

STAR WARS

ROLEPLAYING GAME



STARSHIPS OF THE GALAXY

OWEN K.C. STEPHENS

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DESIGNER

OWEN H.C. STEPHENS

EDITOR

BRIAN CAMPBELL

LUCAS LICENSING EDITOR

BEN HARPER

STAR WARS RPG CREATIVE DIRECTORS

THOMAS M. REID, CHRISTOPHER PERKINS

ART DIRECTOR

SEAN GLENN

LUCAS LICENSING ART DIRECTOR

IAIN MORRIS

COVER ARTIST

MATT HATTON

INTERIOR ARTIST

JOHN GALLAGHER

CARTOGRAPHER

SEAN GLENN

TYPOGRAPHER

ERIN DORRIES

GRAPHIC DESIGNER

RICH ACHBERGER

BUSINESS MANAGER

ANTHONY VALTERRA

PROJECT MANAGER

DOUGLAS STEVES

PRODUCTION MANAGER

CHAS DELONG

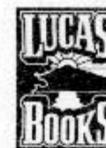
Special Thanks: Andy Collins, Steve Miller, JD Wiker

Playtesters: Eric Cagle, Bruce R. Cordell, Duane Maxwell, Ed Stark, JD Wiker

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ASIA, PACIFIC, & LATIN AMERICA

Wizards of the Coast, Inc.

P.O. Box 707

Renton, WA 98057-0707

Questions? 1-800-324-6496

620-T11859-001-EN

EUROPEAN HEADQUARTERS

Wizards of the Coast, Belgium

P.B. 2031

2600 Berchem

Belgium

+32-70-23-32-77

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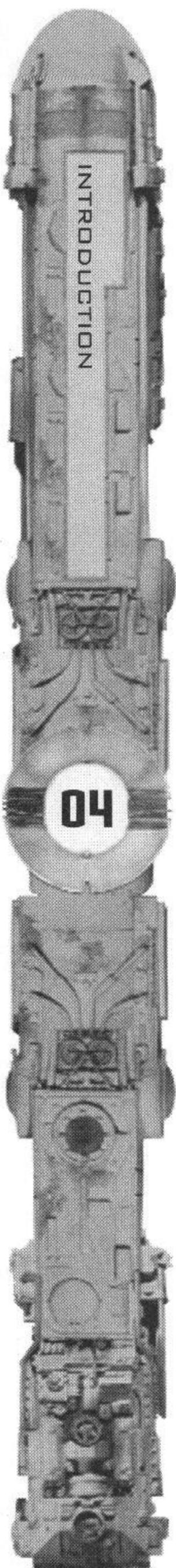
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Introduction

Starships are an integral part of the *Star Wars* universe. Light freighters and bulk transports make interstellar commerce possible. Troop shuttles take soldiers into the thick of battle. Luxury yachts carry the rich and elite to the most fabulous destinations in the galaxy. Massive fleets of capital ships decide the fate of entire star systems, while individual pilots depend on their starfighters to survive space battles. Starships of every make and model allow characters to move between the hundreds of known worlds and search through unexplored space. They can be the first tools of oppression and tyranny or the last hope for the forces of justice and freedom. No matter what their role, starships appear frequently in *Star Wars* adventures. This book is designed to maximize their potential in your games.

Starships of the Galaxy is an accessory for the *Star Wars Roleplaying Game*. You'll need a copy of that book to use the tools and rules provided in this one. Both players and Gamemasters will find this sourcebook a useful resource, whether they want to add more detail to spacefaring characters or design scenarios involving starships.

Players can use this book to increase their familiarity with different types of starships and give their spacer characters long-term goals. With these rules, their characters can modify starships, use new tactics, and strive for new prestige classes. Gamemasters can design new starships, create allies and opponents based around starships and spaceports, find hints on using starship combat in adventures, adapt generic opponents for typical encounters, and examine a large selection of new starships.

We've also included rules for large space battles, advanced tactical options for starship combat, and even a simplified set of starship combat rules. No matter what your destination is, *Starships* will get you there in style.

Using This Book

What kind of communications equipment does a Star Destroyer have? How much does it cost to maintain a starfighter? How can I make my character's YT-1300 as fast as the *Millennium Falcon*? *Starships of the Galaxy* provides answers to these questions, presenting information on how to build, modify, fly, and operate starships of all shapes and sizes for a *Star Wars Roleplaying Game* campaign.

If you're reading this book as a player, check with your Gamemaster before incorporating these rules into a campaign. Don't expect the GM to automatically use all the material you find. Instead, after

reading this book, let your Gamemaster know what kinds of starship-related details you'd like to try out. Use this sourcebook as a starting point for discussing what everyone in the game would like to see and the kind of campaign you'd like to play. Ultimately, each Gamemaster must decide how much of this material to use.

If you're reading this book as a Gamemaster, this book is designed to give you suggestions, new information, and more options for dealing with starships. None of these rules invalidate the game mechanics from the *Star Wars Roleplaying Game*. Use whatever rules you like—or modify the ones you want—and ignore the rest. Here's some of the ideas you'll have to choose from:

Chapter 1 presents rules for designing and pricing starships.

Chapter 2 contains rules for designing and pricing space stations.

Chapter 3 gives details on constructing, modifying, and maintaining starships.

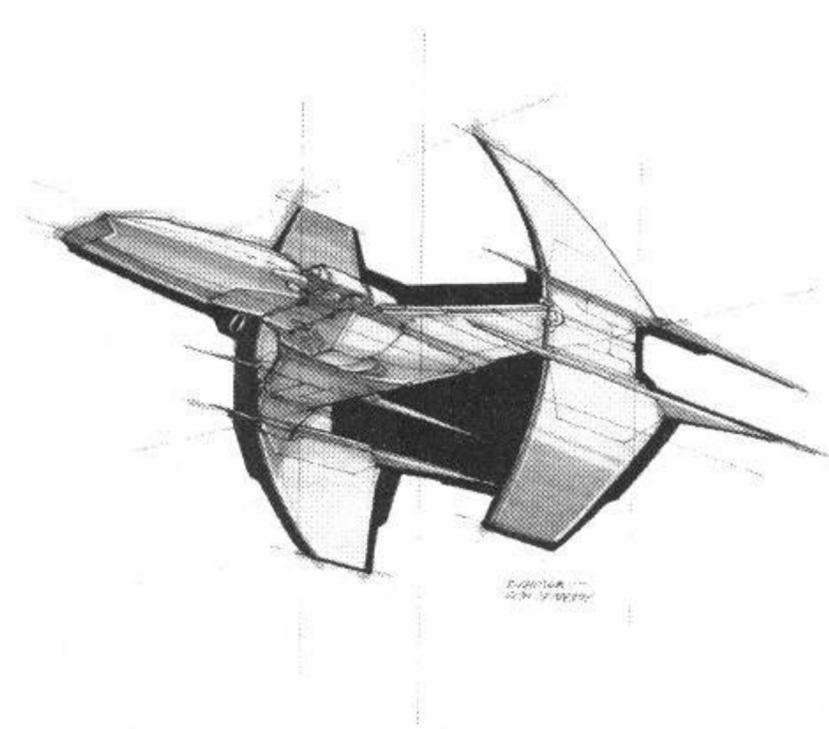
Chapter 4 has new rules appropriate for space encounters in a *Star Wars* campaign, including new prestige class, skills, and feats, along with rules for streamlined starship combat.

Chapter 5 provides new generic opponents and gives Gamemasters advice for running and managing starships in their games.

Chapter 6 has a large selection of starfighters from all eras of the *Star Wars* galaxy, including quick descriptions of some of their pilots and captains.

Chapter 7 unveils an entire fleet of space transports. Chapter 8 introduces new capital ships.

Chapter 9 gives statistics and background for specific space stations.





CHAPTER ONE

DESIGNING STARSHIPS

Designing a new starship for the *Star Wars Roleplaying Game* is a fairly simple process. Each ship is defined by a number of factors, including its size, its class, and its nine traits: Automation, Life Support, Stowage, Consumables, Hyperdrive, Ion Engines, Shields, Superstructure, and Weapons Suite. Each of these factors has a construction point cost, which determines the amount of resources required for building that part of the ship. After you've determined the total number of construction points a ship requires (from Tables 1-1 through 1-11), you can determine the ship's base cost on Table 1-12.

Although there is no limit to the number of construction points in a ship's design, as the number

of construction points rises, the cost of a ship increases dramatically. A ship's size also typically limits its performance. These limitations are given for each core system. Some levels of performance are impossible for stock ships to manage—only extensively modified ships can attain them (see *Modifying Starships* in Chapter 3). After a ship's base price has been established, it's possible to add other systems, such as specific weapons, cloaking devices, and communications gear.

As a practical matter, no ship with a total cost of greater than 715,000 credits will be constructed for sale to a common individual, although ships built for corporations, militaries, and the extremely wealthy

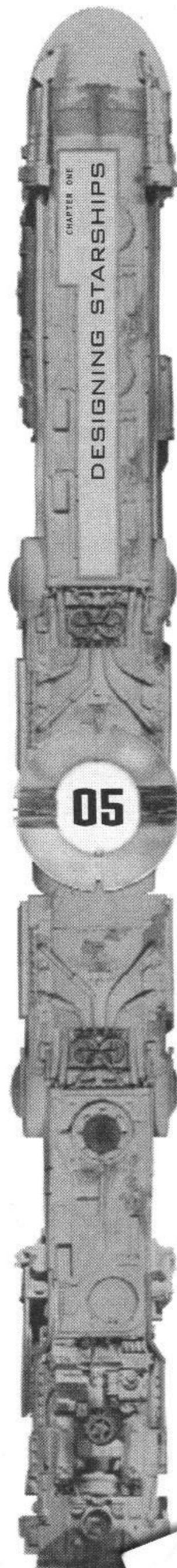
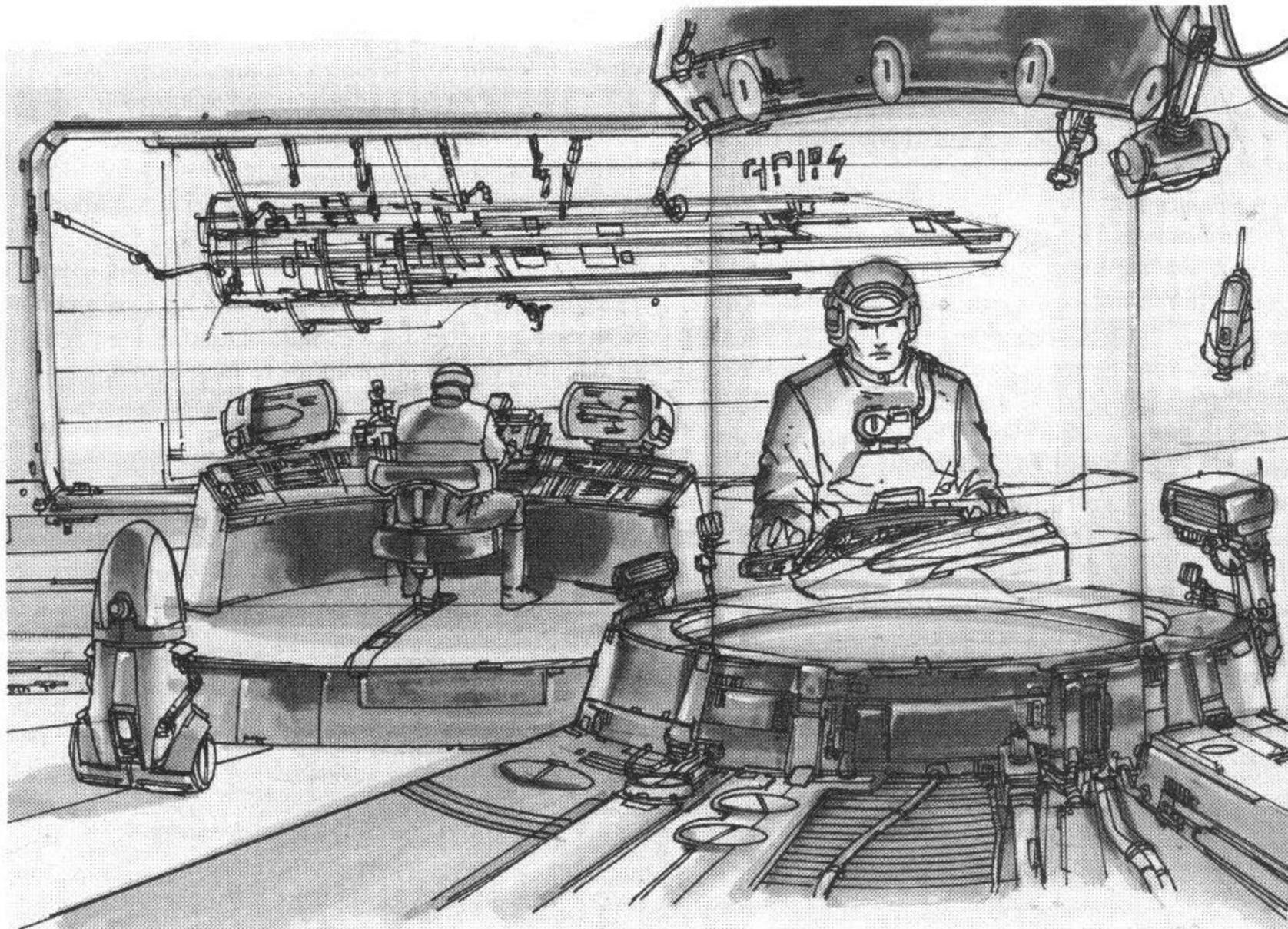




Table 1-1: Ship Size

Construction Points	Size	Size Modifier	Class	DR	Armor	Length (meters)	Mass (metric tons)
150	Colossal	-8	Capital	30	10	1,001-2,500	5,000+
100	Gargantuan	-4	Capital	25	10	501-1,000	3,500-4,999
48	Huge	-2	Capital	20	10	251-500	2,000-3,499
24	Large	-1	Capital	20	10	101-250	500-1,999
12	Medium-size	+0	Space transport	15	10	50.1-100	200-499
3	Small	+1	Space transport	10	10	20.1-50	50-199
1	Tiny	+2	Starfighter	5	10	10.1-20	20-49
1	Diminutive	+4	Starfighter	5	10	5.1-10	5-19
1	Fine	+8	Starfighter	5	10	5 or less	1-4

frequently cost far more. Some private owners make modifications to their ships, increasing their estimated value well above this range.

Size and Class

The first two facts that must be decided when designing a starship are its size and class. All of a ship's systems are based on these two traits. The table above shows the standard sizes and classes for starships, based on their length and approximate mass. It's important to note that "length" refers to a starship's longest dimension, which may actually be its height or width. There are nine sizes of starships (Fine through Colossal) and three major classes (starfighter, space transport, and capital class). Each class can be divided into different subclasses. For instance, *Interdictor*-class, *Victory*-class, and *Imperial*-class starships represent three different subclasses of capital class ships.

Because larger ships take more resources to build than smaller ones, they cost considerably more construction points. This cost represents the expense of laying down the basic frame of a ship. Additional construction points are spent later for the ship's complete superstructure.

A ship's damage reduction (DR) is a function of its total frame strength and mass, and is thus based on

its size. A ship needs at least 10 points of armor to be spaceworthy (which adds to its Defense). Most ships don't carry extra armor (but for more information, see Extra Armor, under Additional Systems.)

For an example, let's look at a new starship design. Cory wants to design a new fighter called a C-wing. He wants it to be a big fighter and sees that the largest size for a starfighter is Tiny. He decides that the C-wing is Tiny. This takes 1 construction point.

Automation

A ship's Automation trait determines how large a crew is needed to run it. Small ships that don't have space for large crews must include extensive automation to enable a few people to do everything. Larger ships don't need as much automation—in fact, due to their vast size and extensive technical needs, they can't automate all their functions. Some ships try to reduce crew minimums even further with droid automation (see Droid Automation, under Other Ship Systems).

Example: Cory decides that he wants his C-wing design to be piloted by a single character. He needs to pay for enough automation to have a minimum crew of 1 or 2; this costs 10 construction points.

Table 1-2: Automation

Construction Points	Minimum Crew	Ship Size Restrictions
0	30,001-50,000	Colossal
1	15,001-30,000	Gargantuan or Colossal
2	2,501-15,000	Large, Huge, Gargantuan, or Colossal
3	1,001-2,500	Large, Huge, Gargantuan, or Colossal
4	701-1,000	Medium-size, Large, Huge, or Gargantuan
5	101-700	Medium-size, Large, Huge, or Gargantuan
6	65-100	Medium-size, Large, or Huge
7	17-64	Small, Medium-size, or Large
8	5-16	Small or Medium-size
9	3-4	Diminutive, Tiny, or Small
10	1-2	Fine, Diminutive, Tiny, or Small

Table 1-3: Life Support

Construction Points	Maximum Sustainable Personnel	Ship Size Restrictions
0	0	Any size ship*
1	1-2	Any size ship
2	3-4	Any size ship
4	5-16	Diminutive and greater
6	17-32	Tiny and greater
8	33-64	Small and greater
10	65-120	Small and greater
12	121-200	Medium-size and greater
15	201-300	Medium-size and greater
18	301-425	Medium-size and greater
21	426-500	Medium-size and greater
24	501-850	Medium-size and greater
29	851-1,500	Medium-size and greater
34	1,501-3,000	Medium-size and greater
39	3,001-8,000	Medium-size and greater
44	8,001-20,000	Medium-size and greater
50	20,001-50,000	Large and greater

*A ship's life support must be sufficient for its minimum crew.

Table 1-4: Stowage

Construction Points	Cargo Capacity	Ship Size Restrictions
0	0 kg	Fine, Diminutive, Tiny
1	1-65 kg	Fine, Diminutive, Tiny, Small
2	66-110 kg	Fine, Diminutive, Tiny, Small
3	111-500 kg	Diminutive, Tiny, Small
4	501 kg-1 metric ton	Tiny, Small, Medium-size, Large
5	1.1-50 metric tons	Tiny, Small, Medium-size, Large, Huge
7	51-100 metric tons	Small or greater
11	101-150 metric tons	Small or greater
15	151-200 metric tons	Small or greater
20	201-500 metric tons	Medium-size or greater
25	501-1000 metric tons	Medium-size or greater
30	1,001-5,000 metric tons	Medium-size or greater
35	5,001-20,000 metric tons	Medium-size or greater
45	20,001-35,000 metric tons	Medium-size or greater
55	35,001-50,000 metric tons	Medium-size or greater
65	50,001-65,000 metric tons	Medium-size or greater
75	65,001-80,000 metric tons	Medium-size or greater
85	80,001-100,000 metric tons	Medium-size or greater

Life Support

A ship's Life Support trait determines how many beings it can sustain. In addition to the crew, its life support must cover any troops, prisoners, or passengers the ship is designed to transport. Typical accommodations for such individuals are included in the base construction cost of life support. In an emergency, a ship can manage to carry up to double its maximum sustainable personnel for a short period of time, but risks damaging its life support systems when doing so.

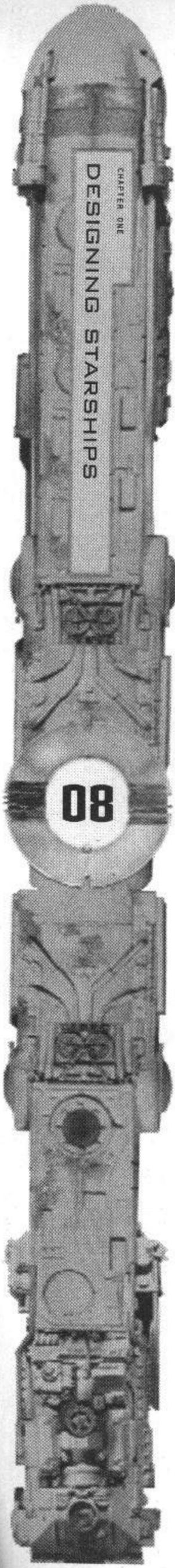
Living beings can be stored in cargo areas, but this poses a serious risk. Cargo areas are not designed to support life and cannot do so for more than a few hours. Living creatures should only be placed in a ship's cargo hold in dire circumstances.

Example: For Cory's fighter design, he decides he wants an optional gunner and two passengers to fit in his C-wing. That means he needs maximum sustainable personnel of 3 or 4; this costs 2 construction points.

Stowage

A ship's stowage system allows it to load and carry cargo. A ship's Stowage trait reflects the size of its cargo hold and other storage spaces. The more extensive a ship's stowage systems are, the more cargo it can carry safely. Because bulk transports must carry massive amounts of common cargo to make their trips profitable, they also need large, advanced stowage systems. Because small cargo ships have smaller cargo loads, they are more likely to carry





valuable items with high profit margins instead. Many smaller traders eventually turn to contraband cargos because of the huge profits they can provide, even though this requires them to avoid docking authorities. More information on trade can be found in Chapter 5: Adventures in Space.

Military ships use their stowage systems for wings of fighters and planetary landing craft. No more than half a ship's total cargo capacity can be used for vehicles or starships. Also, a ship may only store a vessel or vehicle that is at least one size smaller than it is. To determine how much cargo capacity is needed to carry a vehicle or starship, compare its size in meters to Table 1-1: Ship Size. To calculate the cargo space required to carry a vehicle, use the maximum mass listed for a starship that size. For example, an AT-AT is 20.6 meters long, putting it in the same size category as a Small starship, which has a maximum mass of 200,000 kilograms. Therefore a ship must use 200 metric tons of cargo space to carry a single AT-AT.

Example: Cory doesn't want a lot of cargo space in the C-wing, but he does want it to carry a little more than most fighters do. He decides to give it double the cargo capacity of an X-wing: 220 kg. That falls in the 111–500 kg range, costing 3 construction points.

Table 1-5: Consumables

Construction Points	Consumables Duration	Ship Size Restrictions
0	1 day	Any size
1	2 days	Any size
2	3 days	Any size
3	1 week	Diminutive or greater
4	2 weeks	Tiny or greater
5	3 weeks	Small or greater
6	1 month	Small or greater
7	2 months	Small or greater
8	3 months	Small or greater
9	6 months	Small or greater
10	9 months	Medium-size or greater
11	1 year	Medium-size or greater
12	1.5 years	Medium-size or greater
13	2 years	Medium-size or greater
14	3 years	Medium-size or greater
15	4 years	Large or greater
16	5 years	Large or greater
17	6 years	Large or greater

Consumables

The Consumables trait determines how long a ship can support its personnel before it needs to take on additional supplies. Smaller ships can only carry a limited supply of consumables, while larger ships are almost always designed to spend months (or even years) in deep space before they need to resupply. Although it is theoretically possible to design a Colossal ship with only one week of consumables, such a ship would spend more time loading material than traveling, and could only make extremely short hyperspace jumps.

Example: Cory plans on giving the C-wing a hyperdrive, so he wants it to have enough consumables to last a short hyperspace trip. He notes that a Tiny ship cannot travel for more than two weeks before it needs to resupply. He chooses the highest trait he can select, which costs 4 construction points.

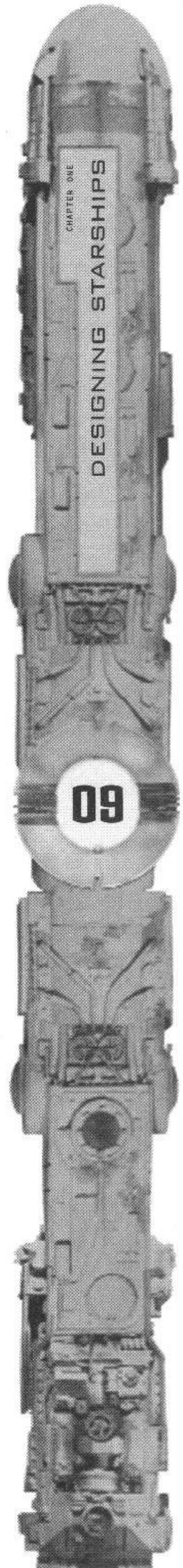
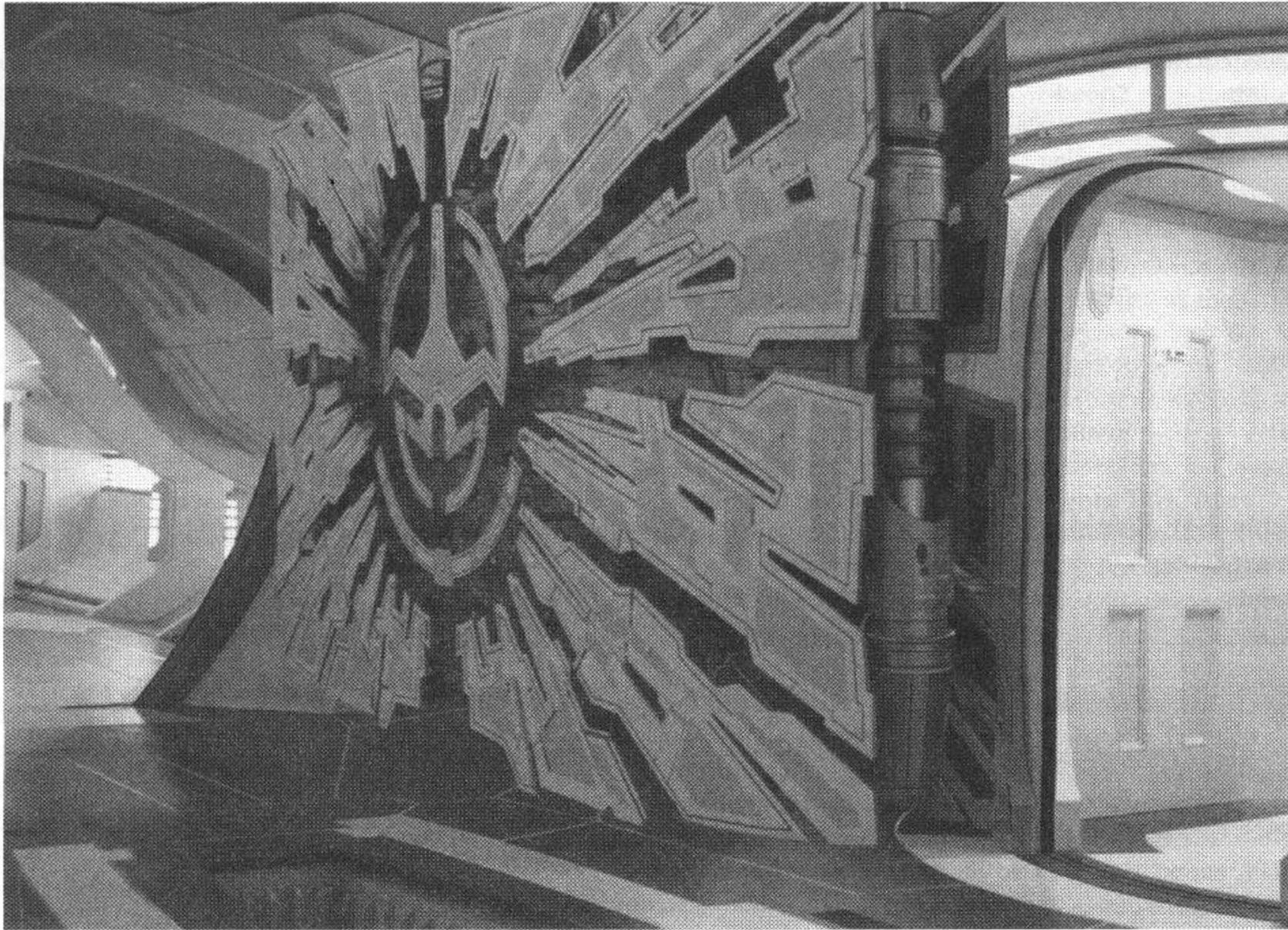
Hyperdrive

A hyperdrive is an amazing device that allows a ship to enter an alternate dimension known as hyperspace, where it can move faster than the speed of light. Hyperdrives allow transport between the millions of worlds in the known galaxy, but traveling through hyperspace can be dangerous. Objects in "realspace" cast mass shadows (or "gravity shadows") into hyperspace, creating serious hazards. A ship that hits a mass shadow in hyperspace is instantly destroyed. As a result, before a ship can make the jump to hyperspace, its navicomputers must plot a course to avoid stars, planets, and asteroid fields. Once a ship enters hyperspace, it cannot change course.

A ship's Hyperdrive trait is listed as a multiple of travel time. Thus, a hyperdrive with a low number is faster than a hyperdrive with a high number. Commercial ships usually have $\times 3$ hyperdrives. Military vessels typically use $\times 2$ or $\times 1$ hyperdrives. Smugglers and outlaws often try to modify their ships' hyperdrives, fine tuning them to $\times 0.75$ or even $\times 0.5$ multiples. Performance this good cannot be built into mass-marketed ships—it can only be achieved through individual ship modification.

Because hyperdrives are so vital, many ships install a second hyperdrive as a backup. These systems only come into play if the ship's primary hyperdrive is damaged (see Battle Damage in Chapter 4). Since Fine and Diminutive ships are normally too small to mount backup hyperdrives, installing one costs double the construction points listed.

During the Rebellion era, the Empire tried to limit $\times 1.5$ or better hyperdrives to military vessels, but



without much success. In any era, $\times 0.75$ and $\times 0.5$ hyperdrives are very rare, and can only be attuned and installed on a ship as a major modification. (See Modifying Starships later in this chapter for more information.)

Example: Cory has already decided the C-wing should have a hyperdrive, and he wants it to be fairly fast. However, he's already used 20 construction points and doesn't want his fighter design to be too expensive. He decides to give the ship a $\times 1.5$ hyperdrive, which takes 14 construction points. He decides against installing a hyperdrive backup on such a small ship.

Table 1-6: Hyperdrives

Construction Points	Hyperdrive Multiple	Notes
1	$\times 6$	Any size ship
2	$\times 3$	Any size ship
7	$\times 2$	Any size ship
14	$\times 1.5$	Any size ship
21	$\times 1$	Any size ship
50	$\times 0.75$	Only as a major modification
75	$\times 0.5$	Only as a major modification

Table 1-7: Backup Hyperdrives

Construction Points	Hyperdrive Multiple
1	$\times 12+$
2	$\times 10-\times 11$
3	$\times 8-\times 9$
4	$\times 4-\times 7$

Ion Engines

A ship's ion engines (or "sublight engines") allow it to land on and lift off from planets. They're also used to move and maneuver the ship when it isn't in hyperspace. A ship's Ion Engines trait also affects its maneuverability. This is often a critical factor in ship combat, since all space battles are fought at sublight speeds. Smaller ships are capable of greater speed and better control than larger ships; thus, they often have more advanced ion engine systems. Some larger ships can barely move at all at sublight speeds. These spaceships depend on their ion engines only to move them far enough away from a planet to use their hyperdrives.

Example: Cory sees the C-wing as a large, tough starfighter, but he doesn't feel it needs to be particularly fast or maneuverable. He does want the ship to fly at attack speed, though, so he pays 8 construction points.

Table 1-8: Ion Engines

Construction Points	Maximum Speed	Size Restrictions	Maneuverability	Check Modifiers
2	Cruising	—	Poor	-4 penalty on Pilot checks
3	Cruising	—	Poor	-2 penalty on Pilot checks
4	Cruising	—	Average	—
8	Attack	Medium-size or greater	Average	—
12	Ramming	Fine, Diminutive, Tiny, Small	Average	—
20	Ramming	Fine, Diminutive, Tiny	Good	+2 attack bonus +2 equipment bonus on Pilot checks
30	Ramming	Fine, Diminutive, Tiny	Excellent	+3 attack bonus +3 equipment bonus on Pilot checks
40	Ramming	Fine, Diminutive	Excellent	+4 attack bonus +4 equipment bonus on Pilot checks

Table 1-9: Shield Generators

Construction Points	Shield Points	Double Construction Points	Size Restriction
0	0	—	—
1	1-5	—	—
2	6-10	—	—
3	11-30	—	—
5	31-60	—	—
7	61-90	for Diminutive or lesser ships	—
10	91-120	for Tiny or lesser ships	—
15	121-150	for Small or lesser ships	—
20	151-200	for Medium-size or lesser ships	—
30	201-250	for Large or lesser ships	—
40	251-300	for Huge or lesser ships	—
60	301-350	for Gargantuan or lesser ships	—
180	351-400	—	Gargantuan, Colossal
240	401-550	—	Gargantuan, Colossal

Shields

A ship's shield generators form a protective field of energy, protecting the ship from both energy attacks and physical threats. A shield can only take a certain amount of damage before the generator shorts out and the shield drops. Until then, the shield provides almost complete protection for the ship. On smaller ships, there is a limit to the strength of the shield generator. While it is possible to overcome this limit by mounting multiple shield generators, doing so is expensive and takes a great deal of space and power, doubling the number of construction points required.

Military-grade shield generators are generally limited to ships authorized to mount them by government permission. The Empire outlawed any generator that could produce more than 60 shield points, while the Old Republic and New Republic allowed generators up to 120 shield points. A few ships mount backup shield generators. These recover shield points at twice the normal rate (see Other Systems and

Exceptions later in this chapter). This practice is considered illegal by the Empire, but acceptable to the Old Republic and New Republic.

Example: Cory wants the C-wing to take a lot of punishment, so he decides to give it 90 shield points. This costs 7 construction points.

Superstructure

A ship's superstructure includes its bulkheads, bracing, deck plates, and dozens of other components designed to give its frame structural strength. The stronger a ship's superstructure is, the more hull points it has. Smaller ships have less resilient superstructures than larger ships. Larger ships must have a minimum amount of bracing to survive the stresses of moving their large masses through space.

