Includes:
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Images from LucasFilms • Converted stats by Gary Astleford - The Rebellion
Stats by Dean Magill - TORIS • Stats by High Admiral Christopher Deck
Stats from SWRPGNetwork • Adventure Journal stats supplied by Grimace

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

Old Republic - Before Episode I
Rise of the Empire - Episode I to Episode IV
Rebellion - Episode IV to Episode VI
New Republic - After Episode VI
New Jedi Order - 21 years after Episode VI
STARFIGHTERS
Sith Fighter

Craft: StarForge Starfighter
Affiliation: Sith
Era: Old Republic
Type: Combat starfighter
Scale: Starfighter
Length: 13 meters
Skill: Starfighter piloting
Crew: 1
Cargo Capacity: 15 kilograms
Consumables: 1 day
Cost: Not available for sale
Maneuverability: 3D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D

Sensors:
Passive: 15/0D
Scan: 30/1D

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

Drake Starfighter

Craft: Kuat Systems Engineering Drake-class Starfighter
Affiliation: General
Era: Old Republic
Type: Light interceptor
Scale: Starfighter
Length: 8.9 meters
Skill: Starfighter piloting: Drake
Crew: 1
Crew Skill: Starfighter piloting 3D, starship gunnery 3D+2, sensors 3D
Cargo Capacity: 30 kilograms
Consumables: 1 week
Cost: 88,000 (new), 57,000 (used)
Hyperdrive Multiplier: 1.5
Nav Computer: No
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 1D+2
Shields: 2D

Sensors:
Passive: 5/0D
Scan: 15/1D
Search: 25/2D
Focus: 1/3D

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

Sith Starfighter

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

**Craft:** Cinnagar Security Engineering Division’s Defense Interceptor  
**Affiliation:** Cinnagar / General  
**Era:** Old Republic  
**Type:** Planetary defense starfighter  
**Scale:** Starfighter  
**Length:** 13 meters  
**Skill:** Starfighter piloting: Cinnagar Interceptor  
**Crew:** 1  
**Crew Skill:** Sensors 2D, starfighter piloting 2D+2, starship shields 2D+1, starship gunnery 3D  
**Cargo:** 80 kilograms  
**Consumables:** 2 days  
**Cost:** 70,000 (new)  
**Sensors:**  
- *Passive:* 20/1D  
- *Scan:* 40/1D  
- *Search:* 70/2D+1  
- *Focus:* 4/3D  
**Weapons:**  
- **4 Laser Cannons** (fire-linked)  
  - *Fire Arc:* Front  
  - *Skill:* Starship gunnery  
  - *Fire Control:* 2D  
  - *Space Range:* 1-3/5/12  
  - *Atmosphere Range:* 1-300/500/1.2 km  
  - *Damage:* 4D  
- **Ion Cannon**  
  - *Fire Arc:* Front  
  - *Skill:* Starship gunnery  
  - *Fire Control:* 2D+1  
  - *Space Range:* 1-3/5/8  
  - *Atmosphere Range:* 1-300/500/800  
  - *Damage:* 3D

### Star Sabre

**Craft:** Republic Fleet Systems Star Saber XC-01  
**Affiliation:** Old Republic / Jedi Order  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (pages 60-61)  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 6.75 meters  
**Skill:** Starfighter piloting: Star Sabre  
**Crew:** 1  
**Crew Skill:** 4D in all applicable skills  
**Atmosphere:** 380; 1,100 kmh  
**Hyperdrive Multiplier:** x1.1  
**Nav Computer:** Can store coordinates for 2 hyperspace jumps  
**Maneuverability:** 1D+2  
**Sensors:**  
- *Passive:* 20/0D  
- *Scan:* 40/1D  
- *Search:* 60/2D  
- *Focus:* 3/4D  
**Weapons:**  
- **2 Heavy Blaster Cannons** (fire-linked)  
  - *Fire Arc:* Front  
  - *Skill:* Starship gunnery  
  - *Fire Control:* 1D  
  - *Space Range:* 1-5/10/17  
  - *Atmosphere Range:* 100-500/1/1.7 km  
  - *Damage:* 6D

### Stinger

**Craft:** Corellian Engineering Corp S-100 Stinger-class Starfighter  
**Affiliation:** Jedi Order / General  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (page 60)  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 3.5 meters  
**Skill:** Starfighter piloting: S-100 Stinger  
**Crew:** 1  
**Crew Skill:** 5D in all applicable skills  
**Atmosphere:** 400; 1,150 kmh  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to 1 jump  
**Maneuverability:** 3D+2  
**Sensors:**  
- *Passive:* 25/0D  
- *Scan:* 50/1D  
- *Search:* 75/2D  
- *Focus:* 3/4D  
**Weapons:**
2 Assault Laser Cannons (fire-linked)
*Fire Arc: Front*
*Skill: Starship gunnery*
*Fire Control: 2D*
*Space Range: 1-5/10/17*
*Atmosphere Range: 100-500/1/1.7 km*
*Damage: 8D*

2 Proton Torpedo Launchers (4 missiles each)
*Fire Arc: Front*
*Skill: Starship gunnery*
*Fire Control: 2D*
*Space Range: 1/3/7*
*Atmosphere Range: 100/300/700*
*Damage: 9D*

**C-73 Tracker**

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

*Space: 6*
*Atmosphere: 330; 950 kmh*
*Hull: 2D*
*Sensors:*
*Passive: 15/1D*
*Scan: 35/2D*
*Search: 65/2D+2*
*Focus: 3/3D+2*
*Weapons:*
*Three Laser Cannons (fire-linked)*
*Fire Arc: Front*
*Skill: Starship gunnery*
*Fire Control: 1D+1*
*Space Range: 1-3/12/25*
*Atmosphere Range: 100-300/1.2/2.5 km*
*Damage: 6D*

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**Dagger**

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

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**Sigil Courier**

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

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

Heavy Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/2 km
Damage: 6D

Gun Tug

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

2 Tractor Beams
Fire Arc: Front
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 4D
**CloakShape Fighter**

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

**Modification Notes:**  
- Maneuvering Fin  
  Cost: 5,000  
- Hyperdrive Sled  
  Cost: 15,000  
Hyperdrive Multiplier: x3  
Nav Computer: Uses R1 unit

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**Whitecloak Fighter**

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

**Craft:** Kuat Systems Engineering Custom Mercenary Starfighter  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 16 meters  
**Skill:** Starfighter piloting  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D  
**Cargo Capacity:** 100 kilograms  
**Consumables:** 2 week  
**Cost:** Not available for sale (estimated value 107,000)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 9  
**Atmosphere:** 400, 1,150 kmh  
**Hull:** 4D+1  
**Shields:** 1D+1*  
*The Mercenary Starfighter has 2D of backup shields.  
**Sensors:**  
- Passive: 20/0D  
- Scan: 45/1D+1  
- Search: 85/2D+2  
- Focus: 4/4D  
**Weapons:**  
- Two Laser Cannons (fire-linked)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 5D  
- Concussion Missile Launcher (10 missiles)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 3D+2  
  - **Space Range:** 1-3/7/12  
  - **Atmosphere Range:** 100-300/700/1.2 km  
  - **Damage:** 8D

### Phoenix Hawk Light Pinnace

**Craft:** Kuat Systems Engineering S40K Phoenix Hawk Light Pinnace  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Starships of the Galaxy (page 72)  
**Type:** Starfighter/transport  
**Scale:** Starfighter  
**Length:** 19.2 meters  
**Skill:** Starfighter piloting: S40K  
**Crew:** 1 or 2  
**Crew Skill:** Varies  
**Passengers:** 4  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 2 months  
**Cost:** 112,000 (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to 2 jumps  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
- Passive: 15/0D  
- Scan: 30/1D  
- Search: 50/3D  
- Focus: 2/4D  
**Weapons:**  
- 2 Heavy Blaster Cannons (fire-linked)  
  - **Fire Arc:** Turret  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-5/10/17  
  - **Atmosphere Range:** 100-500/1.7 km  
  - **Damage:** 6D  
- 2 Light Ion Cannons (fire-linked)  
  - **Fire Arc:** Rear  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-3/7/36  
  - **Atmosphere Range:** 100-300/700/3.6 km  
  - **Damage:** 4D
**TL-118 StarHammer**

**Craft:** Subpro Corporation TL-118 “StarHammer” Short-Range Attack Ship  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Instant Adventures (page 43)  
**Type:** Heavy assault fighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Starfighter piloting: TL-118  
**Crew:** 1 (can co-ordinate), gunners: 1  
**Crew Skill:** Starfighter piloting 3D+1, ship gunnery 4D+2  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 1 week  
**Cost:** 72,000 (used only)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 105; 300 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
  - **Passive:** 20/0D  
  - **Scan:** 40/1D  
  - **Search:** 60/2D  
  - **Focus:** 3/3D  
**Weapons:**  
  - **2 Light Laser Cannons**  
    - **Fire Arc:** Front  
    - **Crew:** 1 (gunner)  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 3D  
    - **Space Range:** 1/5/10/17  
    - **Atmosphere Range:** 100-500/1.7 km  
    - **Damage:** 4D  
  - **2 Twin Laser Cannons** (fire-linked)  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 1D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 5D  
  - **Concussion Missile Launcher**  
    - **Fire Arc:** Front  
    - **Crew:** 1 (gunner)  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 1D  
**Space Range:** 1/3/7  
**Atmosphere Range:** 50-100/300/700  
**Damage:** 8D  

**Naboo Police Cruiser**

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

Craft: Theed Palace Space Vessel Engineering Corps N-1 Royal Starfighter
Affiliation: Naboo
Era: Old Republic
Source: Secrets of Naboo (page 39)
Type: Space superiority starfighter
Scale: Starfighter
Length: 11 meters
Skill: Starfighter piloting: N-1
Crew: 1 (plus astromech droid)
Crew Skill: Typically 4D in all skills
Cargo Capacity: 65 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1
Nav Computer: Uses Astromech with 10 jumps
Maneuverability: 2D
Space: 9
Atmosphere: 380; 1,100 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Proton Torpedo Magazine (10 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 10D

G-1 Starfighter

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

Naboo Bomber

Craft: Naboo Bomber
Affiliation: Naboo
Era: Rise of the Empire
Source: Gamer Magazine Issue 5
Type: Starfighter/bomber
Scale: Starfighter
Length: 20 meters
Skill: Starfighter piloting: Naboo bomber
Crew: 1
Passengers: 2
Cargo Capacity: 5 metric tons
Consumables: 2 weeks
Cost: Not available for sale
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 1D+1
**Sensors:**
- Passive: 20/0D
- Scan: 35/1D
- Search: 40/2D
- Focus: 2/3D

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

- **Bomb Chute** (30 ion bombs)
  - Fire Arc: Vernal
  - Skill: Missile weapons: Ion Bombs
  - Fire Control: 1D
  - Space Range: 1/3/7
  - Atmosphere Range: 500-1/2 km (altitude)
  - Damage: 7D (actual damage, not ionization damage)

**Freefall Bomber**

**Craft:** Royal Nubian **Freefall**-class Bomber
**Affiliation:** Naboo
**Era:** Rise of the Empire
**Type:** Bomber fighter
**Scale:** Starfighter
**Length:** 30 meters
**Skill:** Starfighter piloting: Freefall
**Crew:** 2, gunners: 2, skeleton: 1/+5
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 4D+1
**Cargo Capacity:** 20 metric tons
**Passengers:** 8
**Consumables:** 1 month
**Cost:** 220,000 [new]
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x10
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 7

**Atmosphere:** 350; 1,000 kmh
**Hull:** 4D
**Shields:** 1D

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

**Weapons:**
- **4 Laser Cannons** (fire-linked)
  - Fire Arc: Front
  - Skill: Starship gunnery
  - Fire Control: 1D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5 km
  - Damage: 6D

- **Bomb Chute** (20 bombs)
  - Fire Arc: Ventral
  - Skill: Starship gunnery
  - Fire Control: 1D
  - Space Range: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 13D

**Jedi Starfighter**

**Craft:** Kuat Systems Engineering Delta-7 **Aethersprite**-class Starfighter
**Affiliation:** Jedi Order
**Era:** Rise of the Empire
**Source:** d20 Rulebook (page 229)
**Type:** Starfighter
**Scale:** Starfighter
**Length:** 8 meters
**Skill:** Starfighter piloting: Delta-7
**Crew:** 1 and modified astromech droid (can coordinate)
**Crew Skill:** All skills typically at 4D
**Cargo Capacity:** 60 kilograms
**Consumables:** 1 week
**Cost:** 180,000 [new], 145,000 [used], both prices are black market value
**Hyperdrive Multiplier:** x1 (with booster ring, see below)
**Nav Computer:** Uses a modified astromech droid programmed with 10 jumps
**Maneuverability:** 3D
**Space:** 8
**Atmosphere:** 365; 1,050 kmh
**Hull:** 2D
**Shields:** 1D

**Sensors:**
- Passive: 25/1D
- Scan: 45/2D
- Search: 65/2D+2
- Focus: 3/3D+1
Weapons:
2 Dual Lasers (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

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

Jedi Interceptor

Craft: Kuat Systems Engineering Eta-2 Actis-class Interceptor
Affiliation: Jedi Order
Era: Rise of the Empire
Source: Wizards Website
Type: Interceptor
Scale: Starfighter
Length: 5.47 meters
Skill: Starfighter piloting: Eta-2
Crew: 1 and astromech droid (can coordinate)
Cargo Capacity: 20 kilograms
Consumables: 2 days
Cost: Not available for sale (valued at 140,000)
Hyperdrive Multiplier: x1 (with booster ring, see below)
Nav Computer: Uses a modified astromech droid programmed with 10 jumps
Maneuverability: 4D+2
Space: 16
Atmosphere: 515; 1,500 kmh
Hull: 2D+1
Sensors:
Passive: 10/0D
Scan: 15/1D
Search: 20/2D
Focus: 2/2D+1

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

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

V-19 Torrent

Craft: Slayn & Korpil V-19 Torrent Clone Fighter
Affiliation: Old Republic / Empire
Era: Rise of the Empire
Type: Short range assault starfighter
Scale: Starfighter
Length: 6 meters
Skill: Starfighter piloting: V-19 Torrent
Crew: 1
Crew Skill: Sensors 3D, starfighter piloting 3D, starship gunnery 3D, starship shields 3D
Cargo Capacity: 20 kilograms
Consumables: 2 days
Hyperdrive Multiplier: x1 (escort model only)
Nav Computer: Yes (escort model only)
Maneuverability: 3D+1
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 3D+1
Shields: 1D+1
Sensors:
Passive: 20/1D
Scan: 35/2D
Search: 55/3D
Focus: 4/3D+2
Weapons:
2 Blaster Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere: 100-300/1.2/2.5 km
Damage: 5D

2 Concussion Missile Launchers (3 missiles each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 2-15/35/50
Atmosphere Range: 200-1500/3.5/5 km
Damage: 8D

Craft: Buuper Torsckil Abbey Devices Porax-38 Starfighter
Affiliation: Utapaun / General
Era: Rise of the Empire
Source: Wizards Website
Type: Patrol starfighter
Scale: Starfighter
Length: 12.7 meters
Skill: Starfighter piloting: P-38
Crew: 1
Cargo Capacity: 65 kilograms
Consumables: 2 days
Cost: 120,000 (new)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 4 jumps
Maneuverability: 2D+1
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 3D
Shields: 1D+2
Sensors:
Passive: 15/+2
Scan: 50/1D+1
Search: 80/3D+2
Focus: 5/4D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D

T-36 Skyfighter

Craft: Incom T-36 Skyfighter
Affiliation: General
Era: Rise of the Empire
Source: Secrets of Tatooine (page 94)
Type: Near-orbit planetary defense fighter
Scale: Starfighter
Length: 8.2 meters
Skill: Starfighter piloting: T-36
Crew: 1
Crew Skill: Varies
Cargo Capacity: 30 kilograms
Consumables: 2 hours
Cost: 64,000 (new), 16,000 (used)
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 1D+1
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Weapons:
Double Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Game Notes: the T-36 tends to spin in turns or other tight maneuvers when in atmosphere. To reflect this, increase the difficulty of maneuvers in atmosphere by +10.

Toscan 8-Q

Craft: Shobquix Yards Toscan 8-Q Starfighter
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 53), Alliance Intelligence Reports (page 50)
Type: Multi-purpose starfighter
Scale: Starfighter
**Length:** 10.2 meters  
**Skill:** Starfighter piloting: Toscan 8-Q  
**Crew:** 1  
**Crew Skill:** All skills 3D+2  
**Cargo Capacity:** 75 kilograms  
**Consumables:** 1 day  
**Cost:** 35,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D  
**Sensors:**  
- **Passive:** 15/0D  
- **Scan:** 25/1D+1  
- **Search:** 45/2D  
- **Focus:** 3/2D+2  
**Weapons:**  
- 2 Laser Cannons (fire-linked)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-5/10/17  
  - **Atmosphere Range:** 100-500/1/1.7 km  
  - **Damage:** 5D  

**TIE-Y Ugly**

**Craft:** Average TIE-Y Ugly  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 54)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: TIE-Y  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 2D  
**Space:** 13  
**Atmosphere:** 295; 850 kmh  
**Hull:** 2D  
**Sensors:**  
- **Passive:** 20/0D  
- **Scan:** 40/1D  
- **Search:** 60/2D  
- **Focus:** 3/3D  
**Weapons:**  
- 2 Laser Cannons (fire linked)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 5D  

**Zebra**

**Craft:** Hyrotii Vehicle Works Zebra Starfighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Planets Collection (page 62)  
**Type:** Light short range starfighter  
**Scale:** Starfighter  
**Length:** 12.3 meters  
**Skill:** Starfighter piloting: Zebra  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 day  
**Cost:** 65,000 (new), 32,000 (used)  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Sensors:**  
- **Passive:** 15/0D  
- **Scan:** 25/1D+1  
- **Search:** 45/2D  
- **Focus:** 3/2D+2  
**Weapons:**  
- 2 Laser Cannons (fire-linked)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-5/10/17  
  - **Atmosphere Range:** 100-500/1/1.7 km  
  - **Damage:** 5D
**Patrol StarSpeeder**

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

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**Hornet Interceptor**

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

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**PTR-3 Vedette**

**Craft:** Core Galaxy Systems PTR-3 Vedette  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Star Wars Gamer Issue 10  
**Type:** Snubfighter  
**Scale:** Starfighter  
**Length:** 10.5 meters  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 1 day  
**Cost:** 75,000 (new), 32,000 (used)  
**Maneuverability:** 2D  
**Space:** 9  
**Atmosphere:** 375; 1,080 kmh  
**Hull:** 3D+1  
**Shields:** 0D+2  
**Sensors:**  
  - **Passive:** 15/0D  
  - **Scan:** 25/1D  
  - **Search:** 40/2D  
  - **Focus:** 1/2D  
**Weapons:**  
  - **Laser Cannon**  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 4D
Authority IRD

Craft: Authority IRD
Affiliation: Corporate Sector Authority / General
Era: Rise of the Empire
Source: Han Solo and the Corporate Sector Sourcebook (pages 102-103)
Type: Multipurpose starfighter
Scale: Starfighter
Length: 8.5 meters
Skill: Starfighter piloting: IRD
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D
Cargo Capacity: 15 kilograms
Consumables: 1 day
Cost: Not available for sale
Maneuverability: 2D (+2 in atmosphere)
Space: 9
Atmosphere: 295; 850 kmh
Hull: 4D
Sensors:
Passive: 25/0D
Scan: 45/1D
Search: 65/1D+2
Focus: 2/2D+1
Weapons:
2 Twin Blaster Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Concussion Missile Tube
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D

Pinook Fighter

Authority IRD-A

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

Pinook Fighter

Craft: Joraan Drive Systems Pinook Starfighter
Affiliation: General
Era: Rise of the Empire
Type: Escort starfighter
Scale: Starfighter
Length: 9.5 meters
Skill: Starfighter piloting: Pinook
Crew: 1
Crew Skill: Astrogation 3D, starship gunnery 3D+2, starfighter piloting 3D+2, starship shields 3D, sensors 3D.
Cargo Capacity: 100 kilograms
Consumables: 1 week
Cost: 85,000
Hyderdrive Multiplier: x2
Nav Computer: Limited to 4 jumps
Maneuverability: 2D
Space: 7.5
Atmosphere: 355; 1,025 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 15/1D
Scan: 30/2D
Search: 60/3D
Focus: 2/3D+2
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 5D
Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 7D

Z-95 Mark I Headhunter

Craft: Incom/Subpro Z-95 Mark I Headhunter
Affiliation: General
Era: Old Republic
Source: Planets Collection (page 62)
Type: Multi-purpose starfighter
Scale: Starfighter
Length: 11.8 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1
Cargo Capacity: 50 kilograms
Consumables: 1 day
Cost: 23,000 (in current condition)
Maneuverability: 1D
Space: 5
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Weapons:
2 Triple Blasters (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Concussion Missiles
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 7D

Charon Starfighter

Craft: Charon Starfighter
Affiliation: Charon
Era: Rise of the Empire
Source: Otherspace (page 40)
Scale: Starfighter
Length: 9 meters
Skill: Starfighter piloting
Crew: 1
Crew Skill: starfighter piloting 5D, starship shields 5D, starship gunnery 4D+2
Cargo Capacity: 50 kilograms
Consumables: 1 day
Cost: Not available for sale
Maneuverability: 2D
Space: 11
Atmosphere: 435; 1,300 kmh
**Z-95 Headhunter**

**Craft:** Incom/Subpro Z-95 I3 (Improved Model 3) 
**Affiliation:** General / Rebel Alliance 
**Era:** Rise of the Empire 
**Source:** Rulebook (page 250), Rebel Alliance Sourcebook (pages 82-83), The Star Wars Sourcebook (page 15), Dark Force Rising Sourcebook (pages 128-129), The Thrawn Trilogy Sourcebook (page 229), Han Solo and the Corporate Sector Sourcebook (pages 103-104), Alliance Intelligence Reports (page 50), The Essential Guide to Vehicles and Vessels (pages 200-201) 
**Type:** Multi-purpose starfighter 
**Scale:** Starfighter 
**Length:** 11.8 meters 
**Skill:** Starfighter piloting: Z-95 
**Crew:** 1 
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1 
**Cargo Capacity:** 85 kilograms 
**Consumables:** 1 day 
**Cost:** 45,000 (used) 
**Maneuverability:** 1D 
**Space:** 7 
**Atmosphere:** 400; 1,150 kmh 
**Hull:** 4D 
**Shields:** 1D 
**Sensors:** 
  - Passive: 15/0D 
  - Scan: 25/1D 
  - Search: 40/2D 
  - Focus: 1/2D 
**Weapons:** 
  - 2 Triple Blasters (fire-linked) 
    - **Fire Arc:** Front 
    - **Skill:** Starship gunnery 
    - **Fire Control:** 1D 
    - **Space Range:** 1-5/10/17 
    - **Atmosphere Range:** 100-500/1/1.7 km 
    - **Damage:** 3D 

**Gauntlet**

**Craft:** Shobquix Yards’ Gauntlet Starfighter 
**Affiliation:** General / Rebel Alliance 
**Era:** Rise of the Empire 
**Source:** Planets Collection (page 62) 
**Type:** Multi-purpose short range Starfighter 
**Scale:** Starfighter 
**Length:** 14 meters 
**Skill:** Starfighter piloting 
**Crew:** 1, gunners: 1 
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D 
**Cargo Capacity:** 85 kilograms 
**Consumables:** 2 days 
**Cost:** 165,000 (new), 85,000 (used) 
**Maneuverability:** 2D 
**Space:** 6 
**Atmosphere:** 295; 850 kmh 
**Hull:** 3D+2 
**Shields:** 1D 
**Sensors:** 
  - Passive: 20/1D 
  - Scan: 35/1D+2 
  - Search: 45/2D 
  - Focus: 5/3D 
**Weapons:** 
  - 2 Laser Cannons (fire linked) 
    - **Fire Arc:** Front 
    - **Skill:** Starship gunnery 
    - **Fire Control:** 2D 
    - **Space Range:** 1-3/10/17 
    - **Atmosphere Range:** 100-300/1/1.7 km 
    - **Damage:** 4D 

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**Z-95XT Trainer**

**Craft:** Incom/Subpro Z-95XT 
**Affiliation:** Rebel Alliance / General 
**Era:** Rise of the Empire 
**Source:** Rebel Alliance Sourcebook (pages 82-83) 
**Type:** In-system courier/training vessel 
**Scale:** Starfighter 
**Length:** 12.2 meters 
**Skill:** Starfighter piloting: Z-95 
**Crew:** 1 
**Crew Skill:** All skills 3D+2 
**Passengers:** 1 
**Cargo Capacity:** 200 kilograms 
**Consumables:** 1 week 
**Cost:** 49,860 (as modified) 
**Maneuverability:** 1D 
**Space:** 6 
**Atmosphere:** 350; 1,000 kmh 
**Hull:** 4D 
**Shields:** 1D+2 
**Sensors:** 
  - Passive: 15/0D 
  - Scan: 25/1D 
  - Search: 40/2D 
  - Focus: 1/2D 
**Weapons:** 
  - **Two Triple Blasters** (fire-linked) 
    - **Fire Arc:** Front 
    - **Skill:** Starship gunnery 
    - **Fire Control:** 1D 
    - **Space Range:** 1-5/10/17 
    - **Atmosphere Range:** 100-500/1/1.7 km 
    - **Damage:** 3D
2 Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Proton Torpedo Launcher
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D

Y-Wing
Craft: Koensayr BTL-S3 Y-wing
Affiliation: General / Rebel Alliance
Era: Rise of the Empire
Type: Attack starfighter
Scale: Starfighter

Length: 16 meters
Skill: Starfighter piloting: Y-wing
Crew: 1, gunners: 1, 1 astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D
Cargo Capacity: 110 kilograms
Consumables: 1 week
Cost: 135,000 (new), 65,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: No (uses astromech droid programmed with 10 jumps)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 9D
2 Light Ion Cannons (fire linked)
Fire Arc: Turret (may be fixed to forward to be fired by pilot at only 1D fire control)
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
Y-TIE Ugly

**Craft:** Avarage Y-TIE Ugly  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 53-54)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Starfighter piloting: Y-TIE  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
  - Passive: 20/0D  
  - Scan: 40/1D  
  - Search: 60/2D  
  - Focus: 3/3D  
**Weapons:**  
  - 2 Laser Cannons (fire-linked)  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 5D  
  - 2 Ion Cannons (fire-linked)  
    - **Fire Arc:** Turret  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-3/7/36  
    - **Atmosphere Range:** 100-300/700/3.6 km  
    - **Damage:** 4D  

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

Pursuer Enforcement Ship

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

**PICTURE REMOVED**
Corsair Cruiser

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

StarViper

Craft: MandalMotors StarViper Assault Fighter
Affiliation: Black Sun / General
Era: Rise of the Empire
Source: The Essential Guide to Vehicles and Vessels (pages 124-125)
Type: Assault fighter
Scale: Starfighter
Length: 21 meters
Skill: Starfighter piloting: StarViper
Crew: 1
Passengers: 1
Cargo Capacity: 1 metric ton
Consumables: 2 months
Cost: 350,000 credits
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 3D+2 (1D in atmosphere with wings extended)
Space: 11
Atmosphere: 435; 1,200 kmh
Hull: 6D (front), 3D (back)
Shields: 1D (front), 4D (back)
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Weapons:
2 Double Heavy Laser Cannons
Fire Arc: Front (wings retracted); wings extended: 1 front/left/back, 1 front/right/back
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D (6D if fire-linked)
2 Proton Torpedo Launchers (3 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

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

Hull: 5D+1
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D

Weapons:
2 Turbolasers (fire-linked)
Fire Arc: Front
Scale: Capital
Skill: Capital Ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
2 Blaster Cannons (fire-linked)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D
4 Proton Torpedo Launchers (8 missiles each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D

Dagger-D Police Fighter
Craft: Duro Defense Force Dagger-D Police Fighter
Affiliation: Duro / General
Era: Rebellion
Source: Coruscant and the Core Worlds (page 90)
Type: Starfighter
Scale: Starfighter
Length: 11.8 meters
Skill: Starfighter piloting: Dagger-D
Crew: 1
Crew Skill: 5D in all applicable skills
Passengers: 2
Cargo Capacity: 85 kilograms
Consumables: 2 days
Cost: 27,500 credits
Maneuverability: 2D+1
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 30/0D
Scan: 55/1D
Search: 85/2D+1
Focus: 5/4D

Weapons:
2 Triple Blasters (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Qektoth Confederation Starfighter

Craft: Modified Zebra Starfighter
Affiliation: Qektoth Confederation
Era: Rebellion
Source: The DarkStryder Campaign: Kathol Rift (page 84)
Type: Qektoth starfighter
Scale: Starfighter
Length: 12.3 meters
Skill: Starfighter piloting: Zebra
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 5D+2
Cargo Capacity: 65 kilograms
Consumables: 1 day
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/1D+1
Search: 45/2D
Focus: 3/2D+2
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1.5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D

Bio-Plasmatic Gel Torpedo Launcher (3 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/6/10
Atmosphere Range: 100-300/600/1 km
Damage: 5D*

Note: This gel clings to the hull of a starship, and continues burning until it freezes in space, or burns off in an atmosphere. While stuck to a ship, the gel does 5D damage for the first round, and 1D less damage each additional round. Resourceful pilots can remodulate their ship’s particle shields to “buck” the gel off the ship. This requires a Moderate starship shields roll, during which the vessel’s particle shields are down.

M3-A Scyk

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

Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmospheric Range: 50-100/300/700
Damage: 8D
**G1-M4-C Dunelizard**

**Craft:** MandalMotors G1-M4-C Dunelizard Medium Hutt Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Type:** Medium fighter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Starfighter piloting: G1-M4-C Dunelizard  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Consumables:** 4 days  
**Cargo Capacity:** 85 kilograms  
**Nav Computer:** Yes  
**Hyperdrive Multiplier:** x3  
**Maneuverability:** 2D+2  
**Space:** 8  
**Move:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
- Passive: 10/1D  
- Scan: 20/2D  
- Search: 40/3D  
- Focus: 3/4D  
**Weapons:**  
- 2 Laser Cannons (fire-linked)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmospheric Range:** 100-300/1.2/2.5 km  
  - **Damage:** 5D  
- 2 Concussion Missile Launchers  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D+2  
  - **Space Range:** 1/3/7  
  - **Atmospheric Range:** 50-100/300/700  
  - **Damage:** 8D

**M12 Kimogila**

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

**Craft:** Incom T-65B X-wing-TIE Fighter

**Affiliation:** General

**Source:** Cracken’s Threat Dossier (page 144)

**Era:** Rebellion

**Type:** Patchwork starfighter

**Scale:** Starfighter

**Length:** 12.5 meters

**Skill:** Starfighter piloting

**Crew:** 1

**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D

**Cargo Capacity:** 110 kilograms

**Consumables:** 1 week

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to one jump

**Maneuverability:** 3D+1

**Space:** 9

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

**Hull:** 4D

**Shields:** 1D

**Sensors:**
- Passive: 25/1D
- Scan: 50/1D
- Search: 75/2D
- Focus: 4/3D+1

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

**Fire Arc:** Front

**Skill:** Starship gunnery

**Fire Control:** 3D

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

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

**Damage:** 6D

"Clutch" Ugly

**Craft:** Custom Modified TIE Fighter

**Affiliation:** General

**Era:** Rebellion

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 6.2 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

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

**Cargo:** 60 kilograms

**Cost:** Not available for sale

**Maneuverability:** 3D+1

**Space:** 11

**Atmosphere:** 435; 1,350 kmh

**Hull:** 2D+2

**Shields:** 1D+2

**Sensors:**
- Passive: 15/0D
- Scan: 30/1D
- Search: 50/2D
- Focus: 3/3D

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

**Fire Arc:** Front

**Skill:** Starship gunnery

**Fire Control:** 2D

**Space Range:** 1-5/15/25

**Atmosphere Range:** 1-500/1.5/2.5 km

**Damage:** 6D

**Ion Cannon**

**Fire Arc:** Front

**Skill:** Starship gunnery

**Fire Control:** 1D

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

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

**Damage:** 4D

Manta Assault Starfighter
Craft: Tapani Starship Cooperative *Manta*-class Starfighter
Affiliation: Tapani Sector / General
Era: Rebellion
Source: Lords of the Expanse: Sector Guide (pages 39-40)
Type: Intermediate assault starfighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting: *Manta*-class starfighter
Crew: 1, gunners: 1
Crew Skill: Starfighter piloting 4D+2, starship gunnery 4D, starship shields 4D, sensors 4D
Cargo Capacity: 100 kilograms
Consumables: 1 week
Cost: 95,000 (new)
Maneuverability: 3D+1 (attack form.), 1D (intercept form.)
Space: 7 (attack formation), 10 (intercept speed)
Hull: 2D+1
Shields: 2D+1
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/1D+2
Focus: 2/2D+1
Weapons:
2 Light Ion Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-250/1/1.5 km
Damage: 3D
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-300/1.2/1.7 km
Damage: 4D+1
2 Heavy Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/10/20
Atmosphere Range: 100/750/1.2 km
Damage: 6D

R-41 Starchaser

Craft: FreiTek Inc. R-41 Starchaser
Affiliation: General / Rebel Alliance
Era: Rebellion
Type: Space superiority fighter
Scale: Starfighter
Length: 11 meters
Skill: Starfighter piloting: R-41
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1
Cargo Capacity: 35 kilograms
Consumables: 2 days
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D+1
Space: 5
Atmosphere: 350; 1,000 kmh
Hull: 2D
Shields: 2D+1

Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Ion Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D

Razor Fighter

Craft: Starypon/SunHui Spacework Razor Fighter
Affiliation: General
Era: Rebellion
Type: Attack starfighter
Scale: Starfighter
Length: 13.6 meters
Skill: Starfighter piloting: Razor fighter
Crew: 1
Cargo Capacity: 100 kilograms
Consumables: 2 days
Cost: 140,000 (new), 80,000 (used)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x10
Nav Computer: Limited to 5 Jumps
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D

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

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

2 Concussion Missile Tubes (8 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900
Damage: 8D

Hyperdrive Backup: Yes
Nav Computer: Astromech droid holds 10 jumps
Maneuverability: 3D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 3D+1
Shields: 1D+1

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

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-4/15/30
Atmosphere Range: 100-300/1.2/1.5 km
Damage: 5D

Concussion Missile Tube (5 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900
Damage: 9D

Craft: Hapan Cluster Miy’til Fighter
Affiliation: Hapes Consortium
Era: Rebellion
Source: Cracken’s Threat Dossier (page 45), Starships of the Galaxy (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 160-161)
Type: Heavy combat starfighter
Scale: Starfighter
Length: 7.5 meters
Skill: Starfighter piloting: Miy’til fighter
Crew: 1 (plus astromech droid)
Crew Skills: Astrogation 3D+2, Starship gunnery 3D+1, starfighter piloting 4D, starship shields 3D+2
Cargo Capacity: 25 kilograms
Consumables: 1 week
Cost: 210,000
Hyperdrive Multiplier: x1.5

Miy’til Assault Bomber

Craft: Hapes Consortium Miy’til Assault Bomber
Affiliation: Hapes Consortium
Era: Rebellion
Source: Starships of the Galaxy (page 71)
Type: Bomber
Scale: Starfighter
Length: 20 meters
Skill: Starfighter piloting: Miy’til assault bomber
Crew: 2
Cargo Capacity: 400 kilograms
Consumables: 2 days
Cost: 200,000 (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Astromech droid holds 10 jumps
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 2D
Planetary Fighter

**Craft:** Sorosuub Planetary Fighter  
**Affiliation:** General  
**Era:** Rebellion  
**Type:** Short range starfighter  
**Scale:** Starfighter  
**Length:** 17.4 meters  
**Skill:** starfighter piloting: planetary fighter  
**Crew:** 1, gunners: 1  
**Crew Skill:** starfighter piloting 3D+2, starship gunnery  
**Cargo Capacity:** 75 kilograms  
**Consumables:** 2 days  
**Cost:** 68,000  
**Maneuverability:** 2D  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
Passive: 25/0D  
Scan: 50/1D  
Search: 80/3D  
Focus: 4/4D  
**Weapons:**  
2 Laser Cannons (fire-linked)  
Fire Arc: Front  
Skill: starship gunnery  
Fire Control: 2D  

Supa Fighter

**Craft:** Joraan Drive Systems *Supa*-class Starfighter  
**Affiliation:** General / Black Sun  
**Era:** Rebellion  
**Scale:** Starfighter  
**Length:** 19 meters  
**Skill:** Starfighter piloting: Supa fighter  
**Crew:** 1  
**Cargo Capacity:** 250 kilograms  
**Cost:** 180,000 (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x7  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 8  
**Atmosphere:** 365; 1.050 kmh  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
Passive: 20/0D  
Scan: 40/1D  
Search: 80/1D+2  
Focus: 2/2D+1  
**Weapons:**  
Dual Lasers  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 3D  
**Ion Cannon**  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 4D  
**Two Proton Torpedo Launchers** (8 torpedoes)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 2D+1
**Preybird Fighter**

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

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**Ssi-ruuvi Battle Droid**

**Craft:** Ssi-ruuvi Swarm-class Battle Droid  
**Affiliation:** Ssi-ruuvi  
**Era:** New Republic  
**Source:** The Truce at Bakura Sourcebook (pages 123-124), The Essential Guide to Vehicles and Vessels (pages 150-151)  
**Type:** Alien drone fighter  
**Scale:** Starfighter  
**Length:** 2 meters  
**Skill:** Special (see below)  
**Maneuverability:** 4D+2  
**Space:** 1D  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 1D  
**Shields:** 1D+2  
**Sensors:**  
- **Passive:** 20/2D  
- **Scan:** 40/2D+2  
- **Search:** 60/3D  
- **Focus:** 3/4D  
**Weapons:**  
- **4 Laser Cannons**  
  - **Fire Arc:** Turret  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 3D  
**Notes:** When controlled directly by Ssi-ruuvi cruisers, battle droids use the following skill die codes: starfighter piloting 4D, starship gunnery 3D+1, starship shields 3D+2. When acting on their own - and merely relaying on data back to Ssi-ruuvi Cruisers - Battle droids have the following skill die codes: starfighter piloting 5D, starship gunnery 4D+1, starship shields 4D+2.  
**Weapon Damage:** A single laser cannon does 3D damage. Two or three of the cannons may be linked together to do 4D damage, while all four cannons may be linked for 5D damage. Fire-linking these weapons can be accomplished automatically.  
**Energy Absorption:** If a battle droid is hit by an incoming laser or Turbolaser blast (does not apply for ion cannons, tractor beams, concussion missiles or proton torpedoes) and the intelligence controlling the shields makes a Moderate starship shields roll, the micro-filament grid has been properly aligned to absorb part of the incoming energy. If this is successful, on the next round an extra 1D may be added to either shields or weapon damage or the droid’s speed can be improved to Space: 11, Atmosphere: 435; 1,250 kmh for one round. If the ship is heavily damaged or worse, the micro-filament grid is overloaded and the energy is not absorbed.  
**Sensor Tracking:** The highly-radioactive exhaust of Ssi-ruuvi battle droids makes them east to track. Enemy sensor operators get a +2D bonus to sensors when searching for and tracking these ships.  
**Gamemaster Notes:** Ssi-ruuvi battle droids are extremely agile and move erratically in combat. The first time a character battle Ssi-ruuvi droids, he suffers a -1D penalty to starship gunnery (or -2D penalty for capital ship gunnery) for the first five rounds of combat. After this period of time has elapsed, the character has “acclimated” to the odd movements of battle droids and can use his or her full gunnery skill.
### Corellian B-Wing “Ugly”

**Craft:** Average Corellian/B-wing “Ugly”  
**Affiliation:** General  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (page 140)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 16.9 meters  
**Skill:** Starfighter piloting  
**Crew:** 1, gunners: 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1  
**Passengers:** 6  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to two jumps  
**Space:** 1D+1  
**Atmosphere:** 330; 750 kmh  
**Hull:** 2D  
**Shields:** 2D  
**Sensors:**  
- **Passive:** 30/0D  
- **Scan:** 75/2D  
- **Search:** 150/0D+2  
**Weapons:**  
- **Anti-Infantry Turbolaser Cannon**  
  - **Fire Arc:** Turret  
  - **Skill:** Vehicle blasters/starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-5/15/30  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 4D  

### HLAF-500

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

### LAF-250

**Craft:** Corellian Light Attack Fighter-250  
**Affiliation:** Corellian Defense Force / General  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (page 141)  
**Type:** Multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: light attack fighter  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** 35,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 5  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 15/0D  
- **Scan:** 25/1D  
- **Search:** 50/1D+2  
- **Focus:** 2/2D  
**Weapons:**  
- **2 Laser Cannons**  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1/3/7  
  - **Atmosphere Range:** 50-100/300/700  
  - **Damage:** 5D
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 50/1D+2
Focus: 2/2D

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

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

Craft: Tarrvin-on-Kallik Blade-32 Starfighter
Affiliation: Adumar
Era: New Republic
Type: Aerospace superiority starfighter
Scale: Starfighter
Length: 12.6 meters
Skill: Starfighter piloting: Blade-32
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 5D+1
Cargo: 65 kilograms
Consumables: 2 days
Cost: 55,000 (new), 25,000 (used)
Maneuverability: 2D+2
Space: 7
Atmosphere: 295; 850 kmh
Hull: 5D

Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 80/2D
Focus: 4/4D

Weapons:
3 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

Yevethan D-type Fighter

Craft: Yevethan “D-type” Starfighter
Affiliation: Yevethan
Era: New Republic
Source: Cracken’s Threat Dossier (page 97)
Type: Space superiority starfighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2
Cargo Capacity: 50 kilograms
Consumables: 1 day
Cost: Not available for sale
Maneuverability: 3D+2
Space: 12
Atmosphere: 450; 1,300 kmh
Hull: 4D
Shields: 2D

Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 80/2D
Focus: 4/4D

Weapons:
3 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Clawcraft

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

Yorik-et Coralskipper

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

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

Droid Starfighter

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

Droid Bomber

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

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

**Fire Arc:** Front  
**Skill:** Starship gunnery  
**Fire Control:** 2D+1  
**Space Range:** 1/3/5  
**Atmosphere Range:** 50-100/300/500 km  
**Damage:** 9D  

**Fire Arc:** Ventral  
**Skill:** Starship gunnery  
**Fire Control:** 2D+2  
**Space Range:** 1/3/5  
**Atmosphere Range:** 1-100/300/500 km  
**Damage:** 13D
Scarab

**Craft:** Xi Char Scarab  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Type:** Drone starfighter  
**Scale:** Starfighter  
**Length:** 3.8 meters  
**Skill:** Starfighter piloting: Scarab  
**Crew Skill:** Starfighter piloting 2D, starship gunnery 3D, sensors 3D  
**Cost:** 21,000 (new), 4,000 (used)  
**Maneuverability:** 1D+2  
**Space:** 4  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
- Passive: 5/0D  
- Scan: 15/1D  
- Search: 25/2D  
- Focus: 1/3D  
**Weapons:**  
- 4 Blaster Cannons (fire-linked)  
  - **Fire Arc:** Front  
  - **Scale:** Speeder  
  - **Skill:** Vehicle blasters  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 6D  
- 2 Proton Torpedo Launchers (4 torpedoes each)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 1-3/7/15  
  - **Atmosphere Range:** 100-300/700/1.5 km  
  - **Damage:** 9D

Advanced Droid Bomber

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

Advanced Droid Starfighter

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

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

Geonosian Fanblade Starfighter

Craft: Huppla Pasa Tisc Shipwrights Collective Ginivex-class Starfighter
Affiliation: Separatists
Era: Rise of the Empire
Type: Aggressive starfighter
Scale: Starfighter
Length: 8.7 meters
Skill: Starfighter piloting: Fanblade
Crew: 1
Cargo Capacity: 20 kilograms
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 4D
Space: 13
Atmosphere: 475; 1,350 kmh
Hull: 2D
Shields: 1D
Fanblades: When in combat mode with fans extended, shields gain a +2D bonus, but attackers gain a +2 bonus to hit. Sensor rolls to detect the ship gain a +3D bonus.
Sensors:
Passive: 15/0D
Scan: 25/+1
Search: 50/1D+2
Focus: 2/2D
Ion Bafflers: When not in combat mode, baffled drive adds +1D to sensors difficulty to detect ship.
Weapons:
2 Double Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/15/25
Atmosphere Range: 100-300/1.5/2.5 km
Damage: 3D+2
**Mankvim-814**

*Craft:* Feethan Ottraw Scalable Assemblies Mankvim-814  
*Affiliation:* Techno Union  
*Era:* Rise of the Empire  
*Type:* Light interceptor  
*Scale:* Starfighter  
*Length:* 10.7 meters  
*Skill:* Starfighter piloting: Mankvim-814  
*Crew:* 1  
*Cargo Capacity:* None  
*Cost:* 15,000 (new), 6,000 (used)  
*Consumables:* 2 hours  
*Maneuverability:* 2D+2  
*Space:* 11  
*Atmosphere:* 500; 1,450 kmh  
*Hull:* 1D+2  
*Shields:* 1D  
*Sensors:*  
  - Passive: 15/0D  
  - Scan: 25/1D  
  - Search: 40/2D  
  - Focus: 1/2D  
*Weapons:*  
  - Twin Laser Cannons  
    - *Fire Arc:* Front  
    - *Skill:* Starship gunnery  
    - *Fire Control:* 2D  
    - *Space Range:* 1-3/12/25  
    - *Atmosphere Range:* 100-300/1.2/2.5 km  
    - *Damage:* 2D

**Tri-Fighter**

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

**Belbullab-22**

*Craft:* Feethan Ottraw Scalable Assemblies Belbullab-22  
*Affiliation:* Separatists / General  
*Era:* Rise of the Empire  
*Type:* Heavy fighter  
*Scale:* Starfighter  
*Length:* 6.71 meters  
*Skill:* Starfighter piloting: Belbullab-22  
*Crew:* 1  
*Cargo Capacity:* 15 kilograms  
*Consumables:* 1 week  
*Maneuverability:* 2D  
*Space:* 7  
*Atmosphere:* 350; 1,000 kmh  
*Hull:* 4D+2  
*Shields:* 1D
Sensors:
Passive: 20/0D
Scan: 45/1D
Search: 60/2D+1
Focus: 3/3D

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

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

Buzz Droid Missile Launcher (2-6 carried)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700 m
Damage: For every 3 points by which the attack roll beats the difficulty, an additional buzz droid lands on the target, to a maximum of five buzz droids. See buzz droid stats in the Droids Stats book, pages 26-27.

Craft: Kuat Systems Engineering Alpha-3 Nimbus-class “V-wing” Starfighter
Affiliation: Old Republic / Empire
Era: Rise of the Empire
Source: Wizards Website
Type: Starfighter
Scale: Starfighter
Length: 7.9 meters
Skill: Starfighter piloting: V-wing
Crew: 1 and astromech droid (can coordinate)
Cargo Capacity: 60 kilograms
Consumables: 15 hours
Cost: 102,500 (new), 45,000 (used)
Maneuverability: 4D+1
Space: 15
Atmosphere: 500; 1,450 kmh
Hull: 2D
Shields: 1D

Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 50/2D
Focus: 3/3D

Weapons:
2 Twin Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
ARC-170

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

TIE Fighter

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

TIE Starfighter

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

TIE Fighter

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

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

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

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

**TIE Reconnaissance**

**Craft:** Sienar Fleet Systems TIE/rc  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Adventure Journal  
**Type:** Reconnaissance starfighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Sensors 4D+2, starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 2D+2  
**Space:** 10
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D  
**Sensors:**  
Passive: 30/1D  
Scan: 60/2D  
Search: 90/3D  
Focus: 6/4D  
**Weapons:**  
Laser Cannon  
**Fire Arc:** Front  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 2D+2  

**TIE Fire Control**

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

**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 2D+2  

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

**TIE Advanced x1**

**Craft:** Sienar Fleet Systems TIE Advanced x1  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Star Wars Trilogy Sourcebook SE (pages 126-127), Galaxy Guide 1 – A New Hope (page 57), Starships of the Galaxy (page 75), The Essential Guide to Vehicles and Vessels (pages 30-31)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 7.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1
Crew Skill: Starfighter piloting 6D, starship gunnery 5D
Cargo Capacity: 150 kilograms
Consumables: 5 days
Cost: Not available for sale
Hyperdrive Multiplier: x4
Nav Computer: limited to 10 jumps
Maneuverability: 1D+1
Space: 10
Atmosphere: 415, 1,200 kmh
Hull: 3D
Shields: 1D+1
Sensors:
  Passive: 20/0D
  Scan: 40/1D
  Search: 60/2D
  Focus: 3/3D
Weapons:
  2 Heavy Laser Cannons (fire-linked)
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 2D
    Space Range: 1-3/12/25
    Atmosphere Range: 100-300/1.2/2.5 km
    Damage: 6D
  2 Concussion Missile Launchers (fire-linked)
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 1D
    Space Range: 1/3/7
    Atmosphere Range: 50-100/300/700
    Damage: 8D
  Twin Blaster Cannons
    Fire Arc: Rear turret
    Skill: Starship gunnery
    Fire Control: 2D
    Space Range: 1-5/10/17
    Atmosphere Range: 100-500/1/1.7 km
    Damage: 4D+1

TIE Aggressor

Skypray Blastboat

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

**Craft:** Sienar Fleet Systems TIE Interceptor  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Core Rulebook (page 250), Star Wars Trilogy Sourcebook SE (pages 127-129), The Star Wars Sourcebook (page 27), Galaxy Guide 5: Return of the Jedi (page 50), Dark Force Rising Sourcebook (page 127), Heir to the Empire Sourcebook (page 137), The Thrawn Trilogy Sourcebook (page 227), Starships of the Galaxy (page 76), The Essential Guide to Vehicles and Vessels (pages 182-183)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 6.6 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2  
**Cargo Capacity:** 75 kilograms  
**Consumables:** 2 days  
**Cost:** 120,000 (new), 75,000 (used)  
**Maneuverability:** 3D+2  
**Space:** 11  
**Atmosphere:** 435; 1,250 kmh  
**Hull:** 3D  

**Sensors:**  
**Passive:** 25/1D  
**Scan:** 40/2D  
**Search:** 60/2D  
**Focus:** 4/3D+2  

**Weapons:**  
**4 Laser Cannons** (fire linked)  
**Fire Arc:** Front  
**Skill:** Starship gunnery  
**Fire Control:** 3D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 6D

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**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to 4 jumps  
**Maneuverability:** 1D+2 (2D+2 in atmosphere)  
**Space:** 8  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 2D+1  
**Shields:** 2D  
**Sensors:**  
**Passive:** 35/1D  
**Scan:** 60/1D+2  
**Search:** 100/2D  
**Focus:** 3/2D+2  

**Weapons:**  
**3 Medium Ion Cannons** (fire linked)  
**Fire Arc:** Front  
**Crew:** 1  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 4D

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**Proton Torpedo Launcher**  
**Fire Arc:** Front  
**Crew:** 1 (same gunner as ion cannon)  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1/3/7  
**Atmosphere Range:** 50-100/300/700  
**Damage:** 9D

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

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**Concussion Missile Launcher** (GAT-12j model only) (24 missiles carried)  
**Fire Arc:** Front  
**Crew:** 1 (same gunner as ion cannon)  
**Skill:** Starship gunnery  
**Fire Control:** 1D  
**Space Range:** 1/3/7  
**Atmosphere Range:** 1-50/100/250  
**Damage:** 6D

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**Tractor Beam Projector** (GAT-12g model only)  
**Fire Arc:** Front  
**Crew:** 1 (same gunner as ion cannon)  
**Skill:** Starship gunnery  
**Fire Control:** 4D  
**Space Range:** 1-3/8/12  
**Atmosphere Range:** 100-300/800/1.2 km  
**Damage:** 6D
**TIE Bomber**

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

**TIE Shuttle**

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

**TIE Vanguard**

**Scale:** Starfighter  
**Length:** 7.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Passengers:** 2  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 2D  
**Sensors:**  
**Passive:** 20/0D  
**Scan:** 40/1D  
**Search:** 60/2D  
**Focus:** 3/3D  
**Weapons:**  
Laser Cannon  
**Fire Arc:** Front  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 2D+2
Length: 6.3 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 3D+1, sensors 4D
Cargo: 35 kilograms
Consumables: 3 Days
Maneuverability: 1D+2
Space: 11
Atmosphere: 435; 1,350 kmh
Hull: 2D+1
Sensors:
Passive: 25/1D
Scan: 60/2D
Search: 90/3D
Focus: 5/4D+1
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 1-300/1.2/2.5 km
Damage: 4D

TIE Raptor

Craft: Zsinj TIE/rpt
Affiliation: Empire
Era: Rebellion
Source: Cracken’s Threat Dossier (page 47)
Type: Combat starfighter
Scale: Starfighter
Length: 6.8 meters
Skill: Starfighter piloting: Raptor Fighter
Crew Skill: Starfighter piloting 5D+1, starship gunnery 5D
Cargo Capacity: 50 kilograms
Consumables: 2 days
Maneuverability: 3D+2
Space: 8
Atmosphere: 355; 1,050 kmh
Hull: 4D
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 50/2D
Focus: 3/2D+2
Weapons:
4 Laser Cannons
Fire Arc: front
Skill: starship gunnery
Fire Control: 2D+2
Space Range: 1-5/14/27
Atmosphere Range: 100-500/1.4/2.7 km
Damage: 3D+2

2 Concussion Missile Tubes
Fire Arc: front
Skill: starship gunnery
Fire Control: 3D
Space Range: 1/4/7
Atmosphere Range: 0.05-0.5/1/5 km
Damage: 9D

TIE Phantom

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

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

### Assault Gunboat

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

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

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**Scimitar Assault Bomber**

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

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**Space Battle Droid**

Craft: Arakyd Space Battle Droid  
Affiliation: Empire  
Era: Rebellion  
Source: Supernova (page 74)
Concussion Missile Launcher (16 missiles)
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 3D+2
Space Range: 1/3/7
Atmosphere Range: 50-500/1/5 km
Damage: 9D

TIE Advanced / Avenger

Craft: Sienar Fleet Systems’ TIE/ad
Affiliation: Empire
Era: Rebellion
Type: Space superiority fighter
Scale: Starfighter
Length: 6.4 meters
Skill: Starship piloting: TIE
Crew: 1
Crew Skill: Astrogation 4D, Starfighter piloting 5D+2, starship gunnery 4D, starship shields 4D+1
Cargo Capacity: 70 kilograms
Consumables: 2 days
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 5D
Space: 15
Atmosphere: 515; 1,450 kmh
Hull: 3D
Shields: 2D
Sensors:
Passive: 25/1D+1
Scan: 40/2D
Search: 60/3D+2
Focus: 4/3D+2
Weapons:
4 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

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

TIE Defender Prototype

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

TIE Defender

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

Super TIE/In

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

TIE Droid

Craft: Sienar TIE/D Automated Starfighter
Affiliation: Empire
Era: New Republic
Source: Dark Empire Sourcebook (pages 109-110), The Essential Guide to Vehicles and Vessels (pages 178-179)
Type: Space superiority fighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 3D
Cargo Capacity: 55 kilograms
Consumables: 2 days
Maneuverability: 2D+2
Space: 11
Atmosphere: 435; 1,250 kmh
Hull: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Cost: 170,000
Maneuverability: 2D+1
Space: 10
Atmosphere: 450; 1,300 kmh
Hull: 3D
Sensors:
Passive: 20/1D
Scan: 25/1D+2
Search: 40/2D
Focus: 2/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D+2

I-7 Howlrunner

Craft: Incom I-7 “Howlrunner”
Affiliation: Empire
Era: New Republic
Source: Dark Empire Sourcebook (pages 110-111), Starships of the Galaxy (pages 68-69), The Essential Guide to Vehicles and Vessels (pages 74-75)
Type: Multi-environment attack fighter
Scale: Starfighter
Length: 11.4 meters
Crew: 1
Crew Skill: Starfighter piloting 4D, starship gunnery 4D+1
Cargo Capacity: 80 kilograms
Consumables: 2 days
Cost: 165,000
Maneuverability: 3D+1
Space: 9
Atmosphere: 450; 1,300 kmh
Hull: 5D
Shields: 3D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 55/2D
Focus: 3/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D+2

Shadow Droid

Craft: Imperial Research Division SHD-66 Shadow Droid
Affiliation: Empire
Era: New Republic
Type: Multi-environment cybernetic attack fighter
Scale: Starfighter
Length: 4.2 meters
Crew: None; cybernetic brain
Crew Skill: Starfighter piloting 4D, starship gunnery 4D, Sense 3D (Combat Sense, Danger Sense, Instinctive Astrogation, Life Detection, Life sense, Sense Path)
Maneuverability: 3D
Space: 12
Atmosphere: 450; 1,300 kmh
Hull: 5D
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 55/2D
Search: 85/3D
Focus: 5/3D
Weapons:
Twin Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Laser Turrets
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D
2 Ion Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 km
Damage: 8D
Note: Because of Advanced Sensor Masking and Baffling, Shadow Droids are +6D to detect by enemy sensors. Sensor Baffling provides +2D+1, and the Sensor Mask provides +3D+2, in case damage disables one of the systems.
X-Wing

Craft: Incom T-65B X-Wing
Affiliation: Rebel Alliance
Era: Rebellion
Source: Core Rulebook (page 249), Rebel Alliance Sourcebook (pages 86-87), Star Wars Trilogy Sourcebook SE (pages 120-122), The Star Wars Sourcebook (pages 19-25), Galaxy Guide 1 – A New Hope (page 68), Heir to the Empire Sourcebook (pages 137-138), Dark Empire Sourcebook (page 106), The Thrawn Trilogy Sourcebook (pages 227, 229), The Essential Guide to Vehicles and Vessels (pages 196-197)
Type: Space superiority fighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter piloting: X-wing
Crew: 1 and astromech droid (can coordinate)
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D
Cargo Capacity: 110 kilograms
Consumables: 1 week
Cost: 150,000 (new)
Hyperdrive Multiplier: x1
Nav Computer: No (uses astromech droid programmed with 10 jumps)
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
Weapons:
4 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
2 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 9D

Y-Wing Longprobe

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

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

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

**B-Wing**

**Craft:** Slayn & Korpil B-Wing  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Core Rulebook (page 248), Rebel Alliance Sourcebook (page 88), Star Wars Trilogy Sourcebook SE (pages 118-120), The Star Wars Sourcebook (pages 16-17), Galaxy Guide 5: Return of the Jedi (page 38), Heir to the Empire Sourcebook (page 136), The Thrawn Trilogy Sourcebook (page 225), Starships of the Galaxy (page 64), The Essential Guide to Vehicles and Vessels (pages 14-15)  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 16.9 meters  
**Skill:** Starfighter piloting: B-wing  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1  
**Cargo Capacity:** 45 kilograms  
**Consumables:** 1 week  
**Cost:** 220,000 (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes (limited to 2 jumps)  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
- Passive: 30/0D  
- Scan: 50/1D  
- Search: 75/2D  
- Focus: 4/4D+1  
**Weapons:**  
- Laser Cannon  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 7D
2 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

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

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

Expanded B-Wing
Craft: Slayn & Korpil B-Wing/E Assault Fighter
Affiliation: Rebel Alliance
Era: Rebellion
Source: The Jedi Academy Sourcebook (pages 125-126),
Starships of the Galaxy (page 64), The Essential Guide to
Vehicles and Vessels (pages 52-53)
Type: Heavy assault starfighter
Scale: Starfighter
Length: 16.9 meters
Skill: Starfighter piloting: B-wing
Crew: 1, gunners: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery
4D+2, starship shields 3D
Cargo Capacity: 50 kilograms
Consumables: 1 week
Cost: 250,000 (new)
Hyperdrive Multiplier: x2
Nav Computer: Yes (limited to 2 jumps)
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 2D+2
Sensors:
  Passive: 30/0D
  Scan: 65/1D
  Search: 80/2D
  Focus: 4/3D+2

Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 8D
3 Medium Ion Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/9/40
Atmosphere Range: 100-500/900/4 km
Damage: 4D
Proton Torpedo Launcher (8 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900
Damage: 9D

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

T-Wing
Craft: Rebel Alliance T-wing
Affiliation: Rebel Alliance / General
Era: Rebellion
Type: Space superiority fighter
Scale: Starfighter
Length: 10 meters
Skill: Starfighter piloting: T-wing
Crew: 1
Cargo Capacity: 35 kilograms
Consumables: 2 days
Hyperdrive Multiplier: x1
Nav Computer: Limited to two jumps
Maneuverability: 3D
Space: 11
Atmosphere: 435; 1,300 kmh
Hull: 2D
Shields: 1D+2
Sensors:
  Passive: 20/0D
  Scan: 35/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

2 Proton Torpedo Launchers (8 torpedoes each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

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

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

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

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

**E-Wing: Type B**

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

**Note:**

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

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**Reconnaissance X-Wing**

**Craft:** Incom T-65BR X-wing  
**Affiliation** New Republic  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (page 82)  
**Type:** Reconnaissance fighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting: X-wing  
**Crew:** 1 and astromech droid (can coordinate)  
**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D+2, starship shields 3D, sensors 4D+2  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Cost:** 150,000 (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Astromech droid stores 10 jumps  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
  - **Passive:** 50/1D  
  - **Scan:** 75/2D  
  - **Search:** 100/3D  
  - **Focus:** 5/4D  
**Weapons:**  
  - **Four Laser Cannons** (fire linked)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 6D  
  
  - **Self Destruct**  
  - **Space Range:** 1  
  - **Atmosphere Range:** 100  
  - **Damage:** 10D
T-65AC4 X-Wing

**Craft:** Incom T-65AC4 X-Wing  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** The Jedi Academy Sourcebook (page 125), Starships of the Galaxy (page 74)  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting: X-wing  
**Crew:** 1 and astromech droid (can coordinate)  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+2, starship shields 3D  
**Cargo Capacity:** 150 kilograms  
**Consumables:** 1 week  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Uses astromech droid programmed with 10 jumps  
**Maneuverability:** 3D+2  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
  - Passive: 30/0D  
  - Scan: 60/1D  
  - Search: 85/2D  
  - Focus: 4/4D  
**Weapons:**  
  - 4 Laser Cannons (fire-linked)  
    - **Fire Arc:** Dorsal turret  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-4/15/27  
    - **Atmosphere Range:** 100-400/1.5/2.7 km  
    - **Damage:** 5D  
  - 2 Proton Torpedo Launchers  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D+1  
    - **Space Range:** 1/4/8  
    - **Atmosphere Range:** 30-100/400/800  
    - **Damage:** 9D  
  - 18 Configurable Hardpoints *  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 1D+2  
    - **Space Range:** 1-2/8/15 for missiles, 1/3/7 for torpedoes, 1/2/5 for heavy rockets, 1/2/3 for heavy proton bombs.  
    - **Atmosphere Range:** 100-200/800/1.5 km for missiles, 50-100/300/700 for torpedoes, 50-100/200/500 for heavy rockets, 50-100/200/300 for heavy proton bombs.  
    - **Damage:** The K-wing may carry up to 18 proton torpedoes (9D), 18 concussion missiles (8D) (or any combination of the two), 2 heavy bombs (10D, capital scale), 8 heavy rockets (8D), or 4 heavy space bombs (11D).  

