in the waning days of the Old Republic, the *Dreadnaught*-class heavy cruiser is a heavily armed battleship that remains in active use despite being supplanted by superior technologies. The *Dreadnaught*-class heavy cruiser came into service well before the beginning of the Clone Wars, but by the time the conflict arrived it had already become outdated. The newer ships, developed specifically for galaxywide warfare, quickly outstripped the *Dreadnaught*-class heavy cruiser in both power and reliability, but despite this fact the bulky heavy cruiser was a mainstay of the Republic fleet.

During the Clone Wars, most *Dreadnaught*-class heavy cruisers were operated by volunteers or planetary defense forces, not clones. The high number of crewmembers required to operate a *Dreadnaught*-class heavy cruiser made it a huge drain on personnel; however, the Republic chose to man these ships with volunteers, reserving their more advanced ships for their specially trained clone units and highly loyal officers. The *Dreadnaught*-class heavy cruiser continues to be found in service throughout the galaxy; though the ship is considered antiquated at best, it boasts armament that, despite its age, is not to be trifled with.

CAPABILITIES

The *Dreadnaught*-class heavy cruiser's lack of shielding (compared to more cutting-edge capital ships, such as the *Imperial I*-class Star Destroyer) is offset by its general toughness, meaning that if a shot does get through, it is less likely to reduce the ship's capabilities even if it destroys a large chunk of the ship. Most *Dreadnaught*-class heavy cruisers were built with multiple redundant systems, allowing them to fight on despite suffering severe hits to certain parts of the ship. As a result, many *Dreadnaught*-class heavy cruisers are used as shields to protect more delicate ships, soaking up damage that would devastate a smaller vessel. The *Dreadnaught*-class heavy cruiser's smaller size (compared to the Star Destroyer and its ilk) makes it less intimidating than other capital ships, but its sturdiness and reliability more than compensates for this drawback.

Tactical Fire: The *Dreadnaught*-class heavy cruiser is designed to absorb damage intended for other, adjacent, capital ships by interposing itself between the target ship and its attackers. As a standard action, a *Dread-*

naught-class heavy cruiser can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. Any attacks targeting allied ships of Colossal (frigate) size or larger within that area are automatically directed at the *Dreadnaught*-class heavy cruiser instead.

THE OUTBOUND FLIGHT PROJECT

The Outbound Flight Project was a mission whose goal was to explore the farthest reaches of the galaxy and beyond. An exploratory mission originally proposed by the Jedi, the Outbound Flight Project became the personal project of Jedi Master Jorus C'baoth, who fought with the Senate at every turn to get the project funded and under way. The Outbound Flight Project was created not only to explore new places, but also to set up colonies and—unbeknownst to all but a few of C'baoth's confidants—find new Force-sensitive apprentices to bolster the numbers of the Jedi Order.

However, the grand exploratory mission did not go as planned. In the Republic's first encounter with the Chiss that would eventually go on to become Grand Admiral Thrawn, the Outbound Flight Project was derailed and the ship was lost, never reaching its destination in the Unknown Regions.
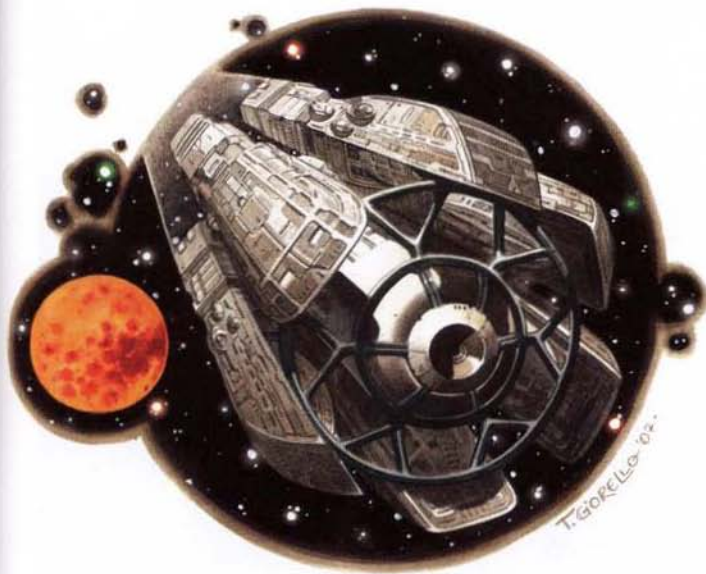
Outbound Flight

The Outbound Flight Project revolved around the use of a massive ship, appropriately called *Outbound Flight*, that was composed of six Rendili StarDrive *Dreadnaught*-class heavy cruisers arranged in a ring around a central fuselage, all connected by a web of metal that made all the vessels into a single, massive ship. The central fuselage carried the supplies needed to feed the crewmembers and passengers aboard *Outbound Flight* for the duration of its journey, and also carried the relevant material for colonizing any habitable planets the explorers discovered. Each of the *Dreadnaught*-class heavy cruisers was connected to the central fuselage and to each other by a series of access tunnels, and crewmembers could move between the six Dreadnaughts or the central core by means of speeders kept aboard for just that reason. Additionally, each *Dreadnaught*-class heavy cruiser could be detached from the central core, and it would do so in order to remain behind and protect any colonies the mission might find.

Outbound Flight   **CL 22**

Colossal (station) capital ship
Init –6; **Senses** Perception –4

Defense Ref 11 (flat-footed 11), Fort 114; +13 armor, Vehicular Combat
hp 9,000; **DR** 20; **SR** 165; **Threshold** 514

Speed fly 1 square (starship scale)
Ranged 15 turbolaser batteries* +15 (see below) and
    3 laser cannon batteries* +13 (see below) and
    5 quad laser cannon batteries* +15 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +126
Atk Options autofire (quad laser cannons)

Abilities Str 218, Dex 6, Con —, Int 16
Skills Initiative –6, Mechanics +6, Perception +6, Pilot –6,
    Use Computer +6

Crew 5,000 (skilled); **Passengers** 46,000
Cargo 19,000 tons; **Consumables** 10 years; **Carried Craft** various
    shuttlecraft
Hyperdrive ×2 (backup ×18), navicomputer
Availability Military; **Cost** not available for sale (unique)

Turbolaser battery (6 gunners)
    Atk +15 (–5 against targets smaller than Colossal), **Dmg** 9d10×5

Laser cannon battery (5 gunners)
    Atk +13 (–7 against targets smaller than Colossal), **Dmg** 6d10×5

Quad laser cannon battery (6 gunners)
    Atk +15 (+10 autofire), **Dmg** 7d10×2

DROID STARFIGHTERS

Baktoid Armor Workshop Vulture-class Starfighter　　CL 7
Huge starfighter/ground vehicle (walker)
Init +9; **Senses** Perception +8

Defense Ref 14 (flat-footed 11), Fort 22; +3 armor
hp 60; **DR** 10; **Threshold** 32
Immune droid traits

Speed 6 squares, fly 16 squares (max. velocity 1,180 km/h), fly 4 squares (starship scale)
Ranged laser cannons +7 (see below) and
Ranged medium concussion missiles +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** none
Base Atk +5; **Grp** +27
Atk Options autofire (laser cannons), fire-link (medium concussion missiles)

Abilities Str 34, Dex 16, Con —, Int 14
Skills Initiative +9, Mechanics +8, Perception +8, Pilot +9, Use Computer +9

Crew 0 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Payload 6 medium concussion missiles
Availability Restricted; **Cost** 19,000

Laser cannons
　　Atk +7 (+2 autofire), **Dmg** 4d10×2
Medium concussion missiles
　　Atk +7, **Dmg** 8d10×2, 4-square splash

A favored weapon of the Confederacy of Independent Systems during the Clone Wars, the droid starfighter is a marvel of engineering and artificial intelligence. Combining the deadly technology of a starfighter with the advanced brains of a battle droid, droid starfighters provide the Separatists with an endless supply of combat-worthy vessels without the need to recruit and train living pilots.

Droid starfighters are small, cheap, and expendable, just the way the Trade Federation likes them. Mostly manufactured by companies supporting the Confederacy, droid starfighters are churned out of factories nearly as quickly as Republic forces can destroy them. The only limits on the number of droid starfighters that can appear on the battlefront lie within the command and control computers or a Droid Control Ship. Though the automated nature of droid starfighters makes them more prone to large-scale difficulties (a single computer virus can scramble the programming of thousands of droid starfighters at a time), it also makes them easier to coordinate and command as a group.

The most common droid starfighter, the *Vulture*-class starfighter, operates in both a flight mode and a walker mode and was used as early as the Battle of Naboo. These fighters are common throughout the duration of the Clone Wars, but when the Separatist fleet was deactivated, many of these starfighters were lost or destroyed. Also used during the Clone Wars was the *Scarab*-class starfighter and the droid tri-fighter. Both craft, while not nearly as popular as the *Vulture*-class starfighter, serve throughout the Confederate fleet and are seen on almost all fronts of the war.

CAPABILITIES

Droid starfighters usually receive their commands from a Droid Control Ship, which coordinates their attacks for maximum efficiency. Though the failure of a single Droid Control Ship can have devastating results on the starfighters under its control (as seen at the Battle of Naboo), few squadrons are refitted with independent droid brains due to cost issues. For the most part, the Confederacy combats this problem by having redundant control vessels

DROID TRI-FIGHTER

present at any battle, ensuring that if one such ship is destroyed, the droid starfighters will continue to operate.

Given the computerized nature of its piloting system, a droid starfighter can attack with all weapons as though each had its own gunner, despite the fact that the ship has no actual crew. This allows the ship to use each of its formidable weapon systems in a single round, without the need to coordinate multiple crewmembers.

Droid starfighters also have the added benefit of not being affected by the Force or other effects to which living pilots would be susceptible. They cannot be bargained with; they cannot be reasoned with; they do not feel pity, remorse, or fear. Droid starfighters have all droid immunities, including immunity to mind-affecting effects, and will not willfully communicate with enemy starships. They cannot be demoralized and will never contradict their orders; in essence, they are the most disciplined starfighter corps in the galaxy.

Phlac-Arphocc Automata Industries Droid Tri-Fighter   CL 9

Huge starfighter

Init +10; **Senses** Perception +8

Defense Ref 16 (flat-footed 12), Fort 24; +4 armor
hp 100; **DR** 10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)
Ranged laser cannon +7 (see below) and
Ranged 3 light laser cannons +7 (see below) and
Ranged medium concussion missiles +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** none
Base Atk +5; **Grp** +29
Atk Options autofire (laser cannons, light laser cannons), fire-link (medium concussion missiles)

Abilities Str 38, Dex 18, Con —, Int 14
Skills Initiative +10, Mechanics +8, Perception +8, Pilot +10, Use Computer +8

Crew 0 (expert); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Payload 6 medium concussion missiles
Availability Restricted; **Cost** 40,000

Laser cannon
    Atk +7 (+2 autofire), **Dmg** 4d10×2

Light laser cannons
    Atk +7 (+2 autofire), **Dmg** 3d10×2

Medium concussion missiles
    Atk +7, **Dmg** 8d10×2, 4-square splash

Haor Chall Engineering Scarab-class Starfighter   CL 6

Huge starfighter

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

Defense Ref 13 (flat-footed 11), Fort 23; +3 armor
hp 80; **DR** 10; **SR** 20; **Threshold** 43

Speed fly 12 squares (max. velocity 900 km/h), fly 3 squares (starship scale)
Ranged blaster cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** none
Base Atk +2; **Grp** +25
Atk Options autofire (blaster cannons)

Abilities Str 36, Dex 14, Con —, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6, Use Computer +6

Crew 0 (skilled); **Passengers** none
Cargo none; **Consumables** 2 days; **Carried Craft** none
Availability Restricted; **Cost** 17,000

Blaster cannons
    Atk +4 (−1 autofire), **Dmg** 5d10×2

VULTURE STARFIGHTER

DYNAMIC-CLASS FREIGHTER

Dynamic-class Freighter   CL 6
Colossal space transport
Init −5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 15; **Threshold** 75

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares
   (starship scale)
Ranged double laser cannons +3 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +35
Atk Options autofire (double laser cannons)

Abilities Str 40, Dex 10, Con —, Int 16
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5,
   Use Computer +5

Crew 2 (normal); **Passengers** 6
Cargo 60 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×3, navicomputer
Availability Licensed; **Cost** 80,000 (30,000 used)

Double laser cannons (gunner)
   Atk +3 (−2 autofire), **Dmg** 4d10×2

The *Dynamic*-class freighter is a sturdy if rare type of starship whose origins date back to the earliest days of the Old Republic. Manufactured by a subsidiary of Core Galaxy Systems based on the planet Transel, the *Dynamic*-class freighter has been produced only in limited quantities by a single factory on that obscure, backwater world. The manufacturing plant that produces the *Dynamic*-class freighter was originally the production facility for a small, independent starship engineering firm that was purchased by Core Galaxy Systems during a period of rapid company expansion. However, in ensuing reorganizations little attention was paid to the *Dynamic*-class freighter or its manufacturing plant, and as a result the ship continued to be produced for many years, using the funding from Core Galaxy Systems to build each vessel one at a time.

The *Ebon Hawk* was a heavily modified *Dynamic*-class freighter that played an integral role in the Jedi Civil War.

CAPABILITIES

The *Dynamic*-class freighter gets its name from the ease with which it is modified. The ship is particularly well suited to customization, and the hand-crafted feel that each vessel possesses only enhances this reputation. Though not particularly fast or tough, the ship is sturdy and can handle extensive modifications without losing any efficiency. When a character attempts to make a Mechanics check to repair or modify a *Dynamic*-class freighter, that character gains a +2 circumstance bonus on the skill check.

The basic model of the ship does not have impressive armament or any shielding, though the manufacturers were sure to engineer the vessel to allow the ship to accept such modifications with ease. Less spacious than larger freighters such as the YT-1300, a *Dynamic*-class freighter can hold less cargo but maintains the ability to transport a number of passengers, making it a more utilitarian starship than most freighters.

Dynamic-class Freighter

1 square = 1.5 meters
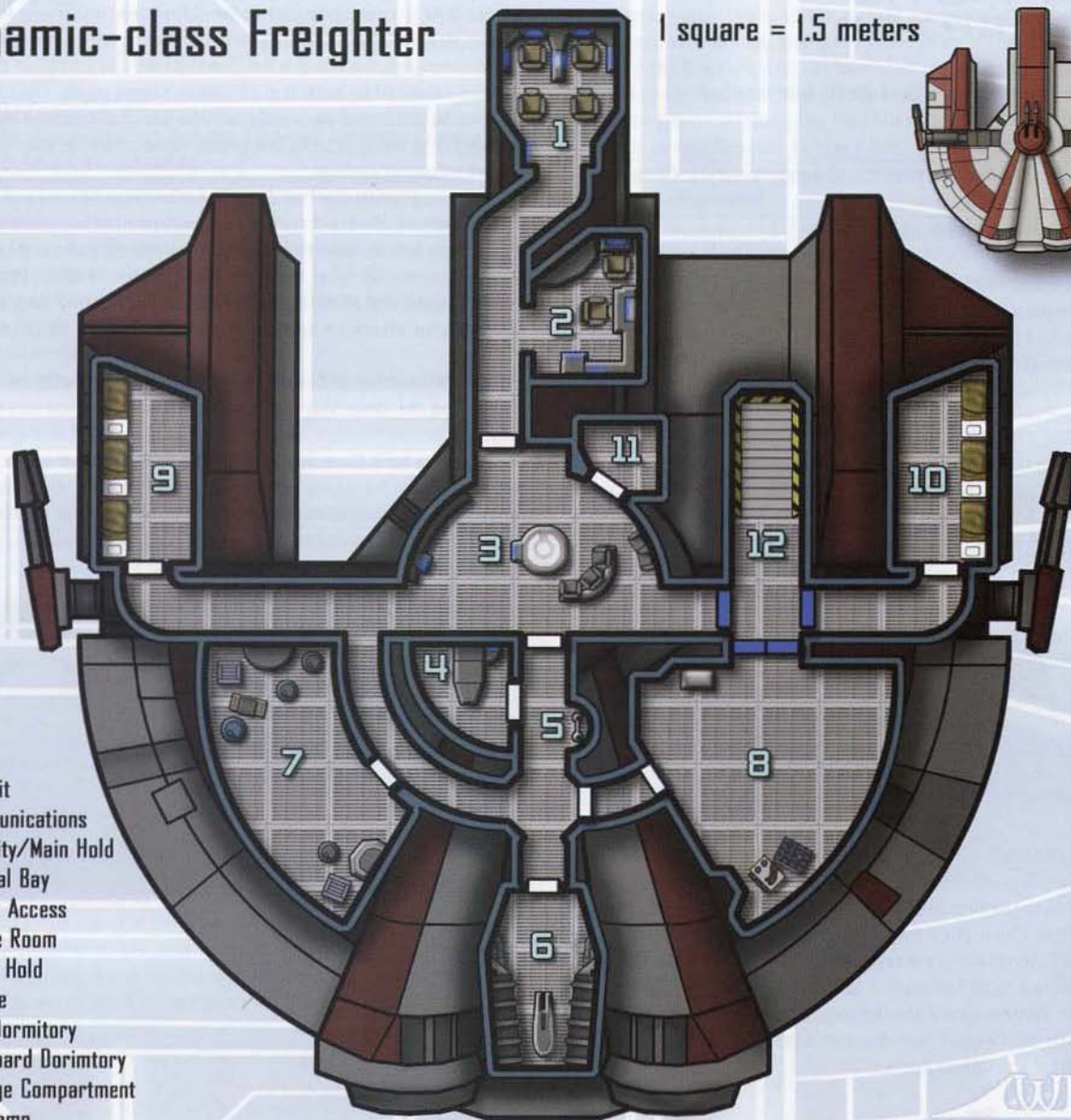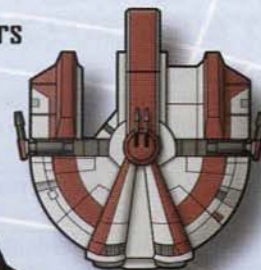
1. Cockpit
2. Communications
3. Security/Main Hold
4. Medical Bay
5. Turret Access
6. Engine Room
7. Cargo Hold
8. Garage
9. Port Dormitory
10. Starboard Dorimtory
11. Storage Compartment
12. Exit Ramp

WEST

ETA-2 ACTIS INTERCEPTOR

Kuat Systems Engineering Eta-2 Actis Interceptor **CL 11**
HUGE STARFIGHTER

Init +18; **Senses** Perception +12

Defense Ref 19 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 70; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares (starship scale)
Ranged laser cannons +14 (see below) or
Ranged ion cannons +14 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (pilot), +5 (astromech droid)
Base Atk +10; **Grp** +32
Atk Options autofire (laser cannons, ion cannons)

Abilities Str 34, Dex 26, Con —, Int 14
Skills Initiative +18, Mechanics +12 (+13*), Perception +12, Pilot +18, Use Computer +12 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (ace); **Passengers** none
Cargo 60 kg; **Consumables** 2 days (1 week with booster ring); **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military; **Cost** 290,000 (140,000 used)

Laser cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2

Ion cannons (pilot)
Atk +14 (+9 autofire), **Dmg** 4d10×2 ion

A light and fast starship designed for use during the Clone Wars, the Eta-2 *Actis* interceptor is a predecessor to the TIE fighter and one of the fastest and smallest ships in the Republic fleet. Popularized by the Jedi during the waning days of the Clone Wars (and often referred to colloquially as the "Jedi Interceptor"), the Eta-2 is a marvel of compact engineering. Featuring twin S-foils designed to diffuse engine heat and a more impressive armament than other contemporary starfighters, the Eta-2 is a dangerous, if fragile, starfighter that helped turn the tide against the onslaught of the Confederacy's droid starfighter corps.

CAPABILITIES

The Eta-2 *Actis* interceptor packs a lot of firepower into a very small package. Though stripped of any shielding (and possessing only a very limited amount of hull strength), the Eta-2 is designed to take advantage of the incredible reflexes exhibited by both Jedi as well as expert pilots. Though the ship is likely to be destroyed by a solid hit, the Eta-2 is fast and maneuverable, allowing it to avoid attacks altogether rather than be able to absorb and deflect incoming damage.

Unlike its predecessor (the Delta-7 *Aethersprite* fighter) and its successor (the TIE fighter), the Eta-2 features a complement of ion cannons that allows it to disable foes in combat, adding to the versatility of the ship. Though not as heavily armed as other fighters active during the Clone Wars, the Eta-2 uses its speed and maneuverability to slip past enemy lines and deliver a concentrated attack on both starfighters as well as small transports and frigates.

A limited number of Eta-2 fighters were outfitted with concussion missiles during the Clone Wars. Though such a modification was usually made only for special missions, some Jedi and other pilots found the increased armament to be a boon when fighting against droid enemies (since there was no concern for taking lives). Such a modification was rare, and usually required the removal of the ion cannons to compensate for the concussion missile launcher and its payload (usually only four missiles).

E-WING

FreiTek Inc. E-wing Starfighter, Type B CL 12
Gargantuan starfighter
Init +9; **Senses** Perception +8

Defense Ref 19 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 15; **Threshold** 48

Speed fly 16 squares (max. velocity 1,300 km/h), fly 6 squares
(starship scale)
Ranged triple heavy blaster cannons +10 (see below) or
Ranged proton torpedoes +10 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), total
(astromech droid)
Base Atk +5; **Grp** +38
Atk Options autofire (triple heavy blaster cannons), fire-link (proton
torpedoes)

Abilities Str 46, Dex 23, Con —, Int 17
Skills Initiative +9, Mechanics +8 (+13*), Perception +8, Pilot +9,
Use Computer +8 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (expert); **Passengers** none
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 16 proton torpedoes
Hyperdrive ×2, 10-jump memory (astromech droid)
Availability Military/Restricted/Licensed; **Cost** 200,000 (80,000 used)

Triple heavy blaster cannons (pilot)
  Atk +10 (+5 autofire), **Dmg** 6d10×2
Proton torpedoes (pilot)
  Atk +10, **Dmg** 9d10×2, 4-square splash

Shortly after the Battle of Endor, FreiTek was founded by the engineers
and scientists who had designed the X-wing for Incom. The company's first
design, which was supported by the fledgling New Republic, was the E-wing
starfighter. Given that many of the E-wing's design team had been involved
in Incom's X-wing project, the new starfighter had an excellent pedigree
from the very beginning. Expectations were also high, especially when the
versatility and power of the X-wing fighter were taken into account.

The E-wing was originally conceived as a replacement for the A-wing
starfighter. Initial trials of the fighter exceeded all expectations, since
it was fast, well armed, and quite agile. After a time, problems with the
design of the E-wing's weapon lasers became obvious, requiring that they
be redesigned. The result was the Type B E-wing. Though it is still host to a
few minor technical issues, the Type B is a solid design that continues to be
a favorite among Republic fighter pilots.

Though they are available only in small numbers, E-wings have nonethe-
less been distinguished in combat several times. They have seen service
against the remnants of the Imperial Navy as led by Grand Admiral Thrawn,
during the Black Fleet Crisis, and in the Yuuzhan Vong War. Given the expense
of these starfighters, as well as their advanced capabilities, they are almost
always flown by ace pilots.

CAPABILITIES

The E-wing is extremely maneuverable due to its innovative control surfaces.
These systems are inherently tied to the ship's astromech droid, which must be
installed for them to function at peak efficiency. To make matters somewhat
more complicated, the E-wing isn't able to employ standard astromech droids
unless they are retrofitted (at a cost of 10,000 credits). The R7 astromech
droid is the standard for which the E-wing was designed, and it can be used
with no modification whatsoever. So long as the ship is equipped with an
R7 (or sufficiently modified) astromech droid, the pilot benefits from a +2
equipment bonus on Pilot checks.
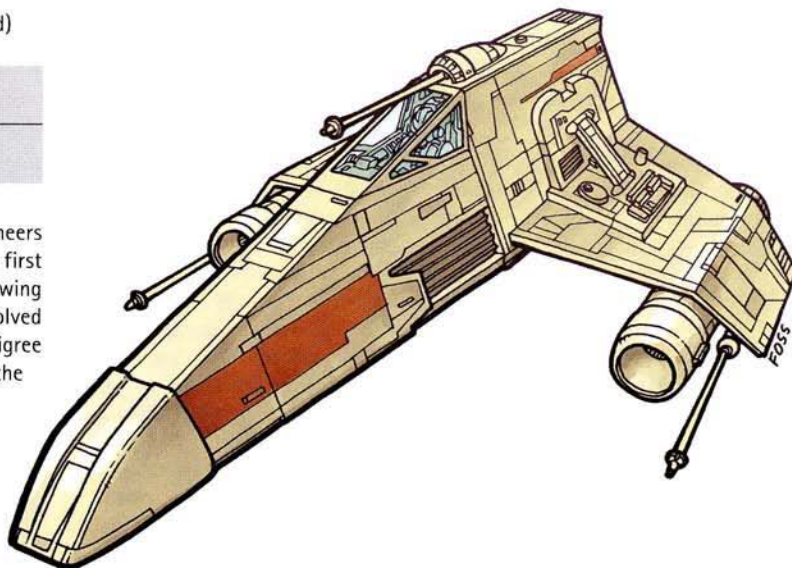
FIRESPRAY-31 PATROL CRAFT

Kuat Systems Engineering Firespray-31 Patrol Craft   CL 9
Colossal space transport
Init –2; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 28; +13 armor, Vehicular Combat
hp 150; **DR** 15; **SR** 30; **Threshold** 78

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares
  (starship scale)
Ranged blaster cannons +6 (see below) or
Ranged tractor beam +6 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +40
Atk Options autofire (blaster cannons)

Abilities Str 46, Dex 14, Con —, Int 14
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
  Use Computer +6

Crew 1 (skilled); **Passengers** 6
Cargo 70 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×3 (backup ×15), navicomputer
Availability Licensed; **Cost** 120,000

Blaster cannons (pilot)
  Atk +6 (+1 autofire), **Dmg** 5d10×2
Tractor beam (pilot)
  Atk +6, **Dmg** — (grapple +40)

Designed to function as a prisoner transport and system patrol ship, the Firespray-31 patrol craft is a highly customizable vessel that is favored by law enforcement officials and bounty hunters alike. With an unorthodox design and a moderate stock armament, the Firespray-31 is a tough and durable vessel that can withstand the rigors of patrol and escort duty and deliver a punishing counterattack against any assailants.

The Firespray-31 boasts an unusual design that keeps the cockpit facing the sky while landing, but facing forward while in flight. Though such an unusual configuration requires some getting used to by the pilot, most owners of this system patrol craft insist that the design keeps the engines from being damaged when the vessel lands and allows for very rapid vertical takeoffs.

Though most of the original Firespray-31 prototypes were destroyed some time before the Clone Wars, a few of the ships (such as *Slave I*) made their way into the hands of private citizens. Most were constructed from blueprints sold by Kuat Systems Engineering to buyers who had the means

of constructing the ships themselves, since Jango Fett destroyed all of the officially manufactured prototype models. Following the rise of the Empire, Kuat Systems Engineering began to produce the ship in large numbers, advertising the vessels as highly customizable starships that could be used for a number of roles, including patrol, pursuit, and escort. Kuat Systems Engineering also sold a large number of the craft to Mandalorian mercenaries, including the Mandalorian Protectors, who continued to use the ships up through the Yuuzhan Vong War.

CAPABILITIES

The stock Firespray-31 patrol craft boasts a pair of potent blaster cannons and a powerful tractor beam, allowing buyers who purchase the ship right off the assembly line to put the vessel into service with minimal modifications. The ship is modestly armored and has a hull integrity that few similar ships can claim; likewise, the Firespray-31 comes standard with shielding, giving it an edge over cheaper transport ships such as the YT-1300. The combination of a strong hull and moderately powerful shields allows the Firespray-31 to take a beating while continuing to fight on.
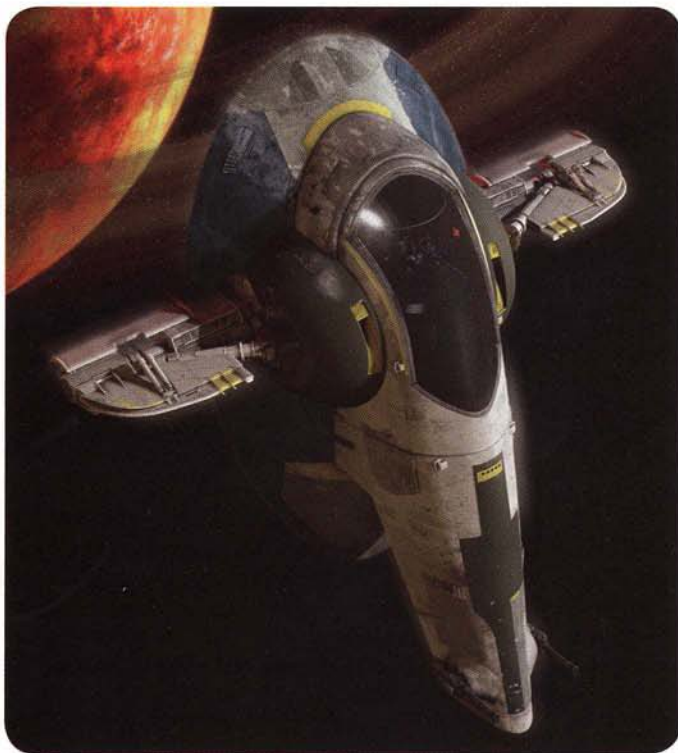
The ease with which the Firespray-31 is modified makes it a favorite ship for bounty hunters, the most famous example being Jango and Boba Fett and their ship, *Slave I*. Unlike most other ships, the Firespray-31 has 3 unused emplacement points that can be used to add weapons or other equipment to the ship (see page 38 for more information on emplacement points).

ORIGINAL PROTOTYPES

When Kuat Systems Engineering began manufacturing the Firespray-31 patrol craft, it did so using the blueprints for the prototype stolen by Jango Fett. However, the blueprints for the other five prototype models still remained in Kuat Systems Engineering's possession, and for a short while were made available for sale to those who could afford them. As a result, many of the Firespray-31 ships in the galaxy prior to their mass production are actually different designs based on variant prototype blueprints.

When Kuat Systems Engineering decided to mass-produce the Firespray-31, it ceased the sales of its prototype blueprints in order to create a single "stock" model of the vessel for sale on the general market. However, many of the original prototype blueprints have found their way onto the black market over the years, meaning that, for the right price, a buyer could obtain the blueprints and build his own reproduction of one of the original six prototype variants. Locating these blueprints usually requires a week of negotiation on the black market, a DC 30 Gather Information check, and 12,000 credits.

Though the stock Firespray-31, the ship stolen by Jango Fett, is the most common, the other prototype models had their own advantages and disadvantages as well. One model boasted increased engine strength at the cost of shield strength, while another included built-in maneuvering jets but reduced hull strength. Gamemasters wishing to introduce these variant Firespray-31 prototypes should feel free to tweak the ship's basic statistics without spending any of the vessel's 3 unused emplacement points.

SLAVE I

Slave I is the personal transport of the bounty hunter Boba Fett. The ship, once belonging to his father Jango, is a heavily modified Firespray-31 system patrol craft. Armed with more weapons than many capital starships carry, *Slave I* represents an example of how a Firespray-31 can be customized to fit the needs of an individual owner.

Slave I is fast, agile, and includes the combat thrusters modification, allowing it to act like a starfighter in space combat. Combined with the excellent piloting skills of the Mandalorian bounty hunter, *Slave I* is a dangerous foe in space combat that can lay waste to unsuspecting starfighters with only a few shots from its more potent weapons. Any target hit by *Slave I*'s proton torpedoes is covered in proton tracking devices; the pilot of *Slave I* has a +5 bonus on Use Computer checks made to locate the target again if it subsequently escapes from detection.

Slave I   CL 17

Colossal* space transport

Init +8; **Senses** Perception +16

Defense Ref 17 (flat-footed 15), Fort 28; +13 armor
hp 150; **DR** 15; **SR** 45; **Threshold** 78

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged blaster cannons +18 (see below) or
Ranged concussion mines +18 (see below) or
Ranged medium concussion missiles +18 (see below) or
Ranged ion cannons +18 (see below) or
Ranged proton torpedoes +18 (see below) or
Ranged tractor beam +18 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +14; **Grp** +52
Atk Options autofire (blaster cannons, ion cannons), Double Attack

Abilities Str 46, Dex 14, Con —, Int 14
Skills Initiative +8, Mechanics +9, Perception 16, Pilot +8, Use Computer +9

Crew 1 (unique; Boba Fett); **Passengers** 6
Cargo 70 tons; **Consumables** 1 month; **Carried Craft** none
Payload 16 concussion mines, 8 concussion missiles, 4 proton tracking beacons
Hyperdrive ×1 (backup ×8), navicomputer
Availability Unique **Cost** not available for sale

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

Blaster cannons (pilot)
    Atk +18 (+13 autofire), **Dmg** 5d10×2

Concussion mines (pilot)
    Atk +18, **Dmg** 8d10×2

Medium concussion missiles (pilot)
    Atk +18, **Dmg** 8d10×2, 4-square splash

Ion cannons (pilot)
    Atk +18 (+13 autofire), **Dmg** 5d10×2 ion

Proton torpedoes (pilot)
    Atk +18, **Dmg** Special (proton beacon)

Tractor beam (pilot)
    Atk +18, **Dmg** — (grapple +52)

GEONOSIAN STARFIGHTER

Huppla Pasa Tisc Shipwrights Collective Nantex-class
Territorial Defense Starfighter   **CL 7**
Huge starfighter
Init +10; **Senses** Perception +6

Defense Ref 18 (flat-footed 12), Fort 24; +4 armor, Vehicular Combat
hp 100; **DR** 10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares
   (starship scale)
Ranged laser cannons +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons)

Abilities Str 39, Dex 22, Con —, Int 14
Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10,
   Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 50 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** not available for sale

Laser cannons (pilot)
   Atk +6 (+1 autofire), **Dmg** 3d10×2

When the Republic's clone army invaded Geonosis, its assault ships, starfighters, and gunships were met in orbit by swarms of Geonosian fighters. Though the Geonosian defenses were eventually swept aside, their swift response to the Republic's invasion force bought the Confederacy enough time to mobilize its ground forces. Instead of accepting defeat at the hands of the Jedi and their clone legions, the Geonosian military castes became even more devoted to the cause of the Confederacy. The defeat of their homeworld polarized their support for the Separatists and became a rallying cry for the entire species. Though limited in numbers, the Geonosian Nantex-class fighters were a common sight in just about every major battle to come.

CAPABILITIES

The *Nantex*-class starfighter, dubbed the "beak wing" by the Republic navy, is a Geonosian-designed interceptor. Though underestimated by many pilots in the early days of the Clone Wars, the *Nantex* soon earned a fearsome reputation. Despite its small size, the *Nantex* is a durable and effective craft in the hands of a Geonosian pilot.

From the time each one hatches, a Geonosian pilot is paired with a specific flight computer. This has the effect of forming a seamless bond between the pilot and his starfighter. So strong is this connection that pilots who lose their ships in combat often waste away and die within weeks of the loss. The fighter's avionics are tailored to Geonosian physiology, and they include pheromone emitters and specialized scent stimulators. Though this makes the craft impossible for members of other species to operate, it serves to further increase the frightening efficiency of Geonosian pilots.

The Nantex is modular and easily configurable to a number of different mission profiles. The forward section of the fighter is equipped with scores of small tractor-beam emitters that are used to increase the accuracy of the fighter's laser cannon. As a result, a Nantex within 2 squares of a target gains a +1 equipment bonus on attack rolls. Geonosian starfighters have been clocked at over 20,000 km/h under optimal atmospheric conditions, but effective maneuvers are practically impossible at such speeds.
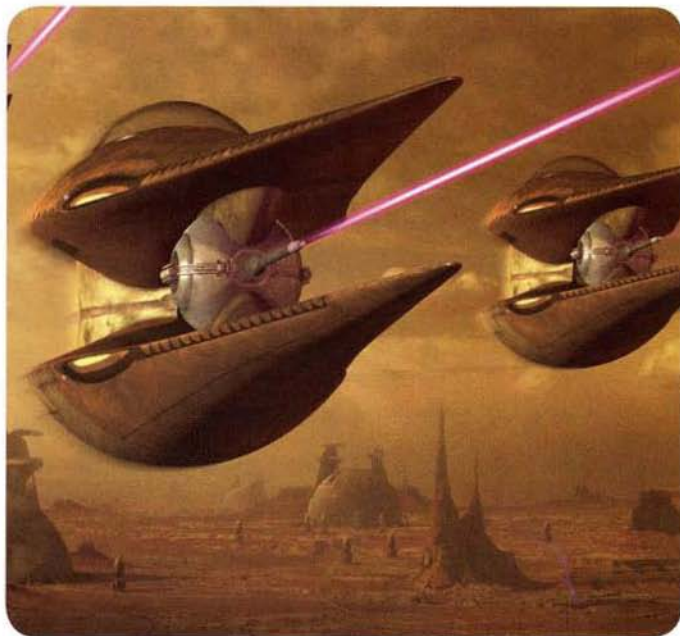
GINIVEX-CLASS STARFIGHTER

**Huppla Pasa Tisc Shipwrights Collective Ginivex-class
Starfighter**   **CL 10**

Huge starfighter

Init +13; **Senses** Perception +8

Defense Ref 18 (flat-footed 11), Fort 23; +3 armor, Vehicular Combat
hp 80; **DR** 10; **SR** 30; **Threshold** 33

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares
    (starship scale)
Ranged double laser cannons +11 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +28
Atk Options autofire (double laser cannons)

Abilities Str 36, Dex 24, Con —, Int 18
Skills Initiative +13, Mechanics +8, Perception +8, Pilot +13,
    Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 50 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×1, limited navicomputer (5-jump memory)
Availability Military; **Cost** not available for sale

Double laser cannons (pilot)
    Atk +11 (+6 autofire), **Dmg** 6d10×2

According to captured Separatist records, only six *Ginivex*-class starfighters were manufactured by the Geonosians for Count Dooku. Referred to as "fanblades" due to their distinctive fan-shaped solar sails, these fighters were as effective as they were exotic. Dooku eventually bequeathed the six fighters to his disciple, Asajj Ventress, who had them transported to her homeworld of Rattatak. In a short time, the unique starfighters became Ventress's calling card, striking dread into any pilot unlucky enough to face one in combat.

During the course of the Clone Wars, Asajj Ventress suffered the theft of two of her fighters by Obi-Wan Kenobi and his padawan, Anakin Skywalker. The last known location of these appropriated ships was the Jedi Temple on Coruscant, but it is assumed that they were subsequently destroyed or taken by the Emperor during the Jedi Purge. Ventress's remaining four ships vanished with her, and their whereabouts are currently unknown. Rumors that several fanblade fighters took part in the Second Battle of Coruscant remain unconfirmed.