Example: In keeping with Cory's vision of the C-wing as a big, tough fighter, he decides to give it 120 hull points; this costs 3 construction points.

Table 1-10: Superstructure

Construction Points	Hull Points	Ship Size Restrictions
0	10-40	Fine, Diminutive, Tiny, Small
1	41-60	Fine, Diminutive, Tiny, Small
2	61-90	Fine, Diminutive, Tiny, Small
3	91-120	Fine, Diminutive, Tiny, Small
5	121-150	Tiny, Small
7	151-180	Small, Medium-size, Large, Huge
9	181-240	Medium-size, Large, Huge
14	241-300	Medium-size, Large, Huge
19	301-360	Medium-size, Large, Huge, Gargantuan
24	361-480	Large or greater
30	481-600	Huge or greater
40	601-700	Huge or greater
60	701-800	Huge or greater
80	801-1,000	Huge or greater

Weapons Suite

A ship's Weapons Suite trait defines the total number of weapon emplacement points it can mount. Emplacement points are part of an abstract system designed to keep track of how many weapon systems a ship can handle without defining the exact weight,

size, and energy needs of each one. Emplacement points cover far more than just space. Factors such as power requirements, bracing, stress, and targeting computer capacity are all included in a weapon's emplacement cost.

The emplacement costs for weapons are listed on Table 1-13: Master Starship Weapons. It may be useful to decide the weapons you want for your starship first—and figure out how many emplacement points they take up—instead of starting out by setting a limit for your emplacement points. Many weapon systems are designed for ships of a specific class (that is, starfighter, space transport, or capital). Placing one of these systems on a smaller class ship requires additional bracing, more power, and larger redesign requirements. Thus, some weapons cost double the listed emplacement points when installed on a smaller class ship. For this reason, starfighters rarely have tractor beams and space transports rarely mount heavy turbolasers.

Medium-size and greater ships cannot have more than half of their total emplacement points taken up by weapon systems in the same firing arc. Turreted weapons count as an independent arc; they're limited to no more than one-quarter of a Medium-size or greater ship's emplacement points. Occasionally, starship designs allow for more emplacement points than

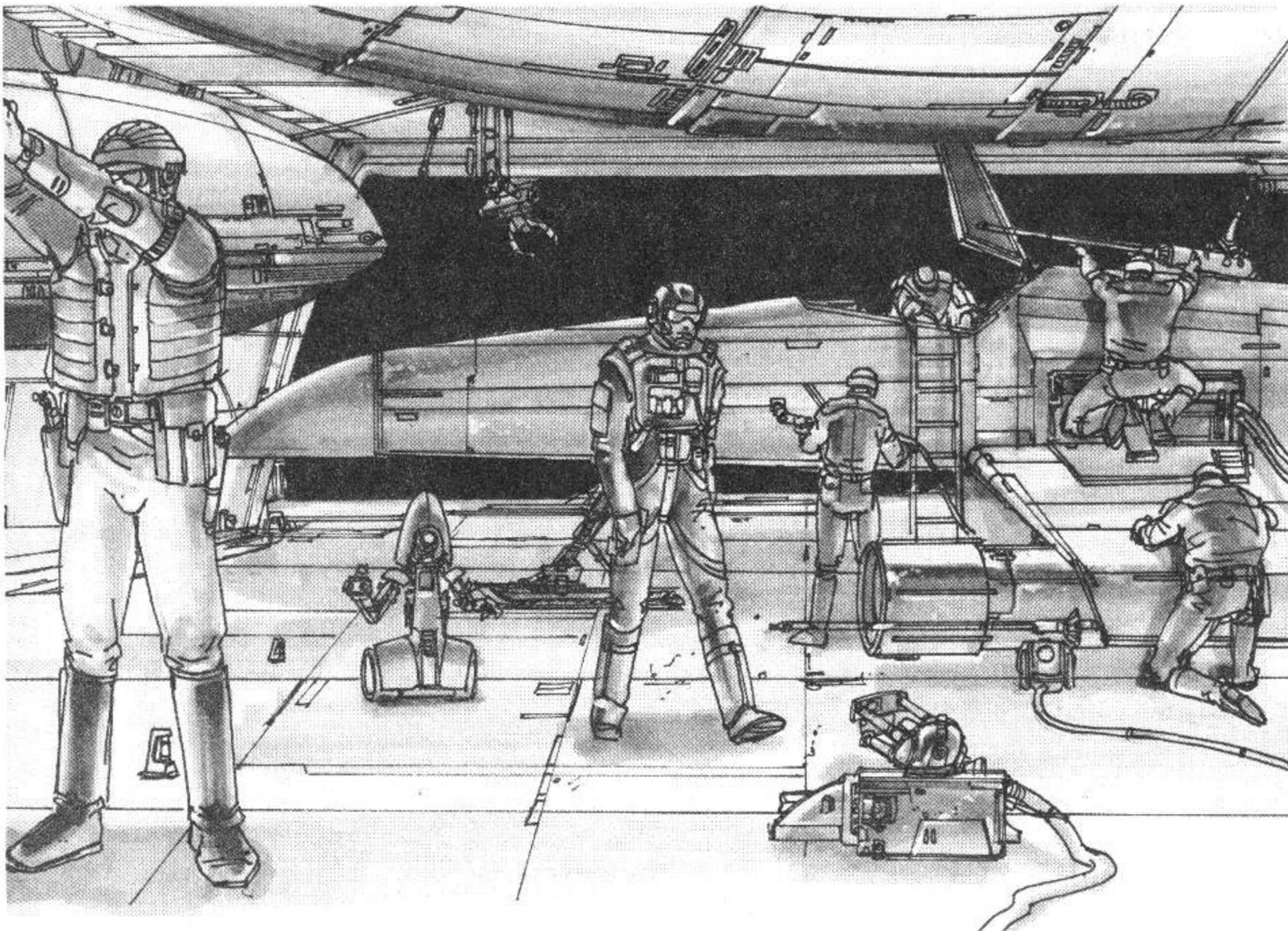


Table 1-11: Weapons Suite

Construction Points	Emplacement Points	Ship Size Restrictions
0	0	—
1	1-4	—
2	5-8	—
3	9-13	—
6	14-18	—
9	19-32	Tiny or greater
12	33-46	Small or greater
17	47-60	Medium-size or greater
22	61-90	Medium-size or greater
32	91-150	Large or greater
42	151-210	Huge or greater
57	211-270	Huge or greater
72	271-360	Huge or greater
92	361-450	Gargantuan, Colossal
110	451-550	Gargantuan, Colossal
135	551-700	Gargantuan, Colossal
170	701-900	Colossal
210	901-1,100	Colossal
260	1,101-1,300	Colossal
320	1,301-1,600	Colossal
400	1,601-2,000	Colossal

are used by its weapons systems. In such cases, the ship's total emplacement points determine how many weapons can be placed in one firing arc, not the number of emplacement points used.

Example: Cory knows he wants the C-wing to have four fire-linked heavy blaster cannons and a single proton torpedo launcher. Looking at Table 1-13 and the fire-link rules, he sees that those weapons will take up 17 emplacement points. This falls in the 14-18 range, so Cory spends 6 construction points. This does not

cover the cost of the weapons themselves, just the emplacement points they'll take up on his ship design.

Starship Base Price

When determining the base price for a starship design, reference its total construction points on the table below. If the number of construction points falls between two categories, add the "+1" cost for each additional construction point. This final number is the cost for the starship's basic frame and core systems. Other systems, such as specific weapon suites, special sensors, cloaking devices and such, are priced separately. Add their cost to the starship's base price.

Ships that are mass produced, in great demand, or constructed wholly by a single corporation may vary in price from the cost derived by these rules. In general, a new ship's price should stay within 20% of the figured price. Rarely, a ship might be manufactured for as little as one-quarter of its figured price, such as the mass-produced droid starfighters used by the Trade Federation. Used ships are often much cheaper, sometimes costing as little as one-third of its new cost. Buying a used starship is risky, however, as it may have several serious flaws. (See Chapter 11 of the *Star Wars Roleplaying Game* for more information.) During times of heavy conflict, ships (especially warships) may cost as much as double their normal price, and used ships may be sold for an amount much closer to their new value.

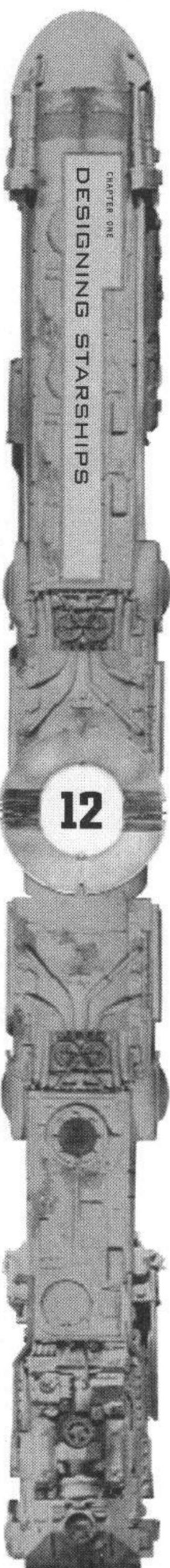
Example: Cory's C-wing design uses a total of 58 construction points. Looking at Table 1-12, Cory sees that the base price for 50 construction points is 100,000 credits, and the cost for each construction point between 50 and 60 is 2,000. That gives the C-wing a base cost of 116,000 credits. He still needs to pay for

Table 1-12: Base Price

Cost by Construction Points

10	+1	20	+1	30	+1	40	+1	50	+1	60	+1
50k	+5k	55k	+75k	65k	+1k	80k	+1.5k	100k	+2k	125k	+2.5k
70	+1	80	+1	90	+1	100	+1	110	+1	120	+1
155k	+5k	215k	+10k	325k	+15k	490k	+20k	715k	+25k	1m	+30k
130	+1	140	+1	150	+1	160	+1	170	+1	180	+1
1.33m	+35k	2.05m	+40k	2.49m	+50k	3.04m	+60k	3.7m	+80k	4.58m	+100k
190	+1	200	+1	210	+1	220	+1	230	+1	240	+1
5.68m	+120k	7m	+140k	8.54m	+160k	10.3m	+180k	12.28m	+200k	14.48m	+225k
500	+1	1,000	+1	1,500	+1	2,000	+1				
72.98m	+250k	197.98m	+500k	447.98m	+1m	947.98m	+1.5m				

k=1,000 credits; m=1,000,000 credits



the weapons he wants, as well as any other systems, such as sensor masks, escape pods, or advanced communication equipment.

Starship Weapons

Starships can be outfitted with a wide variety of weapons. The choices, and the specific characteristics of each weapon type, are summarized on Table 1-13.

Weapon Descriptions

Blasters: The term “blaster” is used interchangeably with laser in common conversation. In fact, the two types of weapons are virtually identical. A blaster is a particle beam weapon that fires a “bolt” of intense energy, dealing considerable damage to whatever it hits. Blastors use a somewhat older design than lasers. They are less common in newer ships, although some designers prefer them to modern laser designs. Blastors have high fire cycle rates, making them multifire weapons, but they do less damage than lasers of comparable size. Very few companies still manufacture new blastors for starships, although some are still in use from older starship designs.

The triple blaster is a very old weapon design, dating back to the old days of the Republic. It uses three separate blastors—each hooked to the same targeting system—to fire a coordinated blast at a single target. Triple blastors were often linked in sets of two or four, but they have not been common since the Rise of the Empire. No major company still mass-produces triple blastors.

The autoblaster is a modern redesign of the blaster. It has an even higher fire rate than a standard blaster, making it an autofire weapon. The autoblaster was first designed for use on the B-wing fighter, but it is not available for use in other designs until after the Battle of Endor. A standard example of an autoblaster is the Gyrhil 72.

Blaster weapons are generally accepted as suitable for civilian vessels, although the Empire restricted heavy blaster cannons to corporations with Imperial licenses.

Lasers: The laser is the standard weapon of choice in most starship designs. Like blastors, lasers are high-energy weapons that fire bolts of cohesive energy. More modern than most blastors, lasers are accurate, small, and deliver consistent damage. Dozens of standard laser designs exist, ranging from small point-defense guns to massive heavy laser cannons. Lasers are the most common weapons for space transports and fighters.

The twin laser cannon (also called a double laser) uses two laser barrels that alternate fire. This allows for a higher rate of fire, making the twin laser a multi-

fire weapon. The Dymek double laser cannon is a typical model.

Quadlasers use the same principle, but have four lasers firing in alternating sets of two. These are also autofire weapons. Longshot quadlasers are designed to fire at greater range than most lasers. Escort quadlasers are smaller weapons designed for antifighter protection. The most common escort quadlaser design is the Corellian AG-2G quadlaser cannon. (This weapon can be turned into a full quad laser cannon by increasing its power source, as was done on the *Millennium Falcon*.) Numerous companies manufacture laser cannons. Examples include the Sienar Fleet Systems L-S1 and the Taim & Bak KX9. The Gyrhil R-9X laser cannon is a typical example of an assault laser.

Most laser weapons are restricted to licensed owners by most governments, requiring official registration. Many smugglers and bounty hunters ignore these laws, which are generally only enforced in the Core Worlds.

Turbolasers: Standard laser weapons diffuse too quickly to damage targets past short range. A turbolaser fires a tightly focused bolt of energy, using galven coils along the weapon’s barrel to double or triple its range. However, a turbolaser requires a great deal more power and space than standard laser weapons, including its own dedicated turbines and rows of capacitors. Turbolasers are generally only found on capital ships. The Taim & Bak XX-9 is a typical example.

Turbolaser cannons are laser cannons that have been augmented with only some of the features of a full turbolaser. Double turbolasers and turbo quadlasers are larger versions of standard twin laser cannons and quadlasers. A typical model of the double turbolaser is the Taim & Bak H9. Turbo quadlasers are sometimes just called quadlasers, but should not be confused with the smaller weapon of the same name. The heavy turbolaser is a truly massive weapon that’s too large even for most capital ships to mount, largely restricting its use to space stations.

Turbolasers are considered military hardware, and most governments (including the Old Republic, Empire, and New Republic) outlaw civilian ownership of these weapons.

Missile Weapons: Concussion missiles, energy torpedoes, and proton torpedoes all qualify as missile weapons. Missile weapons use a somewhat different set of rules in combat (see Resolving the Attack in Chapter 11 of the *Star Wars Roleplaying Game*). In addition to the price of a missile-launching weapon, prices are given for the individual missiles for that weapon. (A starship’s cost does not include the price of a full load of missile weapons.) Heavy versions of



Table 1-13: Master Starship Weapons

Blasters	Damage	Max Range	Special	Cost	Emplacement	
					Points	Class
Autoblaster	3d10×2	Short	Autofire	2,000	6	Starfighter
Triple blaster	2d10×2	Short	Multifire	1,000	5	Starfighter
Light blaster cannon	1d10×2	Short	Multifire	500	2	Starfighter
Blaster cannon	4d10×2	Short	Multifire	2,000	8	Starfighter
Heavy blaster cannon	5d10×2	Short	Multifire	3,000	10	Starfighter

Lasers	Damage	Max Range	Special	Cost	Emplacement	
					Points	Class
Twin laser cannon	2d10×2	Short	Multifire	1,500	4	Starfighter
Point laser cannon	2d10×2	Short	—	1,000	3	Starfighter
Light laser cannon	3d10×2	Short	—	1,500	4	Starfighter
Laser cannon	4d10×2	Short	—	2,000	6	Starfighter
Heavy laser cannon	5d10×2	Short	—	3,000	8	Starfighter
Assault laser cannon	7d10×2	Short	—	10,000	10	Starfighter
Quad laser cannon	6d10×2	Short	Autofire	5,000	8	Space transport
Escort quad laser cannon	4d10×2	Medium	Autofire	5,000	7	Space transport
Longshot quad laser cannon	5d10×2	Long	Autofire	6,000	10	Space transport

Turbolasers	Damage	Max Range	Special	Cost	Emplacement	
					Points	Class
Double turbolaser cannons	5d10×2	Long	Multifire	6,000	8	Space transport
Heavy double turbolaser cannons	4d10×5	Long	Multifire	8,000	9	Capital
Light turbo quadlasers	4d10×5	Long	Autofire	8,000	9	Capital
Turbo quadlasers	6d10×5	Long	Autofire	9,000	10	Capital
Turbolaser cannons	2d10×5	Long	—	4,000	6	Capital
Light turbolaser	4d10×5	Long	—	5,000	7	Capital
Medium turbolaser	5d10×5	Long	—	7,000	8	Capital
Turbolaser	7d10×5	Long	—	9,000	10	Capital
Heavy turbolaser	10d10×5	Long	—	60,000	12	Station

missile weapons (such as heavy concussion missiles) fit into the same launchers as normal missiles—they just have more powerful warheads. The prices given are for missiles with ordinary quality guidance systems. Missiles with marginal guidance systems cost 200 credits less than those with ordinary systems. Missiles with good guidance systems cost 200 credits more than those with ordinary systems. Missiles with amazing guidance systems cost 500 credits more than those with ordinary systems.

Concussion Missiles: Concussion missiles are explosive projectiles. They are generally short-range weapons designed to give smaller ships a limited amount of heavy firepower. The two main drawbacks to concussion missiles are their limited magazines (compared to the unlimited fire of laser cannons) and their expense. Ships with large amounts of space, including most capital class ships, avoid these weapons in favor of turbolasers. The most common concussion missile system is the Arakyd ST2 concussion missile rack. Assault concussion missiles are heavy planetary

bombardment missiles not normally used in ship-to-ship combat (partly because of their great expense).

Multipurpose fighters and transports generally have small concussion missile launchers, using them only for specific missions or when faced by much larger vessels. Bombers and fighter-bombers usually have two or more full-size concussion missile launchers. This gives them the heavy firepower to take out hardened targets, such as planetary targets and capital class ships.

During the reign of the Old Republic, concussion missiles were legal for any vessel to mount. The Empire required extensive licenses for concussion missiles, but often ignored these regulations outside the Core Worlds. The New Republic requires ships with concussion missiles to be registered, but allows anyone to do so at no cost.

Energy Torpedo Launcher: Energy torpedoes were invented near the end of the Old Republic as alternatives to concussion missiles. Energy torpedoes are sheathed in a field of high-energy particles that explode on contact with a target of sufficient size.



Missile Weapons	Damage	Max Range	Cost	Emplacement	
				Points	Class
Small concussion missile launcher (8 max)			2,500	3	Space transport
Concussion missile launcher (16 max)			3,500	6	Space transport
Concussion missile	8d10×2	Point blank	500 ea		
Heavy concussion missile	9d10×2	Point blank	750 ea		
Assault concussion missile tube (30 max)			6,000	15	Capital
Assault concussion missile	9d10×5	Medium	2,000 ea		
Energy torpedo launcher (6 max)			4,000	3	Starfighter
Energy torpedo	9d10×2	Point blank	600 ea		
Small proton torpedo launcher (4 max)			2,000	3	Starfighter
Proton torpedo launcher (16 max)			2,500	4	Starfighter
Proton torpedo	9d10 ×2	Point blank	800 ea		
Proton tracking beacon		Short	2,000 ea		
Heavy proton torpedo	10d10 ×2	Point blank	2,000 ea		

Ion Cannons	Damage	Max Range	Cost	Emplacement	
				Points	Class
Light ion cannon	Special	Short	1,000	1	Starfighter
Ion cannon	Special	Medium	1,500	2	Transport
Heavy ion cannon	Special	Long	3,000	4	Capital

Other Weapons	Damage	Max Range	Cost	Emplacement	
				Points	Class
Tractor beam projector	Special	Short	8,000	5	Capital
Gravity well projector	Special	Special	50,000	100	Capital
Mass pulse generator tubes (4 max)			60,000	25	Capital
Mass pulse mine	Special	Point blank	10,000		

Weapon: The generic name of the weapon. In many cases, individual weapons makers and starship manufacturers use different names for their different brands of weapons. All starship write-ups in this book use the generic weapon names.

Damage: How much damage the weapon does on a successful hit.

Maximum Range: The maximum range for the weapon.

Special: Whether the weapon is capable of autofire or multifire.

Cost: The weapon's cost in credits.

Emplacement Points: The number of emplacement points each weapon uses.

Class: Each weapon is designed for use on a specific class of starships. A starship may use a weapon designed for a smaller class ship without penalty. If a starship mounts a weapon designed for a larger class, it costs double the emplacement points. For example, if a starfighter mounted a turbolaser, it would cost 20 emplacement points instead of 10. Station class weapons are designed for space stations. Capital ships may mount station class weapons by paying double the normal emplacement point cost, but space transports and starfighters are too small to mount them at all.

The resulting energy wave does more damage than old concussion missile designs. Torpedo launchers are fairly expensive due to the extensive shielding they must incorporate, but energy torpedoes are fairly cheap. However, the advancement of concussion missile technology and the development of the proton torpedo overshadowed the energy torpedo. Energy torpedoes had fallen out of common use by the time of the Rebellion era. The Xi Char ETLd was a fairly typical model.

Most governments limit energy torpedo launchers with the same legal restrictions as proton torpedo launchers.

Proton Torpedoes: Proton torpedoes are essentially updated versions of concussion missiles. In addition to a more powerful warhead, the proton torpedo has a proton energy shield. This prevents accidental detonation by contact with debris or near misses from energy weapons. Proton torpedoes are the most powerful weapons most starfighters can carry, hitting hard enough to destroy other fighters with one or two well-placed shots. Proton torpedoes also allow starfighters to affect capital class ships, which frequently have armor too strong to be penetrated by energy weapons. Two common weapon suites used to launch proton torpedoes are the Krupx MG7 and Arakyd Flex Tube.





Proton tracking beacons are unusual weapons that do no damage. Instead, they place a beacon on any ship hit, allowing it to be tracked anywhere in the galaxy through the HoloNet. However, HoloNet transceivers are so expensive and rare that these beacons are rarely used.

Proton torpedo launchers are seen as military hardware. No government is likely to legalize their possession by civilians. Disguising a proton torpedo launcher as a concussion missile tube costs 5,000 credits. The few smugglers who can afford such hardware frequently make this modification.

Tractor Beam Projector: Tractor beam projectors create invisible beams of energy that can immobilize and draw in objects. Most capital class starships carry at least a few tractor beams for capturing enemy ships and recovering damaged starfighters. Commercial cargo vessels often use tractor beams to move and maneuver large cargos and transfer cargos between ships in space. Tractor beams are not generally effective against small ships because they usually have low-quality fire control computers. Usually, a ship's tractor beam is built into its ship bay or near its airlock. Thus, if one starship captures another, the crew can board the captured ship after the tractor beam has held it at point blank range for a full minute. Because of their large size and massive energy requirements, tractor beams are rarely mounted on anything smaller than a Medium-size ship. The Phylon Q7 is a typical tractor beam projector.

Under most government regulations, tractor beams are legal, although the Empire required ships armed with them to be registered.

Gravity Well Projectors: Gravity well projectors are massive devices designed by Imperial engineers to create artificial gravity ripples in hyperspace, simulating the effect of large stellar bodies. Since it is impossible for a ship to travel through hyperspace within a gravity well, the projector prevents ships from entering hyperspace. The projector forces ships already in hyperspace to drop into realspace. Gravity well projectors do not create gravity in real space, and thus do not pose threats to ships flying near them.

It takes 1 minute for a gravity well projector to warm up. Once warm, the projector can operate for 5 minutes before it must cool down again; this takes another minute. Most ships armed with these devices keep them cold unless they know they are about to ambush a vessel. A single gravity well projector casts its hyperspace ripples out to point blank range. If a ship has multiple projectors, it can use them together; this increases the range of the ripples by one range

category for each projector used. For instance, an *Interdictor*-class cruiser with four projectors can send ripples out to long range. Within this range, no ship can escape to hyperspace. If a ship traveling through hyperspace runs into a gravity well, it drops into realspace at the maximum range of the projector. The ship enters realspace moving at cruising speed facing a randomly determined direction.

Gravity well projectors are military hardware. The question of their legality for civilians is unlikely to ever come up, however, due to their expense and rarity.

Mass Pulse Generator Tubes: The mass pulse generator tube is a Hapan weapon similar to the gravity well projector. Each tube holds up to four mass pulse mines that it can deploy at point blank range. These mines function as a single gravity well projector for 1 minute. This prevents ships within point blank range from escaping into hyperspace. A pulse mine forces ships in hyperspace flying within point blank range to drop into realspace. Each mine functions for 1 minute before burning out.

Only the Hapans use this technology on a regular basis, and they restrict it to military vessels.

Ion Cannon: Ion cannons don't actually damage their targets. Instead, they ionize the electronics of target ships, bestowing a cumulative -2 penalty on all checks to operate the target ship for 2 rounds after each successful hit. If ion cannons are fire-linked, each link doubles the number of weapons and boosts this penalty by 1. (Two fire-linked ion weapons bestow a -3 penalty, four a -4 penalty eight a -5 penalty, and so on.) If a ship's total penalty due to ionization is -10 or lower, the ship is disabled for 2 rounds: it cannot attempt maneuvers or attack actions. After 2 rounds, the crew can make Repair checks (DC 15, as full-round actions) to reduce the penalty; each successful check reduces the penalty by 2.

An ion cannon is built for one of the three classes of starships (that is, designed for a starfighter, space transport, or capital class ship). An ion cannon can affect all ships of the same or lesser class as the cannon itself. For example, an ion cannon built for a space transport could affect another transport or a starfighter, but not a capital class ship.

Additionally, the ion cannon can affect targets up to one size larger than the ship it is mounted on. For example, a starfighter scale ion cannon mounted on a Y-wing (a Tiny ship) can affect all starfighter class ships, as well as Small ships. (Small ships are one size category larger than Tiny ships.) A Tiny starfighter that managed to mount a capital scale ion cannon could use it against starfighters, transports, and capital

ships—this would include all starships. A Colossal ship with light ion cannons could affect all ships, but most capital class ships use heavy ion cannons because of their greater range. Typical examples of light ion cannons are the ArMek SW-4 and SW-7a. More powerful ion cannons tend to be custom-built for the ships that use them.

Ion cannons are considered legitimate defensive weapons by most governments. The Empire allowed light ion cannons to be used freely, but required special licensing for anything heavier.

Personal Scale Weapons: A ship can have personal weapons mounted for use when docked or landed. All such weapons have a cost as given in Chapter 7 of the *Star Wars Roleplaying Game* and have an emplacement rating of 1. The ranges of these weapons are so short, however, that they cannot be used in starship combat. Most governments ignored personal scale weapons mounted on starships, but the Empire outlawed them on the assumption they would be used primarily against customs officials.

Fire Control: Any weapon system purchased includes a base fire control rating of +2. A fire control system with a +4 rating costs 5,000 credits per weapon system; a system with a +6 costs 10,000 credits; a system with a +8 costs 20,000 credits. Fire-linked weapons only need a single fire control system, but otherwise, each separate weapon needs its own fire control computer. Fire control systems with modifiers greater than +4 are considered military equipment.

Fire-Links: Fire-linked weapons require fewer emplacement points, since they have the same power and structural requirements. Each additional weapon after the first in a fire-linked group adds one emplacement point. However, the cost of fire-linked weapons is greater, since additional computer hardware and synchronization circuits must be added. For each weapon in a fire-link, add 1,000 credits to the cost. Batteries have no effect on emplacement point requirements or costs. Fire-links

are generally legal for civilians, as long as they are applied to legal weapons.

Point Defense Weapons: Because capital ships are vulnerable to starfighters, many mount point-defense weapons. A point defense weapon is designed to destroy starfighters, performing as if it was fired from a Medium-size ship, regardless of the size of the ship carrying it. However, point defense weapons cannot fire at ships at greater than point blank range. Only capital ships can mount point defense weapons; there is no additional emplacement point or credit cost to do so.

Turrets: Ships can place weapons in partial turrets, giving the weapons two adjacent arcs of fire (such as front and right). This modification costs 1,000 credits per turret for Large or lesser ships; adding partial turrets to Huge or greater ships costs 2,000 credits. Ships can also place weapons in full turrets, giving them all four firing arcs. A full turret costs 1,500 credits for a Medium-size or lesser ship; each full turret costs 3,000 credits for a Large or greater ship.

Additional Systems

Extra Armor: Most starships mount as much armor as they can carry without suffering speed and maneuverability penalties. The average starship has 10 points of armor (increasing its total Defense) and damage reduction as determined by its size at no additional cost. Occasionally, however, design considerations require heavier armor, regardless of the problems this causes. These ships pay massive costs in terms of space, weight, and maneuverability in return for slightly increased resistance to damage. The cost and effect of extra armor varies by size category, as defined on Table 1-14.

Backup Shield Generators: The Mon Calamari invented backup shield generators. These generators are not found on ships built in other systems prior to the Battle of Endor. In general, the cost and space required for backup generators make them unattractive to military designers. However, because of the Mon Calamari's limited shipyard facilities during the

Table 1-14: Extra Armor

Size	DR	Armor	Cost (credits)	Cargo Space (metric tons)	Pilot Check Modifier
Colossal	35	20	6,400,000	1,024	-6
Gargantuan	35	20	3,200,000	512	-6
Huge	25	15	1,600,000	256	-6
Large	25	15	800,000	128	-6
Medium-size	20	15	400,000	64	-4
Small	13	15	200,000	8	-4
Tiny/Diminutive/Fine	5	15	100,000	1	-2





Rebellion era, Mon Calamari engineers needed a way to make their ships more durable. Backup generators filled this role nicely.

Although backup shield generators don't improve a ship's total shield points, they do allow shields to recover faster from damage. A ship with backup generators recovers lost shield points at the rate of 2 per minute rather than 1 per minute. Since backup generators can be mounted near the outside of a ship's hull (rather than in the center, as shield generators must be), they take weapon emplacement points rather than adding to a shield system's quality rating. The emplacement points and cost for a backup shield generator depend on the size of the ship to be equipped.

Table 1-15: Backup Shield Generators

Size	Cost	Emplacement Points
Colossal	500,000	30
Gargantuan	192,000	15
Huge	96,000	10
Large	48,000	8
Medium-size	12,000	6
Small	6,000	5
Tiny	3,000	4
Diminutive	2,000	3
Fine	1,000	2

Cloaking Devices: A cloaking device is a generator that creates a nearly perfect invisibility field around a ship, making it almost impossible to detect with sensors or the naked eye. Two different technologies are used to create cloaking devices. The stygium crystal cloaker is an older device that uses rare crystals found only on Aeten II, a planet of the Outer Rim. These devices were used extensively on military craft during the time of the Old Republic. Although fantastically expensive, they were fairly small and extremely effective. Unfortunately, the supply of stygium crystals was so limited that by the time the Empire came to power, they were almost impossible to find. A second technology was then developed using hibridium, an ore found on the planet Garos IV. These cloaking devices were not only much larger, but also produced a "double-blind" effect, making it impossible for those within the ship to scan outside it as long as the cloaking field was operable.

A cloaked ship cannot be spotted if it remains immobile, ceases all communications transmissions, and doesn't attack. A cloaked ship that moves or communicates without attacking can be spotted at short or point blank range, but the DC for Computer Use checks used to find it with sensors are increased by 10. A cloaked starship that makes an attack auto-

matically reveals its range and fire arc to any ship within sensor range. It can be detected with sensors, although the DC for the Computer Use check is still increased by 10. A ship can attack targets it cannot detect if it knows (or guesses) the target's range and direction, but each attack has a 50% chance of missing regardless of the attack roll.

Both types of cloaking devices take up cargo space when they're installed on a starship. Subtract the amount of cargo space the cloaking device requires from the ship's total cargo capacity. Cloaking devices are always restricted military hardware.

Table 1-16: Cloaking Devices

Cloaking Device	Cost	Cargo Space (metric tons)
Stygium Crystal Cloaker	150,000,000	1
Hibridium Cloaking Device	250,000	250

Communications: All starships are equipped with two basic communications systems: speed-of-light comms and subspace transceivers. These basic systems are included in new starships at no extra cost. The prices given below are included for replacing, crafting, or modifying these systems.

Comms are short-range devices designed to allow for communication within a star system, and are generally used for ship-to-ship and ship-to-ground communication. They are usually linked to the ship's intercom and can send and receive signals to personal comlinks. Most comms are designed only for audio signals, although some video-capable comms exist. Subspace transceivers can send audio, video, and hologram transmissions over a range of a few dozen light-years. This is more than enough to communicate with anyone within or near the star system the transceiver is in, but does not allow for communication between systems or into hyperspace. Most ships only use their subspace transceivers for emergency messages and distress signals.

Some ships require superior communications—these are equipped with hypertransceivers or HoloNet transceivers. Hypertransceivers are similar to subspace transceivers, but send their signals through hyperspace instead of realspace. This gives them an effectively unlimited range, allowing ships at opposite ends of the galaxy to communicate with each other, although such communications can experience significant time lag. Most military vessels carry hypertransceivers.

HoloNet transceivers are extremely rare and expensive systems that allow for real-time audio, visual, and holographic communication over an unlimited range. HoloNet transceivers function by taking

advantage of the vast system of HoloNet satellites built during the days of the Old Republic. Only the most important ships carry HoloNet transceivers. The Empire and New Republic legally limited the use of HoloNet transceivers to licensed ships.

Table 1-17: Communications

System	Cost
Comm	1,000
Subspace transceiver	3,000
Hypertransceiver	10,000
HoloNet transceiver	250,000

Droid Automation: Even the most advanced automation systems can't allow a single person to operate a Small-size or greater ship. However, there are always individuals, including bounty hunters and even Jedi, who want to be able to handle larger ships without help. To do this, it's necessary to resort to droid automation, a system of specialty-built droids of limited mobility that take the place of living crew members.