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K-Wing Assault Bomber

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

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Corellian Lancet

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

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

**Hull:** 2D+2  
**Shields:** 2D  
**Sensors:**  
- Passive: 20/0D  
- Scan: 45/1D+1  
- Search: 85/2D+2  
- Focus: 4/4D  
**Weapons:**  
- **2 Laser Cannons** (fire-linked)  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 4D

---

**Cal Medium Starfighter**

**Craft:** MCS107 Cal-class Medium Starfighter  
**Affiliation:** New Republic  
**Era:** New Republic  
**Type:** Medium starfighter  
**Scale:** Starfighter  
**Length:** 15.6 - 17.2 meters  
**Skill:** Starfighter piloting: Cal Starfighter  
**Crew:** 1, gunners: 1, 1 astromech droid (can coordinate and repair)  
**Crew Skill:** Starfighter piloting 6D*, starship gunnery 5D+1*, starship shields 4D*  
*Mon Calamari Cal Starfighters are configured to provide Mon Calamari with their +1D bonus for being in moist environments. These skill levels do not reflect these bonuses.  
**Cargo Capacity:** 100 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale (Black Market only: 400,000 (new), 300,500 (used))  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Uses astromech droid programmed with 10 jumps  
**Maneuverability:** 4D  
**Space:** 10
**Atmosphere:** 400; 1,200 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
- Passive: 30/0D  
- Scan: 50/1D  
- Search: 75/2D  
- Focus: 4/4D+1  
**Stealth Mode:** +2D to sensor difficulty, but -4 to Space  
**Weapons:**  
- **3 Laser Cannons**  
  - **Fire Arc:** 2 front, 1 turret  
  - **Crew:** 2 front (pilot), 1 turret (gunner)  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 3D (back: 1D)  
  - **Space Range:** 1-4/16/35  
  - **Atmosphere Range:** 2-8/32/70 km  
  - **Damage:** 5D  
- **2 Ion Cannons**  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 1-3/7/36  
  - **Atmosphere Range:** 100-300/700/3.6 km  
  - **Damage:** 4D  
- **Concussion Missile Tube** (12 missiles)  
  - **Fire Arc:** Turret  
  - **Crew:** 1  
  - **Skill:** Missile weapons: concussion missiles  
  - **Fire Control:** 3D  
  - **Space Range:** 1-3/7/14  
  - **Atmosphere Range:** 100-300/700/1.4 km  
  - **Damage:** 7D

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

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**XJ X-Wing**

**Craft:** Incom T65XJ X-Wing  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Power of the Jedi Sourcebook (page 59)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting: X-Wing  
**Crew:** 1  
**Crew Skill:** All appropriate skills at 6D  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 3 days  
**Cost:** 140,000 (new), 125,000 (used)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Astromech droid programmed with 10 jumps  
**Maneuverability:** 3D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 5D  
**Shields:** 1D+2
Sensors:
- Passive: 30/0D
- Scan: 60/1D
- Search: 90/2D
- Focus: 4/4D

Weapons:
- **4 Heavy Laser Cannons** (fire-linked)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 4D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 7D

- **3 Proton Torpedo Launchers** (3 torpedoes each)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 100/300/700
  - **Damage:** 9D

Crew Skill: All appropriate skills at 6D
Cargo Capacity: 35 kilograms
Consumables: 3 days
Cost: 315,000 (new), 220,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: Astromech droid programmed with 10 jumps
 Maneuverability: 4D
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D
Shields: 2D (plus back-up generators)
Sensors:
- **Passive:** 30/0D
- **Scan:** 60/1D
- **Search:** 90/2D
- **Focus:** 4/4D

Weapons:
- **4 Heavy Laser Cannons** (fire-linked)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 4D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 7D

- **3 Proton Torpedo Launchers** (4 heavy torpedoes each)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 4D
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 100/300/700
  - **Damage:** 10D (14D if loaded with “shadow bombs”)

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**XJ3 X-Wing**

Craft: Incom T65XJ3 X-Wing
Era: New Jedi Order
Affiliation: New Republic / Jedi Order
Source: New Jedi Order Sourcebook (page 140)
Type: Space superiority starfighter
Scale: Starfighter
Length: 12.6 meters
Skill: Starfighter piloting: X-Wing
Crew: 1
SPACE TRANSPORTS
Pods

E3 Lifeboat E

Craft: His Grace the Duke Gadal-Herm’s Safety Inspectorate
Affiliation: General
Era: Rise of the Empire
Type: Escape pod
Scale: Starfighter
Length: 3.5 meters diameter
Skill: Space transports: escape pod
Crew: 1
Passengers: None
Cargo Capacity: 60 kilograms
Consumables: 2 weeks
Maneuverability: 1D
Space: 3
Atmosphere: 250; 700 kmh
Hull: 1D
Sensors: Passive: 15/1D

Corellian Escape Pod

Craft: Corellian Engineering Corporation Escape Pod
Affiliation: General
Era: Rise of the Empire
Source: Cracken’s Rebel Field Guide (page 46)
Type: Escape pod
Scale: Starfighter
Crew: None
Passengers: 6
Cargo Capacity: 18 kilograms (personal gear for six)
Consumables: 1 week (for six passengers)
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: None
Space: 0
Maneuverability: 0D
Hull: 1D

One-Man Escape Pod

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Craft: Faberstien-Lago PES-550
Affiliation: General
Era: Rise of the Empire
Type: Escape pod
Scale: Speeder
Length: 1.5 meters
Skill: Space transports: PES-550
Crew: 1

Escape Pod

Cargo capacity: 100 kg
Consumables: 1 week
Cost: 800 (new), 200 (used)
Weight: 700 kg
Space: 1 (launch booster: 4)
Atmosphere: 210; 600 kmh
Hull: 3D
Sensors: Passive: 5/0D
**Craft:** Escape Pod  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Starships of the Galaxy (pages 66-67), The Essential Guide to Vehicles and Vessels (pages 50-51)  
**Type:** Ship lifeboat  
**Scale:** Starfighter  
**Length:** 3.5 meters  
**Crew:** 0  
**Passengers:** 8  
**Cargo Capacity:** None  
**Consumables:** 1 day  
**Space:** 1  
**Atmosphere:** 210; 600 kmh  
**Hull:** 1D+1

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

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

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

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**Lifeboat**

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

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**Troop Pod**

**Craft:** Imperial Troop Pod  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 103-104)  
**Type:** Orbit-to-surface deployment pod  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** None  
**Crew:** None  
**Passengers:** 20  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 1 day
Maneuverability: 3D
Space: 10
Atmosphere: 415; 1,200 km/h (drop)
Hull: 2D
Note: +2D to sensor operator's difficulty to identify; failure usually indicates the pod is a meteor or stray hunk of scrap.

Supply Pod
Craft: Imperial Troop Drop Pod
Affiliation: Empire
Era: Rise of the Empire
Type: Orbit-to-surface deployment pod
Scale: Starfighter
Length: 10 meters
Skill: None
Crew: None
Passengers: None
Cargo Capacity: 1 metric ton
Maneuverability: 3D
Space: 10
Atmosphere: 415; 1,200 km/h (drop)
Hull: 2D
Weapons:
Self-Destruct Charge
Blast Radius: 50/150/300
Damage: 4D

Jemlaat Sail Yacht
Craft: Hyrotil Jemlaat-class In-System Sail Yacht
Affiliation: General
Era: Old Republic
Source: Adventure Journal 15
Type: Sail yacht
Scale: Starfighter
Length: 22 meters
Skill: Arcane starship piloting
Crew: 1
Crew Skill: Varies widely, but typically 3D-5D
Passengers: 6
Cargo Capacity: 35 metric tons
Consumables: 2 months
Cost: 48,000 credits (used only)
Maneuverability: 1D
Space: 2 (sublight engines), 3 (sails)
Atmosphere: 225; 650 km/h
Hull: 3D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 40/2D
Focus: 2/3D

Mindabaal Custom Pleasure Yacht
Craft: Mindabaal Custom Pleasure Yacht
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 71)
Type: Personal yacht
Scale: Starfighter
Length: 30.1 meters
Skill: Space transports: Mindabaal Custom yacht
Crew: 2
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 35 metric tons
Consumables: 5 weeks
Cost: 400,000 (new), 200,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Note: Modification rolls gain a +5 bonus, and the system can be modified up to 2D, more than the usual maximum.

1550-LEX Space Yacht

Craft: SoroSuub 1550-LEX Space Yacht
Affiliation: General
Era: Rise of the Empire
Source: Adventure Journal 13
Type: Space Yacht
Scale: Starfighter
Length: 30.4 meters
Skill: Space transports: SoroSuub 1550
Crew: 2
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 50 metric tons
Consumables: 2 months
Cost: 200,000 credits (new), 100,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

WUD-500 Star Yacht

Craft: Modified WUD-500 Star Yacht
Affiliation: General
Era: Rise of the Empire
Source: Gamer Magazine Issue 4
Type: Star yacht
Scale: Starfighters
Length: 18.5 meters
Skill: Space transports: WUD-500
Crew: 1

Luxurious Space Yacht

Craft: Ghtroc Industries Luxurious-class Space Yacht
Affiliation: General
Era: Rebellion
Source: Classic Campaigns (page 67)
Type: Private space yacht
Scale: Starfighter
Length: 31 meters
Skill: Space transports: Luxurious space yacht
Crew: 1
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 30 metric tons
Consumables: 2 months
Cost: 350,000 (new), 120,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 15/1D
Scan: 30/2D
Search: 45/3D
Focus: 6/4D
Starwind Yacht

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

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

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

- **Skill:** Space transports: Aavman Extravagance 11-S
- **Crew:** 2, skeleton: 1/+10
- **Passengers:** 24
- **Cargo Capacity:** 40 metric tons
- **Consumables:** 1 month
- **Cost:** 250,000 credits (used)
- **Hyperdrive Multiplier:** x2
- **Hyperdrive Backup:** x10
- **Nav Computer:** Yes
- **Space:** 4
- **Atmosphere:** 280; 800 kmh
- **Hull:** 4D
- **Shields:** 1D
- **Sensors:**
  - Passive: 15/0D
  - Scan: 30/1D
  - Search: 50/3D
  - Focus: 2/4D

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**Luxury 2800 Yacht**

- **Craft:** SoroSuub Luxury 2800
- **Affiliation:** General
- **Era:** Rise of the Empire
- **Source:** Pirates & Privateers (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 98-99)
- **Type:** Private space yacht
- **Scale:** Starfighter
- **Length:** 37 meters
- **Skill:** Space transports: SoroSuub 2800
- **Crew:** 1

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**Luxury 3000 Yacht**

- **Craft:** SoroSuub Luxury 3000
- **Affiliation:** General
- **Era:** Rise of the Empire
- **Source:** Pirates & Privateers (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 98-99)
- **Type:** Private space yacht
- **Scale:** Starfighter
- **Length:** 50 meters
- **Skill:** Space transports: Luxury 3000 yacht
- **Crew:** 1

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

Cost: 125,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 6D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Luxury 5000 Yacht

Craft: SoroSuub Luxury 5000
Affiliation: General
Era: Rebellion
Type: Private space yacht
Scale: Starfighter
Length: 65 meters
Skill: Space transports: Luxury 3000 yacht
Crew: 2, skeleton: 1/+5
Crew Skill: Varies widely
Passengers: 16
Cost: 1 million (new), 500,000 (used)
Cargo Capacity: 100 metric tons
Consumables: 6 month
Hyperdrive Multiplier: x
Hyperdrive Backup: x14
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 kr
Hull: 5D
Shields: 3D
Sensors:
  Passive: 25/1D
  Scan: 50/2D
  Search: 75/2D+2
  Focus: 3/3D
**Baudo Star Yacht**

**Craft:** Baudo-class

- **Star Yacht**

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (pages 71-72)

**Type:** Space yacht

**Scale:** Starfighter

**Length:** 32 meters

**Skill:** Space transports: Baudo yacht

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 8

**Cargo Capacity:** 35 metric tons

**Consumables:** 1 month

**Cost:** 400,000 (new), 250,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x7

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 10

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

**Hull:** 2D

**Shields:** 1D

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

**Weapons:**

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

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**Minstrel Space Yacht**

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

**Weapons:**  
- **2 Triple Blasters** (fire-linked)  
  - **Fire Arc:** Front  
  - **Scale:** Starfighter  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
  - **Space Range:** 1-5/10/17  
  - **Atmosphere Range:** 100-500/1/1.7 km  
  - **Damage:** 3D  

- **Tractor Beam Projector**  
  - **Fire Arc:** Front  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 4D  
  - **Space Range:** 1-5/15/30  
  - **Damage:** 5D  

**Deckplan Key:**  
1. Audience Chamber  
2. Observation Deck  
3. Master Suite  
4. Passenger Quarters  
5. Engine Power Feed Chambers  
6. Lift (Up to Observation Dome, Deck, Down to Crew and Cargo Levels)  
7. Observation Dome Deck  
8. Passenger Deck  
9. Crew Deck  
10. Cargo Deck
Freighters

Verpine Asteroid Director

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

Delaya Courier Ship

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

Vanya Jedi Courier Ship

Craft: Hoersch-Kessel Vanya-class Jedi Courier Ship
Affiliation: Jedi Order
Era: Old Republic
Source: Power of the Jedi Sourcebook (page 59)
Type: Jedi courier ship
Scale: Starfighter
Length: 70 meters
Skill: Space transports: Vanya Courier Ship
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 10 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Maneuverability: 4D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 4D
Sensors:
Passive: 12/0D
Scan: 25/1D
Search: 35/2D
Focus: 3/3D
**YG-4210 Transport**

**Weapons:**
- **Proton Torpedo Launcher** (14 missiles)
  - Fire Arc: Front
  - Skill: Starship gunnery
  - Fire Control: 1D
  - Space Range: 1/3/7
  - Atmosphere Range: 100/300/700
  - Damage: 10D
- **2 Laser Cannons** (fire-linked)
  - Fire Arc: Turret
  - Skill: Starship gunnery
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5 km
  - Damage: 4D

**YG-4210 Transport**

**Space Range:** 1-3/12/25
**Atmosphere Range:** 100-300/1.2/2.5 km
**Damage:** 4D

**YG-4210 Transport**

**2 Light Ion Cannons** (fire linked)
- Fire Arc: Turret
- Skill: Starship gunnery
- Fire Control: 2D
- Space Range: 1-3/7/36
- Atmosphere Range: 100-300/700/3.6 km
- Damage: 4D

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**Gozanti Cruiser**

**Craft:** Gozanti-class Cruiser
**Affiliation:** General
**Era:** Old Republic
**Type:** Cruiser transport
**Scale:** Starfighter
**Length:** 41.8 meters
**Skill:** Space transports: Gozanti
**Crew:** 2, skeleton: 1/+5
**Passengers:** 6
**Cargo Capacity:** 100 metric tons
**Consumables:** 1 month
**Hyperdrive Multiplier:** x3
**Hyperdrive Backup:** x21
**Nav Computer:** Yes
**Space:** 3
**Atmosphere:** 260; 750 kmh
**Hull:** 6D
**Shields:** 2D
**Sensors:**
- Passive: 10/0D
- Scan: 25/1D
- Search: 50/2D
- Focus: 3/3D

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**Barloz Medium Freighter**

**Craft:** Corellian YG-4210 Transport
**Affiliation:** General
**Era:** Old Republic
**Source:** Star Wars Gamer Issue 2
**Type:** Exploration freighter
**Scale:** Starfighter
**Length:** 24 meters
**Skill:** Space transports: YG-4210
**Crew:** 1, gunners: 2
**Crew Skill:** Varies widely
**Passengers:** 12
**Cargo Capacity:** 25 metric tons
**Consumables:** 1 year
**Cost:** 40,000 (used)
**Hyperdrive Multiplier:** x3
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 3
**Atmosphere:** 260; 750 kmh
**Hull:** 4D
**Sensors:**
- Passive: 10/+1
- Scan: 25/1D
- Search: 40/2D
- Focus: 2/3D
**Weapons:**
- **2 Blaster Cannons** (fire-linked)
  - Fire Arc: Partial turret (front, right, left)
  - Skill: Starship gunnery
  - Fire Control: 1D
**Craft:** Corellian Engineering Corporation *Barloz*-class Freighter  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Stock Ships (pages 53-55), Pirates & Privateers (page 65), Starships of the Galaxy (page 78)  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 41 meters  
**Skill:** Space transports: Barloz freighter  
**Crew:** 2, skeleton: 1/+5  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 120 metric tons  
**Consumables:** 2 months  
**Cost:** 17,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 10/0D  
- **Scan:** 25/1D  
- **Search:** 40/2D  
- **Focus:** 2/2D  
**Weapons:**  
**Laser Cannon**  
- **Fire Arc:** Turret  
- **Skill:** Starship gunnery  
- **Fire Control:** 1D  
- **Space Range:** 1-3/12/25  
- **Atmosphere Range:** 100-300/1.2/2.5 km  
- **Damage:** 3D  

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

**Craft:** Sienar Fleet Systems *Anxarta*-class Light Freighter  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: *Anxarta*-class freighter  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 32,000 (used, difficult to locate)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
- Passive: 10/0D  
- Scan: 25/1D  
- Search: 40/2D  
- Focus: 2/3D  
**Weapons:**  
- Double Laser Cannon  
  - Fire Arc: Turret  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/12/25  
  - Atmosphere: 100-300/1.2/2.5 km  
  - Damage: 3D

**Squib Momship**

**Craft:** Squib Merchandising's *Thrifty*  
**Affiliation:** Squibs  
**Era:** Old Republic  
**Source:** Scavenger Hunt (page 6)  
**Type:** Squib reclamation flagship  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: *Thrifty*  
**Crew:** 20  
**Crew Skill:** Space transports 3D, tractor beam operation 4D, astrogation 3D, starship shields 3D  
**Passengers:** 0 (but always room for paying customers)  
**Cargo Capacity:** 500 metric tons

**YT-700 Light Freighter**

**Craft:** Corellian Engineering Corp. YT-700 Transport  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Adventure Journal 5  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 21.7 meters  
**Crew:** 1 (co-pilot optional)  
**Passengers:** 4  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 months  
**Cost:** 18,000 (used only)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 210; 600 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
- Passive: 10/0D  
- Scan: 25/1D  
- Search: 40/2D  
- Focus: 2/3D  
**Weapons:**  
- 10 Tractor Beam Projectors  
  - Fire Arc: 2 left, 2 right, 2 top, 2 bottom, 1 front, 1 back  
  - Crew: 1  
  - Skill: Tractor beam operation  
  - Fire Control: 3D  
  - Space Range: 1-3/12/25  
  - Atmosphere Range: 100-300/1.3/2.5 km  
  - Damage: 4D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

YT-1150 Medium Transport

Craft: Corellian Engineering Corporation YT-1150 Medium Transport
Affiliation: General
Era: Old Republic
Type: Space transport
Scale: Starfighter
Length: 31.2 meters
Skill: Space transports: YT-1150
Crew: 1
Crew Skill: Space transports 3D+2, starship gunnery
3D+1, space transports repair 3D
Passengers: 6
Cargo Capacity: 95 metric tons
Consumables: 1 month
Cost: 74,000 (new), 15,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Maneuverability: 1D
Space: 4
Hull: 3D
Shields: 1D
Sensors:
Passive: 15/1D
Scan: 40/1D+2
Search: 80/2D+1
Focus: 2/3D+1
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-10/20/30
Atmosphere Range: 100-1/2/3 km
Damage: 4D

B’zabuuum Transport

Craft: SoroSuub B’zabuuum-class Transport
Affiliation: General
Era: Old Republic
Source: Wizards Website
Type: Transport
Scale: Starfighter
Length: 22 meters
Skill: Space transports: B’zabuuum-class transport
Crew: 2, skeleton: 1/+5
Passengers: 6
Cargo Capacity: 60 metric tons
Consumables: 3 months
Cost: 95,000 (new), 35,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+2
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 50/2D
Focus: 3/3D
Weapons:
Dual Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Zuraco Cargo Hauler

Craft: Zuraco Cargo Hauler
Affiliation: General
Era: Old Republic
Source: Pirates & Privateers (page 66)
Type: Stock medium freighter
Scale: Starfighter
Length: 87.3 meters
Skill: Space transports: Zuraco hauler
Crew: 4
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 200 metric tons
Consumables: 2 months
Cost: 55,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 6
Atmosphere: 330; 950 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 80/2D
Search: 100/3D
Focus: 4/4D
Citadel Cruiser

Craft: Koensayr ILH-KK Citadel Civilian Cruiser
Affiliation: General
Era: Old Republic
Source: Starships of the Galaxy (page 79)
Type: Civilian transport
Scale: Starfighter
Length: 36 meters
Skill: Space transports: ILH-KK Citadel
Crew: 1 or 2
Crew Skill: Varies
Passengers: 14
Cargo Capacity: 50 metric tons
Consumables: 6 months
Cost: 205,000
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 2D
Sensors:
  Passive: 15/0D
  Scan: 30/1D
  Search: 50/3D
  Focus: 2/4D
Weapons:
  2 Dual Heavy Ion Cannons
  Fire Arc: Turrets
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 1-3/7/36
  Atmosphere Range: 100-300/700/3.6 km
  Damage: 5D
  2 Laser Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 5D
Concussion Missile Tube (12 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
**CT-200 Medium Transport**

Craft: Corellian Engineering Corporation CT-200 Medium Transport
Affiliation: General
Era: Old Republic
Type: Space transport
Scale: Starfighter
Length: 38.4 meters
Skill: Space transports: CT-200
Crew: 2, gunners: 2, skeleton 1/+15
Crew Skill: Space transports 4D, starship gunnery 3D, starship shields 2D+2
Passengers: 6
Cargo Capacity: 120 metric tons
Consumables: 1 month
Cost: 100,000 (new), 25,000 (used)
Hyperdrive Multiplier: x3
Nav Computer: Yes
Space: 3
Atmosphere: 260; 750 kmh
Hull: 4D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Quad Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

**Wayfarer Medium Transport**

Craft: Kuat Systems Engineering Wayfarer-class Medium Transport
Affiliation: General
Era: Old Republic
Source: Polyhedron Issue 157
Type: Space transport
Scale: Starfighter
Length: 82 meters
Skill: Space transports: Wayfarer
Crew: 8, gunners: 2, skeleton: 2/+5
Crew Skill: All appropriate skills at 4D
Passengers: 6
Cargo Capacity: 220 metric tons
Consumables: 3 months
Cost: 202,500 (new), 130,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 5D+1
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 50/2D
Focus: 3/3D
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Quad Laser Cannon
Fire Arc: Left
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

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*Image of Star Wars*
### Nella 330 Heavy Scout

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

### Nella 342 Light Freighter

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

### Nella 352 Light Freighter

**Craft:** SoroSuub Nella 352  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 29.7 meters  
**Skill:** Space transports: Nella 352  
**Crew:** 1, gunners: 1  
**Passengers:** 4  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 2 months  
**Cost:** 98,000 (new), 24,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
  Passive: 15/1D
  Scan: 30/2D
  Search: 45/2D
  Focus: 2/2D+1
Weapons:
  Light Laser Cannon
  Fire Arc: Turret
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D
Craft: Ghtroc Industries class 440 freighter
Affiliation: General
Era: Old Republic
Source: Planets Collection (page 73)
Type: Stock light freighter
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Ghtroc Freighter
Crew: 1 to 2 (can coordinate)
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: 18,500 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 12/0D
Scan: 25/1D
Search: 35/2D
Focus: 3/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Ghtroc 580 Light Freighter

Craft: Ghtroc 580 Light Freighter
Affiliation: General
Era: Old Republic
Source: Pirates & Privateers (page 62)
Type: Light freighter
Scale: Starfighter
Length: 37 meters
Skill: Space transports: Ghtroc 580
Crew: 1
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 200 metric tons
Consumables: 6 months
Cost: 20,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
**Ghtroc 720 Freighter**

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

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

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

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

X-26 StarHaul

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

X-23 Space Barge

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

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

**Z-10 Seeker**

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

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

Lantillian Short Hauler

Craft: Lantillian Shipwrights GX1 Short Hauler
Affiliation: General
Era: Rise of the Empire
Source: Stock Ships (pgs 5-7), Pirates & Privateers (pg 65)
Type: Pleasure craft
Scale: Starfighter
Length: 27 meters
Skill: Space transports: Lantillian short hauler
Crew: 4, skeleton: 2/+5
Crew Skill: Varies widely
Deckplan Key
Cargo Capacity: 85 metric tons
Consumables: 1 month
Cost: 20,500 (used only)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/2D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1 (can be fired by pilot or co-pilot, +5 to difficulty)
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

Starlight Freighter

Craft: Rendili-Surron Starlight-class Freighter
Affiliation: General
Era: Rise of the Empire
Source: Stock Ships (pages 37-39), Pirates & Privateers (page 63)
Type: Light freighter
Scale: Starfighter
Length: 34 meters
Skill: Space transports:
Starlight freighter
Crew: 2
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 50 metric tons
Consumables: 3 weeks
Cost: 26,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Blaster Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

Deckplan Key
1. Cockpit
2. Entry Ramp/Airlock
   a. Emergency Kits
3. Airlock/Vestibule
4. Refresher
5. Cabin
6. Cabin
7. Lounge
8. Overhead Viewport
9. Escape Pod
10. Engineering Station
11. Cargo Bay
12. Repulsorlift Platform
13. Communications/Sensor Array
**XS-800 Light Freighter**

**Craft:** Corellian Engineering Corp. XS-800 Light Freighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Stock Ships (pages 21-23)

**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 30.2 meters  
**Skill:** Space transports: XS-800  
**Crew:** 1 to 2 (can coordinate)  
**Passengers:** 8  
**Cargo Capacity:** 115 metric tons  
**Consumables:** 2 months  
**Cost:** 37,500 (new)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330, 950 kmh  
**Hull:** 3D  
**Shields:** 1D+2  
**Passive:** 15/0D  
**Scan:** 30/1D  
**Search:** 50/3D  
**Focus:** 2/4D  
**Weapons:** Double Laser Cannon (fire linked)  
**Fire Arc:** Front  
**Crew:** 1  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 4D

**Deckplan Key**
1. Bridge  
   a. Pilot’s Station  
   b. Co-pilot’s Station  
   c. Sensors/Communications Station  
   d. Shield Operator’s Station  
2. Quarters  
3. Storage Locker  
4. Computer/Life Support  
5. Ramp to cockpit  
6. Access to Ventral Airlock  
7. Primary Access Corridor  
8. Common Room  
9. Access to Dorsal Sensor Dish  
10. Refresher  
11. Galley  
12. Medical Bay  
13. Escape Pod  
14. Engineering Section/Machine Shop  
15. Engines  
16. Cargo Bay  
17. Cargo Bay Loading Elevator
Corona Transport

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

Crinya Light Freighter

**Craft:** Gallofree Yards Crinya-class Light Freighter
**Affiliation:** General / Rebel Alliance
**Era:** Rise of the Empire
**Source:** Classic Campaigns (page 90)
**Type:** Light freighter
**Scale:** Starfighter
**Length:** 29.2 meters
**Skill:** Space transports: Crinya-class freighter
**Crew:** 2 (1 can coordinate)
**Crew Skill:** Varies
**Passengers:** 7
**Cargo Capacity:** 90 metric tons
**Consumables:** 2 months
**Cost:** 65,000 credits
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x10
**Nav Computer:** Yes
**Maneuverability:** 1D+2
**Space:** 6
**Atmosphere:** 330; 950 kmh
**Hull:** 3D+2
**Shields:** 1D
Mantaris Amphibious Transport

Craft: Theed Palace Space Vessel Eng. Corps/Otoh Gunga Bongowerks Mantaris-class Amphibious Medium Transport
Affiliation: Naboo
Era: Rise of the Empire
Source: Wizards Website
Type: Medium transport
Scale: Starfighter
Length: 68 meters (plus 30 meter long heat sink finials)
Skill: Space transports: Mantaris
Crew: 4 and 1 Astromech droid
Crew Skill: Typically 4D in all applicable skills.
Passengers: 20, plus additional depending on attached modules (see below)
Cargo Capacity: 250 metric tons, plus additional depending on attached modules (see below)
Consumables: 3 months, plus additional depending on attached modules (see below)
Cost: 280,000 (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Concussion Missile Launchers (6 missiles each)
Fire Arc: 1 front, 1 back
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700

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

D9 Runner Light Freighter

Craft: Kuat Drive Yards D9 Runner light freighter
Affiliation: General
Era: Rise of the Empire
Source: Secrets of the Sisar Run (pages 10-11)
Type: Light freighter
Scale: Starfighter
Length: 23 meters
Skill: Space transports: D9 Runner
Crew: 1, gunners: 1
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 80 metric tons
Consumables: 2 months
Cost: 80,000 (new), 22,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D+2
Shields: 1D+2
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/3D
Focus: 2/4D
Weapons:
Double Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
YU-410 Light Freighter

Craft: YU-410 Light Freighter
Affiliation: General
Era: Rise of the Empire
Source: Gamer Magazine Issue 2
Type: Light freighter
Scale: Starfighter
Length: 44 meters
Skill: Space transports: YU-410
Crew: 4, gunners: 4
Crew Skill:Varies widely
Passengers: 12
Cargo Capacity: 250 metric tons
Consumables: 2 months
Cost: 200,000 (new), 80,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 480; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
- Passive: 10/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 2/3D
Weapons:
- 4 Double Laser Cannons
  Fire Arc: 2 turret, 1 front/right, 1 front/left
  Skill: Starship gunnery
  Fire Control: 3D
  Atmosphere Range: 1-3/12/25
  Damage: 5D

YL-2200 Light Freighter

Craft: Corellian Engineering Corporation YL-2200
Affiliation: General
Era: Rise of the Empire
Source: Galaxy Guide 3 – The Empire Strikes Back (page 88)
Type: Stock light freighter
Scale: Starfighter
Length: 23 meters
Skill: Space transports: YL-2200
Crew: 1 (1 can coordinate), gunners: 1
Passengers: 8
Cargo Capacity: 180 metric tons
Consumables: 2 months
Cost: 28,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:

YL-2200 Light Freighter

Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: 100,000 (new), 25,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 480; 800 kmh
Hull: 4D
Shields: 1D
Sensors:

Epoch Light Freighter

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

Craft: Nova-Drive 3-Z Light Freighter
Affiliation: General
Era: Rise of the Empire
Source: Stock Ships (pages 33-35)
Type: Light freighter
Scale: Starfighter
Length: 28 meters
Skill: Space transports: Nova-Drive 3-Z
Crew: 2
Passengers: 8
Cargo Capacity: 150 metric tons
Consumables: 2 months
Cost: 60,000 credits (new), 20,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D+2
Shields: 1D
Sensors:
  Passive: 20/0D
  Scan: 30/1D
  Search: 40/1D+2
  Focus: 2/2D
Weapons:
  2 Laser Cannons
  Fire Arc: Front, right, back
  Crew: 1 (co-pilot)
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 3D

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

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

Stalwart Light Freighter

Craft: SoroSuub Jermaguim-class Light Freighter
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 62)
Type: Light freighter
Scale: Starfighter
Length: 25 meters
Skill: Space transports: Stalwart freighter
Crew: 2
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 85 metric tons
Consumables: 2 months
Cost: 28,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 1D+1
**Sensors:**
- Passive: 15/0D
- Scan: 30/1D
- Search: 50/3D
- Focus: 2/4D

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

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**Gymsnor-2 Freighter**

**Craft:** CorelliSpace Gymsnor-2 Freighter

**Affiliation:** General

**Era:** Rise of the Empire

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 31.7 meters

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

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 90 metric tons

**Consumables:** 1 month

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

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 0D

**Space:** 3

**Atmosphere:** 260; 750 kmh

**Hull:** 4D

**Shields:** 1D

**Sensors:**
- Passive: 15/0D
- Scan: 30/1D
- Search: 45/2D
- Focus: 3/3D

**Weapons:**
- **Blaster Cannon**
  - Fire Arc: Turret
  - Skill: Starship gunnery
  - Fire Control: 1D
  - Space Range: 1-5/10/17
  - Atmosphere: 100-500/1/
  - 1.7 km
  - Damage: 3D
Gymsnor-3 Light Freighter

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

Nyubba Cargo Barge Driver

Craft: SoroSuub Transport Systems Nyubba-class Cargo Barge Driver
Affiliation: General
Era: Rise of the Empire
Type: Cargo barge driver
Scale: Starfighter
Length: 22 meters
Skill: Space transports: Nyubba-class
Crew: 2
Passengers: 2
Cargo Capacity: 200 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
 Maneuverability: 1D  
Space: 3  
Atmosphere: 260; 750 kmh  
Hull: 5D  
Shields: 1D  
Sensors:  
Passive: 10/0D  
Scan: 25/1D  
Search: 40/2D  
Focus: 2/3D  
Weapons:  
2 Double Laser Cannons  
Fire Arc: Turret  
Skill: Starship gunnery  
Fire Control: 1D+2  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 4D  
Note: Add +1 Difficulty of any space transports roll for each of the first eight barges. For each additional barge past eight, add +1D to difficulties.

**HT-2200 Medium Freighter**

Craft: Corellian Engineering Corporation HT-2200  
Affiliation: General  
Era: Rise of the Empire  
Source: Stock Ships (pg 49-51), Pirates & Privateers (pg 66)  
Type: Medium freighter  
Scale: Starfighter  
Length: 54.8 meters  
Skill: Space transports: HT-2200  
Crew: 2  
Passengers: 8  
Cargo Capacity: 800 metric tons, in four cargo bays  
Consumables: 3 months  
Cost: 240,000 (new), 110,000 (used)  
Nav Computer: Yes  
Hyperdrive Multiplier: x2  
Hyperdrive Backup: x12  
Space: 3  
Atmosphere: 260; 750 kmh  
Hull: 5D  
Shields: 1D  
Sensors:  
Passive: 10/0D  
Scan: 25/1D
Search: 40/2D
Focus: 2/3D

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

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

Deckplan Key
1. Cockpit
   a. Pilot’s Station
   b. Co-Pilot’s Station
   c. Technical Station
   d. Shields/Weapons Station
2. Life Support Systems Control
3. Ship’s Main Computer
4. To Upper Airlock
5. To Upper and Lower Gunwells
6. Cargo Bay 1
7. Cargo Bay 1 Environmental Controls
8. Cargo Bay 2
9. Cargo Bay 2 Environmental Controls
10. Cargo Bay 3
11. Cargo Bay 3 Environmental Controls
12. Cargo Bay 4
13. Cargo Bay 4 Environmental Controls
14. Medical Bay
15. Common Room
16. Crew Quarters
17. Cargo/Entry Ramp
18. Engineering Section
19. Refresher
20. Galley
21. Sublight Engines
22. Repulsorlift Engines
23. Escape Pods
24. Pilot’s Cabin
25. Co-pilot’s Cabin
**Kazellis Light Freighter**

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

**Sensors:**  
- Passive: 20/1D  
- Scan: 50/2D  
- Search: 70/2D+1  
- Focus: 4/3D

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

**Deckplan Key**  
1. Maintenance Crawlway  
2. Refresher  
3. Captain’s Cabin  
4. Cargo Bay  
5. Technical Station  
6. Acceleration Couch  
7. Cargo Elevator  
8. Entry Ramp  
9. Accessway  
10. Cockpit  
  a. Pilot’s Station  
  b. Co-pilot’s Station  
  c. Technical Station  
11. Storage Lockers  
12. Quadrex Power Core  
13. Access to Gunwell  
14. Engineering Station  
15. Maintenance Crawlways  
16. Crew Bunks (Triple Bunks)  
17. Shield Generator  
18. Storage  
19. Engines  
20. Machine Shop  
21. Medical Bay  
22. Armory
DeepWater Light Freighter

**Craft:** Mon Calamari DeepWater-class Light Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Stock Ships (pages 61-63)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 45 meters  
**Skill:** Space transports: DeepWater  
**Crew:** 1 or 2  
**Passengers:** 6  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 2 months  
**Cost:** 99,000  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 2D (in space); (+1 versus physical damage in aquatic mode)*  
**Sensors:**  
- Passive: 15/0D  
- Scan: 30/2D  
- Search: 65/2D+2  
- Focus: 5/2D+2  
**Weapons:**  
- Laser Turret  
  - Fire Arc: Turret  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/12/25  
  - Atmosphere Range: 100-300/1.2/2.5 km  
  - Damage: 5D  

* The DeepWater has 3D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the ship back up to 2D in shields. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled. The backup dice cannot be applied when traveling underwater.
**TL-1800 Transport**

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

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

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

**Muurian Transport**

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

**Craft:** Arakyd Helix Light Freighter  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 30.9 meters  
**Skill:** Space transports: Arakyd Helix  
**Crew:** 2  
**Crew Skill:** Varies tremendously  
**Passengers:** 4  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 4 weeks  
**Cost:** 215,000 (new), 182,000 (used)  
**Hyperdrive Multiplier:** x2 (B model is x1)  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1 (in space); 0D (in an atmosphere)  
**Space:** 7  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
  - Passive: 15/0D  
  - Scan: 30/1D  
  - Search: 50/2D+1  
  - Focus: 2/3D+1  
**Weapons:**  
  - 2 Plasburst Laser Cannons (fire-linked)  
    - **Fire Arc:** Turret  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D+2  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 6D  
  - 2 Ion Cannons (fire-linked)  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 1D  
    - **Space Range:** 1-3/10/20  
    - **Atmosphere Range:** 100-300/1/2 km  
    - **Damage:** 4D  
  - Proton Torpedo Launcher  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 1D  
    - **Space Range:** 1/3/7  
    - **Atmosphere Range:** 100/300/700  
    - **Damage:** 9D  
**Notes:** Sensor operators searching for an Arakyd Helix gain a +5 bonus to their sensors rolls as long as the Helix is under way using its main ion drives.
YZ-900 Transport

**Craft:** Corellian Engineering Corporation YZ-900 Transport
**Affiliation:** General / Empire
**Era:** Rise of the Empire
**Type:** Light freighter
**Scale:** Starfighter
**Length:** 54.3 meters
**Skill:** Space transports: YZ-900
**Crew:** 3, gunners: 4, skeleton: 2/+5
**Crew Skill:** Varies widely
**Passengers:** 14
**Cargo Capacity:** 100 metric tons
**Consumables:** 2 months
**Cost:** 300,000 (used)
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x8
**Nav Computer:** Yes
**Space:** 3
**Atmosphere:** 260; 750 kmh
**Hull:** 5D
**Shields:** 3D
**Sensors:**
  - Passive: 10/0D
  - Scan: 25/1D
  - Search: 40/2D
  - Focus: 2/3D
**Weapons:**
  - **2 Heavy Twin Laser Cannon**
    - **Fire Arc:** Turret
    - **Crew:** 1
    - **Skill:** Starship gunnery
    - **Fire Control:** 2D
    - **Space Range:** 1-3/12/25
    - **Atmosphere Range:** 100-300/1.2/2.5 km
    - **Damage:** 5D
  - **2 Twin Laser Cannon**
    - **Fire Arc:** Turret
    - **Crew:** 1
    - **Skill:** Starship gunnery
    - **Fire Control:** 1D
    - **Space Range:** 1-3/12/25
    - **Atmosphere Range:** 100-300/1.2/2.5 km
    - **Damage:** 4D
  - **Concussion Missile Launcher**
    - **Fire Arc:** Front
    - **Skill:** Missile weapons
    - **Fire Control:** 1D
    - **Space Range:** 1/3/7
    - **Atmosphere Range:** 50-100/300/700
    - **Damage:** 8D

YT-1200 Transport
Craft: Corellian Engineering Corporation YT-1200
Transport
Affiliation: General
Era: Rise of the Empire
Source: Star Wars Gamer Issue 1
Type: Light Freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: YT-1200
Crew: 2
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 75 metric tons
Consumables: 2 months
Cost: 20,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Craft: Corellian Engineering Corporation YT-1210
Transport
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (pages 60-61)
Type: Light Freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: YT-1210
Crew: 2
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: 20,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
YT-1300f
Stock Light Transport
(Freight Configuration)

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

YT-1300p
Stock Light Transport
(Passenger Configuration)

1. Boarding Ladders
2. Escape Pods
3. Main Corridor
4. Observation Deck Access
5. Cockpit Access Corridor
6. Cockpit
7. Refresher
8. Circuitry Bay
9. Passenger Cabins
10. Passenger Lounge
11. Freight Loading Room
12. Cargo Hold
13. Engineering Bay
YT-1300 Transport

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

YT-1760 Small Transport

**Craft:** Corellian Engineering YT-1760 Small Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Small space transport  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: YT-1760  
**Crew:** 2  
**Crew Skill:** Varies  
**Passengers:** 8  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 2 months  
**Cost:** 80,000 (new) 20,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 25/0D  
  - Scan: 50/1D  
  - Search: 60/2D  
  - Focus: 2/3D  
**Weapons:**  
  - Laser Cannon  
  - Fire Arc: Turret  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/10/20  
  - Atmosphere Range: 100-300/1.2/2.5 km  
  - Damage: 4D
**YT-1930 Light Freighter**

**Craft:** Corellian Engineering Corporation YT-1930 transport

**Affiliation:** General

**Era:** Rebellion

**Source:** Wretched Hives of Scum and Villainy (page 98), Starships of the Galaxy Web Enhancement (page 3)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: YT-1930

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 200 metric tons

**Consumables:** 4 months

**Cost:** 110,000 (new), 50,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 kmh

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**YT-2000 Transport**

**Craft:** Corellian Engineering Corp. YT-2000 Transport

**Affiliation:** General

**Era:** Rebellion

**Type:** Light Freighter

**Scale:** Starfighter

**Length:** 29 meters

**Skill:** Space transports: YT-2000

**Crew:** 1 or 2 (can co-ordinate)

**Passengers:** 6

**Cargo Capacity:** 200 metric tons

**Consumables:** 2 months

**Cost:** 130,000

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D

**Shields:** 1D

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

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

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**HYPERDRIVE MULTIPLIER**

- x2

**HYPERDRIVE BACKUP**

- x12

**NAV COMPUTER**

- Yes

**MANEUVERABILITY**

- 1D+2

**SPACE**

- 6

**ATMOSPHERE**

- 330; 950 kmh

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**PICTURE REMOVED**
Search: 60/2D
Focus: 3/3D

Weapons:
Quad Laser Cannon
Fire Arc: Dorsal turret (Turret may be fixed to forward to be fired by the Pilot at only 1D Fire Control)
Crew: 1 or pilot
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range:
100-500/1/1.7 km
Damage: 5D
YT-2000

PICTURE REMOVED
YT-2400 Transport

Craft: Corellian YT-2400 Transport
Affiliation: General
Era: Rebellion
Source: Stock Ships (pages 17-19), Pirates & Privateers (page 61), Starships of the Galaxy (page 88), The Essential Guide to Vehicles and Vessels (pages 32-33)
Type: Stock light freighter
Scale: Starfighter
Length: 21 meters
Skill: Space transports: YT-2400
Crew: 2; gunners: 1; skeleton: 1/+10
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 2 months
Cost: 130,000 (new), 32,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 480; 800 kmh
Hull: 5D
Shield: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Deckplan Key
1. Cockpit
2. Primary Escape Pod
3. Captain’s Suite
4. First Mate’s Cabin
5. Second Mate’s Cabin
6. Living Suite
7. Galley
8. Head
9. Refresher
10. Turret Access
11. Primary Cargo Hold
12. Secondary Cargo Hold
13. Cabin A
14. Cabin B
15. Cabin C
16. Machine Shop
17. Engine Room
18. Storage
19. Secondary Escape Pod
YV-100 Light Freighter

Craft: Corellian Engineering Corporation YV-100
Affiliation: General
Era: Rise of the Empire
Source: Star Wars Gamer Issue 2
Type: Light freighter
Scale: Starfighter
Length: 46.5 meters
Skill: Space transports: YV-100
Crew: 2
Crew Skill: Varies
Passengers: 10
Cargo Capacity: 140 metric tons
Consumables: 3 months
Cost: 140,000 (new), 83,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 2D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  2 Blaster Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 4D
  4 Ion Cannons (fire-linked in groups of 2)
  Fire Arc: Turret
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/7/36
  Atmosphere Range: 100-300/700/3.6 km
  Damage: 4D

YV-260 Transport

Craft: Corellian Engineering Corporation YV-260 Transport
Affiliation: General
Era: Rebellion
Source: Tempest Feud (page 125)
Type: Light freighter
Scale: Starfighter
Length: 26 meters
Skill: Space transports: YV-260
Crew: 2
Crew skill: Varies widely
Passengers: 8
Cargo Capacity: 140 metric tons
Consumables: 3 months
Cost: 140,000 (new), 83,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 2D
Sensors:
  Passive: 10/+1
  Scan: 30/1D
  Search: 45/2D
  Focus: 3/3D
Weapons:
  2 Blaster Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 5D

YV-330 Transport

Craft: Corellian Engineering Corporation YV-330 Transports
Affiliation: General / CorSec
Era: Rebellion
Type: Light freighter
Scale: Starfighter
Length: 26 meters
Skill: Space transports: YV-330
Crew: 2
Crew skill: Varies widely
Passengers: 8
Cargo Capacity: 140 metric tons
Consumables: 3 months
Cost: 140,000 (new), 83,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Shields: 2D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  2 Blaster Cannons (fire-linked)
  Fire Arc: Partial Turret (front, right, left)
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 4D+1
  2 Laser Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 5D+1
Passengers: 6
Cargo Capacity: 20 metric tons
Consumables: 2 months
Cost: 100,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 5D
Shields: 2D
Sensors:
  Passive: 10/+1
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  2 Heavy Laser Cannons (fire-linked)
  Fire Arc: Turret
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 5D
  4 Light Ion Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 1-3/7/36
  Atmosphere Range: 100-300/700/3.6 km
  Damage: 4D
  Autoblaster
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 4D
  Space Range: 1-3/10/20
  Atmosphere Range: 100-300/1/2 km
  Damage: 3D

Crescent Transport

Deckplan Key
1. Communications Station
   a. Pilot’s Station
   b. Co-pilot’s Station
   c. Communications/Shield Station
   d. Access to Escape Pod
2. Main Computer
3. Internal Power Routing Conduits
4. Hull Armor
5. Entry Ramp
6. Captain’s Bunk
7. Deflector Shield Generator
8. Active Sensors
9. Passive Sensors
10. Secure Equipment Storage (with magnetic seals that are controlled from the cockpit)
11. Armory
12. Crew Barracks (with double bunks)
13. Main Engines
14. Rollbar S-Foil (above hull)
15. Cargo Bay
16. Crew Lounge
17. Galley
18. Refresher
Craft: Hyrotil Crescent-class Transport, Mark II
Affiliation: General
Era: Rebellion
Source: Stock Ships (pages 25-27), Pirates & Privateers (pages 64-65)
Type: Stock light freighter
Scale: Starfighter
Length: 30 meters
Skill: Space transports: Crescent transpor
Crew: 1
Crew Skill: Varies widely
Passengers: 8
Cargo Capacity: 80 metric tons
Consumables: 2 months
Cost: 200,000 (new), 125,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: Space:
Atmosphere: 300; 900 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 2/0D
Scan: 4/1D
Search: 8/2D
Focus: 1/3D

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

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Craft: SoroSuub Nesst-class Light Freighter
Affiliation: General
Era: Rebellion
Source: Pirates & Privateers (page 63)
Type: Light freighter
Scale: Starfighter
Length: 29 meters
Skill: Space transports: Nesst freighter
Crew: 1 (optional co-pilot)
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 150 metric tons
Consumables: 1 month
Cost: 30,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 1D+2
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D+2
Shields: 1D+1
Sensors:
Passive: 15/1D
Scan: 25/2D
Search: 50/2D+2
Focus: 4/4D

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PICTURE REMOVED
**ZH-25 Questor**

**Craft:** Starfeld Industries ZH-25 Questor  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Stock Ships (pages 45-47), Pirates & Privateers (page 64)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 22.4 meters  
**Skill:** Space transports: ZH-25 Questor  
**Crew:** 1  
**Passengers:** 6  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 3 months  
**Cost:** 136,000 (new), 89,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 15/0D  
  - Scan: 30/1D  
  - Search: 50/2D  
  - Focus: 2/3D  
**Weapons:**  
  - **2 Laser Cannons** (fire-linked)  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 4D  

**Deckplan Key**

1. Cockpit  
2. Storage  
3. Refresher  
4. Tech Center  
5. Laser Cannon Access Hatch (down)  
6. Entry Ramp  
7. Loading Bay  
8. Escape Pod  
9. Galley and Common Room  
10. Captain’s Quarters  
11. Crew Bunks  
12. Cargo Bay  
13. Engineering Bay  
14. External Cargo Pods
**A-Z-Z-3 Light Freighter**

**Craft:** Mon Calamari A-Z-Z-3 Light Freighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Supernova (page 10)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: A-Z-Z-3 freighter  
**Crew:** 1 to 2 (co-pilot optional), gunners: 1  
**Crew Skill:** Varies widely  

**Passengers:** 8  
**Cargo Capacity:** 110 metric tons  
**Consumables:** 2 months  
**Cost:** 80,000 credits  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D  
**Shields:** 2D, backup: 2D  
**Sensors:**  
  - **Passive:** 10/0D  
  - **Scan:** 20/1D  
  - **Search:** 40/2D  
  - **Focus:** 2/3D  
**Weapons:**  
  **Laser Cannon**  
  **Fire Arc:** Turret  
  **Crew:** 1  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1-3/12/25  
  **Atmosphere:** 100-300/1.2/2.5 km  
  **Damage:** 4D  

**PICTURE REMOVED**
Simiyiar Light Freighter

**Craft:** Mon Calamari Shipyards Simiyiar-class Light Freighter

**Affiliation:** General / Rebel Alliance

**Era:** Rebellion

**Type:** Light Freighter

**Scale:** Starfighter

**Length:** 26.3 meters

**Skill:** Space transports: Simiyiar freighter

**Crew:** 1, gunners: 1

**Passengers:** 8

**Cargo Capacity:** 150 metric tons

**Consumables:** 2 months

**Cost:** 96,000 (new)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 3D

**Shields:** 2D, backup: 2D

**Sensors:**
- Passive: 10/1D
- Scan: 20/1D+1
- Search: 30/1D+2
- Focus: 2/2D+2

**Weapons:**
- Double Laser Cannons (fire-linked)
  - Fire Arc: Turret
  - Crew: 1
  - Skill: Starship gunnery
  - Fire Control: 2D
  - Space Range: 1-3/6/10
  - Atmosphere Range: 100-300/600/1 km
  - Damage: 5D

FA-504s Transport

**Craft:** Corellian Engineering Corp. FA-504s Transport

**Affiliation:** General

**Era:** Rebellion

**Source:** Wizards Website

**Type:** Space transport

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space transports: FA-504s

**Crew:** 1

**Passengers:** 10

**Cargo Capacity:** 120 metric tons

**Consumables:** 2 months

**Cost:** 100,000 (new), 30,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Maneuverability:** 1D+2

**Space:** 5

**Atmosphere:** 295; 850 kmh

**Hull:** 3D+2

**Shields:** 1D

**Sensors:**
- Passive: 30/1D
- Scan: 50/2D
- Search: 80/3D
- Focus: 3/4D

**Weapons:**
- Laser cannon
  - Fire Arc: Front
  - Skill: Starship gunnery
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5 km
  - Damage: 4D
**Model 47 Spitrolighter**

**Craft:** Arden Industries Model 47 Spitrolighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** The Politics of Contraband (page 13)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Spitrolighter  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 155,000 (new), 45,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 10/0D  
  - Scan: 25/1D  
  - Search: 40/2D  
  - Focus: 2/3D  
**Weapons:**  
- **Laser Cannon**  
  - **Fire Arc:** Turret  
  - **Crew:** 1  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 5D

**Wander Freighter**

**Craft:** Mon Calamari Wander-class Jump Freighter  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Tatooine Manhunt (page 6)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Wander-class freighter  
**Crew:** 1 or 2  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 months  
**Cost:** 85,000 credits  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 15/0D  
  - Scan: 30/1D  
  - Search: 50/3D  
  - Focus: 2/4D  
**Weapons:**  
- **Laser Cannon**  
  - **Fire Arc:** Turret  
  - **Crew:** 1 (co-pilot)  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere:** 100-300/1.2/2.5 km  
  - **Damage:** 4D

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**Kubrai S4 Transport**

**Craft:** Kubrai Transportation S4 Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Gamer Magazine Issue 9  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Kubrai S4  
**Crew:** 1, gunners: 2  
**Passengers:** 2  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 2 months  
**Cost:** 180,000 (new), 75,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 25/0D  
  - Scan: 50/1D  
  - Search: 75/2D  
  - Focus: 4/4D  
**Weapons:**  
- **2 Blaster Cannons**  
  - **Fire Arc:** Turret  
  - **Crew:** 1  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D+2  
  - **Space Range:** 1-5/10/17  
  - **Atmosphere Range:** 100-500/1.7 km  
  - **Damage:** 5D
**MC-18 Light Freighter**

**Craft:** Mon Calamari MC-18 Light Freighter  
**Affiliation:** General / Rebel Alliance  
**Era:** Rebellion  
**Source:** Adventure Journal  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 23.6 meters  
**Skill:** Space transports: MC-18  
**Crew:** 1 or 2  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 months  
**Cost:** 110,000 credits (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D, backup: 4D  
**Sensors:**  
- Passive: 10/0D  
- Scan: 25/1D  
- Search: 45/3D  
- Focus: 3/4D  
**Weapons:**  
- Laser Cannon  
  - Fire Arc: Turret  
  - Crew: 1 (co-pilot)  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/12/25  
  - Atmosphere: 100-300/1.2/2.5 km  
  - Damage: 4D

**Ycaqt Droid Cargo Ship**

**Craft:** CEC/Loronar Ycaqt-class Droid Cargo Ship  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Gamer Magazine Issue 10  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Space transports: Ycaqt  
**Crew:** Droid brain  
**Crew Skill:** Astrogation 4D, Sensors 4D, Space Transports 4D, Starship Gunnery 4D, Starship Shields 4D  
**Passengers:** None  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 2 years  
**Cost:** 130,000 (new), 32,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 250; 720 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
- Passive: 10/0D  
- Scan: 25/1D  
- Search: 40/2D  
- Focus: 2/3D  
**Weapons:**  
- Ion Cannon  
  - Fire Arc: Turret  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/7/36  
  - Atmosphere Range: 100-300/700/3.6 km  
  - Damage: 5D

**YV-545 Transport**

**Craft:** Corellian Engineering Corporation YV-545 Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Rebellion Era Sourcebook (pages 14-15)  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 32 meters  
**Skill:** Space transports: YV-545  
**Crew:** 2  
**Crew Skill:** Varies  
**Passengers:** 8  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 45,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 360; 1,000 kmh  
**Hull:** 5D  
**Sensors:**  
- Passive: 10/0D  
- Scan: 25/1D  
- Search: 40/2D  
- Focus: 2/3D  
**Weapons:**  
- 2 Heavy Ion Cannons  
  - (fire-linked)  
  - Fire Arc: Turret  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/7/36  
  - Atmosphere Range: 100-300/700/3.6 km  
  - Damage: 5D
YV-664 Light Freighter

Craft: Corellian Engineering Corporation YV-664 Light Freighter
Affiliation: General
Era: Rebellion
Type: Space transport
Scale: Starfighter
Length: 40 meters
Skill: Space transports: YV-664
Crew: 2, gunners: 1
Crew Skill: Varies
Passengers: 10
Cargo Capacity: 130 metric tons
Consumables: 3 months
Cost: 120,000 (new), 40,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Space: 5
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 4D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/20
Atmosphere Range: 100-500/1.5/2 km
Damage: 5D+1

YV-929 Armed Freighter

Craft: Corellian Engineering Corporation YV-929 Armed Freighter
Affiliation: General
Era: New Republic
Source: The New Jedi Order Sourcebook (page 95), Star Wars Gamer Issue 2
Type: Light freighter
Scale: Starfighter
Length: 22 meters
Skill: Space transports: YV-929
Crew: 1, gunners: 3
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 3 months
Cost: 250,000 (new), 100,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 1D
Shields: 4D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Double Turbolaser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/15/20
Atmosphere Range: 100-500/1.5/2 km
Damage: 5D+1
2 Ion Cannons (fire-linked)
Fire Arc: Partial turret (front, left, right)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D+1
2 Triple Blasters (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D+2
8 Concussion Missile Launchers (4 sets of 2, each set fire-linked, 10 missiles each set)
Fire Arc: 2 front, 2 rear
Skill: Missile weapons: concussion missiles
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
L19 Heavy Freighter

Craft: Surronian StarTech L19 Heavy Freighter
Affiliation: General
Era: Rebellion
Source: Stock Ships (pages 57-59), Pirates & Privateers (pages 65-66)
Type: Heavy freighter
Scale: Starfighter
Length: 50 meters
Skill: Space transports: L19 freighter
Crew: 1
Crew Skill: Varies widely
Passengers: 10
Cargo Capacity: 150 metric tons
Consumables: 8 weeks
Cost: 75,000 (new), 28,500 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 6D
Shields: 1D
Sensors:
Passive: 30/1D
Scan: 80/2D
Search: 120/3D
Focus: 4/4D
Weapons:
Twin Blaster Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Deckplan Key
1. Entrance Ramp
2. Cockpit
   a. Pilot’s Station
   b. Co-pilot Station
   c. Communications/Sensors Station
   d. Shield Operator/Astrogation Station
3. Passenger Seats
4. Captain’s Suite
5. First Mate’s Suite
6. Cabins
7. Refresher
8. Sonic Shower
9. Galley/Lounge
10. Secondary Escape Pod
11. Cargo Bay A
12. Lift to Cargo Bay B
13. Cargo Bay C
14. Lift to Cargo Bay D
15. Cargo Ramp
16. Cargo Bay E
17. Primary Escape Pod
### Space Master Medium Transport

**Craft:** Kuat Drive Yards Space Master Medium Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Star Wars Gamer Issue 4  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 80 meters  
**Skill:** Space transports: Space Master medium transport  
**Crew:** 2, gunners: 3  
**Crew Skill:** All skills at 4D  
**Passengers:** 4  
**Cargo Capacity:** 19,000 metric tons  
**Consumables:** 3 months  
**Cost:** 550,000 (new), 175,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 5D+1  
**Shields:** 2D  
**Sensors:**  
- Passive: 30/1D  
- Scan: 40/2D  
- Search: 50/2D+1  
- Focus: 4/3D  
**Weapons:**  
- 4 Twin Laser Cannons  
  - Fire Arc: Turret  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/12/25  
  - Atmosphere Range: 100-300/1.2/2.5 km  
  - Damage: 4D

### YKL-37r Nova Courier

**Craft:** Gallofree Yards YKL-37R Nova Courier  
**Affiliation:** General / Rebel Alliance  
**Era:** Rebellion  
**Type:** Light transport  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Nova Courier  
**Crew:** 2, gunners: 2, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 360; 1,000 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
- Passive: 10/1D  
- Scan: 25/2D  
- Search: 40/3D  
- Focus: 3/4D  
**Sensor Suit:** Grants a +1D bonus to sensors to detect other starships.  
**Weapons:**  
- 2 Laser Cannons (fire-linked)  
  - Fire Arc: Turret  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 1D  
  - Space Range: 1-3/12/25  
  - Atmosphere Range: 100-300/1.2/2.5 km  
  - Damage: 6D  
- 2 Concussion Missile Launchers (fire-linked)  
  - Fire Arc: Front  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1/3/7  
  - Atmosphere Range: 50-100/300/700  
  - Damage: 8D

### YZ-775 Transport

**Craft:** YZ-775 Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Gamer Magazine Issue 2  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 52 meters  
**Skill:** Space transports: YZ-775  
**Crew:** 8  
**Crew Skill:** Varies  
**Passengers:** 14  
**Cargo Capacity:** 400 metric tons
**Y9-2550 Medium Freighter**

- **Craft:** Corellian Engineering Corporation YT-2550
- **Affiliation:** General
- **Era:** New Republic
- **Type:** Medium Transport
- **Scale:** Starfighter
- **Length:** 65.9 meters

**Consumables:** 6 months
**Cost:** 500,000 (new), 350,000 (used)

**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x12
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 6
**Atmosphere:** 330; 950 kmh
**Hull:** 7D
**Shields:** 6D
**Sensors:**
- **Passive:** 10/0D
- **Scan:** 25/1D
- **Search:** 40/2D
- **Focus:** 2/3D

**Weapons:**
- **2 Turbolaser Cannons** (fire-linked)
  - **Fire Arc:** Front/right/left
  - **Scale:** Capital
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-5/15/20
  - **Atmosphere Range:** 100-500/1.5/2 km
  - **Damage:** 4D+1

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

- **2 Proton Torpedo Launchers** (fire separately, 12 torpedoes each)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 1D
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 50-100/300/700
  - **Damage:** 9D

**Skill:** Space transports YT-2550
**Crew:** 4, gunners: 2, skeleton: 2/+5
**Crew Skill:** Varies widely
**Passengers:** 10
**Cargo Capacity:** 1,200 metric tons
**Consumables:** 4 months
**Cost:** 220,000 credits (new), 100,000 credits (used)

**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x10
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 4
**Atmosphere:** 280; 800 kmh
**Hull:** 4D
**Shields:** 2D
**Sensors:**
- **Passive:** 10/0D
- **Scan:** 25/1D
- **Search:** 40/2D
- **Focus:** 2/3D

**1A-Telak Light Freighter**

- **Craft:** KT 1A-Telak
- **Affiliation:** General
- **Era:** New Republic
- **Source:** Twin Stars of Kira (page 57)
- **Type:** Custom light freighter
- **Scale:** Starfighter
- **Length:** 19 meters
- **Skill:** Space transports: KT 1A-Telak
- **Crew:** 1, gunners: 1
- **Crew Skill:** Varies widely
- **Passengers:** 6
- **Cargo Capacity:** 500 kilograms
- **Consumables:** 1 month
- **Hyperdrive Multiplier:** x1
- **Nav Computer:** Yes
VCX-350 Freighter

Craft: VCX-350 Light Freighter  
Affiliation: General  
Era: New Republic  
Source: Star Wars Gamer Issue 2  
Type: Light freighter  
Scale: Starfighter  
Length: 31 meters  
Skill: Space transports: VCX-350  
Crew: 2, gunners: 1  
Crew Skill: Varies  
Passengers: 8  
Cargo Capacity: 250 metric tons  
Consumables: 6 months  
Cost: 300,000 (new), 175,000 (used)  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x11  
Nav Computer: Yes  
Maneuverability: 1D+1  
Space: 8  
Atmosphere: 365; 1,050 kmh  
Hull: 5D  
Shields: 2D  
Sensors:  
Passive: 10/0D  
Scan: 25/1D  
Search: 40/2D  
Focus: 2/3D  

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

4 Light Ion Cannons (fire-linked)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 1D  
Space Range: 1-3/10/20  
Atmosphere Range: 100-300/1/2 km  
Damage: 3D+1  

4 Concussion Missile Launchers (fire-linked, 4 missiles)  
Fire Arc: Front  
Skill: Missle weapons: concussion missiles  
Fire Control: 1D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 9D  

VCX-700 Heavy Courier

Craft: VCX-700 Heavy Courier  
Affiliation: General  
Era: New Republic  
Source: Star Wars Gamer Issue 2  
Type: Light freighter  
Scale: Starfighter  
Length: 26 meters  
Skill: Space transports: VCX-700  
Crew: 1, gunners: 4  
Crew Skill: Varies  
Passengers: 6  
Cargo Capacity: 5 metric tons  
Consumables: 1 month  
Cost: 350,000 (new), 250,000 (used)  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x12  
Nav Computer: Yes  
Maneuverability: 2D  
Space: 7  
Atmosphere: 350; 1,000 kmh  
Hull: 5D  
Shields: 3D  
Sensors:  
Passive: 10/0D  
Scan: 25/1D  
Search: 40/2D  
Focus: 2/3D  