CAPABILITIES

The Ginivex's solar sail is its most distinctive asset. Although it increases the target silhouette of the fighter and makes it stand out like a small sun on shipboard sensors, it also serves as a transmission plane for deflector shield energy. The solar sail increases the Ginivex's shield rating from 30 to 45, so long as it is deployed. The extra 15 points of SR are depleted before any others, and they recharge at the normal rate. If the solar sail is retracted, any SR it provides is immediately lost. As an added bonus, the solar sail can be used to propel the Ginivex if its sublight drives are damaged.

Like other Geonosian fighters, the Ginivex boasts impressive speed and maneuverability. Unlike other Geonosian designs, such as the Nantex, the Ginivex is designed specifically for human pilots; none of the standard Geonosian avionics are included in the design. In another deviation from Geonosian fighter doctrine, the *Ginivex*-class is equipped with an integral hyperdrive engine and a limited-use navicomputer. These additions were incorporated at great expense and at the insistence of Count Dooku.

GHTROC 720 FREIGHTER

Ghtroc Industries Class 720 Freighter   CL 6

Colossal space transport

Init −3; **Senses** Perception +5

Defense Ref 14 (flat-footed 12), Fort 25; +12 armor
hp 110; **DR** 15; **SR** 15; **Threshold** 75

Speed fly 12 squares (max. velocity 750 km/h), fly 2 squares
   (starship scale)
Ranged double laser cannons +1 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +35
Atk Options autofire (double laser cannons)

Abilities Str 40, Dex 14, Con —, Int 13
Skills Initiative −3, Mechanics +5, Perception +5, Pilot −3,
   Use Computer +5

Crew 2 (normal); **Passengers** 10
Cargo 135 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×15), navicomputer
Availability Licensed; **Cost** 98,500 (23,000 used)

Double laser cannons (gunner)
   Atk +1 (−4 autofire), **Dmg** 4d10×2

Ghtroc Industries produced the class 720 freighter in an effort to compete with Corellian Engineering's YT-1300. Despite an ingenious marketing campaign, factory incentives, and positive reviews, the 720 failed to match the popularity of the YT-1300 within the Core Worlds and Inner Rim systems. It did manage to gain a foothold among traders within the Outer Rim colonies, though this modest success wasn't enough to push Corellian Engineering out of its position as industry leader.

Although Ghtroc Industries eventually fell by the wayside, wallowing in the throes of bankruptcy, tens of thousands of class 720 freighters are still in operation throughout the galaxy. Many veteran traders, smugglers, and pilots consider the 720 to be just as good as, if not better than, the YT-1300. The freighters are affordable, easily configured, and user-friendly, making them popular with both old hands and rookies.

Many of the galaxy's pilots have flown a 720 at one time or another. When he was investigating Poderis's possible use as an Imperial transfer point, Luke Skywalker employed a heavily modified Ghtroc 720 to secretly ferry his X-wing fighter. The Ghtroc's cargo bay was gutted by Alliance techs and retrofitted with a modified hull section that could break away, allowing the X-wing to depart the 720 while in flight.

CAPABILITIES

When compared to the stock YT-1300, the Ghtroc 720 has several compelling standard features. It comes equipped with a small shield generator, which is probably its most attractive benefit. It is also much more maneuverable than the YT-1300, and it includes a cargo area that is more than a third larger than the YT-1300's. Given the ubiquitous nature of the 720, spare parts are easy to find, even in remote or far-flung settlements.

On the other hand, the Ghtroc is slightly slower than the YT-1300. Although it is armed with a double laser cannon emplacement, the weapon is in a fixed-forward firing position instead of in a turret mount. Starship techs often complain that the Ghtroc's ion drives and hyperdrive are spread out between the craft's fore and aft instead of being centrally located. This configuration requires that engineers share time between two locations, which can be inconvenient under combat conditions.
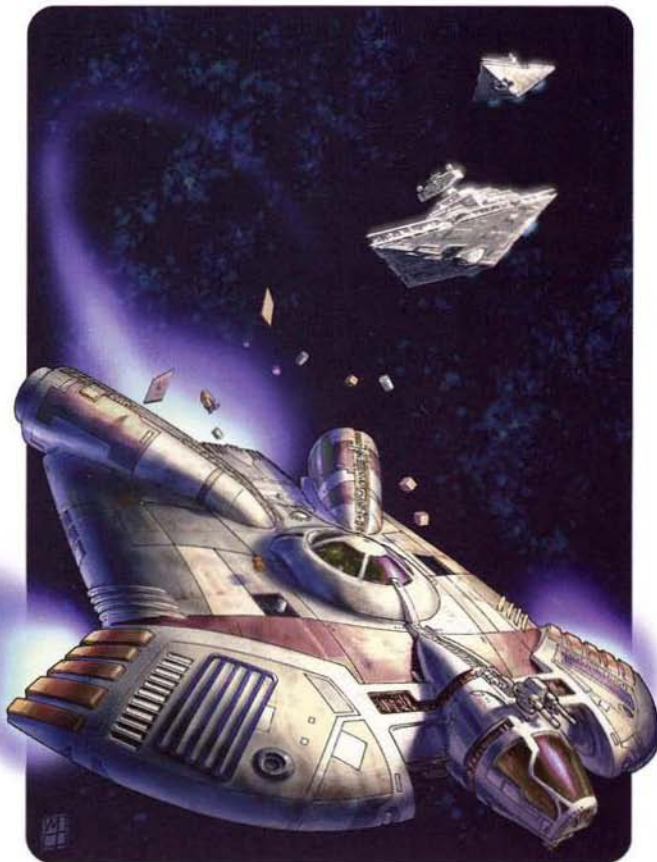
Ghtroc Industries class 720 Freighter

1 square = 1.5 meters

1   Pilot station
2   Co-Pilot Station
3   System Operator
4   Gunnery Station
5   Ladder Well
6   Port Engine Room
7   Starboard Engine Room
8   Crew Quarters
9   Refresher
10 LoungePort
11 Port Cargo Lift
12 Port Cargo Hold
13 Starboard Cargo Lift
14 Starboard Cargo Hold
15 Engineering Station
16 Repair Bay/Machine Shop
17 Port Escape Pod Access
18 Starboard Escape Pod Access
19 Port Escape Pod
20 Starboard Escape Pod
21 Storage #1
22 Storage #2
23 Reacor Core
24 Exit Ramp/Airlock
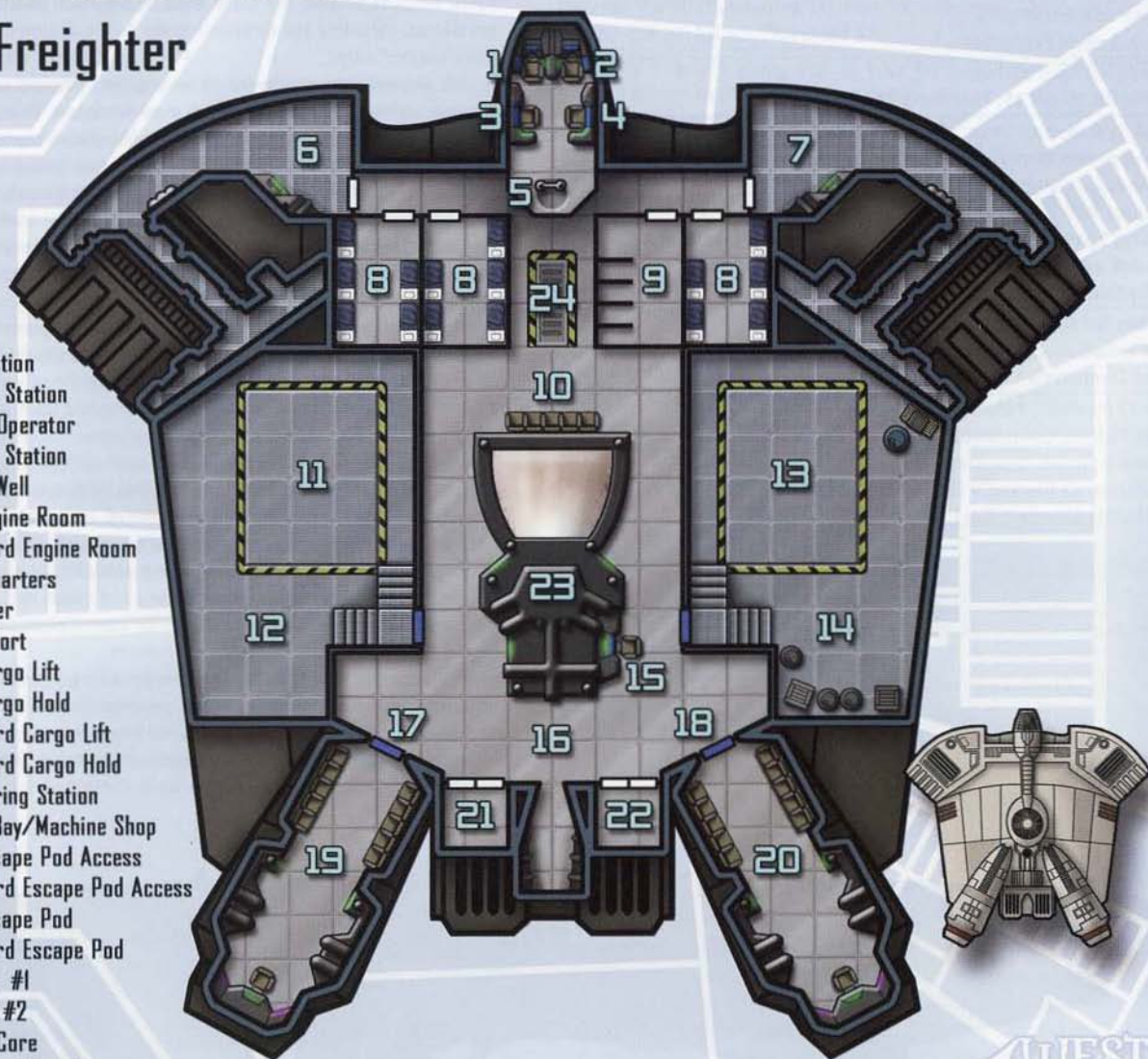
WEST

GOZANTI CRUISER

Gozanti Cruiser   **CL 8**

Colossal space transport

Init −3; **Senses** Perception +5

Defense Ref 16 (flat-footed 14), Fort 29; +14 armor

hp 180; **DR** 15; **SR** 15; **Threshold** 79

Speed fly 6 squares (max. velocity 400 km/h), fly 1 square (starship scale)

Ranged proton torpedoes +4 (see below) and

2 laser cannon batteries +8 (see below) and

2 quad laser cannon batteries +4 (see below)

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

Base Atk +0; **Grp** +39

Atk Options autofire (quad laser cannon batteries)

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

Skills Initiative −3, Mechanics +5, Perception +5, Pilot −3,

Use Computer +5

Crew 12 (normal); **Passengers** 12

Cargo 75 tons; **Consumables** 1 month; **Carried Craft** none

Payload 8 proton torpedoes

Hyperdrive ×3 (backup ×12), navicomputer

Availability Licensed; **Cost** 150,000 (50,000 used)

Proton torpedoes (pilot)

Atk +4, **Dmg** 9d10×2, 4-square splash

Laser cannon battery (4 gunners)

Atk +8, **Dmg** 4d10×2

Quad laser cannon battery (2 gunners)

Atk +4 (−1 autofire), **Dmg** 5d10×2

The Gozanti Cruiser was designed by the Corellian Engineering Corporation, but few were actually built by the CEC. Instead, the design was leased to numerous other companies for construction, often on a special-order basis. Because of this, the same basic design was produced under different names, including the nickname given to the design during early drafts: "Brocklander" ships.

The Gozanti was conceived as an antipiracy freighter; hence the term "cruiser," which is something of an overstatement. Though heavily armed for a civilian vessel, the Gozanti is essentially an armed freighter with unusually heavy armor and internal hull bracing. First produced during the Old Republic, the ship was intentionally made extremely slow, to prove to Republic inspectors that the ship wouldn't be useful as a pirate vessel. The tactic worked, and while many independents and even some Hutts ended up buying Gozantis for various reasons, none of the ships have ever been used in a direct act of piracy.

The design fell out of favor with shipyards during the reign of the Galactic Empire, though the Rebellion happily put any older ships it found into service. Soon after the fall of the Emperor, the demand for heavily armed and armored civilian ships shot up, and the Gozanti was rushed back into production.

CAPABILITIES

The Gozanti is extremely slow for a starship its size—so slow that it cannot be used for most perishable cargo deliveries. However, its relative toughness and extremely heavy armament for a civilian ship make it popular with merchants needing to transport valuable materials securely. Although it lacks the firepower to hold off a large military craft (and certainly can't outrun one), the Gozanti is more than a match for casual pirates using second-rate starfighters and retrofitted space transports.

The very fact that the ship is a marginal cargo vessel often makes it a popular choice for conversion into a noncargo vessel. When such ships did end up in the hands of criminals and outlaws, they were inevitably turned into either prison ships or secure personal transports (often traveling with several faster escort ships). A few were converted for use as diplomatic
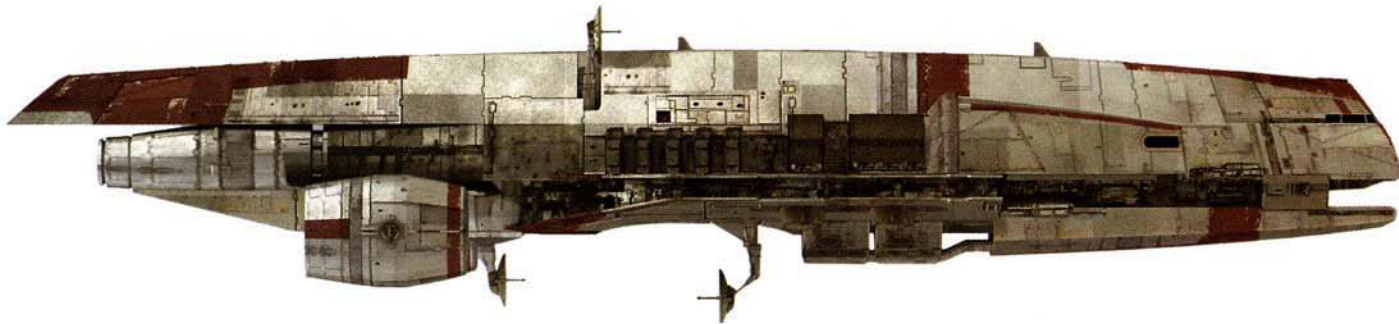
vessels, especially in the last days of the Old Republic and the early days of the New Republic. Gozantis are also a popular choice for mobile command centers, and they have been used as flying fortresses by bounty hunters, archeologists, slavers, and even Jedi.

KRAYT'S HONOR

Krayt's Honor is a Gozanti cruiser most famous for once defending the personal luxury yacht of Jabba the Hutt prior to the Clone Wars. At that time it was captained by a Kel Dor, Siqo Vass. However, in an effort to avoid the prejudices of increasing humanocentrism, he often had the human female Layn Wynest pose as captain. Captain Vass hired his ship out as a Q-Ship, a military-grade vessel posing as a common cargo craft to lure pirates in close enough to destroy them. Vass was willing to defend legitimate merchantmen from any attackers, including Trade Federation starships attempting to enforce illegal embargoes. The Trade Federation placed a bounty on Vass's head, but the patronage of a grateful Jabba ensured that *Krayt's Honor* could always find a safe harbor.

Capabilities

Krayt's Honor was significantly upgunned with the addition of three turbolasers and a second proton torpedo launcher (and an expanded payload). The proton torpedo launchers are fire-linked and often used by the captain as an opening salvo (since the captain is trained in Pilot, he gains a +2 on attack rolls with the proton torpedoes, already added into the ship's statistics). Its biggest offensive surprise was its three turbolasers, able to pack a heavy enough punch to damage capital ships. However, Captain Vass tried not to reveal the big guns' presence unless forced to, since they were highly illegal.

In addition to its expanded offensive capability, Vass had his ship reinforced and augmented with military-grade deflector shields. The resulting defenses weren't enough to hold off a capital-class ship, but could absorb a great deal more starfighter hits than the ship's humble appearance would suggest.

Krayt's Honor   CL 11

Colossal space transport
Init +0; **Senses** Perception +8

Defense Ref 20 (flat-footed 14), Fort 32; +18 armor, Vehicular Combat
hp 180; **DR** 20; **SR** 50; **Threshold** 82

Speed fly 6 squares (max. velocity 400 km/h), fly 1 square (starship scale)
Ranged proton torpedoes +13 (see below) and
Ranged turbolaser battery +13 (see below) and
Ranged 2 laser cannon batteries +15 (see below) and
Ranged quad laser cannon battery +11 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +47
Atk Options autofire (quad laser cannon batteries)

Abilities Str 54, Dex 14, Con —, Int 18
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 6 (expert); **Passengers** 12
Cargo 65 tons; **Consumables** 1 month; **Carried Craft** none
Payload 24 proton torpedoes
Hyperdrive ×3 (backup ×12), navicomputer
Availability Licensed; **Cost** 150,000 (50,000 used)

Proton torpedoes (pilot)
Atk +13, Dmg 10d10×2, 4-square splash
Turbolaser battery (3 gunners)
Atk +13, Dmg 5d10×5
Laser cannon battery (4 gunners)
Atk +15, Dmg 4d10×2
Quad laser cannon battery (2 gunners)
Atk +11 (+4 autofire), Dmg 5d10×2

GUNSHIP, CORELLIAN

Corellian Gunship   CL 17
Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 39; +12 armor, Vehicular Combat
hp 920; **DR** 15; **SR** 115; **Threshold** 139

Speed fly 12 squares (max. velocity 1,000 km/h), fly 3 squares
(starship scale)
Ranged 8 double turbolasers +5* (see below) and
point-defense quad laser cannon battery +15 (see below) and
4 heavy concussion missiles +5* (see below)
Fighting Space 1 square (starship scale)
Base Atk +2; **Grp** +51
Atk Options autofire (double turbolasers)

Abilities Str 68, Dex 19, Con —, Int 16
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 91 (skilled); **Passengers** none
Cargo 300 tons; **Consumables** 8 months; **Carried Craft** none
Payload 120 heavy concussion missiles
Hyperdrive ×2 (backup [×16], navicomputer)
Availability Restricted; **Cost** 4.8 million (2.4 million used)
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Double turbolasers (gunner)
 Atk +5 (–15 against targets smaller than Colossal, +0 autofire), **Dmg**
 5d10×5

Point-defense quad laser cannon battery (6 gunners)
 Atk +15 (+10 autofire), **Dmg** 6d10×2

Heavy concussion missiles (gunner)
 Atk +5 (–15 against targets smaller than Colossal), **Dmg** 9d10×5,
 4-square splash

Corellian Gunship is the common name applied to a series of closely related ship designs (the most common being the DP20 frigate) built by the Corellian Engineering Corporation from the last decades of the Old Republic through the time of the Yuuzhan Vong invasion. A departure from most CEC designs, the gunship is not modular, not easily modified, and not meant to carry a significant number of passengers or a large cargo load. It is a small capital ship designed to deal with fighters and armed space transports. Originally built for use by the Republic Navy, the gunship soon found itself popular with merchant companies, wealthy travelers, planetary defense forces, and pirates.

CAPABILITIES

The Corellian Gunship is primarily an escort vessel, designed to protect bulk cargo carriers from attacks by starfighters and space transports or to cover larger capital ships from attacks by starfighters. Though it lacks long staying power and is often overwhelmed if acting alone, it has proven a useful part of many different fleet complements. Although unable to outfight larger dedicated military craft, the gunship has the firepower and defenses to engage such ships briefly.

Unlike most capital ships, the gunship does not arrange its heaviest weapons to be fired in batteries. Instead, each double turbolaser is controlled by an independent gunner with no ability to tie in to the fire of the other gunners. This disconnected fire control allows the gunship to carry a few extra heavy weapons, but it also means the turbolasers can't be fired in batteries.

Tactical Fire: Corellian Gunships are escort vessels designed to deter attackers from targeting protected starships while eliminating incoming threats. As a standard action, a Corellian Gunship can forgo all attacks to provide tactical fire to all adjacent squares. All allied starships within that area gain a +1 bonus to Reflex Defense, and enemy starships within that area take a –1 penalty to Reflex Defense.

HAPAN BATTLE DRAGON

Hapan Battle Dragon   **CL 18**
Colossal (cruiser) capital ship
Init −2; **Senses** Perception +6

Defense Ref 17 (flat-footed 15), Fort 57; +15 armor, Vehicular Combat
hp 2,280; **DR** 20; **SR** 150; **Threshold** 257

Speed fly 2 squares (starship scale)
Ranged 2 turbolaser batteries +12* (see below) and
    2 ion cannon batteries +12* (see below) and
    2 proton torpedo batteries +12* (see below) and
    2 triple ion cannons +4 (see below) and
    tractor beam +4* (see below) and
    4 mass pulse tubes (no attack roll) (see description)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +69

Abilities Str 104, Dex 14, Con —, Int 14
Skills Initiative −2, Mechanics +6, Perception +6, Pilot −2,
    Use Computer +6

Crew 12,190 (skilled); **Passengers** 500 (troops)
Cargo 6,000 tons; **Consumables** 1 year; **Carried Craft** 36 Miy'til or
    X-wing fighters, various support vehicles
Payload 200 proton torpedoes, 16 pulse mass mines
Hyperdrive ×2 (backup ×[14]), navicomputer
Availability Military; **Cost** not available for sale
Apply a −20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (5 gunners)
    Atk +12 (−8 against targets smaller than Colossal), **Dmg** 7d10×5

Ion cannon battery (5 gunners)
    Atk +12 (−8 against targets smaller than Colossal), **Dmg** 7d10×5 ion

Proton torpedo battery (5 gunners)
    Atk +12 (−8 against targets smaller than Colossal), **Dmg** 9d10×2,
    4-square splash

Triple ion cannons (gunner)
    Atk +4, **Dmg** 5d10×5 ion

Tractor beam (gunner)
    Atk +4 (−16 against targets smaller than Colossal), **Dmg**
    —(grapple +69)

The Hapan Battle Dragon is the primary capital ship of the Hapes Consortium. Because of the consortium's long isolation, Hapan technology developed along somewhat different lines from that of the rest of the galaxy. This unusual technology in turn drove the development of the Battle Dragon, a ship built with two disclike hull sections and rotating weapon tracks running around the outer hull.

CAPABILITIES

Early Hapan Battle Dragons had extremely limited targeting computers, designed to lock onto only a single vessel at a time. Attempts to fire at more than one target in the same round result in a −10 penalty on all attack rolls. Later Battle Dragons are updated to more modern technology, and don't suffer this drawback. Further, Hapan turbolasers had a slow recharge rate (preventing them from firing more often than once every 3 rounds), though again these were later updated.

One advantage Battle Dragons had from their earliest encounters was the use of mass pulse mines. A mass pulse mine prevents ships in a 4-square radius from entering hyperspace. A mass pulse mine can be dropped at any point in a Battle Dragon's movement, and it functions for 10 minutes.

Tactical Fire: The Hapan Battle Dragon is exceptionally good at falling upon prey and keeping it from escaping. As a standard action, a Hapan Battle Dragon can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All enemy starships within that area have their starship-scale speed reduced by 1 square (to a minimum of 1 square).

HAPES NOVA CRUISER

Hapes Nova Cruiser   CL 17
Colossal (frigate) capital ship
Init +1; **Senses** Perception +6

Defense Ref 18 (flat-footed 13), Fort 52; +13 armor, Vehicular Combat
hp 1,000; **DR** 20; **SR** 100; **Threshold** 152

Speed fly 4 squares (starship scale)
Ranged 5 turbolaser batteries +13* (see below) and
    2 point-defense laser cannon batteries +13 (see below) and
    2 ion cannon batteries +13* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +64
Atk Options autofire (laser batteries)

Abilities Str 94, Dex 20, Con —, Int 16
Skills Initiative +1, Mechanics +6, Perception +6, Pilot +1,
    Use Computer +6

Crew 1,790 (skilled); **Passengers** 600 (troops and support crew)
Cargo 600 tons; **Consumables** 1 month; **Carried Craft** 24 fighters, 6
    assault bombers, various support vehicles
Hyperdrive ×1.5, navicomputer
Availability Military; **Cost** not available for sale (black market value
    20,000,000 used)
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (5 gunners)
    Atk +13 (–7 against targets smaller than Colossal), **Dmg** 7d10×5
Point-defense laser cannon battery (5 gunners)
    Atk +13 (+8 autofire), **Dmg** 5d10×2
Ion cannon battery (5 gunners)
    Atk +13 (–7 against targets smaller than Colossal), **Dmg** 5d10×5

Though the Hapan Battle Dragon is a formidable capital ship, encounters with smugglers and pirates utilizing small attack craft revealed a weakness in its design. A Battle Dragon has little chance of hitting multiple starfighters, and it can be picked apart by wings of swift, nimble craft firing at it with concentrated fire from missiles and heavy lasers. To solve this problem, the Hapes Consortium scoured the galaxy for solid design ideas.

The resulting *Nova*-class cruiser is deployed as a dedicated support ship for Battle Dragons, or used in small three-ship patrols to guard the borders of the Consortium. The crews of the cruisers see their duty as defense, of both their patrol routes and any ship they are assigned to guard.

CAPABILITIES

With technology and ideas stolen from numerous major shipyards, the *Nova*-class cruiser is a functional cruiser in its own right, but truly shines as a support ship. Standard *Nova*-class tactics call on focusing firepower on smaller, faster enemy ships first, and placing the ship between oncoming fighter wings and escorted Battle Dragons. When working in small groups the cruisers use similar tactics, assigning two or three *Nova*-class ships to take the "primary" role as if they were a single Battle Dragon, and having all other cruisers maintain standard tactics.

Refits of the *Nova*-class upgrade the turbolasers to a standard firing rate, expand consumables to a year, and mount regenerating deflectors, allowing its shields to gain +10 SR when the recharge shields action is taken. This comes at the cost of downgrading to a complement of twelve fighters. Such refitted *Nova*-class ships are CL 19.

Tactical Fire: The Hapes *Nova*-class battlecruiser is an excellent support ship designed to work in concert with the Hapan Battle Dragon. As a standard action, a *Nova*-class battlecruiser can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. Any successful attack against an enemy starfighter within that area that deals damage equal to or exceeding the target ship's damage threshold automatically moves the target ship an additional –1 step down the condition track (in addition to the normal –1 step from damage).
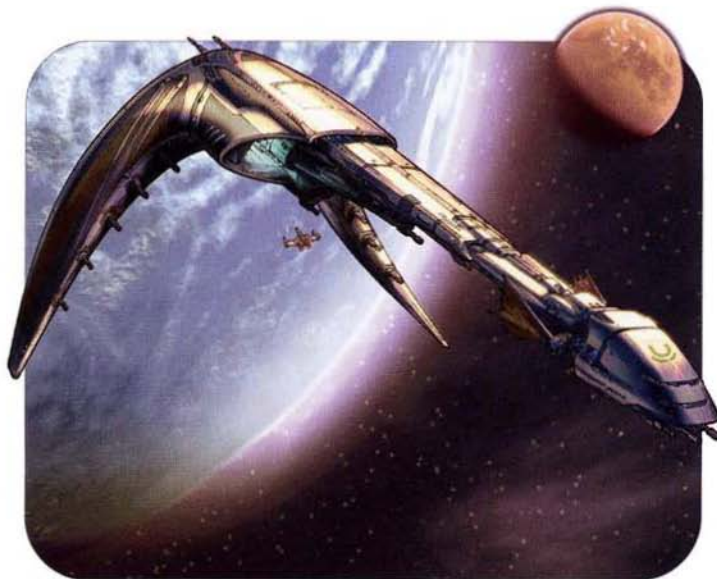
IMPERIAL ASSAULT SHUTTLE

Telgorn Corp Gamma-class Assault Shuttle   **CL 15**

Colossal space transport

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

Defense Ref 17 (flat-footed 13), Fort 28; +13 armor, Vehicular Combat
hp 360; **DR** 15; **SR** 230*; **Threshold** 78

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares
    (starship scale)
Ranged 4 turbolasers +6** (see below) and
    tractor beam +6** (see below) or
Ranged 4 turbolasers +6** (see below) and
    medium concussion missiles +6 (see below)
Fighting Space 15×15 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +54
Atk Options autofire (turbolasers)

Abilities Str 74, Dex 18, Con —, Int 18
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
    Use Computer +6

Crew 5 (skilled); **Passengers** 40 (troops)
Cargo 5 tons; **Consumables** 1 week; **Carried Craft** none
Payload 15 concussion missiles
Hyperdrive ×2 (backup ×18), limited navicomputer (3-jump memory)
Availability Military; **Cost** 850,000 (340,000 used)

*Loses 5 points of SR after every hit; SR reduced to 0 if assault shuttle takes
damage greater than its current SR.*

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

Turbolasers (gunner)
    Atk +6 (–14 against targets smaller than Colossal), **Dmg** 2d10×5

Tractor beam (gunner)
    Atk +6 (–14 against targets smaller than Colossal), **Dmg**
    — (grapple +54)

Medium concussion missiles (gunner)
   **Atk** +6, **Dmg** 8d10×2, 4-square splash

Assault shuttles, unlike their standard counterparts, are designed specifically to carry troops into battle. Telgorn Corp's *Gamma*-class assault shuttle is an excellent example of such a ship. It is well regarded by both Imperial officers and troops, due in part to its effectiveness and resilience to damage. The shuttle has some of the heaviest deflector shields of any ship in the Imperial Navy, and nearly sixty-two percent of its power output is funneled directly into them.

Since its introduction, the *Gamma*-class assault shuttle has been used primarily to assist in the boarding and capture of enemy vessels and space facilities. It accommodates Imperial spacetroopers quite well, allowing them easy access to their armor, as well as convenient hatchways to expedite their entry and egress from the shuttle's main cabin.

CAPABILITIES

The shuttle's crew requirements are a pilot, a copilot/navigator, and three gunners. Two gunners control the turbolasers, while the third gunner operates the missile launcher and tractor beam projector. Its shields are incredibly powerful, but the shuttle's generator can't support them under a sustained assault: The shields automatically lose 5 points of SR from every successful attack (not just those that penetrate SR), and SR is reduced to 0 if any attack deals damage that equals or exceeds current SR.

When it is utilized in boarding actions, the shuttle's primary tactic is to disable the enemy vessel using a combination of pinpoint turbolaser blasts and ion bursts. Once a target has been rendered immobile, the shuttle clamps onto it with its tractor beam and gets close enough to dock so that it can deploy its troops. In other situations, spacetroopers are deployed through their hatchways and sent to the enemy ship under their own power. All the while, the shuttle provides covering fire as the troopers close the distance.
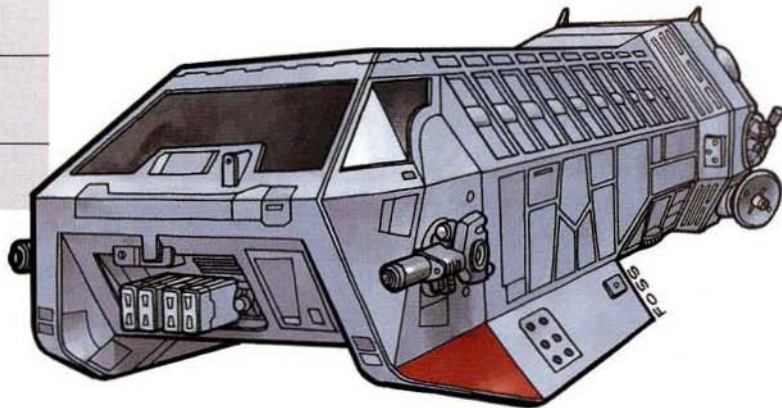
IMPERIAL STAR DESTROYER

Kuat Drive Yards Imperial II-class Star Destroyer   **CL 20**
Colossal (cruiser) capital ship
Init −2; **Senses** Perception +6

Defense Ref 18 (flat-footed 16), Fort 56; +16 armor, Vehicular Combat
hp 2,100; **DR** 20; **SR** 125; **Threshold** 256

Speed fly 3 squares (starship scale)
Ranged 5 heavy turbolaser batteries +15* (see below) and
    5 turbolaser batteries +15* (see below) and
    4 heavy ion cannon batteries +15* (see below) and
    2 tractor beam batteries +15* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +68

Abilities Str 103, Dex 14, Con —, Int 20
Skills Initiative −2, Mechanics +6, Perception +6, Pilot −2,
    Use Computer +6

Crew 37,085 (skilled); **Passengers** 9,700
Cargo 36,000 tons; **Consumables** 6 years; **Carried Craft** 72 TIE fighters
    (any variant; see page 142), 8 *Lambda*-class shuttles (see page 106),
    20 AT-ATs, 20 AT-STs, various support vehicles
Hyperdrive ×2 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale
Apply a −20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)
    Atk +15 (−5 against targets smaller than Colossal), **Dmg** 11d10×5

Turbolaser battery (5 gunners)
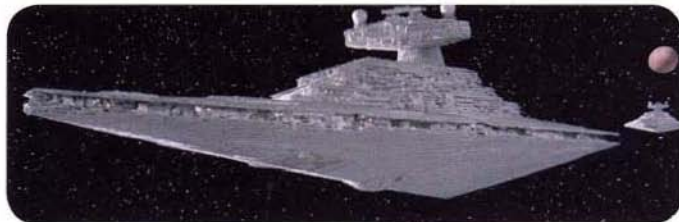   **Atk** +15 (−5 against targets smaller than Colossal), **Dmg** 8d10×5

Heavy ion cannon battery (5 gunners)
    Atk +15 (−5 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Tractor beam battery (5 gunners)
    Atk +15 (−5 against targets smaller than Colossal),
    Dmg − (grapple +68)

Few starships inspire terror the way an Imperial Star Destroyer can. A symbol of the Empire's might and an instrument of its tyranny, the Imperial Star Destroyer is a dagger-shaped vessel of pure destruction. Armed with powerful weapons and nearly impregnable defenses, the Imperial Star Destroyer is a one-ship command platform that can be used to fill a variety of roles. Star Destroyers act as assault warships, planetary defenders, and even escort vessels for extremely important ships. An Imperial Star Destroyer carries enough troops and assault vehicles to stage an invasion on a lightly defended planet, and acts as a mobile fortress from which the Empire can engage in entire military campaigns.

During the height of the Empire, Star Destroyers were deployed in every sector, and some planets even have their own Star Destroyers assigned to them. The Imperial fortress worlds of the Deep Core often had multiple Star Destroyers assigned to the planet, and important planets such as Coruscant might have as many as a dozen Star Destroyers, if not more, in orbit at any given time. Unlike the Old Republic, the Empire built enough ships to extend its reach all the way to the Outer Rim, and multiple Star Destroyers patrolled the space lanes on a regular basis.

Star Destroyers are among the few vessels used for orbital bombardment, a favorite tactic of the ruthless Empire. Entire planets have been frightened

USING THE STAR DESTROYER

The Star Destroyer is an iconic ship from *Star Wars* lore that symbolizes the might and power of the Empire. At the same time, Star Destroyers are incredibly powerful vessels that can put out the kind of firepower that can decimate a space transport in an instant. Using Star Destroyers in the roleplaying game can be problematic, since although they are easily recognizable (and thus help instill a *Star Wars* feel to the game), they can be inappropriately powerful for most encounters.

The Imperial Star Destroyer can be used in two ways. As an individual ship engaging in an encounter, an Imperial Star Destroyer can be a high-level challenge that the heroes intend to disable or destroy. These kinds of challenges are high on the CL scale and are appropriate only for equally high-level heroes. However, including an Imperial Star Destroyer as a set piece, something that is a part of the encounter but not a target to be destroyed, can be a rewarding way to simulate the action of the movies. For the latter situation, a Star Destroyer should almost always use the tactical fire option, leaving the actual combat to the ship's complement of TIE fighters. This approach allows the Gamemaster to include the ship in an encounter without introducing the potential to wipe out the heroes with one lucky shot. The Star Destroyer then effectively becomes a "terrain hazard" rather than an opponent, and XP should not be awarded for the Star Destroyer unless the ship is destroyed.

into submission by the mere presence of an Imperial Star Destroyer in orbit. Imperial Star Destroyers are capable of delivering precise orbital strikes—destroying only a small section of a planet—as well as delivering bombardments that wipe out all life and industry on a world (a tactic known as Base Delta Zero). Only those planets that have powerful shields can withstand the turbolasers of an Imperial Star Destroyer, and some worlds (including Caamas) have been devastated by such tactics.

THE STAR DESTROYER DESIGNATION

Though the term "Star Destroyer" is typically used only to describe the dagger-shaped capital ships used by the Empire, the designation is general enough that it can be applied to many other heavily armed capital ships. However, during the time of the Empire, the term "Star Destroyer" comes to be colloquially associated with the *Imperial*-class Star Destroyer. As such, most references to a Star Destroyer are actually to the *Imperial I*- and *Imperial II*-class ships. Some larger ships, such as the *Executor*-class star dreadnaught and the *Eclipse*, are often referred to as Star Destroyers, though this is not an official designation and more of a generic descriptor.

CAPABILITIES

An Imperial Star Destroyer bristles with weapons, and for good reason. With twenty turbolaser batteries, a Star Destroyer can pound on other capital ships, reducing their shields in a matter of minutes. Likewise, its ion cannons can quickly disable ships, allowing the Empire to tear the ship apart and take the prisoners alive. Another ten tractor beam generators ensure that few ships will escape its grasp, especially smaller capital ships. Though less effective against starfighters, a Star Destroyer is not to be trifled with. Even the best starfighter corps fears the armament of an Imperial Star Destroyer, since a lucky shot from a turbolaser will turn even the most nimble starfighter into a smoldering cloud of debris in an instant.

Tactical Fire: An Imperial Star Destroyer is designed to provide heavy gunnery support in any situation, and excels at disrupting other capital ships above all. Its weakness against other ships, such as starfighters, is usually overcome by its own complement of starfighters. As a standard action, a Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied starships attacking targets within that area gain a +2 bonus on attack rolls.

THE VICTORY II-CLASS STAR DESTROYER

Produced after the end of the Clone Wars, the *Victory II*-class Star Destroyer is a deep-space interdiction vessel designed to serve as a sector patrol ship. Unlike its predecessor, the *Victory I*-class Star Destroyer, this ship boasts no limited-resource weapons (such as concussion missiles or proton torpedoes) and instead utilizes turbolasers and tractor beams while patrolling the space lanes. Though smaller and less durable than the *Imperial II*-class Star Destroyer, the *Victory II*-class ships are still incredibly powerful and often operate in pairs. Since the ship lacks a large TIE fighter complement, the *Victory II*-class Star Destroyer is often paired with escort ships or fleet carriers that have a large number of starfighters that can be quickly deployed.