A droid automation system costs 2,000 credits per crew position filled by droids. Droids typically act as Normal quality crew with a +2 bonus on all appropriate rolls. It is possible to get droid automation that acts as a Skilled crew (+4), but that costs 5,000 credits per crew position filled.

Escape Pods: Escape pods are short-range, one-use landing craft designed to take a number of crew members to safety in the event of a disaster aboard a starship. (See Chapter 6 for more information on the capabilities of escape pods.) Starfighters almost never have escape pods, due to their small size. Space transports generally have two or three escape pods. Capital ships normally have six escape pods, plus six for every size category above Large. The cost and space for these escape pods are figured into the base cost for a ship.

Of course, this means that a Star Destroyer, with a crew of up to 37,085 personnel, has only 24

escape pods. In many designs, this is considered acceptable, since in a genuine disaster only a small percentage of the crew is likely to survive. However, it is possible to modify cargo space to carry additional escape pods. Each additional pod requires 10 metric tons of cargo space and counts as a minor modification. (See Modifying Starships in Chapter 3 for more information.) An escape pod costs 20,000 credits, and it can only be used once.

Maneuvering Systems: Numerous systems can be added to a starship to increase its maneuverability, ranging from lateral thrusters to solar sails and maneuvering fins. All these systems provide the same game result: They grant an equipment bonus on Pilot checks made with the vehicle. (These bonuses do not stack with other equipment bonuses on Pilot checks, such as those given by ion engines.) Maneuvering systems can have quite a bit of mass, reducing available cargo space in the vessels in which they're installed. They can also be quite expensive. The mass requirements and costs for maneuvering systems are listed on Table 1-18. The Empire outlawed maneuvering systems on any ship not currently in military use. Most other governments simply require them to be licensed, cutting down on their use by smugglers.

Slave Circuits: Slave circuits allow a pilot to link his ship to a remote control, such as a handheld communicator or the controls of another ship. This type of system has numerous advantages. First, slave circuits allow the slaved ship to make exactly the same maneuvers as the ship to which it's linked. (The pilot of the control ship makes one roll for any maneuver performed, and all slaved ships use that result.) The pilot can also control the ship while he's on the ground or aboard another ship. This enables large groups of ships to jump through hyperspace, all arriving in the same relative positions in a new location.

However, slave circuits also involve serious risks. If the pilot of the master ship makes a serious error,

Table 1-18: Maneuvering Systems

Ship Size	+1 Maneuver System	+2 Maneuver System	+3 Maneuver System
	Cost/Mass (credits/metric tons)	Cost/Mass (credits/metric tons)	Cost/Mass (credits/metric tons)
Colossal	200,000 / 250	n/a	n/a
Gargantuan	100,000 / 100	200,000 / 200	n/a
Huge	40,000 / 25	80,000 / 50	160,000 / 80
Large	20,000 / 5	40,000 / 10	80,000 / 18
Medium-size	10,000 / 0.25	20,000 / 0.5	40,000 / 1
Small	8,000 / 0.1	16,000 / 0.15	32,000 / 0.25
Tiny/Diminutive	5,000 / 0.035	10,000 / 0.035	20,000 / 0.06
Fine	4,000 / 0.025	8,000 / 0.025	16,000 / 0.045





every ship slaved to it suffers the consequences. An excellent historical example is the Old Republic *Katana* fleet, which was slave-linked when it jumped into hyperspace and not seen again until after the fall of the Empire. A ship controlled by a handheld device suffers a serious loss of control, and is treated as if it had a crew with a Poor rating (+0).

The cost of a slave circuit system is dependent on the size of ship on which it's installed, as shown on Table 1-19. Under most government regulations, slave circuits are legal.

Table 1-19: Slave Circuits

Size	Cost
Colossal	250,000
Gargantuan	200,000
Huge	125,000
Large	100,000
Medium-size	50,000
Small	20,000
Tiny	10,000
Diminutive/Fine	5,000

Sensor Masks: The high cost of cloaking devices, as well as their various limitations, has led to the development of sensor masks and sensor stealth systems. Unlike cloaking devices, sensor masks do not make a ship invisible. Instead, they simply mask the energy emission of the ship, making it more difficult to spot with sensors. A ship with a sensor mask system increases the DC of all Computer Use checks made to locate the ship with sensors. The amount of the increase depends on the quality of the sensor mask, as determined by Table 1-20. Like cloaking devices, sensor masks are restricted military equipment.

Table 1-20: Sensor Masks

Sensor Mask Quality	Cost	DC Increase
Marginal	20,000	+2
Ordinary	40,000	+4
Good	80,000	+6
Amazing	150,000	+8

Other Systems and Exceptions

In a place as diverse as the *Star Wars* galaxy, there are bound to be unusual ship systems and designs these rules do not expressly cover. You may want to include systems not listed here, or make exceptions to the normal rules for what is and isn't allowed on ships of various sizes. There's nothing wrong with this, as long as you balance a ship's advantages in some way. Ask yourself how the ship manages to exceed the

normal limitations. Then consider why it hasn't become the most popular ship design in existence.

For example, Hapan Battle Dragons use a rotary ring to mount their turbolasers and ion cannons. This is bought as a turret for each weapon, even though Huge ships are not normally allowed to mount more than one-quarter of their total emplacement points in turrets. However, the ship's turbolasers are an antiquated design, able to fire only once every 3 rounds. This prevents the Battle Dragons from having a massive advantage and explains why other engineers haven't attempted to copy their design.

When making these kinds of changes, use the existing systems and the ship modification rules for guidelines on how much a unique system might cost and how long it might take to install. As a rule of thumb, anything that seems like a minor system (such as concealed compartments for cargo smuggling) should be close to 5,000 credits and 1 construction point for each size category of the ship on which it's installed. Major systems (such as concealing the military nature of a ship, or installing hidden fighter bays) should cost around 15,000 credits and 3 construction points per size category of the ship. Thus, hidden smuggling cargo space in a YT-1300 (a Small ship) costs about 20,000 credits and 4 construction points. If systems are added after a ship has been built, they count as modifications (see *Modifying Starships* in Chapter 3).



CHAPTER TWO

DESIGNING SPACE STATIONS

Space stations are the largest artificial structures in space, ranging from orbital weather observation satellites to massive Death Stars. Some space stations are essentially giant starships, such as Super Star Destroyers and Torpedo Spheres, while others are stationary and totally self-sustaining, such as Hosk Station. Building a space station is similar to building a starship, although a separate set of tables is used to determine construction points and cost. After calculating the total number of construction points used in a space station's construction, determine its base price in credits by referring to Table 1-12: Base Price.

Size and Class

Space stations range in size from Fine to Colossal, but those size categories are defined on a different scale from that used for starships. Each space station size category corresponds to a particular starship size category; for instance, a Tiny space station is the same size as a Large starship. (This distinction is important when a starship attacks a space station, because it's the starship scale—not the space station scale—that determines the size of the ship's target.) For comparison, both scales are given on Table 2-1.

Crew Requirements

The level of automation for stations varies a great deal more than it does for starships. Some stations are fully automated, only periodically needing crews

for maintenance. Others have crews ranging into the hundreds of thousands. The size of a station is often the determining factor for its crew size.

Table 2-2: Construction Minimum

Construction Points	Crew	Station Size Restrictions
0	300,001+	Gargantuan and greater
10	50,001–300,000	Huge and greater
20	10,001–50,000	Tiny and greater
30	1,001–10,000	—
40	101–1,000	—
50	35–100	—
60	5–34	—
70	1–4	—
80	0	—

Life Support

A station's life support systems function just like those on a starship.

Stowage

A station's stowage system allows it to load and carry cargo.

Consumables

This trait details the length of time a space station can support its personnel without taking on supplies. Smaller stations can only carry a limited supply of

Table 2-1: Space Station Size

Construction Points	Station Size	Starship Size	Size Modifier	DR	Size (meters)
2,000	Colossal	Colossal	-8	40	100,001–200,000
1,000	Gargantuan	Colossal	-8	35	20,001–100,000
400	Huge	Colossal	-8	35	5,001–20,000
200	Large	Colossal	-8	30	1,001–5,000
100	Medium-size	Gargantuan	-4	25	501–1,000
50	Small	Huge	-2	20	251–500
25	Tiny	Large	-1	20	101–250
15	Diminutive	Medium-size	+0	15	51–100
5	Fine	Small	+1	10	21–50



consumables, while larger stations are almost always designed to spend months or even years without resupply. The largest space stations may actually have artificial ecosystems built into them, and thus are capable of sustaining life indefinitely.

Hyperdrive

Most space stations are stationary or orbital platforms that aren't equipped with hyperdrives. However, some

Table 2-3: Life Support

Construction Points	Maximum Sustainable Personnel	Station Size Restrictions
0	0	Any size*
10	1-34	Any size*
20	35-250	Any size*
40	251-1,000	Tiny and greater
60	1,001-10,000	Small and greater
90	10,001-50,000	Medium-size and greater
120	50,001-250,000	Large and greater
150	250,001-1,000,000	Huge and greater
300	1,000,001-5,000,000	Gargantuan and greater

*A station's life support must at least be sufficient for its minimum crew.

Table 2-4: Stowage

Construction Points	Cargo Capacity (metric tons)	Space Station Size Restrictions
0	0-0.5	Fine, Diminutive, Tiny
2	0.51-10	Tiny, Small, Medium-size
4	10.1-100	Small and greater
8	100.1-1,000	Small and greater
10	1,001-5,000	Small and greater
15	5,001-10,000	Small and greater
20	10,001-20,000	Small and greater
25	20,001-50,000	Small and greater
30	50,001-100,000	Medium-size and greater
35	100,001-250,000	Medium-size and greater
40	250,001-500,000	Medium-size and greater
50	500,001-1,000,000	Medium-size and greater
100	1,000,001-5,000,000	Large and greater
200	5,000,001-25,000,000	Large and greater
300	25,000,001-50,000,000	Large and greater

*Includes space for fighters, transports, and landing craft.

Table 2-5: Consumables

Construction Points	Consumable Duration	Station Size Restrictions
0	1 day	—
2	1 week	—
4	1 month	—
7	6 months	—
10	1 year	—
12	3 years	—
14	6 years	Small and greater
17	10 years	Small and greater
20	20 years	Small and greater
25	50 years	Medium-size and greater
250	Unlimited	Large and greater

Table 2-6: Hyperdrives

Construction Points	Hyperdrive Multiple
200	x6
300	x3
400	x2
600	x1

Table 2-7: Backup Hyperdrives

Construction Points	Hyperdrive Multiple
25	x12
50	x10
75	x8
100	x5

Table 2-8: Ion Engines

Construction Points	Maximum Speed	Maneuver	Pilot Check Modifier
100	Docking	Poor	-4
200	Cruising	Poor	-4
300	Cruising	Poor	-2
400	Cruising	—	—
500	Attack	—	—

Table 2-9: Shield Generators

Construction Points	Shield Points	Station Size Restrictions
0	0	—
1	1-90	—
2	91-200	—
3	201-300	—
5	301-400	Small or greater
7	401-500	Medium-size or greater
10	501-600	Large or greater
15	601-700	Large or greater
20	701-800	Large or greater
30	801-900	Huge or greater
40	901-1,000	Gargantuan or greater

Table 2-10: Superstructure

Construction Points	Hull Points	Station Size Restrictions
0	10-40	Fine, Diminutive, Tiny, Small
1	41-60	Fine, Diminutive, Tiny, Small
2	61-90	Fine, Diminutive, Tiny, Small
3	91-120	Tiny, Small
5	121-150	Tiny, Small
7	151-180	—
9	181-240	—
14	241-300	—
19	301-360	—
24	361-480	—
30	481-600	Medium-size, Large, Huge, Gargantuan, Colossal
40	601-700	Medium-size, Large, Huge, Gargantuan, Colossal
60	701-800	Medium-size, Large, Huge, Gargantuan, Colossal
80	801-1,000	Medium-size, Large, Huge, Gargantuan, Colossal
100	1,001-1,200	Medium-size, Large, Huge, Gargantuan, Colossal
130	1,201-1,500	Large, Huge, Gargantuan, Colossal
160	1,501-1,800	Large, Huge, Gargantuan, Colossal
200	1,801-2,200	Huge, Gargantuan, Colossal

space stations are designed to function as oversized starships and are equipped to travel through hyperspace. Those few space stations that do have hyperdrives almost always have backups. A space station's hyperdrive is not restricted by its size.

Ion Engines

Ion engines are more common than hyperdrives on space stations, as many largely stationary platforms have thrusters designed to help correct their orbit or make minor adjustments to their positions.

Shields

A space station's shield generators function identically to a ship's generators. However, space stations are capable of mounting more powerful generators, producing vastly more powerful shields.

Superstructure

A station's superstructure is similar to a ship's superstructure. Stationary platforms may have relatively

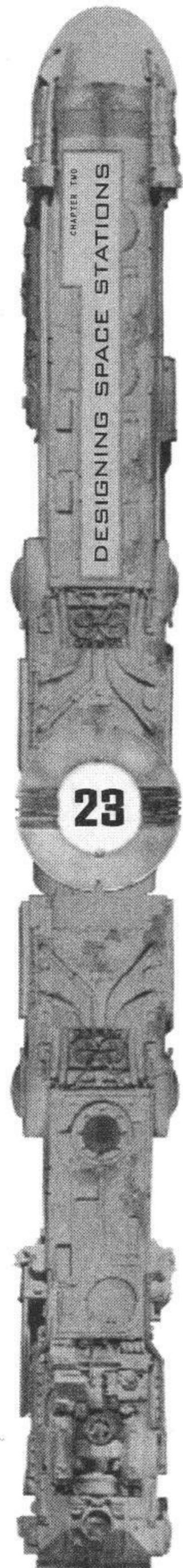
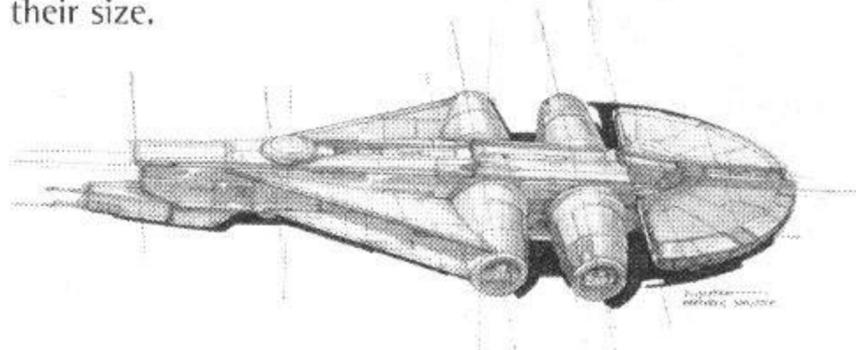
Table 2-11: Weapons Suite

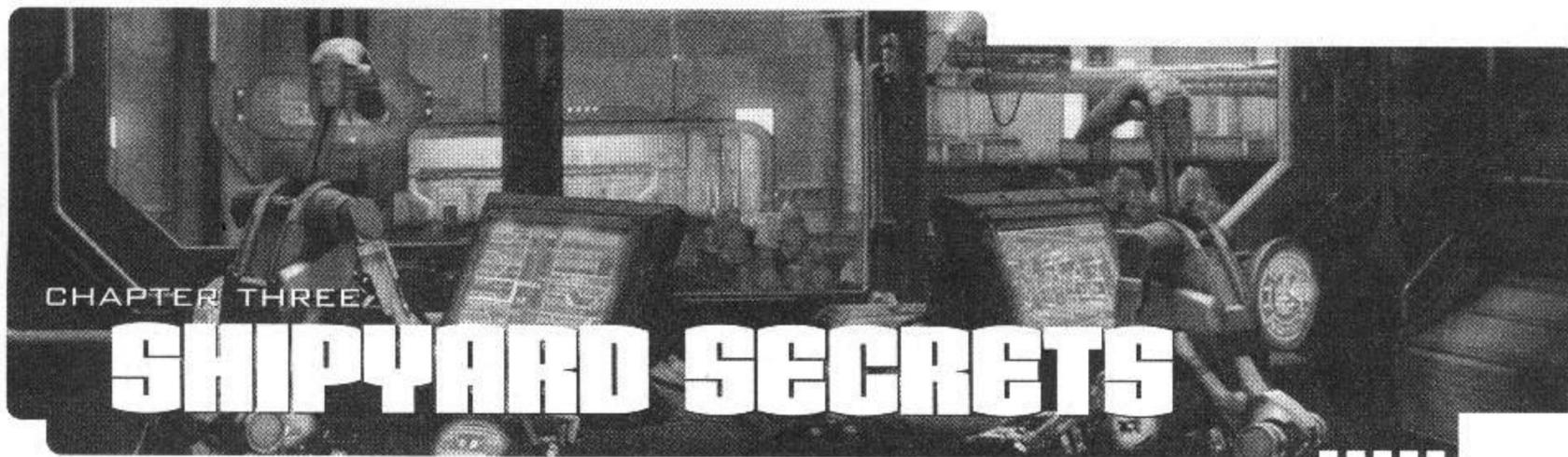
Construction Points	Emplacement Points	Station Size Restrictions
0	0	Any size
1	1-20	Any size
2	21-40	Any size
4	41-60	Any size
6	61-80	Any size
9	81-100	Tiny or greater
12	101-150	Tiny or greater
15	151-200	Tiny or greater
20	201-250	Small or greater
25	251-300	Small or greater
30	301-400	Small or greater
40	401-500	Small or greater
50	501-600	Medium-size or greater
65	601-800	Medium-size or greater
80	801-1,000	Medium-size or greater
100	1,001-1,250	Medium-size or greater
120	1,251-1,500	Medium-size or greater
140	1,501-1,750	Large or greater
160	1,751-2,000	Large or greater
200	2,001-2,500	Large or greater
240	2,501-3,000	Large or greater
280	3,001-3,500	Large or greater
320	3,501-4,500	Huge or greater
360	4,501-6,000	Huge or greater
400	6,001-8,000	Huge or greater
450	8,001-11,000	Huge or greater

weak frames, since they are not designed to withstand the stresses of ion engine thrust or hyperspace travel. Mobile space stations and military platforms tend to have heavily reinforced superstructures capable of resisting massive stresses.

Weapons Suite

As with starships, a space station's weapons suite defines the total number of weapon emplacement points it can mount. Because of a space station's great size and stability, it can mount weapons more easily than a starship can, and often has far more weapons. Additionally, space stations are capable of mounting weapons too large and powerful for capital class starships. Immobile space stations (that is, those without ion engines or hyperdrives) are able to mount all their weapons in a single arc, regardless of their size.





Starships are generally built in large, professional shipyards. Each ship is built in one or more semi-independent areas of the shipyard known as slips. Each slip builds part of the starship and works with other slips to install its piece into the final vessel.

Construction Time

The construction time of a starship is based on its base price and the quality of the shipyard. In general, a single construction slip needs one week to build a ship for each construction point of the ship. This means that building an Imperial II Star Destroyer in a single slip can take as long as 640 weeks, while the *Executor* would take 2,109 weeks.

To cut down on long construction times, larger ships are generally assigned to dozens of slips. The work of building smaller ships can't be divided among as many slips. The maximum number of slips that can be assigned to a single ship's construction is based on its size, as defined on Table 3-1.

Construction time can also be reduced by the skill of the technicians building the ship and the quality of the shipyard where they're working. Shipyards have a construction multiple, which is multiplied by the base construction time. High-quality shipyards can have a construction multiple of 0.5 or even 0.3, while make-shift shipyards can have multiples of 1.5 or 2.

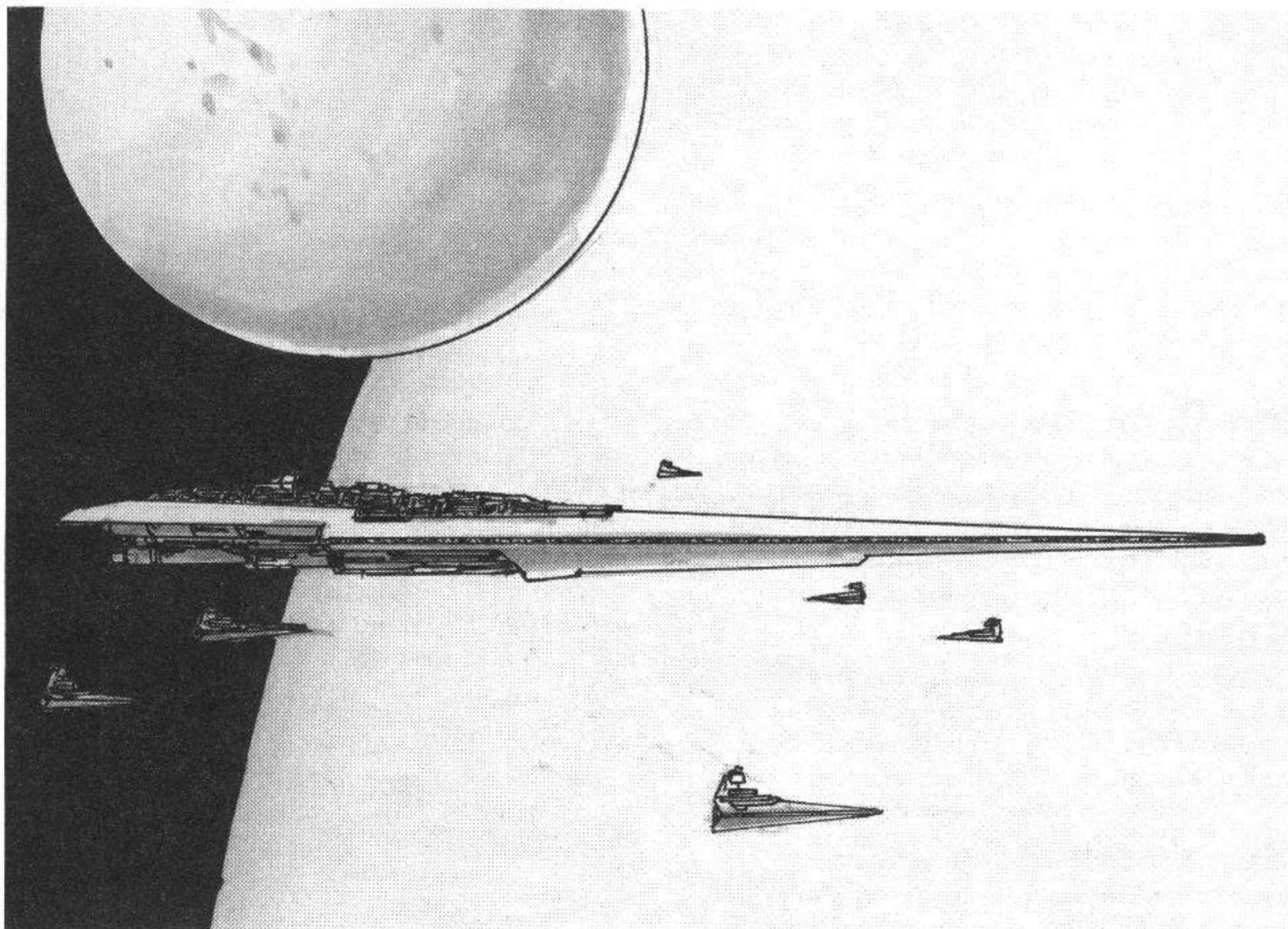


Table 3-1: Construction Slips

Ship Size	Maximum Slips
Colossal	12
Gargantuan	9
Huge	6
Large	5
Medium-size	4
Small	3
Tiny/Diminutive/Fine	2

Examples of typical shipyards and construction multiples are listed below.

Thus, a Super Star Destroyer built at a high quality shipyard and divided among 12 slips could be built in a little less than 88 weeks, or roughly 1.7 years.

Shipyards

There are hundreds of shipyards spread throughout the galaxy. The highest density is found in the Galactic Core. However, few major shipyards are capable of producing entire lines of starships. Shipyards often subcontract aspects of their building programs to smaller businesses, and many have numerous secondary shipyards with roughly half the number of construction slips. Some of the most noteworthy major shipyards are described below.

Alderaan Royal Engineers

(325 slips, construction multiple 0.75)

The Alderaan Royal Engineers shipyard was an important place during the height of the Old Republic, with a history dating back over twenty thousand years. It was famous for constructing luxury yachts and pleasure vessels, but also had a number of successful designs for starfighters and capital warships. It faded from prominence toward the end of the Old Republic and (of course) ceased operations entirely after the destruction of Alderaan.

Corellian Engineering Corporation

(3,650 slips, construction multiple 0.75)

Corellian Engineering Corporation (CEC) is the oldest and most successful producer of civilian ships in

the galaxy. The CEC manufactures fighters, transports (including the famous YT and YV series), and even a few military-grade capital vessels. The corporation's great success no doubt comes from its placement near Corellia—which has a tradition of excellent starship designers, often hired by CEC—and the extremely modular nature of its designs. Rather than trying to make each ship perfect for all customers, the CEC makes ships that are highly modular and easily modified to fill specific roles.

FreiTek, Inc.

(410 slips, construction multiple 0.5)

The design team that created the X-wing for Incom established FreiTek after the fall of the Empire. FreiTek is a small, new business actively supporting the New Republic during The New Jedi Order era. It has so far designed only one vessel, the E-wing fighter, but it has also done a number of upgrades on older starfighters. FreiTek seems to be concentrating on other smaller ship designs for the near future.

Gallofree Yards, Inc.

(500 slips, construction multiple 1.25)

Gallofree Yards was a small company that attempted to compete in the crowded small transport market during the waning decades of the Old Republic. Although it went bankrupt prior to the Rise of the Empire, many of its ships are still found in use throughout the galaxy.

Incom Corporation

(2,234 slips, construction multiple 1)

Incom has been a noteworthy designer of starfighters for nearly two millennia. When the Empire came into power, many Incom personnel fled to the Rebellion, bringing with them the designs for the new T-65 fighter, better known as the X-wing. Incom Corporation was nationalized by the Empire shortly thereafter and produced few new designs until the Emperor's fall. During The New Jedi Order era, Incom finds itself in a precarious position. Citizens of the Imperial Remnant don't trust the company because of its long-running Rebel sympathies, while members of the New Republic don't trust the company because of its long association with the Empire.

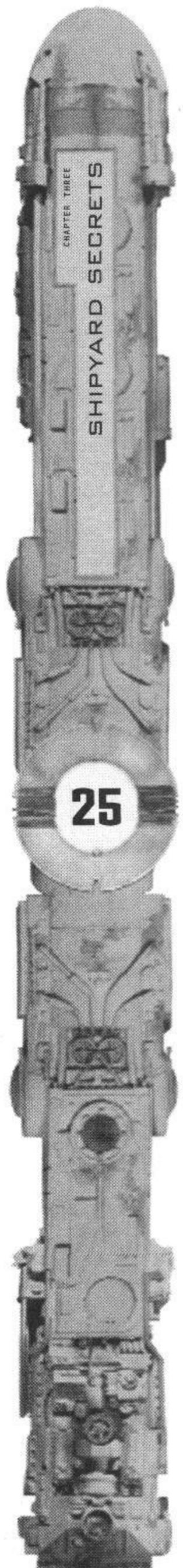
Koensayr

(452 slips, construction multiple 1.5)

Koensayr is primarily a manufacturer of starship components. It boasts that one-fifth of the galaxy's starships contain at least

Table 3-2: Shipyards and Construction Multiples

Shipyards Size and Quality	Construction Example	Multiple
Exceptional quality, well-stocked shipyard	Kuat Drive Yards	0.5
Large, well-run shipyard	Corellian Engineering Corporation	0.75
Average mid-size shipyard	Incom Corporation	1
Small or poorly funded shipyard	Gallofree Yards	1.25
Older or low-quality shipyard	Koensayr	1.5
Makeshift shipyard	Pirate base	2



one Koensayr system. It has done a few independent designs, including the venerable Y-wing fighter, but it mostly uses its slips to build custom-ordered starships and overhaul old ships with new systems.

Kuat Drive Yards

(5,781 slips, construction multiple 0.5)

Kuat Drive Yards (KDY) ranks with Siemar Fleet Systems as one of the top two military starship manufacturers in the galaxy. The company's designs include the Imperial Star Destroyer and the Super Star Destroyer. Former employees of KDY have started numerous companies, although most have been bought out by their parent company after going bankrupt. Kuat Drive Yards has always had a pro-Empire stance, from supporting the earliest days of the Emperor's rise to doing business with the Imperial Remnant in The New Jedi Order era.

Kuat Systems Engineering

(1,200 slips, construction multiple 0.75)

Kuat Systems Engineering (KSE) is one of many companies spun out of KDY. A fairly successful business during the waning days of the Old Republic, it did poorly during the Emperor's reign, when it was reacquired by KDY. KSE was then used exclusively to market and install aftermarket modification kits for small freighters and similar vessels. Shortly before the death of the Emperor, KSE was sold to a group of investors who turned out to have strong pro-Rebellion sympathies. During The New Jedi Order era, KSE has become an important supporter of the New Republic, although its owners still demand top prices for their work.

Mon Calamari

(1,000 slips, construction multiple 0.75)

The world of Mon Calamari has numerous shipyards in orbit. These were originally used to construct the first major capital ships of the Rebellion, and they continue to do a fair amount of work for the New Republic during The New Jedi Order era.

Silvuit Corporation

(400 slips, construction multiple 1)

The Silvuit Corporation was a minor starship manufacturer during the Rebellion era. The company often worked as subcontractors with Siemar Fleet Systems on projects such as the *Lambda*-class shuttle. Following the Battle of Endor, Silvuit continued to work with the Empire and became one of the major suppliers for the Imperial Remnant.

Siemar Fleet Systems

(4,227 slips, construction multiple 1)

Originally named Republic Siemar Systems during the Old Republic, Siemar is one of the most respected starfighter shipyards in the galaxy. Siemar designed and built the entire original line of TIE fighters. It eventually subcontracted with dozens of other shipyards to help fulfill its massive contracts with the Empire. It has built a few capital ships, including Interdictors, but mostly concentrates on smaller ships. Even after the fall of the Empire, Siemar continues to do brisk business in smaller armed vessels.

SoroSuub

(3,008 slips, construction multiple 1.25)

SoroSuub is a prominent corporation based on the planet Sullust. It produces a huge variety of goods, building nonmilitary starships almost as an afterthought. The connections between the government of Sullust and SoroSuub are extensive. After the Battle of Endor, the SoroSuub board of directors took control of Sullust, allying with the New Republic shortly thereafter.

The Black Market

Every galactic government, from the Old Republic through the rise of the Empire, and on to the New Republic, makes some effort to limit the equipment and weapons civilians put on their ships. Military components, such as $\times 1$ hyperdrives and turbolasers, are often restricted to vessels actually serving in an acknowledged navy. Other items, such as a smuggler's concealed cargo spaces and heavy ion cannons, were outlawed during the Rise of the Empire, but perfectly legal in other eras. Just because something was outlawed, however, didn't mean it couldn't be bought somewhere. There's always a black market available somewhere, if a character knows how to find it.