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

4 Light Ion Cannons (fire-linked)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 1D  
Space Range: 1-3/7/36  
Atmosphere Range: 100-300/700/3.6 km  
Damage: 5D  

Autoblaster  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 4D  
Space Range: 1-3/10/20  
Atmosphere Range: 100-300/1/2 km  
Damage: 3D+1  

4 Concussion Missile Launchers (fire-linked, 4 missiles)  
Fire Arc: Front  
Skill: Missle weapons: concussion missiles  
Fire Control: 1D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 9D
VCX-820 Escort Freighter

**Craft:** VCX-820 Escort Freighter
**Affiliation:** General
**Era:** New Jedi Order
**Type:** Light Freighter
**Scale:** Starfighter
**Length:** 20.2 meters
**Skill:** Space Transports: VCX-820
**Crew:** 2+6 gunners
**Crew Skill:** Varies
**Passengers:** None
**Cargo Capacity:** 1 metric ton
**Consumables:** 6 months
**Cost:** 450,000 (new), 300,000 (used)
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x12
**Nav Computer:** Yes
**Maneuverability:** 1D+1
**Space:** 6
**Atmosphere:** 330; 950 kmh
**Hull:** 5D
**Shields:** 6D
**Sensors:**
- Passive: 20/1D
- Scan: 35/1D+1
- Search: 80/2D+1
- Focus: 2/3D
**Weapons:**
- **2 Twin Heavy Laser Cannons** (fire separately)
  - **Fire Arc:** Turret
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 5D+1
- **8 Autoblasters** (4 groups of 2, fire separately)
  - **Fire Arc:** Partial turrets (front, left, right)
  - **Skill:** Starship gunnery
  - **Fire Control:** 4D
  - **Space Range:** 1-3/10/20
  - **Atmosphere Range:** 100-300/1/2 km
  - **Damage:** 3D+2
- **Proton Torpedo Launcher**
  - **Fire Arc:** Front
  - **Skill:** Projectile weapons: proton torpedoes
  - **Ammo:** 16 torpedoes
  - **Fire Control:** 3D
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 50-100/300/700
  - **Damage:** 9D
**Bulk Freighters**

**Superlift Ore Hauler**

Craft: Corellian Engineering Superlift Ore Hauler  
Affiliation: General  
Era: Old Republic  
Source: Pirates & Privateers (pages 69-70), Flashpoint! Brak Sector (page 30)  
Type: Medium ore hauler  
Scale: Capital  
Length: 155 meters  
Skill: Space transports: Superlift hauler  
Crew: 10, skeleton: 5/+5  
Crew Skill: Varies widely  
Passengers: 5  
Cargo Capacity: 90,000 metric tons  
Consumables: 3 months  
Cost: 1.5 million (new), 500,000 (used)  
Hyperdrive Multiplier: x4  
Hyperdrive Backup: x20  
Nav Computer: Yes  
Space: 2  
Hull: 3D  
Sensors:  
Passive: 20/0D  
Scan: 30/1D  
Search: 40/1D+2  
Focus: 1/2D

**Super Transport VII**

Craft: Kuat Drive Yards Super Transport VII  
Affiliation: General  
Era: Old Republic  
Type: Container ship  
Scale: Capital  
Length: 280 meters  
Skill: Space transports: KDY Super Transport VII  
Crew: 80, skeleton 20/+10  
Crew Skill: Astrogation 4D, space transports 4D  
Cargo Capacity: 2.5 million metric tons  
Consumables: 500 days  
Cost: 5 million (new), 2.5 millions (used)  
Hyperdrive Multiplier: x3  
Hyperdrive Backup: x20  
Nav Computer: Yes  
Space: 2  
Hull: 3D  
Sensors:  
Passive: 30/1D  
Scan: 40/1D+2  
Search: 60/2D+1  
Focus: 3/3D

**Rin Assid Bulk Hauler**

Craft: EoBaam Shipping Lines Rin Assid Bulk Hauler  
Affiliation: General  
Era: Old Republic  
Source: Han Solo and the Corporate Sector Sourcebook (pages 96-97), Pirates & Privateers (page 69)  
Type: Bulk cargo hauler  
Scale: Capital  
Length: 350 meters  
Skill: Space transports: Rld Assid bulk hauler  
Crew: 15; skeleton 6/+10  
Crew Skill: Astrogation 3D, capital ship shields 3D, space transports 3D+1  
Passengers: 10  
Cargo Capacity: 100,000 metric tons  
Consumables: 3 months  
Cost: 775,000  
Hyperdrive Multiplier: x5  
Hyperdrive Backup: x15  
Nav Computer: Yes (limited to 4 jumps)  
Space: 1  
Hull: 3D  
Shields: 1D  
Sensors:  
Passive: 5/+1  
Scan: 15/1D  
Search: 25/1D+1  
Focus: 1/2D
**Mark I Bulk Transport**

_**Craft:**_ Sienar Ships Mark I Bulk Transport  
_**Affiliation:**_ General  
_**Era:**_ Old Republic  
_**Source:**_ Pirates & Privateers (pages 66-67)  
_**Type:**_ Bulk transport  
_**Scale:**_ Starfighter  
_**Length:**_ 50 meters  
_**Skill:**_ Space transports: Mark I bulk transport  
_**Crew:**_ 4  
_**Crew Skill:**_ Varies widely  
_**Passengers:**_ 5  
_**Cargo Capacity:**_ 60,000 metric tons  
_**Consumables:**_ 5 months  
_**Cost:**_ 500,000 (used)  
_**Hyperdrive Multiplier:**_ x3  
_**Hyperdrive Backup:**_ x20  
_**Nav Computer:**_ Yes  
_**Maneuverability:**_ 1D  
_**Space:**_ 3  
_**Atmosphere:**_ 260; 750 kmh  
_**Hull:**_ 5D  
_**Sensors:**_  
  - Passive: 20/1D  
  - Scan: 50/1D  
  - Search: 80/2D  
  - Focus: 4/3D  

**Starjumper**

_**Craft:**_ Ergesh Starjumper  
_**Affiliation:**_ Ergesh  
_**Era:**_ Old Republic  
_**Source:**_ Planets Collection (page 214)  
_**Type:**_ Customized biological vessel  
_**Scale:**_ Starfighter  
_**Length:**_ 200 meters  
_**Skill:**_ Space transports  
_**Crew:**_ 50, gunners: 5, skeleton: 30/+10  
_**Crew Skill:**_ Space transports 4D, starship gunnery 4D+1  
_**Passengers:**_ 30  
_**Cargo Capacity:**_ 400 metric tons  
_**Consumables:**_ 6 months  
_**Cost:**_ Not available for sale  
_**Hyperdrive Multiplier:**_ x6  
_**Hyperdrive Backup:**_ x22  
_**Nav Computer:**_ Yes  
_**Maneuverability:**_ 1D  
_**Space:**_ 2  
_**Atmosphere:**_ 225; 650 kmh  
_**Hull:**_ 3D  
_**Shields:**_ 2D  
_**Sensors:**_  
  - Passive: 30/1D  
  - Scan: 40/2D  
  - Search: 50/2D+2  
  - Focus: 4/3D  
_**Weapons:**_  
  - Electrical Beam  
  - Fire Arc: Front  
  - Crew: 5  
  - Skill: Starship gunnery  
  - Fire Control: 2D+2  
  - Space Range: 1-3/7/10  
  - Atmosphere Range: 100-300/700/1 km  
  - Damage: 5D  

**Note:** Starjumpers are biologically engineered sentient creatures, with the ability to self-repair battle damage with natural healing rolls made every three hours.
**Banshee Heavy Transport**

**Craft:** Hoersch-Kessel Drive Inc. *Banshee-Class Heavy Cargo Transport*

**Affiliation:** General

**Era:** Old Republic

**Type:** Space transport

**Scale:** Starfighter

**Length:** 49.2 meters

**Skill:** Space transports: HKD heavy transport

**Crew:** 2, gunners: 3, skeleton 1/+15

**Crew Skill:** Space transports 3D, starship gunnery 3D+1, starship shields 3D

**Passengers:** 10

**Cargo Capacity:** 350 metric tons

**Consumables:** 4 months

**Cost:** 200,000 (new), 85,000 (used)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Atmosphere:** 280; 800 km/h

**Space:** 4

**Sensors:**
- Passive: 10/1D
- Scan: 30/1D+2
- Search: 60/2D+2
- Focus: 3/3D+2

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

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

**Tractor Beam Projector**

**Fire Arc:** Turret

**Crew:** 1

**Skill:** Starship gunnery

**Fire Control:** 2D+2

**Space Range:** 1-3/12/20

**Atmosphere Range:** 30-100/300/500 km

**Damage:** 4D

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**Action IV Bulk Freighter**

**Craft:** Corellian Action IV Transport

**Affiliation:** General

**Era:** Old Republic

**Source:** Pirates & Privateers (page 68), The Star Wars Sourcebook (pages 44-45), Starships of the Galaxy (page 77)

**Type:** Medium bulk freighter

**Scale:** Capital

**Length:** 100 meters

**Skill:** Space transports: Action IV transport

**Crew:** 8

**Crew Skill:** Varies widely

**Cargo Capacity:** 75,000 metric tons

**Consumables:** 3 months

**Cost:** 945,000 (new), 345,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** No (uses droid or starport computations)

**Space:** 2

**Atmosphere:**
- Passive: 15/0D
- Scan: 20/1D
- Search: 30/1D+2

**Sensors:**
- Passive: 10/1D
- Scan: 30/1D+2
- Search: 60/2D+2
- Focus: 3/3D+2

**Weapons:**
- **2 Laser Cannons**
  - **Fire Arc:** Turret
  - **Crew:** 1
  - **Scale:** Starfighter
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 2-6/24/50 km
  - **Damage:** 2D

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**Imperial Patrol Ship**

**Craft:** Modified Corellian Action IV Transport

**Affiliation:** Empire

**Era:** Rise of the Empire

**Source:** Platt’s Starport Guide (page 131)

**Type:** Modified medium bulk freighter

**Scale:** Capital

**Length:** 100 meters

**Skill:** Starship gunnery

**Crew:** 8, gunners: 2

**Crew Skill:**
- Astrogation 4D
- Space transports 4D+2
- Starship gunnery 4D

**Passengers:** 4

**Cargo Capacity:** 74,000 metric tons

**Consumables:** 3 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Space:** 2

**Atmosphere:**
- Passive: 15/0D
- Scan: 20/1D+2
- Search: 30/2D

**Sensors:**
- Passive: 10/1D
- Scan: 30/1D+2
- Search: 60/2D+2

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

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**Action V Bulk Freighter**

**Craft:** Corellian Action V Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 68-69), Dark Force Rising Sourcebook (pages 131-132), The Thrawn Trilogy Sourcebook (pages 231-232)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 115 meters  
**Skill:** Space transports: Action V transport  
**Crew:** 10  
**Cargo Capacity:** 80,500 metric tons  
**Consumables:** 3 months  
**Cost:** 965,000 (new), 435,000 (used)  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** No (uses droid or starport computations)  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 20/0D  
- **Scan:** 30/1D  
- **Search:** 40/1D+1  
- **Focus:** 1/2D

**Loronar Medium Transport**

**Craft:** Loronar Corporation Medium Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Gamemaster Handbook  
**Type:** Medium transport  
**Scale:** Capital  
**Length:** 75 meters  
**Skill:** Space transports: Loronar Medium Transport  
**Crew:** 4, skeleton 2/+10  
**Cargo Capacity:** 17,000 metric tons  
**Consumables:** 3 months  
**Cost:** 320,000 credits (new), 110,000 credits (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 10/0D  
- **Scan:** 25/1D  
- **Search:** 35/2D  
- **Focus:** 2/3D

**Action VI Bulk Freighter**

**Craft:** Corellian Action VI Transport  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Rebel Alliance Sourcebook (pages 136-137), Pirates & Privateers (page 69), Heir to the Empire Sourcebook (pages 130-131), The Essential Guide to Vehicles and Vessels (pages 190-191)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Action VI transport  
**Crew:** 10, skeleton 6/+10  
**Crew Skill:** Astrogation 3D, capital ship piloting 3D+2, capital ship shields 2D+2, space transports 4D  
**Passengers:** 10  
**Cargo Capacity:** 90,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1,000,000 (new), 500,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** No (uses droid or starport computations)  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 20/0D  
- **Scan:** 30/1D  
- **Search:** 40/1D+1  
- **Focus:** 1/2D
Action VI

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**Etti Light Transport**

**Craft:** Etti Light Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Medium freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Etti light transport  
**Crew:** 5  
**Crew Skill:** Varies widely  
**Passengers:** 50  
**Cargo Capacity:** 2,000 metric tons  
**Consumables:** 3 months  
**Cost:** 425,000 (new), 200,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 20/0D  
- **Scan:** 30/1D  
- **Search:** 40/2D  
- **Focus:** 2/3D

**Container Ship**

**Craft:** Kuat Drive Yards Super Transport XI  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 70), The Star Wars Sourcebook (pages 45-46)  
**Type:** Large container ship  
**Scale:** Capital  
**Length:** 840 meters  
**Skill:** Space transports: Super Transport XI  
**Crew:** 100, skeleton: 50/+10  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 25,000,000 metric tons  
**Consumables:** 500 days  
**Cost:** 35,000,000 (new), 17,000,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 3D+2  
**Sensors:**  
- **Passive:** 30/1D  
- **Scan:** 40/2D  
- **Search:** 50/2D+2  
- **Focus:** 4/3D

**Brayl Bulk Freighter**

**Craft:** SoroSuub Brayl-class Bulk Freighter  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Instant Adventures  
**Type:** Bulk cargo hauler  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Space transports: Brayl-class freighter  
**Crew:** 8 (1 pilot, 7 subsidiary crew)  
**Crew Skill:** Astrogation 3D, capital ship shields 2D+2, space transports 4D  
**Passengers:** none  
**Cargo Capacity:** 75,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1 million (new), 420,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 1  
**Atmosphere:** 210; 600 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 20/0D  
- **Scan:** 30/1D  
- **Search:** 40/1D+2  
- **Focus:** 2/2D
### Barge Driver

**Craft:** Corellian Engineering BD-27 Transport  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Adventure Journal  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 110 meters  
**Skill:** Space transports: BD-27 Transport  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Astrogation 3D, capital ship shields 3D, space transports 3D+2  
**Cargo Capacity:** 75,000 metric tons  
**Consumables:** 3 months  
**Cost:** 800,000(new), 350,000(used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 0D (-1D when fully loaded)  
**Space:** 5  
**Atmosphere:** 125; 360 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 10/0D  
- **Scan:** 20/1D  
- **Search:** 25/1D+1  
- **Focus:** 1/1D+2

### X46-7 Ore Carrier

**Craft:** Damorian Manufacturing X46-7-class Ore Carrier  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Operation: Elrood (page 69), The Thrawn Trilogy Sourcebook (page 230)  
**Type:** Intra-system space barge  
**Scale:** Capital  
**Length:** 80 meters  
**Skill:** Space transports: X-23  
**Crew:** 2, plus labor droid  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 1 month  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 15/0D  
- **Scan:** 30/1D  
- **Search:** 30/1D+2  
- **Focus:** 1/1D

### W-23 Space Barge

**Craft:** Incom W-23 Star Hauler  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Dark Force Rising Sourcebook (pages 129-130), The Thrawn Trilogy Sourcebook (page 230)  
**Type:** Intra-system space barge  
**Scale:** Capital  
**Length:** 80 meters  
**Skill:** Space transports: W-23  
**Crew:** 2, plus labor droid  
**Crew Skill:** Space transports 4D, starship shields 3D  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 15/0D  
- **Scan:** 30/1D  
- **Search:** 30/1D+2  
- **Focus:** 1/1D
**Cargo Empress Super Freighter**

**Craft:** Ghtroc Industries *Cargo Empress*-class Super Freighter  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 68)  
**Type:** Medium bulk freighter  
**Scale:** Starfighter  
**Length:** 110 meters  
**Skill:** Space transports: Cargo Empress freighter  
**Crew:** 4  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 50,000 metric tons  
**Consumables:** 2 months  
**Cost:** 1,000,000 (new), 825,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:**  
225; 650 kmh  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 40/2D  
*Focus:* 2/2D
Xiytiar Transport

Craft: TransGalMeg Xiytiar-class Transport
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 68), The Essential Guide to Vehicles and Vessels (pages 72-73)
Type: Large transport
Scale: Starfighter
Length: 164.8 meters
Skill: Space transports: Xiytiar transport
Crew: 10
Crew Skill: Varies widely
Passengers: 2
Cargo Capacity: 5,000 metric tons
Consumables: 3 months
Cost: 800,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x16
Nav Computer: Yes
Space: 3
Atmosphere: 280; 800 kmh
Hull: 4D+1
Shields: 4D
Sensors:
  Passive: 20/0D
  Scan: 35/1D+1
  Search: 40/3D
  Focus: 2/3D

Mining Ship

Craft: Arakyd Stellar Mag V Mining Vessel
Affiliation: General
Era: Rise of the Empire
Source: Supernova (page 75)
Type: Mine repair and supply vessel
Scale: Capital
Length: 542 meters
Skill: Space transports: Mag V
Crew: 3, droids: 19, gunners: 1
Crew Skill: Varies
Passengers: 10
Cargo Capacity: 500,000 metric tons
Consumables: 1 month
Cost: 5 million credits
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D+1
Sensors:
  Passive: 20/0D
  Scan: 50/1D
  Search: 70/2D
  Focus: 2/3D
Weapons:
  Turbolaser Battery
  Fire Arc: Turret
  Crew: 1
  Skill: Capital ship gunnery
  Fire Control: 2D+2
  Space Range: 3-15/36/75
  Atmosphere Range: 6-30/72/150 km
  Damage: 3D

Trilon Mining Barge

Craft: Trilon Inc. Mobile Mining Vehicle
Affiliation: General
Era: Rise of the Empire
Source: Galaxy Guide 8 – Scouts (page 43)
Type: Work ship
Scale: Starfighter
Length: 80 meters
Skill: Space transports
Crew: 3
Passengers: 6
Cargo Capacity: 3,000 metric tons; 1,000 cubic meters
Consumables: 4 months
Hyperdrive Multiplier: x4
Hyperdrive Backup: x9
Nav Computer: Yes
Space: 2
Atmosphere: 100; 400 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 100/1D
Scan: 200/2D
Search: 400/3D
Focus: 50/4D

Weapons:
Turbolaser
Fire Arc: Front
Crew: 1 (pilot or gunner)
Skill: Starship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 300-1.5/3.5/7.5 km
Damage: 2D

Heavy Mining Laser*
Fire Arc: Bottom
Scale: Capital
Crew: 1 (gunner)
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 3D

*Note: While the Heavy Mining Laser was designed for strip mining on planets, it has occasionally been adapted by daring and unscrupulous scouts and pirates as a deadly ship-destroying weapon. If a pilot can “land” it on top of another vessel – or fly right above it – the laser can cut through the hull of most small ships quite easily.

Gallofree Medium Transport
Craft: Gallofree Yards Transport
Affiliation: General / Rebel Alliance
Era: Rise of the Empire
Source: Rebel Alliance Sourcebook (page 136), Star Wars Trilogy Sourcebook SE (pages 140-141), The Star Wars Sourcebook (pages 48-49), Pirates & Privateers (page 67-68), Heir to the Empire Sourcebook (pages 129-130), Starships of the Galaxy (page 82), The Essential Guide to Vehicles and Vessels (pages 134-135)
Type: Medium transport
Scale: Capital
Length: 90 meters
Skill: Space transports: Gallofree Yards transport
Crew Skill: Astrogation 4D, space transports 4D, starship gunnery 3D+1, starship shields 3D
Cargo Capacity: 19,000 metric tons

Consumables: 6 months
Cost: 350,000 (new), 125,000 (used)
Hyperdrive Multiplier: x4
Space: 2
Atmosphere: 225; 650 km/h
Hull: 2D
Shields: 1D

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

Weapons:
4 Twin Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Mark III Bulk Transport
Craft: Sienar Ships Mark III Bulk Transport
Affiliation: General
Era: Rise of the Empire
Source: The Far Orbit Project (pages 142-143)
Type: Bulk transport
Scale: Capital
Length: 300 meters
Skill: Space transports: Mark III bulk transport
Crew: 10
Crew Skill: Astrogation 4D, capital ship piloting 5D, capital
ship shields 5D, starship gunnery 4D
Cargo Capacity: 160,000 metric tons
Consumables: 5 months
Cost: 400,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 5D
Sensors:
Passive: 20/1D
Scan: 50/1D
Search: 80/2D
Focus: 4/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/5/10
Atmosphere Range: 100-300/500/1 km
Damage: 2D

Atmospheric Gas Mining Ship

Craft: Corellian Engineering Garman-class Gas Miner
Affiliation: General
Era: Rise of the Empire
Source: Flashpoint! Brak Sector (pages 28-29)
Type: Atmospheric mining vessel
Scale: Capital
Length: 300 meters
Skill: Space transports: Garman mining vessel
Crew: 300, gunners: 4, skeleton: 150/+5
Crew Skill: Capital ship shields 3D+2, mining: atmospheric mining 4D, sensors 3D, space transports 3D, starship gunnery 2D+1
Passengers: 20
Cargo Capacity: 70,000 metric tons
Consumables: 2 years
Cost: 7.5 million (new), 5.8 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes

Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Shields: 2D
Sensors: (Space, atmosphere ranges)
Passive: 3, 3 km/1D
Scan: 6, 6 km/1D+2
Search: 10, 10 km/2D
Focus: 1, 1 km/3D
Weapons:
4 Quad Laser Cannons
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/15
Atmosphere Range: 100-500/10/15 km
Damage: 2D+2
Carried Craft: 20 Atmospheric Gas Skimmers

Y164 Slave Transport

Craft: Y164 Thalassian Slave Transport
Affiliation: General
Era: Rise of the Empire
Source: Galaxy Guide 9 - Fragments from the Rim (page 7)
Type: Medium slave transport
Scale: Capital
Length: 90 meters
Skill: Space transports: Y164 slave transport
Crew: 5, gunners: 2, support (for slaving): 8
Crew Skill: Astrogation 3D+2, starship gunnery 3D, space transports 4D
Passengers: 9,800 (slaves)
**Class-7 Repair Vessel**

**Craft:** KDY Class-7 Repair Vessel  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Supernova (page 80)  
**Type:** Mine repair and supply vessel  
**Scale:** Capital  
**Length:** 560 meters  
**Skill:** Space transports: Class-7 repair vessel  
**Crew:** 3, 15 droids, gunners: 1  
**Crew Skill:** Varies  
**Passengers:** 10  
**Cargo Capacity:** 400,000 metric tons  
**Consumables:** 3 months  
**Cost:** 4.5 million credits  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
  - Passive: 45/1D  
  - Scan: 70/2D  
  - Search: 120/2D+1  
  - Focus: 5/3D  
**Weapons:**  
  - 8 Laser Cannons (fire separately)  
    - Fire Arc: 2 front, 2 left, 2 right, 2 back  
    - Crew: 3  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D+2  
    - Space Range: 1-5/10/17  
    - Damage: 3D  
  - 4 Tractor Beam Projectors (fire separately)  
    - Fire Arc: 2 front, 1 left, 1 right  
    - Crew: 3  
    - Skill: Capital ship gunnery  
    - Space Range: 1-5/15/30  
    - Damage: 4D  

**Asteroid Mining Ship**

**Craft:** Kuat Drive Yards Asteroid Prospector AP-300  
**Affiliation:** General / Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 69), Flashpoint! Brak Sector (page 28)  
**Type:** Asteroid mining starship  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Space transports: Prospector AP-300  
**Crew:** 500, gunners: 36, skeleton: 300/+15  
**Crew Skill:** Varies widely  
**Passengers:** 50  
**Cargo Capacity:** 80,000 metric tons  
**Consumables:** 2 years  
**Cost:** 8 million (new), 6 million (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
  - Passive: 45/1D  
  - Scan: 70/2D  
  - Search: 120/2D+1  
  - Focus: 5/3D  
**Weapons:**  
  - 8 Laser Cannons (fire separately)  
    - Fire Arc: 2 front, 2 left, 2 right, 2 back  
    - Crew: 3  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D+2  
    - Space Range: 1-5/10/17  
    - Damage: 3D  
  - 4 Tractor Beam Projectors (fire separately)  
    - Fire Arc: 2 front, 1 left, 1 right  
    - Crew: 3  
    - Skill: Capital ship gunnery  
    - Space Range: 1-5/15/30  
    - Damage: 4D  

**Mobquet Medium Cargo Hauler**

**Craft:** Mobquet Custom Medium Cargo Hauler  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 67), The Essential Guide to Vehicles and Vessels (pages 158-159)
**Type:** Medium transport  
**Scale:** Starfighter  
**Length:** 79.3 meters  
**Skill:** Space transports: Mobquet Custom hauler  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 700 metric tons  
**Consumables:** 2 months  
**Cost:** 120,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x11  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 7D  
**Shields:** 2D  
**Sensors:**  
- Passive: 20/0D  
- Scan: 50/1D  
- Search: 80/2D  
- Focus: 4/3D  
**Weapons:**  
- 2 Laser Cannons  
  - **Fire Arc:** Turret  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 4D  
**Game Notes:** +5 to modification and replacement rolls.

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**CE-2 Transport**

**Craft:** Corellian Engineering Corporation CE-2 Transport  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 66)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 100 meters  
**Skill:** Space transports: CE-2 transport  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 50,000 metric tons  
**Consumables:** 2 months  
**Cost:** 200,000 (new), 95,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 7D  
**Shields:** 2D  
**Sensors:**  
- Passive: 20/0D  
- Scan: 50/1D  
- Search: 80/2D  
- Focus: 4/3D  
**Weapons:**  
- 4 Laser Cannons  
  - **Fire Arc:** Turret  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 4D  

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**Junker**

**Craft:** Gallofree Yards Transport  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier  
**Type:** Modified medium transport  
**Scale:** Starfighter  
**Length:** 90 meters  
**Skill:** Space transports  
**Crew:** 6  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 20 (specialists), 48 (droids)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 3 months  
**Cost:** 150,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
- Passive: 10/0D  
- Scan: 25/1D  
- Search: 40/2D  
- Focus: 2/3D  
**Weapons:**  
- 4 Laser Cannons  
  - **Fire Arc:** Turret  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 4D
Scouts

Vaya Scout Ship

Craft: Hoersch-Kessel Vaya-class Scout Ship
Affiliation: Old Republic / General
Era: Old Republic
Source: Tales of the Jedi Companion (page 115)
Type: Scout ship
Scale: Starfighter
Length: 30 meters
Skill: Space Transports
Crew: 1, gunners: 2
Passengers: 4
Cargo Capacity: 60 metric tons
Cost: 45,000(new), 15,000 (used)
Hyperdrive Multiplier: x8
Hyperdrive Backup: x15
Maneuverability: 3D+1
Space: 2
Atmosphere: 450; 700 kmh
Hull: 3D
Shields: 3D; 2D
Sensors:
Passive: 6/0D
Scan: 15/1D
Weapons:
Laser Cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-2/8/18
Atmosphere Range: 50-100/350/650
Damage: 3D
Concussion Projectile Launcher
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/2/5
Atmosphere Range: 24-60/90/120
Damage: 5D

Star Cab

Craft: Orlean Star Explorer
Affiliation: General
Era: Old Republic
Source: Galaxy Guide 8 – Scouts (page 41)
Type: Ancient exploration vessel
Scale: Starfighter
Length: 70 meters
Skill: Space transports
Crew: 1 plus 3 droids
Passengers: 11
Cargo Capacity: 100 metric tons; 40 cubic meters
Consumables: 5 years
Hyperdrive Multiplier: x10
Nav Computer: None (astromech droid)
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Sensors:
Passive: 10/1D
Scan: 15/2D
Search: 25/3D
Focus: 3/3D+2

Redthorn Scoutship

Craft: Tykannin Drive Redthorn-class Scout Ship
Affiliation: General
Era: Old Republic
Source: Planets Collection (page 118)
Type: Scout ship
Scale: Starfighter
Length: 24 meters
Skill: Space Transports: Redthorn scout ship
Crew: 1 or 2 (can coordinate)
Crew Skill: Varies widely
Passengers: 2
Cargo Capacity: 20 metric tons
Consumables: 6 months
Cost: 55,000 credits (used only)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+2
**Vangaard Pathfinder**

**Craft:** Vangaard Industries Pathfinder  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Galaxy Guide 8 – Scouts (page 40)  
**Type:** Small fighter/scoutship  
**Scale:** Starfighter  
**Length:** 36 meters  
**Skill:** Space transports  
**Crew:** 1  
**Passengers:** 2  
**Cargo Capacity:** 100 metric tons; 40 cubic meters  
**Consumables:** 6 months  
**Cost:** 35,000  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 350; 950 kmh  
**Hull:** 3D  
**Shields:** 3D  
**Sensors:**  
  **Passive:** 30/0D  
  **Scan:** 45/1D  
  **Search:** 60/2D  
  **Focus:** 5/3D  
**Weapons:**

**Laser Cannon**  
**Fire Arc:** Turret  
**Skill:** Starship gunnery  
**Space Range:** 1-5/15/20  
**Atmosphere Range:** 2-10/30/60 km  
**Damage:** 3D (Special)  
**Note:** The laser cannon’s special damage is that for each shot absorbed by the shields, the damage of the cannon goes up by +1. When the shields absorb 3 hits, the generator overloads and shuts down for 3 rounds while it recalibrates. Both the +1 and the overload effect reset to zero after ten rounds automatically. The generator can be replaced for 10,000 credits, however, it then loses its additive damage value.

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**A-24 Sleuth Scout Vessel**

**Craft:** Incom Corporation A-24 Sleuth  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Wanted by Cracken (page 81), Galaxy Guide 10 – Bounty Hunters (page 111)  
**Type:** Scout Ship  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Space transports: A-24 Sleuth  
**Crew:** 1 (Astromech droid may serve as a co-pilot)  
**Passengers:** 1  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
  **Passive:** 20/0D  
  **Scan:** 35/1D  
  **Search:** 40/2D  
  **Focus:** 2/3D  
**Weapons:**  
  **2 Laser Cannons** (fire-linked)  
  **Fire Arc:** Front  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D+1  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 5D
Mining Survey Ship

Craft: SoroSuub MKI Mining Survey Vessel
Affiliation: General
Era: Old Republic
Source: Tapani Sector Instant Adventures
Type: Exploration vessel
Scale: Starfighter
Length: 45 meters
Skill: Space transports: MKI
Crew: 6, gunners: 1, skeleton 2/+10
Crew Skill: Astrogation 3D+2, space transports 5D, starship gunnery 4D+1, starship shields 4D, sensors 4D+2
Passengers: 8
Cargo Capacity: 200 metric tons
Consumables: 6 months
Cost: 300,000 credits (new), 120,000 credits (used)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/4D
Focus: 4/4D+1
Weapons:
Heavy Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere: 100-500/1.5 km
Damage: 6D

Yvarema Scout Ship

Craft: Royal Yvarema Scout Ship
Affiliation: Yvarema
Era: Rise of the Empire
Source: The DarkStryder Campaign: The Kathol Rift (page 84)
Type: Medium-range exploration craft

Lone Scout

Scale: Starfighter
Length: 20 meters
Skill: Archaic starship piloting: Yvarema scout ship
Crew: 2
Crew Skill: Archaic starship piloting 5D, astrogation 4D, starship shields 4D+1
Passengers: 3
Cargo Capacity: 20 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x4
Nav Computer: Yes, limited to 3 jumps
Maneuverability: 1D
Space: 5
Atmosphere: 295; 800 kmh
Hull: 2D+2
Shields: 1D

Sensors:
Passive: 25/0D
Scan: 35/1D
Search: 50/2D+1
Focus: 3/3D
Weapons:
Navigational Deflector
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Space Range: 1-3/8/15
Atmosphere Range: 100-300/800/1.5 km
Damage: 2D
Note: Immune to ionization damage.
**Craft:** Sienar Fleet Systems "Lone Scout-A"
**Affiliation:** Empire
**Era:** Rise of the Empire
**Source:** Core Rulebook (page 256), Galaxy Guide 8 – Scouts (page 35)
**Type:** Stock scout vessel
**Scale:** Starfighter
**Length:** 24 meters
**Skill:** Space transports: Lone Scout
**Crew:** 1
**Crew Skill:** Astrogation: 3D+2, sensors: 3D, space transports 4D, starship gunnery 4D, starship shields 3D+2
**Passengers:** 3
**Cargo Capacity:** 150 metric tons
**Consumables:** 1 year
**Cost:** 125,000 (new), 30,000 (used)
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x15
**Nav Computer:** Yes
**Space:** 5
**Atmosphere:** 295; 850 kmh
**Hull:** 4D
**Shields:** 1D
**Sensors:**
- Passive: 30/0D
- Scan: 50/1D
- Search: 75/2D
- Focus: 5/3D
**Weapons:**
- Laser Cannon
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 1D+2
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 4D

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**Far Reach Survey Vessel**

**Craft:** Loronar Far Reach IV PQR
**Affiliation:** Empire
**Era:** Rise of the Empire
**Source:** The Isis Coordinates (page 21)
**Type:** Imperial survey vessel
**Scale:** Starfighter
**Length:** 80 meters
**Skill:** Space transports: Far Reach
**Crew:** 2, gunners: 4
**Crew Skill:** Astrogation 4D+1, space transports: Imperial Survey Vessel 6D, starship gunnery 4D, starship shields 4D, sensors 5D
**Passengers:** None
**Cargo Capacity:** 150 metric tons
**Consumables:** 6 months
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x4
**Nav Computer:** Yes
**Maneuverability:** 2D
**Space:** 6
**Atmosphere:** 330; 950 kmh
**Hull:** 3D
**Shields:** 1D
**Sensors:**
- Passive: 40/1D
- Scan: 80/2D
- Search: 120/4D
- Focus: 4/4D+2
**Weapons:**
- 4 Laser Cannons (fire separately)
  - **Fire Arc:** Turret
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-3/12/25
  - **Atmosphere:** 100-300/1.2/2.5 km
  - **Damage:** 4D

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**TIE Scout**

**Craft:** Sienar Fleet Systems TIE/sr "Lone Scout-B"
**Affiliation:** Empire
**Era:** Rise of the Empire
**Type:** Military scout vessel
**Scale:** Starfighter
**Length:** 24 meters
**Skill:** Space transports: TIE/sr
**Crew:** 1
**Passengers:** 3

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**Craft:** Sienar Fleet Systems TIE/sr "Lone Scout-B"
**Affiliation:** Empire
**Era:** Rise of the Empire
**Type:** Military scout vessel
**Scale:** Starfighter
**Length:** 24 meters
**Skill:** Space transports: TIE/sr
**Crew:** 1
**Passengers:** 3
Deckplan Key
1. Bridge
2. Captain’s Quarters
3. Pilot’s Quarters
4. Entrance Bay
5. Cargo Hold
6. Lounge/Galley
7. Skiff Hangar
8. Repair Bay
9. Gun Well
10. Crewman’s Quarters
11. Crewman’s Quarters
12. Crewman’s Quarters
13. Engine Room
14. Engineer’s Quarters

“Explorer” Scout Ship
Craft: Incom Corporation “Explorer” Scout Ship
Affiliation: General
Era: Rise of the Empire
Source: Wanted by Cracken (page 58), Galaxy Guide 10 – Bounty Hunters (page 71)
Type: Scout vessel
Scale: Starfighter
Length: 15 meters
Skill: Space transports
Crew: 1 or 2 (can combine)

Corellian OreSeeker
Craft: Corelian Engineering Corporation OreSeeker-class Survey Ship
Affiliation: General
Era: Rise of the Empire
Source: Graveyard of Alderaan (page 31)
Scale: Starfighter
Length: 22.5 meters
Skill: Space transports: OreSeeker
Crew: 2 (can coordinate)
Crew Skill: Varies widely, but usually 3D-5D
Passengers: 4
Cargo Capacity: 80 metric tons
Consumables: 2 months
Cost: 180,000 (new), 67,500 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Space: 3
Atmosphere: 260; 750 kmh
Hull: 5D+2
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
SkyBlind Recon Ship

**Craft:** Loronar SkyBlind Recon Ship

**Alignment:** General
**Era:** Rise of the Empire
**Source:** Galaxy Guide 8 – Scouts (page 38)
**Type:** Reconnaissance scoutship
**Scale:** Starfighter
**Length:** 21 meters
**Skill:** Space transports: SkyBlind
**Crew:** 1

**Passengers:** 7
**Cargo Capacity:** 50 metric tons; 20 cubic meters
**Consumables:** 6 months
**Cost:** 1,120,000 (new), 560,000 (used)
**Hyperdrive Multiplier:** x3
**Hyperdrive Backup:** x20
**Nav Computer:** Yes
**Maneuverability:** 0D

**Space:** 2
**Atmosphere:** 225; 650 kmh
**Hull:** 6D
**Shields:** 3D (shields apply to defense against sensors as well)

**Sensors:**
- Passive: 50/2D
- Scan: 50/1D
- Search: 3/3D

**Weapons:**
- Proton Torpedo Launcher
  - Fire Arc: All
  - Skill: Starship gunnery
  - Fire control: 0D
  - Space range: 1/3/7
  - Atmosphere Range: 50-100/300/700
  - Damage: 7D
- Landing Sphere

**Carried Craft:** 1 Landing Sphere (Vehicles Stats – page 88)

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Out System Scout Vessel

**Craft:** Loronar “Out System” Scout Vessel

**Affiliation:** Empire / General
**Era:** Rebellion
**Source:** Supernova (pages 81-82)
**Type:** Light scout ship
**Scale:** Starfighter
**Length:** 63 meters
**Skill:** Space transports: “Out System” Scout Vessel
**Crew:** 4, gunners: 1
**Passengers:** 4
**Cargo Capacity:** 70 metric tons
**Consumables:** 8 months
**Cost:** 500,000 (new)
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x8
**Nav Computer:** Yes
**Maneuverability:** 2D
**Space:** 4
**Atmosphere:** 280; 800 kmh
**Hull:** 3D+2
**Shields:** 1D

**Sensors:**
- Passive: 30/1D
- Scan: 50/2D
- Search: 75/2D+2
- Focus: 5/4D

**Weapons:**
- Laser Cannon
  - Fire Arc: Turret
  - Crew: 1
  - Skill: Starship gunnery
  - Fire Control: 1D+2
  - Space Range: 3-5/15/30
  - Atmosphere Range: 75200/1/2 km
  - Damage: 3D+2

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**Heavy Laser Cannon**
**Fire Arc:** Turret
**Crew:** 1 (co-pilot)
**Skill:** Starship gunnery
**Fire Control:** 2D (0D when fired by pilot)
**Space Range:** 1-3/12/25
**Atmosphere Range:** 100-300/1.2/2.5 km
**Damage:** 5D
Deep-X Explorer

Craft: Uulshos DPx Yacht
Affiliation: General
Era: Rebellion
Source: Galaxy Guide 8 – Scouts (page 36)
Type: Modified space yacht
Scale: Starfighter
Length: 12 meters
Skill: Space transports: DPx
Crew: 1
Passengers: 5 (including two to operate blaster cannon)
Cargo Capacity: 50 metric tons; 20 cubic meters
Consumables: 6 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 2D
Sensors:
  Passive: 20/0D
  Scan: 30/1D
  Search: 50/2D
  Focus: 3/3D
Weapons:
  2 Blaster Cannons (fire separately)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 0D
  Space Range: 1-2/8/15
  Atmosphere Range: 100-200/800/1.5 km
  Damage: 1D

“Flatfish” Astrogator
Probe Ship

Craft: Astrogator-class Probe Ship
Affiliation: New Republic
Era: New Republic
Source: Cracken’s Threat Dossier (pages 86-87)
Type: Astrographic charting vessel
Scale: Starfighter
Length: 35 meters
Skill: Space transports
Crew: 3
Crew Skill: Varies; typically space transports 3D, sensors 4D+2
Cargo Capacity: 1 metric ton
Consumables: 1 week
Cost: 60,000 (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 3D
Sensors:
  Passive: 50/1D
  Scan: 100/3D
  Search: 150/4D
  Focus: 5/4D+2
**Ferret**

**Craft:** Republic Engineering Corporation Reconnaissance Vessel

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Cracken’s Threat Dossier (page 83)

**Type:** Stealth spyship

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space transports

**Crew:** 3

**Crew Skill:** Astrogation 5D, sensors 5D

**Cargo Capacity:** 2 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale (890,000 credits for government sale)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 10 (5 using baffled drive)

**Hull:** 2D

**Sensors:**
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

**Stealth:** +5D to sensor difficulties

**Weapons:**
- 2 Missile Launchers
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-2/8/15
  - **Atmosphere Range:** 100-200/800/1.5 km
  - **Damage:** 7D

**Prowler**

**Craft:** Republic Engineering Corporation *Prowler*-class Reconnaissance Vessel

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Cracken’s Threat Dossier (page 84)

**Type:** Long term spy ship

**Scale:** Starfighter

**Length:** 48 meters

**Skill:** Space transports

**Crew:** 6

**Crew Skill:** Astrogation 5D, space transports 4D, sensors 5D

**Cargo Capacity:** 3 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5 (2 using baffled drive)

**Hull:** 3D

**Sensors:**
- Passive: 100/1D
- Scan: 125/2D
- Search: 150/3D
- Focus: 5/4D+2
- **Stealth:** +3D

**Weapons:**
- 2 Missile Launchers
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-2/8/15
  - **Atmosphere Range:** 100-200/800/1.5 km
  - **Damage:** 7D
Shuttles

SST-67 Shuttle

Craft: Republic Sienar Systems SST-67 Short Range Transit Shuttle
Affiliation: General
Era: Old Republic
Source: Star Wars Gamer Issue 1
Type: Transport shuttle
Scale: Starfighter
Length: 14 meters
Skill: Space transport: SST-67 shuttle
Crew: 1
Crew Skill: Varies widely
Passengers: 18
Cargo Capacity: 1 metric ton
Consumables: 2 days
Cost: 82,000 (new), 20,000 (used)
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Sensors:
  Passive: 20/0D
  Scan: 30/1D
  Search: 40/1D+2
  Focus: 4/3D

BB-2 Shuttle

Craft: BullbaBong BB-2 Shuttle
Affiliation: General
Era: Old Republic
Source: Wizards Website
Type: Space shuttle
Scale: Starfighter
Length: 13 meters
Skill: Space transports: BB-2 Shuttle
Crew: 1
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 550 kilograms
Consumables: 3 days
Cost: 25,000 (new), 11,000 (used)
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 1D+2
Shields: +1
Sensors:
  Passive: 15/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 1/2D

Sheathipede Shuttle

Craft: Trade Federation Sheathipede-class Lapiz Cutter Shuttle
Affiliation: Neimoidians
Era: Old Republic
Source: Secrets of Naboo (page 18)
Type: Transport shuttle
Scale: Starfighter
Length: 15 meters
Skill: Space transports: Sheathipede shuttle
Crew: 2 pilot droids
Crew Skill: As pilot droid
Passengers: 5
Cargo Capacity: 500 kilograms
Consumables: 5 days
Cost: 22,000 (new), 9,000 (used)
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D
Shields: 1D
Sensors:
  Passive: 15/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 1/2D

Weapons:
Blaster Cannon
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-5/10/17
  Atmosphere Range: 100-500/1/1.7 km
  Damage: 3D

Blaster Cannons (fire-linked)
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 1-5/10/17
  Atmosphere Range: 100-500/1/1.7 km
  Damage: 3D
BR-23 Courier

Craft: Republic Sienar Systems BR-23 Courier
Affiliation: Old Republic / Empire / General / Alliance
Era: Old Republic
Type: Long-range troop transport
Scale: Starfighter
Length: 20.7 meters
Skill: Space transports: BR-23 Courier
Crew: 1, gunners: 1
Passengers: 40
Cargo Capacity: 40 metric tons
Consumables: 2 weeks
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 1D+2
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  2 Laser cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Luxury Shuttle 001

Craft: SoroSuub Ambassador-class luxury shuttle 001
Affiliation: General
Era: Rise of the Empire
Source: Adventure Journal 3
Scale: Starfighter
Length: 50 meters
Skill: Space transports
Crew: 2; gunners: 1
Passengers: 10
Cargo Capacity: 100 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 1D
Sensors:
  Passive: 15/1D
  Scan: 25/1D+2
  Search: 45/2D
  Focus: 4/3D
Weapons:
  2 Double Laser Cannons (fire linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire control: 3D+1
Space Range: 1-5/10/25
Atmosphere Range: 100-500/1/2.5 km
Damage: 4D

Kappa Troop Shuttle

Craft: Republic Sienar Systems Kappa Troop Shuttle
Affiliation: Old Republic
Era: Old Republic
Type: Long-range troop transport
Scale: Starfighter
Length: 23 meters
Skill: Space transports
Crew: 1, gunners: 1
Passengers: 50
Cargo Capacity: 50 metric tons
Consumables: 2 weeks
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 300; 850 kmh
Hull: 3D+2
Shields: 1D+2
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  2 Laser cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Craft: Republic Sienar Systems Kappa-class Shuttle
Affiliation: Old Republic / Empire / Alliance / General
Era: Old Republic
Type: Troop Shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Kappa shuttle
Crew: 2, gunners: 2
Crew Skill: Space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 40
Cargo Capacity: 50 metric tons (rarely + 2 AT-PTs)
Consumables: 1 month
Cost: Not generally for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/D
Search: 80/2D
Focus: 4/2D+2
Weapons:
2 Double Blaster Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

2 Repeating Blaster Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Atmosphere Range: 1-50/100/250
Damage: 3D+2

Craft: Cygnus Spaceworks Theta-class T-2c Personnel Transport
Affiliation: Old Republic / Empire
Era: Rise of the Empire
Source: Wizards Website
Type: Personnel shuttle
Scale: Starfighter
Length: 18.5 meters
Skill: Space transports: Theta Shuttle
Crew: 5, skeleton: 1/+10
Passengers: 16
Cargo Capacity: 50 metric tons
Consumables: 2 months
Cost: Not available for sale (valued at 210,000)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 285; 825 kmh
Hull: 4D
Shields: 1D+1
Sensors:
Passive: 20/0D
Scan: 40/D
Search: 75/2D
Focus: 4/2D+1
Weapons:
2 Quadlaser Cannons
Fire arc: Front
Skill: Starship gunnery
Fire Control: 2D (Can be set to automated computer-controlled fire)
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

Laser Cannon
Fire arc: Rear
Skill: Starship gunnery
Fire Control: 2D (Can be set to automated computer-controlled fire)
Space Range: 1-4/12/25
Atmosphere Range: 100-400/1.2/2.5 km
Damage: 4D
Service Shuttle 23K

Craft: Gallofree Yards Service Shuttle 23K  
Affiliation: General  
Era: Rise of the Empire  
Source: Galaxy Guide 7: Mos Eisley (pages 30-31)  
Type: Orbital service shuttle  
Scale: Starfighter  
Length: 18 meters  
Skill: Space transports: Service Shuttle 23K  
Crew: 1  
Crew Skill: Space transports 4D  
Passengers: 6*  
Cargo Capacity: 1 metric ton*  
Consumables: 1 day  
Hyperdrive Multiplier: none  
Hyperdrive Backup: none  
Nav Computer: none  
Maneuverability: 1D  
Space: 2  
Atmosphere: 225; 650 kmh  
Hull: 1D+1  
Sensors:  
Passive: 10/1D  
Scan: 15/1D+2  
Search: 20/2D  
Focus: 1/2D+2  
Note: Service shuttle can hold either passengers or cargo.

Paranji Orbital Jumper

Craft: Paranji Orbital Jumper  
Affiliation: General  
Era: Rise of the Empire  
Source: Cracken’s Threat Dossier (page 86)  
Type: Personal air-space ship  
Scale: Starfighter  
Length: 3 meters  
Skill: Space transports  
Crew: 1  
Crew Skill: Varies drastically  
Passengers: 3  
Cargo Capacity: 500 kilograms  
Consumables: 1 day  
Cost: 35,000 (new), 20,000 (used)  
Maneuverability: 1D  
Space: 2  
Atmosphere: 225; 650 kmh  
Hull: 2D  
Sensors:  
Passive: 10/0D  
Scan: 20/1D  
Search: 30/2D  
Focus: 2/2D+2

Space Skiff

Craft: Telex-Delcor SS-29 Space Skiff  
Affiliation: General  
Era: Rise of the Empire  
Source: Operation – Elrood (page 107)  
Type: Space work skiff  
Scale: Speeder  
Length: 9.6 meters  
Skill: Space transports: SS-39  
Crew: 1, gunners: 1 (patrol craft variants)  
Passengers: 8 (in powersuits)  
Cargo Capacity: 3 metric tons  
Consumables: 30 hours  
Cost: 12,500 (new), 7,000 (used)  
Nav Computer: Yes  
Maneuverability: 2D  
Space: 2  
Atmosphere: 225; 650 kmh  
Hull: 2D  
Sensors:  
Passive: 1/0D  
Scan: 2/1D  
Weapons: (SS-39L variants only)  
Light Laser Cannon  
Fire Arc: Turret  
Crew: 1  
Scale: Starfighter  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1-3/6/9  
Damage: 2D

Imperial Broadcast Ship
**Craft:** 'Merthyog Communication' II-xC Maintenance/Broadcast Ship  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** The Abduction of Crying Dawn Singer (page 27)  
**Type:** Maintenance and broadcast ship  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: broadcast ship  
**Crew:** 4, skeleton: 2/+10  
**Crew Skill:** Space transports 3D, sensors 4D  
**Passengers:** 10 (normally technicians)  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 2 weeks  
**Cost:** 9,000  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** Limited to 5 jumps  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
  - **Passive:** 15/0D  
  - **Scan:** 30/1D  
  - **Search:** 50/3D  
  - **Focus:** 2/4D

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**Tribune Shuttle**

**Craft:** Sienar Fleet Systems Tribune-class Shuttle  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Goroth, Slave of the Empire (page 66)  
**Type:** Light shuttle  
**Scale:** Starfighter  
**Length:** 18.5 meters  
**Skill:** Space transports: Tribune shuttle  
**Crew:** 3, skeleton: 4D  
**Crew Skill:** Space transports 4D  
**Passengers:** 14  
**Cargo Capacity:** 30 metric tons  
**Consumables:** 3 weeks  
**Cost:** 150,000 (new), but generally for sale only to the military and corporations  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
  - **Passive:** 10/0D  
  - **Scan:** 25/1D  
  - **Search:** 40/2D  
  - **Focus:** 2/3D  
**Weapons:**  
  - **2 Autoblasters**  
    - **Fire Arc:** Turret  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
**Space Range:** 1-3/10/20  
**Atmosphere Range:** 100-300/1/2 km  
**Damage:** 3D

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**Taylander Shuttle**

**Craft:** Joraan Drive Systems Taylander Shuttle  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** General transport shuttle  
**Scale:** Starfighter  
**Length:** 43.5 meters

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**Grek Troop Shuttle**

**Craft:** Corellian Engineering Grek-class troop shuttle  
**Affiliation:** General / Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 87-88), The Far Orbit Project (pages 31-32)  
**Type:** Ship-to-ship troop shuttle  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Grek shuttle  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 50
**PeopleMover Personnel Transport**

**Craft:** Incom CX-5011 PeopleMover  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Planet of the Mists (page 53)  
**Type:** Long-range personnel transport  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports  
**Crew:** 1  
**Passengers:** 20  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 260; 750 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 5/0D  
- **Scan:** 20/1D  
- **Search:** 40/2D+1  
- **Focus:** 4/2D+2  
**Weapons:**  
- **Laser Cannon**  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1.5/12/25  
  - **Atmosphere Range:** 100-500/1.2/2.5 km  
  - **Damage:** 4D

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**JS-77B Starhound**

**Craft:** Subpro Corporation JS-77B *Starhound*  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Challenge Magazine 35 (page 57)  
**Type:** Interstellar shuttle  
**Scale:** Starfighter  
**Length:** 18 meters  
**Skill:** Space transports  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 4-6  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** No, stores 20 jump coordinates  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 10/1D  
- **Scan:** 15/1D+2  
- **Search:** 30/2D  
- **Focus:** 1/3D  
**Weapons:**  
- **Laser Cannon**  
  - **Fire Arc:** Front  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1.5/12/25  
  - **Atmosphere Range:** 100-500/1.2/2.5 km  
  - **Damage:** 4D
**Sigma Shuttle**

**Craft:** Koensayr Sigma-class shuttle  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Alliance Intelligence Reports  
(pages 35-36)  
**Type:** Sigma shuttle  
**Scale:** Starfighter  
**Length:** 21.6 meters  
**Skill:** Space transports: Sigma-class shuttle

**Crew:** 2, gunners: 1, skeleton: 1/+5  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
- **Passive:** 20/1D  
- **Scan:** 25/1D+2  
- **Search:** 30/2D+1  
- **Focus:** 4/2D+2  
**Weapons:**  
- **Laser Cannon**  
  - Fire Arc: Turret  
  - Crew: 1  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 100-300/1.2/2.5 km  
  - **Damage:** 5D

**AIC-4**

**Craft:** Sonda Armament's Armored Interface Craft-4  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Adventure Journal 2  
**Scale:** Starfighter  
**Length:** 40 meters  
**Skill:** Space transports: dropship  
**Crew:** 6  
**Passengers:** 44 (troops)  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 3 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 9 (during drop); 3 (on return flight)  
**Atmosphere:** 400; 1,150 kmh (during drop); 260; 750 kmh (on return flight)  
**Hull:** 5D  
**Shields:** 1D

**Churic Shuttle**

**Craft:** Sienar Fleet Systems Churich-class Shuttle  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Classic Campaigns (pages 45-47)  
**Type:** Cargo shuttle  
**Scale:** Starfighter  
**Length:** 54 meters  
**Skill:** Space transports: Churic shuttle  
**Crew:** 3, gunners: 1  
**Crew Skill:** Space transports 4D, starship gunnery 3D  
**Passengers:** 50  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 1 month  
**Cost:** 250,000 (new), 112,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
- **Passive:** 20/1D  
- **Scan:** 40/1D+2  
- **Search:** 50/2D  
- **Focus:** 3/2D+2  
**Weapons:**  
- **2 Heavy Repeating Blasters**  
  - Fire Arc: Turret  
  - Crew: 1 each  
  - **Scale:** Character  
  - **Ranges:** 3-75/200/500  
  - **Damage:** 8D
**Quick Ship Shuttle**

**Craft:** Heckson Industries “Quick Ship” Shuttle  
**Affiliation:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Classic Campaigns (page 89)  
**Type:** Transport shuttle  
**Scale:** Starfighter  
**Length:** 17 meters  
**Skill:** Space transports: Quick Ship  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 100 kilograms  
**Consumables:** 5 days  
**Cost:** 75,000 (new), 35,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Astromech droid stores 10 jumps  
**Maneuverability:** 1D+2  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 10/1D  
  - Scan: 25/1D+2  
  - Search: 40/2D  
  - Focus: 3/2D+2  
**Weapons:**  
  - **2 Triple Blasters** (fire-linked)  
    - Fire Arc: Turret  
    - Crew: 1  
    - Skill: Starship gunnery  
    - Fire Control: 1D  
    - Space Range: 1-3/12/25  
    - Atmosphere Range: 100-300/1.2/2.5 km  
    - Damage: 3D+2  
  
**Assault Shuttle Beta**

**Craft:** Telgorn Corp Beta-class Assault Shuttle  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** The Last Command Sourcebook (page 131), The Thrawn Trilogy Sourcebook (pages 235, 237)  
**Type:** Assault shuttle  
**Scale:** Capital (due to power output)  
**Length:** 30 meters  
**Skill:** Space transports: assault shuttle  
**Crew:** 5, skeleton: 3/+10  

**Weapons:**  
- **Heavy Blaster Cannon**  
  - Fire Arc: Front, left, right  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/12/25  
  - Atmosphere Range: 6-30/1.2/2.5 km  
  - Damage: 6D  

**Quick Ship Shuttle**

**Crew Skill:** Varies, but typically capital ship gunnery 5D, capital ship shields 4D, space transports 5D+1  
**Passengers:** 40 (spacetroopers)  
**Cargo Capacity:** 500 kilograms  
**Consumables:** 5 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 1D+2  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 3D  
**Shields:** 3D+2  
**Sensors:**  
  - Passive: 20/0D  
  - Scan: 40/1D  
  - Search: 60/2D  
  - Focus: 3/3D  
**Weapons:**  
  - **4 Laser Cannons**  
    - Fire Arc: 2 front, 2 rear  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D  
    - Space Range: 1-5/10/17  
    - Atmosphere Range: 100-500/1.7 km  
    - Damage: 1D+2  
  
  - **Tractor Beam Projector**  
    - Fire Arc: Front  
    - Skill: Capital ship gunnery  
    - Fire Control: 3D  
    - Space Range: 1-5/15/30  
    - Atmosphere Range: 100-500/1.5/3 km  
    - Damage: 5D  
  
  - **Concussion Missile Launcher**  
    - Fire Arc: Front  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D  
    - Space Range: 1-5/10/17  
    - Atmosphere Range: 100-500/1.7 km  
    - Damage: 3D+2
Assault Shuttle

Craft: Telgorn Corp
Gamma-class Assault Shuttle
Affiliation: Empire
Era: Rise of the Empire
Source: Imperial Sourcebook (pages 49-50), Starships of the Galaxy (page 78)
Type: Assault shuttle
Scale: Capital (due to power output)
Length: 30 meters
Skill: Space transports: assault shuttle
Crew: 2, gunners: 3, skeleton: 1/+10
Crew Skill: Capital ship gunnery 3D+2, capital ship shields 4D, space transports 5D
Passengers: 40 (spacetroopers)
Cargo Capacity: 5 metric tons
Consumables: 1 week
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x18
Nav Computer: Limited to 3 jumps
Maneuverability: 2D
Space: 8
Hull: 3D+2
Shields: 4D+2
Sensors:
  Passive: 40/1D
  Scan: 80/1D+2
  Search: 130/3D
  Focus: 4/3D
Weapons:
  4 Laser Cannons
  Fire Arc: Turret
  Crew: 2 guns are handled by “gunner 1,” two guns are handled by “gunner 2”
  Skill: Capital ship gunnery
  Fire Control: 3D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 2D
Tractor Beam Projector
Fire Arc: Front
Crew: 1 (gunner 3)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D+2
Concussion Missile Launcher
Fire Arc: Front
Crew: 1 (gunner 3)
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-2/8/15
Atmosphere Range: 100-200/800/1.5 km
Damage: 4D
Katarn Boarding Shuttle

**Craft:** Rendili StarDrive’s *Katarn*-class Boarding Shuttle

**Affiliation:** Empire / Rebel Alliance / General

**Era:** Rise of the Empire

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 48), Pirates & Privateers (page 88), The Far Orbit Project (page 32)

**Type:** Boarding shuttle

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space transports: Katarn shuttle

**Crew Skill:** Varies widely

**Crew:** 2, gunners: 1

**Passengers:** 50

**Cargo Capacity:** 500 kilograms

**Consumables:** 1 day

**Cost:** 10,000 (new), 55,000 (used)

**Maneuverability:** 1D+2

**Space:** 8

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

**Hull:** 5D

**Shields:** 2D

**Sensors:**
- Passive: 10/0D
- Scan: 20/1D
- Search: 40/2D
- Focus: 2/3D

**Weapons:**

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

**Plasma Torch Boarding Device**
- **Fire Arc:** Front
- **Crew:** 2
- **Skill:** Starship gunnery
- **Fire Control:** 0D
- **Range:** 4 meters
- **Damage:** 8D

**Note:** The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship’s hull -2D; if the torches roll scores a “lightly damaged” result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms and airtight seal in 30 seconds.
**Sentinel Landing Craft**

**Craft:** Sienar Fleet Systems Sentinel-class troop carrier

**Affiliation:** Empire

**Era:** Rise of the Empire

**Source:** Star Wars Trilogy Sourcebook SE (pages 133-134), The Essential Guide to Vehicles and Vessels (pages 78-79)

**Type:** Heavily armed landing craft

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Space transports: *Sentinel*-class shuttle

**Crew:** 2; 2 can coordinate, gunners: 3, skeleton: 1/+10

**Crew Skill:** Space transports 5D, starship gunnery 5D, starship shields 4D

**Passengers:** 54 (troops)

**Cargo Capacity:** 180 metric tons

**Consumables:** 1 month

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 7

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

**Hull:** 4D+2

**Shields:** 3D+2

**Sensors:**
- Passive: 20/0D
- Scan: 40/1D
- Search: 80/2D
- Focus: 4/2D+2

**Weapons:**

**8 Laser Cannons** (retractable, fire-linked)

**Fire Arc:** Front

**Crew:** 1

**Skill:** Starship gunnery

**Fire Control:** 3D

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

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

**Damage:** 6D

**2 Concussion Missile Tubes** (fire-linked)

**Fire Arc:** Front

**Skill:** Missile weapons

**Fire Control:** 3D

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

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

**Damage:** 4D
Aegis Combat Shuttle

- **Craft:** Telgorn Corp. *Aegis-class Combat Shuttle*
- **Affiliation:** General / Rebel Alliance
- **Era:** Rise of the Empire
- **Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 47-48), The DarkStryder Campaign – Boxed Set (page 80)
- **Type:** Ship-to-ship combat transport
- **Scale:** Starfighter
- **Length:** 29 meters
- **Skill:** Space transports: Aegis shuttle
- **Crew:** 2, gunners: 2, skeleton: 1/+10
- **Crew Skill:** Varies widely
- **Passengers:** 6
- **Cargo Capacity:** 120 metric tons
- **Consumables:** 4 days
- **Cost:** 40,000 (used)
- **Maneuverability:** 1D
- **Space:** 6
- **Atmosphere:** 330; 950 kmh
- **Hull:** 6D
- **Shields:** 2D
- **Sensors:**
  - Passive: 30/1D
  - Scan: 45/2D
  - Search: 60/2D+2
  - Focus: 4/3D
- **Weapons:**
  - 2 Laser Cannons
    - Fire Arc: Turret
    - Crew: 1
    - Skill: Starship gunnery
    - Fire Control: 1D+2
    - Space Range: 1-3/12/25
    - Atmosphere Range: 100-300/1.2/2.5 km
    - Damage: 5D
  - 2 Concussion Missile Launchers
    - Fire Arc: Front
    - Skill: Starship gunnery
    - Fire Control: 1D
    - Space Range: 1/3/7
    - Atmosphere Range: 50-100/300/700 km
    - Damage: 7D
- **Game Notes:** The interior cargo bay has room for 3 light combat vehicles, 2 medium-sized vehicles, or 1 fairly compact heavy vehicle, or up to 40 troopers and their gear.