The *Victory II*-class Star Destroyer makes extensive use of ion cannons to halt an enemy vessel without destroying it. Usually assigned to interdiction duty, the *Victory II*-class Star Destroyer specializes in capturing and securing enemy ships while dealing minimal damage to the vessels themselves. For this reason, the *Victory II*-class Star Destroyer is often used to capture smugglers and pirates when the Empire needs information, leaving the heavy assault work to the larger Star Destroyer types.
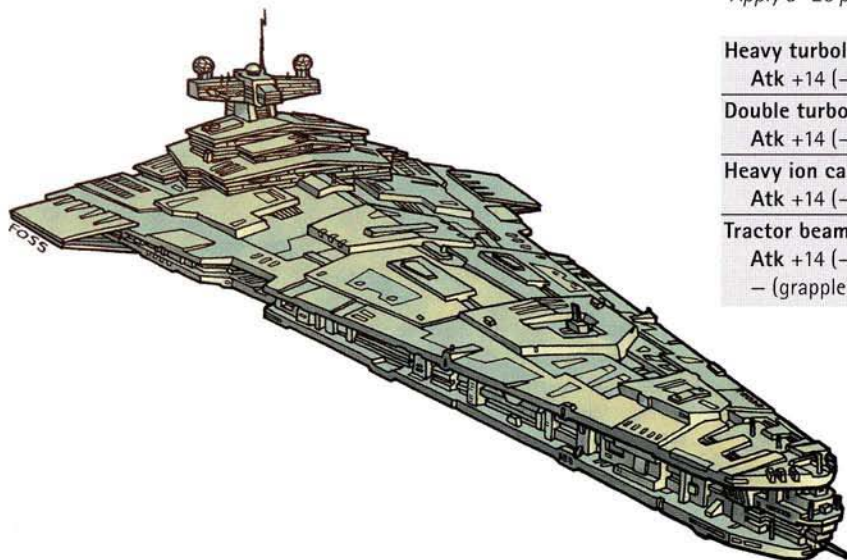
Rendili StarDrive Victory II-class Star Destroyer — CL 18

Colossal (cruiser) capital ship
Init −2; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 51; +12 armor, Vehicular Combat
hp 1,380; **DR** 20; **SR** 150; **Threshold** 251

Speed fly 2 squares (starship scale)
Ranged 4 heavy turbolaser batteries +14* (see below) and
    4 double turbolaser batteries +14* (see below) and
    2 heavy ion cannon batteries +14* (see below) and
    2 tractor beam batteries +14* (see below) and
Fighting Space 2×2 (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 5,200 (skilled); **Passengers** 2,040 (troops)
Cargo 6,107 tons; **Consumables** 4 years; **Carried Craft** 24 TIE fighters
    (any variant; see page 142), 5 *Lambda*-class shuttles (see page 106),
    10 AT-ATs, 15 AT-STs, 10 Juggernauts, various support vehicles
Hyperdrive ×1 (backup ×15), navicomputer
Availability Military; **Cost** not available for sale
Apply a −20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)
    Atk +14 (−6 against targets smaller than Colossal), **Dmg** 7d10×5

Double turbolaser battery (5 gunners)
    Atk +14 (−6 against targets smaller than Colossal), **Dmg** 4d10×5

Heavy ion cannon battery (5 gunners)
    Atk +14 (−6 against targets smaller than Colossal), **Dmg** 4d10×5 ion

Tractor beam battery (5 gunners)
    Atk +14 (−6 against targets smaller than Colossal), **Dmg**
    — (grapple +63)

THE PELLAEON-CLASS STAR DESTROYER

Named for Grand Admiral Gilad Pellaeon, a brilliant Imperial officer who studied under the tutelage of Grand Admiral Thrawn, the *Pellaeon*-class Star Destroyer is one of the largest and most powerful vessels in the Imperial Fleet. Coming into service more than a hundred years after the Battle of Endor, the *Pellaeon*-class Star Destroyer can be found both in Darth Krayt's Empire and in Emperor Roan Fel's Empire-in-exile. The *Pellaeon*-class Star Destroyer combines the best aspects of the *Imperial II*-class Star Destroyer and the *Executor*-class star dreadnaught to produce a starship of unparalleled engineering and firepower.

Typically used as a command ship and flagship of the various Imperial fleets, the *Pellaeon*-class Star Destroyer boasts an impressive starfighter complement in addition to its own weapons. The *Pellaeon*-class Star Destroyer also features a heavily sloped forward hull that gives the main gun batteries an excellent view of the battlefield, increasing their fire arcs while still keeping the turbolasers close to the hull for protection. The tall, sloping profile of the *Pellaeon*-class Star Destroyer allows the ship to be shorter in length than the *Imperial II*-class Star Destroyer while still carrying a significant complement of landing craft and starships, presenting a smaller profile when firing broadsides at other capital ships.

Crew 8,450 (skilled); **Passengers** 2,700 (troops)
Cargo 11,000 tons; **Consumables** 6 months; **Carried Craft** 48 *Predator*-class starfighters, 6 shuttles
Payload 200 proton torpedoes
Hyperdrive ×.75, navicomputer
Availability Military; **Cost** not available for sale
*Apply a –20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)
  Atk +16 (–4 against targets smaller than Colossal), **Dmg** 12d10×5
Turbolaser battery (5 gunners)
  Atk +16 (–4 against targets smaller than Colossal), **Dmg** 8d10×5
Heavy ion cannon battery (5 gunners)
  Atk +16 (–4 against targets smaller than Colossal), **Dmg** 6d10×5 ion
Tractor beam battery (5 gunners)
  Atk +16 (–4 against targets smaller than Colossal), **Dmg** – (grapple +69)
Proton torpedo battery (5 gunners)
  Atk +16 (–4 against targets smaller than Colossal), **Dmg** 10d10×5, 4-square splash

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Kuat Drive Yards Pellaeon-class Star Destroyer　　　**CL 28**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defense Ref 16 (flat-footed 47), Fort 57; +14 armor
hp 2,350; **DR** 20; **SR** 140; **Threshold** 257

Speed fly 3 squares (starship scale)
Ranged 5 heavy turbolaser batteries +16 (see below) and
  5 turbolaser batteries +16 (see below) and
  4 heavy ion cannon batteries +16 (see below) and
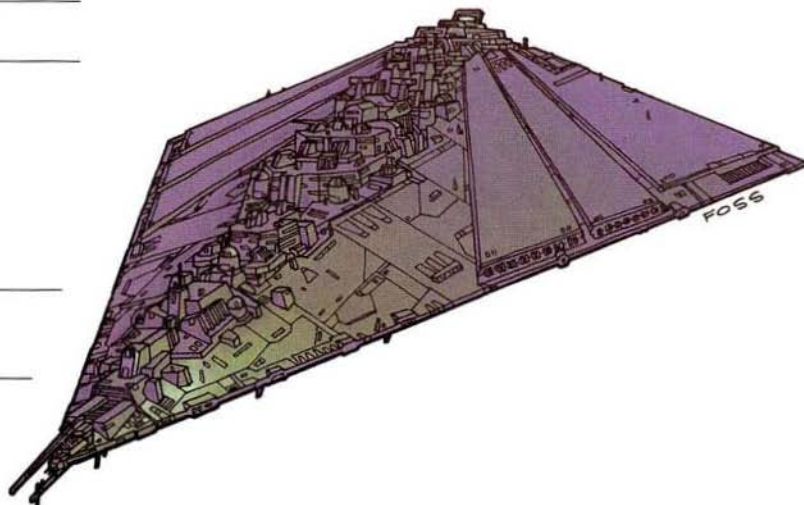 3 tractor beam batteries +16 (see below) and
  5 proton torpedo batteries +16 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +69

Abilities Str 105, Dex 14, Con —, Int 22
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6

INTERDICTOR CRUISER

Immobilizer 418 Interdictor-class Heavy Cruiser　　　**CL 17**
Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defense Ref 17 (flat-footed 15), Fort 52; +15 armor, Vehicular Combat
hp 1,500; **DR** 20; **SR** 150; **Threshold** 252

Speed fly 2 squares (starship scale)
Ranged 5 light quad turbolaser batteries +12* (see below) and
　　4 gravity well projectors +12 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +64

Abilities Str 94, Dex 14, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
　　Use Computer +6

Crew 2,807 (skilled); **Passengers** 80 (troops)
Cargo 5,500 tons; **Consumables** 1.2 years; **Carried Craft** 24 starfighters
Hyperdrive ×2 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale (black market value
　　52,240,000)

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

Light quad turbolaser battery (4 gunners)
　Atk +12 (–8 against targets smaller than Colossal), **Dmg** 4d10×5
Gravity well projector (gunner)
　Atk +12 (4×4 square starship-scale area attack), **Dmg** special

The Immobilizer 418 *Interdictor*-class heavy cruiser is a capital starship used to pull ships out of hyperspace and prevent them from reentering, trapping them in realspace and keeping them from escaping. The Immobilizer 418 uses four massive gravity well generators that produce a gravity shadow in hyperspace (similar to that projected by a planet or a star) that makes hyperspace travel through that area impossible. When an Immobilizer 418 has its gravity well projectors fired up, any ships traveling through hyperspace in the vicinity immediately revert to realspace, and no ship within a hyperspace interdiction area can make the jump to lightspeed until the gravity well generators are shut down.

The Immobilizer 418 was developed in response to the hit-and-run tactics of the Rebel Alliance. The success of the Immobilizer 418 once again gave the Empire an advantage over Rebel tacticians, though fortunately for the Alliance, only a relatively small number of *Interdictor*-class heavy cruisers were converted for use during the Galactic Civil War. However, the ships were so successful that some Star Destroyers were retrofitted

with gravity well generators in order to provide a more powerful platform for interdiction technology.

CAPABILITIES

The Immobilizer 418 is typically accompanied by a contingent of more heavily armed vessels, not only to lie in ambush but also to protect the *Interdictor*-class heavy cruiser from the ships they are trapping. Pulling a Rebel fleet out of hyperspace typically makes the Immobilizer 418 the primary target of the trapped fleet, and as a result the ship needs protection in order to keep from being destroyed.

Once the Immobilizer 418 has pulled the targets from hyperspace, the ship's crew must keep the gravity wells focused on the trapped fleet; otherwise their prey will escape into hyperspace simply by outrunning the Immobilizer and its fellow ships. Directing a gravity well is no simple matter, requiring the same kind of precision and expertise as is required to operate a tractor beam, and the Immobilizer 418's crew is specially trained to maintain gravity wells in the heat of combat.

Tactical Fire: The *Vindicator*-class heavy cruiser and the Immobilizer 418 were both designed to keep enemy ships from fleeing, by the use of either firepower or gravity wells. As a standard action, an Immobilizer 418 or *Vindicator*-class heavy cruiser can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All enemy starships moving into that area must succeed on a DC 20 Pilot check or stop moving for the remainder of the round. Once a ship is within this area, no further Pilot checks are required, though if a ship leaves this area and then moves into it again, a new Pilot check must be attempted.
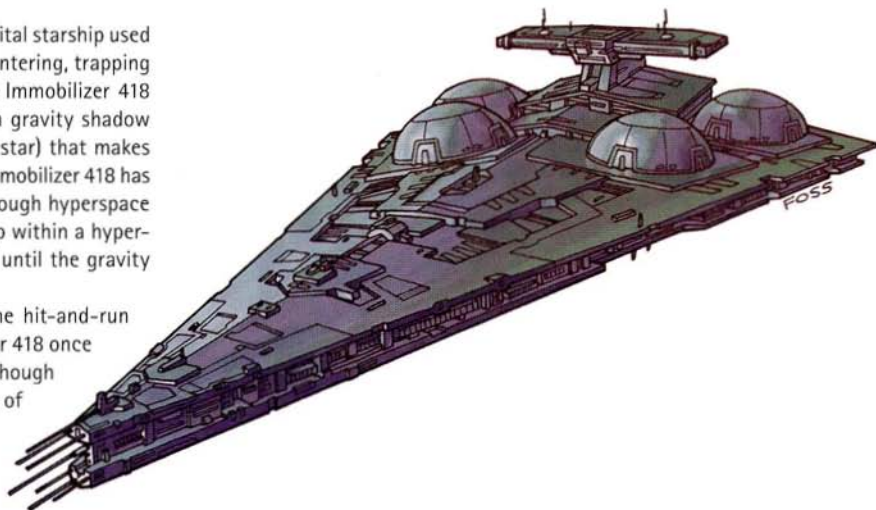
ORIGIN OF THE VINDICATOR

The Immobilizer 418 is actually a refit of the *Vindicator*-class heavy cruiser. The *Vindicator*-class ship's tractor beams, point-defense weapons, and turbolaser batteries were stripped out during the refit, making room for the massive gravity well generators and their associated systems. Not all *Vindicator*-class ships were converted to *Interdictor*-class heavy cruisers, and some remain armed and active in the Imperial fleet.

Vindicator-class Heavy Cruiser   CL 18

Colossal (cruiser) capital ship
Init –2; **Senses** Perception +6

Defense Ref 17 (flat-footed 15), Fort 54; +15 armor, Vehicular Combat
hp 1,800; **DR** 20; **SR** 150; **Threshold** 254

Speed fly 2 squares (starship scale)
Ranged 5 light quad turbolaser batteries +12* (see below) and
   5 light turbolaser batteries +14* (see below) and
   4 point-defense laser cannon batteries +14 (see below) and
   4 point-defense light ion cannon batteries +14 (see below) and
   tractor beam battery +16* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +66

Abilities Str 98, Dex 14, Con —, Int 18
Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
   Use Computer +6

Crew 2,551 (skilled); **Passengers** 400 (troops)
Cargo 8,000 tons; **Consumables** 1.5 years; **Carried Craft** 24 starfighters
Hyperdrive ×2 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale (black market value
   43,000,000)

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

Light quad turbolaser battery (4 gunners)
   Atk +12 (–8 against targets smaller than Colossal), **Dmg** 4d10×5
Light turbolaser battery (5 gunners)
   Atk +14 (–6 against targets smaller than Colossal), **Dmg** 4d10×5
Point-defense laser cannon battery (5 gunners)
   Atk +14, **Dmg** 4d10×2
Point-defense ion cannon battery (5 gunners)
   Atk +14, **Dmg** 4d10×2 ion
Tractor beam battery (6 gunners)
   Atk +16 (–4 against targets smaller than Colossal),
   Dmg – (grapple +66)

GRAVITY WELL PROJECTORS

Gravity well projectors are unique weapons in that they do not deal damage but instead produce a special effect. Projecting a gravity well is treated like firing a weapon in an area attack; the gravity well operator must choose a 3×3-square (starship scale) area within the generator's range and make an attack roll against a Reflex Defense of 10. If successful, the gravity well projector creates a hyperspace interdiction field in those target squares. Any starship that starts its turn in a square covered by a hyperspace interdiction field may not activate its hyperdrive on that turn.

IMPERIAL CUSTOMS CORVETTE

Rendili Star Drive Light Corvette   CL 14

Colossal (frigate) space transport
Init +0; **Senses** Perception +6

Defense Ref 17 (flat-footed 13), Fort 33; +13 armor, Vehicular Combat
hp 320; **DR** 15; **SR** 45; **Threshold** 133

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares
(starship scale)
Ranged double laser cannon battery +14 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +45

Abilities Str 56, Dex 18, Con —, Int 14
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0,
Use Computer +6

Crew 58 (skilled); **Passengers** 20 (troops)
Cargo 500 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale

Double laser cannon battery (6 gunners)
Atk +14, **Dmg** 4d10×2

Rendili Star Drive's light corvette is the mainstay
of the Imperial Customs Office. Because Rendili
Star Drive sells the craft to the Customs Office
under a sole source contract, it is almost
universally referred to as the Imperial Customs
Corvette. These ships prowl the space lanes like
sleek predators, ordering civilian starship traffic to halt for inspection
at their captains' whims. In addition to enforcing Imperial customs
laws, the ships are also used to deter pirates, as well as to perform
search and rescue operations.

In addition to Rendili's smaller Imperial Customs Frigate, the Customs
Corvette is the bane of both smugglers and honest merchants alike. Even
freighter captains who have nothing to hide dread the thought of being
boarded by a Customs crew. Although the majority of Customs officers
are honest Imperial citizens, a handful of others wallow in their own
corruption like dianogas in sewage. Even though bribery is common-
place throughout the Imperial bureaucracy, these uniformed criminals
are dreaded by honest traders due to their unpredictable appetites and
whims.

Most star systems have at least one Customs Corvette patrolling them,
with some of the larger systems being patrolled by three or more. Even
remote star systems can expect a visit from Customs once every three or four weeks,
depending on how thinly the Customs fleet is spread. Customs ships often
wait patiently near common hyperspace exit points, scanning passing ships
for obvious signs of illicit cargo.

CAPABILITIES

The Imperial Customs Corvette is an excellent ship, well designed for its
intended use. Though it is not meant to go toe to toe with bona fide war-
ships, it is more than capable of dealing with freighters, transports, and some
starfighters. The six double laser cannon turrets mounted along the ship's
flanks only add to its threatening demeanor. Each light corvette is assigned
a single stormtrooper platoon for use during boarding actions.

These ships can easily remain on patrol for two months at a stretch,
longer than that if their consumable supplies can be refreshed by the crew
during capture operations. The light corvette is also able to enter a planet's
atmosphere, something that sets it apart from the largest ships in the
Imperial fleet.

FOSS
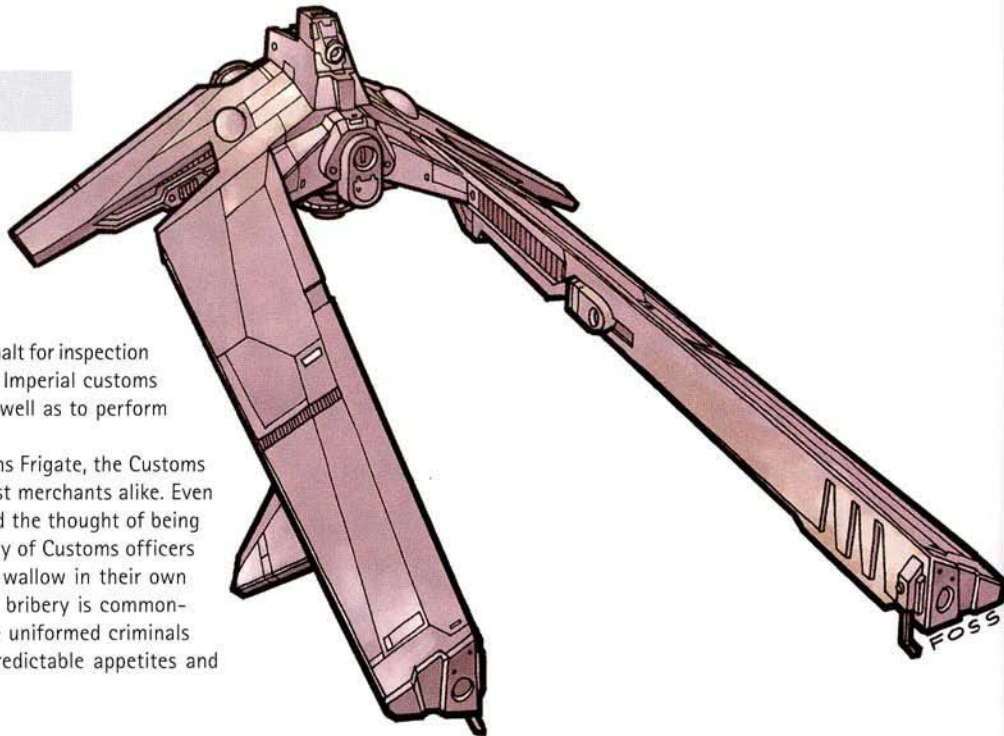
J-Type Star Skiff

J-Type Star Skiff   CL 14
Colossal* space transport
Init +8; **Senses** Perception +12

Defense Ref 20 (flat-footed 14), Fort 29; +14 armor, Vehicular Combat
hp 200; **DR** 15; **SR** 50; **Threshold** 79

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares
  (starship scale)
Ranged laser cannons +14 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +49
Atk Options autofire (laser cannons)

Abilities Str 48, Dex 22, Con —, Int 18
Skills Initiative +8, Mechanics +12, Perception +12, Pilot +8,
  Use Computer +12

Crew 3 (ace); **Passengers** 3
Cargo 10 tons; **Consumables** 1 month; **Carried Craft** none
Hyperdrive ×.5, navicomputer
Availability Restricted; **Cost** not available for sale (black market value
  5,000,000 used)
*This ship is treated as a Gargantuan starfighter for the purposes of being
  targeted by capital ship weapons, dogfighting, and using starship
  maneuvers.*

Laser cannons (gunner)
  Atk +14 (+9 autofire), **Dmg** 7d10×2

As the Clone Wars raged and numerous Senators became increasingly uncomfortable with the political climate of the republic, even the most peaceful of traditions had to be reexamined. The J-Type star skiff was the first diplomatic vessel of Naboo to be armed (with a modest pair of linked lasers) and the first to have a gunner's console. Its design also sacrificed the sleek, all-chromium hull to place more practical (and sturdy) access grills and powerful sublight engines. Still a thing of beauty, the star skiff was clearly designed with potential combat, escape, and repair in mind.

Though Queen Apailana of Naboo herself never used the armed star skiff, it was loaned out to Senator Amidala, a sign of the Senator's great popularity with her homeworld and her monarch. After Amidala died, the star skiff was retired, because it had become a painful reminder of the Senator's last days in service to her people. However, other Senators, seeking to increase their own standing and political power, began purchasing similar vessels (often with faux chromium, to save on costs).

Capabilities

Lovingly and skillfully hand-crafted, as are all royal vessels built by the Theed Palace Space Vessel Engineering Corps, the star skiff is superior in design and construction to any mass-produced vessel. A class .5 hyperdrive allows it to carry out diplomatic missions with alacrity, its interior reflects the full comfort of an advanced luxury upgrade, and its considerable storage space allows any number of diplomatic gifts to be transported in style (and could even double as small cabins for a few guests). However, it also has laser cannons that are augmented to the edge of laser technology, two medical beds, and a shield generator as powerful as those on most gunships. Though far too expensive to be practical as a warship, a star skiff could fly next to Naboo starfighters as a flag vessel if the situation called for it.

JUNKER (TEMPLATE)

The junker template represents starships (most often fighters and space transports, though a junker capital ship is certainly possible) that are badly put together. Many junkers are older starships that haven't been properly maintained for so long that it's simply not possible to bring them back to fully functional status. Junkers can also represent ships that are poorly designed, making them junkers right off the assembly line.

Junkers can also be used to represent "uglies," starships constructed from parts of different ship designs. The most common uglies are TYE-wings, which combine the ball cockpit of a TIE fighter with the engines of a Y-wing. TYE-wings are slower than TIEs and lack the increased durability of Y-wings, but because spare parts for those two models are so common, combining them into clunky, ugly hybrid starfighters sometimes makes sense.

MODIFICATIONS

CL: Reduce the CL of a junker by 20% (round down).

Initiative: Reduce a junker's Initiative by 5 after all other modifications.

Abilities: Reduce Strength by 4, Dexterity by 2 and Intelligence by 2 (all minimum 10). Recalculate all statistics derived from these abilities' modifiers.

Systems Failure: A junker is always on the verge of falling apart, and sometimes does so in the middle of combat. Every time a junker moves down −1 step on its condition track, one of its systems fails. A failed system is totally nonfunctional and remains that way until the junker moves back up the condition track. Roll percentile dice to see what system fails (see below). If you roll a system your junker does not have (such as rolling a hyperdrive malfunction on a ship lacking a hyperdrive), simply ignore the result—you got lucky.

D%	FAILED SYSTEM
01–30	Hyperdrive
31–60	Engines (reduce starship-scale speed by 1 square, and character-scale movement by the same percentage)
61–85	One weapon or weapon battery (determine which randomly)
86–95	Computer core (−5 to all Perception and Computer Use checks made with the starship's equipment)
96–100	Shields

Patchwork: The one benefit of a junker is that its cobbled-together systems are easier to patch back together into the semifunctional state they normally operate in. Reduce the DC of any Mechanics check made on a junker by 2.

The following is an example of a junker TYE-wing, created by adding the junker template to a TIE/ln fighter (and representing a Y-wing with TIE fighter wings instead of engine nacelles).

Junker TYE-wing   CL 5
Huge starfighter
Init +2; **Senses** Perception +6

Defense Ref 14 (flat-footed 11), Fort 20; +3 armor, Vehicular Combat
hp 60; **DR** 10; **Threshold** 30

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)
Ranged laser cannons +5 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +22
Atk Options autofire (laser cannons)

Abilities Str 30, Dex 16, Con —, Int 12
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +7

Crew 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 60,000 (25,000 used)

Laser cannons (pilot)
    Atk +5 (+0 autofire), **Dmg** 4d10×2

K-WING

Koensayr Manufacturing BTL-58 K-wing   **CL 12**
Gargantuan starfighter
Init +10; **Senses** Perception +6

Defense Ref 18 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 160; **DR** 10; **SR** 30; **Threshold** 48

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +7 (see below) and
   quad laser cannon +7 (see below) and
   medium concussion missiles +7 (see below) or
Ranged laser cannons +7 (see below) and
   quad laser cannon +7 (see below) and
   proton torpedoes +7 (see below) or
Ranged laser cannons +7 (see below) and
   quad laser cannon +7 (see below) and
   shieldbuster torpedoes +7 (see below) or
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (laser cannon, quad laser cannon)

Abilities Str 46, Dex 20, Con —, Int 20
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6,
   Use Computer +6

Crew 4 (skilled); **Passengers** none
Cargo 440 kg; **Consumables** 1 day; **Carried Craft** none
Payload 18 proton torpedoes, 4 concussion missiles, 6 plasma torpedoes
Availability Military; **Cost** 250,000 (120,000 used)

Laser cannons (gunner)
   Atk +7 (+2 autofire), **Dmg** 4d10×2

Quad laser cannon (gunner)
   Atk +7 (+2 autofire), **Dmg** 6d10×2

Medium concussion missiles (gunner)
   Atk +7 (+2 autofire), **Dmg** 8d10×2, 4-square splash

Proton torpedoes (gunner)
   Atk +7 (+2 autofire), **Dmg** 9d10×2, 4-square splash

Shieldbuster torpedoes (gunner)
   **Atk** +7 (+2 autofire), **Dmg** 8d10×2, 4-square splash

The Koensayr Manufacturing BTL-S8 K-wing is an assault starfighter introduced as part of the New Republic Defense Fleet. These ships are designed to serve as bombers and heavy starfighters, roles previously filled by increasingly aged Y-wings. The K-wings serve well during the Black Fleet Crisis, though their crew complement of four eventually causes them to become less popular as the New Republic continues to have major crises (making it difficult to train enough bombardiers and gunners for the whole K-wing fleet). Though still in use for decades after their deployment, they are much less common after the Yuuzhan Vong war.

CAPABILITIES

The prototypes and first production wave have no built-in weaponry; they carry whatever armament is appropriate to an individual mission. A typical load is given in the statistics block. Any normal missile or mine payload (or weapon system designed for a starfighter, with an emplacement point cost no higher than 0), can replace any of the given missile payload choices with a DC 10 Mechanics check and 5 minutes of work.

A second generation of K-wing designs added two turrets and reconfigured the cockpit to increase the bombardier's field of vision. The quad laser in the forward turret was augmented to be a multistage laser and thus is often called a turbolaser, though it remains a starfighter class weapon, not a capital ship turbolaser.

K-wings have no hyperdrive, and thus must be carried to striking distance of each battle. They do have a SLAM system (see page 42), allowing them to move quickly into attack positions once they are deployed. In case of emergency, the cockpit of a K-wing can detach and act as an escape pod.
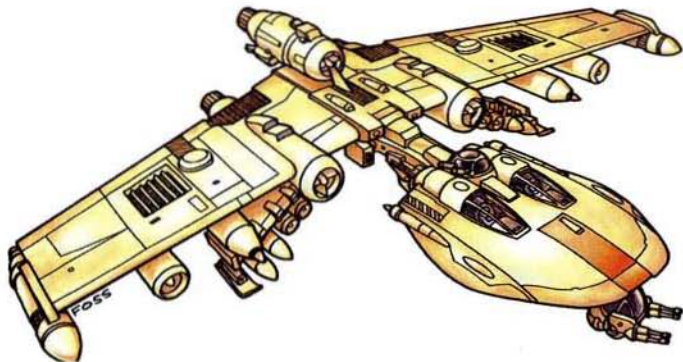
LAMBDA-CLASS SHUTTLE

Sienar Fleet Systems Lambda-class Shuttle **CL 12**

Colossal space transport

Init –2; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 26; +12 armor, Vehicular Combat

hp 120; **DR** 10; **SR** 25; **Threshold** 76

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)

Ranged blaster cannon battery +6 (see below) and
    blaster cannon +4 (see below) and
    twin laser cannons +6 (see below)

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

Base Atk +2; **Grp** +38

Atk Options autofire (blaster cannons, twin laser cannons)

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

Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2,
    Use Computer +6

Crew 6 (skilled); **Passengers** 20

Cargo 80 tons; **Consumables** 2 months; **Carried Craft** none

Hyperdrive ×1 (backup ×10), navicomputer

Availability Military; **Cost** not available for sale (likely valued at 240,000)

Blaster cannon battery (2 gunners)
    Atk +6 (+1 autofire), **Dmg** 5d10×2

Blaster cannon (copilot)
    Atk +4 (–1 autofire), **Dmg** 5d10×2

Twin laser cannons (pilot)
    Atk +6 (+1 autofire), **Dmg** 2d10×2

One of the most recognizable Imperial spacecraft is the *Lambda*-class shuttle. A workhorse of the Imperial fleet, *Lambda*-class shuttles have transported Imperial luminaries such as Lord Darth Vader, as well as Emperor Palpatine himself. It is perhaps ironic that one particular Lambda, the *Tydirium*, was employed by the Rebel Alliance to deliver a strike force to the forest moon of Endor. It was this strike team that ultimately brought the second Death Star's defensive shields down, allowing the Rebel fleet to converge and subsequently destroy the space station.

The Lambda design was developed as the direct successor to the *Theta*-class shuttle by a group of former Cygnus Spaceworks engineers. These engineers had been enticed into defecting to Sienar, lured by promises of high pay and tangible benefits. Even though Sienar was responsible for the ship's design and initial production run, Cygnus Spaceworks was later subcontracted to produce a heavily armed military version that was equipped with ten laser cannons.

The Lambda was not used solely by the Empire. Even though upward of ninety percent of all Lambdas were in Imperial possession, the nonmilitary version, produced by Sienar, was available for sale on the open market for a short time, and numerous craft were sold to different sector governments, corporate fleets, and other private parties. Similarly, the Rebel Alliance kept a small fleet of the shuttles on hand for the transportation of sensitive personnel between different fleet elements. These shuttles were identical to the standard model, but lacked the code transponders of those utilized by the Empire.

Following the collapse of the Empire, Cygnus Spaceworks continued to produce Lambda shuttles. Many of these shuttles were put to use by both the New Republic and the Galactic Federation of Free Alliances.

CAPABILITIES

The Lambda shuttle is best known as a multiuse transport, capable of ferrying both troops and dignitaries. When used as a troop transport, it excels at high-profile missions that require a significant amount of discretion. When the ship is used as a personal transport for Imperial dignitaries and officers, the cargo space is often converted into a comfortable living area with many of the amenities of a star yacht. Those Lambdas used to ferry troops are much less comfortable, and are equipped with bench seating and a limited number of bucket seats.

Though the ship was designed primarily for space flight, the tri-wing construction of the Lambda gives it excellent stability when flown in an atmosphere. It is a fast ship when compared to others of its class, yet it is especially vulnerable to enemy fire when landing or taking off. Though it is equipped with a number of effective weapon systems, the Lambda is unable to outmaneuver most starfighters. Because the Lambda is well armed, it does not technically require a fighter escort. Regardless, few of the shuttles traveled alone, depending on the sensitivity of their individual missions.
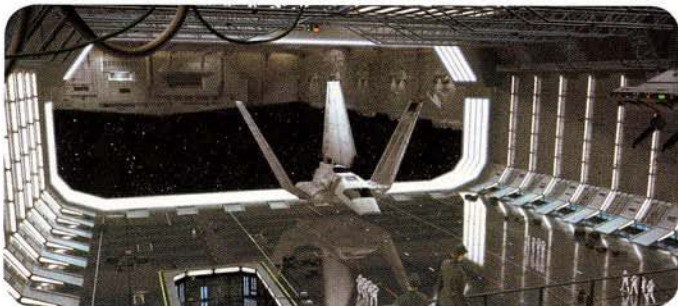
Sienar Fleet Systems
Lambda-class Shuttle

1 square = 1.5 meters

1. Pilot Station
2. Co-Pilot Station
3. System Op Station
4. Gunnery Station
5. Auxiliary Station #1
6. Auxiliary Station #2
7. Entry Ramp
8. Lower Level Maintenance Hatch
9. Emergency Life Support Cabinets
10. Equipment Storage
11. Passenger Bucket Seats
12. Port Bench Seating
13. Starboard Bench Seating
14. Refresher
15. Weapons/Storage Locker
16. Cargo Holds (accessible to lower level)
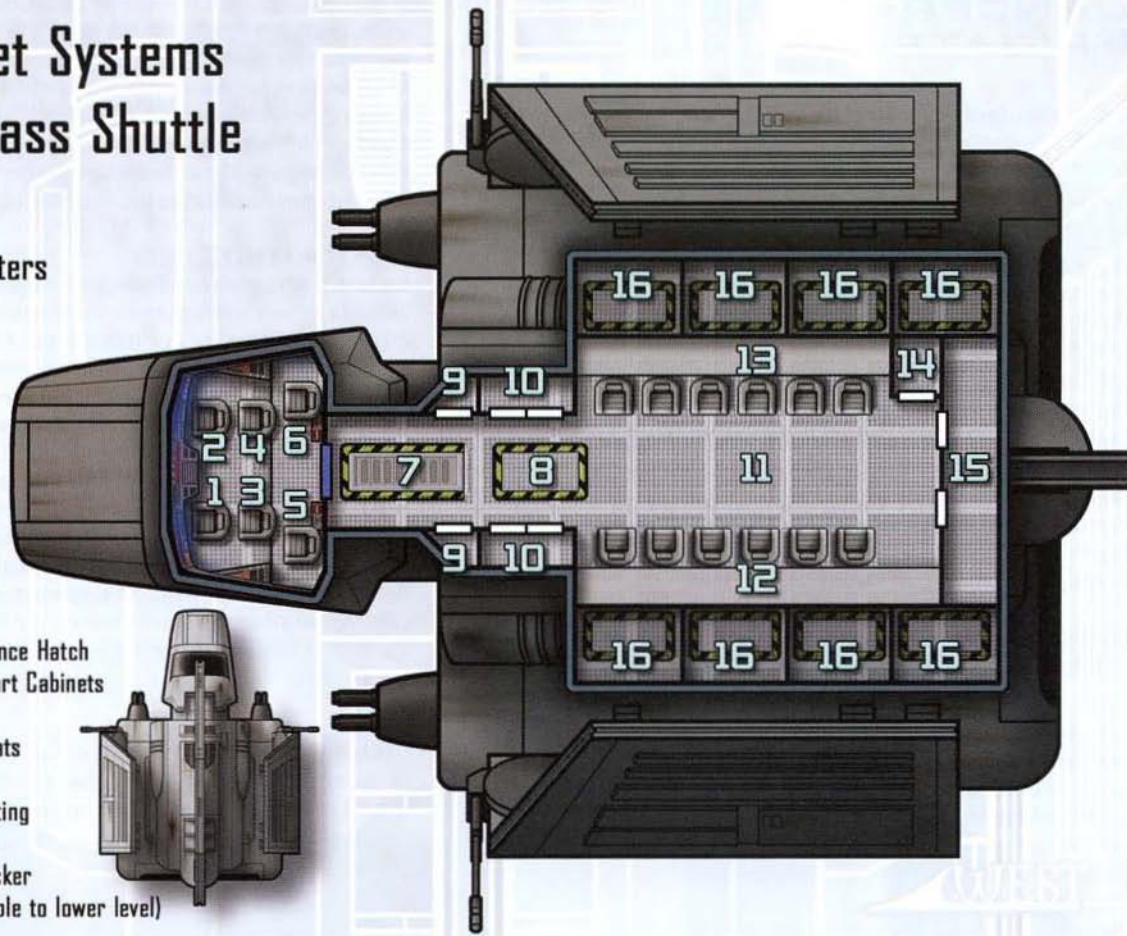
When not used as a troop transport, the Lambda is capable of carrying up to 80 tons of cargo. These cargoes consist primarily of mundane supplies, such as spare parts and other consumables. It is rare, though not unheard of, for a shuttle to arrive insystem by itself in order to deliver supplies. Much of the time, Lambdas ferry supplies directly from orbital stations and ships to planetary surfaces.

The Lambda is normally operated by a crew of six, including a pilot, a copilot, a navigator, a gunner, a communications officer, and an engineer. In a pinch, the ship can be flown by a single individual, though he would be hard-pressed to monitor all the ship's vital systems. The cockpit is typically open to the cargo/passenger area, but a blast door can be closed between the two compartments if circumstances dictate it.

Lambda-class shuttles are rarely modified from their base configuration, though some exceptions to this rule obviously exist. The specifications of the Emperor's personal shuttle, for instance, were highly classified, and can be extrapolated based only upon rumors and hearsay. It has been put forth that Palpatine's shuttle was equipped with a cloaking device, as well as a secure HoloNet transceiver, heavier weaponry, and an ultra-efficient hyperdrive. Since it was destroyed with the second Death Star, none can say for certain if any of these reports are accurate.

LANCER-CLASS FRIGATE

Kuat Drive Yards Lancer-class Frigate   CL 14
Colossal (frigate) capital ship
Init –3; **Senses** Perception +5

Defense Ref 14 (flat-footed 12), Fort 38; +12 armor
hp 800; **DR** 15; **SR** 125; **Threshold** 138

Speed fly 3 squares (starship scale)
Ranged 4 point-defense quad laser cannon batteries +12 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +48
Atk Options autofire (quad laser cannons)

Abilities Str 66, Dex 14, Con —, Int 18
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3,
    Use Computer +5

Crew 850 (normal); **Passengers** 40 (troops)
Cargo 300 tons; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×2 (backup ×15), navicomputer
Availability Military; **Cost** not available for sale

Point-defense quad laser cannon battery (5 gunners)
    Atk +12 (+7 autofire), **Dmg** 4d10×2

After the Imperial defeat at the Battle of Yavin, Naval Command developed the *Lancer*-class frigate as an antifighter escort for larger ships that might be susceptible to the Alliance's starfighter tactics. Although it is the size of a light cruiser, the Lancer was designed to destroy small ships at close range. Early Lancers were plagued with severe fire control malfunctions that could shut down more than half of the ship's laser cannons, making the craft less than useless.