Table 3-3: Black Market Resources

Black Market	Resource Level
Deep Core or Core Worlds	+2
Expansion or Outer Rim	+1
Colonies, Inner Rim, or Mid Rim	+0
Wild or unexplored space	-1
Major planet	+2
Major space station	+1
Very minor planet or station	-1
Shipyard nearby	+2
Major trade center nearby	+2
Run by powerful crime organization	+3
Strong smuggler connections	+2
Area with strong law enforcement	-2
Early in the Old Republic	+1
Rise of the Empire era	+3
Rebellion era	-2
New Jedi Order era	+0

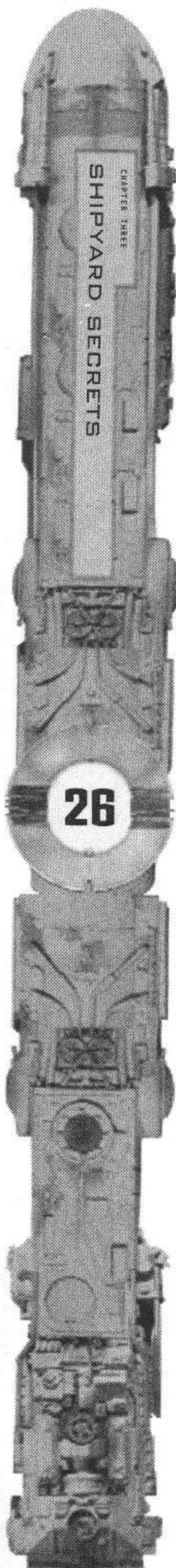


Table 3-4: Black Market Resource Levels

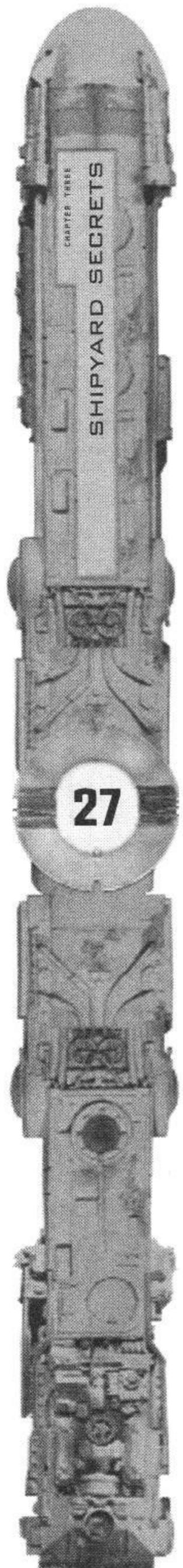
Resource Level	Availability based on price in credits			
	0-5,000	5,001-20,000	20,001-50,000	50,000+
-3 or less	50%	25%	5%	1%
-2 to 0	60%	30%	10%	2%
1 to 2	70%	35%	15%	3%
3 to 5	80%	40%	20%	4%
6 to 9	90%	45%	25%	5%
10 or more	95%	50%	30%	10%

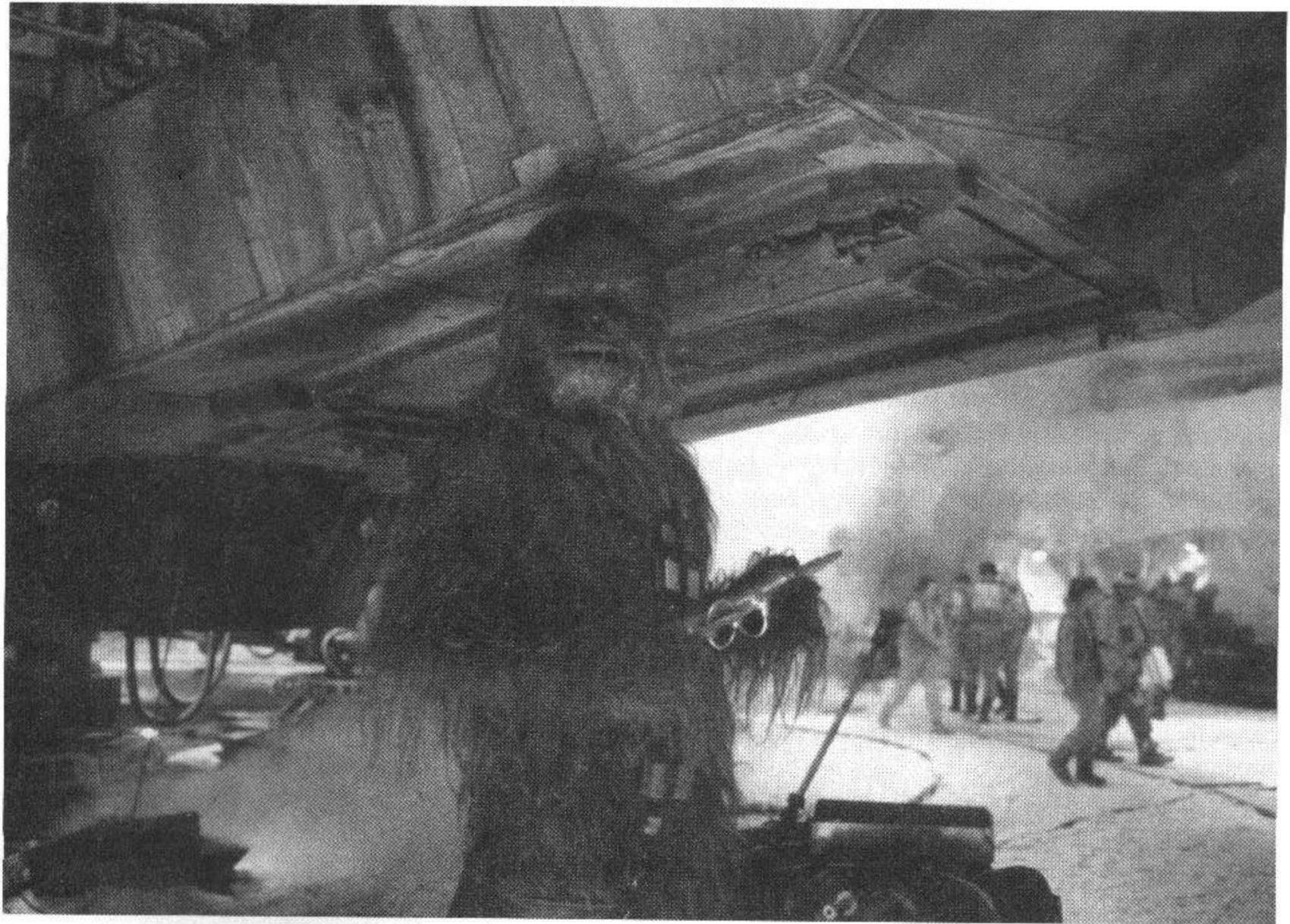
Black market goods are more expensive and less reliable than items purchased from legitimate shipyards and parts dealers, but sometimes they're the only way to get what you want. Most major worlds have black markets on them, as do a number of backwater worlds far enough away from central authority to make business prospects a little less risky. Finding a black market for the first time can be difficult, although it's usually easy to relocate one after you've been there before. Because of the illegal nature of a black market, discovering its location generally involves 1d6 days of seeking contacts and looking for criminal elements. A Diplomacy check (DC 20), Gather Information check (DC 15), or Knowledge (streetwise) check (DC 15) can cut that time down to one day.

Once a black market has been located, characters can see if a specific illegal item is available for sale, and if so, at what cost and in what condition. Generally, major cities, starports, and trade centers are more likely to have rare and expensive items, although strong local law enforcement can reduce that chance. Use Table 3-3 to determine the resource level of a particular black market.

Consult Table 3-4 when trying to determine if a market of that resource level has a particular item.

The actual cost to buy an item on the black market is likely to run 100% to 500% of its base cost. Items that are extremely dangerous (such as explosives), bulky (such as gravity well projectors), or in high demand may have their availability reduced by 1d10% in all categories that apply. Table 3-4 can also be used to determine if a particular modification can be made at a black market facility. Determine the cost of making the modification, then use that number as the base cost to figure the chance of availability. Again, the price of getting a modification done on the black market may run many times the actual cost of time and labor.





Modifying Starships

Traders, smugglers, bounty hunters, mercenaries, explorers, Jedi, and even soldiers all have different transportation needs. Starships rarely come off the production line with systems and abilities that meet the needs of all these groups. As a result, many starship owners modify their ships themselves or pay someone else to do it for them. The older a starship is, the more likely it's had some changes made somewhere along the way. Some ships are so heavily modified that it's difficult to tell what they originally looked like. Others have their improvements carefully hidden, making them appear far more innocuous than they really are.

Modifying a starship can be an expensive and time-consuming endeavor for characters, but it can also give them numerous advantages once they have a ship that meets their every specification.

Defining a Modification

Anything done to a ship that changes its abilities after it comes off the assembly line is considered a modification. Minor alterations, such as changing a ship's paint or modifying its seats to accommodate a Wookiee, aren't considered modifications because they have no real impact on what the ship is capable of doing. Changing the exterior of a patrol ship so it

looks like an unnamed freighter is considered a modification because it allows the ship to do something new (namely, pass for an unarmed ship).

Most modifications involve either increasing the capacity of one of the ship's nine core systems (Automation, Life Support, Stowage, Consumables, Hyperdrive, Ion Engines, Shields, Superstructure, and Weapons Suite) or adding a new secondary system. All modifications are defined as either major or minor.

When adding to a core system's capacity, any modification that fits in the same construction point range on Tables 1-2 through 1-11 is considered minor, while those that would require moving to a higher construction point range are considered major. For example, increasing the maximum shields of a Y-wing from 50 to 60 would be a minor modification because it remains in the range of 5 construction points on Table 1-9. If the Y-wing's owner wanted to increase its hyperdrive from a $\times 1$ to a $\times 0.75$, that would be a major modification because its listing goes from the 21 construction point level to the 35 construction point level.

When adding a new system that isn't a core system, the primary factor is cost. Any system that costs 50,000 credits or less can be added as a minor

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Table 3-5: Maintenance Costs

Size Facility	Major Starport/Stardock	Minor Starport/Stardock	Makeshift Starport	No Facility
Colossal	28,800	42,400	57,600	86,400
Gargantuan	7,200	10,600	14,400	21,600
Huge	1,800	2,650	3,600	5,400
Large	900	1,350	1,800	2,700
Medium-size	450	675	900	1,350
Small	300	450	600	900
Tiny	150	225	300	450
Diminutive/Fine	100	150	200	300

modification. Adding a system that costs more than 50,000 credits is generally a major modification.

Time, Cost, and Difficulty

Making a minor modification has a base Repair check DC of 15. Making a major modification has a base DC of 20. A major modification that increases a core system by more than one level on the appropriate construction point table (such as increasing a ship's hyperdrive from $\times 1$ to $\times 0.5$) adds 5 to the DC for each additional level on the table. If a modification is attempted without the assistance of a shipyard or similarly equipped facility, add 5 to the DC. A modification cannot be attempted without a complete set of tools.

Making any modification takes a number of hours equal to the DC of the Repair check. This work can be divided between a number of different people. (Double the number of additional people who can work on modifying a ship for each size category it is above Fine.) The cost in materials to make the modification is equal to 1,000 credits multiplied by the DC of the Repair check. This cost does not include the price of the systems to be installed or the construction point cost of core systems with increased capacities. If a shipyard makes the modification, it charges an additional fee equal to the material price to cover its labor costs.

Downgrading

It's possible to reduce the DC of a modification's Repair check—and therefore reduce the time and cost of the modification—by downgrading other core systems in the ship. Each system reduced to the minimum value one level lower on its construction point table lowers the DC of the modification by 5. A modification cannot have its DC lowered to less than 10.

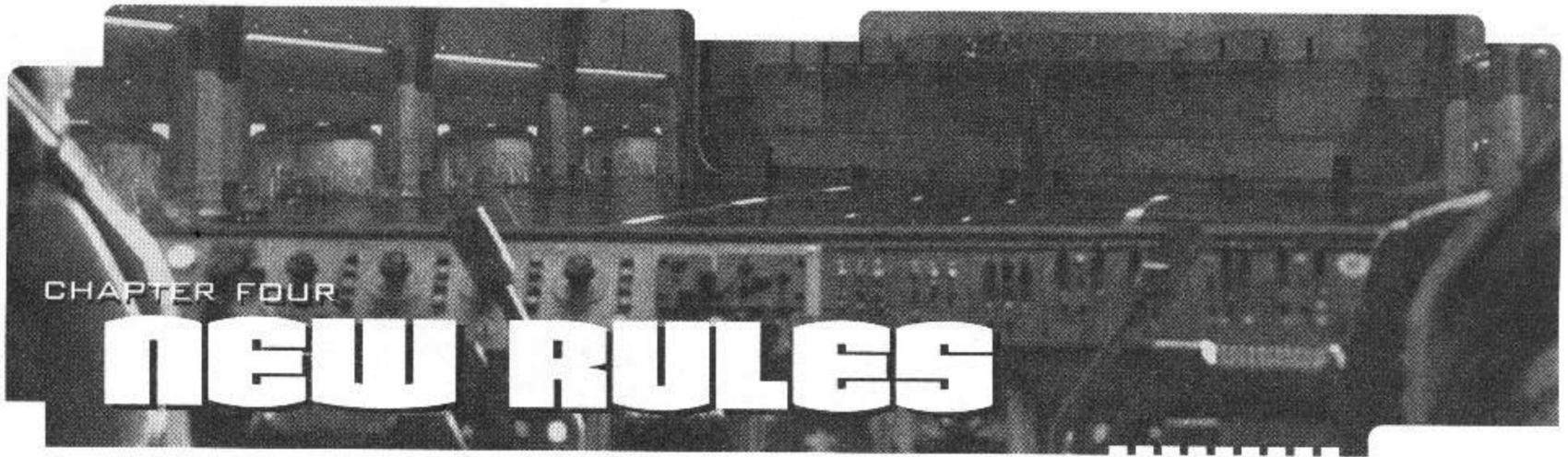
For example, the owner of a Nebulon-B escort frigate wants to increase its automation systems so that its minimum crew is only 65. That moves its automation to a new level on the construction point table, making it a major modification with a DC of

20. There's no shipyard available for the modification, increasing its DC to 25. To save time and money, the owner of the Nebulon-B decides to use a lot of the ship's cargo space for this modification. The ship's maximum cargo is reduced to 300 metric tons. This is the minimum cargo for the construction level below what the Nebulon-B normally has, and thus reduces the total modification's DC by 5 to 20. In addition to paying the cost of an additional construction point (from Table 1-12), the owner of the Nebulon-B must pay 20,000 credits for materials. He must pay another 20,000 credits for labor if he has the job done in a shipyard.

Starship Maintenance

The *Star Wars Roleplaying Game* focuses on daring adventures rather than the more mundane aspects of space travel. As a result, the game does not have complex rules for the exact cost of maintaining a ship's hyperdrives, fueling its ion engines, and restocking its supplies. Too much time spent on such details tends to detract from the fun of a cinematic roleplaying game. On the other hand, the need for money to keep a starship in good working condition can spur further adventures. Table 3-5 attempts to balance these two factors by giving a single maintenance cost for a starship, based on the ship's size and the facility where it receives maintenance. (Larger starports tend to be better supplied and are able to maintain a starship for a lower cost.)

This cost must be paid every twenty hyperspace jumps or six months (whichever comes first). If a ship is not properly maintained, the Gamemaster should begin giving the ship flaws or applying penalties to the ship's systems, such as reducing its consumables supply or reducing its top speed by a category. (See Chapter 11 of the *Star Wars Roleplaying Game* for more information.)



The following new options for skills and additional feats are designed to give more options in *Star Wars* campaigns featuring starship combat and space encounters.

New Uses for Old Skills

Some of the skills already defined in the *Star Wars Roleplaying Game* have specific uses in the context of starships, as described here.

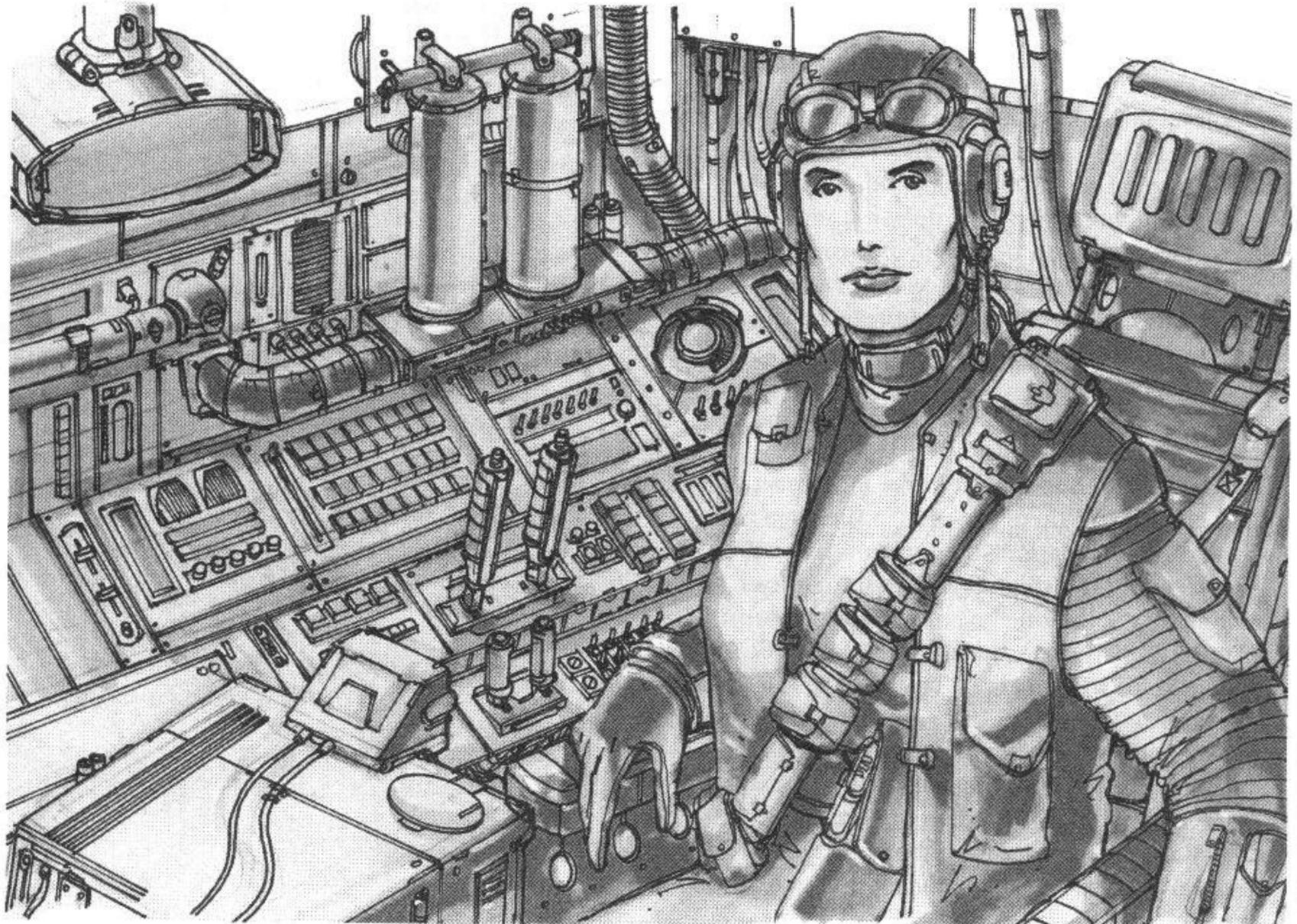
Battlemind

Battlemind can be used for starship combat as easily as for personal combat.

Computer Use

Computer Use is used to operate any system on a starship that isn't controlled by the Pilot or Astrogation skill. This includes ship's sensors, internal security, and communications.

Rules for operating ship sensors are covered in Chapter 11 of the *Star Wars Roleplaying Game*. Most of a ship's internal security systems can open or shut doors, activate or shut off alarms, and so on. Most of these functions are handled from a ship's bridge or cockpit, although some ships have dedicated security stations. Operating security systems from a designated post is easy (Computer Use DC 10). Accessing them from other terminals on the ship may be possible, but it's also



more difficult (Computer Use DC 20). If two different characters are attempting to control security systems, they must make *opposed* Computer Use checks; anyone using a security station gains a +5 bonus.

Most typical communications tasks can be accomplished with a Computer Use check against DC 10. This includes hailing a ship within sensor range with a comm, subspace transceiver, or hypertransceiver, or setting up communications between starships and individual comlinks. The same check can be used to send recording messages automatically at certain times or under preset conditions that a ship's sensors can identify (such as automatically sending a distress call when a ship's shields are destroyed).

HoloNet transceivers are much more complicated devices, requiring a Computer Use check against DC 15 to accomplish the same tasks (although their effective range is unlimited). A HoloNet transceiver can also be used to search for specific information that may be available somewhere on the HoloNet. This generally takes 1d6 hours and requires a Computer Use check. The DC depends on the kind of information desired, as determined below. A Gamemaster may decide that some information was never put on the HoloNet (such as the details of Yuuzhan Vong technology) and is thus impossible to find.

Table 4-1: HoloNet Searches

Information Is:	DC
Common, known by a majority of sentient beings in the galaxy	15
Uncommon, but known by most experts within the appropriate field of study	25
Obscure, known only by a few specialists or scholars	30
Extremely obscure, likely never known by anyone who understood its significance	35
Secret military, financial, or technological knowledge	+10

Computer Use can also be used to establish secured or scrambled communications. This is done with opposed Computer Use checks between the person sending the message and anyone attempting to intercept or unscramble it. The superior quality of a hypertransceiver gives a +2 circumstance bonus on such checks; a HoloNet transceiver gives a +4 circumstance bonus.

Craft (Starships)

One can design starships using the Craft (starships) skill. This is different from actually building a starship, which generally takes too long for one person to accomplish alone. The DC for designing a starship is equal to 10 + 1/10th of the construction points used in its design. The base time to design a starship is one month. On a

failed roll, the designer may try again after one week. The designer may also modify the design so it uses fewer construction points, thus lowering the DC.

It's also possible to divide a starship design into sections. This takes longer, but allows the designer to make a check for each section. The DC is the same, but the base time for designing a single system is one week. A single check against DC 15 allows a designer to include as many minor systems as he wants, as long as they don't cost construction points.

A character with 5 or more ranks of Craft (starship) gains a +2 synergy bonus on Repair checks made to repair or modify starships.

Farseeing

It's possible to use Farseeing instead of a fire control computer when firing starship weapons. When this is done, ignore the weapon's fire control modifier. Replace it with a Farseeing bonus dependent on the Farseeing check, as given below. A character still cannot make more than one Farseeing check each hour, so this is only useful when a single attack roll is extremely important.

Table 4-2: Farseeing and Fire Control

Farseeing Check Result	Attack Bonus
25	+2
30	+4
35	+6
40	+8
45	+10

Forgery

Every starship is equipped with a HoloNet transponder that broadcasts its class, ownership, and licenses to any ship that scans it with sensors. The Forgery skill can be used to create a false HoloNet signal with whatever information the forger desires to include. This requires 1d4 hours of work and access to a datapad and hypertransceiver or blank transponder. The deceiver's Forgery check is opposed by the Computer Use check of someone receiving the transponder's message. It is important to note that claiming an X-wing is a Y-wing is theoretically possible with this skill, but anyone who checks the ship with sensors can easily tell this is not the case. (Note: The HoloNet transponder is very different from the HoloNet transceiver mentioned under Computer Use.)

Repair

The Repair skill can be used in combat to fix part of a ship's burned-out shield generators, restoring a fraction of the ship's shield points. The percentage of shield points that can be restored depends on the difficulty of the repairs attempted, as given on Table 4-3. Normally, making a Repair check to restore shields



requires 1 minute of work, but this time can be reduced to a single round by adding 5 to the given DC. It is possible to make multiple Repair checks to restore shield points during a combat, but each additional attempt adds 5 to the DC of the Repair check.

Table 4-3: Repairing Shields

Repair DC	% of Maximum Shield Points Restored
10*	10
15*	20
20*	25

*Reduce the DC by 5 if the ship is equipped with backup shield generators.

If the ship is a fighter with an astromech droid, the droid can attempt the Repair check. If it is a ship with a crew defined by a crew rating, use the rules for determining crew skill ranks in Chapter 5 to calculate the best Repair check available for such efforts.

For example, suppose a Y-wing with a typical R2 unit has taken 37 points of damage to its shields. While it's still being fired upon, the R2 unit decides to attempt to restore some shield points. It wants to get 10% of the shield points restored (DC 10) and make the Repair check in 1 round (+5 DC). The R2 has a Repair bonus of +7, meaning it needs to roll an 8 or higher to beat the DC of 15. If it succeeds, the Y-wing gets 5 shield points back. If the R2 makes another attempt to do the same thing later in the same combat episode, the DC rises to 20.

New Feats

Following are descriptions of new feats specially designed for use with starships.

Gunner

You are particularly skilled at operating a starship's weapons.

Benefit: You take no penalty on attack rolls when operating starship weapons on any class starship. If you're firing on a ship that's at point blank range from an ally (such as one that's engaged in a dogfight), and you are at greater than point blank range, you suffer no attack penalty.

Normal: Characters who do not have this feat suffer a -4 penalty on the operation of starship weapons unless they have the appropriate Starship Operation feat. Also, characters without this feat firing on a target within point blank range of an ally suffer a -4 penalty on attack rolls when firing from a range greater than point blank.

Expert Gunner

You are among the most skilled starship weapon operators in the galaxy.

Prerequisites: Gunner, base attack bonus +9 or higher.

Benefit: You never suffer range penalties on attack rolls when firing on targets at short or medium range, regardless of the size of the ship you are in.

Normal: Most ships suffer a penalty when firing at short or medium range.

Maneuver Expertise

You have mastered one particular starship maneuver.

Prerequisites: Starship Operation (any), Pilot 6+ ranks.

Benefit: Choose one specific starship maneuver. When making a Pilot check for that maneuver, you receive a +5 competence bonus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different maneuver.

Pinpoint Accuracy

You can fire a starship weapon more accurately than most, aiming for particularly vital parts of a target.

Prerequisite: Base attack bonus +6 or higher.

Benefit: On your action, before making any attack rolls for a round, you may choose to subtract a number from all starship weapon attacks and add the same number to the damage dealt to any target within point blank range. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next action.

Rapid Gunner

You are particularly adept at firing your starship's weapons rapidly.

Prerequisite: Starship familiarity (as the starfighter ace and blockade runner class feature) or gunnery familiarity (as the master gunner class feature).

Benefit: You may make a single maneuver with your starship before making a full attack with one of its weapons, as long as you are "familiar" with that ship (as defined by the blockade runner and starfighter ace class feature familiarity).

Normal: A character making a full attack in a starship cannot normally make any maneuvers.

Starship Point Blank Shot

Select a starship class (starfighter, space transport, or capital). You are skilled at making well-placed shots with weapons on starships of that class while firing at point blank range.

Benefit: You get +1 bonus on attack and damage rolls with starfighter, space transport, or capital ship weapons (depending on which class of starship you selected) when attacking targets at point blank range.

New Force Feats

Following are descriptions of new Force feats specially designed for use with starships.

Force Dodge

You are adept at using the Force to avoid attacks when piloting a starfighter.

Prerequisite: Force-Sensitive, Control, Force-user level 7th+, Starship Operation (starfighter).

Benefit: When piloting a starfighter, you gain an additional +2 dodge bonus to Defense.

Force Pilot

The Force helps you fly starships more than it helps you with anything else.

Prerequisite: Force-Sensitive, Alter.

Benefit: When spending a Force point, you gain an additional 2d6; you can only add this bonus to Pilot and starship combat checks you make that round.

New Prestige Classes

Prestige classes were introduced in Chapter 12 of the *Star Wars Roleplaying Game*. These additional prestige classes follow the same rules presented there.

Blockade Runner

The blockade runner is to space transports what the starfighter ace is to smaller ships. She's a master of ships that are normally overlooked as too big for hit-and-run tactics and too small for effective shields and firepower. In the hands of a blockade runner, space transports come to life as dangerous and versatile vessels able to outrun anything they can't outfight. A blockade runner takes great pride in her ability to maneuver her ship in ways no capital ship could ever manage, while at the same time taking advantage of more weapons than a starfighter has room for. A

blockade runner often creates new maneuvers on the spur of the moment, then proceeds to name them after herself and mention them to everyone she meets.

Most blockade runners are smugglers or couriers hired to guarantee that small shipments safely arrive at their destinations. A few are mercenaries, selling their services to the highest bidders. The main trait that unites blockade runners, beyond their choice of craft, is their need to test themselves. Some seek combat with all manner of opponents, while others are more interested in the challenge of escaping an overwhelmingly powerful force. Blockade runners constantly push the envelope of what they can make their ships do, even at the risk of being killed by a slight miscalculation.

As a rule, a blockade runner operates with a copilot or alone—her ship is rarely part of a squadron or fleet. When she does work with a group, she's generally at the vanguard of an attack run and in the thick of the fighting, regardless of her mission orders. The opportunity to prove herself superior to everyone else is at the heart of a blockade runner's personality. Operating with others is just one more opportunity to show off.

Requirements: To qualify to become a blockade runner, a character must fulfill all the following criteria:

Base Attack Bonus: +4.

Skills: Pilot 10+ ranks.

Feats: Starship Dodge (space transport), Starship Operation (space transport).

Class Skills

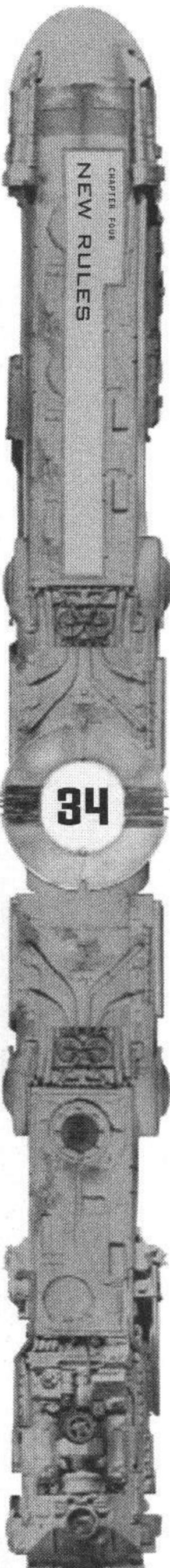
The blockade runner's class skills (and the key ability for each skill) are Astrogate (Int), Knowledge (any) (Int), Pilot (Dex), Profession (Wis), Repair (Int), Spot (Wis), and Computer Use (Int).

Skill Points at Each Additional Level: 4 + Int modifier.

Vitality: 1d6 per level.

Table 4-4: The Blockade Runner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	0	+0	+2	+0	Familiarity +1	+3	+0
2nd	+1	+0	+3	+0	Space transport defense	+3	+1
3rd	+2	+1	+3	+1	Familiarity +2	+4	+0
4th	+3	+1	+4	+1		+4	+1
5th	+3	+1	+4	+1	Familiarity +3	+5	+0
6th	+4	+2	+5	+2	Space transport evasion	+5	+1
7th	+5	+2	+5	+2	Familiarity +4	+6	+0
8th	+6	+2	+6	+2		+6	+1
9th	+6	+3	+6	+3	Familiarity +5	+7	+0
10th	+7	+3	+7	+3	Improved space transport evasion	+7	+1



Class Features

Weapon Proficiency: A blockade runner gains the Weapon Proficiency feats for blaster pistols and simple weapons.

Familiarity: With this class feature, the blockade runner gains a bonus on her Pilot and Repair skill checks used on a space transport she designates as familiar. The same bonus is applied to the hero's attack roll whenever firing the transport's weapons. This bonus is +1 at 1st level, and increases by 1 every two levels thereafter (3rd, 5th, 7th, and 9th).

To designate a space transport as familiar, the hero must have operated the transport for at least three months. A blockade runner can only be familiar with one transport at a time.

Space Transport Defense: At 2nd level, the blockade runner may add her Defense bonus derived from her blockade runner levels to the Defense of any space transport she pilots.

Space Transport Evasion: At 6th level, the blockade runner can make a Pilot skill check to lessen the damage dealt by a successful hit against a space transport she is piloting. If the Pilot skill check result exceeds the attack roll result, the damage dealt to the pilot's ship is halved (round fractions down, to a minimum of 1 point of damage). A blockade runner can make an evasion check once per round.

Improved Space Transport Evasion: At 10th level, the blockade runner's space transport evasion improves: A successful Pilot skill check negates all damage suffered by an attack.

Deep Space Pilot

Most space travelers move from civilized world to civilized world, rarely spending more than a few months on any particular trip. But some pilots are experts at long journeys, often spending more than a year aboard a small freighter. A deep space pilot may be a prospector looking for rich ore-filled asteroids, an explorer hunting for new, stable hyperspace routes, a scavenger seeking salvageable technology in space wrecks, or a relic hunter looking for signs of lost civilizations.

Deep space pilots are masters of hyperspace travel and eventually become experts in the sectors of space they most often travel. They are often hired to pilot expeditions into more dangerous areas of space or to lead convoys going on extended voyages. However, even the most experienced deep space pilots grow weary of long voyages. A few eventually become scouts and continue to lead expeditions, while others become starfighter aces or blockade runners.

Requirements: To qualify to become a deep space pilot, a character must fulfill all the following criteria:

Feats: Spacer, Starship Operation (starfighter or space transport).

Skills: Pilot 9+ ranks.

Class Skills

The deep space pilot's class skills (and the key ability for each skill) are Astrogate (Int), Knowledge (any) (Int), Pilot (Dex), Profession (Wis), Repair (Int), Search (Int), Survival (Wis), and Computer Use (Int).

Skill Points at Each Additional Level: 6 + Int modifier.

Vitality: 1d6 per level.

Class Features

Natural Astrogator: A deep space pilot is a natural astrogator, able to calculate hyperspace coordinates without the use of a navicomputer. A deep space pilot no longer takes a -5 penalty when calculating hyperspace jumps without the aid of an astromech or navicomputer (see Chapter 11 of the *Star Wars Roleplaying Game* for more information on calculating hyperspace jumps). Additionally, when a deep space pilot does have access to a navicomputer when calculating hyperspace jumps, all calculation times are reduced by 50%. This includes the time to calculate a new route between systems, even if the deep space pilot doesn't know his starting point.

Sector Familiarity: Starting at 2nd level, a deep space pilot becomes familiar with certain areas of space. The deep space pilot selects one area of the galaxy (Deep Core, Core Worlds, the Colonies, Inner Rim, Expansion Region, Mid Rim, Outer Rim, or Wild

Table 4-5: Deep Space Pilot

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	0	+2	+0	+0	Natural astrogator	+3	+0
2nd	+1	+3	+0	+0	Sector familiarity	+3	+1
3rd	+2	+3	+1	+1	Hyperjump sense, sector familiarity	+4	+0
4th	+3	+4	+1	+1	Sector familiarity	+4	+1
5th	+3	+4	+1	+1	Sector familiarity	+5	+0

Space) with which he is familiar. When in that region of space, the deep space pilot gains a +4 circumstance bonus on Astrogate checks, Computer Use checks to operate his ship's sensors, and Knowledge (spacer lore) checks regarding the region. The deep space pilot can declare an additional region of space as familiar at 3rd, 4th, and 5th level.

Hyperjump Sense: At 3rd level, a deep space pilot gains a sense of when a hyperspace jump is likely to fail. If a hyperspace jump calculated by a deep space pilot would normally result in a hyperspace mishap, the pilot is allowed a second Astrogate check with all the same modifiers (but requiring no time). If the second check is successful, the hyperspace jump fails, and the ship does not enter hyperspace, but no hyperspace mishap occurs. A new set of calculations must then be made, taking additional time.

Master Gunner

Master gunners are experts at operating the big guns of capital ships, and sometimes space transports. Such experts were once common throughout the galaxy. By the Rise of the Empire era, the massive Imperial space navy's emphasis on standard training and victory through overwhelming numbers had made master gunners rare. Only a few families kept the traditions alive, and only a few expert officers and renegades managed to train themselves to this degree of expertise.