Sub-Orbital Luxury Shuttle

- **Craft:** Larjh StarCorporation Felpajh 10A
- **Affiliation:** General
- **Era:** Rebellion
- **Source:** Galladimmin’s Fantastic Technology (pages 17-18)
- **Type:** Sublight passenger shuttle

**Med Runner**

- **Craft:** SoroSuub *Sprint-class Rescue Craft*
- **Affiliation:** General / Rebel Alliance
- **Era:** Rebellion
- **Source:** The Truce at Bakura Sourcebook (pages 113-116)
- **Type:** Fast response emergency ship
- **Scale:** Starfighter
- **Length:** 30 meters
- **Skill:** Space transports: Sprint rescue craft
- **Crew:** 3, skeleton: 1/+10
- **Crew Skill:** Astrogation 4D+2, sensors 6D, space transports 5D, starship shields 4D+2, first aid 6D+1
- **Passengers:** 5 (medics), 40 (patients)
- **Cargo Capacity:** 2 metric tons
- **Consumables:** 1 month
- **Hyperdrive Multiplier:** x1
- **Hyperdrive Backup:** x12
- **Nav Computer:** Yes
- **Maneuverability:** 2D+1
- **Space:** 9
**Kleeque Transport**

**Craft:** Corellian Engineering’s *Kleeque*-class Inter-system Transport  
**Affiliation:** Rebel Alliance  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 49)  
**Type:** Modified ferry-regimental troopship  
**Scale:** Starfighter  
**Length:** 250 meters  
**Skill:** Space transports: Kleeque transport  
**Crew:** 16, skeleton: 4/+10  
**Crew Skill:** Varies  
**Passengers:** 1,000  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 20/0D  
  - Scan: 40/1D  
  - Search: 60/2D  
  - Focus: 3/2D+2  
**Weapons:**  
  - Light Laser Cannon  
  - Fire Arc: Front  
  - Skill: Starship gunnery  
  - Fire Control: 1D  
**Space Range:** 1-5/10/17  
**Atmosphere Range:** 100-500/1/1.7 km  
**Damage:** 1D
F7 “Landing Brick” Drop-Ship

**Craft:** Kuat Drive Yards F7 Drop-ship  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Dark Force Rising Sourcebook (pages 134), The Thrawn Trilogy Sourcebook (page 242), Rules of Engagement: The Rebel SpecForce Handbook (page 105)  
**Type:** Medium troop drop-ship  
**Scale:** Starfighter  
**Length:** 60 meters  
**Skill:** Space transports: drop-ship  
**Crew:** 3  
**Crew Skill:** Space transports 4D, starship gunnery 3D+1, starship shields 3D  
**Passengers:** 40  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 2 days (emergency rations)  
**Cost:** Not available for sale  
**Space:** 10 (during drop), 2 (on return flight)  
**Atmosphere:** 415; 1,200 kmh (during drop), 225; 650 kmh (on return flight)  
**Hull:** 5D  
**Sensors:**  
**Passive:** 10/0D  
**Scan:** 20/1D  
**Search:** 30/1D+2  
**Focus:** 1/2D+2  
**Weapons:**  
**Laser Cannon**  
**Fire Arc:** Turret  
**Skill:** Starship gunnery  
**Fire Control:** 1D  
**Space Range:** 1-5/10/17  
**Atmosphere Range:** 100-500/1.2/2.5 km  
**Damage:** 3D+2

Lambda Shuttle

![Lambda Shuttle](image)

**Craft:** Sienar Fleet Systems Shuttle  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Star Wars Trilogy Sourcebook SE (pages 135-136), The Thrawn Trilogy Sourcebook (pages 237-238), Heir to the Empire Sourcebook (pages 132-134), Starships of the Galaxy (pages 69-70), The Essential Guide to Vehicles and Vessels (pages 100-101)  
**Type:** Lambda-class Shuttle  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: *Lambda* Shuttle  
**Crew:** 2 (2 can coordinate), gunners: 4, Skeleton: 1/+10  
**Crew skill:** Space transports 5D, starship gunnery 5D, starship shields 4D  
**Passengers:** 10 (modifiable to hold up to 20)  
**Cargo capacity:** 80 metric tons  
**Consumables:** 2 months  
**Cost:** No available for sale (500,000 credits aprox.)  
**Hyperdrive multiplier:** x1  
**Hyperdrive backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D+2

Zeta Shuttle

![Zeta Shuttle](image)

**Craft:** Telgorn Corp Zeta-class Long-Range Shuttle  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** Adventure Journal  
**Type:** Zeta-class long-range shuttle  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports 4D+2  
**Crew:** 2  
**Crew Skill:** Astrogation 3D+2, space transports 4D+2  
**Passengers:** 10  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
**Passive:** 20/1D  
**Scan:** 40/2D  
**Search:** 60/4D  
**Focus:** 3/4D

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

Craft: Sienar Fleet Systems Mu-2 Long Range Shuttle
Affiliation: Empire / New Republic
Era: Rebellion
Source: Galaxy Guide 8 – Scouts (page 37)
Type: Long range shuttle (Modified Lambda-C)
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Mu-2
Crew: 2
Passengers: 14
Cargo Capacity: 100 metric tons; 40 cubic meters
Consumables: 6 months
Cost: 30,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh

Hull: 4D
Shields: 1D+2
Sensors:
   Passive: 25/1D
   Scan: 50/2D
   Search: 60/2D
   Focus: 3/3D
Weapons:
   2 Laser Cannons (fire-linked)
   Fire Arc: Front
   Crew: 1 (co-pilot)
   Skill: Starship gunnery
   Fire Control: 2D
   Space Range: 1-2/12/25
   Atmosphere Range: 100-300/1.2/2.5 km
   Damage: 4D+1
**Mu-3 Shuttle**

**Craft:** Sienar Fleet Systems Mu-3 Shuttle  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 104)  
**Type:** Long range shuttle  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports  
**Crew:** 2  
**Crew Skill:** Varies  
**Passengers:** 40  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 25/1D  
  - Scan: 50/2D  
  - Search: 60/2D  
  - Focus: 3/3D  
**Weapons:**  
  - 2 Laser Cannons (fire-linked)  
    - **Fire Arc:** Front  
    - **Crew:** 1 (co-pilot)  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 5D  

**Crew Skill:** Varies, but typically all stats at 3D  
**Passengers:** 6  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Cost:** 200,000 (new), 100,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
  - Passive: 20/0D  
  - Scan: 40/1D  
  - Search: 60/2D  
  - Focus: 3/3D  
**Weapons:**  
  - Double Laser Cannon  
    - **Fire Arc:** Turret  
    - **Crew:** 1 (can be fired from cockpit at fire control 0D)  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 5D

**Spiral Assault Ship**

**Craft:** Sienar Ships Spiral-class Assault Ship  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Black Ice (page 21)  
**Type:** Single-use boarding ship  
**Scale:** Starfighter  
**Length:** 12 meters long, 20 meters wide  
**Skill:** Space transports  
**Crew:** 2  
**Crew Skill:** Space transports 4D, starship shields 3D  
**Passengers:** 4  
**Cargo Capacity:** 2 metric tons (600 kilograms in overhead bin; 1,400 kilograms in rear cargo compartment)  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Maneuverability:** 1D+2  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D  
**Shields:** 2D+2  
**Sensors:**  
  - Passive: 25/0D  
  - Scan: 40/1D  
  - Search: 60/2D  
  - Focus: 3/3D

**Mneffe Superluminal Passenger Shuttle**

**Craft:** DuroTech Mneffe-class Superluminal  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** No Disintegrations (page 90)  
**Type:** Rapid passenger shuttle  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: Mneffe Superluminal  
**Crew:** 2, gunners: 1, skeleton 1/+10
Space: 10 (during drop); 4 (on return flight)
Atmosphere: 415; 1,200 kmh (during drop), 280; 800 kmh
(on return flight)
Hull: 3D
Shields: 1D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 80/3D
Focus: 3/4D
Weapons:
6 Double Turbolaser Cannons
Fire Arc: 1 Front, 2 left, 2 right, 1 rear
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D+2

**Svelte Shuttle**

**Craft:** Silviut Corporation Svelte-class Shuttle
**Affiliation:** Empire
**Era:** New Republic
**Source:** The Jedi Academy Sourcebook (pages 128-130),
Starships of the Galaxy (page 73)
**Type:** Svelte-class shuttle
**Scale:** Starfighter
**Length:** 17 meters
**Skill:** Space transports: Svelte shuttle
**Crew:** 2, gunners: 3, skeleton: 1/+10
**Crew Skill:** Capital ship gunnery 3D+2, capital ship shields 4D, space transports 5D
**Passengers:** 40
**Cargo Capacity:** 1 metric ton
**Consumables:** 3 days
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x18
**Nav Computer:** Limited to 3 jumps
**Maneuverability:** 3D
**Space:** 8
**Atmosphere:** 365; 1,050 kmh
**Hull:** 5D+2
**Shields:** 2D+2
**Sensors:**
Passive: 40/1D
Scan: 80/1D+2
Search: 130/3D
Focus: 4/3D
**Weapons:**
4 Laser Cannons
Fire Arc: 2 front, 2 rear
Crew: 2 guns are handled by “gunner 1,” two guns are handled by “gunner 2”
Skill: Capital ship gunnery
**Fire Control:** 3D
**Space Range:** 1-3/12/25
**Atmosphere Range:** 100-300/1.2/2.5 km
**Damage:** 2D
Yorik-trema
Landing Craft

Craft: Yuuzhan Vong Yorik-trema Transport Carrier
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 68)
Type: Troop transport
Scale: Starfighter
Length: 48 meters
Skill: Space transports: Yorik-trema
Crew: 4
Crew Skill: 5D in all applicable skills
Passengers: 36
Cargo Capacity: 35 metric tons
Consumables: 3 days
Cost: Not available for sale
Maneuverability: 1D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 5D+1
Shields: 2D
Sensors:
  Passive: 30/0D
  Scan: 60/1D
  Search: 90/2D

Focus: 3/4D
Weapons:
  2 Volcano Cannons
  Fire Arc: Front
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 6D

Dovin Basal “Tractor”
Fire Arc: Any
Skill: Starship gunnery
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/2.5 km
Damage: Up to 2D (see the entry on "Dovin Basals")

Note: The Yorik-trema can punch through the hull of an opposing ship and clamp its “mouth” over the resulting breach. The troops aboard the ship can then use the resulting hole to board the enemy ship.
Military Transports

Ugor Battle-Wagon

**Craft:** Ugor Salvage Company Captain’s Pride  
**Affiliation:** Ugor  
**Era:** Old Republic  
**Source:** Scavenger Hunt (page 6)  
**Type:** Black-hole class salvage dreadnaught  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Space transports: Black-hole dreadnaught  
**Crew:** 48  
**Crew Skill:** All skills 4D  
**Passengers:** 0  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 225; 650 kmh  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
  **Passive:** 20/0D  
  **Scan:** 30/1D  
  **Search:** 40/1D+2  
  **Focus:** 1/2D  
**Weapons:**  
  **16 Antique Torpedo Launchers**  
  **Fire Arc:** All  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1/2/5  
  **Atmosphere Range:** 10-50/200/500  
  **Damage:** 4D

Jedi Justice Cruiser

**Craft:** Republic Shipyards Jedi Justice Cruiser  
**Affiliation:** Jedi Order / General  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (page 61)  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 68 meters  
**Skill:** Space transports: Jedi Justice Cruiser  
**Crew:** 5  
**Crew Skill:** 7D in all applicable skills  
**Passengers:** 7  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 3 months  
**Cost:** 775,000 (new), 525,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 2D+2  
**Shields:** 1D+2  
**Sensors:**  
  **Passive:** 40/1D  
  **Scan:** 60/2D  
  **Search:** 85/2D+2  
  **Focus:** 5/4D  
**Weapons:**  
  **Double Turbolaser Cannon**  
  **Fire Arc:** Turret  
  **Scale:** Starfighter  
  **Skill:** Starship gunnery  
  **Fire Control:** 3D  
  **Space Range:** 1-3/12/25  
  **Atmosphere Range:** 100-300/1.2/2.5 km  
  **Damage:** 5D  
  **Ion Cannon**  
  **Fire Arc:** Front  
  **Scale:** Starfighter  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1-3/7/36  
  **Atmosphere Range:** 100-300/700/3.6 km  
  **Damage:** 5D  
  **2 Concussion Missile Launchers** (16 missiles each)  
  **Fire Arc:** Front  
  **Scale:** Starfighter  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1/3/7  
  **Atmosphere Range:** 100/300/700  
  **Damage:** 9D
Coruscant Heavy Courier

Craft: Corellia StarDrive Coruscant-class Heavy Courier
Affiliation: Old Republic / General
Era: Old Republic
Source: Tales of the Jedi Companion (page 116), The Essential Guide to Vehicles and Vessels (pages 122-123)
Type: Heavy courier
Scale: Starfighter
Length: 150 meters
Skill: Space transports: Coruscant Heavy Courier
Crew: 1, gunners: 1
Passengers: 6
Cargo Capacity: 25 metric tons
Consumables: 2 weeks
Cost: 50,000 (new), 23,000 (used)
Hyperdrive Multiplier: x11
Hyperdrive Backup: x17
Maneuverability: 3D
Space: 4
Atmosphere: 275; 850 kmh
Hull: 3D
Shields: 4D
Sensors:
Passive: 26/1D
Scan: 50/3D
Weapons:
Pulse-Wave Cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/2/6
Atmosphere Range: 25-50/70/90
Damage: 8D
2 Short-range Concussion-sphere Launchers
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-2/4/6
Atmosphere Range: 20-40/60/100
Damage: 7D

AIAT/i

Craft: Kuat Drive Yards Amphibious Interstellar Assault Transport/infantry starship
Affiliation: Old Republic/Mandalorians
Era: Old Republic
Type: Gunship
Scale: Starfighter
Length: 31.5 meters
Skill: Space transports: AIAT/i
Crew: 1
Passengers: 50 (troops), 6 (prisoners)
Cargo Capacity: 350 cubic meters
Consumables: 1 month
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Space: 3
Atmosphere: 245; 700 kmh
Hull: 5D+2
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Twin Laser Cannons
Fire Arc: Frontal turrets
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmospheric Range: 100-300/1.2/2.5 km
Damage: 5D
Laser Cannon
Fire Arc: Rear turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/2 km
Damage: 5D

Concussion Missile Launcher (5 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D

TIS Zeta 19
Craft: CSA TIS Zeta 19
Affiliation: Corporate Sector Authority / General
Era: Rise of the Empire
Source: Han Solo and the Corporate Sector Sourcebook (pages 100-101)
Type: Light aerospace patrol fighter
Scale: Starfighter
Length: 15 meters
Skill: Space transports: TIS Zeta 19
Crew: 1, gunners: 1
Crew Skill: Space transports: 3D+1, starship gunnery 2D+2
Passengers: 2
Cargo Capacity: 200 kilograms
Consumables: 1 day
Cost: 45,000 (new), 4,500 (used)
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 2D+2
Sensors:
Passive: 10/0D
Scan: 15/1D
Search: 20/1D+1
Focus: 2/3D
Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D (6D if fire-linked)

MRX-BR Pacifier
Troops: 6 (troops)
Cargo Capacity: 1 metric ton
Consumables: 1 day
Cost: 23,000
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/+1
Search: 50/1D+1
Focus: 2/2D
Weapons:
2 Laser Cannons (may be fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D (6D if fire-linked)

Plasma Torch Boarding Device
Fire Arc: Bottom
Crew: 2
Skill: Starship gunnery: plasma torch
Fire Control: 0D
Space Range: 4 meters
Damage: 8D

Note: The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torches roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms an airtight seal in 30 seconds.

Warpod #2
Craft: Ulig Abaha Ltd. #2 Warpod
Affiliation: Corporate Sector Authority
Era: Rise of the Empire
Source: Han Solo and the Corporate Sector Sourcebook (page 101), Pirates & Privateers (page 52)
Type: Pinnace
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Warpod
Crew: 1, gunners: 4
Crew Skill: Space transports: 3D, starship gunnery 3D+2, starship shields 1D
Craft: Sydon Vehicle Works
MRX-BR Pacifier Combat/Contact Vessel
Affiliation: Empire / General
Era: Rise of the Empire
Source: Galaxy Guide 8 – Scouts (page 42), Lord of the Expanse: Gamemaster Guide (page 42)
Type: Exploration fighter
Scale: Starfighter
Length: 25 meters
Skill: Space transports
Crew: 1
Passengers: 3
Cargo Capacity: 25 metric tons; 10 cubic meters
Consumables: 1 year
Cost: 170,000 (new)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 600; 1,200 kmh
Hull: 2D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 120/3D
Focus: 10/3D+2
Weapons:
3 Laser Cannons
Fire Arc: 1 rear, 1 left, 1 right
Crew: 1 each (can be fired remotely from cockpit)
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
2 Proton Torpedo Launchers
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

Firespray Patrol/Attack Craft
Craft: Kuat Systems Engineering Firespray-class Patrol Vessel
Affiliation: General
Era: Rise of the Empire
Source: Pirates & Privateers (page 75), Starships of the Galaxy (page 81), The Essential Guide to Vehicles and Vessels (pages 144-145)
Type: Starfighter
Scale: Starfighter
Length: 21.5 meters
Skill: Space transports: Firespray patrol/attack craft
Crew: 1; gunners: 2
Passengers: 4
Cargo Capacity: 70 metric tons
Consumables: 1 month
SkySlayer Light Assault Ship

Craft: Aratech SkySlayer
Affiliation: General
Era: Rise of the Empire
Source: Scavenger Hunt (page 16)
Type: Light assault ship
Scale: Starfighter
Length: 20 meters
Skill: Space transports: SkySlayer
Crew: 7
Crew Skill: Starship gunnery
Cargo Capacity: 50 metric tons
Consumables: 4 months
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 2D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 50/1D+1
  Focus: 2/2D
Weapons:
  2 Twin-Mounted Blaster Cannons (fire separately)
  Fire Arc: Turret
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/10/20
  Atmosphere Range: 100-300/1/2 km
  Damage: 4D

RX4 Patrol Ship

Craft: Trianii RX4 Patrol Ship
Affiliation: Trianii Rangers
Era: Rise of the Empire
Source: Han Solo and the Corporate Sector Sourcebook (pages 99-100), Pirates & Privateers (page 77)
Type: Light patrol craft
Scale: Starfighter
Length: 33 meters
Skill: Space transports: RX4 Scout Ship
Crew: 2, gunners: 2, skeleton: 1/+5
Crew Skill: Astrogation 3D+2, space transports: RX4 4D+1, starship gunnery 5D+2, starship shields 4D
Passengers: 6
Cargo Capacity: 30 metric tons
Consumables: 2 years
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D+1
Space: 4
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 2D+1
Sensors:
  Passive: 20/1D
  Scan: 35/1D+1
  Search: 80/2D+1
  Focus: 2/3D
Weapons:
  2 Twin Turbolasers (may be fire linked)
  Fire Arc: Turret
  Crew: 1 (may be locked forward but fire control is 0)
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-5/15/30
  Atmosphere Range: 100-500/1.5/2 km
  Damage: 4D (5D when fire-linked)
Ion Cannon*
  Fire Arc: Back
  Scale: Capital
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 1-10/25/50
  Atmosphere Range: 2-20/50/100 km
  Damage: 3D+1

* The ion cannon draws off a special power generator and can only fire once per day.
**Imperial Customs Frigate**

**Craft:** Rendili StarDrive’s Imperial Customs Frigate
**Affiliation:** Empire
**Era:** Rise of the Empire
**Source:** Pirates & Privateers (page 83), The Far Orbit Project (page 77)
**Type:** Imperial customs vessel

<table>
<thead>
<tr>
<th><strong>Scale</strong></th>
<th>Starfighter</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Length</strong></td>
<td>35 meters</td>
</tr>
<tr>
<td><strong>Skill:</strong></td>
<td>Space transports: Imperial customs frigate</td>
</tr>
<tr>
<td><strong>Crew:</strong></td>
<td>6, gunners: 6, skeleton: 3/+10</td>
</tr>
<tr>
<td><strong>Crew Skill:</strong></td>
<td>Varies, generally 4D</td>
</tr>
<tr>
<td><strong>Passengers:</strong></td>
<td>10</td>
</tr>
<tr>
<td><strong>Cargo Capacity:</strong></td>
<td>100 metric tons</td>
</tr>
<tr>
<td><strong>Consumables:</strong></td>
<td>3 months</td>
</tr>
<tr>
<td><strong>Cost:</strong></td>
<td>Whatever the black market can bear</td>
</tr>
<tr>
<td><strong>Hyperdrive Multiplier:</strong></td>
<td>x2</td>
</tr>
<tr>
<td><strong>Hyperdrive Backup:</strong></td>
<td>x8</td>
</tr>
<tr>
<td><strong>Nav Computer:</strong></td>
<td>Yes</td>
</tr>
<tr>
<td><strong>Maneuverability:</strong></td>
<td>2D</td>
</tr>
<tr>
<td><strong>Space:</strong></td>
<td>5</td>
</tr>
<tr>
<td><strong>Atmosphere:</strong></td>
<td>295; 850 kmh</td>
</tr>
<tr>
<td><strong>Hull:</strong></td>
<td>3D+1</td>
</tr>
<tr>
<td><strong>Shields:</strong></td>
<td>3D</td>
</tr>
<tr>
<td><strong>Sensors:</strong></td>
<td>Passive: 30/1D, Scan: 60/2D, Search: 90/4D, Focus: 4/4D+1</td>
</tr>
<tr>
<td><strong>Weapons:</strong></td>
<td>6 Heavy Laser Cannons</td>
</tr>
<tr>
<td><strong>Fire Arc:</strong></td>
<td>Turret</td>
</tr>
<tr>
<td><strong>Crew:</strong></td>
<td>1</td>
</tr>
<tr>
<td><strong>Skill:</strong></td>
<td>Starship gunnery</td>
</tr>
<tr>
<td><strong>Fire Control:</strong></td>
<td>2D</td>
</tr>
<tr>
<td><strong>Space Range:</strong></td>
<td>1-3/12/25</td>
</tr>
<tr>
<td><strong>Atmosphere Range:</strong></td>
<td>100-300/1.3/2.5 km</td>
</tr>
<tr>
<td><strong>Damage:</strong></td>
<td>5D</td>
</tr>
</tbody>
</table>
Light Privateer Frigate

**Craft:** Sienar Fleet Systems Light Frigate
**Affiliation:** Privateers
**Era:** Rise of the Empire
**Source:** The Best of the Adventure Journals: Issues 1-4 (page 120)
**Type:** Converted customs vessel
**Scale:** Starfighter

**Length:** 40 meters
**Skill:** Space transports: light frigate
**Crew:** 6, gunners: 6, skeleton: 3/+10
**Crew Skill:** Astrogation 3D+2, sensors 3D, space transports 4D+1, starship gunnery 4D, starship shields 4D

**Passengers:** 6
**Cargo Capacity:** 100 metric tons
**Consumables:** 2 months
**Cost:** 1 million (used)
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x15
**Nav Computer:** Yes
**Maneuverability:** 2D
**Space:** 8
**Atmosphere:** 365; 1,050 kmh
**Hull:** 3D+1
**Shields:** 3D

**Sensors:**
- **Passive:** 30/1D
- **Scan:** 60/2D
- **Search:** 90/4D
- **Focus:** 4/4D

**Weapons:**
- **4 Heavy Laser Cannons**
  - **Fire Arc:** 2 front, 1 left, 1 right
  - **Crew:** 1
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.3/2.5 km
  - **Damage:** 5D

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

- **Tractor Beam Emplacement**
  - **Fire Arc:** Front
  - **Crew:** 1 or 2
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.3/2.5 km
  - **Damage:** 3D

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Armored Transport

**Craft:** Kuat Drive Yards Armored Transport
**Affiliation:** Empire
**Era:** Rise of the Empire
**Source:** Pirates & Privateers (page 68)
**Type:** Medium freighter
**Scale:** Starfighter
**Length:** 50 meters

**Skill:** Space transports: Imperial armored transport
**Crew:** 10
**Crew Skill:** Varies widely
**Passengers:** 20 (troops)
**Cargo Capacity:** 30,000 metric tons
**Consumables:** 3 months
**Cost:** 240,000 (new), 110,000 (used)
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x12
**Nav Computer:** Yes
**Space:** 4
**Atmosphere:** 280; 800 kmh
**Hull:** 5D
**Shields:** 1D

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

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

Craft: Kuat Drive Yards Law-class Light Patrol Craft  
Affiliation: Empire  
Era: Rise of the Empire  
Source: Pirates & Privateers (page 81), The Far Orbit Project (page 81)  
Type: Advanced scout patrol craft  
Scale: Starfighter  
Length: 51 meters  
Skill: Space transports: Law patrol craft  
Crew: 15, skeleton: 4/+5  
Crew Skill: Varies, typically 3D-5D  
Passengers: 10 (brig)  
Cargo Capacity: 250 metric tons  
Consumables: 3 months  
Cost: Not available for sale  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x12  
Nav Computer: Yes  
Maneuverability: 1D  
Space: 5  
Atmosphere: 295; 850 kmh  
Hull: 5D  
Shields: 1D  
Sensors:  
Passive: 30/1D  
Scan: 60/2D  
Search: 90/4D  
Focus: 4/4D+1  
Weapons:  
4 Laser Cannons  
Fire Arc: 2 front, 2 turret  
Skill: Starship gunnery  
Fire Control: 2D+2  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 5D  
Proton Torpedo Launcher (5 torpedoes)  
Fire Arc: Front  
Skill: Starship gunnery  
Fire Control: 0D  
Space Range: 1-5/10/15  
Atmosphere Range: 100-500/1/1.5 km  
Damage: 9D

Guardian Light Cruiser

Craft: Sienar Fleet Systems Guardian-class light cruiser  
Affiliation: Empire  
Era: Rise of the Empire  
Source: Core Rulebook (page 256), Pirates & Privateers (page 84), The Far Orbit Project (pages 77-78)  
Type: Inter-system customs vessel  
Scale: Starfighter  
Length: 42 meters  
Skill: Space transports: Guardian cruiser  
Crew: 16 (3 can coordinate), gunners: 4, skeleton: 8/+10  
Crew Skill: Space transports 5D, starship gunnery 5D+2, starship shields 5D+1  
Passengers: 6 (prisoners in brig)  
Cargo Capacity: 200 metric tons  
Consumables: 3 months  
Cost: Not available for sale  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x10  
Nav Computer: Yes  
Maneuverability: 1D  
Space: 9  
Atmosphere: 400; 1,150 kmh  
Hull: 5D  
Shields: 2D  
Sensors:  
Passive: 30/1D  
Scan: 60/2D  
Search: 90/4D  
Focus: 4/4D+1  
Weapons:  
4 Laser Cannons  
Fire Arc: 2 front, 2 turret  
Crew: 1  
Skill: Starship gunnery  
Fire Control: 2D+2  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 5D

344 Light Cruiser

Craft: Sienar Fleet Systems Guardian 344-class Light Cruiser  
Affiliation: Empire  
Era: Rise of the Empire  
Source: Planets Collection (pages 117-118)  
Type: Imperial customs light cruiser  
Scale: Starfighter  
Length: 42 meters  
Skill: Space transports: 344 light cruiser
Guardian Light Cruiser

Crew: 4, gunners: 4, skeleton: 2/+10
Crew Skill: Space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 10 (troops), 6 (prisoner cells)
Cargo Capacity: 150 metric tons
Consumables: 3 months
Cost: Not available for sale (375,000 black market)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/4D
Focus: 4/4D+1
Weapons:
4 Laser Cannons
Fire Arc: 2 front, 2 turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Security Cruiser

Crew: 16, gunner: 1, skeleton: 8/+10
Crew Skill: Starship gunnery 4D, starship piloting 4D, starship shields 4D, sensors 6D
Passengers: 14
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D
Shields: 3D
Sensors:
Passive: 35/1D+1
Scan: 70/2D+1
Search: 140/4D+1
Focus: 4/4D+2
Weapons:
2 Twin Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere: 100-300/1.2/2.5 km
Damage: 6D

ISB Operations Ship

Craft: Sienar Fleet Systems ISB Operations Ship
Affiliation: Empire
Era: Rise of the Empire
Source: Platt's Starport Guide (page 56)
Type: Special operations vessel
Scale: Starfighter
Length: 42 meters
Skill: Space transports: ISB ship
**Corellian Assault Boat**

**Craft:** Corellian Mynock-class assault boat
**Affiliation:** Corellian Defense Force / General
**Era:** Rise of the Empire
**Source:** Cracken's Threat Dossier (page 139)
**Type:** Assault boat
**Scale:** Starfighter
**Length:** 44 meters
**Skill:** Space transports: assault boat
**Crew:** 2, gunners: 1, skeleton: 1/+10
**Crew Skill:** Varies widely
**Passengers:** 24 (troops)
**Cargo Capacity:** 40 metric tons
**Consumables:** 1 month
**Cost:** 250,000 (used)
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x10
**Nav Computer:** Yes
**Maneuverability:** 2D
**Space:** 10
**Atmosphere:** 415; 1,200 kmh
**Hull:** 5D
**Shields:** 2D
**Sensors:**
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/4D
- Focus: 4/4D+1
**Weapon:**
- 4 Laser Cannons
  - **Fire Arc:** 2 front, 2 turret
  - **Crew:** 1
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D+2
  - **Space Range:** 1-3/12/25
  - **Atmosphere:** 100-300/1.2/2.5 km
  - **Damage:** 5D

**Concealer Prison Ship**

**Craft:** Sienar Fleet Systems Concealer-class Prison Ship
**Affiliation:** Empire
**Era:** Rise of the Empire
**Source:** Flashpoint! Brak Sector (page 78)
**Type:** Prison transport ship
**Scale:** Starfighter
**Length:** 50 meters
**Skill:** Space transports: Concealer prison ship
**Crew:** 3, gunners: 4
**Crew Skill:** Astrogation 3D, sensors 3D, space transports 4D, starship gunnery 4D, starship shields 4D
**Passengers:** 15 (guards), 60 (prisoners)
**Cargo Capacity:** 25 metric tons
**Consumables:** 2 months
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x15
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 3
**Atmosphere:** 260; 750 kmh
**Hull:** 4D+2
**Shields:** 3D
**Sensors:**
- Passive: 30/1D
- Scan: 60/2D
- Search: 90/4D
- Focus: 4/4D+1
**Weapon:**
- Concussion Missile Tube
  - **Fire Arc:** Front
  - **Crew:** 1 (pilot or co-pilot)
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/7/36
  - **Atmosphere Range:** 100-300/700/3.6 km
  - **Damage:** 4D
- 2 Medium Ion Cannons (fire-linked)
  - **Fire Arc:** Front
  - **Crew:** 1
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/12/25
  - **Atmosphere Range:** 100-300/1.2/2.5 km
  - **Damage:** 2D
**Mansk Escort Frigate**

**Craft:** Tallaani Shipyards Mansk-class Escort Frigate  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Tapani Sector Instant Adventures (page 34)  
**Type:** Light escort frigate  
**Scale:** Starfighter  
**Length:** 100 meters  
**Skill:** Space transports: Mansk escort frigate  
**Crew:** 5, gunners: 7, skeleton 2/+10  
**Crew Skill:** Space transports 5D, starship shields 4D+2, starship gunnery 5D  
**Passengers:** 30 (troops)  
**Cargo Capacity:** 80 metric tons  
**Consumables:** 1 month  
**Cost:** 135,000 credits (used only)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
- Passive: 30/1D  
- Scan: 60/2D  
- Search: 90/3D  
- Focus: 4/4D  
**Weapons:**  
- 6 Laser Turrets  
  **Fire Arc:** Turret  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1-3/12/25  
  **Atmosphere Range:** 100-300/1.2/2.5 km  
  **Damage:** 4D  
- Fire Arc: Front  
  **Crew:** 1  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1-3/7/36  
  **Atmosphere:** 100-300/700/3.6 km  
  **Damage:** 3D

**INT-66 Heavy Interceptor**

**Craft:** Corellian Engineering Corporation INT-66  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Adventure Journal 4  
**Type:** Heavy Interceptor  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: INT-66  
**Crew:** 1, gunners: 2  
**Crew Skill:** Space transports 5D, starship gunnery 5D+1, starship shields 4D+2  
**Passengers:** 3  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 4 months  
**Cost:** 350,000 credits (new), 275,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
- Passive: 20/1D  
- Scan: 45/1D+2  
- Search: 75/2D+2  
- Focus: 3/3D+2  
**Weapons:**  
- 2 Turbolasers (fire-linked)  
  **Fire Arc:** Front  
  **Crew:** 1 (pilot)  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1-4/15/30  
  **Atmosphere:** 100-400/1.5/3 km  
  **Damage:** 7D  
- 4 Multi-Repeat Blasters (fire-linked)  
  **Fire Arc:** Front  
  **Crew:** 1  
  **Skill:** Starship gunnery  
  **Fire Control:** 2D  
  **Space Range:** 1-3/12/20  
  **Atmosphere:** 100-300/1.2/2 km  
  **Damage:** 4D  
- Double Pulse Laser Cannon  
  **Fire Arc:** Turret  
  **Crew:** 1  
  **Skill:** Starship gunnery  
  **Fire Control:** 3D  
  **Space Range:** 1-3/12/25  
  **Atmosphere:** 100-300/1.2/2.5 km  
  **Damage:** 5D+2
Y-4 "Raptor" Transport

**Craft:** Incom Corporation Y-4 Military Transport  
**Affiliation:** Empire / Rebel Alliance / General  
**Era:** Rise of the Empire  
**Source:** Cracken's Threat Dossier (page 48), The Essential Guide to Vehicles and Vessels (pages 84-85)  
**Type:** Military troop transport  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Y-4 transport  
**Crew:** 1, gunners: 2  
**Crew Skill:** Astrogation 4D, sensors 3D+1, space transports: Y-4 Transport 5D+1, starship gunnery 4D and starship shields 3D.  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes, astromech droid adds +1D to astrogation roll  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 5D+2  
**Shields:** 3D  
**Sensors:**  
Passive: 40/1D  
Scan: 80/2D  
Search: 100/3D  
Focus: 5/4D  
**Weapons:**  
2 Double Laser Cannons  
Fire Arc: 1 front, 1 turret  
Crew: 1  
Scale: Starfighter  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1-5/12/20  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 3D

PB-950 Patrol Boat

**Craft:** Corellian PB-950  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 81-82), The Far Orbit Project (pages 81-82)  
**Type:** Stock patrol boat  

**Scale:** Starfighter  
**Length:** 37 meters  
**Skill:** Space transports: PB-950 patrol boat  
**Crew:** 2, gunners: 2  
**Crew Skill:** varies, typically 3D-5D  
**Passengers:** 8  
**Cargo Capacity:** 180 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
Passive: 30/1D  
Scan: 60/2D  
Search: 90/4D  
Focus: 4/4D+1  
**Weapons:**  
Quad Laser Cannon  
Fire Arc: Turret  
Crew: 1  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 5D  
Concussion Missile Tube  
Fire Arc: Turret  
Crew: 1  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1/3/7  
Atmosphere Range: 50-100/300/700  
Damage: 9D

2 Medium Ion Cannons (fire-linked)  
Fire Arc: Front  
Crew: 1 (pilot or co-pilot)  
Skill: Starship gunnery  
Fire Control: 3D  
Space Range: 1-3/7/36  
Atmosphere Range: 100-300/700/3.6 km  
Damage: 4D
Light Corvette

Craft: Rendili StarDrive's Light Corvette
Affiliation: Empire
Era: Rise of the Empire
Source: Galaxy Guide 6: Tramp Freighters (pages 76-77), Pirates & Privateers (page 83), The Far Orbit Project (pages 76-77)
Type: Imperial customs vessel
Scale: Starfighter
Length: 180 meters

Skill: Space transports: light corvette
Crew: 52, gunners: 6, skeleton: 18/+10
Crew Skill: Space transports 5D, starship gunnery 5D+2, starship shields 5D+1
Passengers: 20
Cargo Capacity: 500 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 5D+1
Shields: 3D
Sensors:
  Passive: 30/1D
  Scan: 60/2D
  Search: 90/4D
  Focus: 4/4D+1
Weapons: 6 Double Turbolaser Cannons
  Fire Arc: Turret
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 3-15/35/75
  Atmosphere Range: 300-1.5/3.5/7.5 km
  Damage: 4D
Stormtrooper Transport

Craft: Telgorn Corporation Dx-9 Transport
Affiliation: Empire
Era: Rise of the Empire
Type: Assault fighter/gunboat
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Dx-9 transport
Crew: 2, gunners: 3
Crew Skill: Astrogation 3D, starship gunnery 4D+1, space transports 4D, starship shields 3D, sensors 3D
Passengers: 40
Cargo Capacity: 60 metric tons
Consumables: 2 months
Cost: Not available for sale (black market: 575,000)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 2D+2
Sensors:
  Passive: 30/1D
  Scan: 60/2D
  Search: 80/3D
  Focus: 4/4D
Weapons:
  2 Quad Laser Cannons
  Fire Arc: Front
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 1-300/1.2/2.5 km
  Damage: 6D

  Quad Ion Cannon
  Fire Arc: Front
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/7/36
  Atmosphere Range: 1-300/700/3.6 km
  Damage: 5D

  2 Proton Torpedo Launchers (may be linked)
  Fire Arc: Front
  Crew: Pilot or Co-pilot
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1/3/7
  Atmosphere Range: 100/300/700
  Damage: 9D
**Conqueror Assault Ship**

**Craft:** Surronian *Conqueror*-class Assault Ship  
**Affiliation:** General / Empire  
**Era:** Rebellion  
**Source:** Pirates & Privateers (pages 74-75), The Essential Guide to Vehicles and Vessels (pages 58-59)  
**Type:** Assault ship  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Conqueror assault ship  
**Crew:** 2, skeleton: 1/+5  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 1  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 20/1D  
  - Scan: 35/1D+1  
  - Search: 80/2D+1  
  - Focus: 2/3D  
**Weapons:**  
  - **10 Quad Laser Cannon**  
    - **Fire Arc:** 4 front, 2 left, 2 right, 2 back  
    - **Crew:** 1  
  - **Tractor Beam emplacement**  
    - **Fire Arc:** Turret  
    - **Crew:** 3  
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**Etti Lighter**

**Craft:** CSA Etti Light Transport  
**Affiliation:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 97-98), Pirates & Privateers (page 79)  
**Type:** Modified medium freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Etti Lighter  
**Crew:** 25, gunners: 13, skeleton: 15/+10  
**Crew Skill:** Capital ship gunnery 4D, capital ship shields 3D+2, space transports 3D+2, starship gunnery 4D  
**Passengers:** 15  
**Cargo Capacity:** 400 metric tons  
**Cost:** 425,000 (new), 650,000 (as modified)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes (limited to 4 jumps)  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 30/1D  
  - Scan: 60/2D  
  - Search: 90/3D+2  
  - Focus: 6/4D  
**Weapons:**  
  - **10 Quad Laser Cannon**  
    - **Fire Arc:** 4 front, 2 left, 2 right, 2 back  
    - **Crew:** 1  
  - **Scale:** Starfighter  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 1D  
    - **Space Range:** 1-5/10/20  
    - **Atmosphere Range:** 100-500/1/2 km  
    - **Damage:** 5D  
**Picture Removed**

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**Light Patrol Ship**

*Craft:* Sienar Fleet Systems Light Patrol Ship  
*Affiliation:* Empire  
*Era:* Rebellion  
*Source:* Pirates & Privateers (page 82), The Far Orbit Project (page 83)  
*Type:* Patrol ship  
*Scale:* Starfighter  
*Length:* 38 meters  
*Skill:* Space transports: Light patrol ship  
*Crew:* 3, gunners: 3  
*Crew Skill:* Varies, typically 3D-5D  
*Passengers:* 8 (brig)  
*Cargo Capacity:* 100 metric tons  
*Consumables:* 1 month  
*Cost:* Not available for sale  
*Hyperdrive Multiplier:* x1  
*Hyperdrive Backup:* x10  
*Nav Computer:* Yes  
*Maneuverability:* 1D  
*Space:* 8  
*Atmosphere:* 365; 1,050 kmh  
*Hull:* 4D+1  
*Shields:* 2D  
*Sensors:*  
  Passive: 30/1D  
  Scan: 60/1D+2  
  Search: 90/2D+2  
  Focus: 4/3D+1  
*Weapons:*  
  **2 Twin Laser Cannons**  
  Fire Arc: Front  
  Skill: Starship gunnery  
  Fire Control: 1D  
  Space Range: 1-3/12/25  
  Atmosphere Range: 100-300/1.2/2.5 km  
  Damage: 3D+2  
  **3 Laser Cannons**  
  Fire Arc: Turret  
  Skill: Starship gunnery  
  Fire Control: 2D  
  Space Range: 1-3/12/25  
  Atmosphere Range: 100-300/1.2/2.5 km  
  Damage: 5D

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**Iskallon Light Frigate**

*Craft:* Iskallon Light Frigate  
*Affiliation:* Iskallon  
*Era:* Rebellion  
*Source:* Twin Stars of Kira (page 91)  
*Type:* Light frigate  
*Scale:* Starfighter  
*Length:* 83 meters  
*Skill:* Space transports: Iskallon Light Frigate  
*Crew:* 39, gunners: 3, skeleton: 15/+10  
*Crew Skill:* Astrogation 3D+2, space transports: Iskallon Light Frigate 5D, starship gunnery 4D, starship shields 4D  
*Passengers:* 15  
*Cargo Capacity:* 400 metric tons  
*Consumables:* 4 months  
*Cost:* Not available for sale  
*Hyperdrive Multiplier:* x2  
*Nav Computer:* Yes  
*Maneuverability:* 1D  
*Space:* 5  
*Atmosphere:* 295; 850 kmh  
*Hull:* 4D  
*Shields:* 3D
| **Sensors:** | **Passive:** 10/0D  |
| | **Scan:** 20/1D  |
| | **Search:** 40/2D  |
| | **Focus:** 3/3D  |
| **Weapons:** | **2 Double Laser Cannons** (fire separately)  |
| | **Fire Arc:** Front  |
| | **Crew:** 1  |
| | **Skill:** Starship gunnery  |
| | **Fire Control:** 2D  |
| | **Space Range:** 1-2/10/30  |
| | **Atmosphere:** 100-200/1/3 km  |
| | **Damage:** 4D  |

**Heavy Laser Cannon**

| **Fire Arc:** Front  |
| **Crew:** 1  |
| **Skill:** Starship gunnery  |
| **Fire Control:** 2D+1  |
| **Space Range:** 1-5/15/45  |
| **Atmosphere:** 100-500/1.5/4.5 km  |
| **Damage:** 5D  |

**YQ-400 Monitor Droid**

| **Craft:** CEC/Loronar YQ-400 Monitor Droid Patrol Ship  |
| **Affiliation:** General  |
| **Era:** Rebellion  |
| **Source:** Gamer Magazine Issue 10  |
| **Type:** Space transport  |
| **Scale:** Starfighter  |
| **Length:** 36 meters  |
| **Crew Skill:** Sensors 3D+1, space transports 4D, starship gunnery 4D, starship shields 3D+2  |
| **Consumables:** 20 years  |
| **Cost:** 175,000 (new), 100,000 (used)  |
| **Maneuverability:** 1D  |
| **Space:** 6  |
| **Atmosphere:** 340; 960 kmh  |
| **Hull:** 4D  |
| **Shields:** 2D  |

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

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

**Mestapol Zephyr**

| **Craft:** Mestapol Zephyr Light Combat Fighter  |
| **Affiliation:** General  |
| **Era:** Rebellion  |
| **Source:** The Politics of Contraband (page 50)  |
| **Type:** Light combat fighter  |
| **Scale:** Starfighter  |
| **Length:** 50 meters  |
| **Skill:** Space transports 2D  |
| **Crew:** 1  |
| **Crew Skill:** Space transports 2D  |
| **Cargo Capacity:** 300 kilograms  |
| **Consumables:** 1 month  |
| **Cost:** 70,000  |
| **Hyperdrive Multiplier:** x1  |
| **Hyperdrive Backup:** x4  |
| **Nav Computer:** Yes  |
| **Maneuverability:** 3D+1  |
| **Space:** 8  |
| **Atmosphere:** 365; 1,050 kmh  |
| **Hull:** 4D  |
| **Shields:** 3D  |

| **Sensors:** | **Passive:** 30/1D  |
| | **Scan:** 60/2D  |
| | **Search:** 90/4D  |
| | **Focus:** 4/4D+1  |
| **Weapons:** | **2 Dual Heavy Ion Cannons** (fire separately)  |
| | **Fire Arc:** Partial Turret (front, left, right)  |
| | **Skill:** Starship gunnery  |

**Proton Torpedo Launcher**

| **Fire Arc:** Front  |
| **Skill:** Starship gunnery  |
| **Fire Control:** 2D  |
| **Space Range:** 1/3/7  |
| **Atmosphere Range:** 30-100/300/700  |
| **Damage:** 9D  |

**VT-49 Decimator**

| **Craft:** Sienar Fleet Systems VT-49 Decimator Assault Ship  |
| **Affiliation:** Empire  |
| **Era:** Rebellion  |
| **Type:** Assault ship  |
| **Scale:** Starfighter  |
| **Length:** 40 meters  |
| **Skill:** Space transports: VT-49 Decimator  |
| **Crew:** 3, gunners: 5, skeleton: 2/+10  |
Crew Skill: Varies
Passengers: 20 (troops)
Cargo Capacity: 2 metric tons
Consumables: 2 months
Cost: 1,610,000 (including modification costs)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 295; 850 kmh
Hull: 5D+1
Shields: 3D
Sensors:
Passive: 15/+2
Scan: 35/1D
Search: 60/3D
Focus: 5/4D
2 Quad Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
3 Concussion Missile Launchers
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D

Speeder Transport

Craft: Slayn & Korpil V-Wing Speeder Transport, Model A
Affiliation: New Republic
Era: New Republic
Source: Dark Empire Sourcebook (pages 120-121)
Type: Orbital interface transport
Scale: Starfighter
Length: 20 meters
Skill: Space transports: V-wing transport
Crew: 2, skeleton: 1/+5
Crew Skill: Space transports 5D, starship shields 4D
Passengers: 4(pilots)
Cargo Capacity: 2 metric tons, docking sleeves for 4 V-Wings
Consumables: 3 days
Cost: 175,000 credits
Maneuverability: 1D+2
Space: 4

Ssi-ruuvi Planetary Lander

Craft: Ssi-ruuvi D’kee-class Planetary Lander
Affiliation: Ssi-ruuk
Era: New Republic
Source: The Truce at Bakura Sourcebook (pages 126-127)
Type: Planetary lander
Scale: Starfighter
Length: 70 meters
Skill: Space transports: D’kee Lander
Crew: 4, gunners: 8, skeleton: 2/+10
Crew Skill: Sensors 3D+2, space transports 5D, starship gunnery 3D+2, starship shields 3D+1
Passengers: 100 (P’w’eck collectors)
Cargo Capacity: 4 metric tons (internal), docking sleeves for 6 V-wings
Cost: 195,000
Consumables: 1 day
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 1D+1
Shields: 3D (upon landing), 2D (upon return)
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 30/1D+2
Focus: 1/2D+2
Weapons:
6 Light Ion Cannons
Fire Arc: 3 front, 1 left, 1 right, 1 back
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17

Speeder Transport, Model B

The Model B is identical to the Model A with the following modifications:
Craft: Slayn & Korpil V-win Speeder Transport, Model B
Length: 27 meters
Passengers: 6 (pilots)
Cargo Capacity: 4 metric tons (internal), docking sleeves for 6 V-wings
Cost: 195,000

Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 2D
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D

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

Note: 3 kilometers from population centers, releases paralysis canisters, each lander carries 100 canisters. Each canister can affect 9 square kilometer area. A Person is conscious but not able to move or talk, immobile. Can last up to 8 hours.

Yvarema Warship

Craft: Modified Royal Yvarema Scout Ship
Affiliation: Yvarema
Era: New Republic
Source: The DarkStryder Campaign: Endgame (page 90)
Type: Short-range attack craft
Scale: Starfighter
Length: 20 meters
Skill: Archaic starship piloting: Yvarema scout ship
Crew: 2
Crew Skill: Archaic starship piloting 5D, astrogation 4D, starship shields 4D+1

Passengers: 3
Cargo Capacity: 10 metric tons
Consumables: 2 weeks
Hyperdrive Multiplier: x4
Nav Computer: Yes, limited to 3 jumps
Maneuverability: 2D+2
Space: 5
Atmosphere: 295; 800 kmh
Hull: 3D
Shields: 2D

Sensors:
Passive: 25/0D
Scan: 35/1D
Search: 50/2D+1
Focus: 3/3D

Weapons:
Navigational Deflector
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Space Range: 1-3/8/15
Atmosphere Range: 100-300/800/1.5 km
Damage: 2D

Quad Laser Cannon
Fire Arc: Front
Crew: 1 (pilot or co-pilot)
Skill: Starship piloting
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

Tactical Fusion Missile
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Missile weapons: fusion missile
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 10D
Note: Immune to ionization damage.

Ssi-ruuvi Picket Ship

Craft: Ssi-ruuvi Fw’Sen-class Picket Ship
Affiliation: Ssi-ruuk
Era: New Republic
Source: The Truce at Bakura Sourcebook (page 125), The Essential Guide to Vehicles and Vessels (pages 152-153)
Type: Picket ship
Scale: Starfighter
Length: 45 meters
Skill: Space transports: Fw’Sen
Crew: 3 (P’w’ecks), gunners: 10, Skeleton: 2/+10
Crew Skill: Space transports: Fw’Sen 4D+2, starship gunnery 4D, starship shields 3D+2
Consumables: 3 months
Hyperdrive Multiplier: x2
Nav Computer: Limited to 4 jumps
Maneuverability: 2D+1
Space: 5
Hull: 2D+2
Shields: 3D+1

Sensors:
Passive: 40/1D
Scan: 80/1D+2
Search: 130/2D
Focus: 4/3D

Weapons:
6 Ion Cannon (may be fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-5/10/15
Atmosphere Range: 100-500/1/1.5 km
Damage: 4D (if fire-linked in groups of 2-3, 5D damage, if fire-linked in groups of 4-5, 6D damage, if all six cannons are fire-linked, 7D damage)

2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/15
Atmosphere Range: 100-500/1/1.5 km
Damage: 4D

2 Turbolasers
Fire Arc: Turret
Crew: 1
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-5/10/15
Atmosphere Range: 100-500/1/1.5 km
Damage: 2D+1
### Yorik-vec Assault Cruiser

**Craft:** Yorik-vec Assault Cruiser  
**Affiliation:** Yuuzhan Vong  
**Era:** New Jedi Order  
**Source:** Gamer Magazine Issue 8  
**Type:** Transport  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Yorik-vec  
**Crew:** 2 pilots, 3 gunners  
**Crew Skill:** Up to 8D in all applicable skills  
**Passengers:** 8  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  

<table>
<thead>
<tr>
<th>Skill</th>
<th>Space Range</th>
<th>Atmosphere Range</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Quad Volcanic Cannon</strong></td>
<td>Fire Arc: Turret</td>
<td>1-3/12/25</td>
<td>100-300/1.2/2.5 km</td>
</tr>
<tr>
<td><strong>Fire Control:</strong></td>
<td>4D</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Atmosphere:</strong></td>
<td>330; 950 kmh</td>
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<td></td>
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<tr>
<td><strong>Hull:</strong></td>
<td>5D</td>
<td></td>
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<tr>
<td><strong>Shields:</strong></td>
<td>2D</td>
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<tr>
<td><strong>Passive:</strong></td>
<td>30/0D</td>
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<tr>
<td><strong>Scan:</strong></td>
<td>60/1D</td>
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<tr>
<td><strong>Search:</strong></td>
<td>90/2D</td>
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<tr>
<td><strong>Focus:</strong></td>
<td>3/4D</td>
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</tr>
</tbody>
</table>

**Weapons:**

**2 Twin Volcanic Cannons**  
Fire Arc: 1 left, 1 right  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 6D
CAPITAL SHIPS
Transports

Sun Jammer

Craft: Modified Starshipwrights and Aerospace Engineers Incorporated (SAEI) Sun Skipper 2000 Sun Jammer
Affiliation: General
Era: Old Republic
Source: Galladinium's Fantastic Technology (page 90)
Type: Sun jammer
Scale: Starfighter
Length: 1,000 meters wide (solar collector dish), 450 meters long (command pylon)
Skill: Archaic starship piloting: sun jammer
Crew: 2
Crew Skill: Varies widely
Passengers: 1
Cargo Capacity: 300 kilograms
Consumables: 1 week
Cost: 250,000 (new), 150,000 (used)
Maneuverability: +1
Space: 2
Hull: 1D (command pylon), 0D (solar collector)
Sensors: Passive: 35/0D

Ithullian Ore Hauler

Craft: Ithullian Ore Hauler
Affiliation: General
Era: Old Republic
Source: Tales of the Jedi Companion (pages 114-115), The Essential Guide to Vehicles and Vessels (pages 88-89)
Type: Cargo ship
Scale: Capital
Length: 1.1 kilometers
Skill: Capital ship piloting: ore-hauler
Crew: 15, gunners: 14, skeleton: 10/+10
Crew Skill: Astrogation 3D+1, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+2, sensors 3D
Passengers: 35
Cargo Capacity: 500 metric tons
Consumables: 1 month
Cost: 200,000 (new), 120,000 (used)
Hyperdrive Multiplier: x15
Hyperdrive Backup: x25
Maneuverability: 1D
Space: 2
Hull: 4D+2
Shields: 2D; 4D
Sensors:
Passive: 15/1D
Scan: 25/2D

Star Shuttle

Craft: Corellian Star Shuttle
Affiliation: General
Era: Old Republic
Source: Starships of the Galaxy (pages 86-87)
Type: Transport
Scale: Capital
Length: 80 meters
Skill: Capital ship piloting: star shuttle
Crew: 8
Crew Skill: Varies
Passengers: 200
Cargo Capacity: 900 metric tons
Consumables: 3 years
Cost: 2,650,000 (new)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Republic Cruiser

Craft: Corellian Engineering Corporation
Consular-class Space Cruiser
Affiliation: Old Republic / General
Era: Old Republic
Source: Starships of the Galaxy (pages 91-92)
Type: Diplomatic transport
Scale: Capital
Length: 115 meters
Skill: Capital ship piloting: Corellian space cruiser
Crew: 8
Crew Skill: Typically 6D in applicable skills
Passengers: 16
Cargo Capacity: 1,000 metric tons
Consumables: 6 months
Cost: 1.25 million
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 0D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+2
Shields: 2D
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 100/3D
  Focus: 5/4D
Nav Computer: Yes
Maneuverability: +1
Space: 1
Hull: 4D
Shields: 4D
Sensors:
Passive: 40/0D
Scan: 60/1D
Search: 100/2D
Focus: 3/2D+1
Weapons:
10 Ion Cannons
Fire Arc: 3 front, 2 left, 2 right, 3 rear
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-10/25/50
Damage: 3D
2 Tractor Beam Projectors
Fire Arc: 1 left, 1 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 5D

Herd Ship

Craft: Ithorian SkyYards Herd Ship
Affiliation: Ithorians
Era: Old Republic
Source: Gamer Magazine Issue 4
Type: Ithorian herd ship
Scale: Capital
Length: 1,800 meters
Skill: Capital ship piloting: Herd Ship
Crew: 1,500 to 3,000
Crew Skill: Capital ship piloting 4D
Passengers: 10,000

Cargo Capacity: 20,000 metric tons
Consumables: 5 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x9
Nav Computer: Yes
Space: 2
Hull: 5D
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D
Weapons:
20 Laser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-4/13/28
Atmosphere Range: 100-400/1.3/2.8 km
Damage: 4D

4 Tractor Beam Projectors
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D+2

Bacta Transport

Craft: Kuat Drive Yard’s B-12 Transport
Affiliation: General
Era: Rise of the Empire
Source: Lord of the Expanse: Sector Guide (page 42), Tapani Sector Instant Adventures (pages 28-29)
Type: Bacta transport ship
Scale: Capital
Length: 238 meters
Skill: Capital ship piloting: B-12 Transport
Crew: 26, skeleton: 4/+10
Crew Skill: Astrogation 4D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D
Passengers: 6
Cargo Capacity: 600,000 metric tons
Consumables: 1 year
Cost: 1.2 million (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 3D
Shields: 2D
Sensors:
Passive: 40/0D
Scan: 80/1D
Search: 120/2D
Focus: 3/3D
Weapons:
Concealed Laser Cannon (Theta-2Y modified model only)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 100-300/450/1 km
Damage: 4D

MOD-17 Container Freighter

Craft: Loronar MOD-17 Container Freighter
Affiliation: General
Era: Old Republic
Source: Gamer Magazine Issue 8
Type: Container freighter
Scale: Capital
Length: 550 meters
Skill: Capital ship piloting: MOD-17
Crew: 50
Crew Skill: All applicable skills at 4D
Passengers: 30
Cargo Capacity: 200,000 metric tons
Consumables: 6 months
Cost: 6 million (new), 3 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 3
Atmosphere: 260; 750 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 30/1D
Scan: 40/2D
Search: 50/2D+2
Focus: 4/3D

MOD-17 Deckplan Key:
Ferryboat Liner

Craft: SoroSuub Corp. Ferryboat Liner
Affiliation: General
Era: Rise of the Empire
Type: Passenger liner
Scale: Capital
Length: 363 meters
Skill: Capital ship piloting: Ferryboat
Crew: 98
Passengers: 500
Cargo Capacity: 5,000 metric tons
Cost: 6 million
Hyperdrive Multiplier: x2.5

Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 0D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D
Shields: 1D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D

Eliall Container Ship

Craft: Eliall-class Cargo Barge
Affiliation: General
Era: Rise of the Empire
Source: Tapani Sector Instant Adventures (page 26)
Type: Container ship
Scale: Capital
Length: 100 meters
Skill: Capital ship piloting: container ship
Crew: 5
Crew Skill: Capital ship piloting 6D
Passengers: 5
Cargo Capacity: 300 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Shields: 1D
Sensors:
  Passive: 0/1D
  Scan: 20/1D+2
  Search: 30/2D
  Focus: 40/3D

AA-9 Starfreighter

1. Landing Bay
2. Bridge
3. Sick Bay
4. Storage
5. Crew Mess
6. Crew Quarters
7. Droid Garage
8. Tech Shop
9. Engineering
10. Cargo Habitats

Craft: SoroSuub Corp. Ferryboat Liner
Affiliation: General
Era: Rise of the Empire
Type: Passenger liner
Scale: Capital
Length: 363 meters
Skill: Capital ship piloting: Ferryboat
Crew: 98
Passengers: 500
Cargo Capacity: 5,000 metric tons
Cost: 6 million
Hyperdrive Multiplier: x2.5
C-3 Passenger Liner

**Craft:** Leonore Luxury Liners C-3  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Type:** Passenger liner  
**Scale:** Capital  
**Length:** 400 meters  
**Skill:** Capital ship piloting  
**Crew:** 290  
**Passengers:** 1000  
**Cargo Capacity:** 5000 metric tons  
**Cost:** 8 million (new); 3.5 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D  
**Shields:** 1D+2  
**Sensors:**  
Passive: 20/0D  
Scan: 30/1D  
Search: 40/2D  
Focus: 2/2D+2  
**Weapons:**  
4 Twin Blaster Cannons (fire-linked)  
**Fire Arc:** Turret  
**Crew:** 1  
**Skill:** Capital ship gunnery  
**Fire Control:** 1D  
**Space Range:** 1-3/6/9  
**Damage:** 4D

Container Train

**Craft:** Rendili StarDrive's Container Train  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
Passive: 40/0D  
Scan: 80/1D  
Search: 120/2D  
Focus: 3/3D
Source: Black Ice (pages 16-20)
Type: Container train
Scale: Capital
Length: 7,800 meters (9 cargo pods: 600 meters each; 2 engine pods: 1,200 meters each)
Skill: Capital ship piloting: container train
Crew: 200, skeleton 100/+10
Crew Skill: Astrogation 3D, capital ship piloting 4D
Passengers: None
Cargo Capacity: 1,210,000,000 metric tons (110,000,000 metric tons in each of the 9 cargo balls; 110,000,000 metric tons in each of the 2 engine pods)
Consumables: 6 months

Cost: Not available for sale
Hyperdrive Multiplier: x6
Hyperdrive Backup: x24
Nav Computer: Yes
Space: 1 (increases always +1, when two cargo balls are removed)
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 20/1D+1
Search: 40/1D+2
Focus: 2/2D
Corellian Passenger Liner

**Craft:** Stock Corellian Engineering Corporation Passenger Liner
**Affiliation:** General
**Era:** Rise of the Empire
**Source:** The New Jedi Order Sourcebook (page 86)
**Type:** Luxury liner
**Scale:** Capital
**Length:** 150 meters
**Skill:** Capital ship piloting: CEC Passenger Liner
**Crew:** 120 (includes servants and wait staff)
**Crew Skill:** All applicable skills at 4D
**Passengers:** 600
**Cargo Capacity:** 2,000 metric tons
**Consumables:** 3 months
**Cost:** 1,600,000 (new), 1,200,000 (used)
**Hyperdrive Multiplier:** x3
**Nav Computer:** Yes
**Space:** 3
**Hull:** 2D
**Shields:** 1D
**Sensors:**
- Passive: 20/0D
- Scan: 30/1D
- Search: 40/2D
- Focus: 2/2D+2
**Weapons:**
- **2 Double Turbolaser Cannons**
  - **Fire Arc:** 1 front, 1 back
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 1D
  - **Space Range:** 3-15/35/75
  - **Atmosphere Range:** 6-30/70/150 km
  - **Damage:** 5D

ZD-8000 Luxury Liner

**Craft:** Corellian Engineering Corporation ZD-8000 Cruise Ship
**Affiliation:** General
**Era:** Rebellion
**Source:** The Politics of Contraband (page 23)
**Type:** Luxury liner
**Scale:** Capital
**Length:** 500 meters
**Skill:** Capital ship piloting: ZD-8000 Cruise Ship
**Crew:** 350, skeleton: 50/+10
**Crew Skill:** Capital ship piloting 3D+2, starship shields 3D, sensors 2D, scanning planets 4D+1, astrogation 4D, capital ship gunnery 3D, survival 4D, medicine 4D+2
**Passengers:** 2,200
**Cargo Capacity:** 20,000 metric tons
**Consumables:** 5 years
**Cost:** 19 million credits
**Hyperdrive Multiplier:** x3
**Nav Computer:** Yes
**Space:** 4
**Hull:** 2D
**Shields:** 1D
**Sensors:**
- Passive: 40/0D
- Scan: 75/1D
- Search: 250/4D
- Focus: 5/5D
**Weapons:**
- **6 Turbolaser Batteries**
  - **Fire Arc:** 2 front, 2 back, 1 left, 1 right
  - **Crew:** 1
  - **Skill:** Capital ship gunnery
  - **Fire Control:** 0D
  - **Space Range:** 3-15/35/75
  - **Atmosphere Range:** 6-30/70/150 km
  - **Damage:** 3D

Star Seeder

**Craft:** Kuat Drive Yards Star Seeder
**Affiliation:** General
**Era:** Rebellion
**Source:** Galaxy Guide 8 – Scouts (page 39)
**Type:** Colony ship
**Scale:** Capital
**Length:** 250 meters
**Skill:** Capital ship piloting: KDY Seedship
**Crew:** 550, skeleton: 143, with command 4D+2
**Crew Skill:** Capital ship piloting 3D+2, starship shields 3D, sensors 3D+2, scanning planets 4D+1, astrogation 4D, capital ship gunnery 3D, survival 4D, medicine 4D+2
**Passengers:** 800
**Cargo Capacity:** 7,500 metric tons; 3,000 cubic meters
**Consumables:** 6 months
**Hyperdrive Multiplier:** x3
**Hyperdrive Backup:** x15
**Nav Computer:** Yes
**Space:** 4
**Atmosphere:** 280; 800 kmh
**Hull:** 2D
**Shields:** 1D
**Sensors:**
- Passive: 40/0D
- Scan: 75/1D
- Search: 250/4D
- Focus: 5/5D
**Weapons:**
- **6 Turbolaser Batteries**
  - **Fire Arc:** Front/down
  - **Crew:** 2
  - **Skill:** Starship gunnery
  - **Fire Control:** 1D
  - **Space Range:** 1-5/15/30
  - **Atmosphere Range:** 2-10/30/60 km
  - **Damage:** 4D