Overall, the Lancer was eventually considered a failure by Imperial command. Because the ship was too expensive to see much more than sporadic deployment within the Imperial Fleet, the majority of Lancers are assigned to planetary defense and rear guard actions. Despite this, Grand Admiral Thrawn employed the Lancer's capabilities to excellent effect, using them to raid New Republic worlds that were largely equipped with starfighter-based defenses.

Though no specific Lancers in the Imperial Navy have distinguished themselves, one frigate—captured by the Rebel Alliance—has been made famous by its success. The *Fowler*, a late-model Lancer captured by Alliance forces near Malastare, was put into service as an anti-TIE fighter platform. Retrofitted with an improved hyperdrive, the *Fowler* was sent on strike missions, providing cover for Y-wing fighters. In its role as an antistarfighter platform, the Rebel Lancer racked up an impressive number of kills, surviving long enough to be decommissioned after the formation of the New Republic.

CAPABILITIES

Because it is slower than its intended targets, the *Lancer*-class frigate is unable to actively seek out and engage enemy starfighters on its own. Instead, it is used by the Empire as a picket vessel, deployed on the outskirts of a fleet's perimeter. The ship's excellent capabilities in an antistarfighter role are perhaps its greatest weakness when it comes up against capital ships. The relatively light laser cannons it is equipped with cannot compete with the armor and shields of capital-scale ships. Likewise, the range of capital-scale weaponry far exceeds that of the weapons the Lancer employs, thus guaranteeing that it is an easy target when pitted against them.

Tactical Fire: The *Lancer*-class frigate is exceptionally good at punching through enemy starfighters' defenses, weakening their shields so that allied fighters can finish them off. As a standard action, a *Lancer*-class frigate can forgo all attacks to provide tactical fire to all adjacent squares. Enemy starships of Gargantuan size and smaller have their SR halved while within these squares.
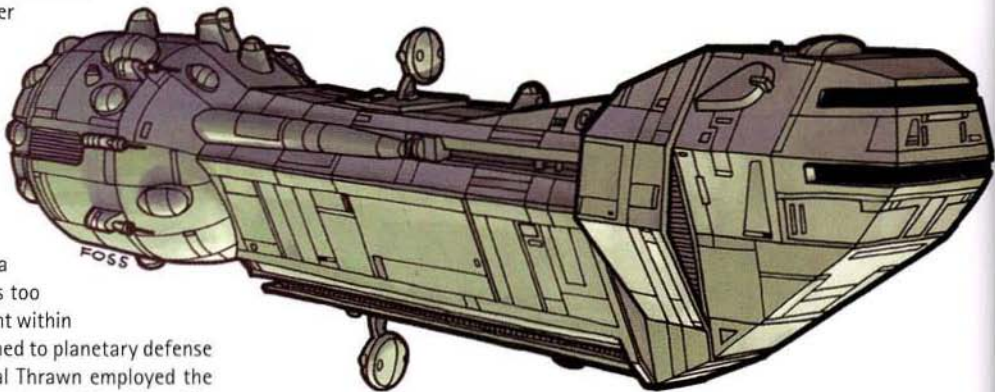
MANKVIM-814 LIGHT INTERCEPTOR

Feethan Ottraw Scalable Industries Mankvim-814 Light Interceptor   **CL 5**
Gargantuan starfighter
Init +3; **Senses** Perception +5

Defense Ref 14 (flat-footed 11), Fort 21; +6 armor
hp 50; **DR** 10; **SR** 15; **Threshold** 41

Speed fly 16 squares (max. velocity 1,450 km/h), fly 6 squares
    (starship scale)
Ranged light laser cannons +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +26
Atk Options autofire (light laser cannons)

Abilities Str 32, Dex 17, Con —, Int 14
Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3,
    Use Computer +5

Crew 1 droid (normal); **Passengers** none
Cargo none; **Consumables** 2 hours; **Carried Craft** none
Availability Licensed; **Cost** 15,000 (6,000 used)

Light laser cannons (pilot)
    Atk +4 (−1 autofire), **Dmg** 2d10×2

Another cheap and expendable fighter used by the Confederacy during the Clone Wars, the Mankvim-814 Light Interceptor (often referred to as the Techno Union fighter) was a speedy but fragile starship constructed on the planet Utapau. Though flown mostly by droid pilots, the Mankvim-814 boasted an actual cockpit and controls, so that a living pilot could take the controls of the ship (unlike the droid starfighters, which featured no cockpit whatsoever). Bulbous and sleek, the Mankvim-814 was a fast ship that relied upon its speed for defense rather than the strength of its hull or shields.

During the latter days of the Clone Wars, the Techno Union needed starfighters desperately for its war efforts, and the Mankvim-814 is the result of this need. When the Clone Wars ended and the Empire rose, the Mankvim-814 was relegated to the ranks of mostly forgotten ships from the time before the Emperor. However, the Mankvim-814 continues to be used heavily in the Corporate Sector, where many of the remnants of the Techno Union reside. Though originally built on Utapau, the Mankvim-814 continues to see limited production runs in the Corporate Sector, and some members of the Corporate Sector Authority utilize the starfighters to augment their already expansive fighter corps.

CAPABILITIES

The Mankvim-814 is a speedy starfighter that can blast its way across the battlefield in a matter of moments. Among the fastest of all starfighters, the Mankvim-814 isn't as maneuverable as some ships in the days of the Galactic Civil War and tends to be used only by civilians looking for a quick ship, regardless of defenses or armament. Though the Techno Union cared little for the ship's defenses (after all, most pilots were expendable droids), the ship does have minimal shielding to give it some durability. However, if a shot penetrates the vessel's shields, the chances of its survival are slim.

Hastily put together (and likely engineered just as rapidly), the Mankvim-814 is not the most survivable ship ever produced, though it is fast enough that many of the models left over from the Clone Wars were converted into one-person courier vessels. Since the ships do not have a hyperdrive, they are effective only within a star system, and most are used to ferry small cargoes or sensitive messages between nearby planets and moons.

Marauder Corvette

Sienar Technologies Marauder Corvette   CL 14
Colossal (frigate) capital ship
Init −3; **Senses** Perception +5

Defense Ref 14 (flat-footed 12), Fort 37; +12 armor
hp 720; **DR** 20; **SR** 115; **Threshold** 137

Speed fly 3 squares (starship scale)
Ranged 2 double turbolaser batteries +10* (see below) and
    tractor beam battery +8* (see below) and
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +47
Atk Options autofire (double turbolasers)

Abilities Str 64, Dex 15, Con —, Int 18
Skills Initiative −3, Mechanics +5, Perception +5, Pilot −3,
    Use Computer +5

Crew 177 (normal); **Passengers** 80 (troops)
Cargo 300 tons; **Consumables** 3 months; **Carried Craft** 12 starfighters, 2
    landing barges, 4 shuttles
Hyperdrive ×2 (backup ×12), navicomputer
Availability Military; **Cost** 2,400,000 (1,450,000 used)
Apply a −20 penalty on attacks against targets smaller than Colossal size.

Double turbolaser battery (4 gunners)
    Atk +10 (−10 against targets smaller than Colossal) (+5 autofire),
    Dmg 4d10×5
Tractor beam (3 gunners)
    Atk +8 (−12 against targets smaller than Colossal),
    Dmg — (grapple +47)

The Marauder was designed by Sienar Technologies to serve as a light Repub-
lic patrol cruiser. However, for some reason the Republic Senate would not
approve purchase of the starships. Sales were opened to other governments
and organizations, but never met Sienar's high expectations. Eventually, the
rights to produce the design were sold to the Corporate Sector Authority,
which liked the ship's combination of firepower, range, and economical build-
ing and operating costs. As a result, two types of Marauders exist—those built
by Sienar during the early days of the design (well prior to the Clone Wars)
and those built by the Corporate Sector Authority shortly after the Clone
Wars. There are few differences between the two types externally, though
the Sienar models generally have nicer (if older) interiors.

Like many patrol ships, the Marauder makes a perfect pirate vessel if it
falls into the wrong hands. Older Sienar-built frames are often mothballed
by the groups that originally bought them, and then end up as pirate or
planetary defense ships (or even armed luxury yachts). The Rebel Alliance
also found Marauders easier to come by than many other capital ships,
and pressed them into service to cover a variety of roles, including escort,
merchant raider, starfighter carrier, and mobile repair ship.

CAPABILITIES

The Marauder is often called a "pocket cruiser," since its armament is suf-
ficient to allow it to function as a front-line warship. It does best, however,
when facing smaller capital ships or serving as an escort vessel. The Marauder
is vulnerable to attack by swarms of starfighters, and is designed to carry
twelve fighters of its own to provide fighter cover. Many Marauders convert
some cargo space to carry extra fighters and shuttles, as well as small walk-
ers and other ground craft.

Several Marauders were used by the Rebel Alliance as missile cruisers and
starfighter carriers. These vessels had all their double turbolasers removed
and replaced with four concussion missile launchers. Depending on how
many concussion missiles were carried, as many as 36 starfighters could be
supported by such a ship as well.

Tactical Fire: Marauder Corvettes are excellent starfighter support craft,
but their vulnerability to outside attack requires their escorts to stick close
to the ship. As a standard action, a Marauder Corvette can forgo all attacks
to provide tactical fire to all adjacent squares. Allied starships of Gargantuan
size and smaller gain +2 on attack rolls while in the affected area.
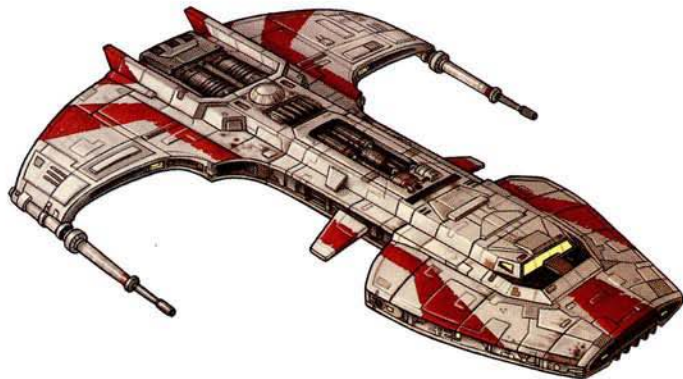
Medium Transport

Gallofree GR-75 Medium Transport   CL 8

Colossal (frigate) capital ship
Init −5; **Senses** Perception +5

Defense Ref 14 (flat-footed 14), Fort 34; +14 armor
hp 400; **DR** 15; **SR** 45; **Threshold** 134

Speed fly 12 squares (max. velocity 650 km/h), fly 2 squares
 (starship scale)
Ranged 4 point-defense double laser cannons +1 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +44
Atk Options autofire (double laser cannons)

Abilities Str 58, Dex 10, Con −, Int 12
Skills Initiative −5, Mechanics +5, Perception +5, Pilot −5,
 Use Computer +5

Crew 6 (normal); **Passengers** 40
Cargo 19,000 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×4, navicomputer
Availability Licensed; **Cost** 350,000 (125,000 used)

Point-defense double laser cannons (gunner)
 Atk +1 (−4 autofire), **Dmg** 4d10×2

Though numerous transport ships are employed across the galaxy, the Gallofree Yards transport is one of the most ubiquitous and often-used. It is a sleek-looking vessel, especially considering its size, but its outward appearance belies its slow and ponderous nature. The ships can be used as freighters, but due to their low speed are most often used as short-range transports, moving goods and passengers from planet to planet, planet to station, or star system to star system.

During the Clone Wars, the Gallofree was popular with the Republic Navy as a resupply craft. Large numbers of the transports were used to supplement the Old Republic's extensive supply lines, enabling those lines to be stretched thin without significant interruption to the flow of goods to the front. A scant few were modified with improved shields and heavy weaponry and used to lure unwary pirates to their doom.

As the Clone Wars wound down and the Rise of the Empire began, many of these venerable transports found themselves in the employ of the Rebel Alliance. Following the Battle of Endor, many Gallofrees were modified into salvage ships. They became integral to the New Republic's initial campaigns against the Imperial Remnant, because parts and equipment salvaged from long-dead ships were valuable commodities.

Capabilities

In its stock configuration, the Gallofree GR-75 is utilitarian and unexciting. Equipped with a large cargo hold and precious little in the way of defensive systems, it is a sitting duck on the space lanes unless accompanied by an escort. Its sublight engines and hyperdrive are slow, and it maneuvers like a sick bantha. The ship is relatively easy to modify, however, given the appropriate parts and mechanical expertise.

The GR-75s used by the Alliance are often equipped with upgraded weaponry, shields, and engines. Internal systems are often rearranged, giving each Gallofree a unique floor plan depending on its specific function. Most often, the GR-75 is utilized to move troops and material. Others are modified to serve as hospital ships, landing craft, or salvage vessels. Regardless of its specific function, the GR-75 rarely looks different from the outside.

MIY'TIL FIGHTER/ BOMBERS

Olanji/Charubah Miy'til Fighter   CL 9

Huge starfighter

Init +10; **Senses** Perception +6

Defense Ref 17 (flat-footed 11), Fort 24; +3 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 20; **Threshold** 34

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares
    (starship scale)
Ranged laser cannons +7 (see below) or
Ranged medium concussion missiles +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (pilot), +5 or
    total (astromech droid, see description)
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 22, Con —, Int 16
Skills Initiative +10, Mechanics +6 (+13*), Perception +6, Pilot +10,
    Use Computer +6 (+13*)

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

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 25 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 medium concussion missiles
Hyperdrive ×1.5 (backup ×12), 5-jump memory (astromech droid)
Availability Military; **Cost** 210,000 (85,000 used)

Laser cannons (pilot)
    Atk +7 (+2 autofire), **Dmg** 5d10×2

Medium concussion missiles (pilot)
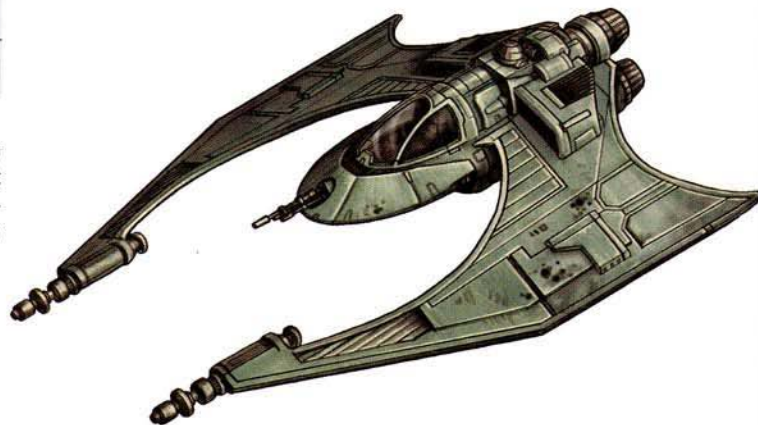   **Atk** +7, **Dmg** 8d10×2, 4-square splash

The Miy'til is a small, fast, lightly armed starfighter built by Olanji/Charubah for use by the Hapes Consortium. The manufacturer enjoys great support from the Hapan royal family, guaranteeing that no other starfighter is constructed in large numbers within the Consortium. Of course, that protection lasts only as long as the Miy'til is seen as a quality product worthy of the Hapan tradition of beauty and excellence. Although it's true that Olanji/Charubah goes to great lengths to polish and decorate every Miy'til, it also constantly reevaluates the design to ensure that it remains current with other starfighters.

Because of the Hapes Consortium's long history of isolationism, it's impossible to say exactly when the Miy'til first entered service, but it's certain to be after the Clone Wars. Many starship engineers fled the losing side of that conflict, and it seems likely that some took refuge in the Consortium and brought their starship design expertise with them. The Miy'til is the standard starfighter of all Hapan military units, carried in fair numbers by Battle Dragons and smaller ships. Although X-wings are also valued for their better ability to sustain damage, the Miy'til is piloted with pride by its pilots as proof of Hapan equality with other starship designers.

CAPABILITIES

The Miy'til fills its role as a space superiority starfighter brilliantly. As a small, fast craft, the ship makes it easy for the Hapans to get wings of fighters wherever they are needed quickly. Outfitted with a week's worth of supplies and a good hyperdrive, patrols of Miy'tils can sweep through large volumes of space with very little additional support.

The original generation of Miy'til fighters placed an astromech droid in a top-mounted socket, similar to how ARC-170s carry them. Later generations built a fully enclosed compartment for onboard astromechs, giving them slightly better protection. Many of the older Miy'til are still in service. Command fighters also exist, which add a third laser cannon, two ion cannons, and a second missile launcher. Such command fighters are extremely expensive, but highly valued by wing leaders. Members of Hapan noble families often own Miy'til fighters that they modify yet further, personalizing them as a sign of rank and wealth.

Though there's nothing revolutionary about the assault bomber, it does a simple thing very well. With the pilot controlling the starfighter's lasers, the gunner is free to focus on where to place missiles to do the most damage. With an impressive payload for a starfighter, a Miy'til assault bomber can hammer at large targets numerous times, to either help weaken shields or finish off ships already exposed to turbolaser fire from Battle Dragons.

Olanji/Charubah Miy'til Assault Bomber   CL 11
Gargantuan starfighter

Init +5; **Senses** Perception +6

Defense Ref 17 (flat-footed 11), Fort 27; +8 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 30; **Threshold** 47

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +7 (see below) and
   medium concussion missiles +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +34
Atk Options autofire (laser cannons)

Abilities Str 44, Dex 18, Con —, Int 16
Skills Initiative +5, Mechanics +6 (+13*), Perception +6, Pilot +5,
   Use Computer +6 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 2 plus astromech droid (skilled); **Passengers** none
Cargo 400 kg; **Consumables** 2 days; **Carried Craft** none
Payload 32 medium concussion missiles
Hyperdrive ×2 (backup ×12), 5-jump memory (astromech droid)
Availability Military; **Cost** not available for sale (black market value 150,000 used)

Laser cannons (pilot)
  Atk +7 (+2 autofire), **Dmg** 5d10×2
Medium concussion missiles (gunner)
  Atk +7, **Dmg** 9d10×2, 4-square splash

MIY'TIL ASSAULT BOMBER

To satisfy military planners who argued that a single starfighter couldn't do everything, the designers at Olanji/Charubah built the heavier, larger Miy'til assault bomber. However, a successful design and political support isn't always enough to turn a design into an effective fleet. Though the Miy'til assault bomber is a magnificent starfighter, especially in its primary mission of direct assault, the Hapan Consortium doesn't have the spare manufacturing capacity to build enough assault bombers to meet its military needs. Though not unreasonably expensive individually, the new starfighters can't be built in the same slips as a standard Miy'til. As a result, only one shipyard slip has been reconfigured for assault bomber construction, resulting in low overall numbers.

One benefit of smaller numbers is the increased ease of keeping them secret. No one outside the Hapan military has a good idea of the exact capabilities of the assault bombers. They are never deployed outside the Hapan Cluster, being reserved for home defense and generally stationed only on the most renowned Battle Dragons.

Capabilities

Slower, shorter-ranged, and requiring more support, the assault bomber is intended to be put into use only when a heavy assault (generally against large capital ships) is called for. The starfighters must be carried into battle, and they are equipped with hyperdrives only for very short-range hyperspace jumps prior to an attack and as an emergency escape option.

Mon Calamari MC80 Cruiser

Mon Calamari MC80 Star Cruiser   **CL 19**

Colossal (cruiser) capital ship

Init –1; **Senses** Perception +6

Defense Ref 16 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat

hp 1,800; **DR** 20; **SR** 150; **Threshold** 254

Speed fly 3 squares (starship scale)

Ranged 4 turbolaser batteries +15* (see below) and
5 heavy ion cannon batteries +11* (see below) and
tractor beam battery +15* (see below)

Fighting Space 2×2 (starship scale); **Cover** total

Base Atk +2; **Grp** +66

Abilities Str 98, Dex 16, Con —, Int 16

Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1,
Use Computer +6

Crew 5,402 (skilled); **Passengers** 1,200 (troops)

Cargo 20,000 tons; **Consumables** 2 years; **Carried Craft** 36 A–, B–,
X–, and/or Y-wing fighters, two stock light freighters

Hyperdrive ×1 (backup ×9), navicomputer

Availability Military; **Cost** not available for sale

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

Turbolaser battery (6 gunners)
Atk +15 (–5 against targets smaller than
Colossal), **Dmg** 5d10×5

Heavy ion cannon battery (4 gunners)
Atk +11 (–9 against targets smaller than Colossal),
Dmg 3d10×5 ion

Tractor beam battery (6 gunners)
Atk +15 (–5 against targets smaller than Colossal),
Dmg — (grapple +66)

Of the dozens of Mon Calamari warships that joined the Rebel fleet, the MC80 is the most powerful. As equipped, the MC80 is the largest ship in the Rebel arsenal. Even though the MC80 is a full 400 meters shorter than an *Imperial*-class Star Destroyer, it is more than capable of giving its larger opponent a sound beating. The recklessness of Imperial commanders, combined with the skill of the Mon Calamari gun crews, cost the Empire several of their most powerful warships. Following these losses, the Empire began to take the Mon Calamari threat more seriously.

No two MC80s are the same, despite the fact that they have identical alphanumeric designations. Their capabilities are roughly the same, but their external appearance and internal structure are quite different. When placed side by side, the variations between these enormous ships can be noticed by beings that are attentive enough to see them.

The crew complements of Alliance MC80s feature a large cross-section of galactic species, but the command crews of these vessels are made up exclusively of Mon Calamari volunteers. The reasons for this are practical rather than elitist, since the controls and other ship systems were created with Mon Calamari physiology in mind. Although a human might be able to contribute to the control of such a warship, he would never be as adept at doing so as his Mon Calamari counterparts.

It is often said by galactic historians that the Rebel Alliance would never have gained victory over the Galactic Empire if not for the generosity and sacrifice of the Mon Calamari. No one knows this more than the Mon Calamari themselves. Regardless, the Mon Calamari are a humble species, and they have never sought glory for their role in the conflict.

CAPABILITIES

Despite the superior engineering that went into their construction, the fact remains that Mon Calamari ships are smaller and less well armed than Imperial Star Destroyers. In order to make up for these deficiencies, the Mon Calamari have developed several tactics that take advantage of their ships' exceptional speed and maneuverability. Although the Imperial Navy's initial contact with Mon Calamari cruisers resulted in the destruction of several Star Destroyers, this was a result of the recklessness and audacity of Imperial Commanders. The Empire has learned its lesson, and such careless behavior on the part of its naval crews can no longer be assumed.

It is rare for a Mon Calamari cruiser to directly engage an Imperial Star Destroyer. There are so few MC80s that such tactics would quickly decimate the Rebel fleet. Even if losses were equal on either side, the Empire would still have a vast numerical advantage over the Alliance. The one thing that often makes all the difference are the small, well-equipped starfighters that are so commonly employed by the Alliance. A single MC80 is equipped with as many as 36 fighter craft, and this number can include any ratio of A-, B-, X-, or Y-wing starfighters. More often than not, an MC80 will sit at a safe distance and provide covering fire for its fighter wing and support ships.

Aside from its agility and the superior starfighters in its launch bay, the MC80 has one other benefit over the Imperial Star Destroyer: a series of highly advanced backup shield generators. These generators allow an MC80's deflector shields to recharge at twice the normal rate, adding to the ship's overall durability. For every three swift actions taken to recharge its shields, an MC80 will regain 10 shield points instead of the normal 5. This benefit has made all the difference in a number of battles.

Tactical Fire: Mon Calamari MC80 Star Cruisers often use their advanced shields to protect their fellow starships from harm. As a standard action, an MC80 cruiser can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied starships within that area gain +10 SR as long as the star cruiser's SR is greater than 0.

HOME ONE

Though no two Mon Calamari Star Cruisers are exactly alike, most fall into one of two categories. The Liberty type (named after the *Liberty*, which fought at the Battle of Endor) is considered the "standard" design type for all MC80 cruisers. The other variant, referred to as the Home One type (named for the Rebel command ship), is slightly tougher and more heavily armed. Though only a small number of MC80 Star Cruisers fit this profile, most starship designers consider it to be a subclassification of MC80 cruisers and not an entirely new class of ship.

Home One	CL 19

Colossal (cruiser) capital ship
Init –1; **Senses** Perception +6

Defense Ref 16 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat
hp 1,950; **DR** 20; **SR** 150; **Threshold** 254

Speed fly 3 squares (starship scale)
Ranged 6 turbolaser batteries +15* (see below) and
    6 heavy ion cannon batteries +15* (see below) and
    tractor beam battery +15* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +66

Abilities Str 98, Dex 16, Con —, Int 16
Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1,
    Use Computer +6

Crew 5,402 (skilled); **Passengers** 1,200 (troops)
Cargo 20,000 tons; **Consumables** 2 years; **Carried Craft** 120 A-, B-, X-,
    and/or Y-wing fighters
Hyperdrive ×1 (backup ×9), navicomputer
Availability Military; **Cost** not available for sale
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (6 gunners)
    Atk +15 (–5 against targets smaller than Colossal), **Dmg** 5d10×5

Heavy ion cannon battery (6 gunners)
    Atk +15 (–5 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Tractor beam battery (6 gunners)
    Atk +15 (–5 against targets smaller than Colossal), **Dmg**
    — (grapple +66)

MON CALAMARI STAR DEFENDER

Mon Calamari Star Defender   **CL 45**

Colossal (station) space station

Init −3; **Senses** Perception +6

Defense Ref 20 (flat-footed 19), Fort 72; +19 armor, Vehicular Combat

hp 2,700; **DR** 20; **SR** 400; **Threshold** 572

Speed fly 2 squares (starship scale)

Ranged 25 heavy turbolaser batteries +17* (see below) and
   25 turbolaser batteries +17* (see below) and
   25 point-defense laser cannon batteries +17 (see below) and
   25 heavy ion cannon batteries +19* (see below) and
   8 tractor beam batteries +17* (see below) and
   5 heavy concussion missile batteries +17*

Fighting Space 2×2 (starship scale); **Cover** total

Base Atk +2; **Grp** +84

Abilities Str 134, Dex 12, Con —, Int 24

Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3,
   Use Computer +6

Crew 68,174 (skilled); **Passengers** 12,500 (troops), 200,000 (support ship crews/refugees)

Cargo 200,000 tons; **Consumables** 6 years; **Carried Craft** 168 starfighters, 48 heavy starfighters, up to 1,000 other small craft

Payload 6,000 medium concussion missiles

Hyperdrive ×1 (backup ×12), navicomputer

Availability Military; **Cost** not available for sale

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

Heavy turbolaser battery (5 gunners)
   Atk +17 (−3 against targets smaller than Colossal), **Dmg** 11d10×5

Turbolaser battery (5 gunners)
   Atk +17 (−3 against targets smaller than Colossal), **Dmg** 8d10×5

Point-defense laser cannon battery (5 gunners)
   Atk +17, **Dmg** 4d10×2

Heavy ion cannon battery (6 gunners)
   Atk +19 (−1 against targets smaller than Colossal), **Dmg** 4d10×5 ion

Tractor beam battery (5 gunners)
   Atk +17 (−3 against targets smaller than Colossal), **Dmg**
   — (grapple +84)

Heavy concussion missile battery (5 gunners)
   Atk +17 (−3 against targets smaller than Colossal), **Dmg** 12d10×5,
   4-square splash

The death of the Emperor and the destruction of the second Death Star were massive blows to the Empire, but they were far from conclusive defeats. The Empire had dozens of battle groups still controlling vast sections of space, and many of those battle groups had a Super Star Destroyer to lead them. Though Admiral Ackbar had successfully engaged and destroyed the *Executor*, the very difficulty of that victory convinced him that Imperial Super Star Destroyers were the greatest threat the fledgling New Republic would face for the next several years. The Republic had nothing that could go toe-to-toe with a Super Star Destroyer. Though design and construction of such ships would take years, the decision was made to commit to a Super Star Destroyer scale of ship. The result is the massive, 17-kilometer-long *Viscount*-class Star Defender.

For obvious political reasons, no one in the New Republic was going to allow their most powerful ship to be called a Star Destroyer. To symbolize the change in philosophy, the classification of Star Defender was created. A *Viscount*-class is equipped with the firepower and support ships to defend an entire star system, without fleet support if necessary. The sheer size of the *Viscount*-class caused numerous delays in its construction, and by the time the first ship of its type was completed (25 years after the Battle of Yavin), the threat of enemy Super Star Destroyers was minimal and the Imperial Remnant was seen as an annoyance rather than a well-matched foe. Indeed, many Super Star Destroyers had fallen into the Republic's control, reducing the pressing need for Star Defenders. The Viscount did track down and engage a few warlords who turned to mass piracy, but such engagements were rare events. Many political agents began to suggest that the *Viscount*-class had been a waste of resources, and that the Mon Calamari should cease building the next few in the class.

The Yuuzhan Vong invasion changed that opinion. Suddenly the galaxy was once more embroiled in massive warfare, and the need for ships able to engage entire fleets was again clear. As the New Republic collapsed and was replaced by the Galactic Federation of Free Alliances, the *Viscount*-class Star Defenders were among the few ships that could face Vong attack forces with a fair expectation of success. Ships of the class formed the backbone of the Galactic Alliance defense fleet and were crucial to the Alliance's survival at the Battle of Mon Calamari.

CAPABILITIES

As with the Super Star Destroyers that inspired its creation, it's difficult to overstate the power of a Viscount Star Defender. Each ship carried the firepower of a small fleet, enough support ships to take control of a star system, and massive deflector shields to protect the ship itself. In general the electronics, computers, and sensors of a *Viscount*-class are superior to those of a Super Star Destroyer. Conversely, a Viscount does not carry nearly as many ground troops or heavy walkers, and it completely lacks the mobile garrisons common in Super Star Destroyers. The designers of the *Viscount*-

class assume that its fights will take place in areas where the planetary population supports the ship, rather than in areas where the Star Defender must oppress the populace.

When fully stocked, a Star Defender carries a mix of support vessels. Optimally this includes 120 X-wings/Y-wings/E-wings, 48 A-wings, and 48 B-wings or K-wings. It also has enough troop transports and landing barges to carry its troop complement planetside and dozens of shuttles, patrol craft, and support vessels, allowing the Star Defender to carry all its own resupply cargo up from a planet or space station. Although the hangar bays and flight decks of a Star Defender can support hundreds more starships, its operating doctrine calls for these berths to be left open so that damaged ships flying in the Viscount's support fleet can be taken in and repaired or evacuated. Lacking the massive open docking bay of Star Destroyer designs, a Star Defender can carry ships only of Colossal (frigate) size or smaller, but it can carry dozens of such ships. If no larger support ships are available, a Viscount can often carry its entire support fleet internally.
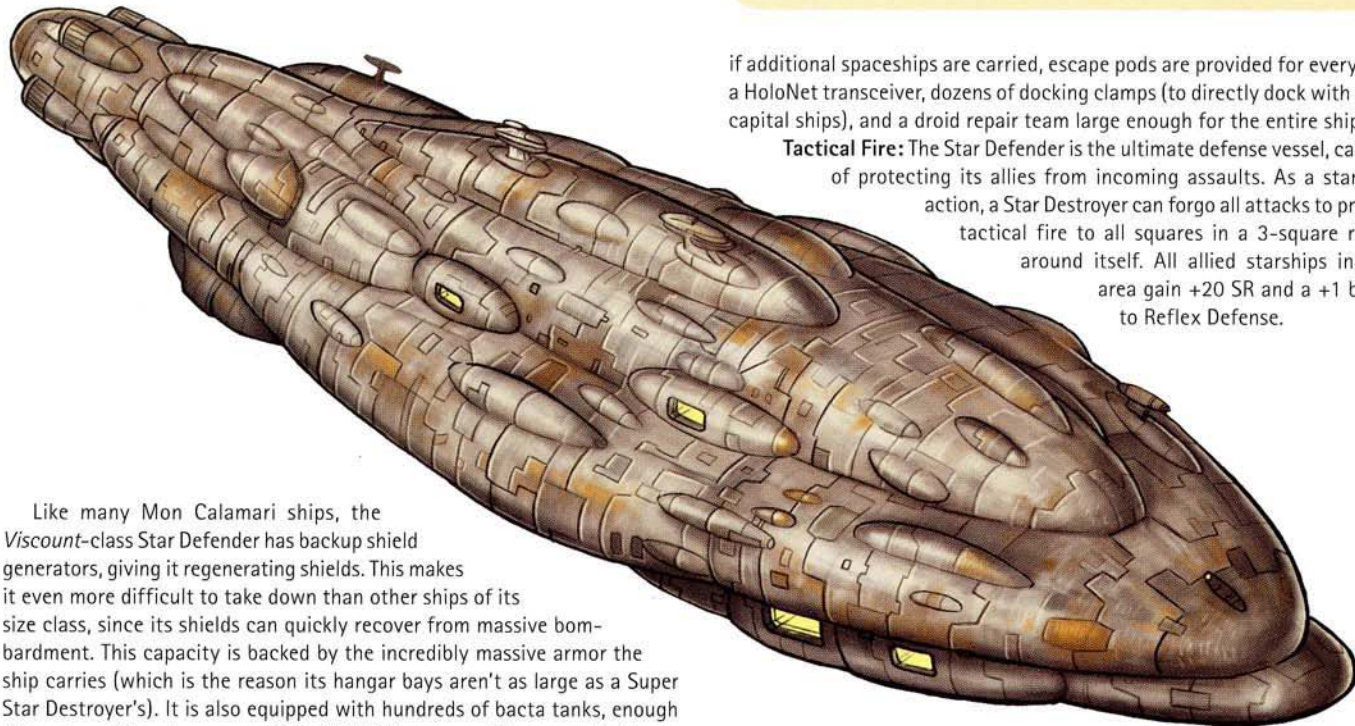
Like many Mon Calamari ships, the *Viscount*-class Star Defender has backup shield generators, giving it regenerating shields. This makes it even more difficult to take down than other ships of its size class, since its shields can quickly recover from massive bombardment. This capacity is backed by the incredibly massive armor the ship carries (which is the reason its hangar bays aren't as large as a Super Star Destroyer's). It is also equipped with hundreds of bacta tanks, enough lifeboat and lifepod escape pods for 500,000 personnel (to ensure that even

CONCENTRATE YOUR FIRE

When extremely large ships—such as Super Star Destroyers and Mon Calamari Star Defenders—enter the fray of battle, they can pose an incredible threat to other starships. The high number of weapons they bring to bear makes it statistically probable that several of their attacks will result in critical hits. Smaller ships, such as space transports and starfighters, will almost certainly be wiped out instantaneously thanks to the likelihood of one of these massive capital ships scoring a critical hit, since no size disparity can save them. When using these massive vessels in an encounter, Gamemasters should be careful to limit the number of attacks originating from these ships that are aimed at vessels occupied by player characters and important NPCs. Instead, consider placing other large, threatening targets on the battlefield for these ships to shoot at. If these massive vessels are tied up attacking one another, they will spare few shots for passing space transports and starfighters, allowing player characters to move about the battlefield without the risk of errant critical hits.

if additional spaceships are carried, escape pods are provided for everyone), a HoloNet transceiver, dozens of docking clamps (to directly dock with other capital ships), and a droid repair team large enough for the entire ship.

Tactical Fire: The Star Defender is the ultimate defense vessel, capable of protecting its allies from incoming assaults. As a standard action, a Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 3-square radius around itself. All allied starships in that area gain +20 SR and a +1 bonus to Reflex Defense.

NABOO ROYAL N-1 STARFIGHTER

Theed Palace Space Vessel Engineering Corps N-1 Royal Starfighter　　CL 8
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 15 (flat-footed 11), Fort 22; +6 armor, Vehicular Combat
hp 60; **DR** 10; **SR** 15; **Threshold** 42

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares (starship scale)
Ranged laser cannons +6 (see below) or
Ranged proton torpedoes +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +29
Atk Options autofire (laser cannons), fire-link (proton torpedoes)

Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +5, Mechanics +6 (+13*), Perception +6, Pilot +5, Use Computer +6 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 1 week; **Carried Craft** none
Payload 10 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability Restricted; **Cost** not available for sale

Laser cannons (pilot)
　　Atk +6 (+1 autofire), **Dmg** 5d10×2
Proton torpedoes (pilot)
　　Atk +6, **Dmg** 10d10×2, 4-square splash

An example of the beauty and artistry of the Naboo people, the N-1 starfighter is the premier space combat vessel for the security volunteers of that tranquil world. Designed to be aesthetically appealing as well as ecologically friendly, the N-1 starfighter was a moderately armed space combat vessel created to protect Naboo and the space around it from pirates and raiders. Despite the pleasing appearance of the N-1, the vessel is a capable defense fighter that sees a surprising amount of action while protecting the peaceful world of Naboo.

Each N-1 starfighter is embellished with a chromium coating on the nose and forward sections of the engines, a sign that it is a part of the Naboo Royal House. Primarily used for defensive missions, the N-1 fighter also serves as part of the monarchy's honor guard when traveling abroad, escorting the Royal Transport ships throughout the galaxy. N-1 starfighters are sometimes loaned to VIPs and other important visitors to escort their starships while in the Naboo system, though this is a relatively rare occurrence.

CAPABILITIES

Unlike many other planetary defense fighters, the N-1 starfighter is equipped with powerful weapon systems. Despite its outward appearance as a piece of art, the N-1 carries laser cannons and proton torpedoes that rival those used by strictly military vessels. The mere presence of proton torpedoes puts the vessel in a higher class of combat starships, allowing it to drive off raiders that have competitive weaponry. Though N-1 pilots are not always the most experienced, the weapons aboard the ship can usually make up for the discrepancy.

At first glance, the N-1's offensive capabilities seem out of place for a world where war and violence are eschewed. However, the N-1 is used as a vehicle of deterrence, responding to attacks by pirates and raiders with enough force to encourage enemies to seek out other star systems to prey upon. Additionally, the N-1 starfighter's shields and other defense systems are robust enough that even persistent attackers will suffer heavy casualties in the time it takes to penetrate Naboo's defenses.