A master gunner is not normally a pilot. Instead, he concentrates on learning as much as possible about starship guns rather than engines. A captain who discovers a master gunner often treats him very well, making sure he is kept safe when off duty or on shore leave. Most master gunners crave the thrill of starship combat, but a few are quiet beings who secretly loathe their natural affinity for destruction. A single master gunner can give an entire crew a reputation for excellence, and may swing the course of an entire battle.

Many master gunners find themselves drawn to more personal instruments of destruction, and begin to study personal scale weapons. Some join groups of smugglers or bounty hunters, trading their skills for a share of the profits. Others decide to become captains of their own ships, taking up the study of other ship systems.

Requirements: To qualify to become a master gunner, a character must fulfill all the following criteria:

Base Attack Bonus: +6.

Feats: Gunner.

Skills: Pilot 10+ ranks.

Class Skills

The master gunner's class skills (and the key ability for each skill) are Astrogate (Int), Computer Use (Int), Knowledge (any) (Int), Profession (Wis), Repair (Int), Search (Int), and Treat Injury (Wis).

Skill Points at Each Additional Level: 4 + Int modifier.

Vitality: 1d6 per level.

Class Features

Weapon Proficiency: Master gunners have the Weapon Proficiency feats for blaster pistols and simple weapons.

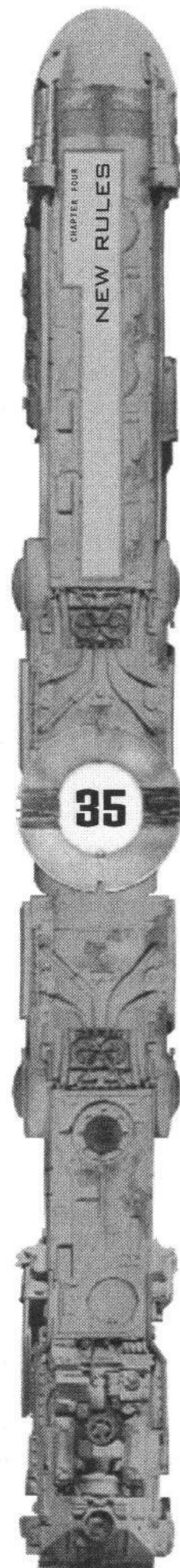
Bonus Feat: At 1st level, and again at 3rd and 5th level, the master gunner gains a bonus feat. These feats must be drawn from the following list: Expert Gunner, Pinpoint Accuracy, Rapid Gunner, Starship Point Blank Shot, and Weapon Focus (any starship weapon).

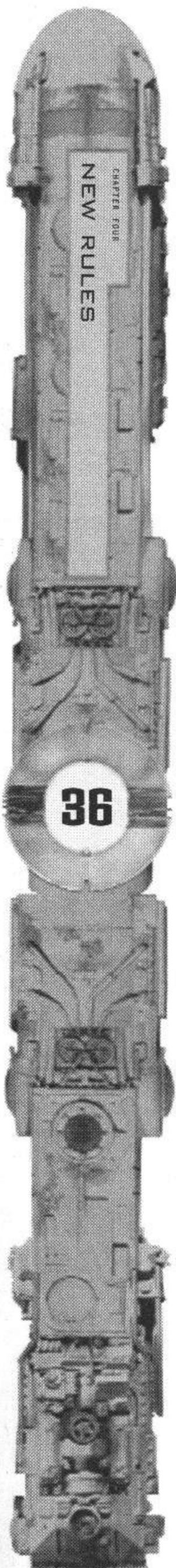
Gunnery Familiarity: At 2nd level, the master gunner must choose to specialize in either capital class ships or space transports. After operating the weapons of a starship of the chosen class for at least thirty days, the gunner becomes familiar with them, gaining a +1 bonus on all attack and damage rolls made with those weapons.

Disabling Shot: At 4th level, the master gunner gains the ability to make a disabling shot. This allows a master gunner to attempt to target a specific system on a starship, damaging it without harming any other part of the starship. To attempt this, the master gunner must choose one system to disable on a target ship (one battery of weapons or a set of fire-linked weapons are considered one system). The master gunner then makes a single attack roll at a -4 penalty. If the attack hits, the master gunner rolls damage, adding his base attack bonus to the total. This damage is not applied to the starship. Instead, the master gunner rolls on Table 4-9: Battle Damage and adds his damage total to the roll. If the result is equal to or greater

Table 4-6: The Master Gunner

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+1	+1	+2	+1	Bonus feat	+3	+0
2nd	+2	+1	+3	+1	Gunnery familiarity	+3	+1
3rd	+3	+2	+3	+2	Bonus feat	+4	+0
4th	+4	+2	+4	+2	Disabling shot	+4	+1
5th	+5	+3	+4	+3	Bonus feat	+5	+0





than the result needed to disable the target system, the system has been disabled. A disabling shot never destroys a system—it can always be fixed with a Repair check (DC 20 if no other DC is given).

Making a disabling shot is a full-round action.

Naval Officer

Naval officers are commanders trained in the tactics and strategies of space combat. They are generally trained in academies and may come from families with generations of naval service. Naval officers are usually either feared or beloved by their crew, but they may be seen as snobs or cowards by ground troops. Nonetheless, the strength of a space navy rests on the quality of its officers, and most political rulers know this well. No rebellion is planned without considering what side the naval officers will support, and no ruler forgets that naval officers are the most likely candidates to succeed in a coup against him.

A naval officer must be ready to make hard decisions that affect hundreds or even thousands of lives. It is his responsibility to ensure everyone under his command understands their duties and performs them well. Naval officers must often keep the true objectives of a mission secret from their crew, but are still expected to accomplish those goals. If a crew fails, it is their officer who must accept the blame. If a naval officer is the captain of a capital ship, he is the top authority on his vessel, bearing the ultimate responsibility for the actions of every being on board.

A low-ranking officer often has command of a minor capital ship. As he proves himself in combat (or simply survives long enough in the Empire), he is promoted to command a small battle group of three to five ships. A high-level naval commander may command an entire fleet, giving his orders to dozens of lower-ranking naval officers. Particularly charismatic naval officers often become political figures. During chaotic times, they may even find themselves in charge of worlds or entire clusters of star systems.

Requirements: To qualify to become a naval officer, a character must fulfill all the following criteria:

Base Attack Bonus: +3.

Skills: Astrogate 6+ ranks, Knowledge (bureaucracy) 8+ ranks, Pilot 6+ ranks.

Feats: Starship Operation (capital ship).

Special: Must belong to an organization with a naval military or paramilitary division. Examples include the Trade Federation, the Old Republic, the Galactic Empire, the Rebellion, the New Republic, and the Yuuzhan Vong.

Class Skills

The naval officer's class skills (and the key ability for each skill) are Astrogate (Int), Computer Use (Int), Knowledge (any) (Int), Pilot (Dex), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Profession (Wis), Search (Int), and Sense Motive (Wis).

Skill Points at Each Additional Level: 4 + Int modifier.

Vitality: 1d6 per level.

Class Features

Weapon Proficiency: Naval officers have the Weapon Proficiency feats for blaster pistols and simple weapons.

Enhance Crew: A naval officer can enhance the crew quality of any capital ship he directly commands. After commanding a ship for at least three months, the naval officer grants a +1 circumstance bonus to the crew quality on his ship. This applies only to the generic crew quality of his ship, not the skill checks of specific characters. This bonus increases to +2 at 3rd level, +3 at 5th, +4 at 7th, and +5 at 9th.

Enhance Fleet: Beginning at 4th level, a naval officer can enhance the crew quality of multiple capital ships within a fleet, as long as they are within sensor range of the ship he is on. The number of ships a naval officer may enhance is equal to his naval officer level plus his Charisma bonus. After commanding a

Table 4-7: The Naval Officer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Gain
1st	+0	+1	+1	+2	Enhance crew +1	+1	+1
2nd	+1	+2	+2	+3		+2	+1
3rd	+2	+2	+2	+3	Enhance crew +2	+2	+0
4th	+3	+2	+2	+4	Enhance fleet +1	+2	+1
5th	+3	+3	+3	+4	Enhance crew +3	+3	+1
6th	+4	+3	+3	+5		+3	+0
7th	+5	+4	+4	+5	Enhance crew +4	+4	+1
8th	+6	+4	+4	+6		+4	+1
9th	+6	+4	+4	+6	Enhance crew +5	+4	+0
10th	+7	+5	+5	+7	Enhance fleet +2	+5	+1

fleet of naval ships for at least three months, the naval officer grants a +1 circumstance bonus to the crew quality of those ships. This applies only to the generic crew quality of ships, not the skill checks of specific characters. This bonus increases to +2 at 10th level.

Starship Combat

The rules for starship combat presented in the *Star Wars Roleplaying Game* are designed to be quick and cinematic, reflecting the exciting pace of the *Star Wars* universe. In general, keeping with the spirit of this system is better than getting bogged down in unnecessary details. With the rules in this section, you can simplify or complicate starship combat, depending on the style of campaign you want to run.

If the starship combat template seems complex, the section on clarifications may help speed up your game sessions. If you've already mastered the core rules, we've included some advanced rules you can use to add detail as needed. And if you're eager to start some really large space battles, we've also added a set of streamlined combat rules specifically designed for large-scale conflicts. The streamlined combat rules can also be used as an alternative to the starship combat template.

Clarifications

The abstract combat system presented in the *Star Wars Roleplaying Game* is fairly self-explanatory, but some elements of it can be confusing to new players. Here are a few clarifications to help you make course corrections.

The Starship Combat Template: The starship combat template is designed for one starship—represented at the center of the template—and shows the relative positions of all other ships in a space battle. If the characters are piloting more than one ship, each ship must have its own separate template. When a ship makes a maneuver, the effects of that maneuver should be represented not only on that ship's template, but also with the tokens representing it on every other ship's template. The Gamemaster does not need to keep a template for each of his ships. If all the characters are in the same starship, one template should suffice.

The system in the *Star Wars Roleplaying Game* works best for battles with a few starships, rather than huge space battles. For instance, the *Millennium Falcon's* escape from the Death Star in Episode IV is easy to represent with the core rules and one starship combat template. The encounter involves one fleeing space transport (represented by the template) and four pursuing TIE fighters (represented by tokens).

On the other hand, if you want to run scenarios where the player characters have many ships—such as Red Squadron's attack on the Death Star or a mission for seven or eight Rogue Squadron X-wings—you may want to consider the streamlined space combat rules instead. Using those rules is easier than keeping track of seven or eight different combat templates and the relative positions of all ships involved.

Increasing Range: When attempting the increase range maneuver, the faster ship gains a +5 bonus for each category of speed it is currently moving.

Decreasing Range: When attempting the decrease range maneuver, the faster ship gains a +5 bonus for each category of speed it is currently moving.

Turn Maneuver: When your ship makes a turn maneuver, all the ships on your template move one fire arc. If you turn left, they move clockwise. If you turn right, they move counterclockwise. You must then decide whether all the other ships keep their facing relative to your ship or relative to the template.

For example, if you turn left, and you decide ships keep their facing relative to your ship, a ship in your right arc that has you in its front arc would move clockwise one arc. It would then be in your rear arc and still have you in its front arc. If you had decided for all ships to retain their facing relative to the template, the ship would still be in your rear arc, but you would be in its right arc.

When you make a turn, all ships must use the same reference for facing. You cannot have some ships keep their facing relative to your ship and some relative to the template.

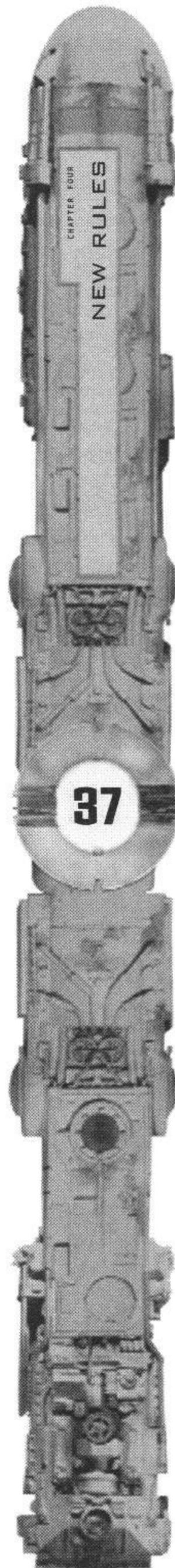
Reversing Direction: As with the turn maneuver, you must decide if ships on your template keep their facing relative to your ship or relative to the template. All ships must use the same reference for facing.

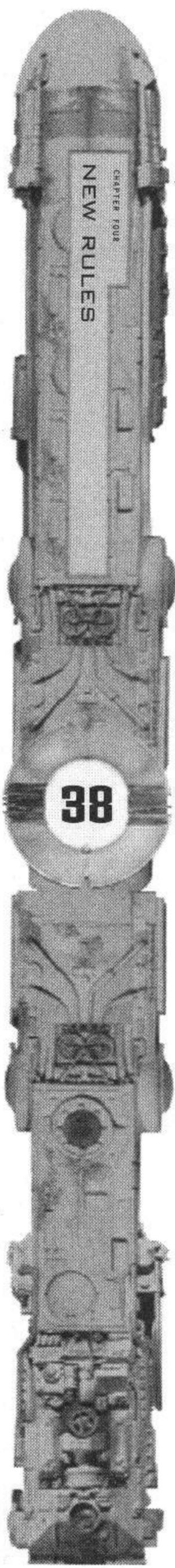
Advanced Starship Combat

Occasionally, you may want to add a few new rules to make starship combat more dramatic. The new maneuvers, combat options, and battle damage rules presented below aren't appropriate for every *Star Wars* campaign, or even every scenario in a game with lots of space combat. Don't feel that you need to add in all these systems at once—use them as needed to make individual scenarios more interesting. A Gamemaster should be sure to tell his players whenever he's using any of these rules.

New Maneuvers

These are additional actions that can be taken with a successful Pilot check. For more information on making maneuvers, see Chapter 11 of the *Star Wars Roleplaying Game*.





Attack Run: By performing an attack run, a ship can ignore normal defensive maneuvering to line itself up with its target. This requires a Pilot check (DC 15). This gives the starship a +2 circumstance bonus on attacks made with weapons in the front firing arc, but also gives it a -4 penalty to Defense. A ship making an attack run cannot fight defensively.

Dock: Generally, ships have no need to dock in space. Larger ships are generally self-sufficient, and smaller ships usually land in the docking bays of bigger ships. Personnel and materials are transferred in shuttles. But sometimes a ship that lacks its own shuttle, such as a freighter, needs to make transfers to a larger starship. Smaller vessels occasionally need to dock with one another. In these circumstances, it's necessary to perform a docking maneuver.

Docking two ships is tricky, and should only be attempted at very slow speed. If two ships attempt to dock at a speed greater than docking speed, each one takes a -2 penalty to the maneuver for each speed category it is currently moving; this is in addition to the normal penalties for attempting maneuvers at high speed.

The two ships must be at point blank range for a full round before they can attempt to dock. Successfully joining the two ships requires a Pilot check (DC 13). If the ships are moving at docking speed, a failed check just means the ships haven't lined up properly, and the maneuver must be attempted again. At higher speeds, a roll failed by 4 or less represents a failed attempt. A roll missed by 5 or more indicates the ships have hit each other and take collision damage. When calculating damage from this collision, the ships are assumed to have a net speed of 1. (For more information on collision damage, see page 177 of the *Star Wars Roleplaying Game*.)

Some ships are equipped with inflatable docking collars coupled with tractor beams. With this equipment, a ship can attempt to force another ship to dock with it by hitting its target with a tractor beam and drawing it in. If the opposing ship is successfully drawn into point blank range and held there for a full round, the pilot of the docking ship can attempt a forced-dock maneuver with a Pilot check (DC 18).

Flyby: This maneuver allows a ship that's being pursued to fly very close to an obstacle (for instance, an asteroid or a big ship such as a Star Destroyer), thus forcing pursuing ships to fly just as close. The lead ship sets the DC of the Pilot check, determining how close the pursuing ships must get. If the lead ship fails, it impacts the obstacle. If the lead ship succeeds, each pursuing ship must make a Pilot check with a +5 bonus (since the pursuing pilots have more time to react). If a pursuing ship fails the roll, it

Table 4-8: Defense Bonus from Flying Cover

Covered Ship Size	Number of Ships Flying Cover					
	1	2	3	4	5	6+
Colossal	+0	+0	+1	+2	+2	+3
Gargantuan	+0	+1	+1	+2	+2	+3
Huge	+0	+1	+1	+2	+3	+3
Large	+1	+1	+2	+2	+3	+3
Medium-size	+1	+2	+2	+2	+3	+3
Small	+1	+2	+2	+3	+3	+4
Tiny or smaller	+1	+2	+3	+4	+5	+5

hits the obstacle instead. Han Solo used this maneuver when he piloted the *Falcon* through an asteroid field in Episode V *The Empire Strikes Back*. Lando Calrissian used a similar maneuver when navigating the corridors of the second Death Star in Episode VI *Return of the Jedi*.

Flying Cover: Flying cover is a maneuver that allows ships to fly along with and cover other ships, usually larger ones. Flying cover is similar to pursuit, in that once you have established cover on a ship, you automatically remain with it without needing to make maneuver checks. The Pilot check for establishing cover is against DC 20, and it can only be attempted at point blank range. If, for some reason, a ship is trying to prevent you from establishing cover, it can break free with an opposed Pilot check.

A ship flying cover moves constantly, repeatedly attempting to place itself between the covered ship and its opponents. It cannot fire or take any action other than maintaining cover. Should the ship flying cover perform any other action, it loses its covering status. Only ships of Small or lesser size can fly cover.

A ship flying cover grants a cover bonus to the Defense of the ship it is protecting. The flying cover maneuver is generally used to protect Medium-size and Large ships, such as cargo vessels, medical ships, and fighter carriers. It's also used when an attack forces a ship to remain in a small area, such as when fighters make bombing runs. Very large ships are difficult to cover due to their large size. Smaller ships, such as fighters, move too quickly to gain a Defense bonus from cover. As a result, the bonus granted by flying cover depends on the size of the ship being covered and the number of ships providing cover, as detailed in Table 4-8.

Join/Rejoin Tight Wing: The wing formation is a common starfighter maneuver, allowing pilots to trade versatility for increased firepower. The problem with a starfighter wing is that pilots frequently drop out of the wing when they fail to keep up with the wing's maneuvers. Most wings don't survive past the first few moments of a large battle, when individual fighters quickly peel off and fight on their own. Many squadrons consider this a normal and acceptable tactic,



USING TIGHT WINGS

If you find yourself running a space battle with dozens of fighters, you may want to form most of them into tight wings. Since a tight wing is formed before a battle, even poor pilots can get into a wing by taking 20 on their Pilot checks to join one. Each tight wing can be treated like a single ship in most respects, which saves time when making attack and maneuver rolls. When attacks are made against a tight wing, you can assume the same ship is hit every time until it is destroyed. While this may not be completely realistic, it is faster and helps keep large conflicts moving quickly.

If you want to involve player character fighter pilots in large and dangerous space battles, you may want to assign them to tight wings and allow each player to run one wing. While doing this prevents the player from using his character's own Pilot skill, it also allows him to assign damage to other ships before his own, increasing the character's chance of survival. Some players may be upset by these sorts of limitations. As with any advanced rule, you may want to discuss this with your players before implementing it in a game. ☺

granting their pilots the chance to benefit from a wing when a combat starts, but assuming they'll pick their own targets shortly after heavy dogfighting begins. Some squadrons of starfighters have developed a tactic designed to keep two or more starfighters together, allowing them to concentrate their firepower on larger targets.

A tight wing is a closely packed group of starfighters that attacks and maneuvers together. It is essentially the same as a fighter wing, except that the unit acts in unison. The advantage of a tight wing is that it allows a group of fighters to stay together even during the most hectic space combats. The drawback is that the ships in a tight wing can only maneuver as well as the worst pilot's ship. As a result, it's generally only used by squadrons of elite pilots (who trust the skills of the worst among them) or poor pilots (who lose nothing by depending on their equally unskilled comrades).

Forming a tight wing requires each pilot to make a Pilot check (DC 15). Generally, tight wings are made of identical ships that all fire the same weapons. Joining a tight wing made of radically different fighters (fighters of different size categories, for example) increases the DC to 20. No more than six ships can be in a single tight wing.

A tight wing operates like a single starship in most respects. It only needs a single Pilot check whenever it makes a maneuver, using the worst Pilot check modifier of all its members. If the maneuver is successful, all the ships in the wing succeed. If the maneuver fails, the

entire wing fails. It is not possible for a pilot to drop out of a tight wing by failing a maneuver check—the entire wing succeeds or fails together. When attacking, each ship in the tight wing must fire at the same target. The ships may all fire separately, or they may combine fire like a battery. When a tight wing combines fire, a single starfighter is designated as the primary shooter. Only this ship's attack bonus is used, but it gains a +1 bonus for each additional ship in the tight wing. On a successful hit, damage is rolled only once, using the primary shooter's weapon.

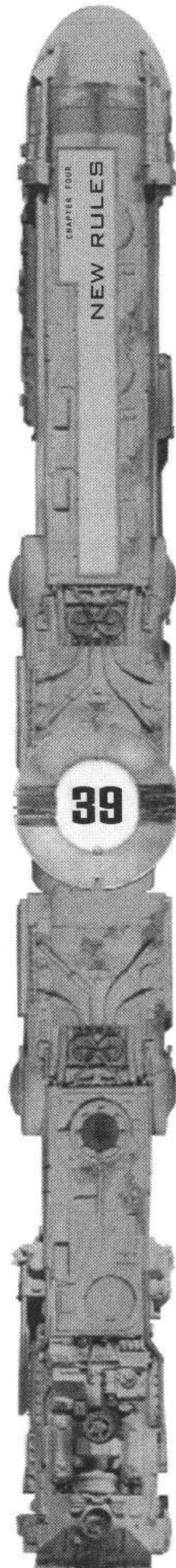
Ships attempting to change their range in relation to a tight wing make a single check to see if they succeed against the entire wing. The same is true of ships attempting to establish pursuit against a tight wing. When a ship in a tight wing is hit, the player running the tight wing is allowed to decide which ship within the wing takes the damage.

Reversal: A reversal is a very difficult maneuver that combines the break pursuit and establish pursuit maneuvers into a single action. When successful, a reversal allows a starship that is being pursued to switch places with the starship pursuing it, establishing pursuit on that ship instead. (Some Rebel pilots know this maneuver as a "Corellian Slip.") To successfully perform a reversal, a pilot in a pursued ship must make an opposed Pilot check against the pilot pursuing him. The pursuing pilot gains a +15 bonus on this opposed check.

For example, a pilot in a YT-1300 is being pursued by a TIE fighter. The YT pilot has a Pilot check modifier of +23 and decides to attempt a reversal. He makes a Pilot check, rolling a 7 and adding 23 for a total of 30. The TIE pilot has a crew rating of +2 and gets a +15 bonus on this opposed check. He rolls a 12, getting a total of 29. The YT pilot successfully breaks off pursuit and manages to establish pursuit on the TIE in a single maneuver.

Strafing Run: A strafing run is used to allow a starfighter or space transport to fly a long, low attack path to a target. When attacking targets on the ground, a ship making a strafing run may be required to obtain line of sight on its target, especially for a target protected by a trench, a city, or defensive walls. When used in this way, the strafing run requires a Pilot check against DC 10.

A starfighter can also use a strafing run to fly under the shields of a capital ship, allowing the starfighter's weapons to bypass shields. A starfighter must be at point blank range from a capital ship in order to attempt this. It requires a Pilot check with the DC dependent on the size of the target ship (Colossal DC 17; Gargantuan DC 21; Huge DC 23; Large DC 24). If the maneuver is successful, the starfighter flies so close





to the target capital ship that its weapons deal damage to hull points instead of shield points. Additionally, capital class ships of Gargantuan or Colossal size cannot fire any weapons except point defense guns at starfighters making strafing runs. A starfighter cannot make two strafing runs in a row on the same capital class ship—it must spend at least one round doing something else (such as strafing a different ship) between strafing attempts on the same target.

A ship of Small or lesser size disappears off the sensors of a ship of Huge or greater size when making a strafing run. In theory, this means the smaller ship could dock with the larger ship, appearing to have vanished completely. In practice, such a maneuver is dangerous (Pilot check DC 25) and likely to result in a collision. Han Solo successfully used this maneuver to attach the *Falcon* to the back of a capital class starship with a landing claw in Episode V *The Empire Strikes Back*.

New Combat Options

Angling Shields: Angling a ship's shields increases their defensive power against threats from one direction. Angling shields takes a great deal of power, preventing the ship's shield generators from protecting

against attacks from any other direction. This is sometimes referred to as putting your shields to "double." For example, an X-wing pilot might decide to put his shields to "double front" while making an attack run past a battery of turbolasers. (Angling the front shields of a fighter and putting the fighter's shields to double front are two ways of describing the same tactic.) When a ship angles its shields, it doubles their value against attacks coming from one arc (forward, right, left, or rear). However, the shields do not protect against attacks from any other arc. After a ship has taken damage, if the ship's shields are stabilized to cover all facings again, halve the remaining shield points.

Example: A group of X-wings makes an attack run on a Star Destroyer. To defend themselves from its powerful weapons, they angle their front shields. Since they have 30 shield points normally, they double that to 60 against attacks from the front arc. After the attack run, one X-wing has taken 48 points to its front shields. After stabilizing its shields, it divides the remaining 12 shield points by 2, leaving it with 6 shield points to cover all four facings.

Battle Damage: Using the standard starship combat rules, a damaged starship remains fully functional

Table 4-9: Battle Damage

Result	Type of Damage	Explanation
31–35	Stabilizer damaged	One of your ship's internal stabilizers has been damaged. You suffer a –2 penalty to all maneuver checks and attack rolls until it is repaired. (Repair check DC 10)
36–40	Sensors damaged	All Computer Use checks to operate the ship's sensors suffer a –4 penalty. (Repair check DC 10)
41–45	Computers damaged	All Astrogate checks and attack rolls suffer a –2 penalty. (Repair check DC 10)
46–50	Ion engines damaged	Ship's maximum speed drops by one speed category. (Repair check DC 10)
51–55	System disabled	Player running the ship chooses one noncore system that is disabled. (Repair check to restore DC 15)
56–60	Minor weapon damaged	Randomly determine one weapon (not weapon group); it ceases to function. (Repair check DC 15)
61–65	Minor hyperdrive damage	Triple the multiple of your hyperdrive. (Repair check DC 15)
66–70	Computers destroyed	Astrogation becomes impossible with onboard computers, and all fire-control bonuses drop to 0. All attacks take an additional –2 penalty.
71–75	Ion engines destroyed	Ship cannot make any maneuvers. (Requires major overhaul to repair.)
76–80	Shield generators destroyed	Lose all remaining shield points. You cannot regenerate any shield points until your shield generators are repaired. If your ship has backup shield generators, they are destroyed instead. (Requires major overhaul to repair.)
81–85	Major weapon damage	Randomly determine one weapon group—one independent weapon, a set of fire-lined weapons, or one weapon battery—that ceases to function. (Requires major overhaul to repair.)
86–90	Major hyperdrive damage	Your primary hyperdrive ceases to function. If you have a backup hyperdrive, it is still functional unless you get this result again. (Requires major overhaul to repair.)
91+	Widespread damage	Divide damage done by 2. Roll twice on this table, adding that amount to each roll.

until it loses all its hull points; it is then considered destroyed. For the advanced starship combat rules, there's a chance of specific systems getting damaged or destroyed after a starship takes more than half its hull damage. Once a starship has lost at least half its hull points, roll 1d20 each time it is hit again. Add the number of hull points of damage dealt and reference the result on Table 4-9. If you get a result that is not relevant to your ship (such as destroying a system you do not have or one that has already been destroyed), use the damage result of the next higher category. Once your starship has lost half its total hull points, roll (1d20 + 20 + hull damage dealt) to determine battle damage.

Critical Hits: With this advanced rule, critical hits in starship combat function similarly to critical hits in normal combat, but instead of doing damage directly to a target's wound points, a critical hit with a starship weapon bypasses a target's shields and damage reduction, doing damage directly to its hull. Critical hits of this type represent extraordinarily lucky shots that manage to slip past a ship's shields and find a weak point in its armor. All starship weapons have a threat range of 20; they still need to make a second attack roll to confirm any attack that was a threat.

Developing Flaws: After taking at least 50% or more of its hull points in a battle, a starship may pick up a flaw. When the ship is repaired, roll on Table 11-1: Used Starship Flaws (from the *Star Wars Roleplaying Game*) to see if a flaw has developed. The flaw may not be apparent immediately, remaining hidden until the affected system is used (or takes damage, in the case of shield and hull points).

Flanking: Flanking rules are added to the advanced starship combat rules by allowing any two fighters that have established pursuit on the same target to be in flanking position. This gives each of the pursuing ships a +2 flanking bonus.

Full Attack: The rules for starship combat in the *Star Wars Roleplaying Game* give pilots the option to make one maneuver and one attack or two maneuvers and no attack. Under some circumstances, it's also possible for a pilot to make a full attack without a maneuver. Sometimes, gunners may also make full attacks. As a rule of thumb, if a weapon is under a character's direct control (such as front-firing weapons for starfighter and transport pilots or gun emplacements for gunners), the character may make a full attack with that weapon. The weapons for capital ships are normally computer-controlled to such a degree that full attacks are impossible, although there are exceptions to that rule. Point defense guns, for example, are normally under the direct control of their gunners.

Multiple attacks must be taken with a single weapon, a group of fire-linked weapons, or a set of adjoining weapons. If two or more identical weapons have identical facings, they are considered adjoining weapons. For example, a pilot in an X-wing who could make two attacks as a full attack could fire each of the fighter's proton torpedo launchers once, or its fire-linked laser cannons twice. It would not be possible for the pilot to fire the laser cannons once and launch one proton torpedo as a full attack.

Taking a full attack is only useful if a character is capable of making more than one attack. Characters with a base attack bonus high enough to get multiple attacks (+6 or higher) may use the full attack to make multiple attacks during starship combat. Characters with the Rapid Shot feat may use it to make an extra attack with starship weapons.

Double lasers, adjoining weapons, and all weapons described as blasters are considered multifire weapons. This allows two attacks as a full attack, but each attack suffers a -4 penalty (see Multifire in Chapter 8 of the *Star Wars Roleplaying Game*). Quadlasers are autofire weapons: They may be used to make two additional attacks as a full attack, but each attack suffers a -6 penalty (see Autofire in the Chapter 8 of the *Star Wars Roleplaying Game*). Quadlasers on capital ships may still function as autofire weapons. They are an exception to the normal rule preventing capital weapons from making multiple attacks.

Pinning: Tractor beams may be used to "pin" targets, rendering them unable to maneuver or take attack actions. To escape a pinning tractor beam, the targeted starship must make a Pilot check opposed by the attacking ship's attack roll. The larger ship gets a special +4 size bonus for each size category it is larger than the smaller craft.

Starship-Vehicle Combat: Occasionally, starships come into conflict with vehicles incapable of space travel. This is usually the result of aircraft fighting starships in the process of landing on or launching from a planet, or because a starship is making an attack run against a target surrounded by ground-based vehicles. When this occurs, it's important to deal with two issues: scale and speed.

Vehicles and starships are on different size scales. To determine a vehicle's size on the starship scale, compare its length to the categories on Table 1-1. When a starship fires at a vehicle, use the starship size modifier to figure the vehicle's Defense. For example, an AT-AT has a length of 20.6 meters, making it Small in starfighter scale. If an A-wing is attacking an AT-AT, it must hit a Defense of 16 (+1 size, +5 armor). Similarly, starships should use vehicle-scale sizes when vehicles fire on them. In vehicle



scale, Fine starships are Large, Diminutive Starships are Huge, Tiny starships are Gargantuan, and Small or greater starships are Colossal. Thus, if the AT-AT returns fire on the A-wing, it must hit Defense 18 (-2 size, +10 armor).

Speed is another important consideration. Starships move so much faster than most vehicles that it is easiest to treat the vehicles as nearly stationary, placing them on a combat template (or the simplified combat range track) and running the combat using space combat rules with the vehicles limited to docking speed. Vehicles capable of moving 100 meters or more in a round can move at cruising speed. Vehicles traveling 300 meters or more can move at attack speed. If you want to run the combat using the vehicle rules, assume all starships can move at 350 meters (the same speed as a cloud car).

Streamlined Starship Combat

The rules for starship combat in the *Star Wars Roleplaying Game* are very good for small conflicts, allowing for numerous combat options while remaining fast and cinematic. However, for large battles involving many ships, it's useful to have a streamlined set of rules that sacrifices some of the flexibility of the normal system for simplicity, keeping space battles fast and easy. If you find that battles involving numerous ships are slowing down your games significantly, consider these streamlined starship combat rules.

The Range Track: Rather than using the starship combat template from the *Star Wars Roleplaying Game*, the streamlined starship combat system uses a range track. It's designed to keep track of all the starships involved in a combat on a single sheet. You should photocopy this sheet when using streamlined starship combat in your game, because it forms the core of the streamlined rules.

The range track is a series of nine adjacent squares. The relative range between ships is determined by checking how far apart they are on the track. All ships in the same square as your ship are at point blank range. A ship one square away is at short range. Two squares away is medium range, three squares is long range, and four is sensor range. A ship five or more squares away is beyond sensor range. The orientation of ships is ignored; it is assumed every ship maneuvers for the best possible position.