Tractor Beam Projecor

**Fire Arc:** Front/down
**Crew:** 2
**Scale:** Starfighter
**Skill:** Starship gunnery
**Fire Control:** 1D
**Space Range:** 1-5/15/30
**Atmosphere Range:** 2-10/30/60 km
**Damage:** 4D
Quasar Fire Bulk Cruiser

**Craft:** SoroSuub *Quasar* class Bulk Cruiser  
**Affiliation:** General  
**Era:** Rebellion  
**Source:** The Truce at Bakura Sourcebook (pages 111-113)  
**Type:** Bulk cruiser  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Capital ship piloting: Quasar Fire bulk cruiser  
**Crew:** 96, gunners: 8, skeleton: 14/+10  
**Crew Skill:** Varies widely  
**Passengers:** 220  
**Cargo Capacity:** 4,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 3D+2  
**Shields:** +2  
**Sensors:**  
  - Passive: 30/1D  
  - Scan: 60/1D+2  
  - Search: 90/2D  
  - Focus: 3/3D  
**Weapons:**  
  - 2 Laser Cannons  
    - **Fire Arc:** Left/front/right  
    - **Crew:** 4  
    - **Scale:** Starfighter  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 1D+1  
    - **Space Range:** 1-4/8/12  
    - **Damage:** 4D

Shieldship

**Craft:** Republic Engineering Corporation Heat-Resistant Escort Vehicle  
**Affiliation:** General  
**Era:** New Republic  
**Source:** The Thrawn Trilogy Sourcebook (page 239), Heir to the Empire Sourcebook (pages 138-139), The Essential Guide to Vehicles and Vessels (pages 138-139)  
**Type:** Shieldship  
**Scale:** Capital  
**Length:** 800 meters wide (dish), 400 meters long (tug pylon)  
**Skill:** Capital ship piloting: shieldship  
**Crew:** 1  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Space:** 4  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 10/0D  
  - Scan: 25/1D  
  - Search: 40/2D  
  - Focus: 2/3D  
**Weapons:**  
  - Turbolaser  
    - **Fire Arc:** Turret  
    - **Scale:** Starfighter  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-5/10/17  
    - **Damage:** 4D
Battleships

Sith Gunship
Craft: Sith Gunship
Affiliation: Sith
Era: Old Republic
Source: Gamer Magazine Issue 5
Type: Sith escort gunship
Scale: Capital
Length: 75 meters
Skill: Capital ship piloting: Sith Gunship
Crew: 18
Crew Skill: Typically 6D in all relevant skills
Passengers: 30
Cargo Capacity: 250 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x4
Hyperdrive Backup: x12
Nav Computer: Yes
 Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+2
Sensors:
 Passive: 20/0D+1
Scan: 40/1D
Weapons:
8 Light Blaster Cannons
Fire Arc: 1 front, 3 left, 3 right, 1 rear
Scale: Walker
Skill: Vehicle blasters
Fire Control: 1D
Space Range: 1-3/5/10
Atmosphere Range: 100-300/500/1 km
Damage: 3D

Sith Battleship
Craft: Sith Battleship
Affiliation: Sith
Era: Old Republic
Source: The Dark Side Sourcebook (page 63)
Type: Battle cruiser
Scale: Capital
Length: 215 meters
Skill: Capital ship piloting: Sith battleship
Crew: 25
Crew Skill: 6D in relevant skills
Passengers: 850
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x4
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 4D+1
Sensors:
Passive: 25/1D
Scan: 50/2D
Weapons:
6 Blaster Cannons
Fire Arc: 3 left, 3 right
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
3 Concussion Missile Launchers
Fire Arc: Front
Skill: Missile weapons: concussion missiles
Fire Control: 0D+2
Space Range: 1/3/7
Atmosphere Range: 50-500/1/5 km
Damage: 8D

Sith Personnel Carrier
Craft: Sith Personnel Carrier
Affiliation: Sith
Era: Old Republic
Source: Gamer Magazine Issue 5
Type: Space transport
Scale: Capital
Length: 215 meters
Skill: Capital ship piloting: Sith Personnel Carrier
Crew: 12
Crew Skill: Typically 6D in all relevant skills
Passengers: 360 (troops)
Cargo Capacity: 1,000 metric tons (6 troop containers, see below)
Consumables: 6 months
Cost: Not available for sale
Hyperdrive Multiplier: x6
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D+2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Sensors:
 Passive: 30/1D
Scan: 60/2D
Weapons:
6 Autoblasters
Fire Arc: 3 front, 1 left, 1 right, 1 rear
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-8/25/40
Atmosphere Range: 100-800/2.5/4 km
Damage: 3D

Sensors:
 Passive: 25/1D
Scan: 50/2D
Weapons:
6 Light Blaster Cannons
Fire Arc: 1 front, 3 left, 3 right, 1 rear
Scale: Walker
Skill: Vehicle blasters
Fire Control: 1D
Space Range: 1-3/5/10
Atmosphere Range: 100-300/500/1 km
Damage: 3D

3 Autoblasters
Fire Arc: 3 front, 1 left, 1 right, 1 rear
Scale: Walker
Skill: Vehicle blasters
Fire Control: 1D
Space Range: 1-3/5/10
Atmosphere Range: 100-300/500/1 km
Damage: 3D

Sensors:
 Passive: 20/0D+1
Scan: 40/1D
Weapons:
8 Light Blaster Cannons
Fire Arc: 1 front, 3 left, 3 right, 1 rear
Scale: Walker
Skill: Vehicle blasters
Fire Control: 1D
Space Range: 1-3/5/10
Atmosphere Range: 100-300/500/1 km
Damage: 3D
#### Mere Cruiser

**Craft:** Mere Cruiser  
**Affiliation:** General  
**Era:** Old Republic  
**Type:** Armed cruiser  
**Scale:** Capital  
**Length:** 195 meters  
**Skill:** Capital ship piloting: Mere cruiser  
**Crew:** 35  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital ship repair 3D, sensors 3D+1  
**Passengers:** 300  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** 1.24 million (new), 620,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Space:** 4  
**Move:** 250; 800 kmh  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
- **Passive:** 40/1D  
- **Scan:** 70/2D  
- **Search:** 100/3D  
- **Focus:** 4/3D+2  
**Weapons:**  
- **6 Turbolaser Cannons**  
  - **Fire Arc:** 2 Front, 2 left, 2 right  
  - **Crew:** 2  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 3-15/35/75  
  - **Atmosphere Range:** 6-30/70/150 km  
  - **Damage:** 4D  
- **Tractor Beam Projector**  
  - **Fire Arc:** Front/right/left  
  - **Crew:** 3  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 2D+2  
  - **Space Range:** 1-5/15/30  
  - **Atmosphere Range:** 2-10/30/60 km  
  - **Damage:** 4D

#### Marauder Corvette

**Craft:** Republic Sienar Systems Marauder-class Corvette  
**Affiliation:** General / Corporate Sector Authority  
**Era:** Old Republic  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 94-95), Pirates & Privateers (pages 78-79), Starships of the Galaxy (page 101), The Essential Guide to Vehicles and Vessels (pages 108-109)  
**Type:** Light combat cruiser  
**Scale:** Capital  
**Length:** 195 meters  
**Skill:** Capital ship piloting: Marauder  
**Crew:** 129; gunners: 48, skeleton: 52/+10  
**Crew Skill:** Astrogation 2D+2, capital ship gunnery 3D+2, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 300 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 3D+2  
**Shields:** 2D+1  
**Sensors:**  
- **Passive:** 40/1D  
- **Scan:** 80/1D+2  
- **Search:** 100/2D+2  
- **Focus:** 5/3D+1  
**Weapons:**  
- **8 Double Turbolaser Cannons**  
  - **Fire Arc:** 2 Front, 2 left, 2 right, 2 rear  
  - **Crew:** 3  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 3-15/35/70  
  - **Atmosphere Range:** 300-1.5/3.5/7 km  
  - **Damage:** 5D  
- **3 Tractor Beam Projectors**  
  - **Fire Arc:** 2 front, 1 rear  
  - **Crew:** 8  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-5/15/30  
  - **Atmosphere Range:** 2-10/30/60 km  
  - **Damage:** 4D  
**Starfighter Complement:** 12 fighters
Invincible Dreadnaught Cruiser

**Craft:** Rendili/Vaufthau Shipyards *Invincible-class*

**Affiliation:** General / Corporate Sector Authority

**Era:** Old Republic

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 92-94)

**Type:** Heavy cruiser

**Scale:** Capital

**Length:** 2,011 meters

**Skill:** Archaic starship piloting: Invincible Dreadnaught

**Crew:** 23,014, gunners: 114, skeleton: 12,795/+20

**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D, archaic starship piloting 4D, capital ship shields 3D+1, sensors 3D

**Passengers:** 6,000 (troops)

**Cargo Capacity:** 700 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale to civilians

**Hyperdrive Multiplier:** x4

**Hyperdrive Backup:** x25

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 2

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**
- Passive: 30/0D
- Scan: 50/1D
- Search: 100/2D
- Focus: 4/3D

**Weapons:**

**6 Concussion Missile Tubes**

- **Fire Arc:** 2 front, 2 left, 2 right
- **Crew:** 4
- **Skill:** Capital ship gunnery
- **Fire Control:** 1D

**Space Range:** 2-5/10/15

**Atmosphere Range:** 200-500/1/1.5 km

**Damage:** 3D
Discril Cruiser

**Craft:** Duapherm Discril-class Attack Cruiser  
**Affiliation:** Duapherm Planet States / General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (pages 55-56)  
**Type:** System attack cruiser  
**Scale:** Capital  
**Length:** 85 meters  
**Skill:** Capital ship piloting: Discril cruiser  
**Crew Skill:** Varies widely  
**Passengers:** 60 (troops)  
**Cargo Capacity:** 7,800 tons  
**Consumables:** 2 weeks  
**Cost:** 500,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 30/0D  
  - Scan: 60/1D+2  
  - Search: 90/2D  
  - Focus: 3/3D  
**Weapons:**  
- **5 Laser Cannons**  
  - Fire Arc: Turret  
  - Crew: 4  
  - Skill: Capital ship gunnery  
  - Fire Control: 1D+1  
  - Space Range: 3-15/35/75  
  - Atmosphere Range: 6-30/70/150 km  
  - Damage: 4D  
- **4 Tri-Particle Beamers**  
  - Fire Arc: Front  
  - Crew: 2  
  - Skill: Capital ship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-10/25/50  
  - Atmosphere Range: 1-20/50/100 km  
  - Damage: 3D  
- **30 Quad Laser Cannons**  
  - Fire Arc: 7 front, 10 left, 10 right, 3 back  
  - Crew: 3  
  - Skill: Capital ship gunnery  
  - Scale: Starfighter  
  - Fire Control: 2D  
  - Space Range: 1-5/10/17  
  - Atmosphere Range: 100-500/1/1.7km  
  - Damage: 6D  
- **6 Tractor Beam Projectors**  
  - Fire Arc: 2 front, 2 left, 2 right  
  - Crew: 3  
  - Skill: Capital ship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-5/15/30  
  - Atmosphere Range: 1-5/15/30 km  
  - Damage: 4D
**Corellian Support Frigate**

**Craft:** Corellian Engineering Corporation Support Frigate  
**Affiliation:** Old Republic / General  
**Era:** Old Republic  
**Type:** Support frigate  
**Scale:** Capital  
**Length:** 185 meters  
**Skill:** Capital ship piloting: Support frigate  
**Crew:** 40 to 180, depending on configuration, 13 gunners  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital ship repair 3D, sensors 3D+1  
**Passengers:** Up to 600 troops, depending on configuration.  
**Cargo Capacity:** 2300 metric tons  
**Consumables:** 1 year  
**Cost:** 1.3 million (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 5  
**Maneuverability:** 1D  
**Hull:** 4D  
**Shields:** 2D  
**Sensors**  
  - Passive: 40/1D  
  - Scan: 70/2D  
  - Search: 100/3D  
  - Focus: 4/3D+2

**Weapons:**  
**6 Turbolaser Cannons** (fire-linked by pairs)  
- **Fire Arc:** 4 front, 2 turret  
- **Crew:** 3 (4), 2 (2)  
- **Skill:** Capital ship gunnery  
- **Fire Control:** 2D+1  
- **Space Range:** 3-15/35/75  
- **Atmosphere Range:** 6-30/70/150 km  
- **Damage:** 4D

**Tractor Beam Projector**  
- **Fire Arc:** Turret  
- **Crew:** 3  
- **Skill:** Capital ship gunnery  
- **Fire Control:** 2D+2  
- **Space Range:** 1-5/15/30  
- **Atmosphere Range:** 2-10/30/60 km  
- **Damage:** 4D

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**Dreadnaught**

**Craft:** Rendili StarDrive’s Dreadnaught  
**Affiliation:** Old Republic / Empire / General / New Republic  
**Era:** Old Republic  
**Source:** Imperial Sourcebook (page 57), The Jedi Academy Sourcebook (page 132), Dark Force Rising Sourcebook (pages 137-139), Heir to the Empire Sourcebook (pages 121-123), The Thrawn Trilogy Sourcebook (pages 215-216), Starships of the Galaxy (pages 94-95), The Essential Guide to Vehicles and Vessels (pages 42-43)  
**Type:** Heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Dreadnaught  
**Crew:** 16,113, gunners: 97, skeleton: 9,000/+15  
**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D  
**Passengers:** 3,000 (troops)  
**Cargo Capacity:** 9,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x18  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D+2  
**Shields:** 2D+1  
**Sensors:**  
  - **Passive:** 30/0D  
  - **Scan:** 50/1D  
  - **Search:** 100/3D  
  - **Focus:** 4/3D
Weapons:
10 Turbolaser Cannons
Fire Arc: 5 left, 5 right
Crew: 1(5), 2(5)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Damage: 2D

20 Quad Turbolaser Cannons
Fire Arc: 6 front, 7 left, 7 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-20/40/80
Damage: 4D

20 Quad Turbolaser Batteries
Fire Arc: 5 front, 5 back
Crew: 1(2), 2(4), 3(4)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-10/30/60
Damage: 7D

Starfighter Complement: 1 squadron

Sabaath Destroyer

Craft: Ubrikkian Custom Destroyer
Affiliation: Sabaath Mercenaries / General
Era: Old Republic
Type: Fleet Destroyer
Scale: Capital
Length: 275 meters
Skill: Capital ship piloting: Sabaath Destroyer
Crew: 65, gunners: 20
Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D+1, capital ship repair 2D, sensors 3D+2
Passengers: 50; 200 (troops)
Cargo Capacity: 1,750 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Space: 4
Maneuverability: 1D
Hull: 4D
Shields: 4D+2
Sensors:
Passive: 30/1D+1
Scan: 60/2D+1
Search: 90/3D+2
Focus: 6/4D+2
Weapons:
14 Double Turbolaser Cannons
Fire Arc: 7 left, 7 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D

Space Range: 4-20/50/110
Damage: 5D

2 Proton Torpedo Launchers
Fire Arc: Turret
Crew: 4
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 9D

2 Tractor Beam Projectors
Fire Arc: Front
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-5/10/20
Damage: 5D

Cal Battleship

Craft: Kumauri Cal-class Battleship
Affiliation: General
Era: Old Republic
Source: Cracken's Rebel Operatives
Type: Cal-class Battleship
Scale: Capital
Length: 3,000 meters
Skill: Archaic starship piloting: Cal-class
Crew: 6,450, gunners: 206, skeleton 3,225/+10
Crew Skill: Archaic starship piloting 4D, astrogation 3D+2, capital ship gunnery 4D, capital ship gunnery: mass driver 5D, starship gunnery 4D, capital ship shields 3D+2, sensors 3D
Passengers: 4,000 (troops)
Cargo Capacity: 3,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x6
Hyperdrive Backup: x18
Nav Computer: Yes
Space: 1
Hull: 4D
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 80/2D
Focus: 4/3D
Weapons:
Mass Driver
Fire Arc: Front
Crew: 10
Skill: Capital ship gunnery: mass driver
Fire Control: 1D
Space Range: 2-15/45/90
Damage: 8D

52 Turbolaser Cannons
Fire Arc: 6 front, 20 left, 20 right, 6 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Huntress Pursuit Cruiser

**Craft:** Loronar Huntress-class Pursuit Cruiser  
**Affiliation:** Old Republic  
**Era:** Rise of the Empire  
**Type:** Pursuit cruiser  
**Scale:** Capital  
**Length:** 375 meters  
**Skill:** Capital ship piloting: pursuit cruiser  
**Crew:** 845, gunners: 13  
**Crew Skill:** Capital ship gunnery 3D+2, capital ship piloting 4D, capital ship shields 3D  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 6  
**Maneuverability:** 1D+2  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 30/0D  
  - Scan: 50/1D  
  - Search: 100/2D  
  - Focus: 3/3D  
**Weapons:**  
  - 20 Turbolaser Batteries  
    - **Fire Arc:** 1 front, 8 left, 8 right, 3 back  
    - **Crew:** 3 (19), 2 (1)  
    - **Skill:** Capital ship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 3-15/35/75  
    - **Atmosphere Range:** 6-30/70/150 km  
    - **Damage:** 4D  

CR20 Republic Carrier

**Craft:** Corellian Engineering Corp. CR20 Light Cruiser  
**Affiliation:** General / Old Republic  
**Era:** Rise of the Empire  
**Type:** Troop carrier  
**Scale:** Capital  
**Length:** 60 meters  
**Skill:** Capital ship piloting: Republic Carrier  
**Crew:** 6  
**Crew Skill:** Astrogation 3D, capital ship piloting 4D+2, capital ship shields 3D+1, sensors 3D+2  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months  
**Cost:** Not Available for Sale (45,000 on invisible market)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 450; 700 kmh  
**Hull:** 3D+1  
**Shield:** 2D+1  
**Sensors:**  
  - Passive: 25/1D+1  
  - Scan: 50/2D  
  - Search: 75/2D+2  
  - Focus: 3/3D  
**Weapons:**  
  - 2 Double Turbolaser Cannons  
    - **Fire Arc:** Turret (left and right)  
    - **Skill:** Capital Ship Gunnery  
    - **Fire Control:** 1D+2  
    - **Space Range:** 1-8/17/60  
    - **Atmosphere Range:** 100-800/1.7/6 km  
    - **Damage:** 3D+2
**Lianna Corvette**

**Craft:** Santhe/Sienar Fleet Technologies Lianna-class Corvette  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Mission to Lianna (page 58)  
**Type:** Multi-purpose Corvette  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting  
**Crew:** 65, gunners: 12, skeleton 25/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D, sensors 3D+2  
**Passengers:** 40 (troops)  
**Cargo Capacity:** 800 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 20/1D  
  - Scan: 40/1D+2  
  - Search: 80/2D+2  
  - Focus: 3/3D  
**Weapons:**  
  - 6 Double Turbolaser Cannons (fire separately)  
    - Fire Arc: 3 front, 1 left, 1 right, 1 back  
    - Crew: 2  
    - Skill: Capital ship gunnery  
    - Fire Control: 3D  
    - Space Range: 3-15/35/75  
    - Atmosphere: 6-30/70/150 km  
    - Damage: 4D+2

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**IR-3F Patrol Ship**

**Craft:** Sienar Fleet Systems IR-3F  
**Affiliation:** General / Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 74), The Far Orbit Project (pages 83-84), The Truce at Bakura Sourcebook (page 119)  
**Type:** Intra-system patrol/customs craft  
**Scale:** Capital  
**Length:** 140 meters  
**Skill:** Capital ship piloting: Aramand Cruiser  
**Crew:** 15, gunners: 4, skeleton: 7/+5  
**Crew Skill:** Capital ship gunnery 3D, capital ship piloting 4D, capital ship shields 4D, sensors 3D+2  
**Passengers:** 10 (troops)  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Limited to Aramand Cluster systems  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 3D  
**Shields:** 2D+1  
**Sensors:**  
  - Passive: 30/1D  
  - Scan: 60/1D+1  
  - Search: 100/1D+2  
  - Focus: 3/2D+2  
**Weapons:**  
  - 4 Laser Cannons  
    - Fire Arc: Turret  
    - Crew: 1  
    - Skill: Capital ship gunnery  
    - Fire Control: 1D+2  
    - Space Range: 3-15/35/75  
    - Atmosphere Range: 300-1.5/3.5/7.5 km  
    - Damage: 3D+1

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**Aramand Patrol Cruiser**

**Craft:** Aramand System Cruiser III  
**Affiliation:** Aramandi  
**Era:** Rise of the Empire  
**Source:** Flashpoint! Brak Sector (pages 64/66)  
**Type:** Light defensive ship  
**Scale:** Capital  
**Length:** 110 meters  
**Skill:** Capital ship piloting  
**Crew:** 3, gunners: 8, skeleton: 1/+5  
**Passengers:** 10 (troops)
Kiltirin Dungeon Ship

**Cargo Capacity:** 180 metric tons
**Consumables:** 3 months
**Cost:** Not available for sale
**Maneuverability:** 2D
**Space:** 7
**Atmosphere:** 350; 1,000 kmh
**Hull:** 3D
**Shields:** 2D+2
**Sensors:**
  - Passive: 40/1D
  - Scan: 80/1D+1
  - Search: 130/2D
  - Focus: 4/2D+2
**Weapons:**
  - 4 Turbolaser Cannons
    - **Fire Arc:** Turret
    - **Crew:** 2
    - **Skill:** Capital ship gunnery
    - **Fire Control:** 2D
    - **Space Range:** 3-15/35/75
    - **Atmosphere Range:** 300-1.5/3.5/7.5 km
    - **Damage:** 4D

Lictor Dungeon Ship

**Craft:** Rendili StarDrive's Lictor-class
**Affiliation:** General / Empire
**Era:** Rise of the Empire
**Source:** Dark Empire Sourcebook (pages 95-96)
**Type:** Mandalorian dungeon ship
**Scale:** Capital
**Length:** 764 meters
**Skill:** Capital ship piloting: Lictor-class
**Crew:** 860, gunners, 46, skeleton: 370/+15
**Crew Skill:** Astrogation 2D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 3D
**Passengers:** 400 (security wardens), 8,000 (prisoners in standard cells), 1,000 (prisoners in special holding cells)
**Cargo Capacity:** 1,500 metric tons
**Consumables:** 2 months
**Cost:** 7.8 million credits
**Hyperdrive Multiplier:** x2
**Nav Computer:** Limited to two jumps
**Maneuverability:** 3D
**Space:** 3
**Hull:** 5D
**Shields:** 1D+2
**Sensors:**
  - Passive: 40/0D
  - Scan: 75/1D
  - Search: 150/3D
  - Focus: 4/4D+2
**Weapons:**
  - 10 Quad Turbolaser Batteries
    - **Fire Arc:** 2 front, 4 left, 4 right
    - **Crew:** 3
    - **Skill:** Capital ship gunnery
    - **Fire Control:** 2D
    - **Space Range:** 3-15/35/75
    - **Atmosphere Range:** 6-30/70/150 km
    - **Damage:** 4D
  - 2 Tractor Beam Projectors
    - **Fire Arc:** 1 front, 1 left, 1 right/back*
    - **Crew:** 8
    - **Skill:** Capital ship gunnery
    - **Fire Control:** 2D
    - **Space Range:** 1-5/15/35
    - **Atmosphere Range:** 1-5/10/15 km
    - **Damage:** 4D

*May be used on only one fire arc per round
**Trenchant Light Cruiser**

**Craft:** Merkuni Drives Trenchant-class Cruiser  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Alliance Intelligence Reports  
**Type:** Light cruiser  
**Scale:** Capital  
**Length:** 215 meters  
**Skill:** Capital ship piloting: Trenchant cruiser  
**Crew:** 140, gunners: 20, skeleton: 64/+10  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 3D, starship gunnery 4D  
**Passengers:** 80 (troops)  
**Cargo Capacity:** 400 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
- **Passive:** 30/0D  
- **Scan:** 60/1D  
- **Search:** 90/2D  
- **Focus:** 3/3D  
**Weapons:**  
- **6 Turbolaser Cannons**  
  - **Fire Arc:** 2 forward, 4 back  
  - **Crew:** 2  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 3-15/35/75  
  - **Atmosphere:** 300-1.5/3.5/7.5 km  
  - **Damage:** 4D+1  
- **8 Quad Laser Cannons**  
  - **Fire Arc:** 4 left, 4 right  
  - **Crew:** 1  
  - **Scale:** Starfighter  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-5/10/17  
  - **Atmosphere:** 100-500/1/1.7 km  
  - **Damage:** 4D+1

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**Nebulon-B Frigate**

**Craft:** Kuat Drive Yards' Nebulon-B Frigate  
**Affiliation:** General / Rebel Alliance / Empire  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 60-61), Star Wars Trilogy Sourcebook SE (pages 142-143), The Star Wars Sourcebook (pages 31-32), The Jedi Academy Sourcebook (pages 134-135), Pirates & Privateers (page 55, 87), Heir to the Empire Sourcebook (page 123), The Thrawn Trilogy Sourcebook (pages 216-217), The Essential Guide to Vehicles and Vessels (pages 130-131)  
**Type:** Escort starship  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Nebulon-B  
**Crew:** 854, gunners: 66, skeleton: 307/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1  
**Passengers:** 75 (troops)  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 850 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
- **Passive:** 40/1D  
- **Scan:** 75/2D  
- **Search:** 150/3D  
- **Focus:** 4/4D+2  
**Weapons:**  
- **12 Turbolaser Batteries**  
  - **Fire Arc:** 6 front, 3 left, 3 right  
  - **Crew:** 1 (2), 2 (8), 4 (2)  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 3D  
  - **Space Range:** 3-15/35/75  
  - **Atmosphere Range:** 6-30/70/150 km  
  - **Damage:** 4D  
- **12 Laser Cannons**  
  - **Fire Arc:** 6 front, 2 left, 2 right, 2 back  
  - **Crew:** 1 (8), 2 (4)  
  - **Scale:** Starfighter  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-3/12/25  
  - **Atmosphere Range:** 2-6/24/50 km  
  - **Damage:** 2D  
- **2 Tractor Beam Projectors**  
  - **Fire Arc:** Front  
  - **Crew:** 12  
  - **Skill:** Capital ship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-5/15/30  
  - **Atmosphere Range:** 2-10/30/60 km  
  - **Damage:** 4D  
**Starfighter Complement:** 2 squadrons
Primary Communications—Deck 1

Short Range Communications—Deck 2
Crew Galley–Deck 4

Troop Quarters
(2 squads per room)

Engineer Crew Quarters

Engineer Officer Quarters

1 m
10 m
Deck 9
Main Reactor Control Room—Deck 16 (Engineering)
Corellian Corvette
### Corellian Corvette

**Craft:** Corellian Engineering Corporation Corvette  
**Affiliation:** General / Rebel Alliance / Empire  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 63-65), Star Wars Trilogy Sourcebook (pages 143-144), The Star Wars Sourcebook (pages 30-31), Pirates & Privateers (pages 54-55), Heir to the Empire Sourcebook (page 121), The Essential Guide to Vehicles and Vessels (pages 128-129)  
**Type:** Mid-sized multi-purpose vessel  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 30 to 165, depending upon configuration  
**Passengers:** Up to 600, depending upon configuration  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 1 year  
**Cost:** 3.5 million (new), 1.5 million (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
- Passive: 40/1D  
- Scan: 80/2D  
- Search: 100/3D  
- Focus: 5/4D  
**Weapons:**  
- 6 Double Turbolaser Cannons  
  - Fire Arc: 3 front, 1 left, 1 right, 1 back  
  - Crew: 1 (3), 3 (3)  
  - Skill: Capital ship gunnery  
  - Fire Control: 3D  
  - Space Range: 3-15/35/75  
  - Atmosphere Range: 6-30/70/150 km  
  - Damage: 4D+2  
  - Ion Cannon  
  - Fire Arc: Front  
  - Crew: 1 to 3  
  - Skill: Capital ship gunnery  
  - Fire Control: 3D  
  - Space Range: 1-3/7/36  
  - Atmosphere Range: 100-300/700/3.6 km  
  - Damage: 3D  
  - Tractor Beam Emplacement  
  - Fire Arc: Front  
  - Crew: 1 or 2  
  - Skill: Capital ship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-5/15/30  
  - Atmosphere Range: 100-500/1.5/3 km  
  - Damage: 3D  

### Privateer Corvette

**Craft:** Corellian Engineering Corporation Corvette  
**Affiliation:** Privateers  
**Era:** Rise of the Empire  
**Source:** The Best of the Adventure Journals: Issues 1-4  
**Type:** Modified corvette  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 50, gunners: 12, skeleton: 20/+5  
**Passengers:** 20  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 1 year  
**Cost:** 1.5 million (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes

### Akorec Strike Cruiser

**Craft:** Scillal Designs 89lc Akorec Strike Cruiser  
**Affiliation:** General  
**Era:** Rise of the Empire  
**Source:** Gamer Magazine Issue 5  
**Type:** Strike cruiser  
**Scale:** Capital  
**Length:** 250 meters  
**Skill:** Capital ship piloting: Akorec Strike Cruiser  
**Crew:** 205, gunners: 15, skeleton 70/+10  
**Passengers:** 700 (100-200 troops as standard)  
**Cargo Capacity:** 4,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes
Elrood Prosperity Cruiser

Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Hull: 4D+1
 Shields: 1D+2
Sensors:
 Passive: 40/1D
 Search: 120/3D
 Focus: 5/4D
Weapons:
12 Laser Cannons
Fire Arc: 6 front, 2 right, 2 left, 2 rear
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Tractor Beam Projector
Fire Arc: Front
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D

Consumables: 6 weeks
Cost: 12 million (new), 7 million (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 3D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 4D
Shields: 2D
Sensors:
 Passive: 50/1D
 Search: 90/2D
 Focus: 200/3D

Weapons:
6 Heavy Turbolasers
Fire Arc: 3 front, 1 left, 1 right, 1 back
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

2 Tractor Beam Projectors
Fire Arc: Front
Crew: 6
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Class C Frigate

Craft: Kuat Drive Yards Class C Frigate
Affiliation: General
Era: Rise of the Empire
Type: Class C Frigate
Scale: Capital
Length: 330 meters
Skill: Capital ship piloting: C Frigate
Crew: 940, gunners: 56, skeleton 315/+10
Crew Skill: Astrogation 4D, capital ship piloting 3D+2, capital ship gunnery 4D+2, capital ship shields 3D, starship gunnery 4D+1, sensors 3D
Passengers: 120 (troops)
Cargo Capacity: 8,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4

Craft: Elrood StarYards Ltd. Prosperity-class Customs Cruiser
Affiliation: General
Era: Rise of the Empire
Source: Planets Collection (page 124)
Type: Light cruiser
Scale: Capital
Length: 300 meters
Skill: Capital ship piloting: Prosperity-class light cruiser
Crew: 100, gunners: 24, skeleton: 35/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, sensors 5D
Passengers: 40
Cargo Capacity: 2,500 metric tons
### Tapani Carrier

**Craft:** Tapani Starship Cooperative *Tapani*-class Carrier  
**Affiliation:** Tapani sector  
**Era:** Rise of the Empire  
**Source:** Lord of the Expanse: Sector Guide (page 41)  
**Type:** Heavy starfighter carrier  
**Scale:** Capital  
**Length:** 375 meters  
**Skill:** Capital ship piloting: *Tapani*-class carrier  
**Crew:** 1,855, gunners: 53, skeleton: 715/+15  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 3D+2, capital ship shields 5D, sensors 3D+1  
**Passengers:** 100 (troops), 120 (pilots)  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 years  
**Cost:** 760 millions (without starfighters)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 7  
**Hull:** 2D+1

### Tapani Assault Frigate

**Craft:** Tapani Starship Cooperative *Tapani*-class Frigate  
**Affiliation:** Tapani sector  
**Era:** Rise of the Empire  
**Source:** Lord of the Expanse: Sector Guide (pages 40-41)  
**Type:** Heavy assault frigate  
**Scale:** Capital  
**Length:** 750 meters  
**Skill:** Capital ship piloting: *Tapani*-class frigate  
**Crew:** 3,550, gunners: 114, skeleton: 988/+15  
**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 4D, capital ship shields 3D+1, sensors 3D+1  
**Passengers:** 800 (troops)  
**Cargo Capacity:** 12,500 metric tons  
**Consumables:** 1 year  
**Cost:** 1.6 billion (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 5  
**Hull:** 4D  
**Shields:** 2D+2  
**Sensors:**  
  - Passive: 50/1D  
  - Scan: 75/2D+1  
  - Search: 125/3D+2  
  - Focus: 6/4D+1  
**Weapons:**

| Atmosphere: | 280; 800 kmh | Hull: | 4D | Shields: | 2D | Sensors: | Passive: | 30/0D | Scan: | 60/1D | Search: | 120/2D | Focus: | 4/3D |
| ShIELDS: | 2D | Sensors: | Passive: | 30/0D | Scan: | 60/1D | Search: | 120/2D | Focus: | 4/3D |
| Weapons: | 10 Turbolaser Cannons | Fire Arc: | 4 front, 3 left, 3 right | Crew: | 2 | Skill: | Capital ship gunnery | Fire Control: | 2D | Space Range: | 3-15/35/75 | Atmosphere: | 6-30/70/150 km | Damage: | 5D |
| 8 Laser Cannons | Fire Arc: | 2 Front, 2 left, 2 right, 2 back | Crew: | 2 | Scale: | Starfighter | Skill: | Starship gunnery | Fire Control: | 2D | Space Range: | 1-3/12/25 | Atmosphere: | 2-6/24/50 km | Damage: | 4D |
| 6 Ion Cannons | Fire Arc: | 4 front, 3 left, 3 right | Crew: | 2 | Skill: | Capital ship gunnery | Fire Control: | 2D | Space Range: | 1-5/15/30 | Atmosphere: | 2-10/30/60 km | Damage: | 3D |
| 2 Tractor Beam Projectors | Fire Arc: | Front | Crew: | 4 | Skill: | Capital ship gunnery | Fire Control: | 2D | Space Range: | 1-5/15/30 | Atmosphere: | 2-10/30/60 km | Damage: | 4D |

**Starfighter Complement:** 1 squadron

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**Tapani Assault Frigate**

![Tapani Assault Frigate Image](image_url)
Aing-Tii Sanhedrim Ship

**Craft:** Aing-Tii Pilgrimage Vessel  
**Affiliation:** Aing-Tii  
**Era:** Rise of the Empire

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**20 Laser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 rear  
*Crew:* 1 (5), 2 (15)  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/1.75 km  
*Damage:* 3D+1

**15 Turbolaser Batteries**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 3 (5), 4 (10)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 4D

**6 Quad Turbolaser Batteries**  
*Fire Arc:* 3 left, 3 right  
*Crew:* 4 (6)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 5-10/50/100 km  
*Damage:* 5D+2

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**Source:** The DarkStryder Campaign – The Kathol Outback (pages 16-17)  
**Type:** Heavy cruiser  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Aing-Tii vessel  
**Crew:** 150, gunners: 66, skeleton: 75/+10  
**Crew Skill:** Capital ship gunnery 5D, capital ship piloting 4D+2, capital ship shields 4D+1, sensors 6D  
**Cargo Capacity:** 900 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
** Maneuverability:** 2D  
**Space:** 4  
** Hull:** 5D  
**Shields:** 1D+2  
**Sensors:**  
  * Passive: 60/0D  
  * Scan: 100/1D  
  * Search: 200/2D  
  * Focus: 6/3D  
**Weapons:**  
**30 Aing-Tii Energy Web Generators**  
*Fire Arc:* 5 front, 10 left, 10 right, 5 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/10  
*Damage:* 7D/6D/5D

**6 Null-Burst Projectors**  
*Fire Arc:* 1 front, 2 left, 2 right, 1 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-40/50/75  
*Damage:* All aboard target vessel are stunned for 1D hours, and take no actions during that period.
Bulk Cruiser

Craft: Rendili StarDrive’s Neutron Star-class bulk cruiser
Affiliation: General / Rebel Alliance
Era: Rise of the Empire
Source: Dark Force Rising Sourcebook (pg 136), The Thrawn Trilogy Sourcebook (page 215), Starships of the Galaxy (page 91)
Type: Modified bulk cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: bulk cruiser
Crew: 1,993, gunners: 57, skeleton: 840/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 3D
Passengers: 200 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Cost: 6.5 million (new), 3 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 5D
Shields: 2D
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 125/3D
  Focus: 5/3D+2
Weapons:
  30 Quad Laser Cannons (fire separately)
    Fire Arc: 10 front, 10 left, 10 right
    Crew: 1 (15), 2 (10), 3 (5)
    Scale: Starfighter
    Skill: Starship gunnery
    Fire Control: 2D
    Space Range: 1-5/10/17
    Damage: 4D
  2 Tractor Beam Projectors
    Fire Arc: Front
    Crew: 1 (1), 6 (1)
    Skill: Capital ship gunnery
    Fire Control: 2D
    Space Range: 1-5/15/30
    Damage: 4D
Starfighter Complement: 3 squadrons

Corellian Gunship

Craft: Corellian Engineering Corporation Gunship
Affiliation: General / Rebel Alliance
Era: Rise of the Empire
Source: Rebel Alliance Sourcebook (pages 61-62), Dark Force Rising Sourcebook (pages 136-137), The Thrawn Trilogy Sourcebook (page 215), Starships of the Galaxy (page 91)
Type: Mid-sized anti-starfighter warship
Scale: Capital
Length: 120 meters
Skill: Capital ship piloting: Corellian Gunship
Crew: 45, gunners: 46, skeleton: 10/+15
Crew Skill: Astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D
Cargo Capacity: 300 metric tons
Consumables: 8 months
Cost: 4.8 million (new), 2.4 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+2
Shields: 2D+1
Sensors:
  Passive: 20/0D
  Scan: 40/0D
  Search: 80/1D
  Focus: 2/2D
Weapons:
  8 Double Turbolaser Cannons
    Fire Arc: 2 front, 3 left, 3 right
    Crew: 2
    Skill: Capital ship gunnery
    Fire Control: 3D
    Space Range: 3-15/35/75
    Atmosphere Range: 300-1.5/3.5/7.5 km
    Damage: 4D+2
  6 Quad Laser Cannons
    Fire Arc: 3 left, 3 right
    Crew: 3
    Scale: Starfighter
    Skill: Starship gunnery
    Fire Control: 3D
    Space Range: 1-5/10/17
    Atmosphere Range: 100-500/1/1.7 km
    Damage: 5D
  4 Concussion Missile Tubes
    Fire Arc: 2 front, 2 back
    Crew: 3
    Skill: Capital ship gunnery
    Fire Control: 3D
    Space Range: 2-12/30/60
    Atmosphere Range: 200-1.2/3/6 km
    Damage: 9D
**Dornean Gunship**

**Craft:** Dornean Braha’ket Fleetworks Conglomerate

**Braha’tok-class Gunship**

**Affiliation:** General / Rebel Alliance

**Era:** Rebellion

**Type:** Anti-starfighter gunship

**Scale:** Capital

**Length:** 90 meters

**Skill:** Capital ship piloting: Braha’tok gunship

**Crew:** 35, gunners: 40, skeleton: 10/+10

**Cargo Capacity:** 200 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 kmh

**Hull:** 4D

**Shields:** 2D

**Sensors:**
- Passive: 25/1D
- Scan: 50/2D
- Search: 80/3D
- Focus: 3/2D+1

**Weapons:**

**8 Double Turbolaser Cannons**

**Fire Arc:** 2 front, 3 left, 3 right

**Crew:** 2

**Skill:** Capital ship gunnery

**Fire Control:** 3D+1

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

**Atmosphere Range:** 300-1,5/3.5/7.5 km

**Damage:** 4D+2

**8 Concussion Missile Launchers**

**Fire Arc:** 4 front, 4 back

**Crew:** 3

**Skill:** Capital ship gunnery

**Fire Control:** 3D

**Space Range:** 2-12/30/60

**Atmosphere Range:** 200-1.2/3/6 km

**Damage:** 9D
Virgillian Quasar Fire Cruiser-Carrier

Craft: Modified SoroSuub Quasar Fire-class Bulk Cruiser
Affiliation: General / Rebel Alliance
Era: Rebellion
Source: The Truce at Bakura Sourcebook (pages 111-113)
Type: Modified bulk cruiser
Scale: Capital
Length: 350 meters
Skill: Capital ship piloting: Quasar Fire cruiser-carrier
Crew: 96, gunners: 8, skeleton: 14/+10
Crew Skill: Capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, starship gunnery 4D
Passengers: 140 (starfighter technicians), 85 (troops)
Cargo Capacity: None
Consumables: 1 year
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 30/1D+1
Scan: 60/2D
Search: 90/2D+1
Focus: 3/3D+1
Weapons:
2 Heavy Turbolasers
Fire Arc: Left/front/right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 1-5/10/14
Damage: 3D
Starfighter Complement: 4 squadrons (48 fighters)

Hapes Nova Battlecruiser

Craft: Hapan Consortium Hapes Nova-class Battlecruiser
Affiliation: Hapan Consortium
Era: Rebellion
Source: Cracken’s Threat Dossier (page 44), Starships of the Galaxy (page 95), The Essential Guide to Vehicles and Vessels (pages 62-63)
Type: Heavy combat frigate
Scale: Capital
Length: 400 meters
Crew: 1,700, gunners: 90
Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Hapan Nova 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2
Passengers: 600 (troops/support personnel)
Cargo Capacity: 600 metric tons
Consumables: 1 month
Cost: 15 millions (new)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+1
Space: 4
Hull: 5D
Shields: 2D*
*The Hapan Nova has backup shields (4D). When a die of shields is lost, can make an easy capital ships shield roll to use one of the backup dice to bring the strength back to 2D.

Sensors:
Passive: 40/0D
Scan: 55/2D
Search: 80/2D+2
Focus: 5/3D

Weapons:
25 Hapan Turbolaser Batteries (Hapan turbolaser technology is archaic. Once fired a Hapan TL takes 3 times as long to recharge)
Fire arc: 5 front, 5 left, 5 right, 5 rear, 5 turret
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 3-15/35/75
Damage: 7D

10 Laser Cannons
Fire arc: Front
Scale: Starfighter
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Damage: 5D

10 Ion Cannons
Fire arc: Front
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50-100 km
Damage: 3D

Starfighter Complement: 2 fighter squadrons (24 starfighters)
Hapan Battle Dragon

Craft: Olanjii/Charubah Battle Dragon
Affiliation: Hapes Consortium
Era: Rebellion
Source: Cracken's Threat Dossier (pages 42-43), Starships of the Galaxy (page 95), The Essential Guide to Vehicles and Vessels (pages 60-61)
Type: Heavy assault warship
Scale: Capital
Length: 500 meters in diameter
Crew: 1,200 gunners: 190, skeleton: 700/+10
Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Hapan Battle Dragon 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2
Passengers: 500 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 7D+2
Shields: 3D
Sensors:
Passive: 50/0D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:
40 Hapan Turbolaser Batteries (Hapan turbolaser technology is archaic. Once fired a Hapan TL takes 3 times as long to recharge)
Fire arc: 360 degree rotational
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 7D
40 Ion Cannons
Fire arc: Turret
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 3D
4 Mass Pulse Generator Tubes
Fire arc: 1 front, 1 left, 1 right, 1 back
Skill: Capital ship gunnery

Ssi-ruuvi Planetary Assault Carrier

Craft: Ssi-ruuvi Sh’ner-class Carrier
Affiliation: Ssi-ruuk
Era: New Republic
Source: The Truce at Bakura Sourcebook (pages 125-126), The Essential Guide to Vehicles and Vessels (pgs 154-155)
Type: Planetary assault carrier
Scale: Capital
Length: 750 meters
Skill: Capital ship piloting: Sh’ner
Crew: 60 (Ssi-ruuk), 500 (P’w’ecks), gunners: 30, skeleton: 30 (Ssi-ruuk) 250 (P’w’ecks)/+10
Crew Skill: Astrogation 4D, starship gunnery 3D+2, capital ship piloting 4D+1, capital ship shields 3D+2
Cargo Capacity: 5,000 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D+2
Space: 3
Hull: 2D
Shields: 2D+2
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D
Weapons:
6 Ion Cannons
Fire Arc: Turret
Crew: 3 front/right/back, 3 front/left/back
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/10/15
Atmosphere Range: 100-500/1/1.5 km
Damage: 5D

2 Tractor beam Projectors
Fire Arc: 1 front/right/back, 1 front/left/back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 4D

Ssi-ruuvi Manufacturing Ship

Craft: Ssi-ruuvi Luhekk-class Manufacturing Ship
Affiliation: Ssi-ruuk
Era: New Republic
Source: The Truce at Bakura Sourcebook (page 124)
Type: Manufacturing ship
Scale: Capital
Length: 624 meters
Skill: Capital ship piloting: Luhekk manufacturing ship
Crew: 300 (Ssi-ruuk), 1,000 (P’w’ecks), gunners: 126, skeleton: 150 (Ssi-ruuk), 500 (P’w’ecks)/+10
Crew Skill: Astrogation 4D+1, capital ship gunnery 3D, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D
Passengers: 7,500 (P’w’eck manufacturing workers)
Cargo Capacity: 30,000 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Limited to 3 jumps
Maneuverability: 1D
Space: 3
Hull: 3D
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 45/1D+1
Search: 90/2D
Focus: 3/2D+1
Weapons:
3 Turbolaser Batteries
Fire Arc: 1 front, 2 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

Ssi-ruuvi Light Cruiser

Craft: Ssi-ruuvi Wurrif-class Light Cruiser
Affiliation: Ssi-ruuk
Era: New Republic
Source: The Truce at Bakura Sourcebook (pages 122-123)
Type: Ssi-ruuvi light cruiser
Scale: Capital
Length: 400 meters
Skill: Capital ship piloting: Wurrif cruiser
Crew: 200 (Ssi-ruuk), 1,500 (P’w’ecks), gunners: 156, skeleton: 100 (Ssi-ruuk), 700 (P’w’ecks)/+10
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D, sensors 3D+1
Cargo Capacity: 2,000 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x1
Nav Computer: Limited to 3 jumps
Maneuverability: 2D+2
Space: 6
Hull: 3D
Shields: 1D+2
Sensors:
Passive: 35/1D
Scan: 60/1D+1
Search: 100/2D
Focus: 3/2D+1
Weapons:
6 Heavy Turbolasers
Fire Arc: 3 front, 3 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

24 Ion Cannons
Fire Arc: 6 front, 6 right, 6 left, 6 back
Crew: 3
Skill: Capital ship gunnery
Namana Bakuran Cruiser

Craft: Namana-class Bakuran Light Cruiser  
Affiliation: Bakuran Defense Force  
Era: New Republic  
Source: Cracken’s Threat Dossier (pages 138-139)  
Type: Light cruiser  
Scale: Capital  
Length: 400 meters  
Skill: Capital ship piloting  
Crew: 1,200, gunners: 100, skeleton: 500/+10  
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1  
Passengers: 150 (troops)  
Cargo Capacity: 3,500 metric tons  
Consumables: 1 year  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x12  
Nav Computer: Yes  
Maneuverability: 2D  
Space: 8  
Hull: 5D  
Shields: 2D+2  
Sensors:  
Passive: 30/0D  
Scan: 50/1D  
Search: 100/2D  
Focus: 4/3D  
Weapons:  
10 Heavy Turbolasers  
Fire Arc: 2 front, 3 left, 3 right, 2 back  
Crew: 3  
Skill: Capital ship gunnery  
Fire Control: 1D  
Space Range: 3-15/36/75  
Atmosphere Range: 3-15/35/75 km  
Damage: 7D  
20 Laser Cannons  
Fire Arc: 5 front, 5 left, 5 right, 5 back  
Crew: 3  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 1-5/15/30  
Atmosphere Range: 1-5/15/30 km  
Damage: 4D  
2 Tractor Beam Projectors  
Fire Arc: Front  
Crew: 1  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 1-5/15/30  
Atmosphere Range: 2-10/30/60 km  
Damage: 4D  
Hyperwave Sustainer: Allows travel in an interdiction field

Bakura Destroyer

Craft: Bakura-class Destroyer  
Affiliation: Bakuran Defense Force  
Era: New Republic  
Source: Cracken’s Threat Dossier (pages 136-138)  
Type: Star destroyer  
Scale: Capital  
Length: 850 meters  
Skill: Capital ship piloting  
Crew: 8,250, gunners: 275, skeleton: 5,000/+20  
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D  
Passengers: 2,000 (troops)  
Cargo Capacity: 36,000 metric tons  
Consumables: 6 years  
Hyperdrive Multiplier: x2  
Hyperdrive Backup: x8  
Nav Computer: Yes  
Maneuverability: 1D  
Space: 6  
Hull: 7D  
Shields: 3D  

with a Very Difficult capital ship piloting roll for each round the vessel is attempting to travel. In addition, the hyperdrive speed of the vessel is reduced to x12. Failure to make at least an Easy total results in a mishap.
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2

Weapons:
60 Turbolaser Batteries
Fire Arc: 20 front, 20 left, 20 right
Crew: 1 (20), 2 (40)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150 km
Damage: 5D

60 Ion Cannons
Fire Arc: 20 front, 15 left, 15 right, 10 back
Crew: 1 (15), 2 (45)
Skill: Capital ship gunnery
Fire Control: 4D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Hyperwave Sustainer: Allows travel in an interdiction field with a Very Difficult capital ship piloting roll for each round the vessel is attempting to travel. In addition, the hyperdrive speed of the vessel is reduced to x12. Failure to make at least an Easy total results in a mishap.

Yevethan Thrustship

Craft: Yevethan Armadía-class Thrustship
Affiliation: Yevethan
Era: New Republic
Source: Cracken's Threat Dossier (pages 95-96)
Type: Combat cruiser
Scale: Capital
Length: 240 meter diameter sphere
Skill: Capital ship piloting
Crew: 6,810, gunners: 49
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D
Passengers: 1,600
Cargo Capacity: 10,000 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 6D
Shields: 5D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 5/4D+2

Weapons:
8 Turbolaser Batteries
Fire Arc: Front
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-12/30/60
Damage: 9D

4 Proton Torpedo Launchers
Fire Arc: Front
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-12/30/60
Damage: 9D

4 Gravity Bomb Launchers
Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-12/30/60
Damage: 7D

6 Ion Cannons
Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-12/30/60
Damage: 5D
## Separatists

### Lucrehulk Freighter

**Craft:** Hoersch-Kessel Drive, Inc., *Lucrehulk*-class LH-3210 cargo hauler  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 6)  
**Type:** Cargo freighter  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 500  
**Passengers:** 200 battle droids or troops, 50 sapients (typically diplomats or trade reps)  
**Crew Skill:** All appropriate skills at 4D  
**Cargo Capacity:** 25 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
  - Passive: 30/1D  
  - Scan: 60/2D  
  - Search: 90/3D+2  
  - Focus: 6/4D  
**Weapons:**  
  - 28 Quadlasers  
    - Fire Arc: 7 front, 7 rear, 7 right, 7 left.  
    - Scale: Starfighter  
    - Skill: Starship gunnery  
    - Fire Control: 2D  
    - Space Range: 1-5/10/20  
    - Atmosphere Range: 100-500/1/2 km  
    - Damage: 5D  

### Trade Federation Battleship

**Craft:** Modified Hoersch-Kessel Drive, Inc., *Lucrehulk*-class LH-3210 cargo hauler  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 7)  
**Type:** Battlecruiser  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 150 droids, 25 Neimoidian command staff  
**Passengers:** 10 plus 139,000 battle droids  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Cargo Capacity:** 4 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D  

### Trade Federation Droid Control Ship

**Craft:** Modified Hoersch-Kessel Drive, Inc., *Lucrehulk*-class LH-3210 cargo hauler  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 7)  
**Type:** Command ship  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 150 droids, 25 Neimoidian command staff  
**Passengers:** 10 plus 139,000 battle droids  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Cargo Capacity:** 4 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D
Cargo Capacity: 1800 metric tons (used primarily for storing ATTs)
Consumables: 1 day
Cost: 200,000 (new), 75,000 (used)
Maneuverability: 1D+1
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 15/0D
Ground Assault Complement: 28 troop carriers (each containing 112 battle droids), 11 MTTs (each containing 112 battle droids)

Trade Federation Armed Freighter

Craft: Hoersch-Kessel Drive Armed Freighter
Affiliation: Trade Federation
Era: Old Republic
Type: Cargo freighter
Scale: Capital
Length: 390 meters
Skill: Capital ship piloting: armed freighter
Crew: 40
Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+1, capital ship repair 2D, sensors 3D+2
Passengers: 50
Cargo Capacity: 30,000 metric tons
Consumables: 4 months
Cost: 230,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Maneuverability: 1D
Hull: 3D
Shields: 1D+1
Sensors:
Passive: 20/1D
Scan: 50/2D
Search: 80/3D
Focus: 4/3D+2
Weapons:
2 Double Laser Cannons
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery

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C-9979 Landing Craft

Craft: Haor Chall Engineering C-9979
Affiliation: Trade Federation
Era: Old Republic
Source: Secrets of Naboo (page 8)
Type: Heavy transport
Scale: Capital
Length: 370 meters
Skill: Capital ship piloting: C-9979
Crew: 88 droids or 140 sapients
Crew Skill: All appropriate skills at 6D
Passengers: 30 repair droids, 40 commander battle droids, 39 pilot battle droids, 15 security droids

Cargo Capacity: 1800 metric tons (used primarily for storing ATTs)
Consumables: 1 day
Cost: 200,000 (new), 75,000 (used)
Maneuverability: 1D+1
Space: 5
Atmosphere: 295; 850 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 15/0D
Ground Assault Complement: 28 troop carriers (each containing 112 battle droids), 11 MTTs (each containing 112 battle droids)
Trade Federation Missile Frigate

Craft: Hoersch-Kessel Drive Missile Frigate
Affiliation: Trade Federation
Era: Old Republic
Type: Heavy assault frigate
Scale: Capital
Length: 260 meters
Skill: Capital ship piloting: missile frigate
Crew: 65, 20 gunners
Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+1, capital ship repair 2D, sensors 3D+2
Passengers: 100 (troops)
Cargo Capacity: 1300 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Nav Computer: Yes
Space: 4
Hull: 4D
Shield: 2D+1
Sensors:
Passive: 30/1D+1
Scan: 60/2D+1
Search: 90/3D+2
Focus: 6/4D+2
Weapons:
6 Concussion Missile Batteries (12 missiles per battery)
Fire Arc: 2 front, 2 left, 2 right, 2 rear
Crew: 3 (5), 2 (1)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 5-20/50/110
Atmosphere Range: 5-50/100/300 km
Damage: 9D
4 Laser Cannons (fire-linked by pairs)
Fire Arc: Front

Skanaw Patrol Frigate

Craft: Dylath-Leen Skanaw-class
Affiliation: Trade Federation
Era: Rise of the Empire
Type: Patrol frigate
Scale: Capital
Length: 217 meters
Skill: Capital ship piloting: patrol frigate
Crew: 44 (4 organic, 40 droid)
Crew Skill: Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+2, capital ship repair 1D, sensors 3D+3
Passengers: 100 (50 battle droids, 25 super battle droids, 25 droid starfighters)
Cargo Capacity: 1,100 metric tons
Consumables: 6 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 4D
Shield: 2D+1
Sensors:
Passive: 30/1D+1
Scan: 60/2D+1
Search: 90/3D+2
Focus: 6/4D+2
Weapons:
2 Medium Laser Cannons (fire-linked by pairs)
Fire Arc: Turret
Crew: 4 (droid)
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D+2
Trade Federation Core Ship

Craft: Modified Hoersch-Kessel Drive, Inc., Lucrehulk-class LH-1740 modular control core
Affiliation: Trade Federation
Era: Rise of the Empire
Type: Battleship cruiser
Scale: Capital
Length: 696 meters diameter
Skill: Capital ship piloting: Core Ship
Crew: 60, 3,000 crew droids, 200,000 maintenance droids
Crew Skill: Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1
Passengers: 40,000 battle droids
Cargo Capacity: 1 million metric tons
Consumables: 100 days
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/3D+2
Focus: 6/4D
Weapons:
12 Quadlasers
Fire Arc: 3 front, 3 rear, 3 right, 3 left
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/20
Atmosphere Range: 100-500/1/2 km
Damage: 5D

Commerce Guild Starship

Craft: Diamond-class Cruiser
Affiliation: Commerce Guild
Era: Rise of the Empire
Type: Transport cruiser
Scale: Capital
Length: 120 meters
Skill: Capital ship piloting
Crew: 95
Cargo Capacity: 5,000 spider droids
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x0.8
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 2D+1
Shields: 2D
Sensors:
Passive: 15/1D
Scan: 30/2D
Search: 60/3D
Focus: 3/4D
Weapons:
8 Laser Cannons
Fire Arc: 4 front, 2 left, 2 right
Crew: 1
Skill: Capital ship gunnery
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 3D+2

Techno Union Starship

Cost: Not available for sale (estimated cost 2.63 million credits)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 330; 950 kmh
Maneuverability: 1D
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 20/1D
Scan: 60/2D
Search: 80/3D
Focus: 4/3D+2
Weapons:
16 Turbolaser Cannons
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D
6 Point Defense Laser Cannons
Fire Arc: Sides
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/7/10
Atmosphere Range: 100-300/700/1 km
Damage: 4D
Tractor Beam Projector
Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

Banking Clan Starship

Cost: Not available for sale (estimated cost 2.63 million credits)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 330; 950 kmh
Maneuverability: 1D
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 20/1D
Scan: 60/2D
Search: 80/3D
Focus: 4/3D+2
Weapons:
16 Turbolaser Cannons
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D+1
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D
6 Point Defense Laser Cannons
Fire Arc: Sides
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/7/10
Atmosphere Range: 100-300/700/1 km
Damage: 4D
Tractor Beam Projector
Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Banking Clan

Communications Frigate

Craft: Hoersch-Kessel Drive/Gwori Revolutionary Industries
Affiliation: Intergalactic Banking Clan
Era: Rise of the Empire
Source: Wizards Website
Type: Communications frigate
Scale: Capital
Length: 825 meters
Skill: Capital ship piloting
Crew: 200, gunners: 114, skeleton: 75/+15
Passengers: 150,000 (deactivated battle droids, no more than 2,000 can be activated on-board at once)
Cargo Capacity: 40,000 metric tons
Consumables: 2 years
Cost: Not available for sale (valued at 57 millions)

Hull: 3D+2
Shields: 3D+1
Sensors:
Passive: 40/1D
Scan: 70/2D
Search: 100/3D
Focus: 4/3D+2

Nav Computer: Yes
Space: 6
Maneuverability: 2D

Hyperdrive Multiplier: x1
Hyperdrive Backup: x10

Weapons:

2 Heavy Turbolaser Cannons (fire-linked)
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Damage: 11D

2 Heavy Ion Cannons (fire-linked)
Fire Arc: Front
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Damage: 9D

26 Twin Turbolaser Cannons
Fire Arc: 5 batteries left, 5 batteries right, 3 batteries rear
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Damage: 4D

20 Light Turbolasers
Fire Arc: 2 batteries front/left, 2 batteries front/right (partial turrets)
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Damage: 2D

38 Point-Defense Laser Cannons
Fire Arc: 4 batteries front, 5 batteries left, 5 batteries right, 5 batteries rear
Crew: 1
Skill: Communications
Space Range: 3-15/35/75
Damage: 2D

Hyperwave Jammer
Fire Arc: All
Crew: 10
Skill: Communications
Space Range: 3-15/35/75
Damage: The powerful communications arrays can also be used to jam enemy craft in nearby space, causing a penalty on sensors and communications rolls (-2D for starfighters, -1D+1 for space transports, -2 for capital ships). The same penalty is applied to the fire control of any weapon fired at the communications frigate (although fire control can’t be reduced to less than 0D). The jammer is selective enough not to affect friendly ships, but it isn’t powerful enough to affect space stations.
Commerce Guild Support Ship

Craft: Hoersch-Kessel Drive/Free Dac Volunteers Recusant-class Light Destroyer
Affiliation: Commerce Guild
Era: Rise of the Empire
Source: Wizards Website
Type: Light destroyer
Scale: Capital
Length: 1,187 meters
Skill: Capital ship piloting
Crew: 300, gunners: 110, skeleton: 100/+15
Passengers: 40,000 (deactivated battle droids, no more than 3,000 can be activated on-board at once)
Cargo Capacity: 10,000 metric tons
Consumables: 2 years
Cost: Not available for sale (valued at 61 millions)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+1
Space: 8
Hull: 4D+1
 Shields: 3D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/3D+2
Focus: 6/4D
Weapons:
Prow Heavy Turbolaser Cannon
Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Damage: 10D
10 Heavy Turbolaser Cannons
Fire Arc: 6 turret, 2 front, 2 rear
Crew: 4
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Damage: 7D
5 Turbolaser Cannons
Fire Arc: 2 left, 2 right, 1 rear
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Damage: 2D
30 Dual Laser Cannons
Fire Arc: 1 battery front, 2 batteries left, 2 batteries right, 1 battery rear
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/20
Damage: 5D
12 Dual Light Laser Cannons

Fire Arc: 1 battery front, 1 battery left, 1 battery right
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/10/20
Damage: 4D

60 Point-Defense Laser Cannons
Fire Arc: 3 batteries front, 3 batteries left, 3 batteries right, 3 batteries rear
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/10/20
Damage: 2D

Trade Federation Cruiser

Craft: Free Dac Volunteers/Pammant Docks Providence-class carrier/destroyer
Affiliation: Trade Federation
Era: Rise of the Empire
Source: Wizards Website
Type: Carrier/destroyer
Scale: Capital
Length: 1,088 meters
Skill: Capital ship piloting
Crew: 600, gunners: 329, skeleton: 200/+15
Crew Skill: Astrogation 5D, capital ship piloting 4D+1, capital ship gunnery 4D+1
Passengers: 1.5 million (deactivated battle droids, no more than 6,000 can be activated on-board at once)
Cargo Capacity: 50,000 metric tons, 160 MTTs and 280 assorted droid armored vehicles
Consumables: 4 years
Cost: Not available for sale (valued at 125 millions)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+1
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 6D
Shields: 3D+2
Sensors:
Passive: 30/1D+1
Scan: 60/2D+1
Search: 90/3D+2
Focus: 6/4D+2
Weapons:
14 Quad Turbolasers
Fire Arc: 4 front, 5 left, 5 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D
34 Dual Laser Cannons
*Fire Arc:* 6 batteries turret, 2 batteries front, 4 batteries left, 4 batteries right, 1 battery rear
*Crew:* 2
*Scale:* Starfighter
*Skill:* Starship gunnery
*Fire Control:* 4D
*Space Range:* 1-5/10/20
*Atmosphere Range:* 100-500/1/2 km
*Damage:* 5D