NEBULA-CLASS STAR DESTROYER

Nebula-class Star Destroyer   CL 26

Colossal (cruiser) capital ship

Init +1; **Senses** Perception +8

Defense Ref 19 (flat-footed 16), Fort 56; +16 armor, Vehicular Combat

hp 2,100; **DR** 20; **SR** 250; **Threshold** 256

Speed fly 3 squares (starship scale)

Ranged 4 heavy turbolaser batteries +18* (see below) and
    4 turbolaser batteries +18* (see below) and
    4 heavy ion cannon batteries +18* (see below) and
    2 tractor beam batteries +16* (see below) and
    2 heavy concussion missile batteries +16* (see below)

Fighting Space 2×2 (starship scale); **Cover** total

Base Atk +5; **Grp** +81

Abilities Str 102, Dex 16, Con —, Int 22

Skills Initiative +1, Mechanics +8, Perception +8, Pilot +1,
    Use Computer +8

Crew 7,039 (expert); **Passengers** 1,600 (troops)

Cargo 15,000 tons; **Consumables** 6 months; **Carried Craft** 60
    starfighters (any), 12 space transports (any)

Payload 240 heavy concussion missiles

Hyperdrive ×1 (backup ×10), navicomputer

Availability Military; **Cost** not available for sale

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

Heavy turbolaser battery (5 gunners)
    Atk +18 (–2 against targets smaller than Colossal), **Dmg** 11d10×5

Turbolaser battery (5 gunners)
    Atk +18 (–2 against targets smaller than Colossal),
    Dmg 8d10×5

Heavy ion cannon battery (5 gunners)
    Atk +18 (–2 against targets smaller than Colossal),
    Dmg 3d10×5 ion

Tractor beam battery (4 gunners)
    Atk +16 (–4 against targets smaller than Colossal),
    Dmg — (grapple +81)

Heavy concussion missile battery (5 gunners)
    Atk +16 (–4 against targets smaller than Colossal), **Dmg** 9d10×5,
    4-square splash

The *Nebula*-class Star Destroyer is the largest warship in the New Republic's "New Class" modernization program. The ships were to serve as the backbone of a new, unified fleet to help the New Republic establish its territories and defend its new borders. Because of its long design period and high cost, relatively few of the ships had been completed by the time of the Yuuzhan Vong invasion, and political pressure kept them close to the Core Worlds as reserves. Once the ships finally saw combat, they acquitted themselves quite well against the extragalactic invaders.

CAPABILITIES

A *Nebula*-class can take on anything short of a Super Star Destroyer and is designed to act as a respectable threat even to those adversaries. Coupled with the support ships that almost always accompany it and the ship's own complement of craft, a Nebula can face down any threat short of a massed armada.

A variant, the *Endurance*-class fleet carrier, also exists. It trades the heavy turbolasers, all but two turbolaser batteries, half the tractor beams, the ion cannons, and 1 month of consumables for the ability to carry an additional two wings of heavy starfighters and four batteries of point-defense laser cannons.

Tactical Fire: The mere presence of a *Nebula*-class Star Destroyer can turn the tide of battle, thanks to its impressive fire support. As a standard action, a *Nebula*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All attacks made against a starship of Colossal (frigate) size or larger within that area deal triple damage on a critical hit. If the attack would normally deal triple damage on a critical hit, it deals four times as much damage instead.

Nebulon-B Frigate

Kuat Drive Yards Nebulon-B Frigate   CL 16
Colossal (frigate) capital ship
Init −2; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 37; +12 armor, Vehicular Combat
hp 720; **DR** 15; **SR** 100; **Threshold** 137

Speed fly 3 squares (starship scale)
Ranged 2 turbolaser batteries +14* (see below) and
   2 point-defense laser cannon batteries +14 (see below) and
   2 tractor beams +4* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +49
Atk Options autofire (laser cannons)

Abilities Str 64, Dex 14, Con —, Int 14
Skills Initiative −2, Mechanics +6, Perception +6, Pilot −2,
   Use Computer +6

Crew 920 (skilled); **Passengers** 75 (troops)
Cargo 6,000 tons; **Consumables** 2 years; **Carried Craft** 24 fighters
Hyperdrive ×2 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale
*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** 4d10×5

Point-defense laser cannon battery (6 gunners)
   Atk +14 (+9 autofire), **Dmg** 2d10×2

Tractor beam (gunner)
   Atk +4 (−16 against targets smaller than Colossal),
   Dmg — (grapple +49)

In the earliest days of the Rebellion, the Alliance was hugely successful in its attacks against Imperial shipping and supply convoys. Much of the reason behind these successes was the Empire's reluctance to assign its valuable Star Destroyers to something as menial as escort duty. What the Empire required was a less expensive capital ship with the capacity to carry TIE fighters.

Well armed and able to carry two dozen TIE fighters, the Nebulon-B quickly stymied the majority of Alliance raids on Imperial shipping. Rebel pilots were dismayed to discover that raids on convoys, which were once considered to be veritable cakewalks, had become much more dangerous.

Despite the Empire's dominance in regard to the Nebulon-B, the Alliance has managed to acquire several of the ships for its own use. A number of these ships were captured by daring attacks on Imperial dockyards, while others were placed under Alliance control by their sympathetic captains. These Nebulon-B frigates functioned as the Alliance's primary assault ships during the early stages of the Galactic Civil War, until the Mon Calamari joined the cause against the Empire.

Several of the Alliance's Nebulon-B frigates, such as the *Redemption*, are modified to function as medical frigates. Up to 700 wounded can be tended aboard a single cruiser, and the most technically advanced medical equipment available is used to treat them. In addition to organic doctors, these ships employ numerous medical droids.

Capabilities

The Nebulon-B escort frigate was incredibly well suited to a number of tasks, such as antistarfighter screening and suppression of mid-sized warships. Aside from performing escort duty, the Nebulon-B was easily adapted to other purposes. It was well suited to long-range patrols, able to go up to two years before its stores ran dry. Search and rescue duties were second nature for the Nebulon-B, and several such frigates were employed as deterrents to space pirates and smugglers. Because the Nebulon-B was equipped with sophisticated scanners and deep-space antenna arrays, it performed exceptionally well as a command center during space battles and planetary assaults.

Tactical Fire: The Nebulon-B escort frigate acts as a combination command ship and defensive vessel. As a standard action, a Nebulon-B can forgo all attacks to provide tactical fire to all adjacent squares. All allied starships within that area gain a +5 insight bonus on Pilot checks.

P-38 Starfighter

Buuper Torsckil Abbey Devices Porax-38 Starfighter   CL 10
Gargantuan starfighter
Init +6; **Senses** Perception +6

Defense Ref 16 (flat-footed 11), Fort 24; +6 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 25; **Threshold** 44

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
(starship scale)
Ranged laser cannons +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 20, Con —, Int 14
Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6,
Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none
Hyperdrive ×1, limited navicomputer (4-jump memory)
Availability Military; **Cost** 120,000 (50,000 used)

Laser cannons (pilot)
   Atk +6 (+1 autofire), **Dmg** 5d10×2

Prior to the occupation of Utapau by the Separatists during the Clone Wars,
the port administrator at the time, Tion Medon, instructed that the planetary
militia was to hide its starfighter fleet in the multitude of caves and
recessed sinkholes that covered the planetary surface. With the
arrival of Obi Wan Kenobi, the hidden starfighters (including several
squadrons of P-38s) were readied for battle.

When the Republic invasion force landed, the fighters were sent
out on sorties in support of clone-piloted ARC-170s. Although the
Porax-38 was the standard model available to pilots during the Clone
Wars, several variants also saw use. The most influential variant was the
P-38 "Jenta." The Jenta was the primary ground assault craft of the militia,
and it proved invaluable when used to neutralize droid forces on the ground,
thanks to its fin-guided ion bombs.

Capabilities

The P-38 was specifically manufactured to hold Utai pilots, rather than the
taller Pau'an who ruled the planet Utapau. With some effort, the starfighter
can be modified to suit Medium characters, but this can be costly given the
rarity of spare parts outside Utapau space. Smaller species, such as Ewoks
or Jawas, find the fighter much more comfortable.

Foremost among the P-38's strengths is its advanced sensor system, which
grants a +2 equipment bonus on Use Computer checks made when operat-
ing sensors. The ship is also outfitted with specialized jamming equipment
that is keyed to affect droid sensors and avionics. When the jammers are
employed, a P-38 pilot gains a +2 equipment bonus on attack rolls against
automated craft, such as the droid starfighters and tri-fighters employed by
the Trade Federation. The jammers affect only droid-controlled spacecraft
within a 5-square radius.

The Jenta variant of the P-38 carries the same equipment as the stan-
dard fighter, with the addition of six fin-guided ion bombs. Because of their
primitive fin-stabilized guidance system, the bombs are usable only in an
atmosphere, and attacks with them take a –4 penalty. On impact, they create
a strong ion field that deals 5d10 points of ion damage within a 20-square
(character-scale) radius.

PREDATOR-CLASS STARFIGHTER

Predator-class Starfighter   CL 11

Gargantuan starfighter

Init +10; **Senses** Perception +6

Defense Ref 21 (flat-footed 12), Fort 24; +7 armor, Vehicular Combat
hp 100; **DR** 10; **SR** 15; **Threshold** 44

Speed fly 16 squares (max. velocity 1,500 km/h), fly 6 squares
(starship scale)

Ranged laser cannons +6 (see below)

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

Base Atk +2; **Grp** +31

Atk Options autofire (laser cannons)

Abilities Str 39, Dex 28, Con —, Int 14

Skills Initiative +10, Mechanics +6, Perception +6, Pilot +10,
Use Computer +6

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

Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none

Hyperdrive ×1, navicomputer

Availability Military; **Cost** not available for sale

Laser cannons (pilot)
 **Atk** +6 (+1 autofire), **Dmg** 5d10×2

The *Predator*-class starfighter is one of the foremost weapons in Darth Krayt's Imperial fleet. Designed over a hundred years after the Empire's defeat at Endor, the *Predator*-class fighter bears more than just a passing resemblance to the Imperial TIE fighter. However, the *Predator*-class starfighter is far more than just turbolaser fodder; these ships are fast, agile, shielded, and a far more formidable foe than even the most advanced starfighters used during the Galactic Civil War. These ships boast hyperdrives that allow them to travel over long distances without the need of a capital ship, though most Imperial vessels carry a complement of *Predator*-class starfighters for protection.

The *Predator*-class starfighter has two variant cockpit styles; the more traditional, TIE fighter-like cockpit is reserved for squad leaders and commanders, while the remaining ships have a cockpit with a diagonally slashed set of viewing slots. Though the standard cockpit offers a reduced view of the battlefield, the interior of a *Predator*-class starfighter contains advanced computer technology with sophisticated heads-up displays to compensate for the reduction in visibility.

CAPABILITIES

The *Predator*-class starfighter shares many of the characteristics of the TIE series, most notably the TIE defender. Though more lightly armed, the *Predator*-class fighter boasts shields and increased hull strength that makes a single *Predator*-class ship last longer in combat. The *Predator*-class starfighter is also incredibly fast and agile, making it more adept at avoiding incoming attacks than its predecessors. In fact, the combination of enhanced durability with technology designed to avoid taking damage at all makes the *Predator*-class starfighter a fearsome ship to face in combat.

The *Predator*-class starfighter is primarily used as a space superiority fighter. Launched out of special hanging racks aboard larger capital ships, a *Predator*-class starfighter does not need to swarm over its enemies in huge numbers like its predecessors. Instead, small wings or squadrons of *Predator*-class fighters are dispatched to handle most problems, with impressive results. A *Predator*-class starfighter can stand up to nearly any comparable starfighter, including the X-83 TwinTail fighters, and as such Darth Krayt's Empire has seen a much higher survival rate among pilots of *Predator*-class ships than the Empire ever did with TIE fighter pilots. The *Predator*-class starfighter is also the favored starfighter of the Imperial Knights, whose Force-assisted piloting makes them as deadly in a cockpit as they are in a lightsaber duel.
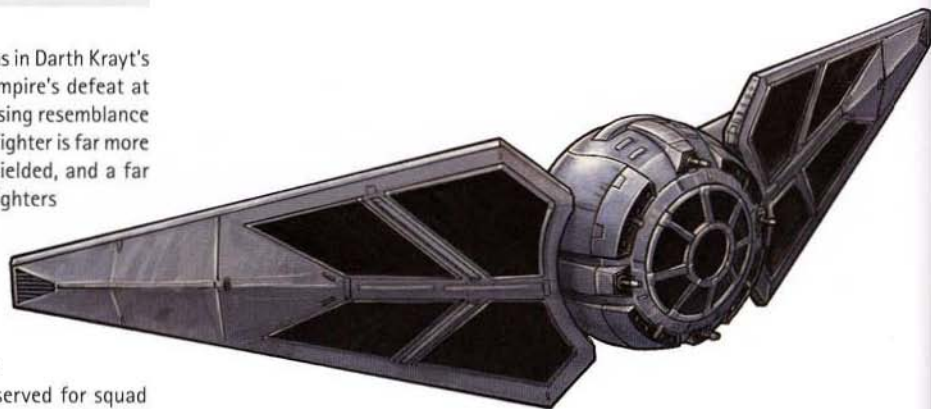
Prototype (Template)

The prototype template represents the model of a starship that is used to find any hidden flaws and test new systems before the starship goes into production. A prototype is lovingly hand-built by teams of engineers, since no mass-production line exists to churn it out yet. Some classes of ships are always built as prototypes, and then have the prototype template removed as a final construction stage.

The prototype template can also be used to represent a unique ship built by a small group that has no intention of ever turning it into a mass-produced starship. Some pirates and rich traders have custom ships hand-crafted for their use, and occasionally a ship is so extensively rebuilt that it qualifies as a prototype of a new class of ship. Some Rebel Alliance capital ships built from older vessels fall into this last category.

A ship can have the prototype template removed by a massive overhaul that reengineers all its systems to normal tolerances. This is a time-consuming and expensive proposition. It has a base cost of 50,000 credits modified by the starship's cost modifier based on size (see Cost Modifiers, page 38), and takes 1 day per 5,000 credits of that cost.

MODIFICATIONS

Threshold: A prototype isn't quite as resistant to incoming damage, since it doesn't have the benefit of being redesigned after every bad design element has been discovered. Lower its damage threshold by an amount equal to its size modifier (–1 Large, –2 Huge, –5 Gargantuan, –10 for Colossal and larger).

Abilities: Increase Strength, Dexterity, and Intelligence by 2. Prototypes have the advantage of having their systems double-checked, fine-tuned, and carefully recalibrated, and they enjoy a level of precision engineering impossible to maintain on a production line. Recalculate all statistics derived from these abilities' modifiers.

Speed: The careful tuning of a prototype's engines gives it a +1-square bonus to starship-scale movement.

Random Benefit/Drawback: A prototype always has at least one benefit and one drawback over standard starships of its class, which are lost in mass production. (Some prototypes have two benefits and drawbacks.) Roll randomly to see which statistic increases and which is reduced: armor (+2/–2), hit points (+10%/–10%), SR (+25%/–25%), starship-scale speed (+1 square/–1 square), crew (–70%/+30%), passengers (+50% total/–50% total), cargo (+50% total/–50% total), carried craft (–75%/+25%), or weapons (double number of one weapon type, half number of one weapon type). You can't have a benefit and drawback in the same category.

Maintenance Requirement: A prototype manages to maintain its high precision tuning only if it is regularly given good maintenance. A prototype requires 8 hours of maintenance a month and a DC 20 Mechanics check to keep it running smoothly. If the maintenance isn't kept up, or the Mechanics check for doing so fails, the prototype loses its +2 ability increases and its random benefit (but not its random drawback), and moves –1 step down its condition track.

The following is an example of a prototype, using a Dreadnaught and converting it into a Rebel Assault Frigate with benefits to crew twice, and drawbacks to hit points and carried craft. The final versions of the assault frigates were further modified from this baseline.

Rebel Assault Frigate Prototype   CL 18

Colossal (cruiser) capital ship
Init –3; **Senses** Perception –4

Defense Ref 14 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat
hp 1,440; **DR** 20; **SR** 115; **Threshold** 244

Speed fly 1 square (starship scale)
Ranged 2 heavy turbolaser batteries +14* (see below) and
   2 light quad turbolaser batteries +14* (see below) and
   2 turbolaser batteries +14* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +66

Abilities Str 98, Dex 12, Con —, Int 18
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3,
   Use Computer +6

Crew 1,459 (skilled); **Passengers** 3,000
Cargo 9,000 tons; **Consumables** 2 years; **Carried Craft** 3 shuttles
Hyperdrive ×2 (backup ×18), navicomputer
Availability Military; **Cost** not available for sale (black market value 40,250,000 used)

Heavy turbolaser battery (5 gunners)
  Atk +14 (–6 against targets smaller than Colossal), **Dmg** 7d10×5
Light quad turbolaser battery (5 gunners)
  Atk +14 (–6 against targets smaller than Colossal), **Dmg** 4d10×5
Turbolaser battery (5 gunners)
  Atk +14 (–6 against targets smaller than Colossal), **Dmg** 2d10×5

Rebel Assault Frigate Mk I

Rebel Assault Frigate Mk I   **CL 16**

Colossal (cruiser) capital ship

Init −2; **Senses** Perception +5

Defense Ref 16 (flat-footed 13), Fort 52; +13 armor

hp 1,500; **DR** 20; **SR** 150; **Threshold** 252

Speed fly 3 squares (starship scale)

Ranged 3 light turbolaser batteries +11* (see below) and

     4 quad turbolaser battery +11* (see below) and

     3 turbolaser batteries +11* (see below)

Fighting Space 2×2 (starship scale); **Cover** total

Base Atk +0; **Grp** +62

Atk Options autofire (laser cannon batteries)

Abilities Str 94, Dex 16, Con —, Int 16

Skills Initiative −2, Mechanics +5, Perception +5, Pilot −2,

     Use Computer +5

Crew 5,000 (normal); **Passengers** 100 (troops)

Cargo 7,500 tons; **Consumables** 1.5 years; **Carried Craft** 1

     Imperial assault shuttle

Hyperdrive ×2 (backup ×12), navicomputer

Availability Military; **Cost** not available for sale

*Apply a −20 penalty on attacks against targets smaller than

     Colossal size.

Light turbolaser battery (5 gunners)

     Atk +11 (−9 against targets smaller than Colossal),

     Dmg 2d10×5

Quad turbolaser battery (5 gunners)

     Atk +11 (−9 against targets smaller than Colossal),

     Dmg 4d10×5

**Turbolaser battery** (5 gunners)

     Atk +11 (−9 against targets smaller than Colossal),

     Dmg 7d10×5

The Rebel Assault Frigate is a unique addition to the Alliance fleet due to its origins. Though they are hardly recognizable as such, these Alliance craft are heavily modified Imperial Dreadnaughts. Although it is common for the Alliance to modify and adapt starships to its own specifications, the Assault Frigate is set apart by the sheer amount of modification that it has seen.

When the Alliance acquired a number of Old Republic-era Dreadnaughts, the initial excitement was replaced by apprehension. The crew requirements of the old warships were astronomical, especially considering the Alliance's limited pool of available crew. True, the ranks of the Alliance swelled with every new atrocity committed by the Empire, but this growth was neither fast nor specialized enough to generate several of the 16,000-member crews that Dreadnaughts ordinarily require. Something needed to be done in order to make use of the Dreadnaughts, which were badly needed if the Alliance was to have a chance of defeating the Empire.

To begin with, huge amounts of the Dreadnaught's superstructure have been removed. Not only does this increase the engine capacity of the vessels, but the reduced mass of the ship greatly increases fuel efficiency. In order to improve the ship's maneuverability, two large solar fins were installed along the assault frigate's dorsal ridge. Even with these adjustments, the crew complement of the frigate would still be too extreme. In order to reduce the number of crewmembers required to operate the assault frigate, automated systems, including large numbers of droids, have been implemented throughout the design. These automated systems reduce the crew requirements of the vessel by nearly sixty percent.

The Alliance has precious few of these ships in operation, mostly due to the expense of retrofitting captured or salvaged Dreadnaughts. Those that have been put into service have performed exceptionally well, with no losses reported prior to the Battle of Endor. Though the extensive automation of ship systems requires additional maintenance, the trade-off is well worth the extra work.
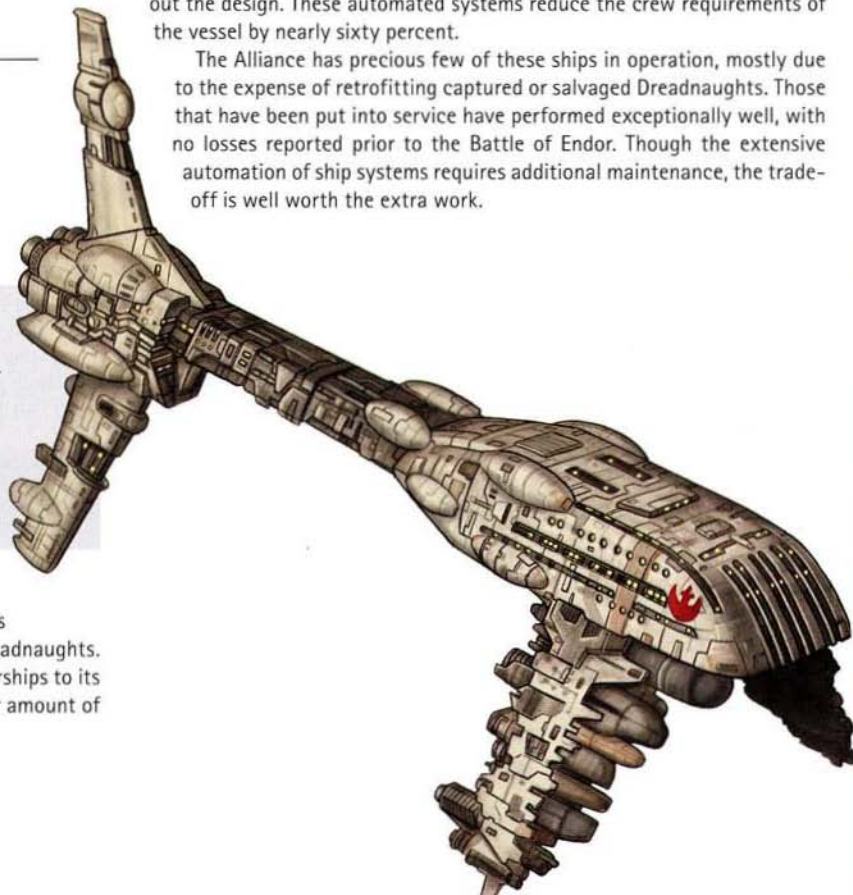
CAPABILITIES

Compared to the Dreadnaught, the Rebel Assault Frigate is slightly less resilient, but this is the only area in which the Dreadnaught exceeds the assault frigate's capabilities. Due to its widespread modifications, the assault frigate has augmented deflector shield capacity, a wider range of weaponry, increased speed, and greater maneuverability.

Because much of the assault frigate's superstructure has been stripped, it lacks docking bays and landing platforms. To make up for this deficiency, Alliance techs have installed twenty umbilical docking fixtures along the ship's surface, six of which are large enough to accommodate a standard Alliance transport. The remaining fourteen of these fixtures are better suited to docking starfighters and light freighters. Ships connected to these umbilical fixtures cannot be carried through hyperspace, and can be seriously damaged if an attempt is made to do so.

The only concession made by Rebel techs in regard to smaller ships is the inclusion of a modified Imperial assault shuttle at the top of the assault frigate's superstructure. When properly docked, the assault shuttle can accompany the frigate into hyperspace with no adverse effect.

Tactical Fire: Rebel Assault Frigates (both the Mark I and Mark II models) put out large amounts of firepower that can make it difficult for attacking starships to line up a clear shot. As a standard action, a Rebel Assault Frigate can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. Enemy ships within that area take a –2 penalty on attack rolls.

REBEL ASSAULT FRIGATE MkII

The Rebel Assault Frigate Mk II is a further development of the Alliance project to modify captured or salvaged Old Republic Dreadnaughts. Although the Mk II uses the same Dreadnaught hull as the Mk I, it looks vastly different from its cousin. Only experienced starship engineers who know what to look for can tell that the two ships are related.

Although the Mk I assault frigate retained a good deal of the Dreadnaught's hull design, the Mk II is a much more original design. The design was produced by engineers and technicians within Rendili Star Drive who were sympathetic to the cause of the Alliance. Working in secrecy, they took the original assault frigate several steps beyond the Alliance's vision. Unfortunately for the effort, Rendili Star Drive caught wind of the covert project and shut it down from the inside out. Many of these rogue engineers were killed or captured, but a few managed to defect to the Rebel Alliance. As a result, the Alliance fleet has far fewer Mk II assault frigates than Mk Is.

Capabilities

Like the Rebel Assault Frigate Mk I, the Mk II uses a large array of automated ship systems, reducing its reliance on organic crewmen by an additional 180.

Aside from the external differences between the Mk I and Mk II, one other significant change sets the Mk II apart: a shield generator based on Mon Calamari designs. This feature allows the Mk II assault frigate to regenerate its shield rating at twice the normal rate, increasing it by 10 for every three swift actions taken to recharge it.

Rebel Assault Frigate Mk II	CL 17

Colossal (cruiser) capital ship
Init –2; **Senses** Perception +5

Defense Ref 16 (flat-footed 13), Fort 52; +13 armor
hp 1,500; **DR** 20; **SR** 150; **Threshold** 252; regenerating shields

Speed fly 3 squares (starship scale)
Ranged 3 light turbolaser batteries +11* (see below) and
   3 quad turbolaser batteries +11* (see below) and
   3 turbolaser batteries +11* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +0; **Grp** +62
Atk Options autofire (laser cannon batteries)

Abilities Str 94, Dex 16, Con —, Int 16
Skills Initiative –2, Mechanics +5, Perception +5, Pilot –2,
   Use Computer +5

Crew 4,820 (normal); **Passengers** 100 (troops)
Cargo 7,500 tons; **Consumables** 1.5 years; **Carried Craft** 1 Imperial
   assault shuttle
Hyperdrive ×2 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Light turbolaser battery (5 gunners)
   Atk +11 (–9 against targets smaller than Colossal), **Dmg** 3d10×5
Quad turbolaser battery (5 gunners)
   Atk +11 (–9 against targets smaller than Colossal), **Dmg** 4d10×5
Turbolaser battery (5 gunners)
   Atk +11 (–9 against targets smaller than Colossal), **Dmg** 7d10×5

REPUBLIC CRUISER

Corellian Engineering Corporation Consular-class Cruiser CL 8
Colossal (frigate) space transport
Init +0; **Senses** Perception +6

Defense Ref 18 (flat-footed 14), Fort 39; +14 armor, Vehicular Combat
hp 960; **DR** 15; **SR** 100; **Threshold** 139

Speed fly 3 squares (starship scale)
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 +6, Perception +6, Pilot +0,
Use Computer +6

Crew 8 (skilled); **Passengers** 16
Cargo 1,000 tons; **Consumables** 6 months; **Carried Craft** none
Hyperdrive ×2, navicomputer
Availability Licensed; **Cost** 1,250,000 (400,000 used)

Corellian Engineering Corporation's *Consular*-class cruiser is in service toward the end of the Old Republic, though decades before the Clone Wars. It is an economic and simple starship, a change from the more grandiose vessels the Republic built before budgets got tight. This simple and utilitarian design does not sit well with all Republic diplomats, but it does make the ships appealing to Jedi negotiators who seek to draw as little attention to themselves as possible.

Though they were built to be unarmed diplomatic vessels, the ease of changing out the salon pod (as well as the highly modifiable nature of all CEC vessels) naturally led to the addition of weapons on Consular-class cruisers when times got hard. Modified vessels served in the Judicial Forces and made up part of a war fleet during the Stark Hyperspace War. Several of the cruisers, including the flagship *Invincible*, were heavily modified into Republic light assault cruisers (over the course of months in a major shipyard), while others were given more modest battle pods to replace their typical salon pods.

During the Clone Wars, *Consular*-class ships with specialized salon pods served as fighter carriers, missile cruisers, medical ships, long-range scouts, and point-defense escorts. After the war, ships of this type were often left for junk, scrapped, or sold to private enterprises. Many ended up as pirate craft, planetary patrol ships, and Rebel Alliance cruisers. Smugglers also valued modified *Consular*-class

ships, but could rarely afford them. (Those who succeeded in acquiring one, such as Rebel sympathizer Rif Taranu and his *Dead Reckoning*, were generally very successful.)

CAPABILITIES

A *Consular*-class cruiser is designed to be a utilitarian ship, able to perform multiple types of missions. One major component of the *Consular*-class is the salon pod, an easily swapped-out section of the lower front of the ship. Each pod was an area of luxury accommodations and secure communications equipment. Different salon pods catered to different species, allowing a single Consular with a dozen or so pods kept in spacedock to serve as a diplomatic vessel for multiple Senatorial groups as they needed it. Salon pods can also be ejected from the starship to act as lifeboat escape pods.

Other kinds of pods can be swapped out as well, including pods with concussion missiles, bacta tanks, or sensor and jamming suites. Such pods might have as many as 20 emplacement points' worth of systems and can be swapped out in a matter of minutes. Combined with the 5 unused emplacement points common to most CEC starships, the ability of a *Consular*-class to adapt to new missions is only as limited as the mechanics who are modifying it.

Scimitar
Assault Bomber

Sienar Fleet Systems Scimitar Assault Bomber   CL 11
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 17 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 25; **Threshold** 48

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares
(starship scale)
Ranged 2 medium concussion missiles +6 (see below) and
light laser cannons +8 (see below)
Fighting Space 8×8 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +35
Atk Options autofire (light laser cannons)

Abilities Str 46, Dex 19, Con —, Int 18
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5,
Use Computer +6

Crew 2 (skilled); **Passengers** none
Cargo 200 kg; **Consumables** 2 days; **Carried Craft** none
Payload 16 medium concussion missiles
Availability Military; **Cost** 120,000 (45,000 used)

Medium concussion missiles (copilot)
Atk +6, **Dmg** 9d10×2, 4-square splash
Light laser cannons (pilot)
Atk +8 (+3 autofire), **Dmg** 4d10×2

The Scimitar Assault Bomber was developed by Imperial engineers at the behest of Grand Admiral Thrawn following the Battle of Endor. Thrawn saw the need for a craft that would be more effective than the aging TIE bomber, which suffered from poor maneuverability and a distinct lack of shields. The result was a dedicated bomber that combined the best features of the TIE bomber and the TIE interceptor, as well as some of the more successful features of the fighter craft used by the Alliance. It was dubbed the Scimitar, in honor of the Scimitar Assault Wing, the Empire's most decorated and experienced bomber wing.

Though the ship was effective when used in large numbers, deployment of the Scimitar was impeded by the fact that the Empire's strength was at the lowest point that it had been in years. The once-powerful war machine had crumbled, its supply lines either nonexistent or stretched hopelessly thin. Those Scimitars that saw combat performed quite well, earning a reputation as dangerous prey among the New Republic pilots who opposed them.

CAPABILITIES

Despite its Imperial pedigree, the Scimitar is not a TIE design, even though it shares some of the TIE's features. For one, it incorporates powerful shields, something that was nigh unthinkable within the previous Imperial regime. Even though it wasn't equipped with a hyperdrive, making it reliant on larger ships for transport between star systems, it did incorporate another feature that was new to experienced pilots: an escape pod. In emergency situations, the forward section of the ship could be detached, allowing the pilot and copilot to survive their vessel's destruction. Thrawn's reasoning was that the experienced crews that manned the bombers were at least as valuable as the ships they flew.

When deployed, Scimitars would launch from their mother ship en masse, descending upon their objective in a swarm. Once their target had been acquired, each bomber would launch its full complement of missiles in a single, sustained volley, virtually guaranteeing its destruction. The ship's laser cannons could be angled as well, allowing the Scimitar to make brutally effective strafing runs against ground targets.
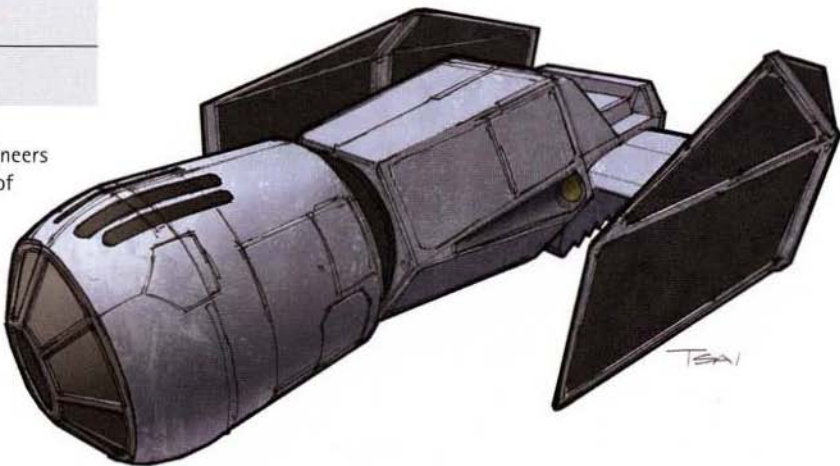
SITH INFILTRATOR

Modified Republic Sienar Systems Armored Star Courier CL 16
Colossal* space transport
Init +7; **Senses** Perception +12

Defense Ref 16 (flat-footed 11), Fort 24; +11 armor, Vehicular Combat
hp 90; **DR** 15; **SR** 30; **Threshold** 74

Speed fly 16 squares (max. velocity 1,180 km/h), fly 4 squares
(starship scale)
Ranged laser cannons +15 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +44
Atk Options autofire (laser cannons)

Abilities Str 38, Dex 20, Con —, Int 16
Skills Initiative +7, Mechanics +12, Perception +12, Pilot +7,
Use Computer +12

Crew 1 (ace); **Passengers** 6
Cargo 2.5 tons; **Consumables** 1 month; **Carried Craft** 1 Sith speeder
Hyperdrive ×1.5 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale
*This ship is treated as a Gargantuan starfighter for the purposes of being
targeted by capital ship weapons, dogfighting, and using starship
maneuvers.

Laser cannons (pilot)
  Atk +15 (+10 autofire), **Dmg** 3d10×5

ONE OF A KIND?

The Sith Infiltrator is the only produced example of a starship design by Sienar Design Systems. Though technically a prototype, the ship was given directly to Darth Sidious, and no other examples of the ship were manufactured. As a result, the Sith Infiltrator is widely thought to be one of the few unique starships in the galaxy, although some have doubts as to the veracity of this statement.

Though the *Scimitar* remains under Emperor Palpatine's control throughout the reign of the Empire, at least one other person— an Imperial Inquisitor by the name of Valin Draco—owns and pilots a ship strikingly similar to the Sith Infiltrator. Whether this is the *Scimitar* or merely a ship of similar design is unknown. The vessel makes its berth on the Imperial fortress world of Prakith at the Citadel Inquisitorius, and few have ever witnessed the ship's arrival or departure.

Though Sienar Design Systems produced only one Sith Infiltrator, it is theoretically possible that the blueprints for the vessel could have found their way into the hands of a third party. However, unlike with other starship blueprints, merely owning the plans for this ship is extremely dangerous. It is said that Darth Sidious had every engineer and mechanic who worked on the Sith Infiltrator executed (lending credence to Raith Sienar's claim that he had nothing to do with the ship's design). If the plans ever found their way into the hands of another person, chances are that the Sith Lord would be equally ruthless—not to mention what he would do to someone who actually tried to build a replica of the ship.

Sleek, deadly, and unique, the Sith Infiltrator (codenamed the *Scimitar*) is the personal vessel of Darth Maul prior to the Battle of Naboo. Designed by Sienar Design Systems as a prototype armored star courier, the Sith Infiltrator never saw production as a full line of ships, but rather remained in the prototype stage indefinitely. The first working prototype of the ship was given by Darth Sidious to his apprentice, and it served as Darth Maul's personal transport ship until his death at the hands of Obi-Wan Kenobi.

The Sith Infiltrator is clearly a vessel created for stealth and subterfuge. Its design, which appears to be inspired by the same design philosophy as that of the TIE fighter series, gives the vessel a low but menacing profile. Everything about the ship's appearance suggests darkness and secrecy, encouraging others to avoid the ship at all costs.

Following Darth Maul's death on Naboo, the Sith Infiltrator was taken to a top-secret hangar in Theed for inspection. In truth, Supreme Chancellor Palpatine had the vessel hidden away until such a time as he needed it again. Though his subsequent apprentices would have no need of the Sith Infiltrator, the vessel was secretly maintained and kept in working order as a precaution in case the Sith Lord needed the transport on a moment's notice.

Sith Infiltrator

1 square = 1.5 meters

Lower Deck

Upper Deck

1. Cockpit
2. Passenger Seating
3. Lift
4. Cargo Hold
5. Maintenance Crawlspace
6. Engineering Access Chamber
7. Ready Room
8. Sleeping Compartment/Holding Cells
9. Storage Bays
10. Aft Airlock

CAPABILITIES

The Sith Infiltrator itself is a precise and deadly weapon, much like a light-saber. Armed with six laser cannons that can fire with a combined power rivaling that of many turbolasers, the ship is exceptionally deadly, and a single shot from its weapons can vaporize even a durable space transport. The Sith Infiltrator is designed to leave no witnesses to its passing, and the impressive power of its weapons ensures that anyone who gets a good look at the ship doesn't live to tell about it.

The Sith Infiltrator is outfitted for stealth as well. Sleek and fast, it can slip past an enemy without being noticed. However, to ensure the ship's secrecy, it is outfitted with a stygium crystal cloaking device, allowing it to become effectively invisible. The ship also boasts an impressive sensor suite that grants any character aboard an additional +5 equipment bonus on Use Computer checks when attempting to detect other starships with sensors (see page 19 for more rules on detecting starships with sensors).

The ship also carries all the personal effects of a Sith Lord. These include Dark Eye probe droids, bombs, poisons, torture devices, and other weapons of war.

SITH INTERCEPTOR

Sith Interceptor	CL 5

Huge starfighter

Init +9; **Senses** Perception +5

Defense Ref 17 (flat-footed 11), Fort 21; +3 armor
hp 50; **DR** 10; **Threshold** 31

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares
(starship scale)
Ranged laser cannons +4 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +21
Atk Options autofire (laser cannons)

Abilities Str 32, Dex 22, Con —, Int 14
Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9,
Use Computer +5

Crew 1 (normal); **Passengers** none
Cargo 40 kg; **Consumables** 1 day; **Carried Craft** none
Availability Military; **Cost** not available for sale

Laser cannon (pilot)
   Atk +4 (−1 autofire), **Dmg** 3d10×2

The Sith interceptor is a starfighter seen during the days of the Jedi
Civil War. Mass-produced and designed with a philosophy
that would later be embraced by the Galactic Empire,
a Sith interceptor is both light and agile, relying on
the strength of numbers over that of its hull or shields.
Thousands of Sith interceptors might be used in any given
battle, and some enemy pilots even refer to squadrons of
the ships as "swarms" because of the overwhelming number
of ships the Sith might field at any time. Though most pilots
consider a single Sith interceptor to be little challenge, the odds are
rarely so favorable; many battles see Sith interceptors outnumbering
their opposition by a ratio of ten to one.