Running Streamlined Combat: The streamlined starship combat rules have a very strict

sequence of allowed actions. Each ship makes an initiative check at the beginning of combat, using either the initiative check modifier of its pilot or the base initiative modifier for the ship. Ships act in order of initiative. A ship's pilot resolves his action before its gunner does.

Each starship has two action phases each round. In a ship's first action phase, its pilot can move, perform a maneuver, or fire a weapon; if the ship has a gunner, he may fire a weapon. During the starship's second action phase, its pilot may move or, if he hasn't already made an attack, fire a weapon; a gunner may attack in the second action phase if he didn't attack in the first phase. If a pilot or gunner wants to make a full attack (firing a multifire weapon twice, or making multiple attacks granted by a high base attack bonus), he must do nothing in the first action phase and then take a full attack during the second action phase.

Streamlined Movement: A ship may move one space along the range track in either or both of its action phases. If a ship uses an action phase to move, its pilot may not take any other action during that phase (such as performing a maneuver or firing a weapon); gunners remain free to act normally.

Streamlined Maneuver: A starship can perform a maneuver in its first action phase if its pilot does nothing else (such as moving or firing a weapon). Any modifiers from maneuvers take effect immediately and last until the beginning of the starship's next round. Many of the maneuvers used in standard starship combat (turn, reverse direction, increase range, and decrease range) and some other options (fighting defensively) are eliminated from streamlined combat.

A starship can automatically accelerate or decelerate one speed category as a free action. (This does not take an action phase or require a maneuver check.) The effects of old maneuvers and some new maneuvers are described below.

Change Speed: A starship can change speed one category during its action phase without making a maneuver. Changing speed by two or three categories requires a change speed maneuver against DC 15 (for two categories) or DC 30 (for three categories).

Establish Pursuit: Establishing pursuit works as described in Chapter 11 of the *Star Wars Roleplaying Game*, except that the pursuing ship remains on the range track. A pursuing ship automatically follows its target, so a note should be made of what target

RANGE TRACK

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the starship is pursuing. Although facing is not relevant in the streamlined combat rules, a ship that establishes pursuit is considered "behind" its target. This means the pursuing ship can only fire at its target with weapons in its front firing arc, and the target ship may only return fire with weapons in its rear firing arc.

Break Pursuit: This maneuver works as described in Chapter 11 of the *Star Wars Roleplaying Game*.

Regain Control: This maneuver works as described in Chapter 11 of the *Star Wars Roleplaying Game*.

Avoid Hazard: This maneuver works as described in Chapter 11 of the *Star Wars Roleplaying Game*.

Join/Rejoin Wing: This maneuver works as described in Chapter 11 of the *Star Wars Roleplaying Game*.

Resist/Escape Tractor Beam: This maneuver works as described in Chapter 11 of the *Star Wars Roleplaying Game*.

Ram Target: This maneuver works as described in Chapter 11 of the *Star Wars Roleplaying Game*.

Several maneuvers are only used in the streamlined combat rules. These are described below.

Evasive Action: Barrel rolls, jagged flight paths, and sudden turns are all types of evasive action ships can make to avoid being hit in combat.

- ⊕ A starship can gain a +2 dodge bonus to its Defense by taking mild evasive action (DC 10), but suffers a -4 penalty on all attacks until the same action phase in the following round (that is, the first or second action phase in the following round).
- ⊕ A starship can gain a +4 dodge bonus to its Defense by taking severe evasive action (DC 15), but suffers a -6 penalty on all attacks until the same action phase in the following round.
- ⊕ A starfighter class ship can gain a +6 dodge bonus to its Defense by taking extreme evasive action (DC 20), but suffers a -8 penalty on its attack rolls until the same action phase in the following round.

Rush: A ship moving at ramming speed can make a rush maneuver (DC 15) to move two spaces on the range track. If a ship is moving at attack speed, it can accelerate to ramming speed (see Change Speed, above) as a free action and then rush.

Several maneuvers introduced in this book may be used in streamlined combat. The seven advanced maneuvers (attack run, dock, fly cover, flyby, join/rejoin tight wing, reversal, and strafing run) may be used normally in streamlined combat if a GM wishes to include them.

Streamlined Attacks: The number of weapons a starship can fire each round depends on its crew. A fighter with a single pilot can only fire one weapon each round, while an Imperial II Star Destroyer has enough gunners to fire every weapon it has each round.

When firing at a target, a starship may only use weapons from a single firing arc (including any turreted weapons). Unless the attacking ship is pursuing or in pursuit, it doesn't matter what arc the weapons are in (since it's assumed the attacking ship maneuvers to place its target in the desired arc). A starship may use weapons in different arcs to attack different starships, but starships that are in a wing, in tight wing formation, or flying cover are all considered to be together and must be attacked with weapons in the same arc.

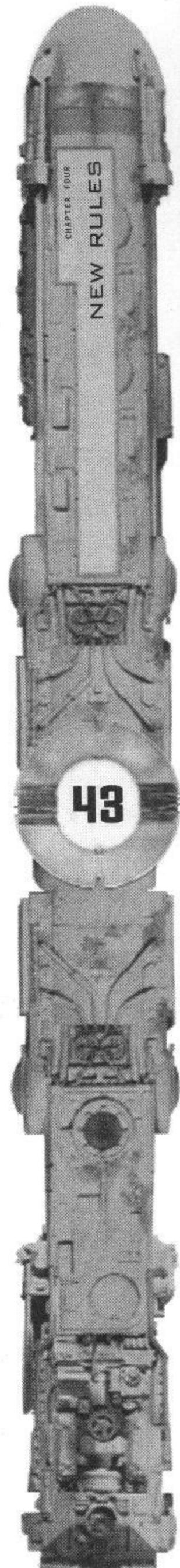
Rules for attack bonuses granted to pilots with 5 or more ranks of Pilot are not used in streamlined combat. Limits to the number of weapons capital ships can fire at smaller ships at point blank range are not used. Penalties for firing into a dogfight (and the Pinpoint Accuracy feat, which modifies them) are not used. Bonuses and penalties for a target's size, range, and speed are used normally.

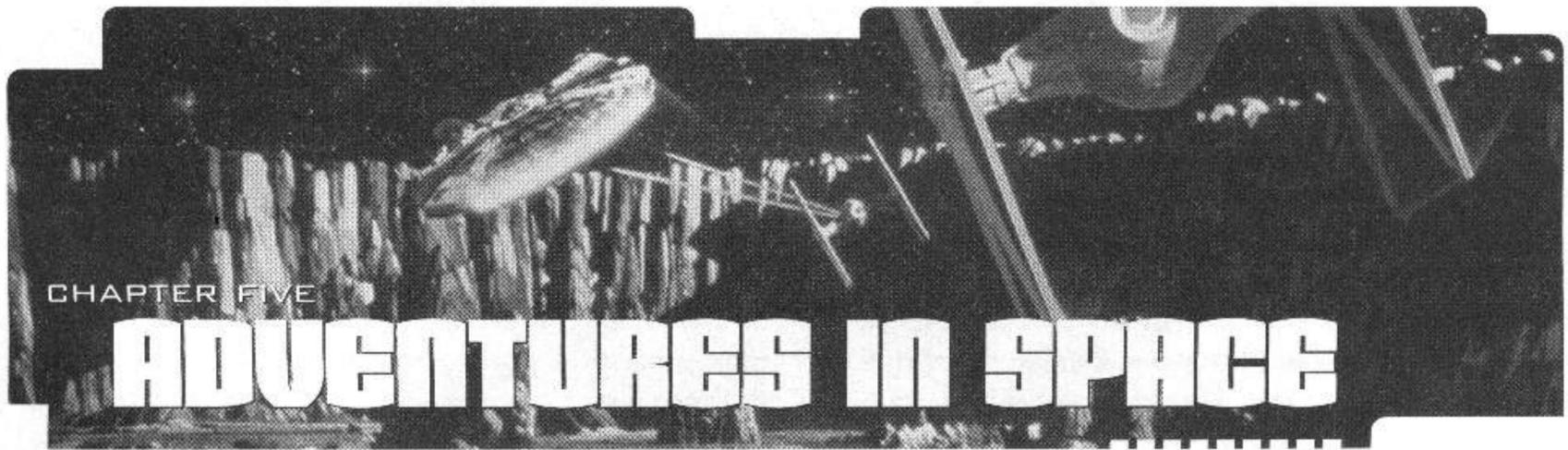
Fire-linked weapons and weapon batteries act as described in Chapter 11 of the *Star Wars Roleplaying Game*.

Missile Weapons: If a target is within range of a ship's missile weapons, the pilot or gunner can attempt to establish a missile lock against it. To do this, the attacker makes an attack roll as an attack action, but does not actually fire the missile. If the attack roll succeeds, a missile lock is established. The missile lock remains established until the missile weapon is fired, unless the target ship moves a range category farther away. A missile weapon fired with missile lock moves at ramming speed and automatically closes with its target two range categories each round; this occurs on the same initiative number it was fired. On any round it is at point blank range with its target, the missile attempts to hit its target using the same attack bonuses it had when it was fired. A missile operates for 6 rounds before it runs out of fuel and burns out. It may make several attempts to hit its target in that time (though never more than one attempt each round).

The target of a missile with missile lock may attempt to outrun a missile or try to shoot it down. In the streamlined combat system, all missile weapons have Defense 22 (including size and speed) and 30 hull points, with no shields or damage reduction. A missile can suffer ion cannon damage just like a starship; it is destroyed if its ionization penalty ever reaches -10.

Missile weapons may be fired at point blank range without a missile lock. Such attacks are resolved normally.





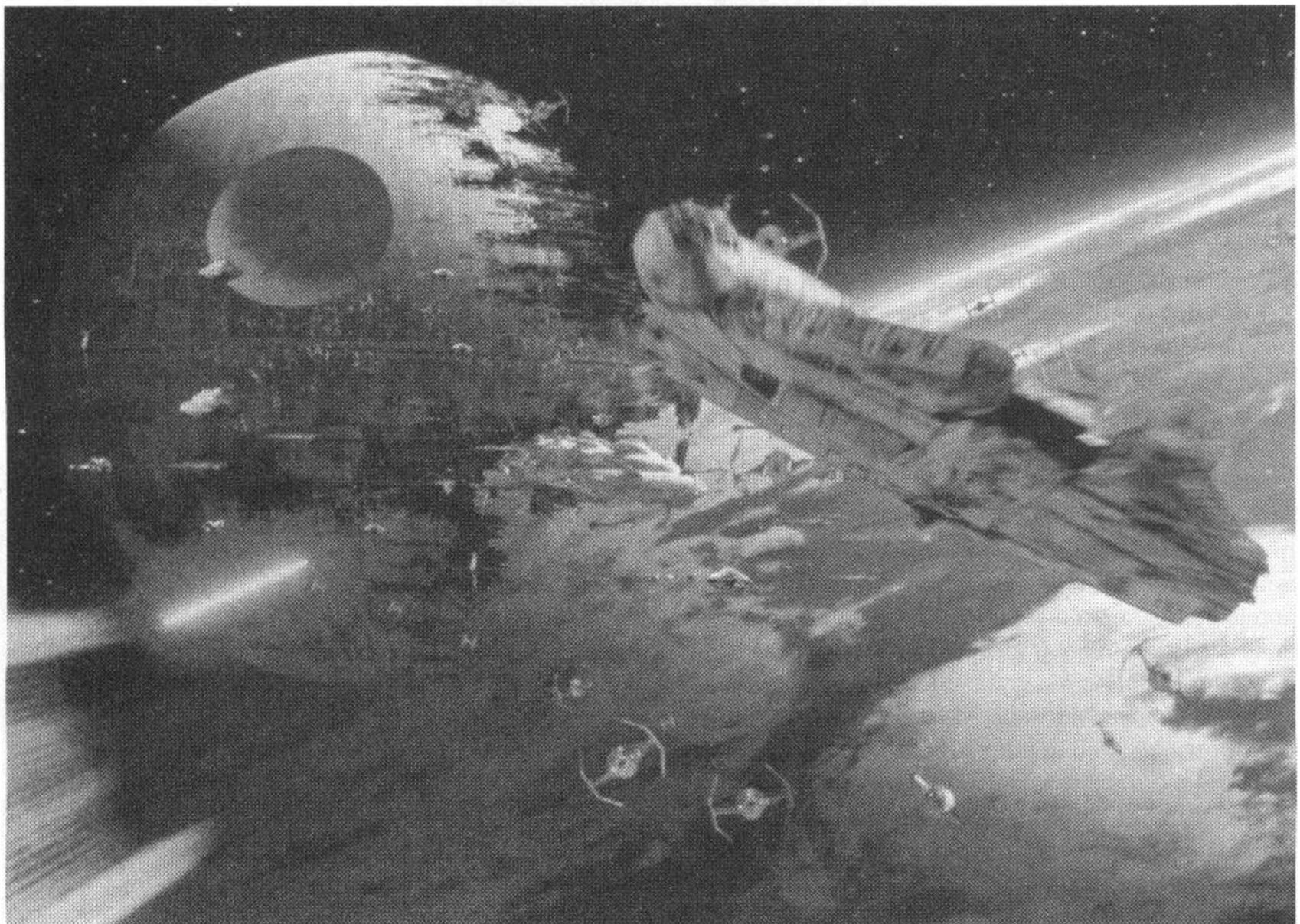
One of the most difficult things for a Gamemaster to plan in a *Star Wars* campaign is the amount of time that should be spent on space-related issues, such as space travel, ship maintenance, and starship combat. If most of the characters are pilots or the crew of a single starship, it's easy to incorporate many space encounters. If none of the characters knows how to pilot a ship, however, it's fairly obvious that starship-related issues should be kept to a minimum. Most groups of *Star Wars* characters fall somewhere in between, including a few dedicated space-based characters within a larger group with few (if any) starship skills.

This last type of group can be difficult to keep happy. If your adventures never involve space combat,

the players who have concentrated on it never feel that their characters' skills are useful. On the other hand, if you spend too much time in space, players whose characters are designed for diplomacy, ground combat, investigation, or anything else not ship-related, are forced to spend a great deal of time watching the pilots and space-based characters dominate the game. If your players have these sorts of concerns, the techniques described below can help you balance the interests of both groups.

Give Everyone Something to Do

This is always a good idea, but can be difficult to arrange. If you know you're going to have one or



two characters flying around in starfighters, you may want to give the other characters a single space transport to fly as a group. One character can act as the transport's pilot while others operate its guns and make Repair checks when it's damaged.

You can also mix the types of scenes happening at once. If you have one pilot and a number of melee combatants in a group, perhaps you should run a fight inside the ship. While the pilot tries to avoid being destroyed by starships in space combat, the other characters are busy keeping opponents on the ship from reaching the cockpit and forcing the pilot to surrender.

If you know a particular adventure is not going to involve aspects that a particular character enjoys, you may want to give that character something new to do for that adventure. For example, if the adventure involves an escape from a primitive world after the heroes' ship crashes there, a dedicated pilot obviously won't have much to do. However, if the pilot is mistaken for a god by the members of a local tribe, she's likely to be very busy. Don't go overboard with this device, but keep it in mind when you design or run an adventure.

Run Several Scenes at Once

This next technique is similar to the previous one, but it's somewhat trickier. Rather than finding roles for every character in a single setting, you can split up the characters and run several parallel scenes at once. A good example of this kind of adventure is the collection of scenes at the end of Episode V *Return of the Jedi*. While Luke faces Darth Vader and the Emperor, Leia and Han try to blow up the shield generator on the surface of Endor, and Lando leads a fleet of starfighters against the second Death Star.

As another example, consider a group with two starfighter aces, two soldiers, and two nobles. If the final scene in an adventure involves convincing a local guild to help fight off a group of pirates, you may want to divide the characters into three groups. While the nobles attempt to convince members of the guild to get involved, the soldiers fight off pirate ground forces trying to break into the council chamber, and the starfighter aces attack the pirate armada in space to delay its arrival on the planet.

This kind of scenario is a lot of work for the Gamemaster. It shouldn't be used very often, but it can add a lot of drama to a climactic finale. Generally, the best way to handle this kind of drama is by running one group for several rounds, building to a cliffhanger moment, and then switching to another group of characters. This not only keeps everyone interested in what's happening, but also prevents details from getting mixed up. Players then

have a better understanding of what the nobles are saying and whom the soldiers are shooting.

If you're running several scenes at once, it can also be fun to give players temporary characters in scenes their normal characters aren't involved with. If the starfighter aces are leading a ragged group of freedom fighters against the pirate armada, let the other players run some of those less skilled pilots. While the soldiers fight off ground forces, the other players can play guards and grunts fighting beside them. Not only does this let everyone get involved, but it can also cut down on the amount of work the Gamemaster has to do.

Styles of Adventures

Gamemasters use many different methods to incorporate space scenarios into *Star Wars* games. Once you know how much time you want your characters to spend in space, you need to decide what kind of space adventures you're going to set up. Different players tend to prefer different kinds of adventures, and a Gamemaster should take this into account when planning a campaign. Ultimately, it is the Gamemaster who decides what kinds of situations the heroes find themselves in. A few typical space encounters are described below, along with a few other factors to consider when designing space adventures.

Space Battles

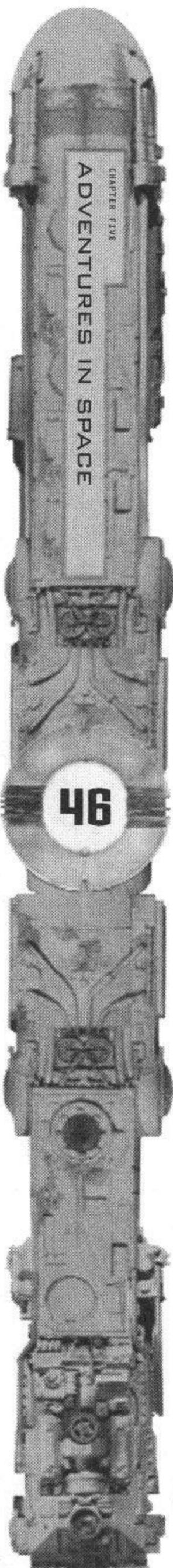
A space battle is the most direct space scenario. This can be a dogfight between two starfighters, a small conflict involving no more than twenty ships, or a major battle with dozens of capital ships and possibly hundreds of fighters on each side. (Some of these options require the streamlined starship rules, of course.) The more starships you include in a space battle, the slower the action is. While it's often a good idea to keep space combats as quick and exciting as possible, you may want to occasionally run an epic battle between two or more forces.

One method of running a battle involves giving a group of characters a specific task—such as guarding a capital ship or destroying an important enemy target—and only playing through that part of the whole battle. The streamlined combat rules presented in the previous chapter can also be used for larger battles, although using too many ships slows down play and reduces the sense of adventure and excitement important to *Star Wars* games.

Search and Destroy

If a group has several pilots, you may want to assign some of them targets that are not other starships. A squadron of fighter pilots might be asked to destroy a ground-based planetary shield generator, or they





may support army troops by taking out armored vehicles. Attacks of this type can be made more difficult by placing the target in a hard-to-reach locale, so that pilots might have to make attack run maneuvers or similar efforts to fire at their targets. The starship-versus-vehicle rules also work well for missions of this kind.

Travel and Space Hazards

Whether the characters are sneaking onto a smuggler's moon, escaping a Star Destroyer they just sabotaged, or just flying from planet to planet, space travel is always an opportunity for adventure. Hyperspace mishaps can get a party lost. Ion engine breakdowns can force a ship to crash-land. Space hazards, such as asteroid fields, gas nebulas, dust clouds, radiation fields, and even mynocks can cause as many problems for starships as pirates and customs officials can. Heroes can overcome many of these hazards with good piloting, strong technical skills, or spacer lore. Some typical hazards are given on Table 5-1: Space Hazards, along with the skill checks needed to avoid them and the possible results when those checks fail.

Expenses

Owning, operating, leasing, or modifying a starship takes money. Numerous adventures can involve the characters' need to borrow, earn, or steal funds and equipment. Even if these adventures don't take place in space, they may give characters with strong connections to space added incentive and additional involvement. If you want to give low-level characters access to a starship, you can allow them to buy a vessel so run-down that it requires constant repairs. Another option is to have a less reputable individual loan the characters the money to buy a ship—at a high rate of interest. At higher levels, characters may respond to the idea of acquiring valuable starship equipment, such as a rare $\times 0.5$ hyperdrive, for installation on their own ship. Although the prospect of an equipment upgrade can be an excellent way to motivate characters, it's important not to have a starship be so expensive that



CAPITAL SHIPS AND MOBILE STATIONS

Most really big ships, such as Super Star Destroyers and Torpedo Spheres, are more likely to be used as plot devices than as opponents. The threat of a single Torpedo Sphere can be enough to drive an entire adventure. The sphere can also be used as a locale for an adventure itself, rather like a small planet. Heroes sent to infiltrate a Torpedo Sphere and plant explosives in its reactor core may have a better chance than a group trying to destroy it in combat. While sneaking aboard, bypassing security, finding the reactor core, and overcoming its guards (not to mention getting back out) may be extremely difficult, it's a series of encounters a Gamemaster can scale up or down as needed. Gamemasters may find this sort of scenario easier to balance than a space combat. By contrast, direct conflict between a massive military ship and a hero's starfighter is far more likely to result in a lucky shot, no doubt destroying a character in a single hit. ☹

the characters regret acquiring it. (The one exception would be when they're trying something unreasonable, such as running their own Star Destroyer without government assistance.)

Capital Ships and Mobile Space Stations

Big capital ships and mobile space stations are the largest and most expensive craft available in the *Star Wars* galaxy. They can cost hundreds of millions of credits and require extensive resources to maintain. Player characters should never actually own ships or bases of this size unless they're the leaders of entire star systems. Even if a private individual managed to accumulate enough money to have such a thing built, she wouldn't have the resources to protect her investment. Unscrupulous governments inevitably send teams to destroy or hijack anything large enough to threaten a star system if there isn't another government protecting it. Anything bigger than a

Table 5-1: Space Hazards

Hazard	Check	Result of Failure
Sparse asteroid field	Pilot (DC 15) every minute	Collision (2d10 \times 2 damage)
Average asteroid field	Pilot (DC 20) every round	Collision (4d10 \times 2 damage)
Dense asteroid field	Pilot (DC 25) every round	Collision (4d10 \times 2 damage)
Gas nebula	Computer Use (sensors, DC 20)	Ship blinded, -10 to Astrogate and Pilot checks
Dust cloud	Repair (shields, DC 15)	Shields fail, ship blinded as above
Mild radiation field	Knowledge (spacer lore, DC 10)	Random ship system damaged (Repair DC 10 to fix)
Average radiation field	Knowledge (spacer lore, DC 10)	1d4 random ship systems damaged (Repair DC 15 to fix)
Strong radiation field	Knowledge (spacer lore, DC 10)	1d4 random ship systems destroyed (Repair DC 20 and a shipyard to fix)

Medium-size ship is going to attract too much attention for a private individual to be able to hold onto it, even if a hero managed to come into possession of such a thing.

Big ships shouldn't be used solely as targets for starfighter pilots to blow up, either. Even the best starfighter pilots shouldn't feel confident taking on a Star Destroyer. No matter how high a starfighter's Defense is, the Star Destroyer always hits on a natural attack roll of 20. When facing small targets, the Star Destroyer is unlikely to use battery fire, instead firing its sixty turbolasers separately. On a successful hit, a turbolaser does an average of 135 points of damage, enough to destroy a Naboo N-1 starfighter or reduce an undamaged X-wing to 20 hull points. Even a Skipray blastboat, which is much easier to hit than an X-wing, can't normally survive more than four turbolaser hits.

Conversely, when an X-wing fires on a Star Destroyer, it takes six hits on average just to drop the Destroyer's 300-point shields (assuming no one is attempting to restore them). Even without its shields, the Star Destroyer can take all six of an X-wing's proton torpedoes and still take eight more hits from the X-wing's lasers before being destroyed. Add to this the fact that Star Destroyers are always escorted by numerous TIE fighters and likely to have other support craft. The odds of a few starfighters surviving an attack are pretty slim. More important, it's very difficult for a GM to balance such an encounter, since a single lucky roll can destroy a starfighter, no matter how good its pilot is.

However, this does not mean that large ships should never be part of a *Star Wars* scenario. Although heroes are unlikely to own a big ship, they might be assigned to one. As an alternative, the characters may be taken to one after being captured. If the heroes try to escape a capital ship, it may well engage their fleeing starfighters in combat, but only use ion cannons and tractor beams in an effort to capture rather than kill.

If you do decide to have big space battles involving massive capital ships, you may want to give the players control of multiple ships operated by their allies, so they can get involved in the fight without putting their characters at risk. Also, remember that a starship can be destroyed without exploding. If it does explode, those inside take 20d6 damage, with a Reflex save (DC 20) for half damage. (See Chapter 11 of the *Star Wars Roleplaying Game* for more information on exploding starships.)

Generic Opponents and Allies

The following generic allies and opponents are designed to be typical characters that might be encountered in a

DETERMINING GENERIC CREW SKILL RANKS

For most ships, a simple bonus number represents the crew's overall quality. There's no need for specific write-ups for each crew member. This bonus is used for all maneuver checks and attack rolls made by the crew. However, it is sometimes important to know exactly how many ranks of Pilot the crew flying a particular ship has, or what a gunner's base attack bonus is. Since most non-heroic characters have statistics modifiers of +0, the crew rating can be used to represent the total Pilot ranks or the base attack bonus of any member of a ship's crew.

For other skills, such as Repair or Astrogate, it may be more important to know the check modifier of the most proficient individual on board, rather than an average rating. If you have an idea of the quality of the personnel on board the ship, you can pick an appropriate character from the generic opponents found in this book or in Chapter 14 of the *Star Wars Roleplaying Game* and use that character's skill modifiers. Failing that, skill modifiers can be estimated by adding the crew's quality modifier to a base skill modifier number determined by the size of the ship in question. This represents the highest skill modifier likely to be possessed by anyone on the ship.

Table 5-2: Crew Skill Modifiers

Ship Size	Base Skill Modifier
Colossal	8
Gargantuan	6
Huge	5
Large	4
Medium-size	3
Small	2
Tiny	1
Diminutive/Fine	1

Thus, if you need to know the highest Repair skill modifier possessed by anyone on a typical Star Destroyer, add the crew quality bonus (Normal +2) to the base for the ship's size (8 for a Colossal ship) for a total skill modifier of +10. ☺

space-based scenario. A Gamemaster can use them when characters interact with someone who hasn't been written up in detail, as a quick reference for minor characters, or as starting points for more complex recurring characters. None of the generic character statistics given below include species bonuses (such as a Human's extra feat and skill points per level). If the characters are going to be used only briefly, it's probably not worth the effort to include such things. If a Gamemaster wishes to flesh out these characters more fully, however, he'll want to add all appropriate modifiers.



In addition, there are numerous generic opponents in the *Star Wars Roleplaying Game* that might be useful for space-based encounters as well. The generic administrator is appropriate for wealthy travelers, space station officials, and starport executives. The military officer is good for senior starship crewmen and patrol officers. The pirate and smuggler can be used for any number of archetypes, including freedom fighters, ship-jackers, independent merchants, and planetary defense personnel. And, of course, bounty hunters, crime lords, gamblers, fighter pilots, technicians, thieves, and traders are all fairly common in the space adventures. Chapter 14 of the *Star Wars Roleplaying Game* has details for all of these archetypal templates.

Capital Starship Captain

A starship captain is able to make decisions that affect hundreds or thousands of lives without hesitation,

inspiring the loyalty of his crew while risking their lives. Thousands enter military academies every year, but only a small fraction of the ones who graduate ever command their own capital class ships. Some families have a tradition of naval service stretching back for generations. They no longer think of themselves as natives of any one planet, instead claiming space itself as their home. When the Empire came into power, many of these families continued to serve loyally out of a sense of duty, while others defected because of personal honor and integrity. These statistics don't just represent a good officer; they portray one of that rare breed who, given a chance, has the talent needed to run an entire fleet.

The lowest-level capital starship captain has just graduated from a military academy, and at best has command of a patrol ship or escort vessel. He hasn't distinguished himself, but may well have a more powerful

Generic Capital Starship Captain, male or female, any species

	Noble 2/Soldier 2	Noble 4/Soldier 2/ Naval Officer 2	Noble 4/Soldier 2/ Naval Officer 6
Initiative:	+6	+6	+6
Defense:	16	18	19
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	22/12	40/12	58/12
Attacks:	Combat gloves +2 melee Heavy blaster +5 ranged	Combat gloves +6 melee Heavy blaster +8 ranged	Combat gloves +9 melee Heavy blaster +11 ranged
Damage:	Combat gloves 1d4-1 Heavy blaster 3d8	Combat gloves 1d4 Heavy blaster 3d8	Combat gloves 1d4 Heavy blaster 3d8
Special Qualities:	Bonus class skill (Astrogate) Call in a favor Inspire confidence +1	See left, plus: Command +2 Call in a favor +1 Enhance crew +1	See left, plus: Enhance crew +3, Enhance fleet +1
Saves:	Fort +4, Ref +4, Will +4	Fort +7, Ref +6, Will +8	Fort +8, Ref +7, Will +10
Challenge Code:	A	B	C
Force Points:	0	1	2
Dark Side Points:	0	0	0
Reputation:	4	9	11
Abilities:	Str 9, Dex 14, Con 12 Int 10, Wis 13, Cha 15	Str 10, Dex 14, Con 12 Int 10, Wis 13, Cha 16	Str 10, Dex 14, Con 12 Int 10, Wis 13, Cha 16
Skills:	Astrogate +6, Bluff +4, Computer Use +3, Diplomacy +7, Knowledge (bureaucracy) +7, Knowledge (military) +6, Pilot +10, Sense Motive +6	Astrogate +8, Bluff +8, Computer Use +5, Diplomacy +12, Knowledge (bureaucracy) +7, Knowledge (military) +9, Pilot +12, Sense Motive +10	Astrogate +10, Bluff +10, Computer Use +5, Diplomacy +17, Knowledge (bureaucracy) +10, Knowledge (military) +9, Pilot +13, Sense Motive +19
Feats:	Starship Operation (capital ship), Improved Initiative, Spacer, Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (light, medium)	See left, plus: Fame	See left, plus: Skill Emphasis (Sense Motive), Skill Emphasis (Diplomacy)
Equipment:	Immaculate uniform, polished boots, multichannel comlink, datapad, code cylinder		

officer as a patron, gently nurturing his career and watching to see if he deserves a greater command.

The mid-level capital starship captain has proven himself in combat. He probably commands a mid-sized warship, although he's probably not trusted with a Star Destroyer yet. He may be in command of a small fleet of escorts or support vessels. He has a loyal following of crew members who move with him from ship to ship, and has caught the notice of his superiors. He has also begun dabbling in military politics, whether he wishes to or not. Some higher ranked commanders encourage him, while others see him as a threat to their own authority.

The highest-level capital starship captain is in command of at least a major starship and may have a dozen ships under his control. Enemies and allies may recognize his name, and he has engaged in dozens of major space conflicts. Thousands of crew members are more loyal to him than their navy, and would rebel with him if he asked it. More than simply

a captain, he has become a political force able to swing the fate of whole star systems.

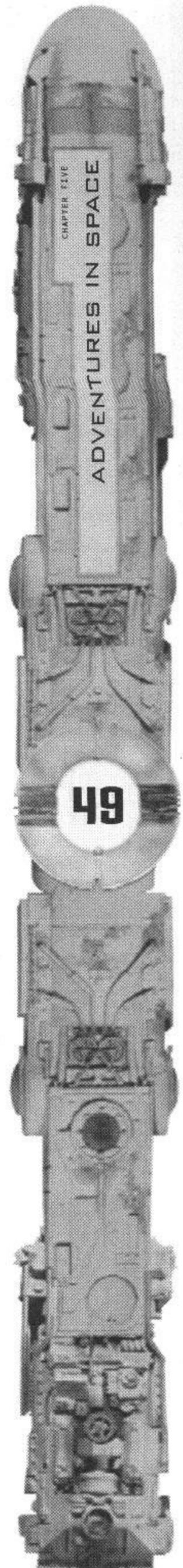
Dilettante

The dilettante is one of the galaxy's rich and powerful citizens, a member of the social elite. If she doesn't own a small space yacht of her own, she spends a great deal of time on luxury starships traveling to new and exciting destinations, enjoying the finest entertainment the ship's steward can provide. Most dilettantes are the inheritors of wealth accumulated by hundreds of generations, and need do nothing to earn their money. A few are keepers of more recent fortunes. These nouveau riche are less accepted by the true upper crust of the galaxy.

The lowest-level dilettante is likely to be a new heir, enjoying her wealth while traveling the galaxy just to see what's out there. She may think she's interested in adventure, but most likely balks at the first real sign of risk or discomfort.