2 Heavy Ion Cannons (fire-linked)
*Fire Arc:* Front
*Crew:* 3
*Skill:* Capital ship gunnery
*Fire Control:* 4D
*Space Range:* 3-15/35/75
*Atmosphere Range:* 6-30/70/150 km
*Damage:* 4D

12 Point-Defense Ion Cannons
*Fire Arc:* 2 batteries left, 2 batteries right

8 Tractor Beam Projectors
*Fire Arc:* 4 left, 4 right
*Crew:* 3
*Skill:* Capital ship gunnery
*Fire Control:* 3D
*Space Range:* 1-5/15/30
*Atmosphere Range:* 2-10/30/60 km
*Damage:* 4D

102 Proton Torpedo Tubes (16 torpedoes each)
*Fire Arc:* Turret
*Crew:* 2
*Skill:* Capital ship gunnery
*Fire Control:* 2D
*Space Range:* 5-20/50/110
*Atmosphere Range:* 5-50/100/300 km
*Damage:* 9D

**Starfighter Complement:** 120 Tri-fighters, 120 “Vulture” droid starfighters
Imperial

Acclamator Assault Ship

Craft: Rothana Heavy Engineering Acclamator-class
Military Transport
Affiliation: Old Republic / Empire
Era: Rise of the Empire
Source: d20 Core Rulebook (page 234)
Type: Assault ship
Scale: Capital
Length: 752 meters
Skill: Capital ship piloting: Acclamator-class
Crew: 700
Crew Skill: All skills typically at 4D
Passengers: 16,000 (troops)
Cargo Capacity: 2,000 metric tons
Consumables: 20 days
Cost: 29 million (new), 19 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+1
Shields: 2D+1
Sensors:
Passive: 40/1D
Scan: 70/2D
Search: 150/3D
Focus: 4/3D+2
Weapons:
12 Turbo Quadlasers
Fire Arc: Partial Turret (6 front/left, 6 front/right)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/15 0km
Damage: 6D

4 Assault Concussion Missile Tubes (20 missiles each)
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

Venator Star Destroyer

Craft: Kuat Drive Yards Venator-class Star Destroyer
Affiliation: Old Republic / Empire
Era: Rise of the Empire
Source: Wizards Website
Type: Star destroyer
Scale: Capital
Length: 1,137 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 7,400, gunners: 124, skeleton 3,025/+15
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2
Passengers: 2,000 (troops)
Cargo Capacity: 20,000 metric tons, 40 LAAT/I gunships, and 24 heavy walkers of various makes
Consumables: 2 years
Cost: Not available for sale (valued at 59 millions)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Atmosphere: 340; 975 kmh
Hull: 5D+1
Shields: 3D+1
Sensors:
Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2
Weapons:
8 Heavy Turbolasers
Fire Arc: 1 battery front/right, 1 battery front/left (partial turrets)
Crew: 5
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D+1

2 Medium Dual Turbolasers
Fire Arc: 1 front/left, 1 front/right (partial turrets)
Crew: 3
Skill: Capital ship gunnery
Fire Control: 5D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
26 Point-Defense Laser Cannons
Fire Arc: 12 front, 6 left, 6 right, 2 rear
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/10/20
Atmosphere Range: 400-1/5/10 km
Damage: 3D

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

4 Proton Torpedo Tubes (16 torpedoes each)
Fire Arc: Front
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 5D

Starfighter Complement: 192 V-wings, 192 Eta-2 Actis interceptors, 36 ARC-170

X-Q1 Patrol Craft
Craft: Loronar X-Q1 Patrol Craft
Affiliation: Empire / General
Era: Rise of the Empire
Type: Patrol craft
Scale: Capital
Length: 80 meters
Skill: Capital ship piloting: Patrol craft
Crew: 6, gunners: 4, skeleton 3/+10
Crew Skill: Capital ship piloting 5D, capital ship gunnery 5D, capital ship shields 4D, sensors 3D+2
Passengers: 16 (troops)
Cargo Capacity: 300 metric tons
Consumables: 3 months
Cost: Not available for sale
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 3D
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 80/1D+2
Search: 130/2D+1
Focus: 4/3D
Weapons:
2 Turbolaser Cannons
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere: 6-30/70/150 km
Damage: 4D

X-Q2 System Patrol Cruiser
Craft: Loronar Regulator X-Q2 System Patrol Cruiser
Affiliation: Empire / General
Era: Rebellion
Source: The Far Orbit Project (page 82), Classic Campaigns (page 71)
Type: Inter-system patrol/customs cruiser
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: X-Q2
Crew: 9, gunners: 5, skeleton: 5/+15
Crew Skill: Astrogation 5D, capital ship gunnery 5D, capital ship piloting 4D+2, capital ship shields 4D+2
Passengers: 15
Cargo Capacity: 500 metric tons
Consumables: 3 months
Cost: Not available for sale
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 2D+2
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D
Weapons:
5 Laser Cannons
Fire Arc: 1 front, 1 left, 1 right, 1 back, 1 turret

Armed Cargo Barge
Craft: Kuat Drive Yards Cargo Barge
Affiliation: Empire
Era: Rise of the Empire
Source: Death Star Technical Companion (page 94)
Type: Armed cargo barge
Scale: Capital
Length: 100 meters
Skill: Capital ship piloting
Crew: 12, gunners: 2, skeleton 6/+10
Crew Skill: Capital ship piloting, capital ship gunnery 3D
Passengers: 10
Cargo Capacity: 70,000 metric tons
Consumables: 2 months
Cost: 1.1 million (new), 500,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 0D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 2D
Shields: 3D
Sensors:
Passive: 30/0D
Scan: 30/1D
Search: 40/2D
Focus: 2/2D+2
Weapons:
2 Twin Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere: 100-300/1.2/2.5 km
Damage: 2D
System Patrol Craft

**Craft:** Sienar Fleet Systems IPV 1  
**Affiliation:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Imperial Sourcebook (pages 51), Pirates & Privateers (page 74), Dark Force Rising Sourcebook (page 140), The Thrawn Trilogy Sourcebook (page 222), Flashpoint! Brak Sector (pages 30-31), Starships of the Galaxy (pages 102-103)  
**Type:** Inter-system patrol/customs craft  
**Scale:** Capital  
**Length:** 120 meters  
**Skill:** Capital ship piloting: IPV 1  
**Crew:** 4, gunners: 8, skeleton: 3/+5  
**Passengers:** 10 (troops)  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Maneuverability:** 2D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+1  
**Shields:** 3D  
**Sensors:**  
  - **Passive:** 40/1D  
  - **Scan:** 80/1D+2  
  - **Search:** 130/2D  
  - **Focus:** 4/3D  
**Weapons:**  
  - **4 Turbolaser Cannons**  
    - **Fire Arc:** Turret  
    - **Crew:** 2  
    - **Skill:** Capital ship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 3-15/35/75  
    - **Atmosphere Range:** 300-1.5/3.5/7.5 km  
    - **Damage:** 4D

Tartan Patrol Cruiser

**Craft:** Damorian Manufacturing Corporation Tartan Cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** Anti-starfighter patrol cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting  
**Crew:** 1,800, gunners: 20, skeleton: 1,000/+5  
**Passengers:** 100 (troops)  
**Cargo Capacity:** 4,000 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
  - **Passive:** 40/1D  
  - **Scan:** 80/1D+1  
  - **Search:** 120/2D  
  - **Focus:** 5/3D  
**Weapons:**  
  - **20 Laser Cannons**  
    - **Fire Arc:** 10 left, 10 right  
    - **Crew:** 1  
    - **Scale:** Starfighter  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 3D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 2-6/24/50 km  
    - **Damage:** 7D

Broadside Missile Cruiser

**Craft:** Kuat Drive Yards’ Broadside Missile Cruiser  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Type:** Heavy Long range missile assault cruiser
Bayonet Cruiser

Craft: Sienar Fleet Systems’ Bayonet-class Cruiser
Affiliation: Empire
Era: Rise of the Empire
Source: Planets Collection (page 103)
Type: Light cruiser
Scale: Capital
Length: 200 meters
Skill: Capital ship piloting: Broadside Cruiser
Crew: 860, gunners: 44, skeleton: 530/+10
Passengers: 200 (troops)
Cargo Capacity: 800 metric tons
Consumables: 2 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 3D
Shields: 2D
Sensors:
  Passive: 30/+2
  Scan: 50/2D
  Search: 140/2D+1
  Focus: 4/3D
Weapons:
40 Concussion Missile Launchers
  Fire Arc: 10 front, 10 left, 10 right, 10 back
  Crew: 1
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 2-12/30/60
  Atmosphere Range: 4-24/60/120 km
  Damage: 9D
2 Turbolasers
  Fire Arc: 1 left, 1 right
  Crew: 2
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 3-15/35/75
  Atmosphere Range: 6-30/70/150 km
  Damage: 5D

Carrack Light Cruiser

Craft: Damorian Manufacturing’s Carrack-class light cruiser
Affiliation: Empire
Era: Rise of the Empire
Source: Imperial Sourcebook (pages 57-58), Heir to the Empire Sourcebook (pages 120-121), The Thrawn Trilogy Sourcebook (page 214), Starships of the Galaxy (pages 89-90), The Essential Guide to Vehicles and Vessels (pages 16-17)
Type: Light cruiser
Scale: Capital
Length: 350 meters
Skill: Capital ship piloting: Carrack
Crew: 1,007, gunners: 85, skeleton: 500/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1
Passengers: 142 (troops)
Cargo Capacity: 3,500 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes  
Maneuverability: 2D  
Space: 8  
Hull: 5D  
Shields: 2D+2  
Sensors:  
- Passive: 30/0D  
- Scan: 50/1D  
- Search: 100/2D  
- Focus: 4/3D  
Weapons:  
10 Heavy Turbolasers  
- Fire Arc: 2 front, 3 left, 3 right, 2 back  
- Crew: 3  
- Skill: Capital ship gunnery  
- Fire Control: 1D  
- Space Range: 3-15/35/75  
- Atmosphere Range: 6-30/70/150 km  
- Damage: 7D  
20 Laser Cannons  
- Fire Arc: 5 front, 5 left, 5 right, 5 back  
- Crew: 2  
- Skill: Capital ship gunnery  
- Fire Control: 3D  
- Space Range: 1-3/12/25  
- Atmosphere Range: 2-6/24/50 km  
- Damage: 2D  
5 Tractor Beam Projectors  
- Fire Arc: 1 front, 2 left, 2 right  
- Crew: 3  
- Skill: Capital ship gunnery  
- Fire Control: 2D  
- Space Range: 1-5/15/30  
- Atmosphere Range: 2-10/30/60 km  
- Damage: 4D  
Starfighter Complement: 4 recon fighters  

**Victory Star Destroyer**

Craft: Rendili Star Drive’s Victory I  
Affiliation: Empire / General  
Era: Rise of the Empire  
Source: Imperial Sourcebook (pages 59-60), The Star Wars Sourcebook (pages 32-34), Han Solo and the Corporate Sector Sourcebook (pages 91-92), Dark Force Rising Sourcebook (pages 141-142), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 103), The Essential Guide to Vehicles and Vessels (pages 188-189)  
Type: Victory-class Star Destroyer  
Scale: Capital  
Length: 900 meters  
Skill: Capital ship piloting: Star Destroyer  
Crew: 4,798, gunners: 402, skeleton 1,785/+15  
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2  
Passengers: 2,040 (troops)  
Cargo Capacity: 8,100 metric tons  
Consumables: 4 years  
Cost: Not available for sale  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x15  
Nav Computer: Yes  
Maneuverability: 1D  
Space: 4  
Atmosphere: 280; 800 kmh  

Hull: 4D  
Shields: 3D+1  
Sensors:  
- Passive 40/1D  
- Scan 70/2D  
- Search 150/3D  
- Focus 4/3D+2  
Weapons:  
10 Quad Turbolaser Batteries  
- Fire Arc: 5 left, 5 right  
- Crew: 5  
- Skill: Capital ship gunnery  
- Fire Control: 4D  
- Space Range: 3-15/35/75  
- Atmosphere Range: 6-30/70/150 km  
- Damage: 2D+2  
80 Concussion Missile Launchers  
- Fire Arc: 10 front, 15 left, 15 right  
- Crew: 3  
- Skill: Capital ship gunnery  
- Fire Control: 3D  
- Space Range: 3-15/35/75  
- Atmosphere Range: 6-30/70/150 km  
- Damage: 2D+2  
10 Tractor Beam Projectors  
- Fire Arc: 6 front, 2 left, 2 right  
- Crew: 2 (2), 4 (2), 10 (6)  
- Skill: Capital ship gunnery  
- Fire Control: 4D  
- Space Range: 1-5/15/30  
- Atmosphere Range: 2-10/30/60 km  
- Damage: 5D  
Starfighter Complement: 2 squadrons
**Victory II Star Destroyer**

- **Craft:** Rendili StarDrive’s Victory II
- **Affiliation:** Empire / General
- **Era:** Rise of the Empire
- **Source:** Imperial Sourcebook (pages 60-61), Starships of the Galaxy (pages 103)
- **Type:** Victory-class Star Destroyer
- **Scale:** Capital
- **Length:** 900 meters
- **Skill:** Capital ship piloting: Star Destroyer
- **Crew:** 5,881, gunners: 226, skeleton: 2,100/+10
- **Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2
- **Passengers:** 1,600 (troops)
- **Cargo Capacity:** 8,100 metric tons
- **Consumables:** 4 years
- **Cost:** Not available for sale
- **Hyperdrive Multiplier:** x1
- **Hyperdrive Backup:** x15
- **Nav Computer:** Yes
- **Maneuverability:** 1D
- **Space:** 6
- **Hull:** 4D+2
- **Shields:** 3D
- **Sensors:**
  - **Passive:** 40/1D
  - **Scan:** 70/2D
  - **Search:** 150/3D
  - **Focus:** 4/3D+2
- **Weapons:**
  - **20 Turbolaser Batteries**
    - **Fire Arc:** 10 front, 5 left, 5 right
    - **Crew:** 3
    - **Skill:** Capital ship gunnery
    - **Fire Control:** 1D
    - **Space Range:** 3-15/35/75
    - **Atmosphere Range:** 6-30/70/150 km
    - **Damage:** 7D
  - **20 Double Turbolaser Cannons**
    - **Fire Arc:** 5 front, 5 left, 5 right, 5 back
    - **Crew:** 3
    - **Skill:** Capital ship gunnery
    - **Fire Control:** 2D
    - **Space Range:** 3-15/35/75
    - **Atmosphere Range:** 6-30/70/150 km
    - **Damage:** 5D
  - **10 Ion Cannons**
    - **Fire Arc:** 2 front, 3 left, 3 right, 2 back
    - **Crew:** 2 (2), 3 (2), 4 (6)
    - **Skill:** Capital ship gunnery
    - **Fire Control:** 4D
    - **Space Range:** 1-10/25/50
    - **Atmosphere Range:** 2-20/50/100 km
    - **Damage:** 4D
  - **10 Tractor Beam Projectors**
    - **Fire Arc:** 6 front, 2 left, 2 right
    - **Crew:** 2 (2), 4 (2), 10 (6)
    - **Skill:** Capital ship gunnery
    - **Fire Control:** 2D
    - **Space Range:** 1-5/15/30
    - **Atmosphere Range:** 2-10/30/60 km
    - **Damage:** 6D
- **Starfighter Complement:** 2 squadrons

**Vindicator Heavy Cruiser**

- **Craft:** Sienar Fleet Systems Vindicator-class Heavy Cruiser
- **Affiliation:** Empire / General
- **Era:** Rise of the Empire
- **Source:** Starships of the Galaxy (pages 99-100)
- **Type:** Vindicator-class heavy cruiser
- **Scale:** Capital
- **Length:** 600 meters
- **Skill:** Capital ship piloting: Vindicator
- **Crew:** 2,551
- **Crew Skill:** Varies, typically 4D in all applicable skills
- **Passengers:** 400 (troops)
- **Cargo Capacity:** 8,000 metric tons
- **Consumables:** 1.5 years
- **Cost:** Not available for sale (43 million estimated)
- **Hyperdrive Multiplier:** x2
- **Hyperdrive Backup:** x8
- **Nav Computer:** Yes
- **Maneuverability:** 1D
- **Space:** 6
- **Hull:** 6D
- **Shields:** 3D
- **Sensors:**
  - **Passive:** 30/1D
  - **Scan:** 75/2D
  - **Search:** 150/3D
  - **Focus:** 5/4D
- **Weapons:**
  - **25 Light Turbolasers**
    - **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left, 1 battery rear
    - **Crew:** 3
    - **Skill:** Capital ship gunnery
    - **Fire Control:** 3D
    - **Space Range:** 3-15/35/75
    - **Atmosphere Range:** 6-30/70/150 km
    - **Damage:** 4D
  - **20 Light Turbo Quadlasers**
    - **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left, 1
**Star Destroyer**

**Craft:** Kuat Drive Yards' Imperial I Star Destroyer  
**Affiliation:** Empire  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 252), Imperial Sourcebook (pages 61-62), Star Wars Trilogy Sourcebook SE (pages 138-139), The Star Wars Sourcebook (pages 34-36), Heir to the Empire Sourcebook (pages 128-129), The Thrawn Trilogy Sourcebook (page 219), The Essential Guide to Vehicles and Vessels (pages 80-81)

**Type:** Star Destroyer  
**Scale:** Capital  
**Length:** 1,600 meters  
**Skill:** Capital ship piloting; Star Destroyer  
**Crew:** 36,810, gunners: 275, skeleton: 5,000/+20  
**Passengers:** 9,700(troops)  
**Cargo Capacity:** 36,000 metric tons  
**Consumables:** 6 years  

**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Hull:** 7D  
**Shields:** 3D  
**Sensors:**  
  - assive: 100/3D  
  - Scan: 600/4D  
  - Focus: 4/2D+2  

**Weapons:**  
**Turbolaser Batteries**  
**Fire Arc:** 20 front, 20 right  
**Crew:** 1 (20), 2 (40)  
**Skill:** Capital ship gunnery  
**Fire Control:** 4D  
**Space Range:** 1-10/25/50  
**Atmosphere Range:** 2-10/30/60 km  
**Damage:** 3D  
**10 Tractor Beam Projectors**  
**Fire Arc:** 6 front, 2 right  
**Crew:** 1 (2), 4 (20)  
**Skill:** Capital ship gunnery  
**Fire Control:** 4D  
**Space Range:** 1-5/15/30  
**Atmosphere Range:** 2-10/30/60 km  
**Damage:** 6D  

**Star Destroyer II**

**Craft:** Kuat Drive Yards' Imperial II Star Destroyer  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (page 62), Starships of the Galaxy (page 97)  
**Type:** Star Destroyer  
**Scale:** Capital  
**Length:** 1,600 meters  
**Skill:** Capital ship piloting; Star Destroyer  
**Crew:** 36,755, gunners: 330, skeleton 5,000 /+10
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

**Passengers:** 9,700 (troops)

**Cargo Capacity:** 36,000 metric tons

**Consumables:** 6 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 7D+1

**Shields:** 2D+2

**Sensors:**

Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+1

**Weapons:**

**50 Heavy Turbolaser Batteries**

*Fire Arc:* 20 front, 15 left, 15 right
*Crew:* 1 (20), 2 (30)
*Skill:* Capital ship gunnery
*Fire Control:* 0D
*Space Range:* 3-15/35/75
*Atmosphere Range:* 6-30/70/150 km
*Damage:* 10D

**50 Heavy Turbolaser Cannons**

*Fire Arc:* 20 front, 10 left, 10 right, 10 back
*Crew:* 3
*Skill:* Capital ship gunnery
Star Destroyer III

**Craft:** Kuat Drive Yards' Imperial III Star Destroyer  
**Affiliation:** Empire  
**Era:** New Republic  
**Type:** Star Destroyer

**Fire Control:** 1D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 7D

**20 Ion Cannons**  
**Fire Arc:** 10 front, 5 left, 5 right  
**Crew:** 1 (10), 2 (10)  
**Skill:** Capital ship gunnery  
**Fire Control:** 4D  
**Space Range:** 1-10/25/50  
**Atmosphere Range:** 2-20/50/100 km  
**Damage:** 4D

**10 Tractor Beam Projectors**  
**Fire Arc:** 6 front, 2 left, 2 right  
**Crew:** 1 (2), 4 (2), 10 (6)  
**Skill:** Capital ship gunnery  
**Fire Control:** 4D  
**Space Range:** 1-5/15/30  
**Atmosphere Range:** 2-10/30/60 km  
**Damage:** 6D

**Starfighter Complement:** 36 TIE/ln, 12 TIE Interceptors,  
12 TIE Bombers, 8 TIE/rc, 4 TIE/fc, 1 Assault Shuttle  
**Ground/Air Complement:** 20 AT-ATs, 30 AT-STs

**Sensors:**  
**Passive:** 50/1D  
**Scan:** 100/3D+2  
**Search:** 200/4D+1  
**Focus:** 6/5D

**Weapons:**  
**36 Double Turbolaser Cannons**  
**Fire Arc:** 9 front, 9 left, 9 right, 9 back  
**Crew:** 1  
**Skill:** Capital ship gunnery  
**Scale:** Starfighter  
**Fire Control:** 3D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 6D

**30 Turbolaser Batteries**  
**Fire Arc:** 6 front, 5 left, 5 right  
**Crew:** 1 (15), 2 (15)  
**Skill:** Capital ship gunnery  
**Fire Control:** 4D  
**Space Range:** 3-15/36/75  
**Atmosphere Range:** 6-15/72/150 km  
**Damage:** 6D

**20 Heavy Turbolaser Cannons**  
**Fire Arc:** 5 front, 5 left, 5 right, 5 back  
**Crew:** 2  
**Skill:** Capital ship gunnery  
**Fire Control:** 1D  
**Space Range:** 5-20/40/60  
**Atmosphere Range:** 10-20/80/120 km  
**Damage:** 10D

**Scale:** Capital  
**Length:** 1,600 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 5,005, gunners: 263, skeleton: 681  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2,  
capital ship piloting 5D+1, capital ship shields 4D+1,  
sensors 4D  
**Passengers:** 10,000 (troops)  
**Cargo Capacity:** 40,000  
**Consumables:** 7 years  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Hull:** 8D  
**Shields:** 5D, backup: 4D
6 Concussion Missile Tubes
Fire Arc: Front
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 9D

50 Ion Cannons
Fire Arc: 20 front, 15 left, 15 right, 10 back
Crew: 1 (15), 2 (45)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D+2

10 Tractor Beam Projectors
Fire Arc: 6 front, 2 left, 2 right
Crew: 1 (2), 4 (2), 10 (6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D+2

Standard Fighter Complement:
24 TIE Interceptors, 12 A-9 Vigilance, 12 TIE Advanced, 12 Scimitar Assault Bombers, 12 TIE/rc, 12 TIE/D, 1 Assault Shuttle

Ground/Air Complement: 20 AT-ATs, 30 AT-STs

**Imperial Patrol Vessel/h**

**Craft:** Sienar Fleet Systems IPV/h
**Affiliation:** Empire
**Era:** Rebellion
**Type:** Patrol vessel
**Scale:** Capital
**Length:** 130 meters
**Skill:** Capital ship piloting: IPV/h
**Crew:** 12, gunners: 10, skeleton 8/+10
**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 4D+1, starship gunnery 5D
**Passengers:** 20 (troops), 2 (pilots)
**Cargo Capacity:** 250 metric tons
**Consumables:** 3 months
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x12
**Nav Computer:** Yes
**Maneuverability:** 2D (1D with TIE hangar attached)
**Space:** 5
**Atmosphere:** 295; 850 kmh
**Hull:** 3D+1
**Shields:** 3D

**Sensors:**
- **Passive:** 40/1D
- **Scan:** 80/1D+2
- **Search:** 130/2D
- **Focus:** 4/2D+2

**Weapons:**
- **4 Turbolaser Cannons**
  - Fire Arc: Turret
  - Crew: 2
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 3-15/35/75
  - Atmosphere: 6-30/70/150 km
  - Damage: 4D+2

- **2 Medium Ions Cannons**
  - Fire Arc: Turret
  - Crew: 1
  - Scale: Starfighter
  - Skill: Starship gunnery
  - Fire Control: 3D
  - Space Range: 1-3/7/36
  - Atmosphere Range: 100-300/700/3.6 km
  - Damage: 4D

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**Lancer Frigate**

**Craft:** Kuat Drive Yard’s Lancer-class Frigate
**Affiliation:** Empire
**Era:** Rebellion
**Source:** Imperial Sourcebook (page 55), Dark Force Rising Sourcebook (pages 139-140), The Thrawn Trilogy Sourcebook (page 220), The Essential Guide to Vehicles and Vessels (pages 102-103)
**Type:** Anti-Starfighter screening vessel
**Scale:** Capital
**Length:** 250 meters
**Skill:** Capital ship piloting: Lancer
**Crew:** 810, gunners: 40, skeleton: 375/+10
**Crew Skill:** Astrogation 3D+2, capital ship piloting 3D+2, capital ship shields 4D, starship gunnery 4D
**Passengers:** 40 (troops)
**Cargo Capacity:** 300 metric tons
**Consumables:** 1 week
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x2
**Hyperdrive Backup:** x15
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 4
**Hull:** 4D
**Shields:** 2D+2

**Sensors:**
- **Passive:** 35/1D
- **Scan:** 60/1D
- **Search:** 100/2D
- **Focus:** 3/2D+1

**Weapons:**
- **20 Quad Laser Cannons**
  - Fire Arc: 5 front, 5 left, 5 right, 5 back
  - Crew: 1(5), 2(10), 3(5)
  - Scale: Starfighter
  - Skill: Starship gunnery
  - Fire Control: 4D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5 km
  - Damage: 4D
**Star Galleon**

Craft: Kuat Drive Yards’ Star Galleon  
Affiliation: Empire  
Era: Rebellion  
Source: Imperial Sourcebook (pages 56-57), Pirates & Privateers (page 70), Dark Force Rising Sourcebook (pages 140-141), The Thrawn Trilogy Sourcebook (page 222-223), Starships of the Galaxy (pages 98-99)  
Type: Cargo / escort frigate  
Scale: Capital  
Length: 300 meters  
Skill: Capital ship piloting: Star Galleon  
Crew: 130, gunners: 20, skeleton 50/+10  
Crew Skill: Astrogation 3D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 5D, sensors 3D  
Passengers: 300 (troops)  
Cargo Capacity: 100,000 metric tons  
Consumables: 6 months  
Hyperdrive: x2  
Hyperdrive Backup: Yes  
Nav Computer: Yes  
Maneuverability: 1D  
Space: 3  
Hull: 5D+2  
Shields: 2D  
Sensors:  
  Passive: 15/1D  
  Scan: 45/1D+1  
  Search: 90/2D  
  Focus: 3/2D+1  
Weapons:  
  10 Turbolasers  
    Fire Arc: 5 left, 5 right  
    Crew: 1 (6), 2 (2), 3 (2)  
    Skill: Capital ship gunnery  
    Fire Control: 3D  
    Space Range: 3-15/35/75  
    Atmosphere Range: 6-30/70/150 km  
    Damage: 4D  
Concussion Missiles Launcher  
  Fire Arc: Front  
  Crew: 4  
  Skill: Capital ship gunnery  
  Fire Control: 5D  
  Space Range: 2-12/30/60  
  Atmosphere Range: 200-1.2/3/6 km  
  Damage: 5D

**Escort Carrier**

Craft: Kuat Drive Yards’ Escort Carrier  
Affiliation: Empire  
Era: Rebellion  
Source: Imperial Sourcebook (pages 54-55), Starships of the Galaxy (page 96)  
Type: Heavy Starfighter/shuttle carrier  
Scale: Capital  
Length: 500 meters  
Skill: Capital ship piloting: KDY Escort Carrier  
Crew: 3,485, gunners: 20, skeleton 1,500/+10  
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2, sensors 3D+2  
Passengers: 800 (troops)  
Cargo Capacity: 500 metric tons  
Consumables: 9 months  
Cost: Not available for sale  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: x12  
Nav Computer: Yes  
Maneuverability: 1D  
Space: 4  
Hull: 7D+1  
Shields: 2D  
Sensors:  
  Passive: 30/0D  
  Scan: 50/1D  
  Search: 100/2D  
  Focus: 4/3D  
Weapons:  
  10 Twin Laser Cannons  
    Fire Arc: 2 front, 3 left, 3 right, 2 back  
    Crew: 2  
    Skill: Capital ship gunnery  
    Fire Control: 3D  
    Space Range: 1-3/12/25  
    Atmosphere Range: 2-6/25/50 km  
    Damage: 3D  
  Starfighter Complement: 4 TIE/In squadrons, 1 TIE Interceptor squadron, 1 TIE Bomber squadron, 6 shuttles

**Interdictor Cruiser**

Craft: Sienar Fleet Systems’ Immobilizer 418  
Affiliation: Empire  
Era: Rebellion  
Source: Imperial Sourcebook (pages 55-56), Heir to the Empire Sourcebook (page 123-127), The Thrawn Trilogy Sourcebook (pages 219-220), Wanted by Cracken (pages 17-20), Starships of the Galaxy (pages 99-100), The Essential Guide to Vehicles and Vessels (pages 86-87)  
Type: Interdictor-class heavy cruiser  
Scale: Capital  
Length: 600 meters  
Skill: Capital ship piloting: Interdictor Cruiser  
Crew: 2,783, gunners: 24, skeleton: 1,500/+10  
Crew Skill: Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D
**Passengers:** 80 (troops)
**Cargo Capacity:** 5,500 metric tons
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x2
**Nav Computer:** Yes
**Space:** 6
**Hull:** 5D
**Shields:** 3D
**Passengers:** 340 (troops)
**Hyperdrive Backup:** x8
**Sensors:**
- Passive: 30/1D
- Scan: 75/2D
- Search: 150/3D
- Focus: 5/4D

**Nav Computer:** Yes
**Maneuverability:** 1D
**Space Range:** 1-3/12/25
**Atmosphere Range:** 2-6/24/50 km
**Damage:** 4D

**Crew:** 1
**Skill:** Capital ship gunnery
**Fire Control:** 2D

**Weapons:**
- **20 Laser Cannons**
  - Fire Arc: 10 front, 5 left, 5 right
  - Crew: 1
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 2-6/24/50 km
  - Damage: 4D

- **4 Gravity Well Projector**
  - Fire Arc: Turret
  - Crew: 1
  - Skill: Capital ship gunnery
  - Fire Control: 6D
  - Space Range: 1-5/75/150
  - Damage: Blocks hyperspace travel

**Starfighter Complement:** 2 squadrons

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**Cargo Capacity:** 6,000 metric tons
**Consumables:** 1.5 years
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x2
**Nav Computer:** Yes
**Space:** 6
**Hull:** 6D
**Shields:** 2D+2
**Passengers:** 1,972, gunners: 140, skeleton: 800/+10
**Hyperdrive Backup:** x12
**Sensors:**
- Passive: 30/0D
- Scan: 50/1D
- Search: 100/2D
- Focus: 4/3D

**Weapons:**
- **20 Turbolasers**
  - Fire Arc: 5 front, 5 left, 5 right, 5 back
  - Crew: 2
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150 km
  - Damage: 5D

- **10 Turbolaser Batteries**
  - Fire Arc: 4 front, 3 left, 3 right
  - Crew: 4
  - Skill: Capital ship gunnery
  - Fire Control: 1D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150 km
  - Damage: 7D

- **10 Tractor Beam Projectors**
  - Fire Arc: 2 front, 3 left, 3 right, 2 back
  - Crew: 3
  - Skill: Capital ship gunnery
  - Fire Control: 4D
  - Space Range: 1-5/15/30
  - Atmosphere Range: 1-5/15/30 km
  - Damage: 4D

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

**Starfighter Complement:** 1 squadron

**Ground/Air Complement:** 1 At-AT, 2 AT-STs

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**Source:** Imperial Sourcebook (pages 51-54), Heir to the Empire Sourcebook (page 128), The Thrawn Trilogy

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**Strike Cruiser**

**Craft:** Loronar Strike-class Cruiser
**Affiliation:** Empire / General / Rebel Alliance
**Era:** Rebellion
**Source:** Imperial Sourcebook (pages 51-54), Heir to the Empire Sourcebook (page 128), The Thrawn Trilogy

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**Cargo Capacity:** 5,500 metric tons
**Consumables:** 1.2 years
**Hyperdrive Multiplier:** x2
**Nav Computer:** Yes
**Space:** 6
**Hull:** 5D
**Shields:** 3D
**Hyperdrive Backup:** x8
**Sensors:**
- Passive: 30/1D
- Scan: 75/2D
- Search: 150/3D
- Focus: 5/4D

**Weapons:**
- **20 Laser Cannons**
  - Fire Arc: 10 front, 5 left, 5 right
  - Crew: 1
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 2-6/24/50 km
  - Damage: 4D

**Starfighter Complement:** 2 squadrons

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**Cargo Capacity:** 6,000 metric tons
**Consumables:** 1.5 years
**Hyperdrive Multiplier:** x2
**Nav Computer:** Yes
**Space:** 6
**Hull:** 6D
**Shields:** 2D+2
**Passengers:** 1,972, gunners: 140, skeleton: 800/+10
**Hyperdrive Backup:** x12
**Sensors:**
- Passive: 30/0D
- Scan: 50/1D
- Search: 100/2D
- Focus: 4/3D

**Weapons:**
- **20 Turbolasers**
  - Fire Arc: 5 front, 5 left, 5 right, 5 back
  - Crew: 2
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150 km
  - Damage: 5D

- **10 Turbolaser Batteries**
  - Fire Arc: 4 front, 3 left, 3 right
  - Crew: 4
  - Skill: Capital ship gunnery
  - Fire Control: 1D
  - Space Range: 3-15/35/75
  - Atmosphere Range: 6-30/70/150 km
  - Damage: 7D

- **10 Tractor Beam Projectors**
  - Fire Arc: 2 front, 3 left, 3 right, 2 back
  - Crew: 3
  - Skill: Capital ship gunnery
  - Fire Control: 4D
  - Space Range: 1-5/15/30
  - Atmosphere Range: 1-5/15/30 km
  - Damage: 4D

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

**Starfighter Complement:** 1 squadron

**Ground/Air Complement:** 1 At-AT, 2 AT-STs
Abolisher Cruiser

**Craft:** Sienar Fleet Systems’ Neutralizer 418  
**Affiliation:** Empire  
**Era:** Rebellion  
**Type:** Abolisher-class heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Abolisher Cruiser  
**Crew:** 2,799, gunners: 40, skeleton: 1,500  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 4D+1  
**Passengers:** 80 (troops)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1.5 years  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 7  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
Passive: 30/1D  
Scan: 75/2D  
Search: 150/3D  
Focus: 5/4D  
**Weapons:**  
**15 Quad Laser Cannons**  
Fire Arc: 5 front, 5 left, 5 right  
Crew: 1  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 1-3/12/25  
Atmosphere Range: 2-6/24/50 km  
Damage: 5D  
**20 Turbolaser Cannons**  
Fire Arc: 5 front, 5 left, 5 right, 5 rear  
Scale: Starfighter  
Crew: 1  
Skill: Capital ship gunnery  
Fire Control: 3D  
Space Range: 3-15/35/75  
Atmosphere Range: 6-30/70/150 km  
Damage: 7D  
**5 Hyperspace Pulsemass Generators**  
Fire Arc: Turret  
Crew: 1  
Skill: Capital ship gunnery  
Space Range: 1-5/75/150  
Damage: Destroys any ship in hyperspace within range (see Imperial Sourcebook page 67 for details)  
**Starfighter Complement:** 3 squadrons

Liberator Cruiser

**Craft:** SoroSuub Liberator  
**Affiliation:** Empire / New Republic  
**Era:** Rebellion  
**Type:** Cruiser  
**Scale:** Capital  
**Length:** 1,040 meters  
**Skill:** Capital ship piloting: Liberator  
**Crew:** 6,795, gunners: 244, skeleton: 2,265/+10  
**Crew Skill:** Varies  
**Passengers:** 9,600 (troops)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 5 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 6D+2  
**Shields:** 3D+2  
**Sensors:**  
Passive: 50/1D  
Scan: 100/2D  
Search: 150/3D  
Focus: 5/3D+2  
**Weapons:**  
**160 Heavy Turbolaser Batteries**  
Fire Arc: 30 front, 50 left, 50 right, 30 back  
Crew: 2  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 3-15/35/75  
Atmosphere Range: 6-30/70/150 km  
Damage: 10D  
**50 Ion Cannons**  
Fire Arc: 20 front, 10 left, 10 right, 10 back  
Crew: 1  
Skill: Capital ship gunnery  
Fire Control: 3D  
Space Range: 1-10/25/50  
Atmosphere Range: 2-20/50/100  
Damage: 4D  
**6 Tractor Beam Projectors**  
Fire Arc: 1 front, 2 left, 2 right, 1 back  
Crew: 6  
Skill: Capital ship gunnery  
Fire Control: 3D  
Space Range: 1-5/15/30  
Atmosphere Range: 2-10/30/60 km  
Damage: 4D  
**5 Concussion Missile Tubes**  
Fire Arc: Turret  
Crew: 2  
Skill: Capital ship gunnery  
Fire Control: 3D  
Space Range: 2-12/30/60  
Atmosphere Range: 200-1.2/3/6 km  
Damage: 9D
Torpedo Sphere

**Craft:** Loronar’s Torpedo Sphere  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Lords of the Expanse: Campaign Guide (pages 30-38), Imperial Sourcebook (pages 58-59), Starships of the Galaxy (pages 109-110)  
**Type:** Dedicated siege platform  
**Scale:** Capital  
**Length:** 1,900 meters  
**Skill:** Capital ship piloting: Torpedo Sphere  
**Crew:** 61,245, gunners: 2,030, skeleton: 20,415/+15  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 3D+2, capital ship shields 4D, sensors 4D+1  
**Passengers:** 8,540 (troops)  
**Cargo Capacity:** 3.8 million metric tons  
**Consumables:** 4 years  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x18  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 9D+2  
**Shields:** 2D  
**Sensors:**  
  - Passive: 50/1D  
  - Scan: 75/3D  
  - Search: 150/4D  
  - Focus: 5/4D+2  
**Weapons:**  
  - 10 Turbolaser Batteries  
    - Fire Arc: Front  
    - Crew: 3  
    - Skill: Capital ship gunnery  
  - 500 Proton Torpedo Tubes  
    - Fire Arc: Front  
    - Crew: 4  
    - Skill: Capital ship gunnery

Super Star Destroyer

**Craft:** Kuat Drive Yards’ Executor-class Star Dreadnought  
**Affiliation:** Empire  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (pages 62-63), Galaxy Guide 5: Return of the Jedi (page 51), Starships of the Galaxy (pages 105-106), The Essential Guide to Vehicles and Vessels (pages 54-55)  
**Type:** Executor-class Star Destroyer  
**Scale:** Capital  
**Length:** 19,000 meters  
**Skill:** Capital ship piloting: Super Star Destroyer  
**Crew:** 279,144, gunners: 1,590, skeleton: 50,000/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D  
**Passengers:** 38,000 (troops)  
**Cargo Capacity:** 250,000 metric tons  
**Consumables:** 6 years  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Space:** 4  
**Hull:** 10D  
**Shields:** 8D  
**Sensors:**  
  - Passive: 75/1D+2  
  - Scan: 150/3D+2  
  - Search: 300/5D  
  - Focus: 8/6D+2  
**Weapons:**  
  - 250 Turbolaser Batteries  
    - Fire Arc: 100 front, 75 left, 75 right  
    - Crew: 1 (100), 2 (150)  
    - Skill: Capital ship gunnery
Fire Control: 1D  
Space Range: 3-15/35/75  
Atmosphere Range: 6-30/70/150 km  
Damage: 7D  

**250 Heavy Turbolaser Batteries**  
Fire Arc: 100 front, 50 left, 50 right, 50 back  
Crew: 2  
Skill: Capital ship gunnery  
Space Range: 5-20/40/60  
Atmosphere Range: 10-20/80/120 km  
Damage: 10D  

**250 Concussion Missile Tubes**  
Fire Arc: 50 front, 75 left, 75 right, 50 back  
Crew: 1  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 2-5/30/60  
Atmosphere Range: 4-24/60/120 km  
Damage: 4D  

**250 Ion Cannons**  
Fire Arc: 100 front, 50 left, 50 right, 50 back  
Crew: 1 (100), 2 (150)  
Skill: Capital ship gunnery  
Fire Control: 4D  
Space Range: 1-10/25/50  
Atmosphere Range: 2-50/50/100 km  
Damage: 9D  

**100 Point Laser Cannon Batteries**  
Fire Arc: 28 batteries each arc  
Scale: Starfighter  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1-3/12/25  
Atmosphere Range: 100-300/1.2/2.5 km  
Damage: 3D  

**Starfighter Complement:**  
Pre-Thrawn Empire: 96 TIE/ln, 24 TIE Interceptors, 24 TIE Bombers  
Post-Thrawn Empire: 60 TIE/ln, 48 TIE Interceptors, 24 Scimitar Assault Bombers, 24 TIE Advanced, 12 TIE Bombers  

**Ground/Air Vehicle Complement:**  
25 AT-AT, 50 AT-STs, 3 prefabricated garrison bases  

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### Class 1000 Cruiser  

**Craft:** KDY's Class 1000 Cruiser  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Galaxy Guide 6: Tramp Freighter (pages 63-64)  
**Type:** Light cruiser  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Class 1000 cruiser  
**Crew:** 580, gunners: 80, skeleton: 200/+10  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 5D+2, capital ship piloting 5D, capital ship shields 4D+2, sensors 4D+2  
**Passengers:** 200(troops)  

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### Modular Taskforce Cruiser  

**Craft:** Tagge Industries Shipyards Ltd. Modular Taskforce Cruiser  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 96-98)  
**Type:** Multi-task medium transport  
**Scale:** Capital  
**Length:** 1,150 meters  
**Skill:** Capital ship piloting: taskforce cruiser  
**Crew:** Varies according to mission profile  
**Passengers:** Varies according to mission profile  
**Cargo Capacity:** Varies according to mission profile  
**Consumables:** 6 months  
**Cost:** 2.5 million (base cruiser), additional cost for individual modules  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes
**Adz Patrol Destroyer**

**Craft:** Imperial Adz-class Patrol Destroyer  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (page 90)  
**Type:** Border patrol craft  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting  
**Crew:** 24, gunners: 12, skeleton: 6/10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** 8 (troopers), 4 (brig)  
**Cargo Capacity:** 400 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  

**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12, limited to four jumps  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+2  
**Shields:** 3D  
**Sensors:**  
  - Passive: 40/1D  
  - Scan: 80/4D  
  - Search: 120/2D+2  
  - Focus: 4/3D+2  
**Weapons:**  
  - 3 Ion Cannon Batteries  
  - Fire Arc: Turret  
  - Crew: 2  
  - Skill: Capital ship gunnery  
  - Fire Control: 3D  
  - Space Range: 1-10/25/50  
  - Atmosphere Range: 2-20/50/100 km  
  - Damage: 4D
**Imperial Patrol Frigate**

Craft: Modified KDY Escort Frigate  
Affiliation: Empire  
Era: New Republic  
Source: Cracken’s Threat Dossier  
Type: Deep space patrol vessel  
Scale: Capital  
Length: 300 meters  
Skill: Capital ship piloting: Nebulon-B  
Crew: 458, gunners: 56  
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1; Tow crew: astrogation 4D, towed array steering 4D, sensors 4D  
Passengers: 40  
Cargo Capacity: 6,000 metric tons  
Consumables: 2 years  
Cost: Not for sale  
Hyperdrive Multiplier: x2  
Hyperdrive Backup: x12  
Nav Computer: Yes  
Maneuverability: 1D  
Space: 4  
Atmosphere: 280; 800 kmh  
Hull: 3D+2  
Shields: 2D  
Sensors:  
Passive: 40/0D  
Scan: 75/1D  
Search: 150/3D  
Focus: 4/4D+2  
Weapons:  
7 Laser Cannons  
Fire Arc: 3 front, 2 left, 2 right  
Crew: 1  
Scale: Starfighter  
Skill: Starship gunnery  
Fire Control: 2D  
Space Range: 1-3/12/25  
Atmosphere Range: 2-6/24/50 km  
Damage: 2D  
3 Ion Cannons  
Fire Arc: Front  
Crew: 2  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 1-10/25/50  
Atmosphere Range: 2-20/50/100 km  
Damage: 3D  
3 Ion Cannons  
Fire Arc: Front  
Crew: 1  
Scale: Starfighter  
Skill: Starship gunnery  
Fire Control: 3D  
Space Range: 1-3/7/36  
Atmosphere Range: 100-300/700/3.6 km  
Damage: 4D  
2 Tractor Beam Projectors  
Fire Arc: Front  
Crew: 12  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 1-5/15/30  
Atmosphere Range: 2-10/30/60 km  
Damage: 4D  
Towed Sensor Array  
Crew: 3  
Passive: 100/1D  
Scan: 200/2D  
Search: 500/3D  
Focus: 10/4D+2

**Vibre Assault Cruiser**

Craft: Silviut Corporation Vibre-class Assault Cruiser  
Affiliation: Empire  
Era: New Republic  
Source: The Jedi Academy Sourcebook (pages 130-132), Pirates & Privateers (page 87), Starships of the Galaxy (page 87)  
Type: Assault cruiser  
Scale: Capital  
Length: 100 meters  
Skill: Capital ship piloting: Vibre-class assault cruiser  
Crew: 30, gunners: 15, skeleton: 10/+10
**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 3D+2, sensors 3D+1

**Passengers:** 60 (spacetroopers)

**Cargo Capacity:** 500 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 7

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

**Hull:** 3D

**Shields:** 4D+2

**Sensors:**
- Passive: 40/1D
- Scan: 80/1D+2
- Search: 130/2D
- Focus: 4/2D
- Sensor Stealth: +2D to difficulty at ranges greater than 40 units

**Weapons:**
- **4 Laser Cannons**
  - Fire Arc: Turret
  - Crew: 1
  - Skill: Capital ship gunnery
  - Fire Control: 3D
  - Space Range: 1-4/13/28
  - Atmosphere Range: 100-400/1.3/2.8 km
  - Damage: 4D
- **2 Tractor Beam Projectors**
  - Fire Arc: 1 left, 1 right
  - Crew: 3
  - Skill: Capital ship gunnery
  - Fire Control: 4D
  - Space Range: 1-5/15/30
  - Atmosphere Range: 100-500/1.5/3 km
  - Damage: 5D+2
- **4 Ion Cannons**
  - Fire Arc: 2 front, 1 left, 1 right
  - Crew: 2
  - Skill: Capital ship gunnery
  - Fire Control: 4D
  - Space Range: 1-5/15/30
  - Atmosphere Range: 2-10/30/60 km
  - Damage: 4D

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**Enforcer Picket Cruiser**

**Craft:** Sienar/KDY Enforcer-class Picket Cruiser

**Affiliation:** Empire

**Era:** New Republic

**Source:** Classic Adventures – Volume 4 (pages 101-102)

**Type:** Heavy cruiser

**Scale:** Capital

**Length:** 600 meters

**Skill:** Capital ship piloting
- Crew: 3,000, gunners: 60, skeleton: 1,000/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 4D

**Passengers:** 300 (troops)

**Cargo Capacity:** 10,000 metric tons

**Consumables:** 2 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Hull:** 5D

**Shields:** 3D

**Sensors:**
- Passive: 50/1D
- Scan: 100/3D
- Search: 200/4D
- Focus: 6/4D+2

**Weapons:**
- **20 Turbolaser Batteries**
  - Fire Arc: 4 front, 3 left, 3 right
  - Crew: 1 or 2
  - Skill: Capital ship gunnery
  - Fire Control: 4D
  - Space Range: 3-15/36/75
  - Atmosphere Range: 6-15/72/150 km
  - Damage: 3D
- **10 Quad Laser Cannons**
  - Fire Arc: 4 front, 4 left, 4 right, 2 back
  - Crew: 1 or 2
  - Skill: Capital ship gunnery
  - Fire Control: 2D
  - Space Range: 3-15/36/75
  - Atmosphere Range: 6-15/72/150 km
  - Damage: 4D
- **6 Ion Cannon Batteries**
  - Fire Arc: 2 front, 1 left, 1 right, 2 back
  - Crew: 1 or 2
  - Skill: Capital ship gunnery
  - Fire Control: 3D
  - Space Range: 1-10/25/50
  - Atmosphere Range: 2-20/50/100 km
  - Damage: 3D
- **4 Tractor Beam Projectors**
  - Fire Arc: 2 front, 1 left, 1 right
  - Crew: 2
  - Skill: Capital ship gunnery
  - Fire Control: 4D+2
  - Space Range: 1-5/15/30
  - Atmosphere Range: 2-10/30/60 km
  - Damage: 4D

**Starfighter Complement:** 2 squadrons

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**“Broadsword” Heavy Troop Transport**

**Craft:** IMS' AP-13A “Broadsword” Heavy Troop Transport

**Affiliation:** Empire

**Era:** New Republic

**Type:** Heavy troop transport

**Scale:** Capital

**Length:** 1,475 meters

**Skill:** Capital ship piloting: "Broadsword"
- Crew: 8,163, gunners: 53, skeleton 1,200/+20

**Crew Skill:** Astrogation 3D, Capital ship gunnery 5D, capital ship piloting 4D+1, Capital ship shields 3D+2, Starship gunnery 3D, sensors 3D
Interdictor II Cruiser

**Craft:** Sienar Fleet Systems' Immobilizer 419
**Affiliation:** Empire
**Era:** New Republic
**Type:** Interdictor II-class heavy cruiser
**Scale:** Capital
**Length:** 1,100 meters
**Skill:** Capital ship piloting: Interdictor II Cruiser
**Crew:** 32,411, gunners: 225, skeleton: 4,500/+15
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D+1
**Passengers:** 2,200 (troops)
**Cargo Capacity:** 28,500 metric tons
**Consumables:** 5 years
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x6
**Nav Computer:** Yes
**Maneuverability:** 2D+1
**Space:** 5
**Hull:** 6D
**Shields:** 4D+2
**Sensors:**
  - Passive: 50/1D
  - Scan: 75/3D
  - Search: 150/4D
  - Focus: 5/4D+2
**Weapons:**
- **30 Turbolaser Batteries**
  - Fire Arc: 15 left, 15 right
  - Crew: 2
  - Skill: Capital ship gunnery
  - Fire Control: 4D
  - Space Range: 3-15/36/75
  - Atmosphere Range: 6-30/72/150 km
  - Damage: 5D
- **10 Quad Laser Cannons**
  - Fire Arc: 10 front
  - Crew: 1
  - Skill: Capital ship gunnery
  - Fire Control: 3D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 2-6/24/50 km
  - Damage: 4D
- **5 Gravity Well Projectors**
  - Fire Arc: Turret
  - Crew: 1
  - Skill: Capital ship gunnery
  - Fire Control: 7D+2
  - Space Range: 1-5/75/150/300
  - Damage: Blocks hyperspace travel
**Starfighter Complement:** Default arrangement is 24 TIE Interceptors and 12 TIE Bombers or Scimitar Assault Bombers
Sovereign Star Destroyer

**Craft:** KDY’s *Sovereign*-class Super Star Destroyer  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (page 93)  
**Type:** Super star destroyer  
**Scale:** Capital  
**Length:** 15,000 meters  
**Skill:** Capital ship piloting  
**Crew:** 601,670, gunners: 4,075, skeleton: 86,000/+10  
**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 3D+1  
**Passengers:** 130,100 (troops)  
**Cargo Capacity:** 400,000 metric tons  
**Consumables:** 5 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Shields:** 8D  
**Sensors:**  
- **Passive:** 250/2D  
- **Scan:** 350/3D  
- **Search:** 500/4D  
- **Focus:** 70/5D  
**Weapons:**  
- **Axial Superlaser**  
  - **Fire Arc:** Front  
  - **Crew:** 75  
  - **Scale:** Death Star  
  - **Skill:** Capital ship piloting: superlaser  
  - **Fire Control:** 5D  
  - **Space Range:** 5-25/75/150  
  - **Damage:** Gradational output can fire once every minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D. Current reactor can only generate 8D total per day.  
- **500 Heavy Laser Cannons**  
  - **Fire Arc:** 200 front, 150 left, 150 right  
  - **Crew:** 4  
  - **Fire Control:** 2D  
  - **Space Range:** 3-15/35/75  
  - **Atmosphere Range:** 6-15/72/150 km  
  - **Damage:** 8D  
- **500 Turbolaser Batteries**  
  - **Fire Arc:** 150 front, 125 left, 125 right, 100 back  
  - **Crew:** 2  
  - **Scale:** Starfighter  
  - **Skill:** Starship gunnery

**100 Tractor Beam Emplacements**  
**Fire Arc:** 55 front, 20 left, 20 right, 5 back  
**Crew:** 5  
**Skill:** Capital ship gunnery  
**Fire Control:** 4D  
**Space Range:** 1-5/15/30  
**Atmosphere Range:** 2-10/30/60 km  
**Damage:** 6D

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Eclipse Star Destroyer

**Craft:** KDY’s *Eclipse*-class Super Star Destroyer  
**Affiliation:** Empire  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 91-93), The Essential Guide to Vehicles and Vessels (pages 46-47)  
**Type:** Super star destroyer  
**Scale:** Capital  
**Length:** 17,500 meters  
**Skill:** Capital ship piloting: Super Star Destroyer  
**Crew:** 708,470, gunners: 4,175, skeleton: 88,500/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 4D+2, sensors 4D+1  
**Passengers:** 150,000 (troops)  
**Cargo Capacity:** 600,000 metric tons  
**Consumables:** 10 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 15D+2  
**Shields:** 11D+1  
**Sensors:**  
- **Passive:** 250/2D  
- **Scan:** 350/3D  
- **Search:** 500/4D  
- **Focus:** 75/5D  
**Weapons:**  
- **Axial Superlaser**  
  - **Fire Arc:** Front  
  - **Crew:** 75  
  - **Scale:** Death Star  
  - **Skill:** Capital ship piloting: superlaser

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**Fire Control:** 4D  
**Space Range:** 3-15/36/75  
**Atmosphere Range:** 600-1.5/7/15 km  
**Damage:** 5D

**75 Ion Cannons**  
**Fire Arc:** 25 front, 25 left, 25 right  
**Crew:** 6  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D+2  
**Space Range:** 1-10/25/50  
**Atmosphere Range:** 2-20/50/100 km  
**Damage:** 3D

**5 Gravity Well Projectors**  
**Fire Arc:** 3 front, 1 left, 1 right  
**Crew:** 10  
**Skill:** Capital ship gunnery: gravity well projector  
**Fire Control:** 4D  
**Space Range:** 1-5/15/30  
**Damage:** Block hyperspace travel  
**Starfighter Complement:** 35 TIE Interceptor squadrons, 5 TIE Bomber squadrons  
**Ground/Air Vehicle Complement:** 75 AT-ATs
Fire Control: 5D
Space Range: 5-25/75/150
Damage: Gradational output can fire once every minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D. Current reactor can only generate 11D total per day.

550 Heavy Laser Cannons
Fire Arc: 200 front, 150 left, 150 right, 50 back
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-15/72/150 km
Damage: 8D

500 Turbolaser Batteries
Fire Arc: 150 front, 125 left, 125 right, 100 back
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 600-1.5/7/15 km
Damage: 5D

75 Ion Cannons
Fire Arc: 25 front, 25 left, 25 right
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

100 Tractor Beam Emplacements
Fire Arc: 55 front, 20 left, 20 right, 5 back
Crew: 5
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

10 Gravity Well Projectors
Fire Arc: 3 front, 2 left, 2 right, 3 back
Crew: 10
Skill: Capital ship gunnery: gravity well projector
Fire Control: 4D
Space Range: 1-5/15/30
Damage: Blocks hyperspace travel

Starfighter Complement: 50 TIE Interceptor squadrons, 8 TIE Bomber squadrons

Ground/Air Complement: Imperial Royal Guards legion, COMPForce Assault Battalion, 5 prefabricated garrison bases, 100 AT-ATs
**Alliance**

**Medical Frigate**

**Craft:** Modified Nebulon-B Frigate  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebel Alliance Sourcebook (page 138)  
**Type:** Escort starship  
**Scale:** Capital  
**Length:** 300 meters  
**Skill:** Capital ship piloting: Nebulon-B  
**Crew:** 850, skeleton: 307/+10  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1  
**Passengers:** 745 (patients)  
**Cargo Capacity:** 1,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 850 kmh  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
  - Passive: 40/1D  
  - Scan: 75/2D  
  - Search: 150/3D  
  - Focus: 4/4D+2  
**Weapons:**  
  - 6 Turbolaser Batteries  
    - Fire Arc: 2 front, 2 left, 2 right  
    - Crew: 1(3), 4(3)  
    - Skill: Capital ship gunnery  
    - Fire Control: 3D  
    - Space Range: 3-15/35/75  
    - Atmosphere Range: 6-30/70/150 km  
    - Damage: 4D  
  - 8 Laser Cannons  
    - Fire Arc: 2 front, 2 left, 2 right, 2 back  
    - Crew: 1(4), 2(4)  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D  
    - Space Range: 1-3/12/25  
    - Atmosphere Range: 2-6/24/50 km  
    - Damage: 2D  
  - 2 Tractor Beam Projectors  
    - Fire Arc: Front  
    - Crew: 12  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D  
    - Space Range: 1-5/15/30  
    - Atmosphere Range: 2-10/30/60 km  
    - Damage: 4D  
**Note:** The Alliance Medical Frigate has 745 beds, with 80 medics and 30 medical droids (a variety of Emdee and Two-Onebee models). The Frigate has 15 bacta tanks. It also has five operating theaters equipped to handle everything from microsurgery to prosthetic replacement to childbirth.

**Mon Calamari Escort Frigate**

**Craft:** Mon Calamari MCE-10 Escort Frigate  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Type:** Escort Starship  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Capital ship piloting  
**Crew:** 1,000, skeleton: 360  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting, capital ship shields 3D, sensors 3D+1  
**Passengers:** 100 troops  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x16  
**Nav computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 40/1D  
  - Scan: 60/2D  
  - Search: 120/3D  
  - Focus: 5/4D  
**Weapons:**  
  - 20 Turbolaser Batteries  
    - Fire Arc: 10 front, 5 right, 5 left (blisters give 160 degree arc)  
    - Crew: 1 to 4  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D  
    - Space Range: 3-15/35/75  
    - Atmosphere Range: 6-30/70/150 km  
    - Damage: 4D  
  - 10 Ion Cannons  
    - Fire Arc: 4 front, 3 right, 3 left (blisters give 160 degree arc)  
    - Crew: 1 to 7  
    - Skill: Capital ship gunnery  
    - Fire Control: 3D  
    - Space Range: 1-10/25/50  
    - Atmosphere Range: 2-20/50/100 km  
    - Damage: 3D  
  - 3 Tractor Beams  
    - Fire Arc: 1 front, 1 right, 1 left (blisters give 160 degree arc)  
    - Crew: 1 to 10  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D+2  
    - Space Range: 1-5/15/30  
    - Atmosphere Range: 2-10/30/60  
    - Damage: 4D  
**Starfighter Complement:** 1 squadron
Mon Calamari MC40
Light Cruiser

Craft: Mon Calamari MC40 Light Cruiser
Affiliation: Rebel Alliance
Era: Rebellion
Type: Light star cruiser
Scale: Capital
Length: 800 meters
Skill: Capital ship piloting: MC40 cruiser
Crew: 3,619, gunners: 116, skeleton: 800/+10
Crew Skill: Capital ship piloting 5D, capital ship shields 4D, sensors 3D, astrogation 4D, capital ship gunnery 4D+1
Passengers: 500 (troops)
Cargo Capacity: 13,000 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 4D
Shields: 2D*
* Mon Cal star cruisers have 4D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy capital ship shields total, one of the backup die codes of shields can be brought up increasing the shield back to 2D.