CAPABILITIES

Those who favor the Sith interceptor might call it "light," but most pilots
would merely call it fragile. A single good hit from a laser cannon is usu-
ally enough to seriously damage, if not destroy, a Sith interceptor. Despite
its fragility, the Sith interceptor is still a dangerous opponent that can
linger in battle for quite some time. The ships are relatively nimble and can
avoid damage from larger ships. Though they suffer in comparison to other
starships, their numbers are usually enough to make up for their fragile
nature.

The pilots of Sith interceptors learn quickly to rely on one another for
assistance during combat (often using the aid another action to increase
their chances to hit enemy starships or to suppress incoming fire). Addition-
ally, Sith interceptors tend to fly in small groups, or wings, to ensure that at
least of few of their number make it to their target to deal damage upon the
enemy. The Sith care little for the lives of their pilots, and if their interceptors
are destroyed in the process of making an attack run, this is considered an
acceptable loss.
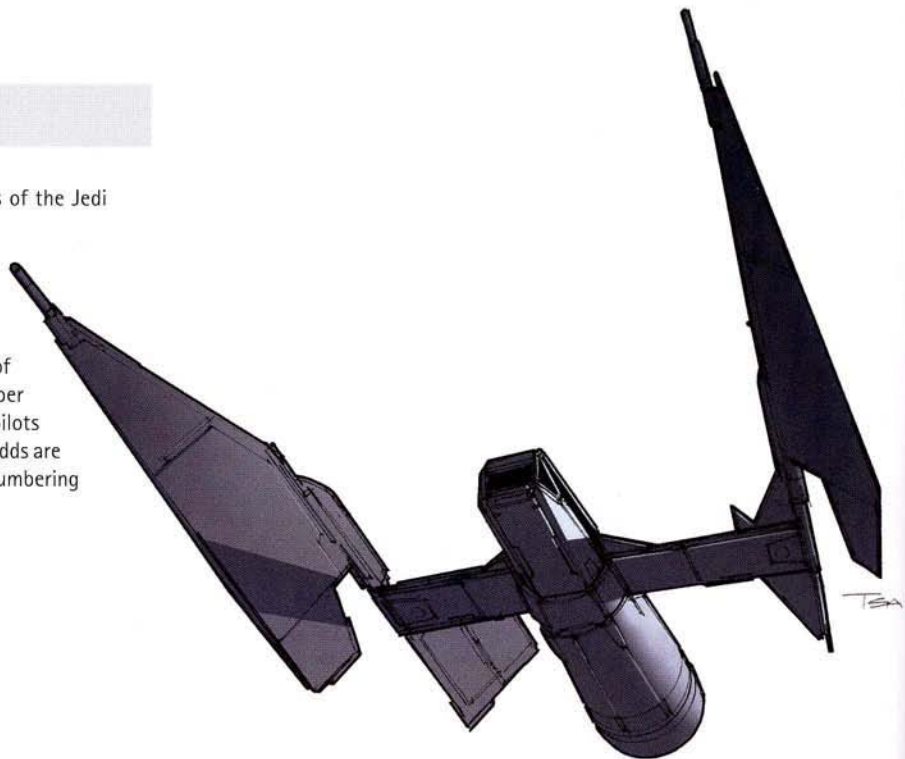
Skipray Blastboat

Sienar Fleet Systems GAT-12h CL 15

Colossal* space transport

Init –1; **Senses** Perception +6

Defense Ref 17 (flat-footed 14), Fort 33; +14 armor, Vehicular Combat

hp 230; **DR** 15; **SR** 100; **Threshold** 83

Speed fly 16 squares (max. velocity 1,200 km/h), fly 4 squares (starship scale)

Ranged laser cannons +5 (see below) and
heavy ion cannons +5* (see below) or

Ranged laser cannons +5 (see below) and
heavy proton torpedoes +5 (see below) or

Ranged laser cannons +5 (see below) and
heavy concussion missiles +5 (see below)

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

Base Atk +2; **Grp** +45

Abilities Str 56, Dex 16, Con –, Int 16

Skills Initiative –1, Mechanics +6, Perception +6, Pilot –1,
Use Computer +6

Crew 4 (skilled); **Passengers** none

Cargo 20 tons; **Consumables** 1 month; **Carried Craft** none

Payload 4 heavy proton torpedoes, 8 heavy concussion missiles

Hyperdrive ×2, limited navicomputer (4-jump memory)

Availability Military/Restricted/Licensed; **Cost** 624,000 (250,000 used)

*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.

Laser cannons (gunner)
 Atk +5, **Dmg** 5d10×2

Heavy ion cannons (gunner)
 Atk +5 (–15 against targets smaller than Colossal), **Dmg** 4d10×5 ion

Heavy proton torpedoes (gunner)
 Atk +5, **Dmg** 10d10×2, 4-square splash

Heavy concussion missiles (gunner)
 Atk +5, **Dmg** 9d10×2, 4-square splash

The Sienar Fleet Systems GAT-12h, commonly referred to by the nickname "Skipray," was released into service just prior to the Battle of Yavin. It was distinguished from the start as the smallest Imperial vessel (except for a handful of TIE prototypes) to be equipped with hyperdrive engines. The original design was intended to be used as an unescorted system patrol craft, capable of fending off starfighters and small capital ships.

Even though the naval units that used the Skipray raved about the vessel's awesome performance, it never quite caught on with Imperial high command. Despite its capabilities, the ship was never accepted, and became another victim of the volatile politics that often controlled Imperial Naval doctrine. As a result, a large number of Skiprays wound up in service to planetary militias, corporate navies, mercenaries, pirates, and smugglers.

CAPABILITIES

The Skipray blastboat was intended to fill the void between smaller "snub" fighters and larger capital-scale ships. In this regard, the Skipray was a complete success. Though a few Imperial fleet elements were equipped with Skiprays, the bulk of the ships were assigned to planetary defense forces or space stations. When possible, the GAT-12h is deployed in conjunction with TIE fighters, or is teamed with one or more other blastboats. When working in tandem, Skiprays team up to disable larger enemy ships before peeling off to deal with the incidental threat posed by starfighters and/or space transports.

Given its capabilities, it is somewhat surprising that the GAT-12h hosts a crew of only four: a pilot, a copilot/sensor operator, and two gunners. One gunner controls the ship's laser cannons, while the other operates its ion cannons, missiles, and proton torpedoes. Though it is somewhat sluggish in space, the Skipray is incredibly maneuverable when employed as an atmospheric craft. In an atmosphere, the blastboat gains a +2 bonus to its Dexterity score.
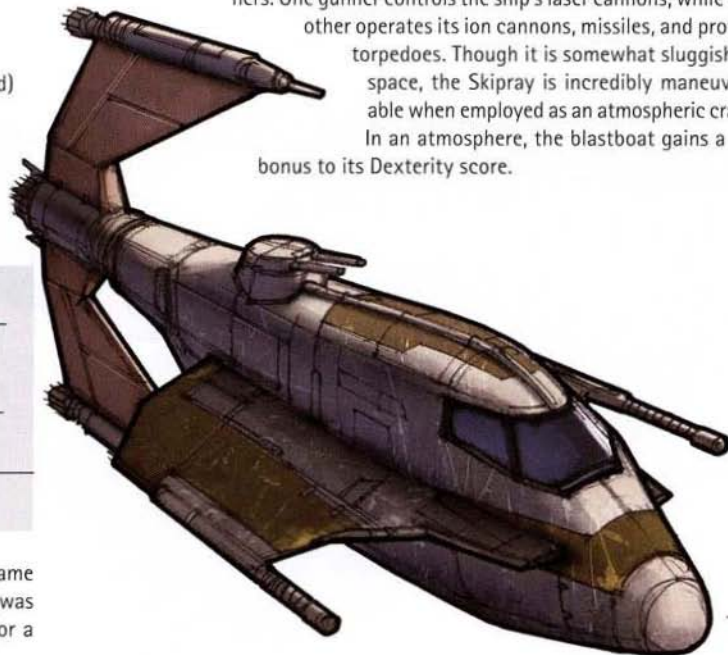
SoroSuub
Patrol Fighter

SoroSuub Cutlass-9 Patrol Fighter   CL 5

Gargantuan starfighter

Init +2; **Senses** Perception +5

Defense Ref 13 (flat-footed 11), Fort 26; +6 armor

hp 80; **DR** 10; **SR** 10; **Threshold** 46

Speed fly 12 squares (max. velocity 800 km/h), fly 4 squares
(starship scale)

Ranged laser cannons +4 (see below) or

Ranged medium concussion missile +4 (see below)

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

Base Atk +0; **Grp** +31

Atk Options autofire (laser cannons)

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

Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2,
Use Computer +5

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

Cargo 110 kg; **Consumables** 2 weeks; **Carried Craft** none

Payload 8 medium concussion missiles

Hyperdrive ×2, navicomputer

Availability Licensed; **Cost** 140,000 (65,000 used)

Laser cannons (pilot)
   Atk +4 (−1 autofire), **Dmg** 4d10×2

**Medium concussion missile** (pilot)
   Atk +4, **Dmg** 8d10×2, 4-square splash

During the height of the Old Republic, the SoroSuub
Corporation decided to design and build a starfighter it
could produce, modify, and utilize for its own needs. This patrol
fighter was the Cutlass series, the last (and most successful)
model of which was the Cutlass-9. Originally intended purely
as a corporate asset, the Cutlass-9 was popular enough to spur
some sales to other species, especially nonhumans. As the Old Republic began
to groan under the weight of its own success, many humanocentric com-
panies began treating nonhuman buyers as second-class citizens. SoroSuub
never had that attitude, and sold many more Cutlass-9s as a result.

Once the Empire came to power, SoroSuub had to tread a much more
careful line. Having supported the Confederacy of Independent Systems,
the company had to take extreme measures to prove itself to the Empire.
One such step was to stop production of the Cutlass-9, which the Empire
saw as a ship preferred by malcontents and rebels. By the time SoroSuub
underwent an internal revolution and switched to supporting the Rebel
Alliance, the Rebels needed capital ships far more than fighters, and no
further Cutlass-9s were built. Being sturdy and easily modified vessels, some
survived in independent hands, but they became increasingly rare after the
end of the Galactic Civil War.

CAPABILITIES

The basic Cutlass-9 was a simple fighter, with two mid-grade lasers and a
single concussion missile launcher. It had a class 2 hyperdrive with a navi-
computer and weak shields, making it a good long-range fighter when it was
produced. Because it was always intended to be modified to suit the needs
of SoroSuub, it was built with additional unused power conduits (giving it
3 unused emplacement points). This additional capacity was often used to
upgrade the shields or hyperdrive, or to add more powerful lasers and mis-
sile weapons. As the Clone Wars spurred development of starfighters, the
Cutlass-9 went from cutting-edge to outdated. It was possible to upgrade
it with the unused emplacement points, but few owners bothered.
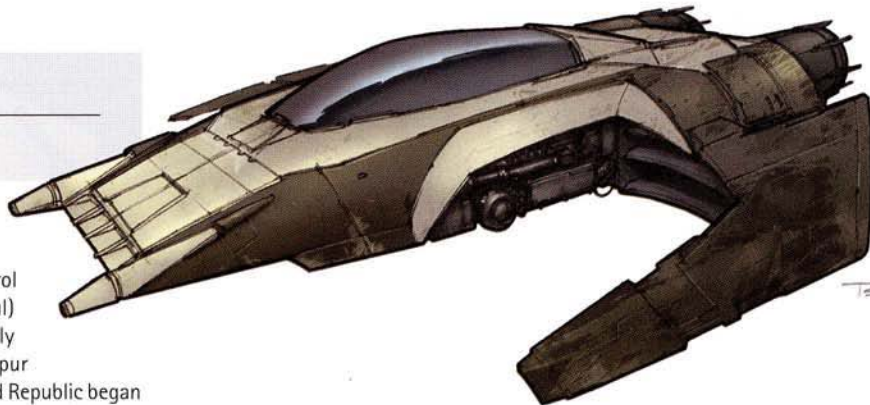
STAR GALLEON-CLASS FRIGATE

Kuat Drive Yards Star Galleon   CL 16

Colossal (frigate) capital ship

Init −3; **Senses** Perception +5

Defense Ref 15 (flat-footed 13), Fort 41; +13 armor

hp 1,120; **DR** 15; **SR** 100; **Threshold** 141

Speed fly 2 squares (starship scale)

Ranged 2 turbolaser batteries +12* (see below) and
    heavy concussion missiles +4 (see below)

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

Base Atk +0; **Grp** +51

Abilities Str 72, Dex 14, Con —, Int 18

Skills Initiative −3, Mechanics +5, Perception +5, Pilot −3,
    Use Computer +5

Crew 150 (normal); **Passengers** 300 (troops)

Cargo 100,000 tons; **Consumables** 6 months; **Carried Craft** cargo hold
    (see description)

Payload 16 heavy concussion missiles

Hyperdrive ×2 (backup ×15), navicomputer

Availability Military; **Cost** not available for sale

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

Turbolaser battery (5 gunners)
    Atk +12 (−8 against targets smaller than Colossal), **Dmg** 4d10×5

Heavy concussion missiles (gunner)
    Atk +4, **Dmg** 9d10×2, 4-square splash

The Star Galleon was initially conceived as a transport vessel that could
escort itself in hostile space. Given the rise of piracy on major trade routes,
combined with the Navy's need to wage a civil war on a galactic scale, such
a design was heartily embraced by Imperial Command. Since its introduc-
tion, the Star Galleon has earned a reputation for being nearly impossible to
capture. Only the most desperate pirate bands dare to assault a Star Galleon,
and even then they do so at great risk.

CAPABILITIES

With its thick armor, heavy deflector shields, and formidable weaponry, the
Star Galleon is able to stand its ground against small capital ships and snub
fighters. Ideally, it is supposed to be deployed in flotillas of between three
and five such vessels, with each providing covering fire for the rest. The ships
are more often encountered at the center of a supply convoy, supported
by several smaller escort ships. Despite their durability and firepower, Star
Galleons are slow and sluggish when compared to their adversaries, and
additional escort, when available, is always preferred.

The defensibility of the Star Galleon doesn't end with its armament and
shielding. Strategically designed choke points combine with reinforced
emplacements to provide the ship's guards with a limitless supply of defen-
sible positions. As many as 300 troops, typically drawn from the ranks of
Imperial Naval troopers, can be assigned to defend a single Star Galleon.

As if this wasn't enough, the Star Galleon's cargo hold is nestled in the
center of the craft. The hold is designed as a separate vessel, equipped with
its own hyperdrive. In dire circumstances, the cargo hold can be detached and
enter hyperspace, conveying itself and its contents to a designated point in
space. Imperial forces, informed of the hold's location by a homing beacon,
can then retrieve the cargo.

Tactical Fire: The Star Galleon is designed to be one of the most surviv-
able frigates in the Imperial fleet. As a standard action, a Star Galleon can
forgo all attacks to provide tactical fire to all adjacent squares. Enemy star-
ships within that area deal −1 die of damage on successful attacks against
any target.
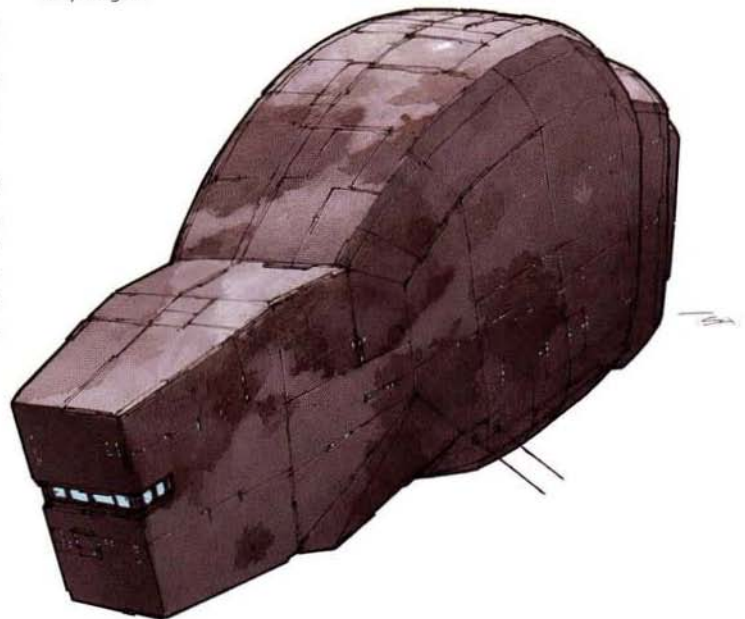
StarViper (Virago)

MandalMotors StarViper Assault Fighter   CL 12

Gargantuan starfighter

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

Defense Ref 19 (flat-footed 12), Fort 27; +7 armor, Vehicular Combat
hp 140; **DR** 15; **SR** 40; **Threshold** 47

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
   (starship scale)
Ranged heavy double laser cannons +6 (see below) or
Ranged proton torpedoes +6 (see below)
Fighting Space 10×10 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +34
Atk Options autofire (heavy double laser cannons), fire-link (proton
   torpedoes)

Abilities Str 44, Dex 24, Con —, Int 14
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3,
   Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 1 ton; **Consumables** 2 months; **Carried Craft** none
Payload 6 proton torpedoes
Hyperdrive ×1 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale

Heavy double laser cannons (pilot)
   Atk +6 (+1 autofire), **Dmg** 7d10×2
Proton torpedoes (pilot)
   Atk +6, **Dmg** 9d10×2, 4-square splash

The *Virago* was the personal starship of Prince Xizor, Black Sun's Underlord. He personally commissioned MandalMotors to design a unique starfighter for his personal use. Xizor's demands were steep: He required a ship that could match the TIE interceptor in speed and that was both versatile and combat-capable. The spacecraft that was produced as a result was the first *Star Viper*-class assault fighter, and the criminal prince christened his ship the *Virago*. To ensure that his ship remained unique and unrivaled, Xizor purchased all rights to the new design.

The *Virago* served Xizor well for many years, paying for itself many times over. It was eventually lost over Coruscant when Xizor's skyhook was destroyed by the Imperial Super Star Destroyer *Executor*. MandalMotors wasted little time in regaining the rights to the *Star Viper* design following Xizor's death. The newest iteration of the *Star Viper* is not as fast or as agile as Xizor's original prototype, but MandalMotors felt that some concessions were unavoidable in order to bring the price into line with the market as a whole.

Capabilities

The *Star Viper*-class assault fighter is distinctive, in large part due to its four independently adjusting wing nacelles. Two microthrusters within each wing provide exceptional maneuverability in space. As the starfighter travels through space, each wing moves separately from the others. This fluid motion gives the *Star Viper* a shifting, albeit graceful, silhouette as it effortlessly performs complex maneuvers. Though they are efficient in the vacuum of space, the wings and thrusters are best left retracted during atmospheric flight.

In addition to being nimble and fast, the *Star Viper* is also incredibly well armed. A pair of heavy double laser cannons are mounted on either side of the ship's cockpit. The cannons are mounted on articulated arms that, when extended, allow for an extremely wide field of fire. Two forward-firing proton torpedo launchers complete the starfighter's weapons package. The ship is well armored and includes a formidable shield generator.

The latest *Star Viper* design lacks some of the original's maneuverability and has a Dexterity score of only 20. In addition, its shield rating is only 20.
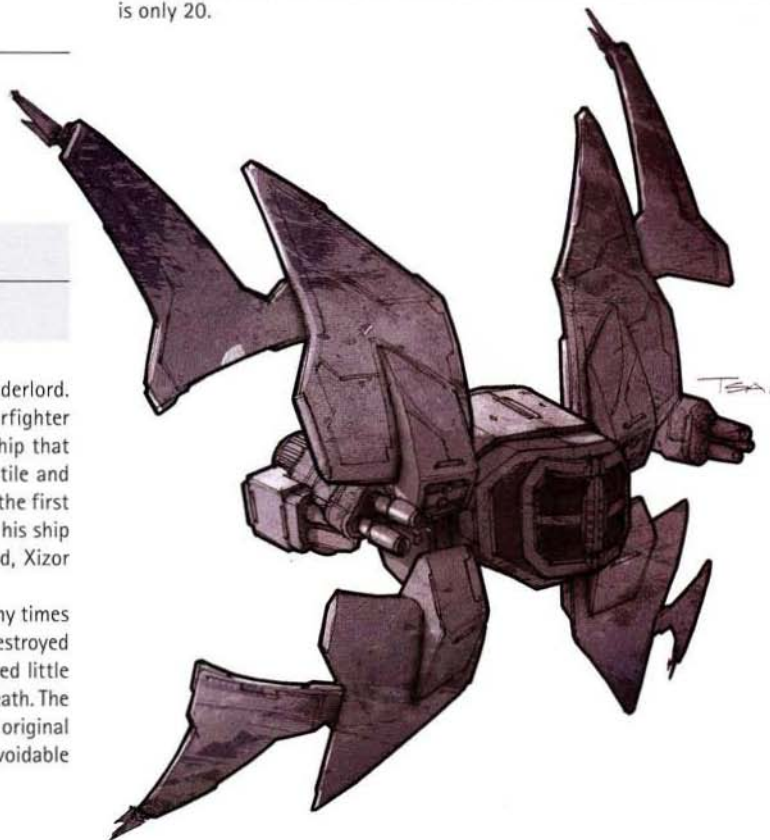
STRIKE-CLASS
MEDIUM CRUISER

Loronar Corporation Strike-class Medium Cruiser   CL 18
Colossal (frigate) capital ship
Init –3; **Senses** Perception +6

Defense Ref 15 (flat-footed 14), Fort 54; +14 armor, Vehicular Combat
hp 1,200; **DR** 20; **SR** 125; **Threshold** 154

Speed fly 3 squares (starship scale)
Ranged 2 turbolaser batteries +13* (see below) and
    4 light turbolaser batteries +13* (see below) and
    2 ion cannon batteries +13* (see below) and
    2 tractor beam batteries +13* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +66

Abilities Str 98, Dex 12, Con –, Int 16
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3,
    Use Computer +6

Crew 2,112 (skilled); **Passengers** 1,020 (troops)
Cargo 9,000 tons; **Consumables** 2 years; **Carried Craft** 18 starfighters,
    2 AT-STs and 4 additional AT-STs or 2 AT-ATs, various dropships and
    support craft
Hyperdrive ×2 (×12 backup), navicomputer
Availability Military; **Cost** not available for sale (black market value
    17,000,000 used)
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (5 gunners)
    Atk +13 (–7 against targets smaller than Colossal), **Dmg** 7d10×5

Light turbolaser battery (5 gunners)
    Atk +13 (–7 against targets smaller than Colossal),
    Dmg 2d10×5

Ion cannon battery (5 gunners)
    Atk +13 (–7 against targets smaller than
    Colossal), **Dmg** 3d10×5 ion

Tractor beam battery (5 gunners)
    Atk +13 (–7 against targets smaller than
    Colossal), **Dmg** – (grapple +66)

The *Strike*-class is designed from the ground up to be a flexible, efficient, modular starship with half the functionality of a Victory Star Destroyer for 25% of the cost. Strike cruisers became an important tool in the Imperial fleet, able to be equipped for any mission and built in numbers great enough to replenish those lost in battle. The Rebel Alliance valued the few Strike cruisers it captured, often modifying them to serve in specific missions. The Imperial Remnant depends on these ships even more heavily than Star Destroyers, since this is one of the few classes of capital ship it still has the capacity to produce in large numbers.

CAPABILITIES

The greatest advantage of the Strike cruiser is its flexible nature. With 6,000 tons of cargo space and modular troop and hangar sections, it can easily go from being a starfighter carrier to a planetary assault ship or system garrison flagship. The amount of cargo and number of troops, starfighters, or walkers carried by a Strike cruiser can be doubled (along with all support craft needed for the increased complement) by reducing some other cargo category by 50%. Thus, a ship might have only 510 troops but 36 starfighters, or carry 2,040 troops but have only 4,500 tons of cargo space.

Tactical Fire: *Strike*-class medium cruisers have a modular design that allows them to fulfill a variety of roles. As a standard action, a *Strike*-class cruiser can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied ships within that area gain either a +1 bonus to Reflex Defense or a +1 bonus on attack rolls (commander's choice), but not both.
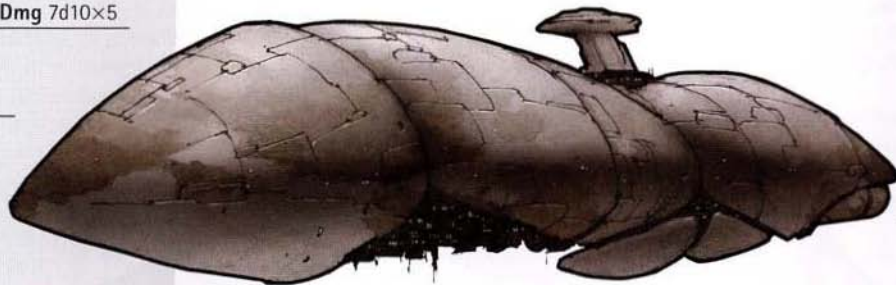
Super Star Destroyer

Fondor Shipyards Super Star Destroyer   **CL 40**

Colossal (station) space station

Init −4; **Senses** Perception +6

Defense Ref 18 (flat-footed 18), Fort 74; +18 armor, Vehicular Combat
hp 3,000; **DR** 20; **SR** 400; **Threshold** 574

Speed fly 1 square (starship scale)
Ranged 25 heavy turbolaser batteries +15* (see below) and
    25 turbolaser batteries +15* (see below) and
    25 heavy ion cannon batteries +15* (see below) and
    8 tractor beam batteries +15* (see below) and
    25 heavy concussion missile batteries +15* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +86

Abilities Str 138, Dex 10, Con —, Int 20
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4,
    Use Computer +6

Crew 280, 734 (skilled); **Passengers** 38,000 (troops)
Cargo 250,000 tons; **Consumables** 6 years; **Carried Craft** 144
    starfighters, various support craft
Payload 50,000 heavy concussion missiles
Hyperdrive ×2 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale
Apply a −20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)
    Atk +15 (−5 against targets smaller than Colossal), **Dmg** 11d10×5
Turbolaser battery (5 gunners)
    Atk +15 (−5 against targets smaller than Colossal), **Dmg** 8d10×5
Heavy ion cannon battery (5 gunners)
    Atk +15 (−5 against targets smaller than Colossal), **Dmg** 5d10×5 ion
Tractor beam battery (5 gunners)
    Atk +15 (−5 against targets smaller than Colossal), **Dmg**
   — (grapple +86)
Heavy concussion missile battery (5 gunners)
    Atk +15 (−5 against targets smaller than Colossal), **Dmg** 10d10×5,
   4-square splash

The 19-kilometer-long *Super*-class Star Destroyers were the largest class of ships built by the Empire. (Though a few larger mobile space stations, such as the two Death Stars, were also put into service, they were neither common enough to qualify as a class nor, properly speaking, starships.) Each was equipped to shatter the backbone of enemy fleets, smash planetary defenses, and land enough troops to control important population centers. The only possible weakness of the ships is their lack of point-defense weapons, leaving them potentially vulnerable to massed fighter attacks if they lack escorts.

Some confusion exists about the official name of the Super Star Destroyer classes, much of it rooted in the idea that nothing 19 kilometers long qualifies as a mere "destroyer," super or not. This misunderstanding is based in the fact that the term Star Destroyer does not indicate a *Destroyer*-class vessel that happens to be a starship (unlike the terms star cruiser and star dreadnaught). A Star Destroyer is named after the idea of a ship that has the power needed to destroy entire star systems, an ominous naming convention that goes back to the days of the Old Republic. Any ship that follows the design basics of those early ships (including a combination of massive firepower and a dagger shape to focus that firepower forward) can be a class of Star Destroyer. For this reason, the term Star Destroyer is always capitalized, unlike star frigate or star cruiser. A typical Star Destroyer qualifies as a star cruiser, and a Super Star Destroyer qualifies as a star dreadnaught.

Super Star Destroyers sometimes served as mobile repair bases, starfighter carriers, or communications ships (carrying dozens of HoloNet transceivers), but most served the standard Super Star Destroyer role of sector command ship and mobile headquarters. Two Super Star Destroyers that fit this model are the *Executor* (described below) and the *Vengeance*. The latter vessel served as the command ship for the Dark Jedi named Jerec, and though visually distinctive it had the same specifications as other Super Star Destroyers.
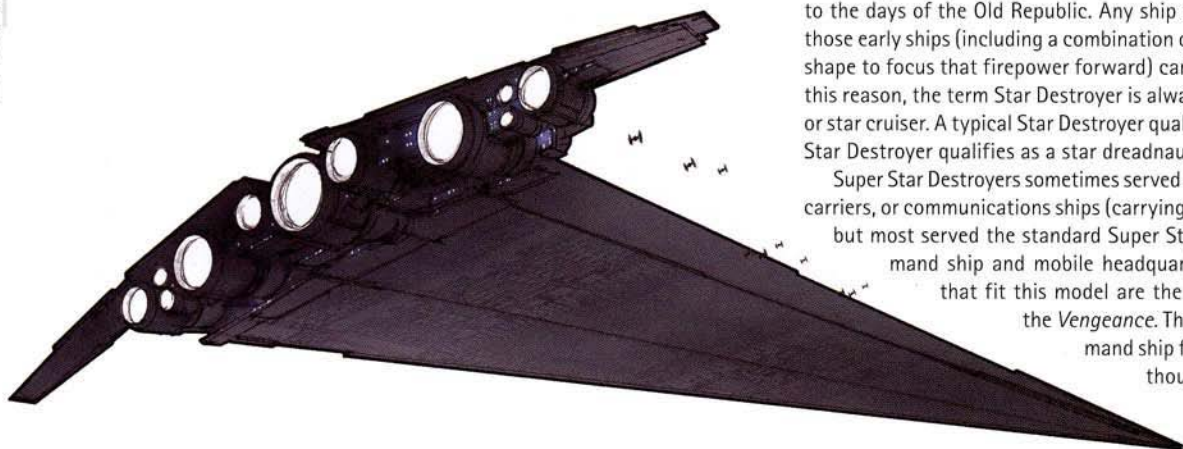
THE VENGEANCE
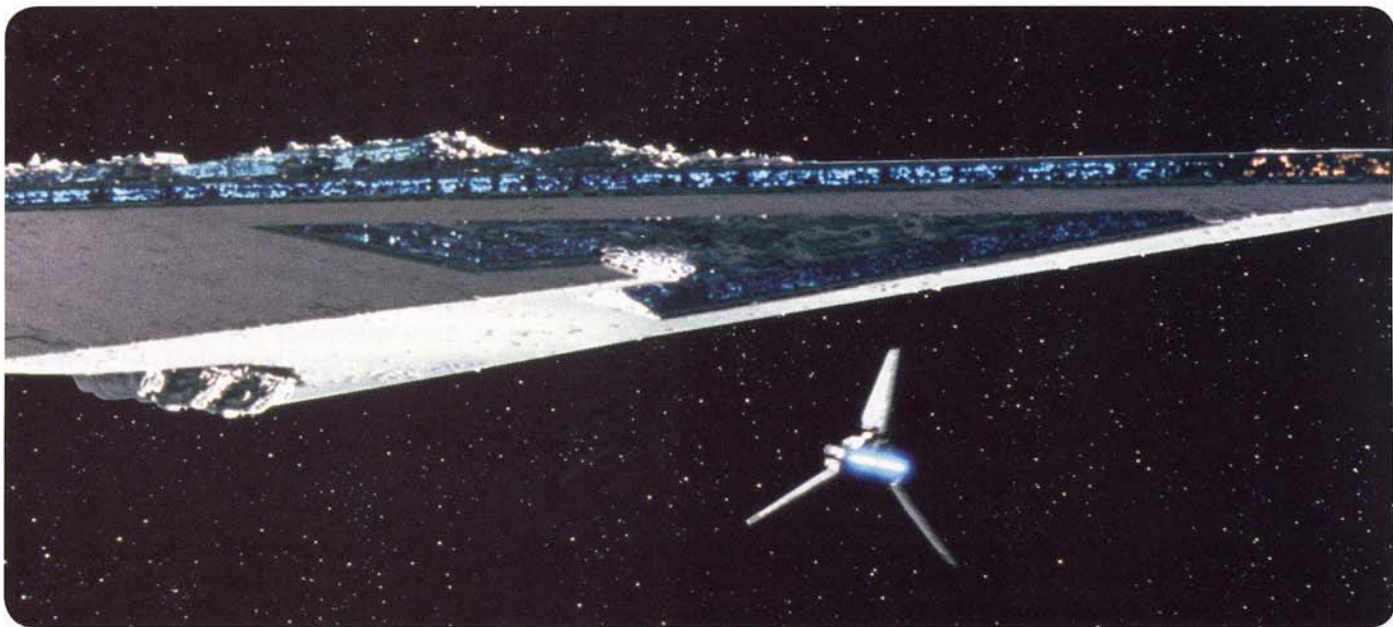
EXECUTOR

The *Executor* is Darth Vader's command ship, and the flagship of the Death Squadron. Built in secret at Fondor Shipyards, the *Executor* was designed as a terror weapon just as surely as the Death Star was. Although it lacked the Death Star's planet-destroying superweapon, the *Executor* became a harbinger of Imperial aggression and Darth Vader's personal attention to a problem. More than one Rebel force fled a mission as soon as the *Executor* arrived insystem, making the ship in practice a more successful tool of fear than the Death Star.

The destruction of the *Executor* came at the Battle of Endor, when Admiral Ackbar had the entire firepower of the Rebel fleet directed at the *Executor* alone. Although that assault managed to breach the *Executor*'s shields, the ship survived even that apocalypse in functional condition. It was not until an A-wing fighter smashed into the *Executor*'s bridge that the ship lost functional control. It fell into the second Death Star and was destroyed on impact.

Capabilities

The mass of the *Executor* is an advantage in terms of the power of the shields it can carry and the weapons it can mount, but it's a drawback in terms of keeping the ship supplied. More than one hundred times as massive as an *Imperial*-class Star Destroyer, the *Executor* can hold far more resources than the Empire normally has available to fill it. The massive hangar of the ship can hold thousands of fighters and a not inconsiderable number of small capital ships, but such an arrangement is rarely advantageous. Standard practice sets the complement of the *Executor* at 144 TIEs of various types, 200 support ships, three pregenerated garrisons, and hundreds of heavy walkers. In theory, the ship can carry many times that number of troops and vessels, but such resources are never available.

Nor is it realistically necessary. The *Executor* always has at least few escort ships with it, giving it whatever ground support is required. In space battle, the *Executor* is unmatched by anything the Alliance can bring to bear short of a massed fleet, which the Rebels are unlikely to risk in conflict with Vader's ship.

Tactical Fire: Super Star Destroyers of all kinds are exceptionally dangerous foes that can eradicate almost any enemy in mere moments. As a standard action, a Super Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 3-square radius around itself. All allied starships within that area gain a +1 bonus on attack rolls and deal +1 die of damage on a successful attack.

LUSANKYA

The *Lusankya* is the *Executor*'s sister ship, with keel laid and final rivet finished at the same time as Vader's flagship. By having all expenses for the *Lusankya* attributed to construction of the *Executor*, the Empire kept the existence of the second Super Star Destroyer secret from the galaxy at large. The *Lusankya* was covered in a superframe of girders and electronics, then lowered onto Coruscant disguised as a massive planetary shield generator and its repulsorlift cradle. The fact that a Super Star Destroyer was at the heart of the "generator" was kept secret, allowing the *Lusankya* to serve as a secret prison facility. Exactly why the Emperor went to such great lengths to hide a Super Star Destroyer is unknown, though it's certainly possible that he intended the ship to serve as an emergency command vehicle, should his throne world ever come under siege.

As events occurred, the *Lusankya* was used by intelligence officer Ysanne Isard to flee Coruscant after the Emperor's death. She built a command group around the ship and engaged in such gambits as the Bacta War. Eventually she was defeated and killed, and the *Lusankya* entered the service of the New Republic. For twenty years the ship acted as a medical research and quarantine ship, a research vessel, and the command ship of an extensively built-up Rogue Squadron. During the Yuuzhan Vong invasion, the *Lusankya* suffered extensive damage and was stripped of weapons and turned into a suicide weapon to destroy the largest Vong battle-operational worldship.

Capabilities

Though the *Lusankya* has fewer heavy weapons than a typical *Super*-class Star Destroyer, it uses the saved space for extensive personnel quarters. It needs less overall crew and has superior computers (an advantage of constantly receiving computer upgrades while hidden within Coruscant), but can carry more troops and thousands of prisoners. With the addition of point-defense lasers, the *Lusankya* is perfectly equipped to single-handedly smash through a planet's defenses and take command of its major cities. Unlike other Super Star Destroyers, which rely on support ships to some degree, the *Lusankya* is by itself enough to forge a new, if small, multiplanet government.

Lusankya CL 36

Colossal (station) space station
Init −4; **Senses** Perception +6

Defense Ref 17 (flat-footed 17), Fort 74; +17 armor, Vehicular Combat
hp 3,000; **DR** 20; **SR** 350; **Threshold** 574

Speed fly 1 square (starship scale)
Ranged 15 heavy turbolaser batteries +15* (see below) and
   25 turbolaser batteries +15* (see below) and
   25 point-defense laser cannon batteries +15 (see below) and
   10 heavy ion cannon batteries +15* (see below) and
   8 tractor beam batteries +15* (see below) and
   10 heavy concussion missile batteries +15* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +86

Abilities Str 138, Dex 10, Con —, Int 20
Skills Initiative −4, Mechanics +6, Perception +6, Pilot −4,
   Use Computer +6

Crew 207,381 (skilled); **Passengers** 57,000 (troops), 115,000 (prisoners)
Cargo 250,000 tons; **Consumables** 6 years; **Carried Craft** 72 starfighters,
   up to 1,000 other small craft
Payload 10,000 heavy concussion missiles
Hyperdrive ×1 (backup ×8), navicomputer
Availability Military; **Cost** not available for sale
*Apply a −20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (5 gunners)
   Atk +15 (−5 against targets smaller than Colossal), **Dmg** 11d10×5

Turbolaser battery (5 gunners)
   Atk +15 (−5 against targets smaller than Colossal), **Dmg** 8d10×5

Point-defense laser cannon battery (5 gunners)
   Atk +15, **Dmg** 7d10×2

Heavy ion cannon battery (5 gunners)
   Atk +15 (−5 against targets smaller than Colossal), **Dmg** 4d10×5 ion

Tractor beam battery (5 gunners)
   Atk +15 (−5 against targets smaller than Colossal),
   Dmg — (grapple +86)

Heavy concussion missile battery (5 gunners)
   Atk +15 (−5 against targets smaller than Colossal), **Dmg** 10d10×5,
   4-square splash

ECLIPSE

The only two *Eclipse*-class ships to be built began construction at approximately the same time as the destruction of the first Death Star, though their development was shrouded in so much secrecy that little else can be said about the process. The first of the line briefly fell into the hands of Tyber Zann, head of the criminal Zann Consortium, but the crime lord realized the Empire would never allow him to keep the ship (and would place his destruction above even that of the Rebel Alliance if he tried), and he abandoned it in space.