Generic Dilettante, male or female, any species

	Noble 1/Diplomat 3	Noble 2/Diplomat 6	Noble 6/Diplomat 6
Initiative:	+1	+1	+2
Defense:	15	17	19
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	6/10	9/10	23/10
Attacks:	Unarmed +0 melee Hold-out blaster +2 ranged	Unarmed +3 melee Hold-out blaster +5 ranged	Unarmed +6/+1 melee Hold-out blaster +9/+4 ranged
Damage:	Unarmed 1d3-1 Hold-out blaster 3d4	Unarmed 1d3-1 Hold-out blaster 3d4	Unarmed 1d3-1 Hold-out blaster 3d4
Special Qualities:	Call in a favor, Bonus class skill (Gather Information)	Call in a favor x2, inspire confidence +1	Call in a favor x2, inspire confidence +2, command +2
Saves:	Fort +1, Ref +3, Will +6	Fort +2, Ref +5, Will +9	Fort +1, Ref +7, Will +11
Challenge Code:	A	B	C
Force Points:	0	1	2
Dark Side Points:	0	0	0
Reputation:	7	9	11
Abilities:	Str 8, Dex 13, Con 10, Int 11, Wis 13, Cha 15	Str 8, Dex 13, Con 10, Int 11, Wis 13, Cha 16	Str 8, Dex 14, Con 10, Int 11, Wis 13, Cha 16
Skills:	Appraise +4, Bluff +5, Computer Use +2, Diplomacy +5, Gather Information +12, Knowledge (galactic politics) +7, Knowledge Knowledge (nobility and royalty) +7, Sense Motive +4,	Appraise +6, Bluff +11, Computer Use +4, Diplomacy +10, Gather Information +16, Knowledge (galactic politics) +7, Knowledge (nobility and royalty) +7, Sense Motive +8,	Appraise +6, Bluff +15, Computer Use +8, Diplomacy +16, Gather Information +21, Intimidate +11, Knowledge (galactic politics) +7, Knowledge (nobility and royalty) +7, Sense Motive +10
Feats:	Fame, Skill Emphasis (Gather Information), Weapon Group Proficiencies (simple weapons, blaster pistols)	See left, plus: Persuasive	See left, plus: Trustworthy, Dodge
Equipment:	Datapad with itinerary, multichannel comlink, stylish clothes, money, hold-out blaster.		



The mid-level dilettante has matured some, and has her own interests to watch over. She may even have become involved in galactic politics or business, although mostly through intermediaries and trusted agents. This is the level of most of dilettantes heroes meet throughout the galaxy.

The highest-level dilettante is well connected to influential people across the galaxy. She has taken an interest in businesses where her money should do the most good and prefers causes that deserve her financial support. Although still not interested in taking unnecessary risks, she has learned that the greatest rewards require some work, and she has enough experience to handle herself in the most arduous business situations.

Docking Authority Officer

Nearly every port across the galaxy has some sort of docking authority, ranging from thugs paid by the local smugglers to keep order to specialized military personnel trained to handle every emergency that comes their way. Docking authority officers are responsible for assigning incoming starships to docking bays, informing incoming crews of local laws and regulations, and enforcing those regulations when

necessary. In many ports, docking authority officers have a reputation for being willing to look the other way if the price is right, but it's never safe to assume that without some evidence of dishonesty.

The lowest-level docking authority officer is either a new recruit to a well-organized port authority or a thug with a rough idea what he's supposed to be doing.

The mid-level docking authority officer is a typical professional found in ports throughout the Core Worlds, but less common on the fringe planets of the galaxy.

The highest-level officer is likely to run his own small starport or have a great deal of responsibility in a larger port of call.

Freighter Captain

Freighter captains are commanders of the small ships that are so prevalent throughout space. These ships are too large to maneuver their way to safety as fighters do, but too small to have the heavy shields and weapons of capital ships. This makes freighter captains a hardy breed, flying ships they know are often targets for pirates, thieves, and outlaws.

The low-level freighter captain works for someone else or is still paying off his ship, and may be willing to take unusual risks if the price is right.

Generic Docking Authority Officer, male or female, any species

	Expert 2/Thug 2	Expert 4/Thug 4	Expert 6/Thug 6
Initiative:	-1	-1	-1
Defense:	14	14	14
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	-/14	-/14	-/14
Attacks:	Stun baton +5 melee Blaster pistol +2 ranged	Stun baton +10/+5 melee Blaster pistol +6/+1 ranged	Stun baton +13/+8 melee Heavy blaster +9/+4 ranged
Damage:	Stun baton 1d6+1/DC 12 Blaster pistol 3d6	Stun baton 1d6+2/DC 12 Blaster pistol 3d6	Stun baton 1d6+2/DC 12 Heavy blaster 3d8
Special Qualities:	None	None	None
Saves:	Fort +5, Ref -1, Will +4	Fort +7, Ref +1, Will +6	Fort +9, Ref +3, Will +8
Challenge Code:	A	B	C
Force Points:	0	1	2
Dark Side Points:	0	0	0
Reputation:	0	2	2
Abilities:	Str 13, Dex 9, Con 14, Int 12, Wis 12, Cha 8	Str 14, Dex 9, Con 14, Int 12, Wis 12, Cha 8	Str 14, Dex 9, Con 14, Int 12, Wis 12, Cha 9
Skills:	Computer Use +5, Disable Device +5, Intimidate +3, Jump +6, Knowledge (bureaucracy) +6, Knowledge (local star system) +5, Pilot +3	Computer Use +7, Disable Device +7, Intimidate +5, Jump +8, Knowledge (bureaucracy) +8, Knowledge (local star system) +7, Pilot +5	Computer Use +9, Disable Device +9, Intimidate +7, Jump +10, Knowledge (bureaucracy) +10, Knowledge (local star system) +9, Pilot +7
Feats:	Weapon Focus (stun baton), Weapon Group Proficiencies (simple weapons, blasters), Armor Proficiency (light)	See left, plus: Power Attack	See left, plus: Point Blank Shot
Equipment:	Combat jumpsuit, weapons, comlink, datapad		

Generic Freighter Captain, male or female, any species

	Scoundrel 2/ Soldier 2	Scoundrel 4/Soldier 2/ Deep Space Pilot 2	Scoundrel 5/Soldier 2/ Deep Space Pilot 5
Initiative:	+2	+2	+3
Defense:	17	21	24
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	24/12	52/12	70/12
Attacks:	Unarmed +3 melee Heavy blaster +5 ranged	Unarmed +6/+1 melee Heavy blaster +8/+3 ranged	Unarmed +8/+3 melee Heavy blaster +11/+6 ranged
Damage:	Unarmed 1d3 Heavy blaster 3d8	Unarmed 1d3 Heavy blaster 3d8	Unarmed 1d3 Heavy blaster 3d8
Special Qualities:	Illicit barter, better lucky than good	See left, plus: natural astrogator, sector familiarity, Hyperjump Sense	See left, plus: sneak attack +2d6, sector familiarity x4
Saves:	Fort +4, Ref +5, Will -1	Fort +8, Ref +6, Will +1	Fort +9, Ref +8, Will +2
Challenge Code:	A	B	C
Force Points:	0	1	2
Dark Side Points:	0	0	0
Reputation:	1	3	4
Abilities:	Str 10, Dex 14, Con 12, Int 12, Wis 9, Cha 13	Str 10, Dex 14, Con 12, Int 12, Wis 10, Cha 13	Str 10, Dex 16, Con 12, Int 12, Wis 10, Cha 13
Skills:	Appraise +3, Astrogate +6, Bluff +6, Computer Use +4, Diplomacy +4, Gather Information +7, Hide +7, Listen +4, Move Silently +4, Knowledge (business) +4, Knowledge (streetwise)+4, Pilot +11, Profession (trader) +2, Repair +4, Spot +1	Appraise +9, Astrogate +10, Bluff +6, Computer Use +4, Diplomacy +9, Gather Information +9, Hide +7, Listen +5, Move Silently +5, Knowledge (business) +7, Knowledge (streetwise)+7, Pilot +15, Profession (trader) +5, Repair +4, Spot +2	Appraise +12,, Astrogate +10, Bluff +6, Computer Use +4, Diplomacy +9, Gather Information +10, Hide +7, Listen +5, Move Silently +5, Knowledge (business) +10, Knowledge (streetwise) +7, Pilot +19, Profession (trader) +5, Repair +5, Spot +3
Feats:	Starship Operation (space transport), Spacer, Heroic Surge, Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (light, medium)	See left, plus: Starship Dodge, Skill Emphasis (Appraise)	See left, plus: Point Blank Shot, Rapid Shot
Equipment:	Heavy blaster, rugged clothes, run-down space transport	Heavy blaster, rugged clothes, slightly modified space transport	Heavy blaster, rugged clothes, heavily modified space transport

The mid-level freighter captain is more likely to own his own ship and may be very conservative with it, unwilling to risk his livelihood.

The high-level freighter captain is one of the most experienced merchantmen in space, and is likely to have strong political opinions he's willing to support.

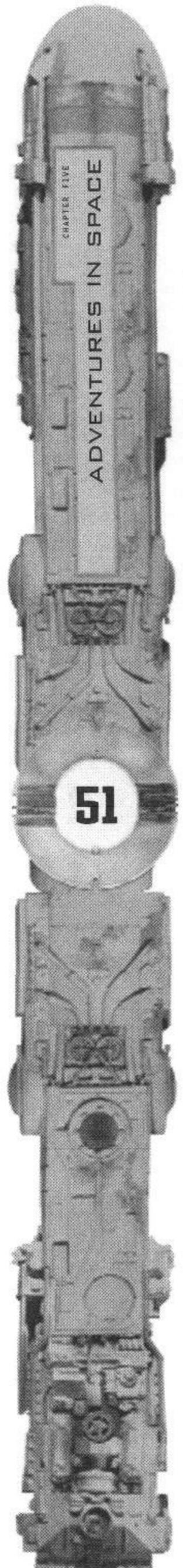
Jedi Pilot

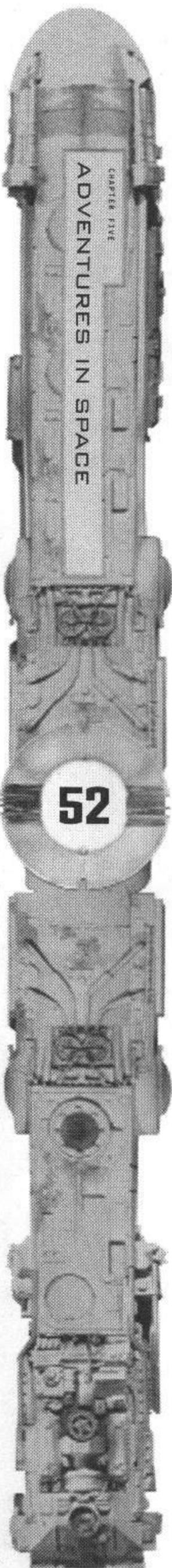
A Jedi master pilot uses the Force to guide and assist him in starfighter combat. Jedi pilots were rare during the Rise of the Empire era and all but unknown during the Rebellion era. Several Jedi pilots exist dur-

ing the time of the New Republic. These heroes often form squadrons and fly across the galaxy in an attempt to keep order. Some Jedi pilots are more impetuous than the standard image of Jedi, while others are simply expert pilots who have also found their way with the Force.

The lowest-level Jedi pilot is a young Jedi guardian who has a knack for flying starfighters.

The mid-level Jedi pilot has begun concentrating on her flying more than her Jedi studies, showing signs that she favors the roar of starship engines to the contemplative training of a young Jedi. Her primary Jedi skills, Battlemind and Enhance Ability,





Generic Jedi Pilot, male or female, any species

	Fringer 1/ Jedi Guardian 3	Fringer 1/Jedi Guardian 6/ Starfighter Ace 1	Fringer 1/Jedi Guardian 6/ Starfighter Ace 5
Initiative:	+3	+3	+3
Defense:	18	22	26
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	28/14	58/14	84/14
Attacks:	Lightsaber +2 melee Blaster pistol +5 ranged	Lightsaber +5/+0 melee Blaster pistol +9/+4 ranged	Lightsaber +8/+3 melee Blaster pistol +12/+7 ranged
Damage:	Lightsaber 2d8-1 Blaster pistol 3d6	Lightsaber 3d8-1 Blaster pistol 3d6	Lightsaber 3d8-1 Blaster pistol 3d6
Special Qualities:	None	Starfighter Defense	See left, plus: Starfighter Evasion, Familiarity +2
Saves:	Fort +7, Ref +7, Will +3	Fort +10, Ref +11, Will +6	Fort +12, Ref +13, Will +8
Challenge Code:	D	E	F
Force Points:	2	3	4
Dark Side Points:	3	4	6
Abilities:	Str 8, Dex 16, Con 14, Int 10, Wis 13, Cha 12	Str 8, Dex 16, Con 14, Int 10, Wis 14, Cha 12	Str 8, Dex 16, Con 14, Int 10, Wis 15, Cha 12
Skills:	Astrogate +3, Computer Use +3, Listen +3, Pilot +10, Spot +5	Astrogate +5, Computer Use +3, Listen +4, Pilot +16, Spot +6	Astrogate +12, Computer Use +8, Listen +4, Pilot +21, Spot +6
Force Skills:	Battlemind +8, Enhance Ability +8, Force Defense +8	Battlemind +11, Enhance Ability +11, Force Defense +8	Battlemind +11, Enhance Ability +11, Force Defense +8
Feats:	Exotic Weapon Proficiency (lightsaber), Starship Dodge, Alertness, Weapon Group Proficiencies (simple weapons, blaster pistols)	See left, plus: Skill Emphasis (Pilot), Maneuver Mastery (reversal)	See left, plus: Skill Emphasis (Astrogate), Starship Operation (starfighter)
Force Feats:	Alter, Control	See left, plus: Sense, Force Pilot	See left
Equipment:	Lightsaber, comlink, borrowed starfighter	Lightsaber, comlink, stock starfighter	Lightsaber, comlink, modified personal starfighter

allow her to augment her fighter combat skills to an impressive degree.

The highest-level Jedi pilot is at a crossroads. She's already more dangerous than most starfighter aces, but could continue to concentrate on flying and become one of the most skilled pilots in the whole galaxy. If she chooses this course, she would be likely to gather a squadron of starfighter aces willing to fight under her command. She would be considered a fallen Jedi, no longer on the path of the Force. If she prefers, she can instead return to her Jedi studies and earn the rank of Jedi Knight, regaining the support and respect of her peers while retaining an impressive array of starship combat abilities.

Port Drifter

Port drifters are wanderers who have no set home. Many are refugees from planetary wars; others are dock workers or merchants who have fallen on hard times. Unlike pilots and mercenaries, port drifters often lack the skills to guarantee themselves a spot on a merchant

ship. They are often sucked into lives of crime out of necessity, although some come to genuinely enjoy their lawlessness. The majority of a starport's underworld is made up of port drifters, seeking security and possibly a way off the station to a new port.

A low-level port drifter represents someone fairly new to homeless status, such as a recent refugee. Such a drifter is likely to jump at the opportunity to make an honest living if offered a job, but has already begun to see that survival may require a loose code of ethics.

The mid-level port drifter is an experienced wanderer, and likely has some underworld contacts. This drifter can be a useful ally, but is comfortable enough with his homeless lifestyle that he may not take an "honest" offer of work.

The high-level port drifter is an experienced survivor, and has probably been a criminal for years. He may run a small gang of vagrants in a large starport, and almost certainly sees legal work as a dead-end path to poverty and powerlessness.

Generic Port Drifter, male or female, any species

	Expert 2/Thug 2	Expert 4/Thug 4	Expert 6/Thug 6
Initiative:	+4	+4	+4
Defense:	10	12	15
Speed:	10m (or by species)	10m (or by species)	10m (or by species)
VP/WP:	-/14	-/14	-/14
Attacks:	Knife +4 melee Knife +3 ranged	Club +9/+4 melee Club +7 ranged	Club +12/+7 melee Frag grenade +10 ranged
Damage:	Knife 1d4+1	Club 1d6+2	Club 1d6+2 Frag grenade 4d6/2d6
Special Qualities:	None	None	None
Saves:	Fort +5, Ref +0, Will +3	Fort +7, Ref +2, Will +7	Fort +9, Ref +5, Will +9
Challenge Code:	A	B	C
Force Points:	0	1	2
Dark Side Points:	0	0	0
Reputation:	0	2	2
Abilities:	Str 13, Dex 11, Con 14, Int 12, Wis 10, Cha 9	Str 14, Dex 11, Con 14, Int 12, Wis 10, Cha 9	Str 14, Dex 12, Con 14, Int 12, Wis 10, Cha 9
Skills:	Astrogate +6, Climb +3, Computer Use +4, Craft (electronics) +4, Disable Device +4, Intimidate +1, Jump +3, Listen +2, Gather Information +2, Knowledge (spacer lore) +4, Knowldege (streetwise) +4, Pilot +5, Repair +4, Spot +2	Astrogate +6, Climb +6, Computer Use +4, Craft (electronics) +4, Disable Device +4, Intimidate +3, Jump +6, Listen +4, Gather Information +4, Knowledge (spacer lore) +6, Knowledge (streetwise) +6, Pilot +7, Repair +6, Spot +3	Astrogate +6, Climb +8, Computer Use +4, Craft (electronics) +4, Disable Device +8, Intimidate +5, Jump +8, Listen +5, Gather Information +8, Knowledge (spacer lore) +6, Knowledge (streetwise) +10, Pilot +7, Repair +7, Spot +5
Feats:	Improved Initiative, Spacer, Weapon Group Proficiency (simple weapons), Armor Proficiency (light)	See left, plus: Iron Will	See left, plus: Alertness
Equipment:	Ragged clothes, knife	Ragged clothes, club	Ragged clothes, club, frag grenade



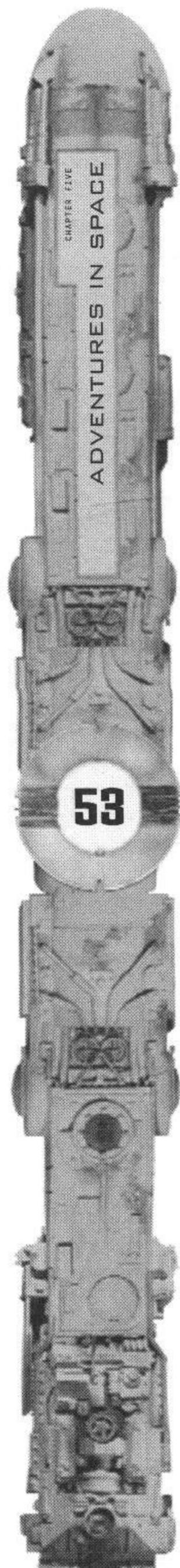
STARSHIP MAPS

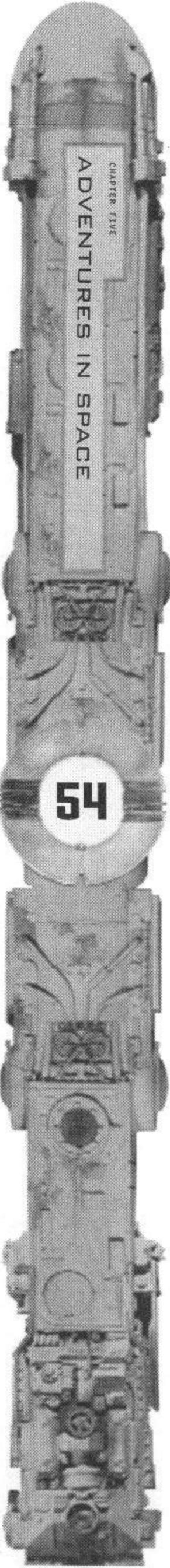
Sometimes it's useful to have a detailed starship map on hand. Heroes often find themselves involved in boarding actions, acts of mutiny, or scouting missions. Knowing the exact locations of obstacles and objectives can help those scenes run smoothly. If the heroes have their own ship—or are assigned to one—the Gamemaster may also want to map out at least part of it. That way, the players can visualize where their characters spend so much of their spare time.

Space transports are small enough that they can be mapped out thoroughly. The following pages of maps have several common templates that can be cut apart and assembled for different transports. Place the sections in roughly the shape you want for your starship, then draw an outline for the exterior hull.

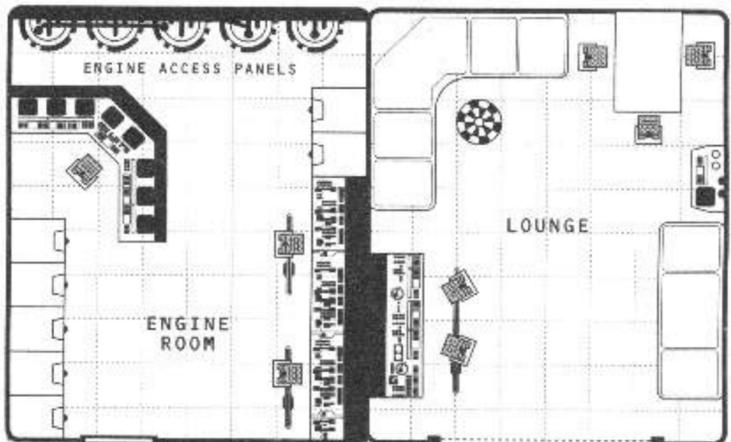
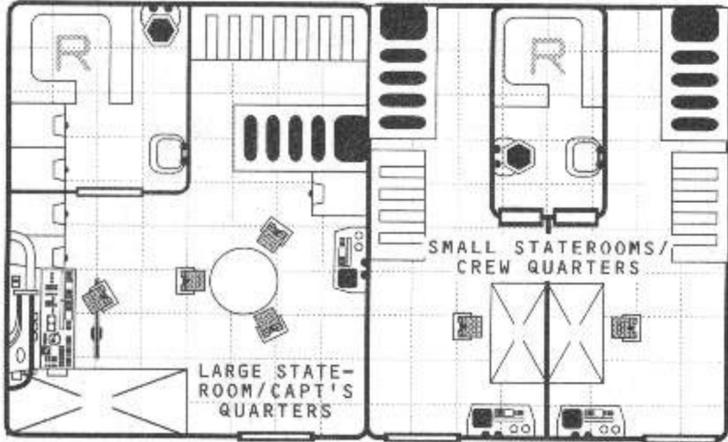
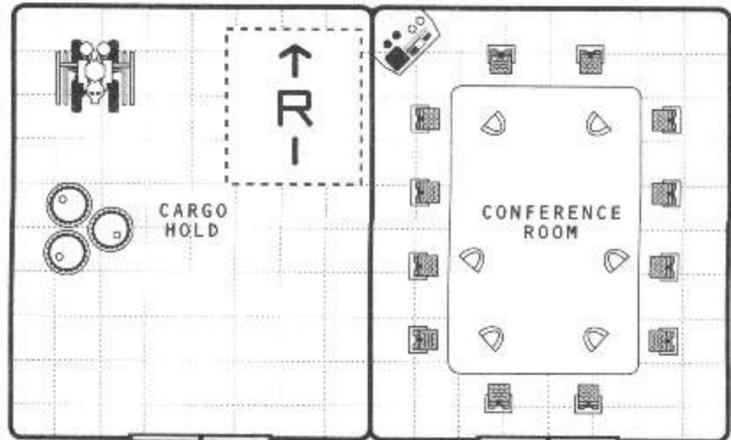
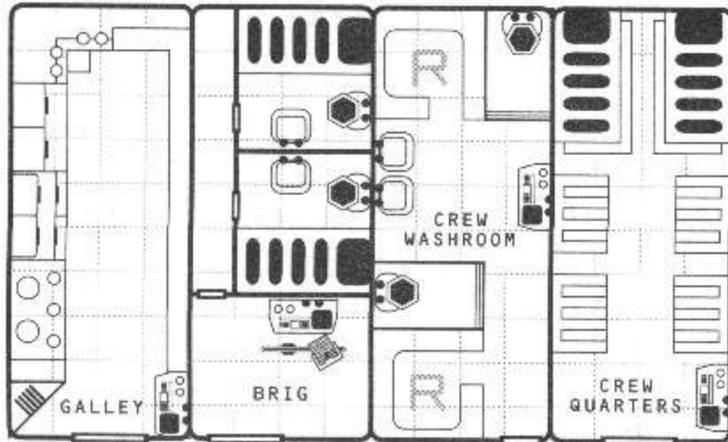
Don't worry about choosing sections for every square meter of the ship—a fair amount of any starship is filled with engines, ducts, hull, and bulkheads. Space that doesn't get mapped may also include mechanical and electronic components the heroes can't easily access. An example space transport made from separate pieces provides an example.

For capital ships, Gamemasters shouldn't waste their time completely mapping every aspect of the interior. Focus on the core areas where conflict is most likely to occur. Don't worry about areas the heroes can't possibly access. The last several maps include several key locations for capital ships, including docking bays, bridges, and communications decks. You can either use these "as is" for your starships, or draw new areas as needed, using these maps as rough guidelines. ☺

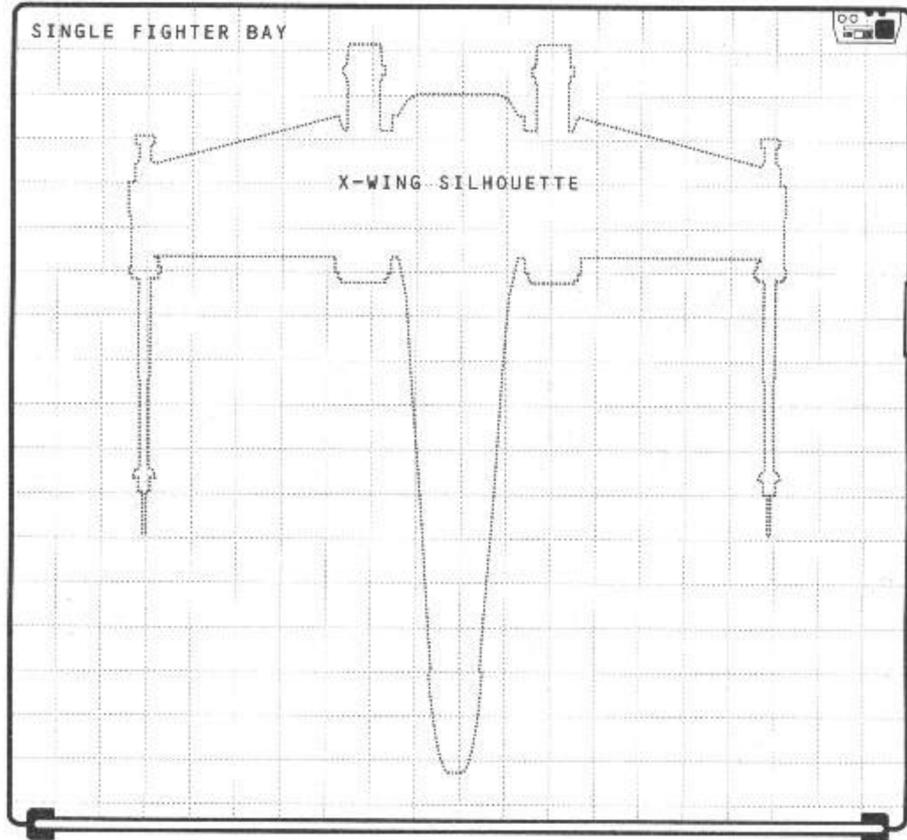




SPACE TRANSPORT SECTIONS ▶

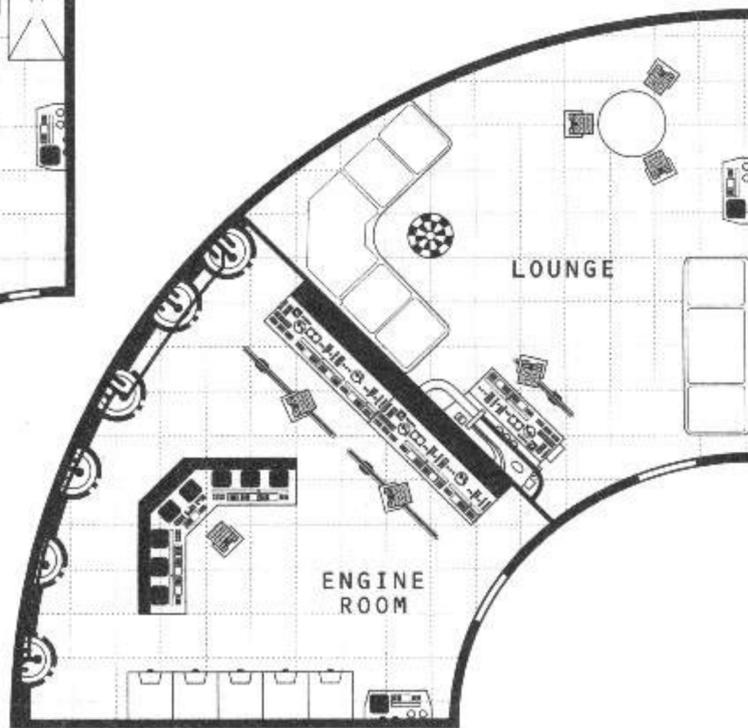
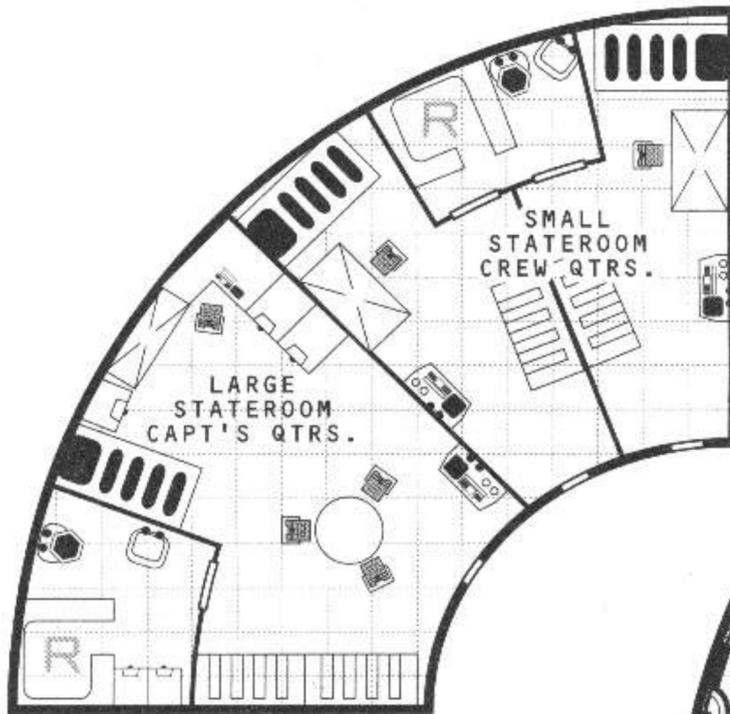
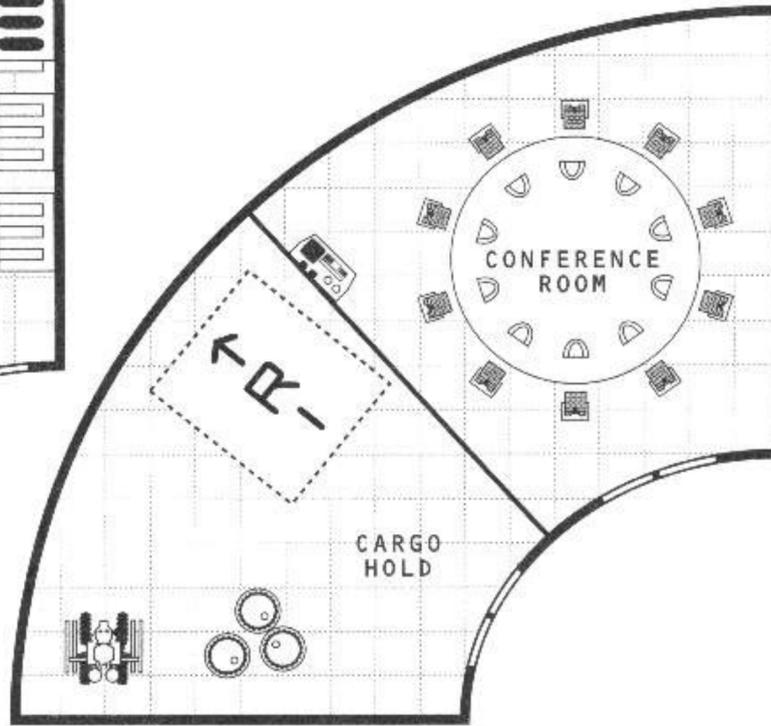
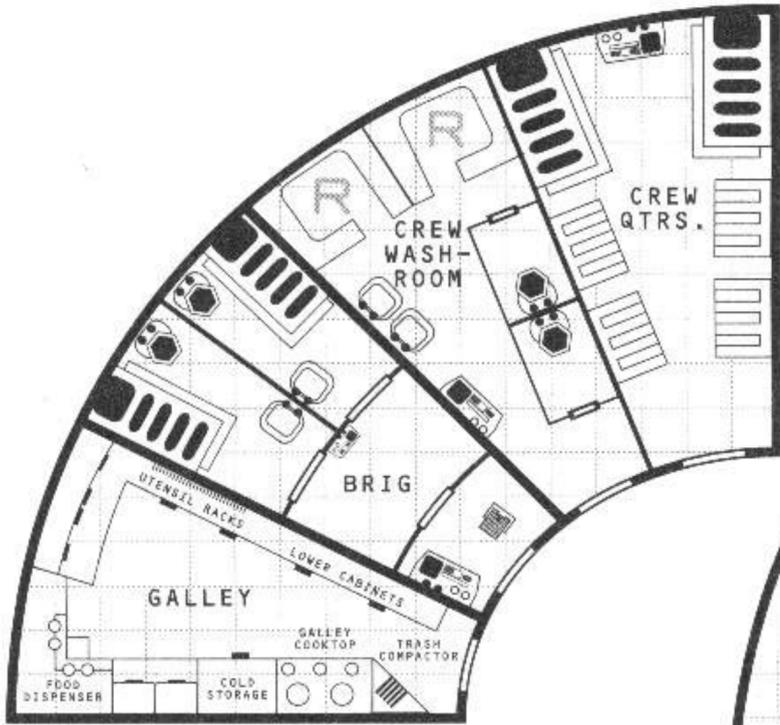