Sensors:
Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D

Weapons:
24 Turbolaser Batteries (fire separately)
Fire Arc: 6 front, 6 left, 6 right, 6 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

12 Ion Cannons (fire separately)
Fire Arc: 6 front, 2 left, 2 right, 2 back
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 2D

4 Tractor Beam Projectors (fire separately)
Fire Arc: 2 front, 1 left, 1 right
Crew: 8
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 3D

CC-7700 Frigate

Craft: Corellian Engineering Corporation CC-7700 Frigate
Affiliation: Rebel Alliance / General
Era: Rebellion
Type: Frigate
Length: 180 meters
Scale: Capital
Skill: Capital ship piloting: CC-7700
Crew: 56, gunners: 35, skeleton: 15/+10
Crew Skill: Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+1, sensors 3D+2, starship gunnery 3D
Passengers: None
Cargo Capacity: 300 metric tons
Consumables: 4 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 3D
Shields: 3D

Sensors:
Passive: 20/0D
Scan: 40/0D
Search: 80/1D
Focus: 2/2D

Weapons:
25 Turbolasers
Fire Arc: 5 front, 10 left, 10 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

24 Laser Cannons
Fire Arc: 6 front, 6 left, 6 right, 6 back
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

Gravity Well Projector
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D+1
Space Range: 1/75/150
Damage: Blocks hyperspace travel
Rebel Assault Frigate

Craft: Rebel Assault Frigate
Affiliation: Rebel Alliance
Era: Rebellion
Source: Rebel Alliance Sourcebook (pages 57-59), Heir to the Empire Sourcebook (page 120), The Thrawn Trilogy Sourcebook (page 211)
Type: Modified Dreadnaught
Scale: Capital
Length: 700 meters
Skill: Capital ship piloting: assault frigate
Crew: 4,882, gunners: 118, skeleton: 1,500/+20
Crew Skill: Capital ship gunnery 4D+2, capital ship piloting: Assault Frigate 5D, capital ship shields 4D, sensors 3D
Passengers: 100(troops)
Cargo Capacity: 7,500 metric tons
Consumables: 1.5 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Hull: 5D
Shields: 3D
Sensors:
Passive: 20/1D
Scan: 40/2D
Search: 80/3D
Focus: 5/3D+2
Weapons:
15 Laser Cannons
Fire Arc: 5 front, 5 left, 5 right
Crew: 1(4), 2(8), 3(3)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D
20 Quad Laser Cannons
Fire Arc: 8 front, 6 left, 6 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1.1/1.7 km
Damage: 4D
15 Tubolaser Batteries
Fire Arc: 5 front, 5 left, 5 right
Crew: 1(8), 3(7)
Skill: Capital ship gunnery
Fire Rate: 1/3
Fire Control: 1D
Space Range: 3-10/30/60

Alliance Assault Frigate Mark II

Craft: Rendili StarDrive Assault Frigate Mk II
Affiliation: Rebel Alliance
Era: Rebellion
Type: Modified Dreadnaught
Scale: Capital
Length: 700 meters
Skill: Capital ship piloting: assault frigate
Crew: 4,920, gunners: 118, skeleton: 1,500/+20
Crew Skill: Capital ship gunnery 4D+2, capital ship piloting: Assault Frigate 5D, capital ship shields 4D, sensors 3D
Passengers: 100 (troops)
Cargo Capacity: 7,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 5D
Shields: 3D (+2D booster)*
* Advanced Mon Calamari-designed deflector shield subsystems can increase overall shield output for limited stints without burning out the shield projectors. A Moderate capital ship shields roll is necessary to boost the shields to full output. The difficulty increases one level for every 3 rounds the shields remain boosted, failing this roll means the shields flicker out for one round, and can’t be boosted again for the duration of the encounter.
Sensors:
Passive: 20/1D
Scan: 50/2D
Search: 80/3D
Focus: 5/4D
Weapons:
15 Laser Cannons
Fire Arc: 5 front, 5 left, 5 right
Crew: 1(4), 2(8), 3(3)
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D+1
**20 Quad Laser Cannons**
*Fire Arc:* 8 front, 6 left, 6 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D

**15 Turbolaser Batteries**
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1(8), 3(7)  
*Skill:* Capital ship gunnery  
*Fire Rate:* 1/3  
*Fire Control:* 2D  
*Space Range:* 3-10/30/60  
*Atmosphere Range:* 300-1/3/6 km  
*Damage:* 6D

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**Mon Calamari MC80 Star Cruiser**

**Craft:** Mon Calamari MC80 Star Cruiser  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Core Rulebook (page 252), Rebel Alliance Sourcebook (pages 56-57), Star Wars Trilogy Sourcebook SE (pages 141-142), The Star Wars Sourcebook (pages 36-37), Heir to the Empire Sourcebook (pages 127-128), The Thrawn Trilogy Sourcebook (pages 220, 222), The Essential Guide to Vehicles and Vessels (pages 116-117)  
**Type:** Star cruiser  
**Scale:** Capital  
**Length:** 1,200 meters  
**Skill:** Capital ship piloting: Mon Calamari cruiser  
**Crew:** 5,156, gunners 246, skeleton: 1,230/+10  
**Crew Skill:** Capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1, astrogation 4D, capital ship gunnery 5D  
**Passengers:** 1,200 (troops)  
**Cargo Capacity:** 20,000 metric tons; 5,000 cubic meters  
**Consumables:** 2 years

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**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x9  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 6D  
**Shields:** 3D *  
* Mon Cal star cruisers have 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shield back to 3D.  
**Sensors:**  
* Passive: 40/1D  
* Scan: 60/2D  
* Search: 120/3D  
* Focus: 5/4D  

**Weapons:**  
**48 Turbolaser Batteries** (fire separately)  
*Fire Arc:* 12 front, 12 left, 12 right, 12 back  
*Crew:* 1 to 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  

**20 Ion Cannons** (fire separately)  
*Fire Arc:* 8 front, 4 left, 4 right, 4 back  
*Crew:* 1 to 7  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D  

**6 Tractor Beam Projectors** (fire separately)  
*Fire Arc:* 4 front, 1 left, 1 right  
*Crew:* 1 to 10  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D
Mon Calamari Evacuation Cruiser

**Craft:** Modified Mon Calamari MC80 Star Cruiser  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (page 100)  
**Type:** Evacuation carrier  
**Scale:** Capital  
**Length:** 1,200 meters  
**Skill:** Capital ship piloting: Mon Calamari Star Cruiser  
**Crew:** 1,011, skeleton: 429/+10  
**Crew Skill:** Astrogation 3D+2, capital ship piloting 5D, capital ship shields 5D, sensors 3D  
**Passengers:** 75,000 (safely; this number can be doubled if absolutely necessary, but is extremely risky)  
**Cargo Capacity:** 16,000 metric tons  
**Consumables:** 6 weeks  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 6  
**Atmosphere:** 210, 600 kmh  
**Hull:** 3D  
**Shields:** 3D  
**Sensors:**  
  - Passive: 10/1D  
  - Scan: 20/2D  
  - Search: 30/3D

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Bulwark Battlecruiser

**Craft:** TransGalMeg Industries Bulwark Battlecruiser  
**Affiliation:** Rebel Alliance / General  
**Era:** Rebellion  
**Length:** 3,200 meters  
**Skill:** Capital ship piloting: Bulwark Battlecruiser  
**Crew:** 9,252  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, sensors 4D, starship gunnery 4D  
**Passengers:** 4,300 (troops)  
**Cargo Capacity:** 39,000 metric tons  
**Consumables:** 5 years  
**Cost:** Not available for sale  
**Space:** 8  
**Atmosphere:** N/A  
**Hyperdrive:** x1  
**Hyperdrive Backup:** x8

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Agave Picket Ship

**Craft:** Republic Engineering Corp. Agave-class Picket Ship  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken's Threat Dossier (page 76)  
**Type:** Tactical reconnaissance ship  
**Scale:** Capital  
**Length:** 190 meters  
**Skill:** Capital ship piloting  
**Crew:** 28, gunners: 8, skeleton: 10/+10  
**Crew Skill:**  
**Passengers:** 5  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 kmh  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 50/1D  
  - Scan: 100/2D  
  - Search: 150/4D  
  - Focus: 5/4D+2  
  - Stealth: +2D to sensor difficulties
**Solo Combat Freighter**

**Craft:** Republic Engineering Corporation/SoroSuub Solo-class Combat Freighter  
**Alignment:** New Republic / General  
**Era:** New Republic  
**Source:** Wizards Website  
**Type:** Space transport  
**Scale:** Capital  
**Length:** 96.5 meters  
**Skill:** Capital ship piloting: Solo-class  
**Crew:** 6, gunners: 8, skeleton: 3/+11  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 6D, capital ship shields 3D+2, sensors 3D  
**Passengers:** 10 (cargo bay full) 100 (cargo bay empty)  
**Cargo Capacity:** 22,000 tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Maneuverability:** 1D+1  
**Space:** 4  
**Atmosphere:** 280, 800 kmh  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
  - Passive: 40/1D  
  - Scan: 80/2D  
  - Search: 100/3D  
  - Focus: 5/4D  
**Weapons:**  
  - 6 Dual Turbolaser Cannons  
    - **Fire Arc:** 3 left, 3 right  
    - **Crew:** 1  
    - **Skill:** Capital ship gunnery  
    - **Fire Control:** 4D  
    - **Space Range:** 3-15/35/75  
    - **Atmosphere Range:** 300-1.5/3.5/7.5 km  
    - **Damage:** 5D  
  - 2 Concussion Missile Launchers (6 missiles each)  
    - **Fire Arc:** 1 front, 1 back  
    - **Crew:** 1  
    - **Skill:** Capital ship gunnery

**Hajen Fleet Tender**

**Craft:** Republic Engineering Corporation Hajen-class Fleet Tender  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (pages 77-78)  
**Type:** Resupply vessel  
**Scale:** Capital  
**Length:** 375 meters  
**Skill:** Capital ship piloting  
**Crew:** 6 (plus extensive droid complement), skeleton: 2/+15  
**Crew Skill:** Varies  
**Passengers:** 6  
**Cargo Capacity:** 300,000 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
  - Passive: 20/1D  
  - Scan: 60/2D  
  - Search: 100/3D  
  - Focus: 4/3D+2

**Corona Frigate**

**Craft:** Kuat Drive Yards Corona-class Frigate  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (page 72)  
**Type:** Line frigate  
**Scale:** Capital  
**Length:** 275 meters  
**Skill:** Capital ship piloting: Corona  
**Crew:** 782, gunners: 56, skeleton: 281/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D, sensors 4D+1  
**Passengers:** 80 (troops)  
**Cargo Capacity:** 4,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295;
850 kmh
Hull: 4D
Shields: 2D
Sensors:
  Passive: 40/0D
  Scan: 75/1D
  Search: 150/2D
  Focus: 4/3D
Weapons:
  10 Turbolaser Cannons
  Fire Arc: 5 front, 2 left, 2 right, 1 back
  Crew: 2
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 3-15/35/75
  Atmosphere Range: 6-30/70/150 km
  Damage: 5D

10 Laser Cannons
Fire Arc: 5 front, 2 left, 2 right, 1 back
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 4D

4 Ion Cannons
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

2 Tractor Beam Projectors
Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Starfighter Complement: 36 starfighters

Scale: Capital
Skill: Capital ship piloting: CC-9600
Crew: 120, gunners: 100, skeleton: 30/+10
Crew Skill: Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+1, sensors 3D+2, starship gunnery 3D
Passengers: 120 (troops)
Cargo Capacity: 500 metric tons
Consumables: 4 months
Cost: Not Available for Sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 4D
Shields: 2D
Sensors:
  Passive: 40/0D
  Scan: 75/1D
  Search: 80/1D
  Focus: 2/2D
Weapons:
  20 Turbolasers
  Fire Arc: 5 front, 5 left, 5 right, 5 back
  Crew: 2
  Skill: Capital ship gunnery
  Fire Control: 3D
  Space Range: 3-15/35/75
  Atmosphere Range: 6-30/70/150 km
  Damage: 5D

20 Ion Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Warrior Gunship

Craft: Corellian Engineering Corporation CC-9600 Frigate
Affiliation: New Republic
Era: New Republic
Type: Heavy frigate
Length: 250 meters
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 5D
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/3D
Focus: 6/4D
Weapons:
10 Heavy Turbolaser Cannons
Fire Arc: 4 front, 3 left, 3 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
8 Laser Cannons
Fire Arc: 2 front, 3 left, 3 right
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 5D
8 Ion Cannons
Fire Arc: 2 front, 2 left, 2 right, 2 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D
Starfighter Complement: 1 squadron

Sacheen Escort

Craft: Republic Engineering Corp. Sacheen-class Escort
Affiliation: New Republic
Era: New Republic
Source: Cracken’s Threat Dossier (page 77)
Type: Escort cruiser
Scale: Capital
Length: 375 meters
Skill: Capital ship piloting
Crew: 64, gunners: 46, skeleton: 22/+10
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 4,000 metric tons
Consumables: 5 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/3D
Focus: 6/4D

Belarus Medium Cruiser

Craft: Loronar Belarus-class Medium Cruiser
Affiliation: New Republic
Era: New Republic
Source: Cracken’s Threat Dossier (page 73)
Type: Medium line cruiser
Scale: Capital
Length: 400 meters
Skill: Capital ship piloting
Crew: 1,753, gunners: 125, skeleton: 718
Crew Skill: Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D
Passengers: 410 (troops)
Cargo Capacity: 7,500 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 295; 850 kmh
Hull: 6D
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D
Defender Carrier

Craft: Republic Engineering Corporation Defender-class Assault Carrier
Affiliation: New Republic
Era: New Republic
Source: Cracken’s Threat Dossier (page 79)
Type: Assault carrier
Scale: Capital
Length: 700 meters
Skill: Capital ship piloting
Crew: 4,050, gunners: 20, skeleton: 1,350/+10
Crew Skill: Varies
Passengers: 700 (troops)
Cargo Capacity: 12,000 metric tons
Consumables: 5 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 8D
Shields: 3D
Sensors:
Passive: 50/1D
Scan: 100/2D
Search: 150/3D
Focus: 5/3D+2
Weapons:
12 Turbolaser Cannons
Fire Arc: 4 front, 4 left, 4 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75

Endurance Fleet Carrier

Craft: Republic Engineering Corporation Endurance-class Fleet Carrier
Affiliation: New Republic
Era: New Republic
Source: Cracken’s Threat Dossier (pages 80-81)
Type: Fleet carrier
Scale: Capital
Length: 1,040 meters
Skill: Capital ship piloting: Endurance carrier
Crew: 6,795, gunners: 76, skeleton: 2,265/+10
Crew Skill: Varies
Passengers: 1,600 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 5 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 8D
Shields: 3D
Sensors:
Passive: 50/1D
Scan: 100/2D
Search: 150/3D
Focus: 5/3D+2
Weapons:
12 Turbolaser Cannons
Fire Arc: 4 front, 4 left, 4 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
20 Laser Cannons
Fire Arc: 10 front, 5 left, 5 right, 5 back
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 5D
8 Ion Cannons
Fire Arc: 5 front, 1 left, 1 right, 1 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D
4 Tractor Beam Projectors
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Starfighter Complement: 12 squadrons

Majestic Heavy Cruiser

Craft: Republic Engineering Corporation Majestic-class Heavy Cruiser
Affiliation: New Republic
Era: New Republic
Source: Cracken's Threat Dossier (pages 78-79)
Type: Heavy capital combat cruiser
Scale: Capital
Length: 700 meters
Skill: Capital ship piloting: Majestic heavy cruiser
Crew: 4,050; gunners: 132; 1,350/+10
Crew Skill: Varies
Passengers: 640 (troops)
Cargo Capacity: 12,000 metric tons
Consumables: 5 months
Cost: Not available for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 7D
Shields: 3D
Sensors:
Passive: 50/1D
Scan: 100/2D
Search: 150/3D

Focus: 5/3D+2
Weapons:
40 Turbolaser Batteries
Fire Arc: 5 front, 10 left, 10 right, 5 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
20 Laser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 200-500/24/50 km
Damage: 5D
20 Ion Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D
8 Concussion Missile Tubes*
Fire Arc: 3 front, 2 left, 2 right, 1 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 9D
4 Tractor Beam Projectors
Fire Arc: 1 front, 1 left, 1 right, 1 back
Crew: 6
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

*Concussion Missile Launchers typically fire “smart” missiles able to track targets. They have an effective Fire Control of 4D once launched.

Republic Star Destroyer
**Craft:** Rendili StarDrive Republic-class Star Destroyer  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (page 74)  
**Type:** Star Destroyer  
**Scale:** Capital  
**Length:** 1,250 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 8,168, gunners: 260, skeleton: 2,917/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D  
**Passengers:** 3,200 (troops)  
**Cargo Capacity:** 11,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
Passive: 50/1D  
Scan: 100/3D  
Search: 200/4D  
Focus: 6/4D+2  
**Weapons:**  
40 Heavy Turbolaser Batteries  
Fire Arc: 20 front, 10 left, 10 right  
Crew: 2  
Skill: Capital ship gunnery  
Fire Control: 0D  
Space Range: 3-15/35/75  
Atmosphere Range: 6-30/70/150 km  
Damage: 8D  
40 Heavy Turbolaser Cannons  
Fire Arc: 10 front, 10 left, 10 right, 10 back  
Crew: 2  
Skill: Capital ship gunnery  
Fire Control: 1D  
Space Range: 3-15/35/75  
Atmosphere Range: 6-30/70/150 km  
Damage: 6D  
20 Ion Cannons  
Fire Arc: 5 front, 5 left, 5 right, 5 back  
Crew: 3  
Skill: Capital ship gunnery  
Fire Control: 3D  
Space Range: 1-10/25/50  
Atmosphere Range: 2-20/50/100 km  
Damage: 5D  
10 Tractor Beam Projectors  
Fire Arc: 4 front, 2 left, 2 right, 2 back  
Crew: 4  
Skill: Capital ship gunnery  
Fire Control: 4D  
Space Range: 1-5/15/30  
Atmosphere Range: 2-10/30/60 km  
Damage: 6D

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**Bothan Assault Cruiser**  
**Craft:** Bothan Assault Cruiser  
**Affiliation:** Bothans / New Republic  
**Era:** New Republic  
**Source:** Starships of the Galaxy (page 89), The New Jedi Order Sourcebook (page 57)  
**Type:** Assault cruiser  
**Scale:** Capital  
**Length:** 850 meters  
**Skill:** Capital ship piloting  
**Crew:** 1,240  
**Crew Skill:** Typically 6D in applicable skills  
**Passengers:** 250 (troops and pilots)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale (97 million estimated)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7D  
**Hull:** 7D  
**Shields:** 4D+2  
**Sensors:**  
Passive: 50/2D+1  
Scan: 100/3D+1  
Search: 200/4D+1  
Focus: 6/5D  
**Weapons:**  
20 Turbolasers  
Fire Arc: 8 front, 4 left, 4 right, 4 rear  
Skill: Capital ship gunnery  
Fire Control: 3D  
Space Range: 3-15/35/75  
Atmosphere Range: 6-30/70/150 km  
Damage: 7D  
24 Heavy Double Turbolaser Cannons  
Fire Arc: 1 battery front, 2 batteries left, 2 batteries left, 1 battery rear  
Skill: Capital ship gunnery  
Fire Control: 3D  
Space Range: 3-15/35/75  
Atmosphere Range: 6-30/70/150 km  
Damage: 4D  
10 Ion Cannons  
Fire Arc: 4 front, 3 left, 3 right  
Skill: Capital ship gunnery  
Fire Control: 2D  
Space Range: 1-10/25/50  
Atmosphere Range: 2-20/50/100 km  
Damage: 4D
**Mon Calamari MC90 Star Cruiser**

**Craft:** Mon Calamari MC90 Star Cruiser  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** The Jedi Academy Sourcebook (pages 132-134), Dark Empire Sourcebook (pages 94-95), Starships of the Galaxy (pages 101-102)  
**Type:** Star cruiser  
**Scale:** Capital  
**Length:** 1,255 meters  
**Skill:** Capital ship piloting: Mon Calamari cruiser  
**Crew:** 5,560, gunners: 605, skeleton: 1,350/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 3D+1  
**Passengers:** 1,700 (troops)  
**Cargo Capacity:** 30,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x9  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 7  
**Hull:** 7D  
**Shields:** 6D*  
* The MC90 has 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy capital ship shields total, one of the backup die codes of shields can be added to the reduced shield code up to its original 6D value.  
**Sensors:**  
**Passive:** 40/1D  
**Scan:** 60/2D  
**Search:** 120/3D  
**Focus:** 5/4D  
**Weapons:**  
**75 Turbolaser Batteries**  
**Fire Arc:** 30 front, 15 left, 15 right, 15 back  
**Crew:** 3  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  

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**Defender Star Destroyer**

**Craft:** Republic Engineering Corporation Defender-class Fleet Carrier  
**Affiliation:** New republic  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (pages 79-80), Starships of the Galaxy (page 93)  
**Type:** Star Destroyer  
**Scale:** Capital  
**Length:** 1,040 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 6,795, gunners: 244, skeleton: 2,265/+10  
**Crew Skill:** Varies  
**Passengers:** 1,600 (troops)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 5 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** Yes  
**Space:** 7  
**Hull:** 7D  
**Shields:** 5D  
**Sensors:**  
**Passive:** 50/1D  
**Scan:** 100/2D  
**Search:** 150/3D  

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**Star Wars**

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**20 Proton Torpedo Launchers** (16 torpedoes each)  
**Fire Arc:** 10 front, 5 right, 5 left  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1/3/7  
**Atmosphere Range:** 50-100/300/700  
**Damage:** 9D  

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**30 Ion Cannon Batteries**  
**Fire Arc:** 10 front, 8 left, 8 right, 4 back  
**Crew:** 7  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 1-10/25/50  
**Atmosphere Range:** 2-20/50/100 km  
**Damage:** 3D  

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**6 Proton Torpedo/Missile Tubes**  
**Fire Arc:** Front  
**Crew:** 15  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D+2  
**Space Range:** 1-5/15/30  
**Atmosphere Range:** 2-10/30/60 km  
**Damage:** 4D  

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**30 Turbolaser Batteries**  
**Fire Arc:** 10 front, 5 right, 5 left  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 4D  

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**40 Heavy Turbolaser Batteries**  
**Fire Arc:** 10 front, 10 left, 10 right, 10 back  
**Crew:** 2  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  

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**40 Tractor Beam Projectors**  
**Fire Arc:** 5 front, 1 left, 1 right, 1 back  
**Crew:** 10  
**Skill:** Capital ship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-10/25/50  
**Atmosphere Range:** 2-10/30/60 km  
**Damage:** 4D  

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**Starfighter Complement:** 2 wings of 3 squadrons each, 2 stock light freighters. Always include one recon squadron.
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D

40 Heavy Turbolaser Cannons
Fire Arc: 10 front, 10 left, 10 right, 10 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

20 Ion Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D

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

8 Concussion Missile Tubes
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 9D

Mon Calamari
Super Star Cruiser

Craft: Mon Calamari Super Star Cruiser
Affiliation: New Republic
Era: New Republic
Type: Super Star Cruiser
Scale: Capital

Length: 7,500 meters
Skill: Capital ship piloting: Mon Calamari super cruiser
Crew: 183,647, gunners: 1728, skeleton: 32,894/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1
Passengers: 25,000(troops)
Cargo Capacity: 234,000 metric tons
Consumables: 2 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 9D
Shield: 8D, backup: 4D
Sensors:
Passive: 65/1D+2
Scan: 110/2D+2

Weapons:

300 Turbolaser Batteries
Fire Arc: 100 front, 100 left, 100 right
Crew: 1 (75), 2 (62), 3 (163)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

200 Heavy Turbolaser Batteries
Fire Arc: 75 front, 50 left, 50 right, 25 back
Crew: 2
Skill: Capital ship gunnery
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D

200 Proton Torpedo Launchers
Fire Arc: 175 front, 25 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 7D

250 Ion Cannons
Fire Arc: 75 front, 75 left, 75 right, 25 back
Crew: 1(100), 2(150)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D

40 Tractor Beam Projectors
Fire Arc: 10 front, 10 left, 10 right, 10 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 7D

Starfighter Complement: 12 squadrons
Viscount Star Defender

Craft: Mon Calamari Viscount-class Star Defender
Affiliation: New Republic
Era: New Republic
Source: Wizards’ Website
Type: Viscount-class Star Defender
Scale: Capital
Length: 17,000 meters
Skill: Capital ship piloting: Viscount Star Defender
Crew: 66,634, gunners: 1,540, skeleton: 15,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 6D, sensors 5D
Passengers: 12,500 (troops)
Crew Capacity: 200,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 5
Hull: 9D
Shields: 8D
Sensors:
Passive: 75/1D+2
Scan: 150/3D+2
Search: 300/5D
Focus: 8/6D+2
Weapons:
250 Turbolaser Batteries
Fire Arc: 50 front, 100 left, 100 right
Crew: 1 (200), 2 (50)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

250 Heavy Turbolaser Batteries
Fire Arc: 100 front, 75 left, 75 right
Crew: 2
Skill: Capital ship gunnery
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D

200 Concussion Missile Tubes
Fire Arc: 100 front, 50 left, 50 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-5/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

300 Heavy Ion Cannons
Fire Arc: 50 front, 100 left, 100 right, 50 back
Crew: 1 (200), 2 (100)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 5D

40 Tractor Beam Projectors
Fire Arc: 20 front, 10 left, 10 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

100 Point Laser Cannon Batteries
Fire Arc: 20 batteries front, 30 batteries left, 30 batteries right, 20 batteries rear
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D

Starfighter Complement: 60 T65-A3 X-wings, 12 T65-XJ X-wings, 48 A-wings, 48 E-wings, 48 B-wings or K-wings, and about 84 additional shuttles, troop transports, drop ships, and landing barges.
Yuuzhan Vong

Yorik-stronha Spy Ship

Craft: Yuuzhan Vong Yorik-stronha Spy Ship
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (pages 123-124)
Type: Spy ship
Scale: Capital
Length: 228 meters
Skill: Capital ship piloting: Yorik-stronha
Crew: 12
Crew Skill: 6D* in all applicable skills
Passengers: 12
Cargo Capacity: 142 metric tons
Consumables: 2 months
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Space: 4
Hull: 2D+1
Shields: 0D+2
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 120/3D
  Focus: 4/3D+2
Weapons:
  10 Volcano Cannons
  Fire Arc: 4 front, 2 left, 2 right, 2 rear
  Scale: Starfighter
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 6D
Dovin Basal “Tractor”
  Fire Arc: Any
  Skill: Starship gunnery
  Space Range: 1-5/15/30
  Atmosphere Range: 100-500/1.5/2.5 km
  Damage: Up to 0D+2 (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.

I’Friil Ma-Nat Corvette

Craft: Yuuzhan Vong I’Friil Ma-Nat Corvette
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (pages 67-68)
Type: Corvette
Scale: Capital
Length: 315 meters
Skill: Capital ship piloting: I’Friil Ma-Nat Corvette
Crew: 110
Crew Skill: 6D* in all applicable skills
Passengers: 225
Cargo Capacity: 510 metric tons
Consumables: 1 month
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D
Shields: 1D
Sensors:
  Passive: 30/0D
  Scan: 60/1D
  Search: 90/2D
  Focus: 3/4D
Weapons:
  20 Volcano Cannons
  Fire Arc: 8 front, 4 left, 4 right, 4 rear
  Scale: Starfighter
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 6D
Dovin Basal “Tractor”
  Fire Arc: Any
  Skill: Capital ship gunnery
  Space Range: 1-5/15/30
  Atmosphere Range: 2-10/30/60 km
  Damage: Up to 1D (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.

Chuun M’arh Frigate

Craft: Yuuzhan Vong Chuun M’arh Frigate
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 67)
Type: Frigate
Scale: Capital
Length: 440 meters
Skill: Capital ship piloting: Chuun M’arh Frigate
Crew: 225
Crew Skill: 6D* in all appropriate skills
Passengers: 370
Cargo Capacity: 980 metric tons
Consumables: 3 months
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+1
Shields: 1D+1
Sensors:
  Passive: 35/1D
  Scan: 70/2D
  Search: 105/3D
  Focus: 3/3D+2
Weapons:
30 Plasma Projectors
Fire Arc: 15 front, 5 left, 5 right, 5 rear
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
Dovin Basal “Tractor”
Fire Arc: Any
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: Up to 2D (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.

Vua’spar Interdictor
Craft: Yuuzhan Vong Vua’spar Interdictor
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 118)
Type: Interdictor
Scale: Capital
Length: 908 meters
Skill: Capital ship piloting: Vua’spar Interdictor
Crew: 638
Crew Skill: 6D* in all applicable skills
Passengers: 1,144
Cargo Capacity: 17,450 metric tons
Consumables: 9 months
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 4D+1
Shields: 1D+1
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 120/3D
  Focus: 4/3D+2
Weapons:
40 Plasma Projectors
Fire Arc: 15 front, 10 left, 10 right, 5 rear
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
Dovin Basal “Tractor”
Fire Arc: Any
Skill: Capital ship gunnery
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: Up to 2D (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.

Uumufalh Gunship
Craft: Yuuzhan Vong Uumufalh Gunship
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 105)
Type: Escort ship
Scale: Capital
Length: 615 meters
Skill: Capital ship piloting: Uumufalh
Crew: 335
Crew Skill: 7D* in all applicable skills
Passengers: 840
Cargo Capacity: 1,380 metric tons
Consumables: 6 months
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D+2
Shields: 1D+2
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 120/3D
  Focus: 4/3D+2
Weapons:
40 Plasma Projectors
Fire Arc: 15 front, 10 left, 10 right, 5 rear
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
Dovin Basal “Tractor”
Fire Arc: Any
Skill: Capital ship gunnery
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: Up to 2D (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.

Note: Not only do the Yuuzhan Vong gravity well projectors force ships out of hyperspace, but they also short out electronic components (including droids) and cause intense brain-wave distortion in living creatures. Both living and droid characters aboard a ship that is forced out of hyperspace by a Yuuzhan Vong interdictor must attempt a Very Difficult Strength check, or lose consciousness for 10D rounds.

* The +2D bonus from the ship’s yammosk has been applied to this total.
A-vek Iiluunu Fighter Carrier

Craft: Yuuzhan Vong A-vek Iiluunu Fighter Carrier
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 90)
Type: Fighter carrier
Scale: Capital
Length: 800 meters
Skill: Capital ship piloting: A-vek Iiluunu fighter carrier
Crew: 320
Crew Skill: All appropriate skills at 6D*
Passengers: 480
Cargo Capacity: 280 metric tons
Consumables: 6 months
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 6D+1
Shields: 2D
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 120/3D
  Focus: 4/3D+2
Weapons:
  20 Plasma Projectors
  Fire Arc: 8 front, 4 left, 4 right, 4 rear
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 3-15/35/75
  Atmosphere Range: 6-30/70/150 km
  Damage: 7D
Dovin Basal “Tractor”
Fire Arc: Any
Skill: Capital ship gunnery
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: Up to 2D (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.
Starfighter Complement: Four wings of 36 coralskippers each.

Suuv Ban D’Krid Cruiser

Craft: Yuuzhan Vong Suuv Ban D’Krid Cruiser
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 105)
Type: Cruiser
Scale: Capital
Length: 720 meters
Skill: Capital ship piloting: Suuv Ban D’Krid
Crew: 480
Crew Skill: 7D* in all applicable skills
Passengers: 1,930
Cargo Capacity: 2,000 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Hull: 6D+1
Shields: 2D
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 120/3D
  Focus: 4/3D+2
Weapons:
  40 Plasma Projectors
  Fire Arc: 15 front, 10 left, 10 right, 5 rear
  Skill: Capital ship gunnery
  Fire Control: 2D
  Space Range: 3-15/35/75
  Atmosphere Range: 6-30/70/150 km
  Damage: 7D
Dovin Basal “Tractor”
Fire Arc: Any
Skill: Capital ship gunnery
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: Up to 2D (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.
Starfighter Complement: 36 coralskippers

Sh’rip Sh’pa Spawn Ship

Craft: Yuuzhan Vong Sh’rip Sh’pa Spawn Ship
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 75)
Type: War freighter
Scale: Capital
Length: 810 meters
Skill: Capital ship piloting: Sh’rip Sh’pa Spawn Ship
Crew: 525
Crew Skill: 7D* in all applicable skills
Passengers: 2,044
Cargo Capacity: 2,460 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Space: 4
Atmosphere: 280; 800 km/h
Hull: 7D
Shields: 2D+2
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/3D
Focus: 4/3D+2

Weapons:
40 Plasma Projectors
Fire Arc: Any (no more than 20 in any one direction)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

Heavy Plasma Projector
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 3-10/25/50
Atmosphere Range: 6-20/50/100 km
Damage: 10D

4 Gravity Well Projectors
Fire Arc: Any
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel

Note: Not only do the Yuuzhan Vong gravity well projectors force ships out of hyperspace, but they also short out electronic components (including droids) and cause intense brain-wave distortion in living creatures. Both living and droid characters aboard a ship that is forced out of hyperspace by a Yuuzhan Vong interdictor must attempt a Very Difficult Strength check, or lose consciousness for 10D rounds.

* The +2D bonus from the ship’s yammosk has been applied to this total.

Miid Ro’ik Warship

Craft: Yuuzhan Vong Miid Ro’ik Warship
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 67)
Type: Warship
Scale: Capital
Length: 1,620 meters
Skill: Capital ship piloting: Miid Ro’ik
Crew: 1,280
Crew Skill: 7D* in all applicable skills
Passengers: 1,950
Cargo Capacity: 8,200 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D

Sunulok Flagship Interdictor

Craft: Yuuzhan Vong Sunulok Flagship Interdictor
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 122)
Type: Interdictor
Scale: Capital
Length: 908 meters
Skill: Capital ship piloting: Vua’spar Interdictor
Crew: 638
Crew Skill: 7D* in all appropriate skills
Passengers: 1,144
Cargo Capacity: 17,450 metric tons
Consumables: 9 months
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 350; 1000 kmh
Hull: 7D+1
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/3D
Focus: 4/3D+2

Weapon:
20 Plasma Projectors
Fire Arc: 8 front, 4 left, 4 right, 4 rear
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 120/3D
Focus: 4/3D+2

Weapon:
40 Plasma Projectors
Fire Arc: Any (no more than 20 in any one direction)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

Heavy Plasma Projector
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 3-10/25/50
Atmosphere Range: 6-20/50/100 km
Damage: 10D

4 Gravity Well Projectors
Fire Arc: Any
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel

Note: Not only do the Yuuzhan Vong gravity well projectors force ships out of hyperspace, but they also short out electronic components (including droids) and cause intense brain-wave distortion in living creatures. Both living and droid characters aboard a ship that is forced out of hyperspace by a Yuuzhan Vong interdictor must attempt a Very Difficult Strength check, or lose consciousness for 10D rounds.

* The +2D bonus from the ship’s yammosk has been applied to this total.
Space: 6
Hull: 7D+2
Shields: 3D
Sensors:
  Passive: 40/1D
  Scan: 80/2D
  Search: 120/3D
  Focus: 4/3D+2
Weapons:
  60 Plasma Projectors
    Fire Arc: 20 front, 15 left, 15 right, 10 rear
    Skill: Capital ship gunnery
    Fire Control: 2D
    Space Range: 3-15/35/75
    Atmosphere Range: 6-30/70/150 km
    Damage: 7D

Dovin Basal “Tractor”
    Fire Arc: Any
    Skill: Capital ship gunnery
    Space Range: 1-5/15/30
    Atmosphere Range: 2-10/30/60 km
    Damage: Up to 3D (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.

Starfighter Complement: 72 coralskippers

Uro-ik V’alh Battleship
Craft: Yuuzhan Vong Uro-ik V’alh Battleship
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (page 85)
Type: Battleship
Scale: Capital
Length: 2,240 meters
Skill: Capital ship piloting: Uro-ik V’alh
Crew: 1,640
Crew Skill: 7D* in all applicable skills
Passengers: 3,150
Cargo Capacity: 16,480 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 8D
Shields: 3D+2
Sensors:
  Passive: 60/2D
  Scan: 120/3D
  Search: 240/4D
  Focus: 6/5D+2
Weapons:
  80 Plasma Projectors
    Fire Arc: 20 front, 20 left, 20 right, 20 rear
    Skill: Capital ship gunnery
    Fire Control: 2D
    Space Range: 3-15/35/75
    Atmosphere Range: 6-30/70/150 km
    Damage: 7D

Dovin Basal “Tractor”
    Fire Arc: Any
    Skill: Capital ship gunnery
    Space Range: 1-5/15/30
    Atmosphere Range: 2-10/30/60 km
    Damage: Up to 3D+2 (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.

Kor Chokk Grand Cruiser
Craft: Yuuzhan Vong Kor Chokk Grand Cruiser
Affiliation: Yuuzhan Vong
Era: New Jedi Order
Source: The New Jedi Order Sourcebook (pages 66-67)
Type: Grand cruiser
Scale: Capital
Length: 8,180 meters
Skill: Capital ship piloting: Kor Chokk
Crew: 2,140
Crew Skill: 8D* in all applicable skills
Passengers: 4,640
Cargo Capacity: 26,880 metric tons
Consumables: 1 year
Cost: Not available for sale
Hyperdrive Multiplier: x3
Nav Computer: Yes
Space: 4
Hull: 11D+2
Shields: 6D+2
Sensors:
  Passive: 60/2D
  Scan: 120/3D
  Search: 240/4D
  Focus: 6/5D+2
Weapons:
  120 Plasma Projectors
    Fire Arc: 40 front, 30 left, 30 right, 20 rear
    Skill: Capital ship gunnery
    Fire Control: 1D
    Space Range: 3-15/35/75
    Atmosphere Range: 6-30/70/150 km
    Damage: 7D

Dovin Basal “Tractor”
    Fire Arc: Any
    Skill: Capital ship gunnery
    Fire Control: 1D
    Space Range: 1-5/15/30
    Atmosphere Range: 2-10/30/60 km
    Damage: Up to 6D+2 (see the entry on “Dovin Basals”)
* The +2D bonus from the ship’s yammosk has been applied to this total.
Carried Craft: 216 coralskippers, 30 yorik-trema landing craft

Carried Craft: 216 coralskippers, 30 yorik-trema landing craft
INDIVIDUAL SHIPS
Starfighters

Azure Angel

Craft: Modified Kuat Systems Engineering Delta-7 Aethersprite-class Starfighter
Affiliation: Anakin Skywalker
Era: Rise of the Empire
Type: Customized starfighter
Scale: Starfighter
Length: 8 meters
Skill: Starfighter piloting: Delta-7
Crew: 1 and modified astromech droid (can coordinate)
Cargo Capacity: 10 kilograms
Consumables: 1 week
Cost: Not for sale
Hyperdrive Multiplier: x2 (limited range)
Nav Computer: Uses a modified astromech droid programmed with 10 jumps
Maneuverability: 3D+2
Space: 10
Atmosphere: 400; 1,150 kmh
Hull: 2D
Shields: 1D
Sensors:
Passive: 25/1D
Scan: 45/2D
Search: 65/2D+2
Focus: 3/3D+1
Weapons:
4 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 6D+2 (5D+2 in pairs)
Proton Torpedo Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D

Deathraven

Craft: Heavily-Modified Slayn & Korpil B-Wing/E2
Affiliation: Erron Kell (mercenary pilot)
Era: New Jedi Order
Source: Starships of the Galaxy (page 80)
Type: Heavy starfighter
Scale: Starfighter
Length: 32 meters
Skill: Starfighter piloting: Deathraven
Crew: 1
Crew Skill: Unique
Passengers: 1
Cargo Capacity: 250 kilograms
Consumables: 2 months
Cost: Not available for sale (609,000 estimated)
Hyperdrive Multiplier: x1
Nav Computer: Limited to 2 jumps
Maneuverability: 1D+1
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 5D
Shields: 5D
Sensors:
Passive: 30/0D
Scan: 65/1D
Search: 80/2D
Focus: 4/3D+2
Weapons:
4 Assault Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/15/25
Atmosphere Range: 100-300/1.5/2.5 km
Damage: 8D+2
4 Proton Torpedo Launchers (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Ammo: 10 torpedoes each
Fire Control: 3D
Space Range: 1/5/9
Atmosphere Range: 50-100/500/900
Damage: 9D
8 Light Ion Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/9/40
Atmosphere Range: 100-500/900/4 km
Damage: 5D+2
Dharus’ Corsairs

Craft: SoroSuub Corsair-class Cruiser
Affiliation: Dharus (pirate)
Era: Rise of the Empire
Source: Galaxy Guide 9 – Fragments from the Rim (pages 63-64)
Type: Heavy assault starfighter
Scale: Starfighter
Length: 18 meters
Skill: Starfighter piloting: Corsair
Crew: 2, gunners: 1
Crew Skill: Astrogation 6D, sensors 5D, starfighter piloting 6D, capital ship gunnery 6D+2, starship shields 5D
Cargo Capacity: 15 kilograms
Consumables: 2 days
Cost: 275,000 credits
Hyperdrive Multiplier: x3
Nav Computer: Limited to 3 jumps
Maneuverability: 1D
Space: 8
Hull: 4D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Turbolaser Batteries (fire-linked)
Fire Arc: Front
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 3-15/35/50
Damage: 5D
2 Ion Cannons
Fire Arc: Turret
Crew: 1 (co-pilot)
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/30
Damage: 3D

Goonga Munt Goonga

Craft: Modified Incom Shock Hauler 33
Affiliation: Scranton Toon (rodian mercenary pilot)
Era: Rebellion
Source: Star Wars Gamer Issue 6
Type: Heavy fighter
Scale: Starfighter
Length: 14.5 meters
Skill: Starfighter piloting: Shock Hauler 33
Crew: 1
Crew Skill: Astrogation 4D, starfighter pilot 5D, starship gunnery 4D+1, starship shields 3D+2
Passengers: None
Cargo Capacity: 70 kilograms
Consumables: 4 days
Cost: Not available for sale
Hyperdrive Multiplier: x0.75
Nav Computer: Yes
Maneuverability: 2D+2
Space: 9
Atmosphere: 400; 1,150 kmh

Guardian Mantis

Craft: Custom Xi Char Designed Fighter
Affiliation: Vana Sage (mercenary pilot)
Era: Old Republic
Type: Space superiority fighter
Scale: Starfighter
Length: 14 meters
Skill: Starfighter piloting: Guardian Mantis
Crew: 2
Cargo Capacity: 70 kg
Consumables: 1 week
Cost: Not for Sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x5
Nav Computer: Astromech programmed with 10 jumps
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 1D+2
Shields: 1D*
* The Mantis’ shields replenish at double the normal rate thanks to the hard-wired astromech droid
Sensors:
Passive: 35/1D+1
Scan: 55/2D+2
Search: 70/3D+1
Focus: 5/4D

**Ion-Enabled Sensor Tags:** When attached to a ship via proton torpedo launcher, these provide +3D to sensors rolls against the target; additionally, they subtract 1D from all ship electronic systems rolls, and can only be removed physically. Multiple tags can be attached to the same vessel.

**Weapons:**

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

- **Nano-Missile Magazine**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D+2
  - **Space Range:** 1/3/5
  - **Atmosphere Range:** 50-100/300/500 km
  - **Damage:** 3D or 1D ion (see IES tags above)

- **Twin Laser Cannon**
  - **Fire Arc:** Ventral
  - **Skill:** Starship gunnery
  - **Fire Control:** 1D
  - **Space Range:** 1/3/5
  - **Atmosphere Range:** 50-100/300/500
  - **Damage:** 13D
  *Can be set on auto-fire using only fire control to hit.*

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**Havoc**

**Craft:** Modified Nubian Design Collective Scurrg H-6 Prototype Bomber
**Affiliation:** Nym (feecorin pirate)
**Era:** Old Republic
**Type:** Surface bomber
**Scale:** Starfighter
**Length:** 22 meters
**Skill:** Starfighter piloting: Nubian Prototype
**Crew:** 2, gunners: 1 (navigator and gunner may be replaced by 2 astromechs)
**Crew Skill:** Astrogation 5D, starship gunnery 4D+2, starfighter piloting 6D, starship shields 4D+2
**Cargo:** 10 metric tons
**Cost:** Not for sale
**Hyperdrive Multiplier:** x1.5
**Hyperdrive Backup:** x10
**Nav Computer:** Yes
**Consumables:** 2 weeks
**Maneuverability:** 1D
**Space:** 7
**Atmosphere:** 350; 1,000 kmh
**Hull:** 4D+1
**Shields:** 1D+2

**Sensors:**
- **Passive:** 25/1D
- **Scan:** 40/1D+2
- **Search:** 70/2D+1
- **Focus:** 4/3D

**Weapons:**

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

- **Twin Laser Cannon**
  - **Fire Arc:** Turret

**Kintan Gunrunners “Uglies”**

**Source:** Star Wars Gamer Issue 9
**Affiliation:** Kintan Gunrunners
**Era:** Rebellion
**Craft:** Kintan Gunrunner “Uglies”
**Type:** Scratch-built starfighters
**Scale:** Starfighter
**Length:** 16 meters
**Skill:** Starfighter piloting: Uglies
**Crew:** 1
**Crew Skill:** 4D in all applicable skills
**Passengers:** None
**Cargo Capacity:** 80 kilograms
**Consumables:** 1 day
**Cost:** 25,000 to 40,000 credits
**Hyperdrive Multiplier:** x2
**Nav Computer:** Capable of storing coordinates for 2 jumps
**Maneuverability:** 2D+1
**Space:** 7
**Atmosphere:** 350; 1,000 kmh
**Hull:** 3D+1
**Shields:** 1D+1
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D

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

Sharp Spiral

Craft: Sorosuub Cutlass-9
Affiliation: Saesse Tiin (Iannik Jedi master)
Era: Old Republic
Type: Space superiority starfighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting
Crew: 1
Crew Skill: See Saesse Tiin
Cargo Capacity: 45 kilograms
Consumables: 2 weeks
Cost: 138,000 credits estimated cost
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 3D
Space: 10
Move: 415, 1,200 kmh
Hull: 2D+2
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 45/1D+1
Search: 85/2D+2
Focus: 4/4D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

Slave II

Craft: Modified MandalMotors Pursuer-class Enforcement Ship
Affiliation: Boba Fett (bounty-hunter)
Era: New Republic
Source: Dark Empire Sourcebook (page 104), The Essential Guide to Vehicles and Vessels (pages 146-147)
Scale: Starfighter
Length: 30.1 meters
Skill: Starfighter piloting: Pursuer
Crew: 1
Crew Skill: Astrogation 6D+1, space transports 7D, starship gunnery 8D, starship shields 6D
Passengers: 2; 5 (prison cells)
Cargo Capacity: 35 metric tons
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 1D
Sensors:
Passive: 35/1D+1
Scan: 55/2D+1
Search: 80/3D+1
Focus: 3/4D+1
Weapons:
Twin Blaster Cannon (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D
Ion Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 50-100/200/500
Damage: 8D
Proton Torpedo Launcher
Fire Arc: Back
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D

Sun Crusher

Craft: Sun Crusher Prototype
Affiliation: Empire
Era: New Republic
Source: The Jedi Academy Sourcebook (pages 66-68), The Essential Guide to Vehicles and Vessels (pages 162-163)
Type: Imperial superweapon prototype
**Tallon’s Headunters**

**Craft:** Modified Incom/Subpro Z-95 Headhunter  
**Affiliation:** Adar Tallon (old republic commander)  
**Era:** Rise of the Empire  
**Source:** Tatooine Manhunt (page 31)  
**Type:** Modified multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 11.8 meters  
**Skill:** Starfighter piloting: Z-95  
**Crew:** 1  
**Cargo Capacity:** 30 kilograms  
**Consumables:** 1 day  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to three jumps  
**Maneuverability:** 3D+2  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 50D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 30/0D  
  - Scan: 40/1D  
  - Search: 60/3D  
  - Focus: 4/3D+2  
**Weapons:**  
  **11 Resonance Torpedoes**  
  - Fire Arc: Front  
  - Scale: Capital  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-15/30/45  
  - Atmosphere Range: 1-15/30/25 km  
  - Damage: 4D+2  
  **5 Laser Cannons**  
  - Fire Arc: 1 turret, 1 left/front/right, 1 front/left/back, 1 left/back/right, 1 front/right/back  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-5/10/25  
  - Atmosphere Range: 100-500/1/2.5 km  
  - Damage: 4D  
**Tractor Beam Projector**  
- Fire Arc: Front  
- Skill: Starship gunnery  
- Fire Control: 4D  
- Space Range: 1-5/15/30  
- Atmosphere Range: 2-10/30/60  
- Damage: 5D  
**Note:** These stats describe the torpedo as used against a ship or other target. When fired into a star, the torpedo’s sophisticated tracking system guarantees impact with a star, and its devastating impact on a star has very little to do with its explosive or kinetic power – it simply triggers a chain reaction which ignites a supernova, destroying the star and anything in the system.

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**Toth’s Starfighter**

**Craft:** Toth’s Starfighter  
**Owner:** Cavik Toth (mercenary leader)  
**Era:** Old Republic  
**Type:** Custom starfighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting  
**Crew:** 1  
**Crew Skill:** See Cavik Toth  
**Cargo Capacity:** 60 kg  
**Consumables:** 2 week  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to 1 jump  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 15/0D  
  - Scan: 25/1D  
  - Search: 40/2D  
  - Focus: 1/2D  
**Weapons:**  
  **2 Triple Blasters** (fire linked)  
  - Fire Arc: Front  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-5/10/17  
  - Atmosphere Range: 100-500/1/1.7 km  
  - Damage: 4D  
  **Tractor Beam Projector**  
  - Fire Arc: Front  
  - Skill: Starship gunnery  
  - Fire Control: 4D  
  - Space Range: 1-5/10/25  
  - Atmosphere Range: 100-500/1/2.5 km  
  - Damage: 4D  

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**Scale:** Starfighter  
**Length:** 13.5 meters  
**Skill:** Starfighter piloting: Sun Crusher  
**Crew:** 1, gunners: 5  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 4 days  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to three jumps  
**Maneuverability:** 3D+2  
**Space:** 12  
**Atmosphere:** 450; 1,300 kmh  
**Hull:** 50D  
**Shields:** 1D  
**Sensors:**  
  - Passive: 30/0D  
  - Scan: 40/1D  
  - Search: 60/3D  
  - Focus: 4/3D+2  
**Weapons:**  
  **11 Resonance Torpedoes**  
  - Fire Arc: Front  
  - Scale: Capital  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-15/30/45  
  - Atmosphere Range: 1-15/30/25 km  
  - Damage: 4D+2  
  **5 Laser Cannons**  
  - Fire Arc: 1 turret, 1 left/front/right, 1 front/left/back, 1 left/back/right, 1 front/right/back  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-5/10/25  
  - Atmosphere Range: 100-500/1/2.5 km  
  - Damage: 4D  

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**Note:** These stats describe the torpedo as used against a ship or other target. When fired into a star, the torpedo’s sophisticated tracking system guarantees impact with a star, and its devastating impact on a star has very little to do with its explosive or kinetic power – it simply triggers a chain reaction which ignites a supernova, destroying the star and anything in the system.
**Weapons:**
3 Twin Laser Cannons
*Fire Arc:* Front
*Skill:* Starship gunnery
*Fire Control:* 2D+1
*Space Range:* 2-5/15/25
*Damage:* 5D

**Concussion Missile Launcher**
*Fire Arc:* Front
*Skill:* Starship gunnery
*Fire Control:* 2D
*Space Range:* 1-3/8/15
*Damage:* 8D

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**Virago**

**Craft:** Modified MandalMotors StarViper Assault Fighter

**Affiliation:** Prince Xizor (Falleen crimelord)

**Era:** Rebellion

**Source:** Shadows of the Empire Sourcebook (pages 123-125), The Essential Guide to Vehicles and Vessels (pages 124-125)

**Type:** Modified Assault Fighter

**Scale:** Starfighter

**Length:** 21 meters

**Skill:** Starfighter piloting: StarViper

**Crew:** 1

**Crew Skill:** Astrogation 4D, starfighter piloting 6D, starship gunnery 5D, starship shields 5D

**Consumables:** 2 months

**Cargo Capacity:** 1 metric ton

**Cost:** Not for sale

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**Nav Computer:** Yes

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Maneuverability:** 3D+2 in space and in atmosphere with wings retracted. 1D in atmosphere with wings extended

**Space:** 11

**Atmosphere:** 1,200 kmh with wings retracted. 600 kmh with wings extended

**Hull:** 6D Forward and 3D Aft

**Shields:** 1D Forward and 4D Aft.

**Sensors:**
- Passive: 25/1D
- Scan: 40/2D
- Search: 60/3D
- Focus: 4/4D

**Weapons:**

2 Double Heavy Laser Cannons (single or fire-linked)

*Fire Arc:* When fire-linked can only fire to front or back facings, also cannons can rotate 180 degrees. The cannons remained locked forward when wings are retracted

*Skill:* Starship gunnery

*Fire Control:* 2D

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

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

**Damage:** 5D (6D if Fire-Linked)

2 Proton Torpedo Launchers

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 3 torpedoes each

*Fire Control:* 1D

*Space Range:* 1/3/7

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

**Damage:** 9D
Space Transports

Alliance Modified Light Freighter

Craft: Modified Corellian YT-1300 Transport (with strap-on cargo pods)
Affiliation: Rebel Alliance
Era: Rebellion
Source: Rebel Alliance Sourcebook (page 135)
Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300
Crew Skill: Varies widely
Crew: 1 (1 can coordinate), gunners: 1
Passengers: 4
Cargo Capacity: 200 metric tons
Consumables: 2.5 months
Cost: 35,000 (used, as modified)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Space: 4
Atmosphere: 480; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  2 Laser Cannons (fire-linked)
  Fire Arc: Turret
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 2D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 3D

Battered Freighter

Craft: Corellian YT-1300 Transport
Affiliation: Dr. Langstyn Kraay (facility director)
Era: Rebellion
Source: The DarkStryder Campaign: The Kathol Rift (page 39)
Type: Damaged light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300
Crew: 2
Passengers: 4
Cargo Capacity: 100 metric tons
Consumables: 1 week
Hyperdrive Multiplier: x2 (non-functional)
Hyperdrive Backup: None
Nav Computer: Yes
Space: 2
Atmosphere: 80; 230 kmh (usually 480; 800 kmh)
Hull: 4D
Sensors:
  Passive: 10/0D
  Scan: 25/1D
  Search: 40/2D
  Focus: 2/3D
Weapons:
  Laser Cannon
  Fire Arc: Turret
  Crew: 1
  Skill: Starship gunnery
  Fire Control: 1D
  Space Range: 1-3/12/25
  Atmosphere Range: 100-300/1.2/2.5 km
  Damage: 4D

Best Cargo

Craft: Modified Light Freighter
Affiliation: Rebel Alliance
Era: Rebellion
Source: Graveyard of Alderaan (page 31)
Scale: Starfighter
Length: 35 meters
Skill: Space transports
Crew: 4, gunners:1, skeleton:1/+5
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 2 months
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 6D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 6D
Shields: 2D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D

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

Heavy Laser Cannon
Fire Arc: Front
Crew: 1 (can be fired by pilot)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D

Chaser
Affiliation: Modified Corellian YT-1300 Transport
Owner: Baydo Chasdy (gambler)
Era: Rebellion
Source: Wretched Hives of Scum and Villainy (pgs 48-49)
Type: Light freighter
Scale: Starfighter
**Ebon Hawk**

**Affiliation:** Davik Kang / Revan / The Exile  
**Era:** Old Republic  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: Ebon Hawk  
**Crew:** 2, gunners: 1  
**Passengers:** 10  
**Cargo Capacity:** 50 metric tons

**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
- Passive: 10/1D  
- Scan: 20/2D  
**Weapons:**  
- Dual Turbolasers  
  - **Fire Arc:** Turret  
  - **Skill:** Starship gunnery  
  - **Fire Control:** 2D  
  - **Space Range:** 1-2/5/10  
  - **Atmosphere Range:** 100-200/500/1 km  
  - **Damage:** 4D

**Deckplan Key:**  
1. Bridge  
2. Systems  
3. Ramp  
4. Storage  
5. Galley  
6. Quarters  
7. Room  
8. Cargo Hold  
9. Tech Area  
10. Engine
**Explorer**

*Craft: Modified Space Boat*
*Affiliation: Rebel Alliance*
*Era: Rebellion*
*Source: Battle for the Golden Sun (page 22)*
*Type: Modified multi-environment space boat*
*Scale: Starfighter*
*Length: 35 meters*
*Skill: Space transports*
*Crew: 4, gunners: 2*
*Passengers: 6*
*Cargo Capacity: 150 metric tons*
*Consumables: 4 months*
*Cost: Not for sale*
*Hyperdrive Multiplier: x 1/2*
*Nav Computer: Yes*
*Maneuverability: 1D+1*
*Space: 4*
*Atmosphere: 480; 800 kmh*
*Hull: 4D+1*
*Shields: 2D*
*Sensors:*
  *Passive: 15/0D*
  *Scan: 30/1D*
  *Search: 50/3D*
  *Focus: 2/4D*
*Weapons:*
  *2 Double Laser Cannons (fire separately)*
  *Fire Arc: Turret*
  *Skill: Starship gunnery*
  *Fire Control: 2D*
  *Space Range: 1-3/12/25*
  *Atmosphere Range: 100-300/1.2/2.5 km*
  *Damage: 4D*
*Note: Can operate in space, atmosphere or liquid environment.*
*Vehicle Complement: 2 speeder-rafts, 6 glider-sails*

**Feeg Liat**

*Type: Custom Space Transport*
*Affiliation: Jedi Order*
*Era: Old Republic*
*Length: 23 meters*
*Scale: Starfighter*
*Skill: Space transports: Feeg Liat*
*Crew: 1*
*Crew Skill: Varies*
*Cargo Capacity: 500 kg*
*Consumables: 2 weeks*

**Hell’s Anvil**

*Craft: Modified Corellian KR-TB “Doomtrader”*
*Affiliation: Montross (bounty hunter)*
*Era: Rise of the Empire*
*Type: Medium transport*
*Scale: Starfighter*
*Length: 50 meters*
*Skill: Space transports: KR-TB Doomtrader*
*Crew: 1, plus astromech*
*Passengers: 6 prisoners*
*Cargo Capacity: 350 cubic meters*
*Consumables: 2 months*
*Cost: Not for sale*
*Hyperdrive Multiplier: x1.5*
*Hyperdrive Backup: x10*
*Nav Computer: Yes*
*Maneuverability: 2D+2*
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 2D
Sensors:
  Passive: 30/1D
  Scan: 60/2D
  Search: 90/4D
  Focus: 4/4D+1
Weapons:
  Solar Ionization Cannons
    Fire Arc: Front
    Skill: Starship gunnery
    Fire Control: 1D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/2 km
Damage: 4D+2 (ignores target's shield rating)
Craft: Modified YV-666 Light Freighter
Affiliation: Bossk (trandoshan bounty-hunter)
Era: Rebellion
Source: Ultimate Adversaries (page 12)
Type: Transport
Scale: Starfighter
Length: 41 meters
Skill: Space transports: YV-666
Crew: 1
Crew Skill: Astrogation 5D+1, space transports 7D+1, starship gunnery 6D+1, starship shields 4D+1
Passengers: 4 (prisoners)
Cargo Capacity: 20 metric tons
Consumables: 6 months
Cost: Not for sale (480,000 estimated)
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 6D
Shields: 4D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D
Weapons:
Quad Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Concussion Missile Launcher (6 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
Notes: The Hound's Tooth carries the Z-95 Headhunter Nashtah Pup.

Hyperspace Marauder

Craft: TransGalMeg Xiytiar-class Transport
Affiliation: Lo Kahn (smuggler)
Era: Rise of the Empire
Source: Dark Empire Sourcebook (pages 103-104), The Essential Guide to Vehicles and Vessels (pages 72-73)
Type: Modified large transport
Scale: Capital
Length: 164.8 meters
Skill: Space transports: Xiytiar-class transport
Crew: 2
Crew Skill: Lo Kahn: astrogation 5D+1, space transports 7D+1, starship gunnery 4D, starship shields 6D+2; Luwingo: astrogation 5D, communications 6D, space transports 5D+1, starship gunnery 4D+2, starship shields 5D
Passengers: 12
Cargo Capacity: 465 kilograms
Consumables: 1 week
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D+1
Space: 3
Atmosphere: 280; 800 kmh
Hull: 2D+1
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 35/1D+1
Search: 40/3D
Focus: 2/3D
Note: The Hyperspace Marauder has a custom-made multi-band computer interface antenna. With this, Luwingo has +3D to computer programming and security rolls when attempting to take over any opponent's shipboard computer. The antenna has a broadcast range of 500 meters; therefore, this tactic is only practical on attempted boarding actions or on a planet's surface.

IG-2000

Craft: Modified Trilon, Inc. Aggressor Assault Fighter
Affiliation: IG-88 (bounty-hunter)
Era: Rebellion
Source: Gamer Magazine, Issue 7
Type: Transport
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Aggressor
Crew: 1
Crew Skill: Astrogation 4D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D
Passengers: 8 (prisoners)
Cargo Capacity: 465 kilograms
Consumables: 1 week
Cost: Not for sale (650,000 estimated)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D+1
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D
Shields: 3D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
**Inferno**

**Craft:** Custom-built “Villie Special” Big Wing  
**Affiliation:** Vilmarh “Villie” Grahrk (devorolian smuggler)  
**Era:** Rise of the Empire  
**Type:** Scout freighter  
**Scale:** Starfighter  
**Length:** 27 meters wingspan  
**Skill:** Space transports  
**Crew:** 1 (NT 600 astronavigation droid acts as co-pilot)  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x0.8  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 10  
**Move:** 415; 1,200 kmh  
**Hull:** 2D+1  
**Shields:** 3D  
**Sensors:**  
  - Passive: 20/0D  
  - Scan: 40/1D+1  
  - Search: 70/2D+1  
  - Focus: 4/3D  

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

**Concealed Ion Cannon**  
- **Fire Arc:** Front  
- **Skill:** Starship gunnery  
- **Fire Control:** 1D  
- **Space Range:** 1-3/7/15  
- **Atmosphere Range:** 100-300/700/1.5 km  
- **Damage:** 3D+2

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**Jabitha**

**Craft:** Hand-Crafted Sekoton Personal Starship  
**Affiliation:** Anakin Skywalker  
**Era:** Rise of the Empire  
**Type:** Organic space transport  
**Scale:** Starfighter  
**Length:** 25 meters  
**Skill:** Space transports: Jabitha  
**Crew:** 1  
**Crew Skill:** Space transports 5D  
**Passengers:** 6  
**Cargo Capacity:** 22 metric tons  
**Consumables:** 1 month  
**Cost:** 1,000,000 (new)  
**Hyperdrive Multiplier:** x1 (x0.4 with Anakin)  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 10  
**Atmosphere:** 415; 1,200 kmh  
**Hull:** 3D+1  
**Shields:** 4D  
**Sensors:**  
  - Passive: 30/1D  
  - Scan: 60/2D  
  - Search: 120/3D  
  - Focus: 10/3D+2

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**Jade Sabre**

**Craft:** Jade Sabre  
**Owner:** Mara Jade Skywalker (Jedi knight)  
**Era:** New Jedi Order  
**Source:** Starships of the Galaxy (page 83)  
**Type:** Custom space transport  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports  
**Crew:** 1  
**Crew Skill:** Astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2, starship shields 8D  
**Passengers:** 15  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 6 months  
**Cost:** Not for sale (1,675,500 estimated)  
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup**: x4
**Nav Computer**: Yes
**Maneuverability**: 3D
**Space**: 9
**Atmosphere**: 400; 1,150 kmh
**Hull**: 6D

**Shields**: 4D+2
**Sensors**:
- **Passive**: 30/1D
- **Scan**: 60/2D
- **Search**: 90/3D
- **Focus**: 3/4D+1

**Weapons**:
- **4 Quad Laser Cannons**
  - **Fire Arc**: Turret
  - **Skill**: Starship gunnery
  - **Fire Control**: 3D
  - **Space Range**: 1-3/15/25
  - **Atmosphere Range**: 100-300/1.5/3 km
  - **Damage**: 6D

- **Tractor Beam Projector**
  - **Fire Arc**: Front
  - **Scale**: Capital
  - **Skill**: Capital ship gunnery
  - **Fire Control**: 2D
  - **Space Range**: 1-5/15/30
  - **Atmosphere Range**: 100-500/1.5/3 km
  - **Damage**: 4D+2

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**Jade Shadow**

**Craft**: Modified SoroSuub *Horizon*-class Yacht
**Affiliation**: Mara Jade Skywalker (Jedi master)
**Era**: New Jedi Order
**Source**: The New Jedi Order Sourcebook (page 136)
**Type**: Space transport
**Scale**: Starfighter
**Length**: 55 meters
**Skill**: Space transports: *Horizon* yacht
**Crew**: 1 or 2
**Crew Skill**: Astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2, starship shields 8D
**Passengers**: 10
**Cargo Capacity**: 95 metric tons
**Consumables**: 2 months
**Cost**: 230,000 [new], 80,000 [used]
**Hyperdrive Multiplier**: x0.5
**Hyperdrive Backup**: x10
**Nav Computer**: Yes
**Maneuverability**: 1D
**Space**: 7
**Atmosphere**: 350; 1,000 kmh

**Hull**: 6D+2
**Shields**: 4D
**Sensors**:
- **Passive**: 30/1D
- **Scan**: 60/2D
- **Search**: 90/3D
- **Focus**: 3/4D+1

**Weapons**:
- **2 Quad Laser Cannons**
  - **Fire Arc**: Retractable turret
  - **Skill**: Starship gunnery
  - **Fire Control**: 3D
  - **Space Range**: 1-3/12/25
  - **Atmosphere Range**: 100-300/1.2/2.5 km
  - **Damage**: 6D

- **Blaster Cannon**
  - **Fire Arc**: Retractable turret
  - **Skill**: Starship gunnery
  - **Fire Control**: 2D
  - **Space Range**: 1-2/10/20
  - **Atmosphere Range**: 100-300/1/2 km
  - **Damage**: 4D

- **Concussion Missile Tube** (4 missiles)
  - **Fire Arc**: Front
  - **Skill**: Starship gunnery
  - **Ammo**: 4 missiles
  - **Fire Control**: 3D
  - **Space Range**: 1/3/7
  - **Atmosphere Range**: 100/300/700
  - **Damage**: 9D

- **Tractor Beam Projector**
  - **Fire Arc**: Front
  - **Crew**: 1
  - **Skill**: Capital ship gunnery
  - **Fire Control**: 2D
  - **Space Range**: 1-5/15/30
  - **Atmosphere Range**: 100-500/1.5/3 km
  - **Damage**: 4D

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**Jade’s Fire**

**Craft**: SoroSuub Luxury 3000
**Affiliation**: Mara Jade (trader)
**Era**: New Republic
**Source**: Cracken’s Threat Dossier (pages 140-141)
**Type**: Private space yacht
**Scale**: Starfighter
**Length**: 50 meters
**Skill**: Space transports: Luxury 3000 yacht
**Crew**: 1
**Crew Skill**: Space transports 9D+2, starship gunnery 9D+2
**Passengers**: 10
**Cargo Capacity**: 100 metric tons
### Lady Luck

**Craft:** Modified SoroSuub Luxury 3000  
**Affiliation:** Lando Calrissian (gambler)  
**Era:** New Republic  
**Source:** Dark Force Rising Sourcebook (pages 132-134), Heir to the Empire Sourcebook (page 132), The Thrawn Trilogy Sourcebook (pages 232-234), The Essential Guide to Vehicles and Vessels (pages 98-99)  
**Type:** Modified private space yacht  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Luxury 3000 yacht  
**Crew:** 1  
**Crew Skill:** Astrogation 7D, communications 5D+1, sensors 5D+1, space transports 9D, starship gunnery 8D, starship shields 8D+1  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
- Passive: 30/1D  
- Scan: 80/2D  
- Search: 100/3D  
**Focus:** 4/4D  
**Weapons:**  
- **3 Quad Turbolasers** (fire separately)  
  - Fire Arc: 1 front, 1 left, 1 right  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 3-15/35/75  
  - Atmosphere Range: 300/1.5/3.5/7.5 km  
  - Damage: 5D  
- **“Shoot-Back” Blaster**  
  - Fire Arc: Turret  
  - Fire Control: 2D (automatically fires when ship is hit)  
  - Space Range: 1-5/10/17  
  - Atmosphere Range: 100-500/1/1.7 km  
  - Damage: 2D  
- **Tractor Beam Projector**  
  - Fire Arc: Front  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/7/15  
  - Atmosphere Range: 100-300/700/1.5 km  
  - Damage: 2D  

### Last Chance

**Craft:** Corellian YT-1300 Transport  
**Affiliation:** Platt Okeefe (smuggler)  
**Era:** Rebellion  
**Source:** Platt’s Starport Guide (page 7)  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: YT-1300  
**Crew:** 1 to 2 (can coordinate), gunners: 2  
**Crew Skill:** Space transports 6D+2, starship gunnery 5D  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
- Passive: 10/1D  
- Scan: 25/2D  
- Search: 40/3D  
**Focus:** 2/3D  
**Weapons:**  
- **2 Quad Laser Cannons**  
  - Fire Arc: Turret  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
  - Space Range: 1-3/12/25  
  - Atmosphere Range: 100-300/1.2/2.5 km  
  - Damage: 6D  
- **Concussion Missile Tube**  
  - Fire Arc: Front  
  - Skill: Missile weapons  
  - Fire Control: 2D  
  - Space Range: 1/3/7  
  - Atmosphere Range: 50-100/300/700  
  - Damage: 9D
### Long Shot

**Craft:** Modified Lantillan Short Hauler  
**Affiliation:** Reekeene's Roughnecks (Rebel Irregulars)  
**Era:** Rebellion  
**Source:** Classic Campaigns, Campaign Pack  
**Type:** Modified space yacht  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: Lantillan short hauler  
**Crew:** 2, gunners: 1, skeleton: 1/+10  
**Crew Skill:** Space transports 4D+2, starship gunnery 3D+2  
**Passengers:** 6  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 1 month  
**Cost:** 85,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 3D

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### TOP VIEW/INTERIOR

- Port Side:
  - The Head
  - Cabins
  - Bunks
  - Medical Bay
  - Up to Airlock
  - Up To Turbolaser Turret
  - Shield's
  - Brig
  - Ship's
  - Supplies
  - Common Room
  - Secret Hold
  - Cargo Hold
  - 1st Mate's Cabin
  - Captain's Cabin
  - Communications/Shield Operator
  - Pilot
  - Bridge
  - Copilot
  - Navigator/Computer Operator
  - Vestibule
  - Computer & Life Support

- Starboard Side:
  - Stabilizer (p/s)
  - Repulsorlift Generator (p/s)
  - Primary Stabilizer
  - Turbolaser Turret
  - Airlock
  - Transparisteel Window
  - Escape Pod
  - Alt Landing Gear
  - Repulsorlift Generator
  - Forward Landing Gear

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300
**Sensors:**
Passive: 15/0D  
Scan: 35/1D  
Search: 55/1D+2  
Focus: 6/2D+2

**Weapons:**
2 Turbolaser Cannons (fire-linked)  
*Fire Arc: Turret*  
*Skill: Starship gunnery*  
*Fire Control: 3D* (may be fired from co-pilot position at fire control 1D)  
*Space Range: 1-15/35/50*  
*Atmosphere Range: 200-3/7/10 km*  
*Damage: 5D*  

**Note:** Carries one escape pod which can carry 6 passengers.

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**Luke’s Freighter**

**Craft:** Modified Ghtroc Industries class 720 freighter  
**Affiliation:** Luke Skywalker (Jedi knight)  
**Era:** New Republic  
**Source:** The Last Command Sourcebook (pages 133-135), The Thrawn Trilogy Sourcebook (page 236)

**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports: Ghtroc freighter  
**Crew:** 1 (1 can coordinate), gunners: 1, 1 astromech droid  
**Crew Skill:** Luke Skywalker: astrogation 7D, sensors 4D+1, starship gunnery 8D+1, starship shields 7D+1, space transports 4D; R2-D2: astrogation 12D, communications 6D+1, sensors 7D+1, starship gunnery 5D, starship shields 5D+2  
**Cargo Capacity:** X-Wing and 15 kilograms  
**Consumables:** 1 week  
**Cost:** 98,500 (for new freighter), 45,000 (for additional modifications)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 km/h  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**
Passive: 15/0D  
Scan: 35/1D  
Search: 55/1D+2  
Focus: 6/2D+2  

**Special Modifications:**
- **Starfighter Storage System:** The modified cargo bay vessel has storage space for one Incom T-65 X-wing fighter and is capable of releasing the starfighter while in flight.  
- **Shroud Package:** A small repulsor shunt helps distribute a cloud of metallic particles that foils sensors and tractor beams. It adds +1D to the difficult of all sensors checks and adds +3D to the difficulty of any tractor beam attempts within or through the cloud of particles.