Neither ship of the class was completed prior to the death of the Emperor. As the most powerful ships left in the known galaxy, they naturally served as focal points for efforts to prevent the Empire from collapsing, but ultimately both were destroyed before they could begin reconquering the galaxy.

Capabilities

At 17.5 kilometers in length, the *Eclipse*-class is shorter than the *Super*-class Star Destroyers, but it's a mistake to think of them as smaller. In fact, an Eclipse masses much more than any other Super Star Destroyer ever built, and uses much of the additional mass to carry a keel-mounted axial superlaser. The *Eclipse*-class axial superlaser is two-thirds as powerful as one of the component projectors of a Death Star superlaser, and thus lacks the power to destroy a planet-sized target. It can, however, smash through any conceivable shields and render a planet uninhabitable or destroy any lesser target. The weapon is difficult to aim, however, requiring the entire ship to be aligned to do so. As a result, the superlaser takes a –20 penalty on attacks against targets smaller than Colossal (cruiser).

The fighting capacity of an *Eclipse*-class Super Star Destroyer is unmatched, and neither ship was destroyed by conventional forces. Had

they not fallen to sabotage and trickery, it's not unreasonable to think the two massive ships might have rebuilt the Empire one system at a time, with or without supporting starships.

Eclipse   CL 50

Colossal (station) space station
Init –4; **Senses** Perception +6

Defense Ref 20 (flat-footed 20), Fort 182; +20 armor, Vehicular Combat
hp 6,000; **DR** 20; **SR** 500; **Threshold** 682

Speed fly 1 square (starship scale)
Ranged superlaser +7** (see below) and
    25 heavy turbolaser batteries +15* (see below) and
    25 turbolaser batteries +15* (see below) and
    25 point-defense laser cannon batteries +15 (see below) and
    15 heavy ion cannon batteries +15* (see below) and
    20 tractor beam batteries +15* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +194

Abilities Str 354, Dex 10, Con —, Int 20
Skills Initiative –4, Mechanics +6, Perception +6, Pilot –4,
    Use Computer +6

Crew 712,645 (skilled); **Passengers** 150,000 (troops)
Cargo 600,000 tons; **Consumables** 10 years; **Carried Craft** 600
    starfighters, 96 fighter/bombers, various support craft
Hyperdrive ×2 (backup ×6), navicomputer
Availability Military; **Cost** not available for sale
Apply a –20 penalty on attacks against targets smaller than Colossal size.
**Apply a –20 penalty on attacks against targets smaller than Colossal
    (cruiser) size.*

Superlaser (gunner)
    Atk +15 (–5 against targets smaller than Colossal [cruiser]),
    Dmg 8d10×50

Heavy turbolaser battery (5 gunners)
    Atk +15 (–5 against targets smaller than Colossal), **Dmg** 10d10×5

Turbolaser battery (5 gunners)
    Atk +15 (–5 against targets smaller than Colossal), **Dmg** 7d10×5

Point-defense laser cannon battery (5 gunners)
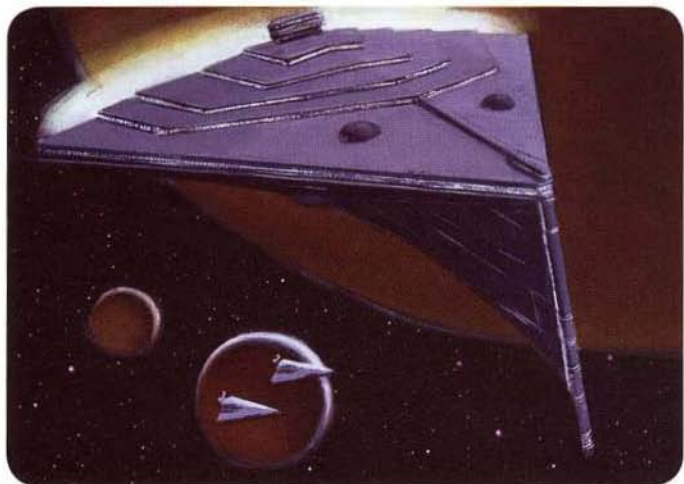   **Atk** +15, **Dmg** 6d10×2

Heavy ion cannon battery (5 gunners)
    Atk +15 (–5 against targets smaller than Colossal), **Dmg** 3d10×5 ion

Tractor beam battery (5 gunners)
    Atk +15 (–5 against targets smaller than Colossal),
    Dmg — (grapple +194)

SYSTEM PATROL CRAFT

IPV-1 System Patrol Craft   CL 13
Colossal (frigate) capital ship
Init +0; **Senses** Perception +5

Defense Ref 17 (flat-footed 12), Fort 36; +12 armor
hp 660; **DR** 15; **SR** 165; **Threshold** 136

Speed fly 4 squares (starship scale)
Ranged point-defense light turbolasers +2 (see below) and
    medium concussion missiles +2* (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +46

Abilities Str 63, Dex 20, Con —, Int 14
Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0,
    Use Computer +5

Crew 12 (normal); **Passengers** 10 (troops or prisoners)
Cargo 200 tons; **Consumables** 1 month; **Carried Craft** 2 shuttles
Payload 24 medium concussion missiles
Availability Military; **Cost** not available for sale (black market value
    3,000,000 used)
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Point-defense light turbolasers (gunner)
    Atk +2, **Dmg** 5d10×5
Medium concussion missiles (gunner)
    Atk +2 (–18 against targets smaller than Colossal), **Dmg** 8d10×2,
    4-square splash

The IPV-1 is a typical system patrol craft, a starship designed to guard a single star system. Built by Sienar, the IPV-1 was originally designated the Independent Patrol Vehicle to represent its primary mission—operating independently in antipirate and antismuggling activities. After the rise of the Empire, it was designated an Imperial Patrol Vehicle, though little else changed. Ships of this type are also often called monitors or system frigates.

Since a system with a serious problem is likely to have larger and more powerful fleets assigned to it, IPV-1s are used only to hold down essentially secure systems and rarely get the most promising recruits as crew. IPV-1 crews also develop strong relationships with local officials and businessmen, since the IPV-1 has no hyperdrive and is normally assigned to the same system

for years at a time. This situation leads to creeping laxity regarding military protocol, or even corruption and outright rebellion. An IPV-1 makes a perfect pirate ship if it can find a vessel able to carry it through hyperspace or can have a hyperdrive installed—a fact not lost on the crews of such ships.

CAPABILITIES

Though a capital ship, an IPV-1 isn't primarily designed to fight other capital ships. It's an antipirate vessel, focused on catching and destroying smaller ships, especially armed light freighters. An IPV-1 can take a considerable amount of damage for its size, but its short-range light turbolasers pose little threat to anything bigger than a frigate. As its crews are fond of saying, however, an IPV-1 can outrun anything it can't outfight. Lacking a hyperdrive of its own, an IPV-1 depends on powerful ion engines to get it into action before targets can escape into hyperspace.

During the Galactic Civil War, numerous IPV-1s were used for missions far from their original design expectations. Before the development of the *Lancer*-class frigate, some Imperial commanders used spare IPV-1s as escort vessels, either carried inside a Star Destroyer or equipped with jury-rigged hyperdrives.

Tactical Fire: As a standard action, an IPV-1 system patrol craft can forgo all attacks to provide tactical fire to all adjacent squares. All attacks made against enemy starships of Colossal size or smaller within that area score a critical hit on a natural 19 or 20 (though a natural 19 must still be able to hit the target's Reflex Defense, or else the attack misses).
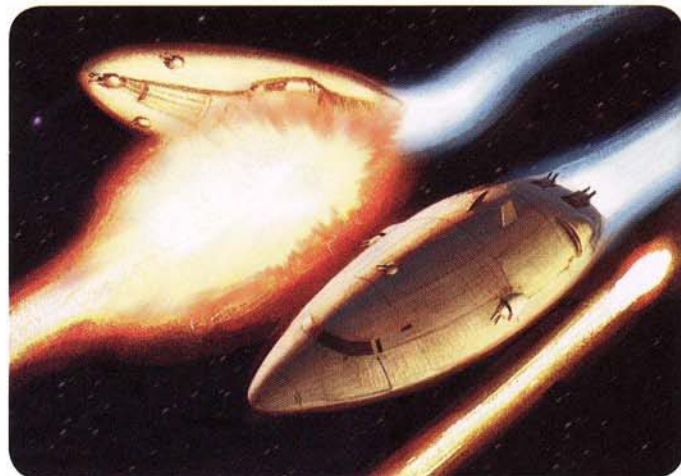
THETA-CLASS SHUTTLE

Theta-class Shuttle CL 11
Colossal space transport
Init +5; **Senses** Perception +5

Defense Ref 15 (flat-footed 12), Fort 26; +12 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 20; **Threshold** 76

Speed fly 12 squares (max. velocity 825 km/h), fly 3 squares
    (starship scale)
Ranged quad laser cannon +4 (see below) and
    laser cannons +4 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +38
Atk Options autofire (quad laser cannons)

Abilities Str 42, Dex 16, Con —, Int 14
Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5,
    Use Computer +6

Crew 5 (skilled); **Passengers** 16
Cargo 50 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×1 (backup ×15), navicomputer
Availability Restricted; **Cost** 1,000,000 (210,000 without luxury
    upgrades)

Quad laser cannon (gunner)
    Atk +4 (−1 autofire), **Dmg** 6d10×2
Laser cannons (gunner)
    Atk +4, **Dmg** 4d10×2

Officially, the *Theta*-class is a "personnel transport" rather than a shuttle, a sign of how hard its manufacturer (Cygnus Spaceworks) works to prevent the Theta from being considered ordinary or pedestrian. The *Theta*-class was aimed squarely at the rich and important, and it quickly became the shuttle of choice among Old Republic (and later Galactic Empire) Senators. Its combination of speed, comfort, range, and safety made it a perfect choice for those of rank on Coruscant and elsewhere who needed to travel in both safety and style. The design elements that made the Theta such a success were mimicked in many later designs, including the *Lambda*-class shuttle.

For those who can afford it, a luxury-upgraded Theta is perfect both for short trips with a dozen or so passengers, and for longer trips with a smaller complement. Some Thetas were converted to act as light freighters, especially after the Galactic Senate was disbanded and the Empire sold many Thetas at auction. Such vessels rarely have the appointments of an original Theta, however, and are too small to carry enough cargo to be economically viable in most cases. Some end up being repurchased by collectors of the original, classic design.

CAPABILITIES

Not much larger than a typical snub fighter, a *Theta*-class is designed to provide all the comforts of a luxury transport plus the fighting power of a military craft and the safety of a major space liner. A Theta is too small to survive against a capital ship, but it has a respectable chance against a small number of light attack craft or airspeeders. This fact is particularly remarkable when you consider the amount of space it takes to convey 21 people in luxurious comfort for a two-month trip. In fact, the quarters do become claustrophobic during anything longer than a day trip, but the knowledge that even a massive hyperdrive failure would not result in death by starvation was often important to Senators.

A typical Senatorial shuttle includes an extreme luxury upgrade, a Holo-Net transceiver, a medical bed, and slave circuitry. Individual Senators and other wealthy owners often added their own modifications, including droid repair teams, sensor jammers, cargo jettison systems, and even smuggler's compartments.

TIE Fighter

Sienar Fleet Systems TIE/ln Fighter   CL 7
Huge starfighter
Init +8; **Senses** Perception +6

Defense Ref 15 (flat-footed 11), Fort 22; +3 armor, Vehicular Combat
hp 60; **DR** 10; **Threshold** 32

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
   (starship scale)
Ranged laser cannons +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +24
Atk Options autofire (laser cannons)

Abilities Str 34, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8

Crew 1 (skilled); **Passengers** none
Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 60,000 (25,000 used)

Laser cannons (pilot)
   Atk +6 (+1 autofire), **Dmg** 4d10×2

The Empire, wanting to standardize its starfighter fleet with smaller ships, selected the TIE to replace a number of disparate models that were currently in use. In time, and with continual upgrades to the design, the TIE/ln became the standard Imperial starfighter craft. It is relatively inexpensive to produce, and though often maligned by both Imperial and Alliance pilots, it is nonetheless effective.
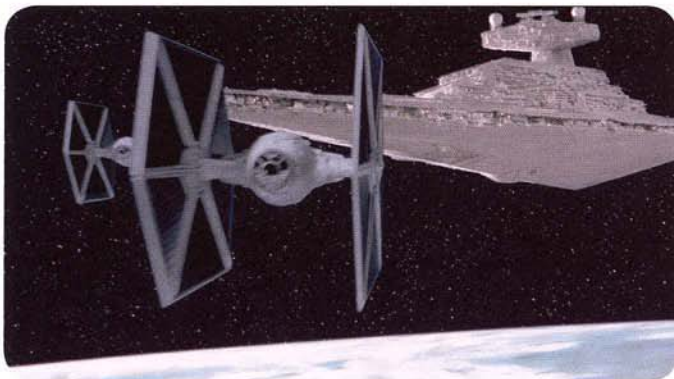
CAPABILITIES

In order to save on production costs, the TIE/ln lacks many of the features that are considered to be standard on other starfighters. The relatively fragile craft is not equipped with deflector shields, a hyperdrive, or a life support system. In order to survive the rigors of space when piloting their fighters, TIE pilots must don distinctive, fully sealed flight suits. Without the proper supports or docking scaffolds, TIE fighters are also unable to land in any sort of conventional manner.

Although the TIE's versatility is somewhat limited by these deficiencies, it does have several points in its favor. Its agility, combined with its small size and speed, makes it a difficult target for all but the most talented or well-trained gunners. TIE fighters, being inexpensive and easy to produce, are deployed in large quantities. Imperial starfighter tactics stress that enemies must be overwhelmed by sheer force of numbers, and casualty rates among TIE pilots are much higher than average.
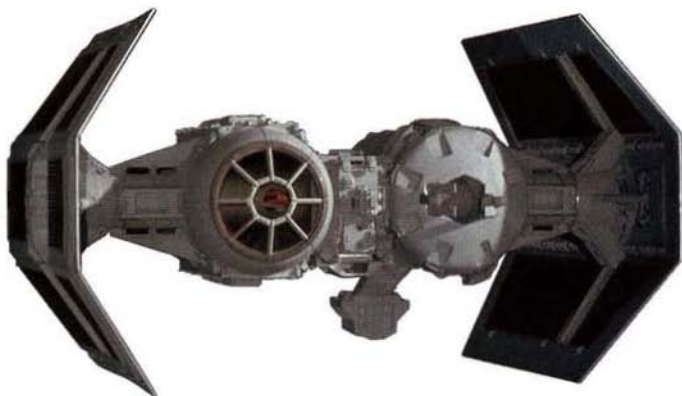
TIE Bomber

Designated the TIE/sa, the TIE bomber is one of the few TIE craft that does not incorporate its sister craft's distinctive hull shape. Instead, it employs a distinctive double hull design, with two cylindrical pods mounted side by side between two bent solar array panels. The starboard pod houses the cockpit and flight controls, while the portside pod stores the bomber's payload. Rebel pilots commonly referred to TIE bombers as "dupes."

During the Battle of Hoth, these formidable bombers were tasked with destroying Rebel transports but were largely foiled by Alliance X-wings. Following the Rebel evacuation of the icy planet, a squadron of TIE bombers razed what little remained of Echo Base before joining in the search for the *Millennium Falcon* amid Hoth's asteroid belt. Several squadrons were also used against Alliance capital ships during the Battle of Endor.

Capabilities

TIE bombers form the backbone of the Imperial Navy's strike capability. They are commonly deployed against enemy capital ships, space stations, and ground targets. They are able to employ heavy weapons, delivering payloads with uncanny precision. TIE bombers are most often equipped with a rack of sixteen medium concussion missiles. Two forward-mounted laser cannons, used primarily for strafing runs and self-defense, are also standard armament.

Several other payload configurations are used, depending on specific mission parameters. Instead of missiles, as many as eight proton torpedoes can be loaded into the ship's ordnance pod. By decreasing the missile or torpedo payload by half, up to eight proton bombs or six orbital mines can also be deployed. When providing ground support, a TIE bomber is capable of carrying as many as 64 thermal detonators that are used to carpet-bomb enemy infantry formations. Nonconventional payloads include leaflets filled

with demoralizing Imperial propaganda, as well as supply canisters for isolated Imperial infantry units.

Sienar Fleet Systems TIE Bomber　　　　　　　**CL 9**
Gargantuan starfighter
Init +7; **Senses** Perception +6

Defense Ref 15 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 130; **DR** 10; **Threshold** 46

Speed fly 12 squares (max. velocity 850 km/h), fly 3 squares
　(starship scale)
Ranged laser cannons +7 (see below) or
Ranged medium concussion missiles +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +33

Abilities Str 43, Dex 16, Con —, Int 17
Skills Initiative +4, Mechanics +6, Perception +6, Pilot +4,
　Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 15 tons (bomb bay); **Consumables** 2 days; **Carried Craft** none
Payload 16 medium concussion missiles
Availability Military; **Cost** 150,000 (60,000 used)

Laser cannons (pilot)
Atk +7, **Dmg** 3d10×2

| Medium concussion missiles (pilot) |
| --- |
| **Atk** +7, **Dmg** 9d10×2, 4-square splash |

TIE INTERCEPTOR

After the Battle of Yavin, Imperial Naval commanders demanded a starfighter that could counter the speed and firepower of the X-wing fighters that the Rebel Alliance had employed. The TIE interceptor, which incorporated several of the TIE advanced prototype's features, was the ultimate result. Prototypes similar to the initial interceptor design had undergone testing prior to the Battle of Yavin, but these had seen little action outside Sienar's test yards.

It was only a short time later that the final TIE interceptor design was integrated into existing starfighter squadrons. The Imperial Navy's eventual plan was to replace all standard TIE fighters with TIE interceptors. This lofty goal was never quite met, with interceptors representing only twenty percent of all TIE fighters by the time the Battle of Endor took place. As the number of interceptors in the Imperial Navy increased, it became standard procedure to include at least one squadron of TIE/In starfighters aboard each Star Destroyer.

Capabilities

The TIE interceptor is a consummate dogfighter, possessed of increased speed and maneuverability when compared to the standard TIE fighter. Not only is the interceptor faster and more agile than the TIE fighter, it also incorporates four fire-linked laser cannons mounted on the tips of its bent, dagger-shaped solar arrays. The solar arrays themselves featured a horizontal notch that improves pilot visibility to both sides. Although it lacks shields, armor, and life support, the TIE interceptor has proven to be more than a match for the X-wing fighter. Interceptor tactics are nearly identical to those utilized by standard TIE fighters.
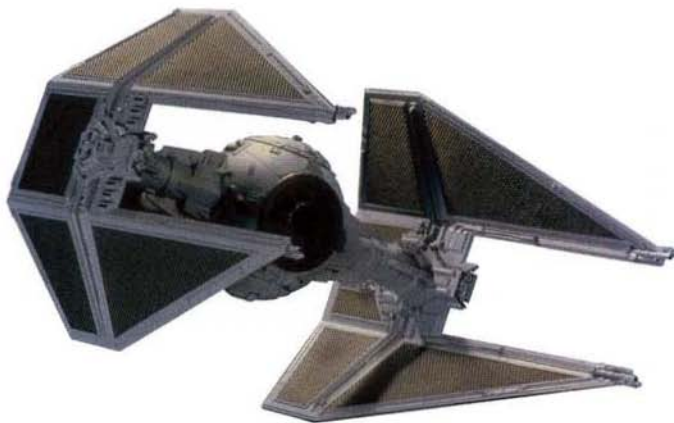
Sienar Fleet Systems TIE Interceptor CL 8
Huge starfighter
Init +11; **Senses** Perception +6

Defense Ref 18 (flat-footed 11), Fort 24; +3 armor, Vehicular Combat
hp 90; **DR** 10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,250 km/h), fly 5 squares
   (starship scale)
Ranged laser cannons +7 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +26
Atk Options autofire (laser cannons), fire-linked (laser cannons)

Abilities Str 38, Dex 24, Con —, Int 16
Skills Initiative +11, Mechanics +6, Perception +6, Pilot +11

Crew 1 (skilled); **Passengers** none
Cargo 75 kg; **Consumables** 2 days; **Carried Craft** none
Availability Military; **Cost** 120,000 (50,000 used)

Laser cannons (pilot)
   Atk +7 (+2 autofire), **Dmg** 6d10×2

TIE ADVANCED
The first TIE advanced prototype was built by Sienar Fleet Systems to
Darth Vader's specifications. Only limited quantities of these starfighters
were produced, due in large part to the fighter's excessive price tag. Those
prototypes that did see use were instead assigned to elite squadrons and
utilized to great effect during high-risk sorties against the Rebel Alliance.
Vader himself flew the first prototype during the Battle of Yavin, taking the
lives of many Rebel pilots in the process.

Despite the fact that the TIE advanced was manufactured only in limited
quantities, it can still be found in use many years after the collapse of the
Empire. These fighters, rare as they are, occasionally turn up on the open
market, or are found mothballed in abandoned Imperial caches throughout
the Core. Lando Calrissian, for instance, utilized modified TIE advanced
starfighters for sport in the Dubrillion asteroid belt.

Capabilities
The TIE advanced is much more robust than the standard TIE/ln. This is
due to a sturdier frame, which is visually obvious when one examines the
fighter's thicker wing struts and elongated rear deck. Utilizing the same
powerful drive system that would eventually propel the TIE interceptor, the
TIE advanced was exceptionally swift for its size. Despite this, the larger
mass of the fighter, further exacerbated by the presence of a hyperdrive and
shield generators, meant that it was no faster and less maneuverable than
an unmodified TIE fighter.

Sienar Fleet Systems TIE Advanced ×1 CL 9
Huge starfighter
Init +9; **Senses** Perception +8

Defense Ref 14 (flat-footed 11), Fort 24; +3 armor, Vehicular Combat
hp 90; **DR** 10; **SR** 20; **Threshold** 34

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
   (starship scale)
Ranged heavy blaster cannons +10 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +29
Atk Options autofire (heavy blaster cannons)

Abilities Str 38, Dex 16, Con —, Int 16
Skills Initiative +9, Mechanics +8, Perception +8, Pilot +9,
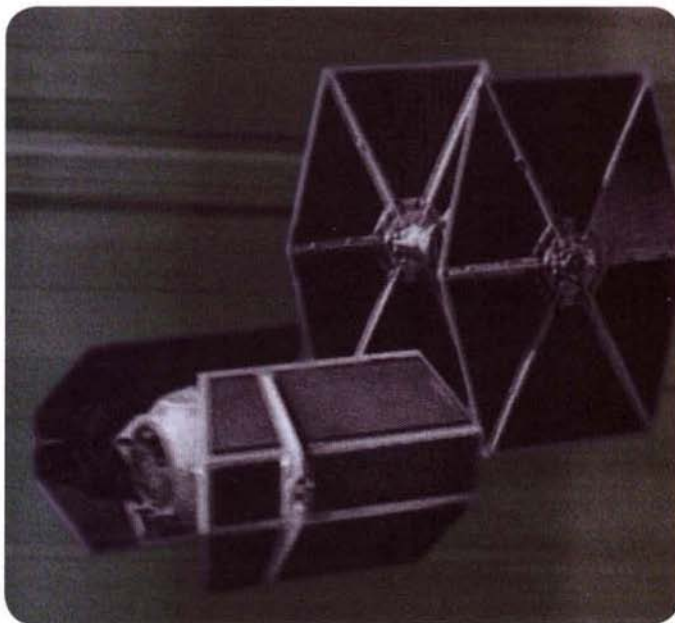   Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 150 kg; **Consumables** 5 days; **Carried Craft** none
Hyperdrive ×4, limited navicomputer (10-jump memory)
Availability Military; **Cost** 160,000 (65,000 used)

Heavy blaster cannons (pilot)
   Atk +10 (+5 autofire), **Dmg** 6d10×2

TIE Defender

Sienar Fleet Systems, under the direct supervision of Admiral Demetrius Zaarin, produced the TIE defender in complete secrecy shortly before the Battle of Endor. The defender's design was cutting-edge, and completely outside the scope of standard Imperial starfighter doctrine. Because of the project's secrecy, the upper-echelon Naval officers who had panned the TIE advanced project were never made aware of the TIE defender. Had such information been made available, it is doubtful that the defender would have seen the light of day.

Because only a handful of defenders were produced, they did not see widespread use during the Galactic Civil War. Ironically, the TIE defender's first use in combat was against rogue naval elements commanded by Admiral Zaarin himself. In the end, the defender was instrumental in engineering Zaarin's ultimate defeat. At least one element of defenders from Onyx Squadron participated in the Battle of Endor, but they were too few to swing the battle in the Empire's favor.

Capabilities

The TIE defender deviates from standard Imperial starfighter design philosophy in a number of ways. Not only is it a heavily armed assault fighter, it is equipped with a hyperdrive, heavy deflector shields, and thick armor plating. Because of its durability and firepower, the defender is capable of facing Alliance starfighters, such as the X-wing and Y-wing, on their own terms. In addition to four fire-linked laser cannons, the defender comes equipped with a pair of medium ion cannons and the ability to fire proton torpedoes.

The TIE defender is much faster than any other TIE variant. An array of maneuvering jets on each of the defender's three wing assemblies allows it to perform turns, dives, and complex acrobatic maneuvers with ease. It is also more than five times as expensive to produce as a standard TIE fighter. As a result, it is rarely deployed except in the most dire and unusual of circumstances.

Sienar Fleet Systems TIE Defender　　　　　　　　**CL 11**

Huge starfighter
Init +15; **Senses** Perception +8

Defense Ref 21 (flat-footed 12), Fort 24; +4 armor, Vehicular Combat
hp 100; **DR** 10; **SR** 30; **Threshold** 34

Speed fly 16 squares (max. velocity 1,680 km/h), fly 8 squares (starship scale)
Ranged laser cannons +10 (see below) or
Ranged medium ion cannons +10 (see below) or
Ranged proton torpedoes +10 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total
Base Atk +5; **Grp** +29
Atk Options autofire (laser cannons, ion cannons), fire-link (proton torpedoes)

Abilities Str 39, Dex 28, Con —, Int 16
Skills Initiative +15, Mechanics +8, Perception +8, Pilot +15, Use Computer +8

Crew 1 (expert); **Passengers** none
Cargo 65 kg; **Consumables** 2 days; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×2, limited navicomputer (10-jump memory)
Availability Military; **Cost** 200,000 (80,000 used)

Laser cannons (pilot)
Atk +10 (+5 autofire), **Dmg** 6d10×2

Medium ion cannons (pilot)
Atk +10 (+5 autofire), **Dmg** 4d10×2 ion

Proton torpedoes (pilot)
Atk +10, **Dmg** 9d10×2, 4-square splash

Trade Federation Battleship

Hoersch-Kessel Drive Inc. Lucrehulk-class Battleship   **CL 18**

Colossal (cruiser) capital ship

Init −3; **Senses** Perception +6

Defense Ref 14 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat

hp 1,800; **DR** 20; **SR** 150; **Threshold** 254

Speed fly 2 squares (starship scale)

Ranged 5 turbolaser batteries +16* (see below) and

     5 heavy turbolaser batteries +14* (see below) and

     5 point-defense quad laser cannon batteries +14 (see below)

Fighting Space 2×2 (starship scale); **Cover** total

Base Atk +2; **Grp** +66

Atk Options autofire (point-defense quad laser cannon battery)

Abilities Str 98, Dex 13, Con −, Int 18

Skills Initiative −3, Mechanics +6, Perception +6, Pilot −3,

     Use Computer +6

Crew 150–300 (skilled); **Passengers** 100,000+

Cargo 5 million tons; **Consumables** 1.5 years; **Carried Craft** 1,500 droid

     fighters (any variant), 6,250 AATs, 1,500 troop carriers, various support

     vehicles

Hyperdrive ×2 (backup ×10), navicomputer

Availability Military; **Cost** not available for sale

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

Turbolaser battery (6 gunners)

     Atk +16 (−4 against targets smaller than Colossal), **Dmg** 5d10×5

Heavy turbolaser battery (5 gunners)

     Atk +14 (−6 against targets smaller than Colossal), **Dmg** 8d10×5

Point-defense quad laser cannon battery (5 gunners)

     Atk +14 (+9 autofire), **Dmg** 3d10×2

The mainstay of the Trade Federation space fleet, the *Lucrehulk*-class battleship is a dangerous and heavily armed vessel that can be a threat to any ship that gets too close. These battleships come in two varieties: normal battleships, and Droid Control Ships. The Droid Control Ships are far more rare, and usually were nestled behind a defensive screen where they could organize the droid starfighters and ground troops accordingly. Each Droid Control Ship houses massive command and control computers which broadcast control signals to all nearby droid troops and starfighters, coordinating their actions and issuing commands. Without the Droid Control Ships the droid members of the Confederacy could not function.

Originally designed as freighters but retrofitted with weapons, the *Lucrehulk*-class battleship was further upgraded at the start of the Clone Wars to be a more formidable combat vessel in comparison to the Republic space fleet. Since the ships are usually not engaged in direct combat with enemy starships, the Droid Control Ships were given a lower priority than other *Lucrehulk*-class battleships, and as such retain the same armament that they had around the time of the Battle of Naboo.

Capabilities

Trade Federation battleships operate much like any other capital ship. They use turbolasers and heavy laser cannons to pound opposing capital ships into submission, while the point-defense quad lasers remain effective against starfighter assaults. Since the *Lucrehulk*-class battleships are converted freighters they carry no special systems designed specifically for combat, and have a number of design flaws that make them vulnerable to attack. These ships have extremely volatile reactors positioned near the cargo bays, and (as at least one Droid Control Ship at the Battle of Naboo discovered) an attack from within a cargo bay can destroy an entire ship.

Tactical Fire: Though their droid gunners are less capable of adaptation than living gunners, Trade Federation battleships can spray an enormous volume of laser fire into its immediate area, making it difficult for starfighters and space transports to approach. As a standard action, a Trade Federation battleship (or Core Ship) can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All enemy starships of Colossal size and smaller within that area take a –1 penalty to Reflex Defense and a –1 penalty on attack rolls.

Hoersch-Kessel Drive Inc. Lucrehulk-class Droid Control Ship   CL 18

Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defense Ref 14 (flat-footed 13), Fort 54; +13 armor, Vehicular Combat
hp 1,800; **DR** 20; **SR** 150; **Threshold** 254

Speed fly 2 squares (starship scale)
Ranged 7 quad turbolaser batteries +16* (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +66

Abilities Str 98, Dex 13, Con —, Int 18
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3,
   Use Computer +6

Crew 150–300 (skilled); **Passengers** 150,000+
Cargo 4.3 million tons; **Consumables** 1.5 years; **Carried Craft** 1,500 droid fighters (any variant), 6,250 AATs, 1,500 troop carriers, various support vehicles
Hyperdrive ×2 (backup ×10), navicomputer
Availability Military; **Cost** not available for sale
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Quad turbolaser battery (6 gunners)
  Atk +16 (–4 against targets smaller than Colossal), **Dmg** 7d10×5

THE CORE SHIP

The *Lucrehulk*-class battleship is unique among capital ships in that it can separate into two sections. The spherical central section of the starship can detach from the cargo arms, descend to land on a planet, and act as a mobile command center. When detached from the cargo arms, this spherical vessel is known as a Core Ship. Additionally, while operating independently, a Core Ship has a slightly different armament than it makes use of while attached to the rest of the vessel, revealing several weapon systems that normally do not have an open firing arc when surrounded by the cargo ring.

Though Core Ships are tough, they can be brought down more easily than when attached to the cargo ring. Slow and lacking maneuverability, Core Ships are not the ideal landing craft; they are typically deployed to a planet only when the ship's operators believe that a long-term occupation is called for. Core Ships serve as mobile ground fortresses, carrying within them a large number of droid troops that can be deployed quickly. For more rapid (or more temporary) invasions, the Trade Federation continues to use normal landing craft and troop carriers, since a Core Ship on the ground is far more vulnerable than one in space.

Hoersch-Kessel Drive Inc. Lucrehulk-class Core Ship   CL 17

Colossal (cruiser) capital ship
Init –3; **Senses** Perception +6

Defense Ref 13 (flat-footed 13), Fort 52; +13 armor, Vehicular Combat
hp 1,500; **DR** 20; **SR** 130; **Threshold** 252

Speed fly 2 squares (starship scale)
Ranged turbolaser battery +16* (see below) and
   2 heavy turbolaser batteries +14* (see below) and
   2 point-defense quad lasers +14 (see below)
Fighting Space 2×2 (starship scale); **Cover** total
Base Atk +2; **Grp** +64
Atk Options autofire (point-defense quad laser cannon battery)

Abilities Str 94, Dex 13, Con —, Int 18
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3,
   Use Computer +6

Crew 150–300 (skilled); **Passengers** 30,000 droid troops
Cargo 75,000 kg; **Consumables** 1 year; **Carried Craft** 10 shuttles
Availability Military; **Cost** not available for sale
Apply a –20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (6 gunners)
  Atk +16 (–4 against targets smaller than Colossal), **Dmg** 5d10×5
Heavy turbolaser battery (5 gunners)
  Atk +14 (–6 against targets smaller than Colossal), **Dmg** 8d10×5
Point-defense quad laser cannon battery (5 gunners)
  Atk +14 (+9 autofire), **Dmg** 3d10×2

Venator-class Star Destroyer

Venator-class Star Destroyer   CL 19

Colossal (cruiser) capital ship

Init –3; **Senses** Perception +6

Defense Ref 14 (flat-footed 13), Fort 52; +13 armor, Vehicular Combat
hp 1,590; **DR** 20; **SR** 200; **Threshold** 252

Speed fly 2 squares (starship scale)
Ranged 2 heavy turbolaser batteries +11* (see below) and
    2 medium double turbolasers +5* (see below) and
    4 point-defense laser cannon batteries +13 (see below) and
    2 tractor beam batteries +9* (see below) and
    4 proton torpedoes +5* (see below) and
Fighting Space 2×2 (starship scale); **Cover** total (crew), +5 (ships in
    flight deck when plates open)
Base Atk +2; **Grp** +64

Abilities Str 95, Dex 12, Con —, Int 16
Skills Initiative –3, Mechanics +6, Perception +6, Pilot –3,
    Use Computer +6

Crew 7,400 (skilled); **Passengers** 2,000 (troops)
Cargo 20,000 tons; **Consumables** 2 years; **Carried Craft** 192 V-wing or
    V–19 Torrents, 192 Eta-2s, 36 ARC–170s, 40 heavy airspeeders, 24
    heavy walkers, various support craft
Payload 64 proton torpedoes
Hyperdrive ×1 (backup ×12), navicomputer
Availability Military; **Cost** not available for sale (black market value
    50,000,000 used)

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

Heavy turbolaser battery (4 gunners)
    Atk +11 (–9 against targets smaller than Colossal), **Dmg** 8d10×5
Medium double turbolasers (gunner)
    Atk +5 (–15 against targets smaller than Colossal), **Dmg** 6d10×5
Point-defense laser cannon battery (5 gunners)
    Atk +13, **Dmg** 4d10×2
Tractor beam battery (3 gunners)
    Atk +9 (–11 against targets smaller than Colossal), **Dmg**
    — (grapple +64)
Proton torpedoes (gunner)
    Atk +5 (–15 against targets smaller than Colossal), **Dmg** 9d10×2,
    4-square splash

The *Venator*-class Star Destroyer was the brainchild of designer Lire Blissex, who created it to serve as a multipurpose warship during the Clone Wars. Also called a Republic attack cruiser, the ship was very successful as an escort and a battle-group leader and often served as a flagship for Jedi commanders.

An able warship and among the most dangerous ships of its era, eventually the Venator serves best as part of a massive fleet, acting as both a primary fighting ship and a starfighter carrier while supporting numerous more specialized capital ships. By itself, or as part of a group with smaller ships, the Venator lacks the ability to carry out long-range missions. Its relatively small capacity for supplies, coupled with its need for constant influx of dozens of new fighters and fighter parts, forces a Venator to either stay near Core worlds or support a long supply line of large freighters.

CAPABILITIES

Intended to be in the thick of the fighting beside its own starfighter complement, the Venator carries several point-defense laser cannon batteries. These are thickest around its massive flight deck, to ensure that enough firepower exists to prevent enemy fighters from entering the ship.

To allow its hundreds of fighters to quickly launch and be recovered, a Venator has a dorsal flight deck with sliding armored doors. When a Venator's dorsal flight deck is opened, the ship's armor bonus is reduced by 2 (Reflex Defense 11, 10 flat-footed). After too many ships of the class were lost to hits into the open flight deck, the feature was abandoned for future Star Destroyer designs.

Tactical Fire: A *Venator*-class Star Destroyer is an excellent starfighter carrier capable of operating close to the action and supporting its fighter corps. As a standard action, a *Venator*-class Star Destroyer can forgo all attacks to provide tactical fire to all squares in a 2-square radius around itself. All allied starships of Gargantuan size or smaller within that area gain a +2 bonus on attack rolls and increase their damage dice by one step (for example, from 4d10×2 to 4d12×2).
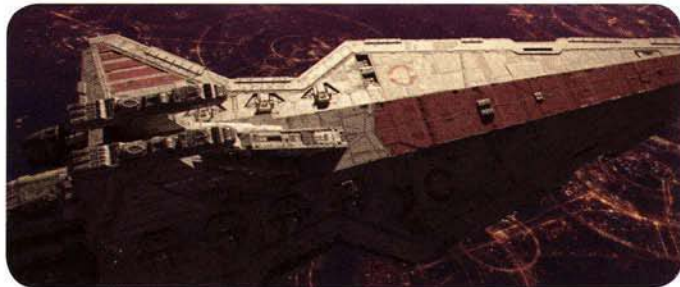
V-19 Torrent Starfighter

V-19 Torrent Starfighter
CL 9

Gargantuan starfighter

Init +8; **Senses** Perception +6

Defense Ref 19 (flat-footed 12), Fort 24; +7 armor, Vehicular Combat
hp 100; **DR** 10; **Threshold** 44

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)
Ranged laser cannons +7 (see below) or
Ranged medium concussion missiles +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +31
Atk Options autofire (laser cannons), fire-link (medium concussion missiles)

Abilities Str 39, Dex 24, Con —, Int 16
Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 70 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 medium concussion missiles
Hyperdrive ×1 or ×1 with booster ring, limited navicomputer (2-jump memory)
Availability Military; **Cost** 135,000 (70,000 used)

| Laser cannons (pilot) |
| Atk +7 (+2 autofire), Dmg 5d10×2 |

| Medium concussion missiles (pilot) |
| Atk +7, Dmg 8d10×2, 4-square splash |

The V-19 Torrent starfighter came into prominence at the beginning of the Clone Wars and was the favorite ship of the Galactic Republic during the early days of the conflict. Though the V-wing starfighter and the ARC-170 fighter would later replace it, the V-19 Torrent served as a fast and agile fighter that was critical to the Republic's victory at the Battle of Muunilinst. The V-19 Torrent is a capable ship that draws a great deal of inspiration from folding-wing designs, such as those that would later be implemented in the *Theta*- and *Lambda*-class shuttles.

V-19 prototypes saw their first use at the Battle of Geonosis, and were quickly rushed into production after that success. Though these ships were rarely seen in the first days of the Clone Wars, by the midpoint of the war they were serving the Republic on nearly every front. Early models of the V-19 Torrent did not boast hyperdrives (instead using TransGalMeg booster rings), but a retrofit later in the war saw hyperdrives installed in almost all of the remaining fighters.

CAPABILITIES

The V-19 starfighter is a moderately durable space superiority fighter that, while lacking shields, can take a few shots before succumbing to attrition. The starfighter has a tough hull that allows it to last a bit longer than some future starfighters (such as the TIE fighter) and is maneuverable enough to be able to avoid taking too much damage. Though the Torrent is nowhere near as capable of absorbing weapons fire as a shielded starfighter, the number of V-19 Torrents deployed often outweighs the losses suffered. The V-19 embodies the first steps toward the philosophy of lightly armored fighters in massive quantities that would form the core of Imperial starfighter design throughout the reign of the Empire.

Additionally, the V-19 Torrent is more than adequately armed, and actually boasts armament superior to that of other contemporary ships. A pair of concussion missile launchers backs up the ship's powerful laser cannons, providing a diverse weapons platform from which the Torrent can launch a variable assault. Despite their lack of shielding, V-19 Torrents can serve as adequate front-line fighters, especially when supported by capital starships or other starfighter squadrons.
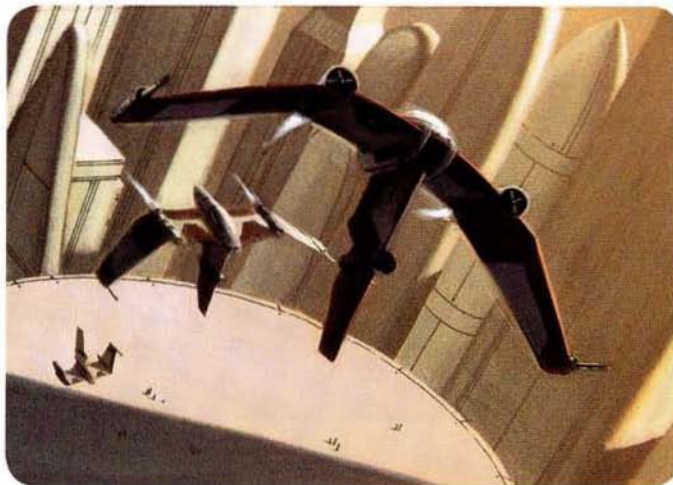
V-wing Starfighter

Kuat Systems Engineering
Alpha-3 Nimbus V-wing Starfighter   **CL 8**
Huge starfighter
Init +8; **Senses** Perception +6

Defense Ref 15 (flat-footed 11), Fort 23; +3 armor, Vehicular Combat
hp 80; **DR** 10; **SR** 15; **Threshold** 33

Speed fly 16 squares (max. velocity 1,450 km/h), fly 6 squares
   (starship scale)
Ranged light laser cannons +6 (see below)
Fighting Space 3×3 or 1 square (starship scale); **Cover** total (crew), +5
   (astromech droid)
Base Atk +2; **Grp** +25
Atk Options autofire (light laser cannons)

Abilities Str 36, Dex 18, Con —, Int 14
Skills Initiative +8, Mechanics +6 (+13*), Perception +6, Pilot +8,
   Use Computer +6 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 60 kg; **Consumables** 15 hours; **Carried Craft** none
Hyperdrive ×1 (with booster ring), 10-jump memory (astromech droid)
Availability Military; **Cost** 102,500 (45,000 used)

**Light laser cannons** (pilot)
   Atk +6 (+1 autofire), **Dmg** 3d10×2

Designed to act as a short-range fighter in the waning days of the Clone Wars, the Alpha-3 *Nimbus* V-wing is a solidly built starfighter that remains in service throughout the Galactic Civil War. Engineered by Walex Blissex for use by the Galactic Republic, the V-wing starfighter boasts light armament and some shielding but leaves heavy assault missions to other starfighters. Unlike the TIE fighter, which would replace the V-wing as the Empire's starfighter of choice early on, the V-wing makes use of an astromech droid for repairs and pilot assistance. Despite the astromech's presence, the V-wing starfighter is not, on its own, hyperspace-capable and must rely on a hyperdrive booster ring to travel at faster-than-light speeds.

Capabilities

Though less durable and more lightly armed than other craft of its time, the V-wing starfighter is among the fastest ships in the galaxy and remains so for years to come. Not quite as agile as its successor craft, the V-wing makes an excellent pursuit fighter capable to catching up to slower starships and running them down. Similarly, V-wings are often used in hit-and-run missions where getting past the enemy's defenses is a matter of speed; in many ways, the V-wing serves as the inspiration for the Rebel Alliance's guerrilla tactics, since some veterans of the Clone Wars will go on to serve under the Alliance banner during the Galactic Civil War.

The V-wing starfighter also makes an excellent escort fighter. Requiring only a single pilot and capable of running circles around almost any space transport, the V-wing can race ahead to engage any threats while still being quick enough to return and protect the transport if trouble arises. Though weaker than many escort fighters, the V-wing can usually create enough of a diversion for its charge to escape or delay an attack until reinforcements can arrive. Additionally, since the V-wing doesn't usually have hyperdrive capability, the ship must be launched from a larger vessel (such as a Star Destroyer), and as such is usually limited to missions within the same star system or to escorting shuttlecraft launched from a capital ship.
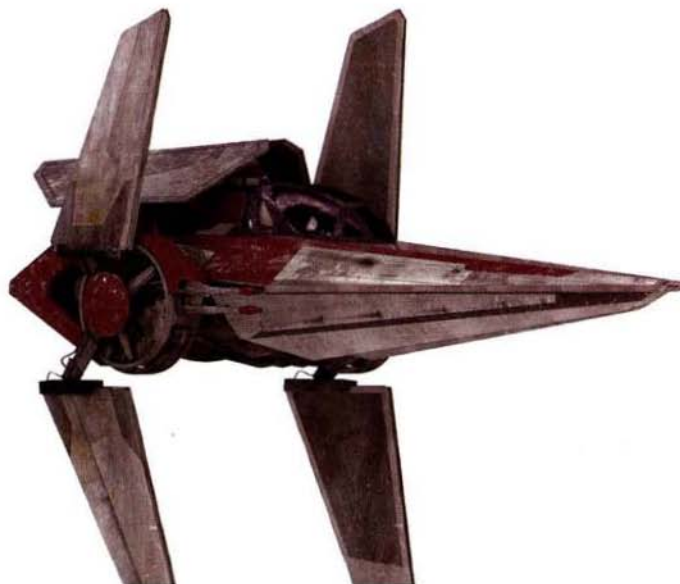
X-83 TwinTail Starfighter

X-83 TwinTail Starfighter   CL 12
Gargantuan starfighter
Init +8; **Senses** Perception +6

Defense Ref 20 (flat-footed 13), Fort 29; +8 armor, Vehicular Combat
hp 170; **DR** 10; **SR** 30; **Threshold** 49

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
   (starship scale)
Ranged laser cannons +7 (see below) or
Ranged proton torpedoes +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5
   (astromech droid)
Base Atk +2; **Grp** +36
Atk Options autofire (laser cannons)

Abilities Str 48, Dex 24, Con —, Int 16
Skills Initiative +8, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +8,
   Use Computer +6 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 70 kg; **Consumables** 6 days; **Carried Craft** none
Hyperdrive ×1, navicomputer
Availability Licensed; **Cost** 160,000 (75,000 used)

Laser cannons (pilot)
   Atk +7 (+2 autofire), **Dmg** 8d10×2
Proton torpedoes (pilot)
   Atk +7, **Dmg** 10d10×2, 4-square splash

The X-83 TwinTail starfighter is the Incom Corporation's eventual successor
to the wildly popular X-wing series. Frequently used by the Jedi in the years
before the rise of Darth Krayt, the X-83 is a sturdy and agile fighter that
can take a beating and continue to fight. Built upon many of the same basic
principles that made the X-wing so popular, the TwinTail fighter relies on its
durability as much as its firepower, and it makes an excellent choice for a
well-balanced fighter that can fulfill a number of roles.

X-83 TwinTail starfighters also have a reputation for being a bit quirky,
since their astromech droids are hardwired into the ship and can eventually
develop a personality as all droids do. Unless its droid receives regular memory
wipes, a ship can develop idiosyncrasies as the droid exerts more control
over its computer systems. Some X-83 pilots allow their ships to develop
personalities in this manner, believing it makes the ship respond better when
the droid can anticipate the pilot's actions.

CAPABILITIES

The strength of the TwinTail lies in its balance between durability and
firepower. The X-83 TwinTail has shields comparable in strength to some
transports and light frigates, while it boasts a stronger hull than most
shuttlecraft. Small, dense, and tough, the TwinTail can take a beating, and its
shields can absorb a large amount of damage before they fail, making these
fighters exceptionally good choices for front-line combat. Some squadrons
of TwinTails are used to absorbing the brunt of the initial damage from
opposing forces and soaking up attacks so that more delicate fighters can
move through a defensive screen unscathed.

Though the TwinTail has a reputation for durability, its weapon systems
are also second to none. Its laser cannons combine to produce a high-yield
energy output that can devastate any target put before them. A single Twin-
Tail ship is more than a match for most fighters one-on-one, and even when
outmatched it can usually take down most of the opposing forces before
succumbing to their assault.

X-WING

Incom T-65B X-wing Starfighter · CL 10

Gargantuan starfighter
Init +7; **Senses** Perception +6

Defense Ref 18 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares
 (starship scale)
Ranged laser cannons +7 (see below) or
Ranged proton torpedoes +7 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5
 (astromech droid)
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons), fire-link (proton torpedoes)

Abilities Str 42, Dex 22, Con —, Int 16
Skills Initiative +7, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +7,
 Use Computer +6 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 6 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability Military; **Cost** 150,000 (65,000 used)

Laser cannons (pilot)
 Atk +7 (+2 autofire), **Dmg** 6d10×2

Proton torpedoes (pilot)
 Atk +7, **Dmg** 9d10×2, 4-square splash

The X-wing was designed following the formation of the Empire. Incom Corporation, suspected by the Empire of harboring Rebel sympathizers, was forced to halt production of non-Navy combat craft during an Imperial Security Bureau investigation into allegations of treason within the company. Members of the X-wing design team were placed under arrest while they were interrogated by Imperial agents. As the Imperial investigation intensified, a group of Rebel commandos infiltrated the facility and rescued the X-wing's senior design team, taking all T-65 plans and prototypes with them.

Following the acquisition of the X-wing's schematics, the Alliance began to produce and test small numbers of the new starfighter. Most of the initial trials were done under combat conditions. With its efficacy proven beyond a doubt, Rebel factories ramped up production of the T-65B. The craft soon became a favorite of Rebel fighter pilots, and it has been a staple of Rebel strategy ever since.

CAPABILITIES

The T-65B is an excellent all-around starfighter, capable of filling a number of roles with little or no modification. Not only is it maneuverable and easy to fly, it is equipped with modest shields, heavy weaponry, and an integrated hyperdrive. It is also a durable craft, capable of sustaining heavy damage while remaining operational. Were it not for this inherent sturdiness of design, the Rebel Alliance could never hope to match the sheer number of Imperial fighters that are thrown against it.

Each X-wing is equipped with a socket that is capable of carrying an astromech droid. The astromech droid is an integral component of the X-wing, and only adds to the starfighter's versatility. Not only can the diminutive droid see to minor repairs, it also uses its systems to help compute and store hyperspace coordinates.

T-65XJ3

The T-65XJ3 was developed as an offshoot of the T-65XJ during the Yuuzhan Vong invasion. The starfighter's design implemented a number of technical changes that were designed to give it an edge against the bizarre technology utilized by the Yuuzhan Vong. As such, it represents the pinnacle of starship design, and it is a favorite of Jedi starfighter pilots.

Capabilities

Compared to the earlier T-65XJ, the XJ3 incorporated increased shield capacity, backup shield generators, more efficient fire control, and improved maneuverability. The backup shield generators allow a pilot to recharge his shields at twice the normal rate, increasing the current shield rating by 10 points, up to the XJ3's normal maximum of 30.

The starfighter's weaponry has likewise been upgraded, including wing-mounted heavy laser cannons and three proton torpedo tubes armed with four heavy proton torpedoes apiece. Further, the laser cannons are "stutter-fire" capable, allowing them to bypass the dovin basal defenses used by Yuuzhan Vong vessels. A Yuuzhan Vong ship's dovin basals provide only half shield rating when defending against stutter-fire lasers.

Incom T-65XJ3 X-wing Starfighter · CL 11

Gargantuan starfighter
Init +9; **Senses** Perception +6

Defense Ref 21 (flat-footed 13), Fort 28; +8 armor, Vehicular Combat
hp 150; **DR** 10; **SR** 30; **Threshold** 48

Speed fly 16 squares (max. velocity 1,100 km/h), fly 4 squares
 (starship scale)
Ranged heavy laser cannons +8 (see below) or
Ranged proton torpedoes +8 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5
 (astromech droid)

Base Atk +2; **Grp** +35
Atk Options autofire (heavy laser cannons), fire-link (proton torpedoes)

Abilities Str 46, Dex 26, Con —, Int 18
Skills Initiative +9, Mechanics +6 (+13*), Perception +6 (+3*), Pilot +9, Use Computer +6 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 35 kg; **Consumables** 3 days; **Carried Craft** none
Payload 12 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability Military; **Cost** 315,000 (220,000 used)

Heavy laser cannons (pilot)
    Atk +8 (+3 autofire), **Dmg** 7d10×2
Proton torpedoes (pilot)
    Atk +8, **Dmg** 10d10×2, 4-square splash

T-65BR

Incom's T-65BR, commonly referred to as the Recon X-wing, was originally developed as an attempt to replace the venerable Y-wing Longprobe. Despite these initial intentions, Longprobes were never completely put out to pasture by the introduction of the T-65BR. Although it is widely accepted that the T-65BR is an excellent reconnaissance craft, it is by no means inexpensive to produce. This situation has led to the New Republic's doctrine of "Improve and Replace," whereby older X-wings that are already in service are overhauled and converted into recon craft with similar, if not identical, capabilities.

Capabilities

A T-65BR with sensors active shows up like a beacon on even the weakest interstellar detection equipment. These sensors, when paired with the T-65BR's high-speed hypertransceiver, allow the pilot to transmit sensor data to base in real time. These sensors provide a +10 equipment bonus on Use Computer checks to operate sensors, but impose a –10 penalty on Stealth checks to hide the ship.

The ship's pilot is paired with an astromech droid that can take control of the ship should the pilot require rest. Given the sensitive nature of the ship's onboard systems, it is the pilot's obligation to prevent his craft from falling into enemy hands. This is accomplished through the use of a self-destruct switch. When activated, the switch simultaneously erases all onboard computer memory, detonates a shaped charge that destroys the ship's astromech droid, and injects the pilot with a lethal toxin. A dead man's switch, tied to the pilot's vital signs, then detonates a large baradium charge, effectively destroying whatever remains.

Incom T-65BR X-wing 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** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,150 km/h), fly 5 squares (starship scale)
Ranged laser cannons +6 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons)

Abilities Str 42, Dex 22, Con —, Int 14
Skills Initiative +7 (+9*), Mechanics +6 (+13*), Perception +6 (+3*), Pilot +7 (+9*), Use Computer +6 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability Military; **Cost** 150,000 (95,000 used)

Laser cannons (pilot)
    Atk +6 (+1 autofire), **Dmg** 6d10×2

YT-Series Transports

Corellian YT-1300 Transport   CL 6
Colossal space transport
Init –5; **Senses** Perception +5

Defense Ref 12 (flat-footed 12), Fort 26; +12 armor
hp 120; **DR** 15; **Threshold** 76

Speed fly 12 squares (max. velocity 800 km/h), fly 2 squares
(starship scale)
Ranged laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +36

Abilities Str 42, Dex 10, Con —, Int 14
Skills Initiative –5, Mechanics +5, Perception +5, Pilot –5,
Use Computer +5

Crew 2 (normal); **Passengers** 6
Cargo 100 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 100,000 (25,000 used)

Laser cannons (gunner)
Atk +2, **Dmg** 4d10×2

The YT series is a popular line of light freighters built by the Corellian Engi-
neering Corporation that includes the YT-1300, the model of vessel that
includes the *Millennium Falcon*. The first YT freighters were built during
the height of the Old Republic, and new models continue to be produced in
every era since. The core design of the YT series is built around two basic
components—a disc-shaped main body and a large external cockpit area
with extensive windows. Although some models moved away from these
core design elements, they would return in later designs. Indeed, CEC made
a point of reusing as many of the same parts as possible between designs,
which had the advantage of allowing many different YT lines to be produced
at one time without retooling the CEC shipyards. As a side effect, this helped
make all YT ships extremely modular and easily modified, a fact that went
far to explain the line's ongoing popularity with independent traders, smug-
glers, and pirates.

By far the most successful YT designers are the YT-1300 (found in the
Saga Edition core rulebook), YT-2000, and YT-2400. However, all YT ships
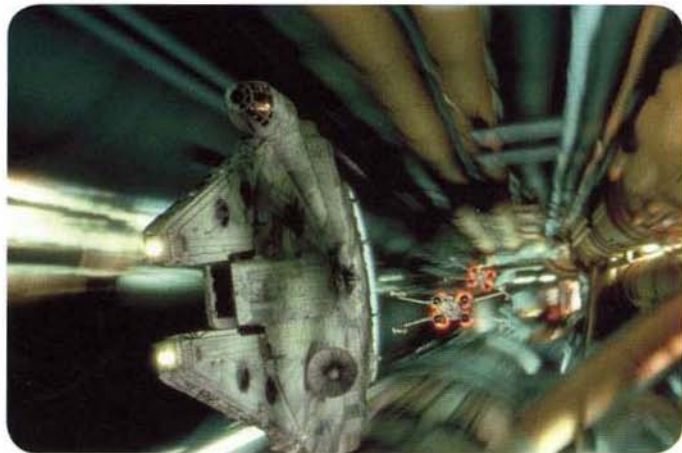have at least small dedicated followings and in some cases are the subject

of collector's clubs and vintage ship shows. Further, because the YT ships
are so easily modified, it's not always easily to tell what stock ship is at the
core of a particular customized YT vessel.

Capabilities

All YT-series ships are solid light freighters, renowned for being sturdy and
reliable. Their greatest asset is their easily modified nature. With less effort
than for nearly any other ship line, a YT-series vessel can be fine-tuned to
act as a smuggler, bulk hauler, luxury transport, or even a gunship or patrol
craft. Every YT-series ship has 10 unused emplacement points as a stock
ship (see page 38 for more information on emplacement points), and new
captains are quick to use them to add more guns, better shields, or whatever
else their minds can conjure up. This adaptability is intentional, and has often
led to authorities claiming that CEC designs the ships for use by smugglers
and pirates. The CEC points out that thousands of YT ships are being used
by law-abiding free traders and small companies. Of course, how many of
those "law-abiding" customers are actually smugglers or spies is unknown
and, more important, not provable in court.

YT-2000

The YT-2000 was designed to be a straight improvement of the YT-1300,
borrowing successful concepts from other YT designs as well (such as the YT-
1930's symmetrical layout). Because it was produced in a more turbulent era,
the YT-2000 boasted heavier standard shields and weapons than most civilian
freighters, a fact that caused many Imperial officials to view its "civilian"
market with suspicion. Extensive corporate espionage leaked the early design

Crew 4 (normal); **Passengers** 7
Cargo 115 tons; **Consumables** 3 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 150,000 (45,000 used)

Double laser cannons (gunner)
  Atk +2 (−3 autofire), **Dmg** 5d10×2

YT-2400

The YT-2400 is CEC's bid to produce a "perfect" light freighter. An upgrade of the YT-2000 design, it incorporates everything learned during the run of the long and successful YT line. Though it uses many of the same technology upgrades as the short-run YT-2000, the YT-2400 returned to the off-center cockpit arrangement. Though for both smaller and larger craft a center-mounted cockpit makes sense, it turned out that many pilots preferred an offset cockpit so they could easily dock their ships with the cockpit side directly against a wall or similar obstruction.

Though the YT-2400 isn't as sturdy as the YT-2000, it has thirty percent more cargo capacity, an escape pod built into the cockpit section (+5 to Acrobatics checks to enter the escape pod from the cockpit if the YT-2400 is destroyed), and better maneuverability. Since most owners end up adding additional weapons and defenses after purchase anyway, the slightly reduced martial capability of the YT-2400 does little to discourage sales.

Among the most well-known YT-2400s is the *Outrider*, the ship of smuggler and mercenary Dash Rendar.

specifications to competing shipyards, leading to CEC putting the YT-2000 into production before all its potential drawbacks had been worked out. As a result, the ship is somewhat touchier than most of the extremely reliable YT designs (a character making a Mechanics check to modify or repair a YT-2000 takes a −2 penalty). However, its extensive cargo capacity, good defenses, and amazing maneuverability for a ship its size, coupled with plenty of spare space and power to make custom modifications, catapulted the YT-2000 in popularity among its owners. The line was discontinued early not because of poor sales, but so CEC could push the new YT-2400 design, which had not been compromised by espionage or rushed design work.

Corellian YT-2000   **CL 8**
Colossal space transport
Init −2; **Senses** Perception +5

Defense Ref 18 (flat-footed 15), Fort 27; +15 armor
hp 180; **DR** 15; **SR** 30; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares
  (starship scale)
Ranged 2 double laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37
Atk Options autofire (double laser cannons)

Abilities Str 44, Dex 16, Con —, Int 14
Skills Initiative −2, Mechanics +5, Perception +5, Pilot + −2,
  Use Computer +5

Corellian YT-2400   CL 10

Colossal space transport
Init -1; **Senses** Perception +5

Defense Ref 19 (flat-footed 15), Fort 27; +15 armor
hp 120; **DR** 15; **SR** 30; **Threshold** 77

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares
(starship scale)
Ranged laser cannons +2 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +37

Abilities Str 42, Dex 18, Con —, Int 14
Skills Initiative -1, Mechanics +5, Perception +5, Pilot + -1,
Use Computer +5

Crew 3 (normal); **Passengers** 6
Cargo 150 tons; **Consumables** 2 months; **Carried Craft** none
Hyperdrive ×2 (backup ×12), navicomputer
Availability Licensed; **Cost** 130,000 (32,000 used)

Laser cannons (gunner)
  Atk +2, **Dmg** 5d10×2

MILLENNIUM FALCON

The *Millennium Falcon* is among the most famous starships in the galaxy. Originally a stock YT-1300, it's not clear how many hands and technicians the vessel went through before it came to the possession of Lando Calrissian. Though cobbled together from different ships, the *Falcon* is proof that the whole is often more than the sum of its parts. It is often flown under false registration, and has been identified at the *Argos*, *Sunlight Franchise*, *Longshot*, and *Shadow Bird*, among other aliases.

   It served Lando Calrissian, Han Solo, and Princess Leia and was at various points piloted by any number of copilots and allies. (For this reason, the statistics given here assume a "typical" crew of ace smugglers; if the ship is encountered with Lando, Han Solo, or Chewbacca flying it, their abilities may be used rather than those of a generic crew.)

Capabilities

The *Millennium Falcon* is a fast, agile ship able to take and dish out considerably more damage than its appearance would suggest. Any other description of its abilities is a generalization and guess, because the ship is constantly modified, upgraded, damaged, jury-rigged, and redesigned. The configuration given here is typical, and a good representation of the ship's status as of the Battle of Yavin. At this time it has smuggler's compartments, a cargo jettison system, a medical bed, a docking clamp, a hypertransceiver, and a sensor array computer (+2, included in statistics).

Millennium Falcon   CL 12

Colossal* space transport
Init +6; **Senses** Perception +12

Defense Ref 18 (flat-footed 14), Fort 26; +14 armor, Vehicular Combat
hp 180; **DR** 15; **SR** 45; **Threshold** 76

Speed fly 16 squares (max. velocity 1,050 km/h), fly 6 squares
(starship scale)
Ranged 2 quad laser cannons +13 (see below) and
medium concussion missiles +15 (see below) and
docking gun (blaster cannon) +15 (see below)
Fighting Space 12×12 or 1 square (starship scale); **Cover** total
Base Atk +10; **Grp** +56
Atk Options autofire (quad laser cannons), fire-link (medium concussion missiles)

Abilities Str 42, Dex 18, Con —, Int 16
Skills Initiative +6, Mechanics +12, Perception +12, Pilot +6,
Use Computer +12

Crew 4 (ace); **Passengers** 6
Cargo 100 tons; **Consumables** 2 months; **Carried Craft** none
Payload 8 medium concussion missiles
Hyperdrive ×.5 (backup ×10), navicomputer
**Availability** Unique; **Cost** not available for sale
This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.

Quad laser cannon (gunner)
  Atk +13 (+8 autofire), **Dmg** 6d10×2
Medium concussion missiles (pilot)
  Atk +15, **Dmg** 9d10×2, 4-square splash
Docking gun (blaster cannon) (pilot)
  Atk +15, **Dmg** 3d12, character scale only

Corellian Engineering Corporation YT-1300 Stock Light Transport

(Freight Configuration)

1 square = 1.5 meters
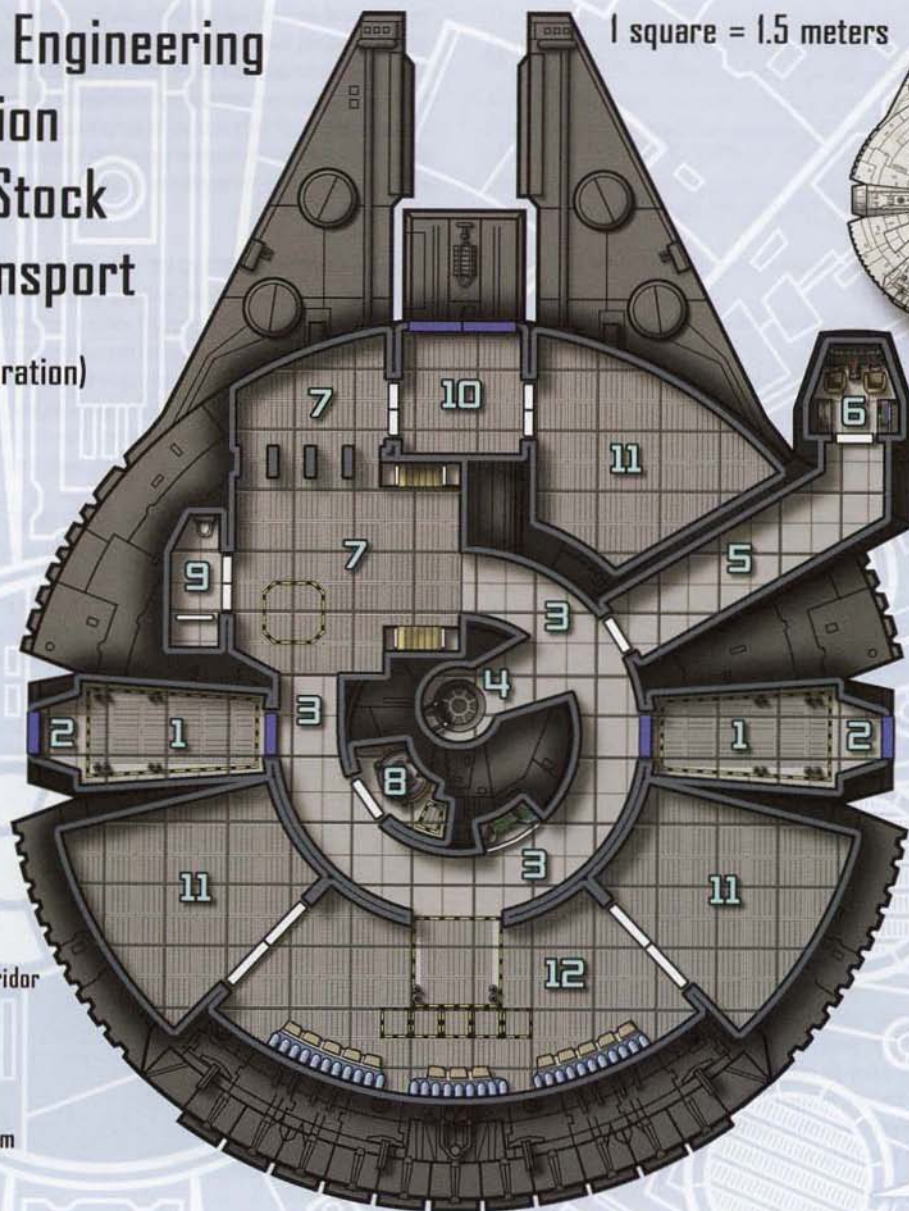
1 Boarding Ramps
2 Docking Rings
3 Main Corridor
4 Observation Deck
5 Cockpit Access Corridor
6 Cockpit
7 Main Hold
8 Circuitry Bay
9 Refresher
10 Freight Loading Room
11 Cargo Holds
12 Engineering Bay

WEST

Y-WING

Koensayr BTL-S3 Y-wing   **CL 10**
Gargantuan starfighter
Init +5; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 10; **Threshold** 46

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares
  (starship scale)
Ranged laser cannons +7 (see below) and
  ion cannons +5 (see below) or
Ranged proton torpedoes +7 (see below) and
  ion cannons +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5
  (astromech droid)
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons, ion cannons), fire-link (proton
  torpedoes)

Abilities Str 42, Dex 18, Con —, Int 16
Skills Initiative +5, Mechanics +6 (+13*), Perception +6, Pilot +5,
  Use Computer +6 (+13*)
If the ship has an astromech droid, use these skill modifiers instead.

Crew 2 plus astromech droid (skilled); **Passengers** none
Cargo 110 kg; **Consumables** 1 week; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×1, 10-jump memory (astromech droid)
Availability Military; **Cost** 135,000 (60,000 used)

Laser cannons (pilot)
  Atk +7 (+2 autofire), **Dmg** 4d10×2

Ion cannons (gunner)
  Atk +5 (+0 autofire), **Dmg** 4d10×2 ion

Proton torpedoes (gunner)
  Atk +7, **Dmg** 9d10×2, 4-square splash

Built by Koensayr Manufacturing, the Y-wing was designed to be used in the Clone Wars, but wasn't in production until after that conflict ended. Having already spent the money to retool shipyards to produce the ships, and unable to interest the Empire in the design, Koensayr began selling the ships to anyone who had credits to spare. Officially all such purchases were to legitimate planetary or business concerns, but Koensayr was happy to

look the other way if a Hutt or a Rebel managed to produce even halfway realistic documents supporting a sale.

As a result, the Y-wing fighter, lovingly called the "wishbone" by Rebel Alliance pilots, was the workhorse and backbone of the early Rebellion. As the X-wing became increasingly available to the Rebellion, Y-wings became second-line starfighters used only because so many were available. Plans to decommission all Y-wings are periodically drawn up, but some of the ships continue to serve through the Yuuzhan Vong invasion and the conflicts that follow it.

CAPABILITIES

Although not as swift as an X-wing or as powerful as a B-wing, the Y-wing was a sturdy, well-shielded craft with a powerful attack in the form of two ion cannons and proton torpedo tubes. Ungainly for a snubfighter, the Y-wing served as a joint fighter/bomber, able to both enter dogfights with TIE fighters and take out armored targets, such as enemy freighters and planetary bunkers. Few ships its size mounted ion cannons, and the success of the Y-wing is one reason that the B-wing was similarly armed.

Y-WING LONGPROBE

The "Longprobe" variant of the Y-wing is a scouting vessel. It replaces a gunner with additional supplies and fuel, a navicomputer, a backup hyperdrive, and a sensor enhancement package. This is hardly enough to turn it into a dedicated long-range scout, though it can do a better job at that task than a typical starfighter. One side effect of this alteration is that Longprobes are unusually well armed for a scout, making them more likely to get home to

report their limited intelligence, and occasionally allowing the Longprobe pilot to blow up some valuable target uncovered during a scouting mission.

Even so, very few Longprobes were sent out on their own. Because of their high availability, such jury-rigged scouts were generally sent out in groups of six to twelve fighters, called recon teams. Although a single Longprobe wasn't a particularly effective scout ship, a group of these fighters could scour a fairly large area of space in a reasonable time frame. Longprobe pilots actually took great pride in doing good jobs despite their secondhand equipment.

Koensayr BTL-A4 LP "Longprobe"   CL 10
Gargantuan starfighter
Init +5; **Senses** Perception +11

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 10; **Threshold** 46

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +9 (see below) or
Ranged ion cannons +9 (see below) or
Ranged proton torpedoes +9 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons, ion cannons), fire-link (proton torpedoes)

Abilities Str 42, Dex 18, Con —, Int 20
Skills Initiative +5, Mechanics +6 (+13*), Perception +11, Pilot +5, Use Computer +6/+11 to operate sensors (+13/+18 to operate sensors*)
*If the ship has an astromech droid, use these skill modifiers instead.

Crew 1 plus astromech droid (skilled); **Passengers** none
Cargo 220 kg; **Consumables** 1 month; **Carried Craft** none
Payload 8 proton torpedoes
Hyperdrive ×1 (×12 backup), navicomputer
Availability Military; **Cost** 185,000 (90,000 used)

Laser cannons (pilot)
    Atk +9 (+4 autofire), **Dmg** 4d10×2
Ion cannons (pilot)
    Atk +9 (+4 autofire), **Dmg** 4d10×2 ion
Proton torpedoes (pilot)
    Atk +9, **Dmg** 9d10×2, 4-square splash

Y-WING COURIER

The Y-wing Courier is another example of what happens when technicians have lots of ships of one type, but are told to produce ships of another.

By gutting the ion cannons, the Courier added room for several additional passengers, extra fuel and supplies, and a backup hyperdrive. The main cockpit was also modified to have its canopy split and fold open, allowing all aboard to get on or off simultaneously. The cockpit was also designed to eject from the rest of the starfighter to serve as an escape pod (no Acrobatics check required to enter).

Koensayr BTL-S3 "Courier"   CL 8
Gargantuan starfighter
Init +4; **Senses** Perception +6

Defense Ref 15 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 10; **Threshold** 46

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)
Ranged laser cannons +7 (see below) and
    proton torpedoes +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)
Base Atk +2; **Grp** +33
Atk Options autofire (laser cannons), fire-link (proton torpedoes)

Abilities Str 42, Dex 16, Con —, Int 16
Skills Initiative +4, Mechanics +6 (+13*), Perception +6, Pilot +4, Use Computer +6 (+13*)
*If the ship has an astromech droid, use these skill modifiers instead.

Crew 2 plus astromech droid (skilled); **Passengers** 3
Cargo 800 kg; **Consumables** 1 month; **Carried Craft** none
Payload 4 proton torpedoes
Hyperdrive ×1 (×12 backup), 10-jump memory (astromech droid)
Availability Military; **Cost** 210,000 (90,000 used)

Laser cannons (pilot)
    Atk +7 (+2 autofire), **Dmg** 4d10×2
Proton torpedoes (gunner)
    Atk +5, **Dmg** 9d10×2, 4-square splash

Z-95 Headhunter

Incom/Subpro Z-95 Headhunter   **CL 9**
Gargantuan starfighter
Init +3; **Senses** Perception +6

Defense Ref 14 (flat-footed 12), Fort 26; +7 armor, Vehicular Combat
hp 120; **DR** 10; **SR** 15; **Threshold** 46

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares
  (starship scale)
Ranged triple light blaster cannons +5 (see below) or
Ranged medium concussion missiles +5 (see below)
Fighting Space 4×4 or 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +33
Atk Options autofire (triple light blaster cannons), fire-link (medium
  concussion missiles)

Abilities Str 42, Dex 14, Con —, Int 12
Skills Initiative +3, Mechanics +6, Perception +6, Pilot +3,
  Use Computer +6

Crew 1 (skilled); **Passengers** none
Cargo 85 kg; **Consumables** 1 day; **Carried Craft** none
Payload 6 medium concussion missiles
Availability Restricted; **Cost** 80,000 (45,000 used)

Triple light blaster cannons (pilot)
  Atk +5 (+0 autofire), **Dmg** 3d10×2
Medium concussion missiles (pilot)
  Atk +5, **Dmg** 7d10×2, 4-square splash

The Z-95 Headhunter is a venerable starfighter design that still sees use throughout the galaxy. Even though it is no longer produced, either by Incom Industries or Subpro Corporation, unlicensed copies and variants can be found throughout the Outer Rim territories. Without taking into account the number of knock-offs in circulation, there are still more Headhunters in service with planetary fleets, customs personnel, paramilitary organizations, and law enforcement agencies than any other starfighter.

The original Headhunters were more akin to atmospheric fighters than starships. After several generations of continued development, the Z-95 was close to the form and function that it would become famous for. The T-65 X-wing owes much of its success to the Z-95, and the two craft are obvious cousins when placed side by side. It should come as little surprise that many of the galaxy's heroes have flown the Headhunter on more than one occasion.

For its time, the Z-95 Headhunter was a state-of-the-art starfighter that made an indelible mark on the galaxy. Space combat tactics of the time were designed with the Z-95 in mind, and many modern maneuvers are based on those originally flown in the Headhunter by the starfighter aces of yesteryear.

Capabilities

The stock Z-95 is not equipped with hyperdrive engines, but it wasn't long before Alliance technicians created a number of variant Headhunters that could traverse hyperspace. Prior to implementing hyperdrives, the Rebel Alliance was reluctant to assign the craft to its fleet, instead keeping a handful of Headhunters for short-range defense in remote sectors. Though still a relative rarity in the Alliance fleet, they are ubiquitous enough to be utilized for sensitive operations in areas where their discovery will not immediately reveal the Alliance's presence the same way that an A-wing or X-wing would.

Another point in favor of the Z-95 is its durability and ease of repair. It is a rugged craft that can take a beating and keep flying. Use of the craft is so widespread, and so many have been manufactured over the years, that it is a simple matter to find spare parts, even on most backwater worlds.

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