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**Millennium Falcon**

**Craft:** Modified Corellian Engineering Corporation YT-1300 Transport  
**Affiliation:** Han Solo (smuggler/rebel)  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 254), Star Wars Trilogies Sourcebook SE (pages 130-133), The Star Wars Sourcebook (pages 40-44), Shadows of the Empire, Shadows of the Empire Sourcebook (pages 118-119), Heir to the Empire Sourcebook (pages 131-132), The Thrawn Trilogy Sourcebook (page 231), Cracken’s Threat Dossier (pages 85-86), The Essential Guide to Vehicles and Vessels (pages 114-115)

**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300 transport  
**Crew:** 2, gunners: 2, skeleton: 1/+5  
**Crew Skill:** Han Solo (as of the Battle of Yavin: astrogation 8D, communications 4D, sensors 4D+2, space transports: YT-1300 10D, starships gunnery 9D, starship shields 6D+2)  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3/4 (Rise of the Empire), x1/2 (Rebellion)  
**Hyperdrive Backup:** x16 (Rise of the Empire), x10 (Rebellion)  
**Nav Computer:** Yes  
**Maneuverability:** 1D (Rise of the Empire), 2D (Rebellion)  
**Space:** 8 (Rebellion), 11 (New Republic)  
**Atmosphere:** 365; 1,050 kmh (Rebellion), 435; 1,300 kmh (New Republic)  
**Hull:** 5D+2 (Rise of the Empire), 6D (Rebellion)  
**Shields:** 2D+1 (Rise of the Empire), 3D (Rebellion)  
**Sensors:**
Passive: 20/1D (Rise of the Empire), 30/1D (Rebellion)  
Scan: 40/1D+2 (Rise of the Empire), 60/2D (Rebellion)  
Search: 45/2D (Rise of the Empire), 75/3D (Rebellion)  
**Focus:** 2/3D (Rise of the Empire), 4/4D (Rebellion)
1. Deflector Shield Generators (2)
2. Navigational Deflector System
3. Bunk
4. Life Support System
5. Emergency Atmosphere Tanks
6. Cockpit
7. Emergency Generator
8. Hydraulic System
9. Starboard Loading Port
10. Lift Platform to Upper Hatch
11. Boarding Ramp
12. Starboard Cargo Hold
13. Batteries
14. Storage
15. Laundry Unit
16. Escape Pods (5)
17. Drive System Matrix
18. Storage Locker
19. Crew’s Quarters
20. Medical Bunk
21. Fresh Water Tanks
22. Water heater/Pressure System
23. Food Storage
24. Portside Cargo Hold
25. Hyperdrive Motivator
26. Fuel Slug Tanks (4)
27. Secret Compartments (4)
28. Holographic Game Board
29. Engineering Station
30. Gunport Turret Access
31. Access Plates
32. Power/Control Conduits
33. Forward Cargo Hold
34. Head/Shower
35. Portside Loading Port
36. Galley
37. Circuitry Bay
38. Radar/Sensor System
**Mist Hunter**

**Craft:** Modified Byblos Drive Yards G-1A Transport  
**Affiliation:** Zuckuss (Gand bounty-hunter)  
**Era:** Rebellion  
**Type:** Modified transport  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Space transports: G-1A  
**Crew:** 1 or 2  
**Crew Skill:** All skills 3D  
**Passengers:** 8 (in concealed compartment)  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 1 month  
**Cost:** Not available for sale (307,500 estimated)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh
### Naboo Royal Cruiser

**Craft:** Theed Palace Space Vessel Engineering Corps J-type Royal Cruiser  
**Affiliation:** Senator Amidala  
**Era:** Rise of the Empire  
**Type:** Diplomatic barge  
**Scale:** Starfighter  
**Length:** 39 meters, 91-meter wingspan  
**Skill:** Space transports: J-type royal starship  
**Crew:** 1 pilot, 1 navigator/shield operator, 1 communications/security officer, 1 engineer, and 8 astromech droids  
**Crew Skill:** Varies, usually 4D in all applicable skills  
**Passengers:** 10  
**Cargo Capacity:** 4 metric tons  
**Consumables:** 3 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x0.7  
**Hyperdrive Backup:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 295; 850 kmh  
**Hull:** 6D  
**Shields:** 4D  
**Sensors:**  
- Passive: 30/1D  
- Scan: 65/2D  
- Search: 80/3D  
- Focus: 5/4D  
**Starfighter Complement:** 4 N-1 Starfighters
Naboo Star Skiff

Craft: Theed Palace Space Vessel Engineering Corps J-type Star Skiff
Affiliation: Senator Amidala
Era: Rise of the Empire
Type: Personal starship
Scale: Starfighter
Length: 29.2 meters, 49.3-meter wingspan
Skill: Space transports: J-type starship
Crew: 1
Passengers: 4
Cargo Capacity: 2 metric tons
Consumables: 4 months
Cost: Not for sale
Hyperdrive Multiplier: x0.5
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 3D
Space: 7
Atmosphere: 330; 950 kmh
Hull: 6D
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 75/3D
Focus: 4/4D
Notes: The ship's narrow profile and sheltered sublight engines grants it considerable sensor stealth abilities, adding +1D to sensors difficulties to detect it.

Naboo Yacht

Craft: Theed Palace Space Vessel Engineering Corps H-type Yacht
Affiliation: Senator Amidala
Era: Rise of the Empire
Type: Space yacht
Scale: Starfighter
Length: 47.9 meters
Skill: Space transports: H-type yacht
Crew: 4, skeleton: 2/+5, plus 2 astromech droids
Passengers: 1
Cargo Capacity: 2 metric tons
Consumables: 2 months
Cost: Not for sale
Hyperdrive Multiplier: x0.9
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 3D
Space: 9
Atmosphere: 400; 1,150 kmh
Hull: 3D+2
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 65/2D
Search: 80/3D+1
Focus: 4/4D
Notes: The ship's narrow profile and sheltered sublight engines grants it considerable sensor stealth abilities, adding +1D to sensors difficulties to detect it.

Nautical Star

Craft: Mon Calamari Light Freighter
Affiliation: General
Era: Rebellion
Source: Adventure Journal 9
Scale: Starfighter
Length: 30 meters
Skill: Space transports: Mon Calamari freighter
Crew: 1 or 2
Passengers: 6
Cargo Capacity: 85 metric tons
Consumables: 2 months
Cost: 99,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 480; 800 kmh
Hull: 4D+2
Shields: 2D, backup: 2D
Sensors:
- Passive: 10/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 2/3D

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

No Luck Required

Craft: Modified Corellian YZ-775 Medium Transport
Affiliation: Uldir Lochett
Era: New Jedi Order
Source: Star Wars Gamer Issue 9
Type: Light freighter
Scale: Starfighter
Length: 52 meters
Skill: Space transports: YZ-775
Crew: 4
Passengers: 8
Cargo Capacity: 150 metric tons
Consumables: 6 months
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 330; 950 km/h
Hull: 7D
Shields: 6D
Sensors:
- Passive: 10/0D
- Scan: 25/1D
- Search: 40/2D
- Focus: 2/3D

Weapons:
- **Double Turbolaser Cannon**
  - *Fire Arc*: Partial turret (front, right, left)
  - *Scale*: Capital
  - *Skill*: Capital ship gunnery
  - *Fire Control*: 3D
  - *Space Range*: 1-5/15/20
  - *Atmosphere Range*: 100-500/1.5/2 km
  - *Damage*: 4D

2 Proton Torpedo Launchers (fire separately, 12 torpedoes each)
- *Fire Arc*: Front
- *Skill*: Missile weapons: proton torpedoes
- *Fire Control*: 1D
- *Space Range*: 1/3/7
- *Atmosphere Range*: 50-100/300/700
- *Damage*: 9D

Notes: The No Luck Required has been modified with a revolving A-Wing launch bay cylinder that can accommodate four of the little starfighters. Every other round, the ship may launch an A-Wing fighter. All but one of the A-Wings have been modified to accept an additional passenger at the cost of hyperdrive capability. The fourth A-Wing, however, retains its hyperdrive, and can also carry an additional passenger.

Oo-Ta Goo-Ta

Craft: Modified Corellian YT-1300 Light Freighter
Affiliation: Chordak (Rodian pirate)
Era: Rebellion
Source: Galaxy Guide 6: Tramp Freighters (pages 84-85)
Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300
Crew: 1
Crew Skill: Space transports 4D, starship gunnery 3D+2, starship shields 3D+1, astrogation 3D
Passengers: 1
Cargo Capacity: 50 metric tons
Consumables: 3 weeks
Cost: Not available for sale
Hyperdrive Multiplier: x1/2
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 295; 850 km/h
Hull: 4D
Shields: 1D
Sensors:
- Passive: 15/1D
Outrider

**Craft:** Modified Corellian YT-2400 Transport

**Affiliation:** Dash Rendar (brash pilot)

**Era:** Rebellion

**Source:** Shadows of the Empire Sourcebook (pages 119-121), The Essential Guide to Vehicles and Vessels (pages 32-33)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 21 meters

**Skill:** Space transports: YT-2400

**Crew:** 2, gunners: 2, skeleton: 1/+10

**Crew Skill:** Astrogation 7D+2, space transports 9D, starship gunnery 4D/8D, starship shields 7D+1

**Passengers:** 4

**Cargo Capacity:** 75 metric tons

**Consumables:** 2 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x3/4

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

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

**Hull:** 5D

**Shields:** 3D+2

**Sensors:**

- **Passive:** 30/1D
- **Scan:** 60/2D
- **Search:** 75/3D
- **Focus:** 4/4D

**Sensor Stealth System:** +1D+2 to avoid detection by sensors at ranges of more than 50 units.

**Weapons:**

- **2 Heavy Double Laser Cannons**
  - **Fire Arc:** Turret
  - **Crew:** 1
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D (0D if fired from the cockpit)
  - **Space Range:** 1-10/20/30
  - **Atmosphere Range:** 100-1/2/3 km
  - **Damage:** 6D

- **2 Concussion Missile Tubes** (3 missiles each)
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery

**Pirate Corvette**

**Craft:** Modified Rendili StarDrive's Light Corvette

**Affiliation:** Vangar (barabel pirate lord)

**Era:** Rebellion

**Source:** Core Rulebook (page 181)

**Type:** Modified Imperial Customs vessel

**Scale:** Starfighter

**Length:** 180 meters

**Skill:** Space transports: light corvette

**Crew:** 52, gunners: 6, skeleton: 18/+10

**Crew Skill:** Space transports 5D+2, starship gunnery 4D, starship shields 4D

**Passengers:** 20

**Cargo Capacity:** 500 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 8

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

**Hull:** 5D+1

**Shields:** 2D

**Sensors:**

- **Passive:** 30/1D
- **Scan:** 60/2D
- **Search:** 90/4D
- **Focus:** 4/4D+1

**Weapons:**

- **4 Double Turbolaser Cannons**
  - **Fire Arc:** Turret
  - **Crew:** 1
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 3-15/35/75
  - **Atmosphere Range:** 300-1.5/3.5/7.5 km
  - **Damage:** 4D

- **Tractor Beam Projectors**
  - **Fire Arc:** Turret
  - **Crew:** 1
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-8/15/20
  - **Atmosphere Range:** 100-800/1.5/2 km
  - **Damage:** 5D
Pulsar Skate
Craft: Modified Baudo-class Star Yacht
Affiliation: Mirax Terrrik (smuggler)
Era: Rebellion
Type: Medium freighter
Scale: Starfighter
Length: 32 meters
Skill: Space transports: Baudo-class star yacht
Crew: 1
Crew Skill: Astrogation 5D, communication 4D+1, sensors 4D+1, space transports: Pulsar Skate 5D+2, starship shields 4D
Passengers: 4
Cargo Capacity: 75 metric tons
Consumables: 1 month
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x7
Nav Computer: Yes
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 5D
Sensors:
Passive: 10/0D
Scan: 40/2D
Focus: 2/3D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmospheric Range: 100-300/1.2/2.5 km
Damage: 3D
Notes: The Punishing One's Quad Laser Cannon is controlled by an R2 Unit with a starship gunnery score of 4D.

Raven's Claw
Craft: Modified Corellian Engineering Corporation CRF-156T Fast Carrier
Affiliation: Kyle Katarn (Jedi/Merc)
Era: New Republic
Type: Transport
Scale: Starfighter
Length: 26 meters
Skill: Space transports: CRF-156T
Crew: 1
Crew Skill: See Jan Ors
Passengers: 2
Cargo Capacity: 10 metric tons
Consumables: 3 months
Cost: Not for sale
Hyperdrive Multiplier: x0.5
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 3D
Space: 13
Atmosphere: 465; 1,650 kmh
Hull: 3D+1

Punishing One
Craft: Modified Corellian Engineering JumpMaster 5000
Affiliation: Dengar (bounty-hunter)
Era: Rebellion
Type: Scout Ship
Scale: Starfighter
Length: 20 meters
Skill: Space transports: JumpMaster 5000
Crew: 1
Crew Skill: Starship gunnery 4D+2, other skills 2D+2
Passengers: 1
Cargo Capacity: 500 kilograms
Consumables: 2 months
Cost: Not for sale (416,500 estimated)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+2
Space: 9
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 5D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/4D
Weapons:
Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmospheric Range: 100-300/700/3.6 km
Damage: 4D
Quad Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmospheric Range: 100-300/1.2/2.5 km
Damage: 6D
Notes: See Jan Ors
Shields: 4D
Sensors:
Passive: 30/1D+1
Scan: 60/2D+1
Search: 90/3D+2
Focus: 6/4D+2
Weapons:
4 Laser Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 2-5/15/25
Atmosphere Range: 200-500/1.5/2.5 km
Damage: 5D
2 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 9D

Scent of Fear

Craft: Modified Taloron Prey Chaser
Affiliation: Crutag (bounty-hunter)
Era: Rise of the Empire
Source: Domain of Evil (page 8)
Type: Modified prey chaser
Scale: Starfighter
Length: 40 meters
Skill: Space transports: Taloron prey chaser
Crew: 1
Crew Skill: All skills 2D
Passengers: 25
Cargo Capacity: 30 metric tons
Consumables: 4 months
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D
Shields: 4D
Sensors:
Passive: 35/0D
Scan: 60/1D
Search: 100/2D
Focus: 3/2D+1

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

Scimitar (Sith Infiltrator)

Craft: Heavily modified Republic Sienar Systems Star Courier
Affiliation: Darth Maul (Sith lord)
Era: Old Republic
Source: The Dark Side Sourcebook (pages 62-63)
Type: Sith infiltrator
Scale: Starfighter
Length: 26.5 meters
Skill: Space transports: Star courier
Crew: 1
Crew Skill: Astrogation 4D+2, communications 6D+2, sensors 4D+2, space transports: Sith Infiltrator 6D, starship gunnery 5D, starship shields 5D
Passengers: 6
Cargo Capacity: 2.5 metric tons
Consumables: 30 days
Cost: Not for sale
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D
Shields: 2D
Sensors:
Passive: 25/2D+1
Scan: 40/3D+1
Search: 60/4D+1
Focus: 4/5D
Weapons:
6 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D
Note: Darth Maul's Infiltrator is equipped with a stygium crystal cloaking device. This device bestows a 3D+1 penalty to any Sensors rolls made to detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D, and the difficulty to hit the Infiltrator is increased as if it were under 1/2 cover (Rulebook page 93) due to the Infiltrator's indistinct lines.
Slave I

**Craft:** Modified Kuat Systems Engineering Firespray-class
**Affiliation:** Boba Fett (bounty-hunter)
**Era:** Rise of the Empire
**Source:** Star Wars Trilogy Sourcebook SE (pages 134-135), Galaxy Guide 3 – The Empire Strikes Back (page 54), The Movie Trilogy Sourcebook (page 89), Starships of the Galaxy (page 81), The Essential Guide to Vehicles and Vessels (pages 144-145)
**Type:** Modified sublight patrol and attack craft
**Scale:** Starfighter
**Length:** 21.5 meters
**Skill:** Space transport: Firespray
**Crew:** 1

**Crew Skill:** Astrogation 6D+1, space transports 7D, starship gunnery 8D, starship shields 6D

**Passengers:** 6 (prisoners)
**Cargo Capacity:** 40 metric tons
**Consumables:** 1 month
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x8
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 7
**Atmosphere:** 350; 1,000 kmh
**Hull:** 4D+2

**Shields:** 2D+2

**Sensors:**
- Passive: 35/0D
- Scan: 60/1D
- Search: 100/2D
- Focus: 3/2D+1

**Sensor Mask:** Adds +2D to sensor difficulties to detect Slave I greater than 50 units away.

**Sensor Jamming:** When activated, adds +3D to difficulty to identify Slave I, but -2D+2 to difficulty to detect ship.

**Weapons:**

- **2 Twin-Mounted Blaster Cannons**
  - **Fire Arc:** Turret
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D+2
  - **Space Range:** 1-7/20/30
  - **Atmosphere Range:** 100-700/2/3 km
  - **Damage:** 5D

- **Concussion Missile Tube Launcher**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 3D
  - **Space Range:** 1-3/5/7
  - **Atmosphere Range:** 100-300/500/700
  - **Damage:** 4D

- **Ion Cannon**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1-5/10/15
  - **Atmosphere Range:** 100-500/1.5 km
  - **Damage:** 5D+2

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

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Solar Flare

**Craft:** Modified Corellian YT-1300 Light Freighter
**Affiliation:** Trynic (devaronian tramp freighter captain)
**Era:** Rise of the Empire
**Source:** Galaxy Guide 6: Tramp Freighters (page 88)
**Type:** Modified light freighter
**Scale:** Starfighter
**Length:** 30.6 meters
**Skill:** Space transports: YT-1300
**Crew:** 2, gunners: 2, skeleton: 1/+5

**Crew Skill:** Space transports 6D+1, starship gunnery 5D, starship shields 4D+2, astrogation 5D+2
**Passengers:** 6
**Cargo Capacity:** 150 metric tons
**Consumables:** 3 months
**Cost:** Not available for sale
**Hyperdrive Multiplier:** x1
**Hyperdrive Backup:** x7
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 4
**Atmosphere:** 480; 800 kmh
**Hull:** 6D
**Shields:** 2D

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

**Weapons:**

- **2 Laser Cannons** (fire separately)
  - **Fire Arc:** Turret
  - **Crew:** 1
  - **Skill:** Starship gunnery

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Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D

Heavy Blaster Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 2D

Solar Sailer

Craft: Huppla Pasa Tisc Shipwrights Collective’s Punworcca 116-class Interstellar Sloop
Affiliation: Count Dooku
Era: Rise of the Empire
Type: Custom transport
Scale: Starfighter
Length: 16.76 meters
Skill: Space transports: solar sailer
Crew Skill: All skills 4D+2
Crew: 1 (1 can coordinate)
Passengers: 1 (plus 10 standing)
Cargo Capacity: 300 kilograms
Consumables: 1 month
Cost: Not for sale

Hyperdrive Multiplier: x1.5
Nav Computer: Yes
Maneuverability: 3D+1
Space: 6
Move: 330, 950 kmh
Hull: 3D
Shields: 2D+1
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Concussion Missile Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-2/8/15
Atmosphere Range: 100-200/800/1.5 km
Damage: 7D

3 Double Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.3/2.5 km
Damage: 5D

Starcat

Craft: Starcat-class freighter
Affiliation: Salem Victory (mercenary)
Era: Rebellion
Source: Adventure Journal 13
Scale: Starfighter
Length: 32.8 meters
Skill: Space transports: Starcat
Crew: 2
Passengers: 6
Cargo Capacity: 65 metric tons
Consumables: 2 months
Cost: Custom built

Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D+1
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D+2
Shields: 2D+1
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Concussion Missile Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-2/8/15
Atmosphere Range: 100-200/800/1.5 km
Damage: 7D

3 Double Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.3/2.5 km
Damage: 5D

Starjacker

Craft: Byblos Drive Yards E-2 Asteroid Miner
Affiliation: Finhead Stonebone (pirate)
Era: Old Republic
Source: Tales of the Jedi Companion (pages 116-117), The Essential Guide to Vehicles and Vessels (pages 110-111)
**Starlight Intruder**

**Craft:** Custom Mobquet Medium Cargo Hauler  
**Affiliation:** Salla Zend (smuggler)  
**Era:** Rebellion  
**Source:** Dark Empire Sourcebook (pages 102-103), The Essential Guide to Vehicles and Vessels (pages 158-159)  
**Type:** Modified medium transport  
**Scale:** Starfighter  
**Length:** 79.3 meters  
**Skill:** Space transports: Mobquet medium transport  
**Crew:** 2 (1 can coordinate), gunners: 2, skeleton: 1/10  
**Crew Skill:** Salla Zend: astrogation 8D, space transports 8D+1, starship gunnery 8D, starship shields 7D; Shug Ninx: astrogation 6D+2, space transports 7D+1, starship gunnery 7D, starship shields 6D+2  
**Passengers:** 8  
**Cargo Capacity:** 700 metric tons  
**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3/4  
**Hyperdrive Backup:** x11  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 8D  
**Shields:** 4D+1  
**Sensors:**  
- Passive: 30/1D  
- Scan: 80/2D  
- Search: 120/3D  
- Focus: 4/4D  
**Weapons:**  
- 2 Medium Turbolasers  
  - Fire Arc: Turret  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 2D  

**Steel Fist**

**Craft:** Corellian Engineering Corp. YT-1300 Transport  
**Affiliation:** Kolig (renegade pilot)  
**Era:** New Republic  
**Source:** The DarkStryder Campaign – The Adventure Book (page 17)  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300  
**Crew:** 1, gunners: 3  
**Crew Skill:** Space transports 6D, starship gunnery 5D  
**Passengers:** 4  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 5D  
**Shields:** 2D+2  
**Sensors:**  
- Passive: 15/1D  
- Scan: 35/2D  
- Search: 50/3D  
- Focus: 4/4D  
**Weapons:**  
- 2 Quad Laser Cannons  
  - Fire Arc: Turret  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 2D  
- Proton Torpedo Tube  
  - Fire Arc: Front  
  - Crew: 1  
  - Skill: Starship gunnery  
  - Fire Control: 2D (may be fired from cockpit at fire control 0D)  
**Space Range:** 1/3/7  
**Atmosphere Range:** 30-100/300/700  
**Damage:** 7D
**Stinger**

**Craft:** Modified Surronian *Conqueror*-class Assault Ship  
**Affiliation:** Guri (black sun android)  
**Era:** Rebellion  
**Source:** Shadows of the Empire Sourcebook (pages 121-122), The Essential Guide to Vehicles and Vessels (pages 58-59)

**Type:** Modified assault ship  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Surronian assault ship  
**Crew:** 1  
**Crew Skill:** Astrogation 4D, space transports 5D, starship gunnery 4D, starship shields 4D  
**Passengers:** 2  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
  - **Passive:** 40/1D  
  - **Scan:** 80/2D  
  - **Search:** 100/3D  
  - **Focus:** 5/4D  
**Weapons:**  
  - **2 Ion Cannons** (fire-linked)  
    - **Fire Arc:** Front  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 3D  
    - **Space Range:** 1-3/7/36  
    - **Atmosphere Range:** 100-300/700/3.6 km  
    - **Damage:** 4D  

**Trallus’ Rustbucket**

**Craft:** Modified (and rather dilapidated) Ghtroc Freighter  
**Affiliation:** Kwenn Space Station  
**Era:** Rise of the Empire  
**Source:** Domain of Evil (page 8)

**Type:** Modified freighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports  
**Crew:** 1 to 2 (can coordinate)  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 3 weeks  
**Cost:** 15,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 480; 800 kmh  
**Hull:** 2D  
**Sensors:**  
  - **Passive:** 10/0D  
  - **Scan:** 25/1D  
  - **Search:** 40/2D  
  - **Focus:** 2/3D  
**Weapons:**  
  - **2 Laser Cannons** (fire separately)  
    - **Fire Arc:** Turret  
    - **Crew:** 1  
    - **Skill:** Starship gunnery  
    - **Fire Control:** 2D  
    - **Space Range:** 1-3/12/25  
    - **Atmosphere Range:** 100-300/1.2/2.5 km  
    - **Damage:** 4D  

**Uwana Buyer**

**Craft:** Modified SoroSuub Luxury 5000  
**Affiliation:** Talon Karrde (smuggler)  
**Era:** New Republic  
**Source:** Star Wars Gamer Issue 4

**Type:** Private space yacht  
**Scale:** Starfighter  
**Length:** 65 meters  
**Skill:** Space transports: Luxury 5000  
**Crew:** 2, gunners: 3  
**Crew Skill:** All skills at 6D  
**Passengers:** 16  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 6 months  
**Cost:** 1 million (new), 500,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1050 kmh  
**Hull:** 6D  
**Shields:** 4D  
**Sensors:**  
  - **Passive:** 25/1D  
  - **Scan:** 50/2D  
  - **Search:** 75/2D+2  
  - **Focus:** 3/3D  
**Weapons:**  
  - **2 Heavy Laser Cannons** (fire separately)  
    - **Fire Arc:** 1 left, 1 right
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D

**Wild Karrde**

**Craft:** Modified Corellian Action VI Transport
**Affiliation:** Talon Karrde (smuggler)
**Era:** Rebellion
**Source:** Dark Force Rising Sourcebook (pages 131-132), Heir to the Empire Sourcebook (page 132), The Thrawn Trilogy Sourcebook (pages 231-232), The Essential Guide to Vehicles and Vessels (pages 190-191)
**Type:** Medium bulk freighter
**Scale:** Capital
**Length:** 125 meters
**Skill:** Space transports: Action VI transport
**Crew:** 2: 8
**Crew Skill:** Talon Karrde: astrogation 7D+2, communications 6D+2, sensors 7D+2, space transports 8D+2, starship gunnery 5D+2, starship shields 6D; Mara Jade: astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2, starship shields 8D
**Cargo Capacity:** 50,000 metric tons
**Consumables:** 6 months
**Hyperdrive Multiplier:** x1
**Nav Computer:** Yes
**Space:** 6
**Atmosphere:** 330; 950 kmh
**Hull:** 4D
**Shields:** 3D
**Sensors:**
  - Passive: 40/2D
  - Scan: 80/2D+2
  - Search: 75/3D
  - Focus: 3/3D+1
**3 turbolasers** (fire separately)
  - **Fire Arc:** Turret
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 3-15/35/75
  - **Atmosphere Range:** 300-1.5/3.5/7.5 km
  - **Damage:** 5D
**Sensor Mask**
  - **Fire Arc:** All
  - **Skill:** Sensors
  - **Damage:** Adds 4D+2 to difficulty to detect ship with sensors

**Zoomer**

**Craft:** Custom-built salvage vessel
**Affiliation:** Reti (toydarian salvager)
**Era:** Old Republic
**Type:** Light freighter
**Scale:** Starfighter
**Length:** 16 meters
**Skill:** Space transports
**Crew:** 1
**Passengers:** 2
**Cargo Capacity:** 50 metric tons
**Consumables:** 1 month
**Hyperdrive Multiplier:** x2
**Nav Computer:** Yes
**Maneuverability:** 2D+1
**Space:** 5
**Atmosphere:** 295; 850 kmh
**Hull:** 2D
**Shields:** 1D+2
**Sensors:**
  - Passive: 10/0D
  - Scan: 25/1D
  - Search: 40/2D
  - Focus: 2/3D
**Weapons:**
  - **2 Rapid-Fire Laser Cannons** (fire linked)
    - **Fire Arc:** Front
    - **Skill:** Starship gunnery
    - **Fire Control:** 3D
    - **Space Range:** 1-3/12/25
    - **Atmosphere Range:** 100-300/1.2/2.5 km
    - **Damage:** 4D
  - **2 Laser Cannons** (fire linked)
    - **Fire Arc:** Front
    - **Skill:** Starship gunnery
    - **Fire Control:** 1D+2
    - **Space Range:** 1-3/12/25
    - **Atmosphere Range:** 100-300/1.2/2.5 km
    - **Damage:** 5D
**Missile Tube**
  - **Fire Arc:** Front
  - **Skill:** Starship gunnery
  - **Fire Control:** 2D
  - **Space Range:** 1/3/7
  - **Atmosphere Range:** 50-100/300/700
  - **Damage:** 8D
**Chain Gun**
  - **Fire Arc:** Turret
  - **Scale:** Speeder
  - **Skill:** Vehicle weapons
  - **Fire Control:** 2D+1
  - **Space Range:** 1/2/5
  - **Atmosphere Range:** 10-100/200/500
  - **Damage:** 6D
Capital Ships

Another Chance

Craft: Refitted Alderaanian War Frigate
Affiliation: Alderaan Government
Era: Rise of the Empire
Source: Graveyard of Alderaan (page 53)
Type: Armory ship
Scale: Capital
Length: 250 meters
Skill: Capital ship piloting: Alderaanian war frigate
Crew: 700 (droids)
Crew Skill: Astrogation 3D, capital ship piloting 4D, capital ship shields 5D
Cargo Capacity: 2,000 metric tons
Consumables: 1 year
Cost: Not for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 6D
Shields: 2D+2
Sensors:
  - Passive: 10/0D
  - Scan: 25/1D
  - Search: 40/2D
  - Focus: 2/3D
Weapons:
  - 4 Medium Ion Cannons (fire separately)
    - Fire Arc: Front
    - Crew: 2
    - Skill: Capital ship gunnery
  - 10 Quad Turbolaser Batteries (fire separately)
    - Fire Arc: 3 front, 3 left, 3 right, 1 back
    - Crew: 1
    - Skill: Starfighter gunnery

Fire Control:
- Specialty: 4D
- Space Range: 1-5/10/17
- Atmosphere Range: 100-500/1/1.7 km
- Damage: 5D
Backstab

**Craft:** Corellian Engineering Corporation Corvette  
**Affiliation:** Khuiumin Survivors (pirates)  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 9 - Fragments from the Rim (page 60)  
**Type:** Modified mid-sized multi-purpose vessel  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 145. gunners: 19, skeleton: +10  
**Hydrodrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 6  
**Hull:** 4D+2  
**Shields:** 2D+2  
**Sensors:**  
- Passive: 40/1D  
- Scan: 80/2D  
- Search: 100/3D  
- Focus: 5/4D  
**Weapons:**  
- Fire Arc: 3 front, 2 left, 2 right, 1 back  
- Crew: 2  
- Scale: Starfighter  
- Skill: Starship gunnery  
- Fire Control: 3D  
- Space Range: 3-15/35/75  
- Atmosphere Range: 6-3/7/15 km  
- Damage: 4D+2  
**Ion Cannon**  
- Fire Arc: Turret  
- Crew: 3  
- Skill: Capital ship gunnery  
- Fire Control: 3D+2  
- Space Range: 3-10/25/50  
- Atmosphere Range: 2-20/50/100 km  
- Damage: 3D

Chu’unthor

**Craft:** Chu’unthor  
**Affiliation:** Jedi Order  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (pages 132-134), The Essential Guide to Vehicles and Vessels (pages 20-21)  
**Type:** Mobile Jedi Academy

Crusader XX-777 Prototype Droid Frigate

**Craft:** Nerfworks Crusader XX-777 Prototype Droid Frigate  
**Affiliation:** Nerfworks Shipyard  
**Era:** Rise of the Empire  
**Source:** Gamer Magazine Issue 10  
**Type:** Prototype military droid starship  
**Scale:** Capital  
**Length:** 120 meters  
**Skill:** Capital Ship Piloting: XX-777  
**Crew:** Droid brain  
**Crew Skill:** Astrogation 7D, Sensors 7D, Capital Ship Piloting 7D, Capital Ship Gunny 7D, Capital Ship Shields 7D
| **Passengers:** | 30 |
| **Cargo Capacity:** | 300 metric tons |
| **Consumables:** | 2 years |
| **Cost:** | Not available for sale (1.8 million credits estimated value) |
| **Hyperdrive Multiplier:** | x1.5 |
| **Hyperdrive Backup:** | x10 |
| **Nav Computer:** | Yes |
| **Space:** | 4 |
| **Atmosphere:** | 168; 480 km/h |
| **Hull:** | 4D+2 |
| **Shields:** | 2D+1 |
| **Passive Sensors:** | 40/1D |
| **Scan Sensors:** | 80/2D |
| **Search Sensors:** | 100/3D |
| **Focus Sensors:** | 5/4D |
| **Weapons:** | |
| **2 Turbolasers** (fire separately) |
| **Fire Arc:** Partial Turret (1 front, left, rear; 1 front, right, rear) |
| **Skill:** Capital ship gunnery |
| **Fire Control:** 3D |
| **Space Range:** 3-15/35/75 |
| **Atmosphere Range:** 6-30/70/150 km |
| **Damage:** 7D |
| **2 Heavy Ion Cannons** (fire separately) |
| **Fire Arc:** Front |
| **Skill:** Capital ship gunnery |
| **Fire Control:** 2D |
| **Space Range:** 1-3/7/36 |
| **Atmosphere Range:** 100-300/700/3.6 km |
| **Damage:** 8D |
| **2 Assault Concussion Missile Tubes** (30 missiles each) |
| **Fire Arc:** 1 front, 1 rear |
| **Scale:** Starfighter |
| **Skill:** Starship gunnery |
| **Fire Control:** 1D |
| **Space Range:** 2-12/30/60 |
| **Atmosphere Range:** 4-24/60/120 km |
| **Damage:** 9D |

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**Enforcer One**

| **Passengers:** | 50 |
| **Cargo Capacity:** | 3,000 metric tons |
| **Consumables:** | 2 weeks |
| **Cost:** | 900,000 (new), 500,000 (used) |
| **Hyperdrive Multiplier:** | x10 |

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**Emancipator & Liberator**

| **Craft:** | Kuat Drive Yards' Imperial I Star Destroyer |
| **Affiliation:** | New Republic |
| **Era:** | New Republic |
| **Source:** | Dark Empire Sourcebook (pages 98-100) |
| **Type:** | Modified star destroyer |
| **Scale:** | Capital |
| **Length:** | 1,600 meters |
| **Skill:** Capital ship piloting: Star Destroyer |
| **Crew:** | 28,115, gunners: 168, skeleton: 2,300/+15 |
| **Crew Skill:** | Astrogation 4D+1, capital ship gunnery 5D+2, capital ship piloting 5D+2, capital ship shields 4D+1, sensors 5D |
| **Passengers:** | 8,500 (troops) |
| **Cargo Capacity:** | 36,000 metric tons |
| **Consumables:** | 1 year |
| **Hyperdrive Multiplier:** | x1.5 |
| **Hyperdrive Backup:** | x8 |
| **Nav Computer:** | Yes |
| **Maneuverability:** | 1D+2 |
| **Space:** | 6 |
| **Hull:** | 7D |
| **Shields:** | 3D |

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**Craft:** Core Galaxy Systems Dreadnaught

| **Affiliation:** | Bogga the Hutt (criminal) |
| **Era:** | Old Republic |
| **Source:** | Tales of the Jedi Companion (page 114), The Essential Guide to Vehicles and Vessels (pages 48-49) |
| **Type:** | Modified Dreadnaught |
| **Scale:** | Capital |
| **Length:** | 900 meters |
| **Skill:** Capital ship piloting: dreadnaught |
| **Crew:** | 45, gunners: 20, skeleton: 25/+15 |
| **Crew Skill:** | Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 2D+2 |
| **Passengers:** | 50 |
| **Cargo Capacity:** | 3,000 metric tons |
| **Consumables:** | 2 weeks |
| **Cost:** | 900,000 (new), 500,000 (used) |
| **Hyperdrive Multiplier:** | x10 |
Hyperdrive Backup: x22
Maneuverability: 1D
Space: 4
Atmosphere: 275; 800 km/h
Hull: 5D
Shields: 3D; 4D
Sensors:
Passive: 20/1D
Scan: 45/2D
Weapons:
Heavy Turbolaser
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 1-8/15/30
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 9D
16 Laser Cannons
Fire Arc: 4 front, 4 back, 4 left, 4 right
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150 km
Damage: 5D
10 Ion Cannons
Fire Arc: 4 right, 4 left, 2 front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D
2 Tractor Beams
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D

Eye of Shibilzar

Craft: Modified Ulig Abaha Dimel attack ship
Affiliation: Magg and Zlarb's slavery ring
Era: Rise of the Empire
Source: Han Solo and the Corporate Sector Sourcebook (pages 98-99)
Type: Antiquated attack ship
Scale: Capital
Length: 95 meters
Skill: Archaic starship piloting
Crew: 23, gunners: 43, skeleton: 16/+20
Crew Skill: Archaic starship piloting 3D+1, astrogation 4D, capital ship gunnery 3D+2, starship gunnery 4D
Passengers: 34 (troops)
Cargo Capacity: 600 tons (660 tons when pinnaces are mounted externally)
Consumables: 3 weeks
Cost: 450,000 (after refitting)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Limited to five jumps
Maneuverability: 1D
Space: 5
Atmosphere: 260; 750 km/h
Hull: 2D+1
Shields: 2D
Sensors:
Passive: 12/0D
Scan: 25/1D
Search: 50/1D+2
Focus: 5/2D+1
Weapons:
10 Double Laser Cannons
Fire Arc: 4 front, 2 rear, 2 left, 2 right
Crew: 3
Scale: Starfighter

Errant Venture

Craft: Heavily modified Kuat Drive Yards Imperial II Star Destroyer
Affiliation: Booster Terrik (smuggler)
Era: New Republic
Source: The New Jedi Order Sourcebook (page 117)
Type: Star Destroyer
Scale: Capital
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 4,780
Crew Skill: All appropriate skills at 4D
Passengers: 30,000
Cargo Capacity: 49,000 metric tons
Consumables: 5 years
Cost: Not for sale (estimated value is 145 million credits)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D+1
Shields: 2D+2
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:
10 Turbolasers

Fire Arc: 4 right, 4 left, 2 front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150 km
Damage: 5D

10 Ion Cannons
Fire Arc: 4 right, 4 left, 2 front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D

2 Tractor Beams
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Skill: Starship gunnery
Fire Control: 1D
Space Range: 3-10/15/30
Atmosphere Range: 150-500/750/1.5 km
Damage: 5D+2

Ion Cannon
Fire Arc: Turret
Crew: 7
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-10/25/50
Atmosphere Range: 50-100/125/250 m
Damage: 3D

Tractor Beam Projector
Fire Arc: Front
Crew: 6
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 5D

FarStar
Craft: Corellian Engineering Corporation Corvette
Affiliation: Keleman Ciro (Rebel Commando)
Era: New Republic
Source: The DarkStryder Campaign – Boxed Set (page 23-45)
Type: Converted military ship

Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: Corellian Corvette
Crew: 120, gunners: 10, skeleton: 50/+10
Cargo Capacity: 3,000 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 5D
Shields: 2D
Sensors:
Passive: 50/1D+1
Scan: 100/3D+1
Search: 200/4D+1
Focus: 6/5D
Weapons:
6 Double Turbolaser Cannons
Fire Arc: 2 turret, 1 front/left, 1 left/back, 1 front/right, 1 right/back
Crew: 1 (4), 3 (2)
Skill: Capital ship gunnery
Fire Control: 2D, 4D (after two full rounds of targeting)
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D+2
Starfighter Complement: 5 X-Wings, 4 new Republic Defenders
**Flurry**

**Craft:** Modified SoroSuub *Quasar* Fire-class Bulk Cruiser  
**Affiliation:** Rebel Alliance  
**Era:** Rebellion  
**Source:** The Truce at Bakura Sourcebook (pages 111-112), The Essential Guide to Vehicles and Vessels (pages 56-57)  
**Type:** Modified bulk cruiser  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Capital ship piloting: *Quasar Fire* cruiser-carrier  
**Crew:** 96, gunners: 14, skeleton: 14/+10  
**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, starship gunnery 4D  
**Passengers:** 140 (starfighter technicians), 85 (troops)  
**Cargo Capacity:** None  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
  - Passive: 40/1D+2  
  - Scan: 80/2D+2  
  - Search: 120/3D  
  - Focus: 5/4D  
**Weapons:**  
  - **2 Heavy Turbolasers**  
    - Fire Arc: Left/front/right  
    - Crew: 4  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D  
    - Space Range: 1-5/10/17  
    - Damage: 4D  
  - **2 Tractor Beam Projectors**  
    - Fire Arc: 1 left, 1 right  
    - Crew: 3  
    - Scale: Starfighter  
    - Skill: Starship gunnery  
    - Fire Control: 2D  
    - Space Range: 1-5/15/30  
    - Damage: 4D  
**Starfighter Complement:** 4 squadrons (48 fighters)

**Galaxy Dragon**

**Craft:** Kuat Drive Yards’ *Dragon-class Heavy Cruiser*  
**Affiliation:** Delurin (Imperial Warlord)  
**Era:** New Republic  
**Source:** Dragon Magazine Issue 200  
**Type:** Heavy cruiser  
**Scale:** Capital  
**Length:** 700 meters  
**Skill:** Capital ship piloting: heavy cruiser  
**Crew:** 3,529, skeleton: 1,260 with command 6D (Current crew: 1,412)  
**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 4D +2, starship shields 4D + 2, starship sensors 4D + 1, astrogation 5D  
**Troops:** 735 dragon troopers, 600 ex-Imperial troopers  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 2 years  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Hull:** 4D+2  
**Shields:** 2D+2  
**Sensors:**  
  - Passive: 30/0D  
  - Scan: 50/1D  
  - Search: 100/2D  
  - Focus: 5/3D  
**Weapons:**  
  - **10 Turbolaser Batteries (fire separately)**  
    - Fire Arc: 5 left, 5 right  
    - Crew: 2 to 4  
    - Skill: Capital ship gunnery  
    - Fire Control: 1D+1  
    - Space Range: 3-10/30/60  
    - Damage: 6D  
  - **15 Quad Turbolaser Cannons (fire separately)**  
    - Fire Arc: 5 front, 10 rear  
    - Crew: 3  
    - Skill: Capital ship gunnery  
    - Fire Control: 2D+1  
    - Space Range: 3-25/45/90  
    - Damage: 4D  
  - **8 Tractor Beam Projectors (fire separately)**  
    - Fire Arc: 4 front, 2 left, 2 right  
    - Crew: 2 to 10  
    - Skill: Capital ship gunnery  
    - Fire Control: 3D  
    - Space Range: 1-5/15/30  
    - Damage: 4D  
  - **7 Concussion Missile Tubes**  
    - Fire Arc: 3 front, 4 rear  
    - Crew: 7  
    - Skill: Capital ship gunnery  
    - Fire Control: 1D + 2  
    - Space Range: 2-12/30/60  
    - Atmosphere Range: 4-24/60/120 km  
    - Damage: 8D  
**Starfighter Complement:** 24 TIE Fighters

**Harmzuay**

**Craft:** Kaloth-class Battlecruiser  
**Affiliation:** Thalassian Slavers  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 9 - Fragments from the Rim (page 61)  
**Type:** Modified archaic battlecruiser  
**Scale:** Capital  
**Length:** 307 meters  
**Skill:** Capital ship piloting: Kaloth battlecruiser  
**Crew:** 1,240, gunners: 224, skeleton: 540/+15  
**Crew Skill:** Astrogation 6D+2, capital ship gunnery 7D+2,
Heart of Flesh

Craft: Qektoth Attack Cruiser
Affiliation: Qektoth Confederation
Era: Rebellion
Source: The Darkstryder Campaign: The Kathol Rift (page 83)
Type: Modified strike cruiser
Scale: Capital
Length: 105 meters
Skill: Capital ship piloting
Crew: 38, gunners: 10, skeleton: 6/+10

Kuari Princess

Craft: Mon Calamari MC80 Star Cruiser
Affiliation: Private
Era: Rise of the Empire
Source: Riders of the Maelstrom (page 14)
Type: Luxury Liner
Scale: Capital
Length: 500 meters
Skill: Capital ship piloting: Mon Cal cruiser

Crew Skill: Capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D+2
Passengers: 50
Cargo Capacity: 100 metric tons
Consumables: 1 year
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 km/h
Hull: 4D+2
Shields: 2D+2 (can only cover two arcs at a time)
Sensors:
Passive: 45/2D
Scan: 55/2D+1
Search: 100/2D+2
Focus: 4/3D+2

Weapons:
44 Plasma Cannons
Fire Arc: Turret
Crew: 3
Skill: Capital ship piloting
Fire Rate: 1/3
Fire Control: 1D+1
Space Range: 1-30/55/75
Atmosphere Range: 100-700/2/3.5 km
Damage: 4D+1 (not affected by shields)

Bio-Energy Array
Fire Arc: Front
Crew: 6
Skill: Capital ship piloting
Fire Control: 3D
Space Range: 1-30/55/75
Atmosphere Range: 100-700/2/3.5 km
Damage: 4D+1 (not affected by shields)

Starfighter Complement: 5 Qektoth starfighters
Leviathan

Affiliation: Old Republic / Sith
Era: Old Republic
Type: Hyperdrive interdiction cruiser
Scale: Capital
Length: 600
Skill: Capital ship piloting
Crew: 850, gunners: 54, skeleton: 200/+15
Passengers: 1,000 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Cost: Not for sale

Hyperdrive Multiplier: x4
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 5D
Shields: 1D

Sensors:
Passive: 25/1D
Scan: 50/2D

Weapons:
4 Turbolasers
Fire Arc: 2 left, 2 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-10/20/40
Damage: 4D

2 Ion Cannons
Fire Arc: 1 left, 1 right
Crew: 3
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-10/20/40

Damage: 3D+2

20 Quad Laser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 rear
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D+1
Space Range: 1-3/8/12
Damage: 4D

Tractor Beam
Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/10/15
Damage: 3D+2

4 Gravity Well Projectors
Fire Arc: Turret
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/30/60
Damage: Blocks hyperspace travel

Lusankya

Craft: Modified Kuat Drive Yards' Super-class Star Destroyer
Affiliation: Empire > New Republic
Era: New Republic
Source: Wizards Website
Type: Modified Super-class Star Destroyer
Scale: Capital
Length: 12,000 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 198,025
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D
Passengers: 12,000 (troops), 14,000 (researchers)
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Cost: Not for sale
Space: 4
Hull: 10D
Shields: 9D
Sensors:
Passive: 75/1D+2
Scan: 150/3D+2
Search: 300/5D
Focus: 8/6D+2
Weapons:
250 Turbolasers Batteries
Fire Arc: 100 front, 75 left, 75 right
Crew: 1 (100), 2 (150)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D

250 Heavy Turbolaser Batteries
Fire Arc: 100 front, 50 left, 50 right, 50 back
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D

250 Assault Concussion Missile Tubes (30 missiles each)
Fire Arc: 50 front, 75 left, 75 right, 50 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 2-5/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

250 Heavy Ion Cannons
Fire Arc: 100 front, 50 left, 50 right, 50 back
Crew: 1 (100), 2 (150)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 4D

40 Tractor Beam Projectors
Fire Arc: 20 front, 10 left, 10 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D

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Mon Remonda

Craft: Mon Calamari MC80B Star Cruiser
Affiliation: New Republic
Era: New Republic
Source: Cracken’s Threat Dossier (page 46), The Essential Guide to Vehicles and Vessels (pages 118-119)

Type: Heavy assault star cruiser
Length: 1,200 meters
Skill: Capital ship piloting MC80B
Crew: 5,156, gunners: 246, skeleton: 1,230 (+10)
Crew Skill: Astrogation 4D+, capital ship gunnery 5D+1*, capital ship piloting 6D+, capital ship shields 5D+, sensors 4D*

* Like the MC80, the Mon Remonda is designed to give Mon Calamari their +1D bonus for operation in moist environments. These skill levels do not reflect these bonuses.

Passengers: 1,200 (troops)
Cargo Capacity: 15,000 metric tons
Consumables: 1.5 years
Cost: Not for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D+2
Space: 7
Hull: 8D
Shields: 4D*

* The Mon Remonda has an advanced set of backup shields (8D). When a die of shields is lost, the shield operators can make an Easy capital ship shields roll to use on one of the backup dice to bring the shields back to a full 4D

Sensors:
Passive: 50/1D
Scan: 65/2D+1
Search: 115/3D
Focus: 5/4D

Weapons:
48 Turbolaser Batteries
Fire Arc: 12 front, 12 left, 12 right, 12 back
Crew: 1 (12), 2 (10), 3 (26)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D

20 Ion Cannon Batteries
Fire Arc: 8 front, 4 left, 3 right, 4 back
Crew: 1 (6), 2 (6), 12 (8)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D
**Naritus**

**Craft:** Mon Calamari MC80A  
**Affiliation:** New Republic  
**Era:** New Republic  
**Source:** Cracken’s Threat Dossier (pages 142-143)  
**Type:** Heavy assault star cruiser  
**Scale:** Capital  
**Length:** 1,200 meters  
**Skill:** Capital ship piloting: MC80A  
**Crew:** 5,156, gunners: 246, skeleton: 1,230/+10  
**Passengers:** 1,200 (troops)  
**Cargo Capacity:** 20,000 metric tons  
**Consumables:** 2 years  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 6D  
**Shields:** 3D*  
* Mon Cal Star Cruisers have 6D of backup shields. When a die of shields is lost, if the shield operators can make an Easy capital ship shields total, one of the backup die codes of shields can be brought up to increase the shields back to 3D.  
**Sensors:**  
**Passive:** 40/1D  
**Scan:** 60/2D  
**Search:** 120/3D  
**Focus:** 5/3D+2  
**Weapons:**  
**48 Turbolaser Batteries**  
*Fire Arc:* 12 front, 12 left, 12 right, 12 back  
*Crew:* 1 (12), 2 (10), 3 (26)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**20 Ion Cannon Batteries**  
*Fire Arc:* 8 front, 4 left, 3 right, 4 back  
*Crew:* 1 (6), 4 (6), 12 (8)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D  
**6 Tractor Beam Projectors**  
*Fire Arc:* 4 front, 1 left, 1 right  
*Crew:* 1 (2), 5 (2), 10 (2)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

**Omze’s Incredible Traveling Starport**

**Craft:** Rendili StarDrive’s *Neutron Star* Bulk Cruiser  
**Affiliation:** Omze (Sludir entrepreneur)  
**Era:** Rebellion  
**Source:** Platt’s Starport Guide (page 86)  
**Type:** Modified bulk cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: bulk cruiser  
**Crew:** 1,000, gunners: 30, skeleton: 600/+10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
**Passive:** 40/1D  
**Scan:** 80/2D  
**Search:** 125/3D  
**Focus:** 5/3D+2  
**Weapons:**  
**30 Quad Laser Cannons**  
*Fire Arc:* 10 front, 10 left, 10 right  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Damage:* 4D

**Rokak’k Baran**

**Craft:** Gree Starship Artifact  
**Affiliation:** Gree  
**Era:** Old Republic  
**Source:** Classic Adventures – Volume 4 (pages 22-23)  
**Type:** Unique transportation habitat  
**Scale:** Capital  
**Length:** 5 kilometers diameter  
**Skill:** Device operation: Rokak’k Baran  
**Crew:** 5,000  
**Nav Computer:** Yes  
**Space:** 5  
**Hull:** 8D  
**Shields:** 4D
Sensors:
- Passive: 100/2D
- Scan: 200/2D+2
- Search: 400/3D
- Focus: 10/3D+2

Weapons:
The Varat’k Snarap
- Fire Arc: Turret
- Crew: 1
- Skill: Device operation: Varat’k Snarap
- Fire Control: 4D
- Space Range: 3-15/40/75
- Damage: 10D

Shriwirr

Craft: Ssi-ruuvi Shree-class Cruiser
Affiliation: Ssi-ruuk > New Republic (renamed Sibwarra)
Era: New Republic
Source: The Truce at Bakura Sourcebook (pages 121-122), The Essential Guide to Vehicles and Vessels (pages 140-141)
Type: Ssi-ruuvi heavy battle cruiser
Scale: Capital
Length: 900 meters
Skill: Capital ship piloting: Shree cruiser
Crew: 3
- Skill: Capital ship gunnery
- Fire Control: 3D
- Space Range: 1-5/15/30
- Atmosphere Range: 2-12/30/60
- Damage: 5D

12 Concussion Missile Launchers
- Fire Arc: 6 front, 3 left, 3 right
- Crew: 6
- Skill: Capital ship gunnery
- Fire Control: 2D
- Space Range: 1-5/15/30
- Damage: 4D

12 Tractor Beam Projectors
- Fire Arc: 5 front, 3 left, 3 right
- Crew: 4
- Skill: Capital ship gunnery
- Fire Control: 1D
- Space Range: 2-10/30/60
- Atmosphere Range: 6-30/70/150 km
- Damage: 5D

Star Home

Craft: Customized Luxury Transport
Affiliation: Hapan Queen Mother
Era: Rise of the Empire
Source: Cracken’s Threat Dossier (page 49), The Essential Guide to Vehicles and Vessels (pages 156-157)
Type: Custom-built Royal Conveyance
Scale: Capital
Length: 2,500 meters
Skill: Capital ship piloting: Star Home
Crew: 9,500, gunners: 112, skeleton 2,500/+10
- Crew Skill: Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Star Home 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2
- Passengers: 1,000
- Cargo Capacity: 25,000 metric tons
- Consumables: 4 years
- Cost: Not for sale
- Hyperdrive Multiplier: x3
- Hyperdrive Backup: x10
- Nav Computer: Yes (slave rigged adds +1 to astrogation)
- Maneuverability: 1D+2
- Space: 3
- Hull: 3D+2
- Shields: 4D+2
- Sensors:
  - Passive: 75/2D
  - Scan: 150/3D+1
Search: 300/4D+2
Focus: 8/7D

**Weapons:**

**20 Hapan Turbolaser Batteries**
- **Fire Arc:** 4 on each of the Star Home's 5 “legs”
- **Crew:** 3
- **Skill:** Capital ship gunnery
- **Fire Control:** 1D+2
- **Fire Rate:** 1/3*
- **Space Range:** 3-15/35/75
- **Damage:** 7D

**20 Laser Cannons**
- **Fire Arc:** 4 on each of the Star Home's 5 “legs”
- **Crew:** 2
- **Scale:** Starfighter
- **Skill:** Capital ship gunnery
- **Fire Control:** 2D
- **Space Range:** 1-3/12/25
- **Damage:** 5D

**6 Tractor Beam Emplacements**
- **Fire Arc:** 4 on each of the Star Home's 5 “legs”, 1 turret mounted ventrally
- **Crew:** 2
- **Skill:** Capital ship gunnery
- **Fire Control:** 4D
- **Space Range:** 1-5/15/30
- **Damage:** 6D

* The Hapans have an archaic turbolaser technology. Once fired, a single turbolaser takes three minutes the normal recharge time of the more standard Imperial turbolasers.

**Starfighter Complement:** 60 Miy’til Fighters

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**Subjugator**

**Craft:** Rendili Star Drive’s Victory I
**Affiliation:** Empire
**Era:** Rebellion
**Source:** Starfall (page 6)
**Type:** Battle damaged Victory-class Star Destroyer
**Scale:** Capital
**Length:** 900 meters
**Skill:** Capital ship piloting: Star Destroyer
**Crew:** 1,382 (62 officers, 1,230 enlisted)
**Passengers:** 230 (troops)
**Cargo Capacity:** 8,432 metric tons
**Consumables:** 2 years
**Space:** 0
**Hull:** 2D

**Weapons:**

3 **Quad Turbolaser Batteries**
- **Fire Arc:** 1 left, 2 right
- **Crew:** 5
- **Skill:** Capital ship gunnery
- **Fire Control:** 4D
- **Space Range:** 3-15/35/75

**Atmosphere Range:** 6-30/70/150 km
**Damage:** 5D

12 **Double Turbolaser Batteries**
- **Fire Arc:** 3 front, 4 left, 5 right
- **Crew:** 3
- **Skill:** Capital ship gunnery
- **Fire Control:** 3D
- **Space Range:** 3-15/35/75
- **Atmosphere Range:** 6-30/70/150 km
- **Damage:** 2D+2

24 **Concussion Missile Launchers**
- **Fire Arc:** 2 front, 7 left, 4 right, 11 back
- **Crew:** 2
- **Skill:** Capital ship gunnery
- **Fire Control:** 2D
- **Space Range:** 2-12/30/60
- **Atmosphere Range:** 4-24/60/120 km
- **Damage:** 9D

**Tractor Beam Projector**
- **Fire Arc:** Front
- **Crew:** 10
- **Skill:** Capital ship gunnery
- **Fire Control:** 3D
- **Space Range:** 1-5/15/30
- **Atmosphere Range:** 2-10/30/60 km
- **Damage:** 5D

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**Teljkon Vagabond**

**Craft:** Qella Seedship
**Affiliation:** Qella
**Era:** Old Republic
**Source:** Cracken’s Threat Dossier (pages 93-95)
**Type:** Unique organic spacecraft
**Scale:** Capital
**Length:** 1,500 meters
**Crew:** None
**Hyperdrive Multiplier:** x1
**Nav Computer:** Yes
**Maneuverability:** 1D
**Space:** 4 (projected minimum; the craft’s speed is likely much higher)
**Hull:** 5D
**Sensors:** Unknown
**Weapons:**

6 **Scythe Weapons**
- **Fire Arc:** Turret
- **Fire Control:** Unknown
- **Space Range:** Unknown; maximum range is at least 341
- **Damage:** 10D or more

**EM Whip**
- **Fire Arc:** Turret
- **Fire Control:** Unknown
- **Space Range:** Unknown
- **Damage:** 10D or more

**Note:** The vagabond was able to heal itself at a prodigious rate: immediately after being injured the vagabond made a natural healing roll, using its Hull dice, scale modifiers applying. Further healing rolls follow every hour.
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