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|--|--------------------------|--|------------------|
| | TABLE | | LAVATORY |
| | CHAIR | | WARDROBE |
| | HEAD | | COUCH |
| | DESK | | LANDING BAY DOOR |
| | CABINET | | |
| | DOOR | | |
| | ARCHWAY | | |
| | COMPUTER/SHIP COM | | |
| | REFRESHER | | |
| | HOLOCHESS BOARD | | |
| | RETRACTABLE LANDING RAMP | | |
| | BED | | |
| | BUNKBEDS | | |

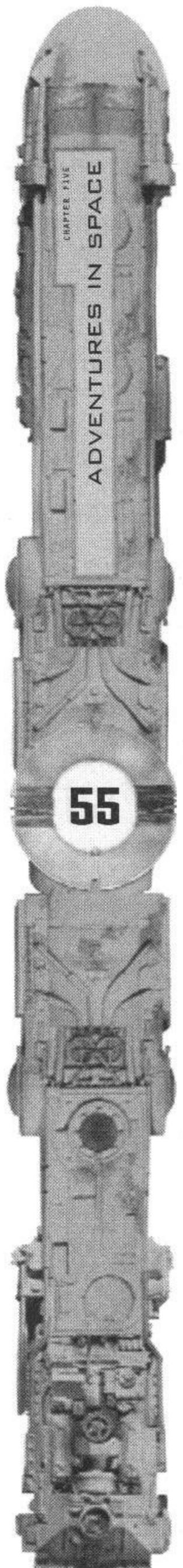


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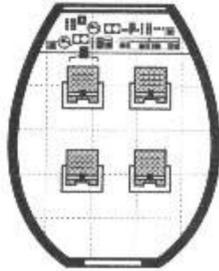
SPACE TRANSPORT CURVED SECTIONS ▶



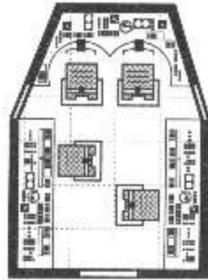
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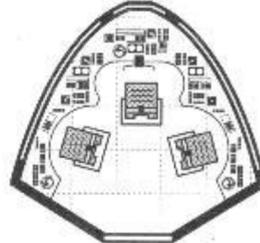
COCKPITS ▶



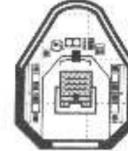
2 CREW / 2 PASSENGER BRIDGE



4 CREW BRIDGE



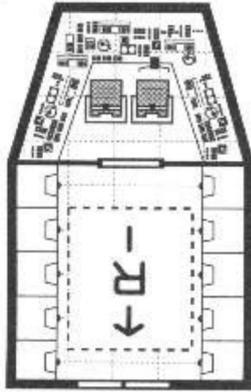
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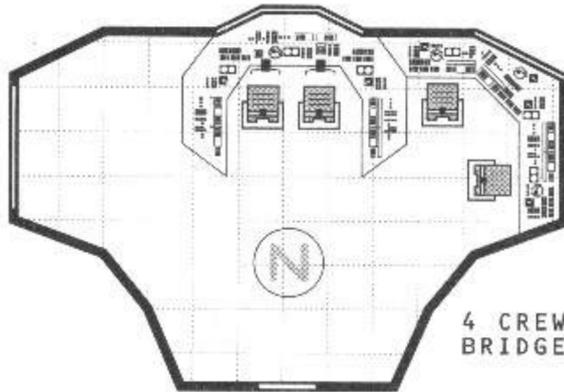
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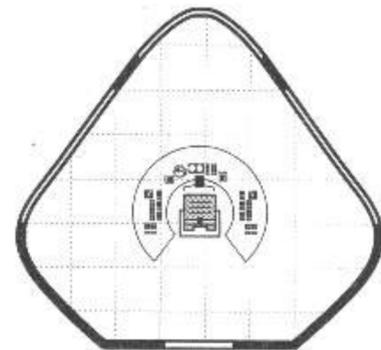
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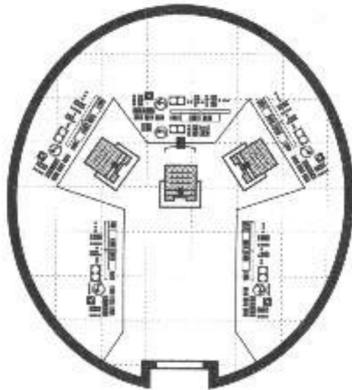
2 CREW BRIDGE



4 CREW BRIDGE



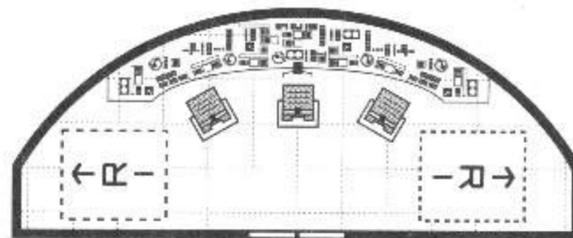
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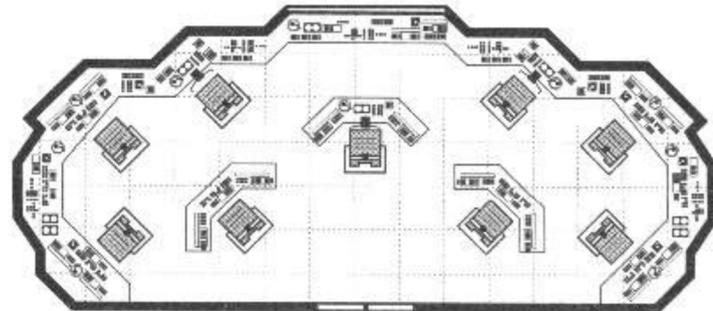
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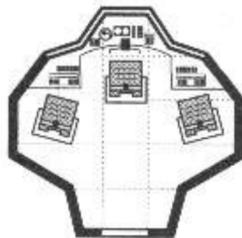
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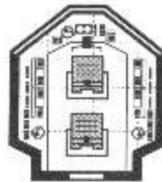
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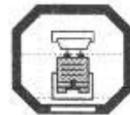
9 CREW BRIDGE



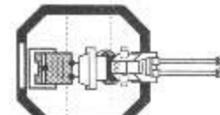
1 CREW / 2 PASSENGER BRIDGE



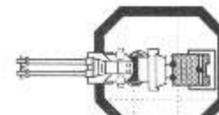
1 CREW / 1 PASSENGER BRIDGE



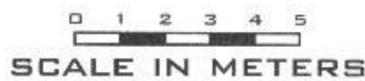
TOP/BOTTOM GUN WELL



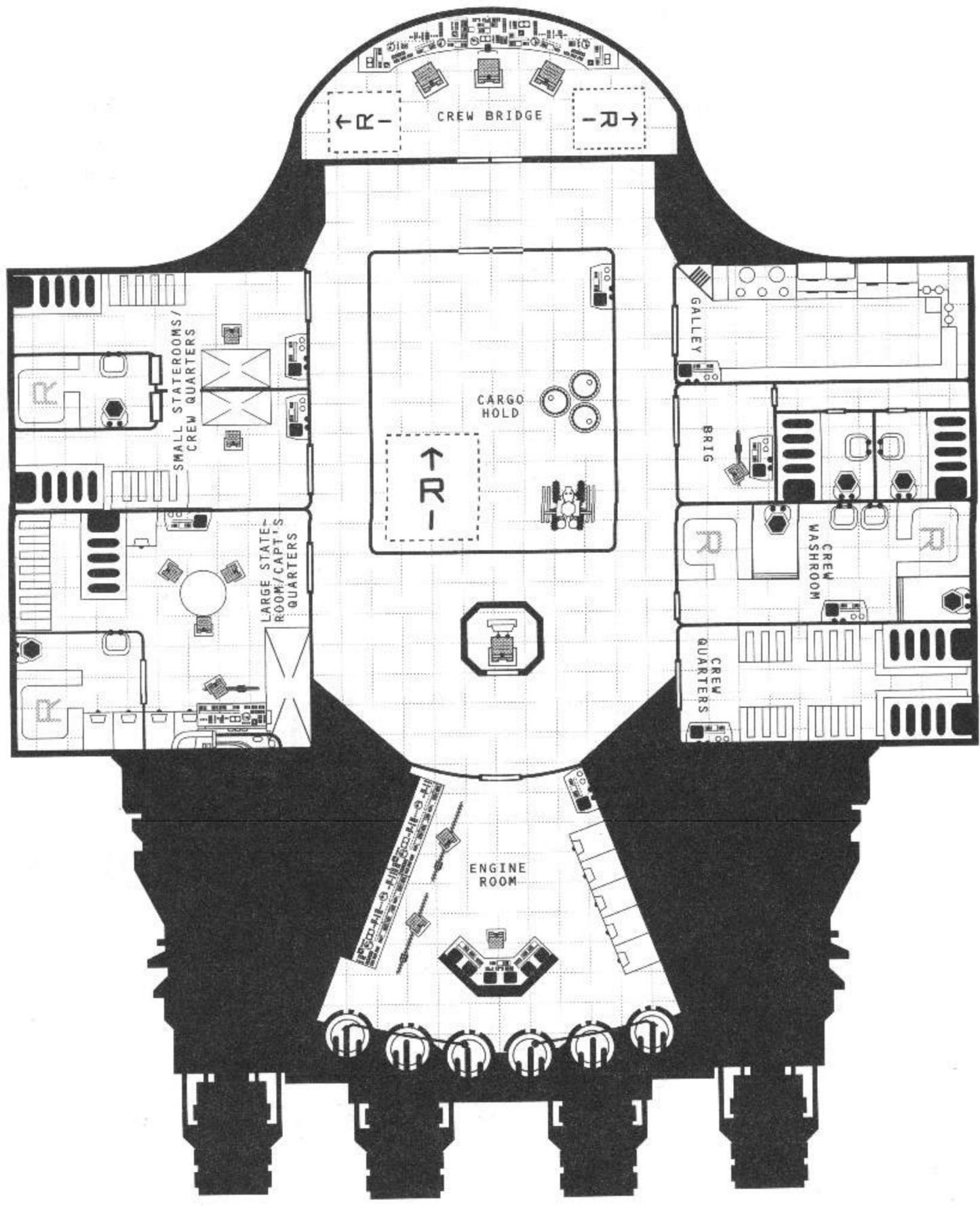
STARBOARD GUN WELL



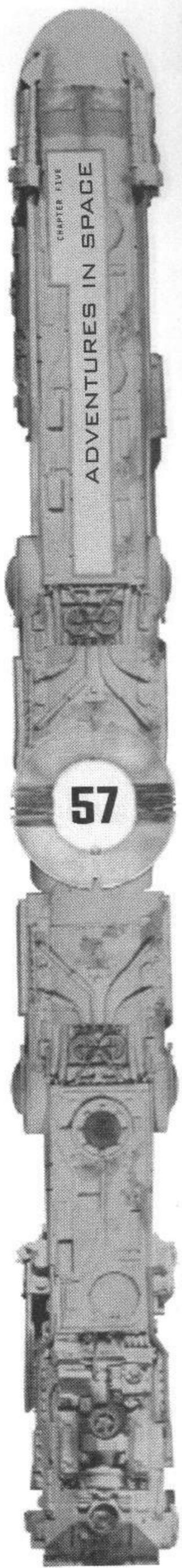
PORT GUN WELL



SPACE TRANSPORT ▶

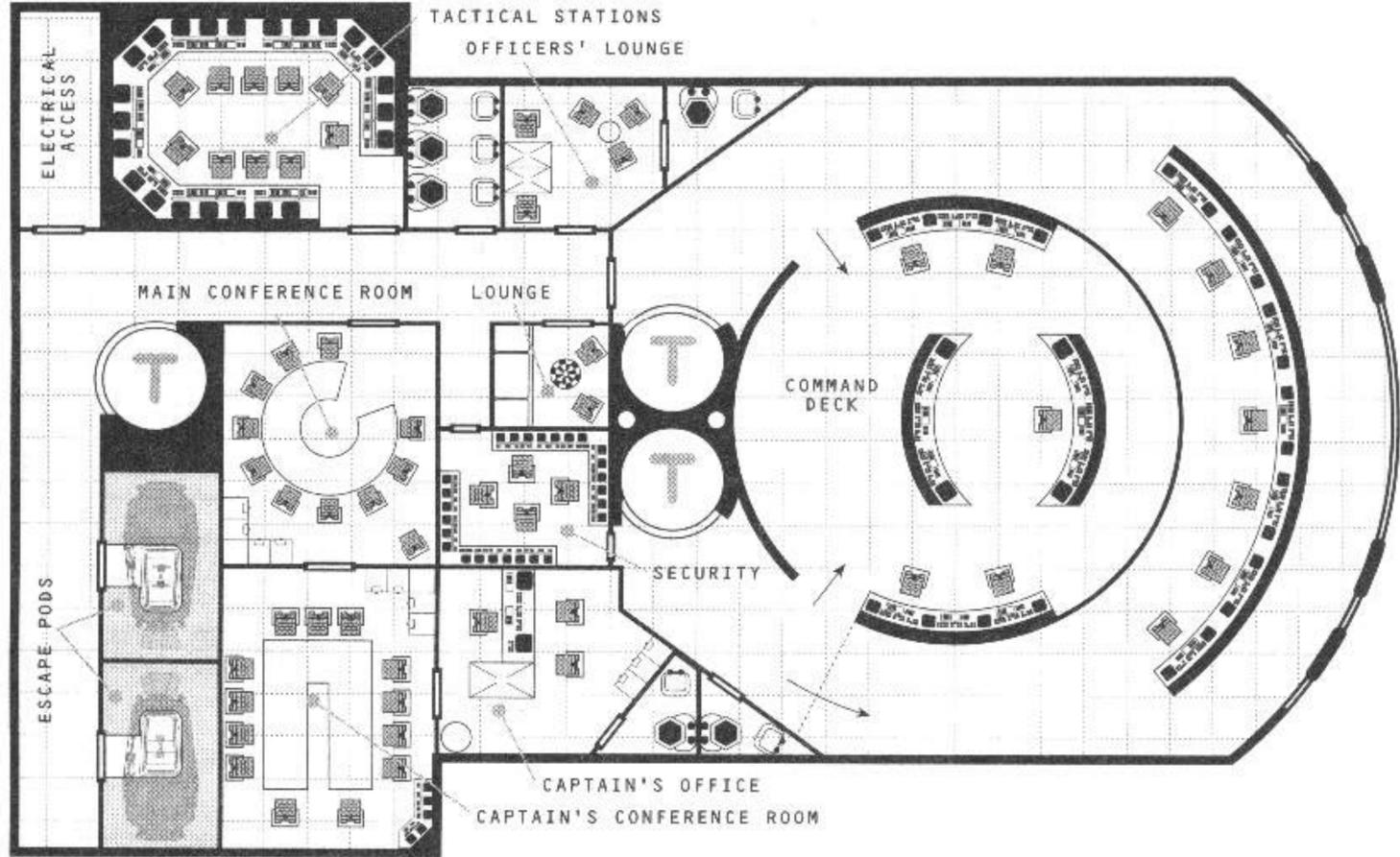


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SCALE IN METERS



CAPITAL SHIP BRIDGE ▶

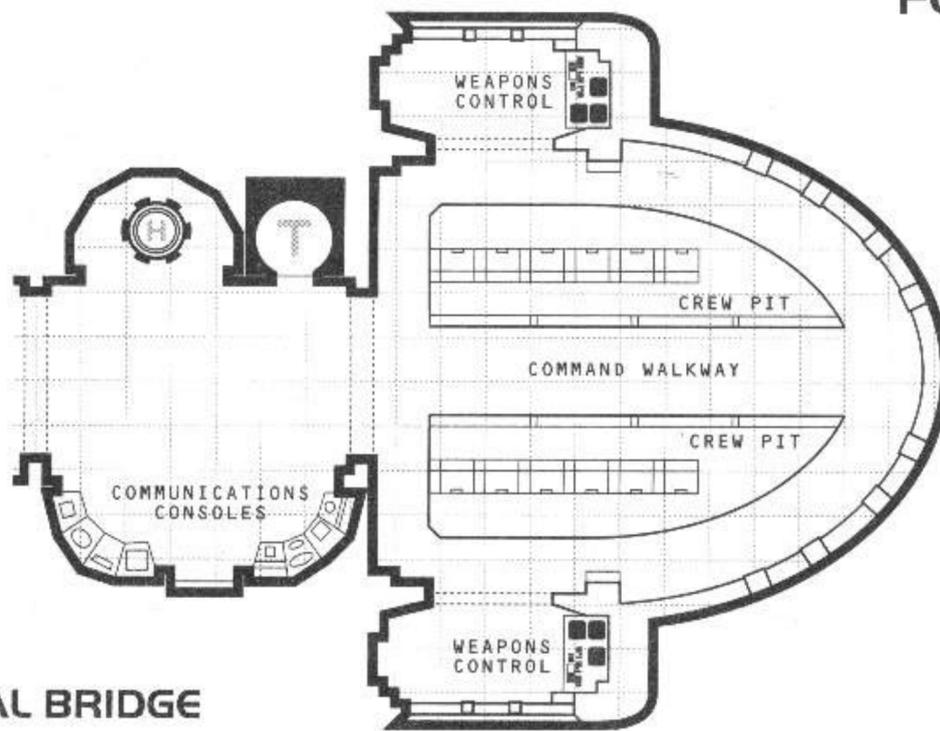
TYPICAL CAPITAL SHIP BRIDGE



AFT

FORE

TYPICAL IMPERIAL BRIDGE

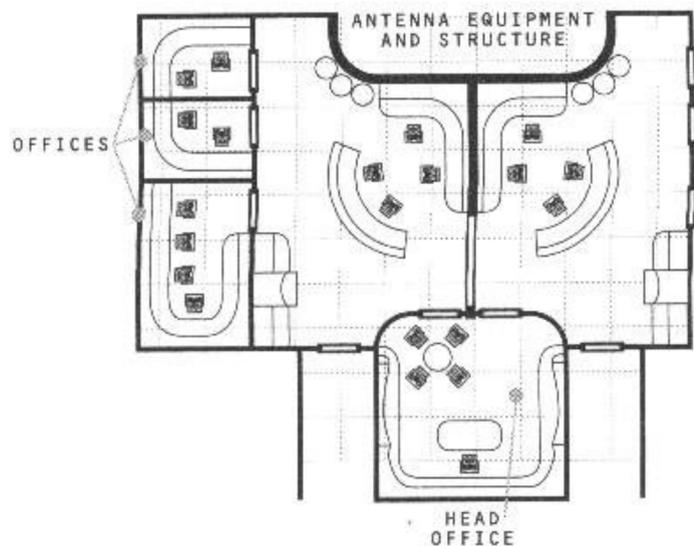


-  TURBOLIFT
-  HOLOGRAM POD
-  CONTROL CONSOLE

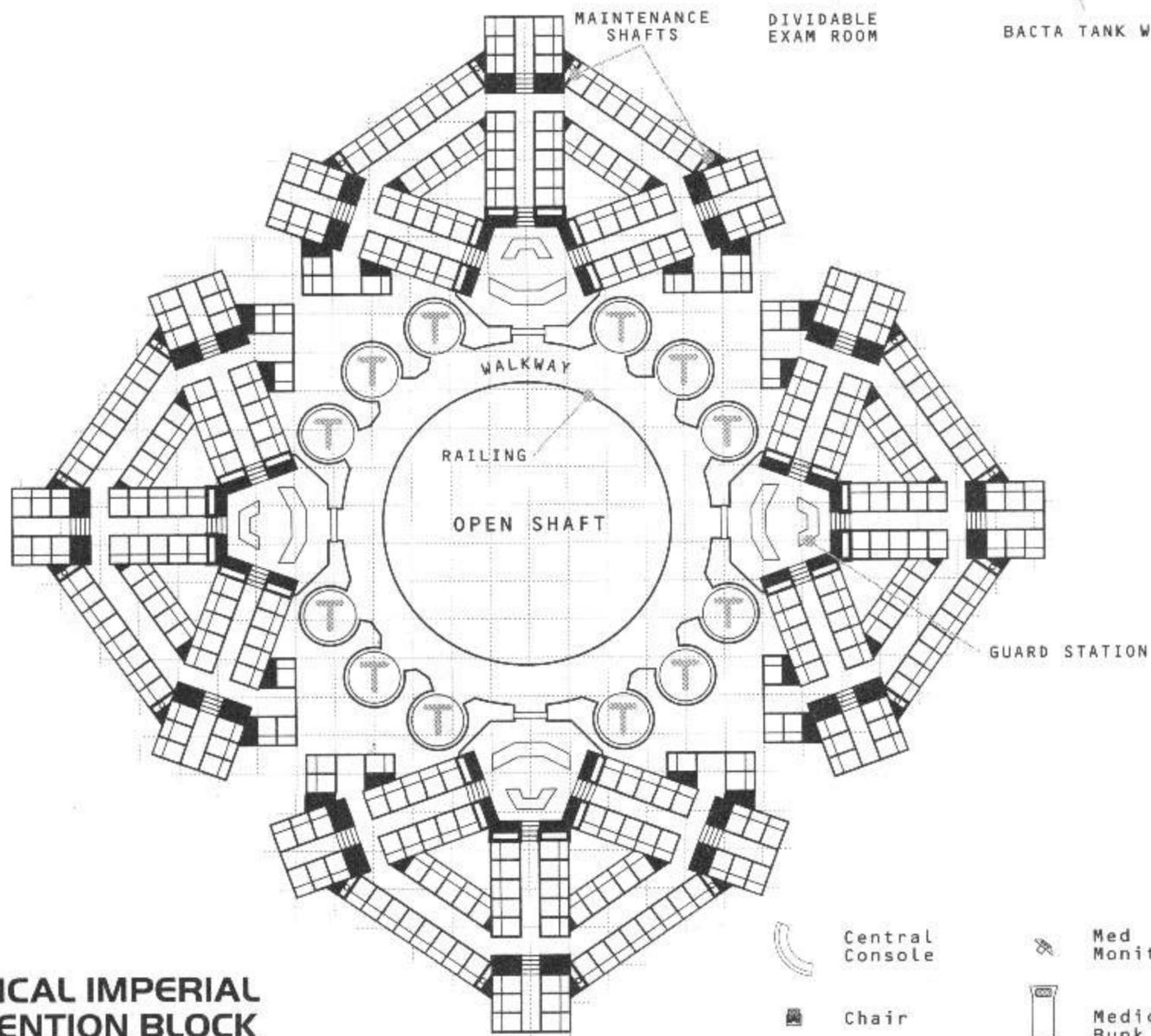
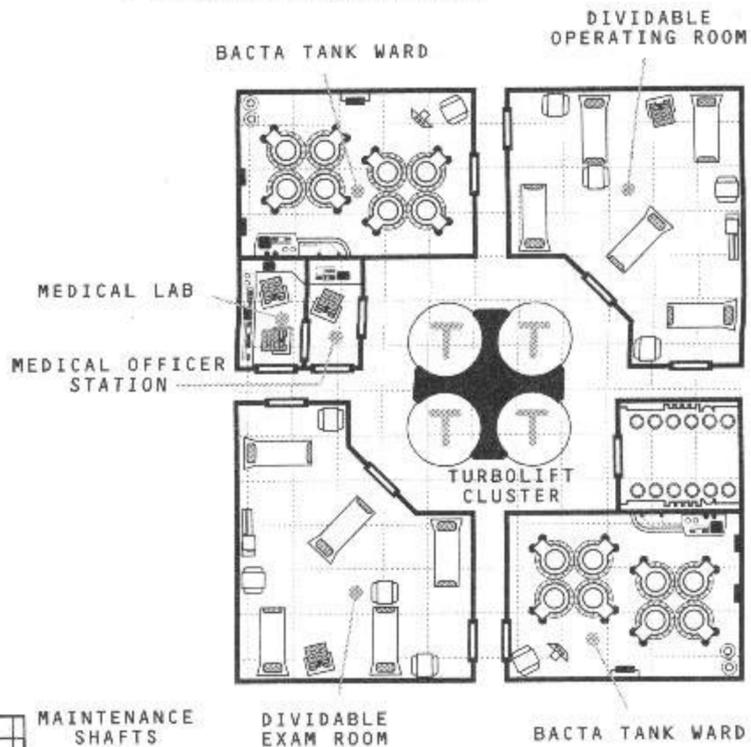
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SCALE IN METERS

TYPICAL SHIP SECTIONS ▶

TYPICAL CAPITAL SHIP COMMUNICATIONS CENTER



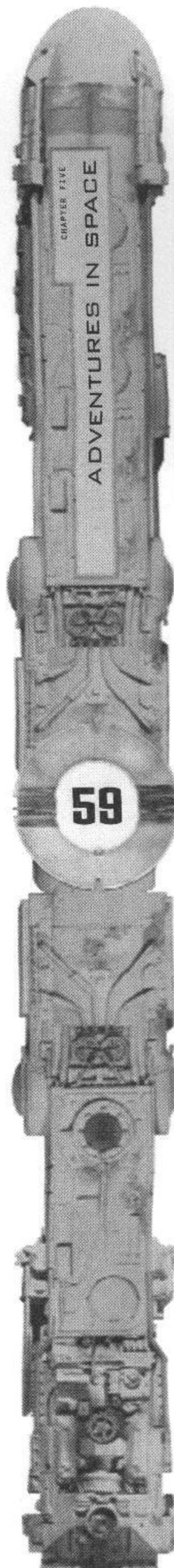
TYPICAL MED BAY

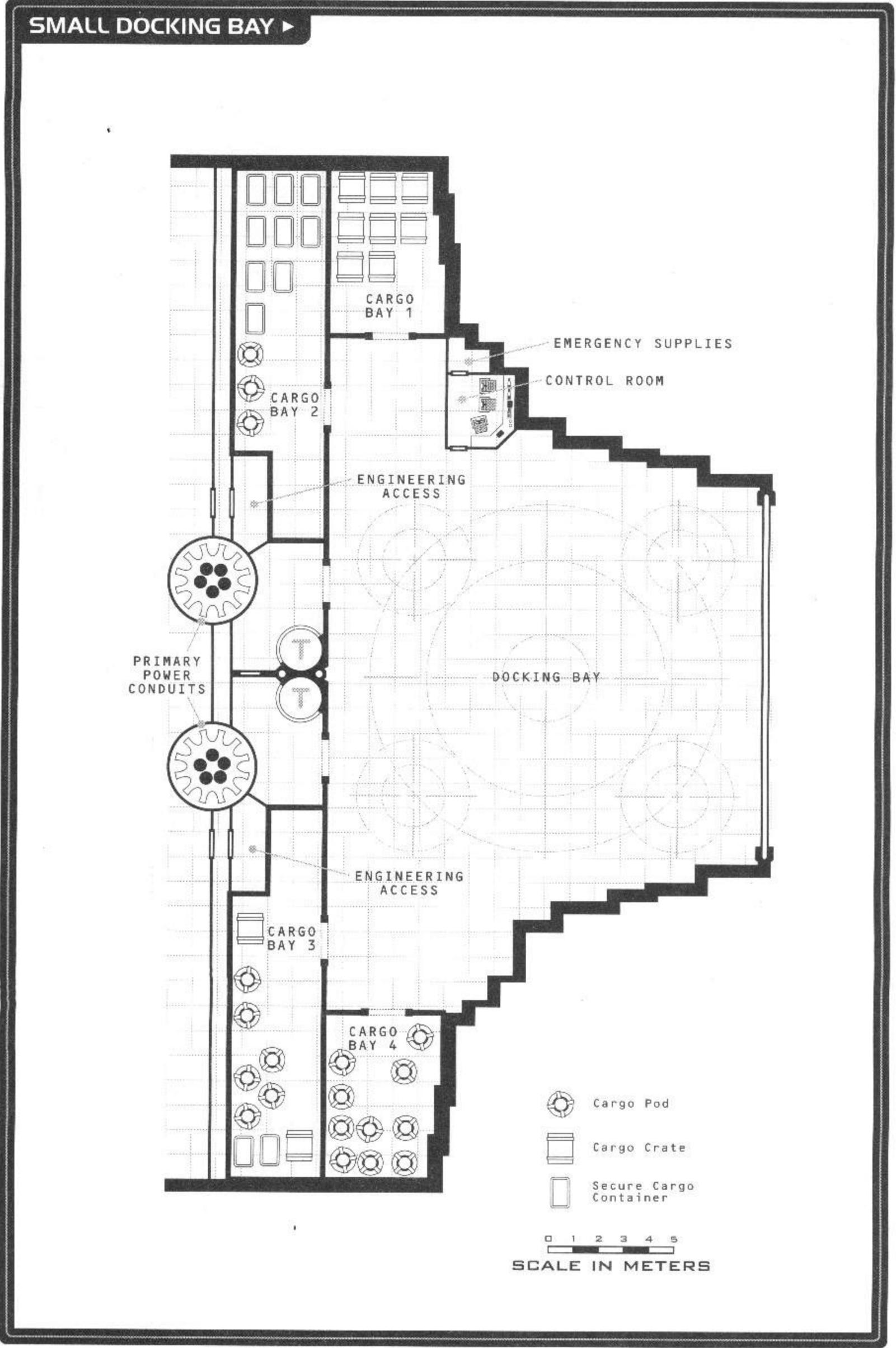
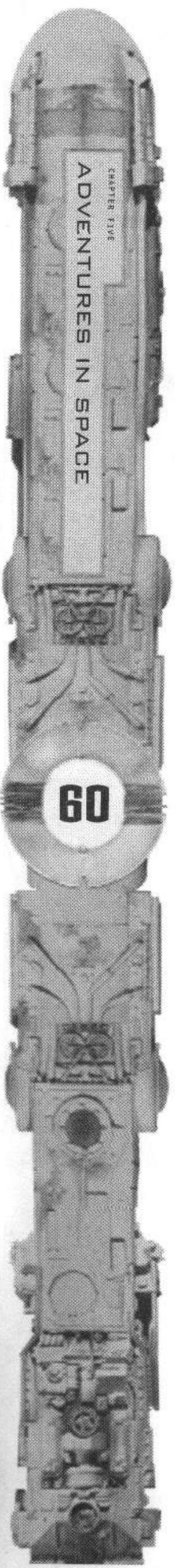


TYPICAL IMPERIAL DETENTION BLOCK

0 1 2 3 4 5
SCALE IN METERS

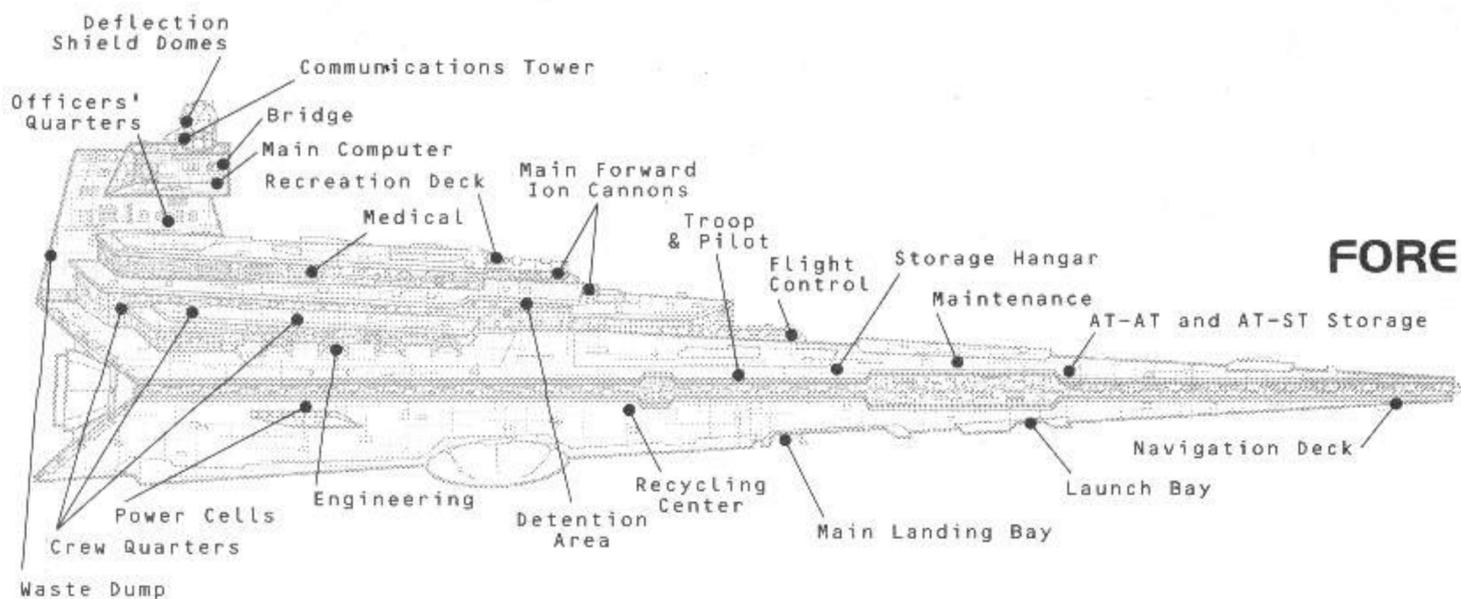
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|--|-----------------|--|----------------|
| | Central Console | | Med Monitor |
| | Chair | | Medical Bunk |
| | Medical Cabinet | | Steps |
| | Med Droid | | Detention Cell |
| | Security Desk | | Bacta Tank |



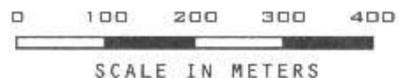


IMPERIAL STAR DESTROYER ▶

AFT



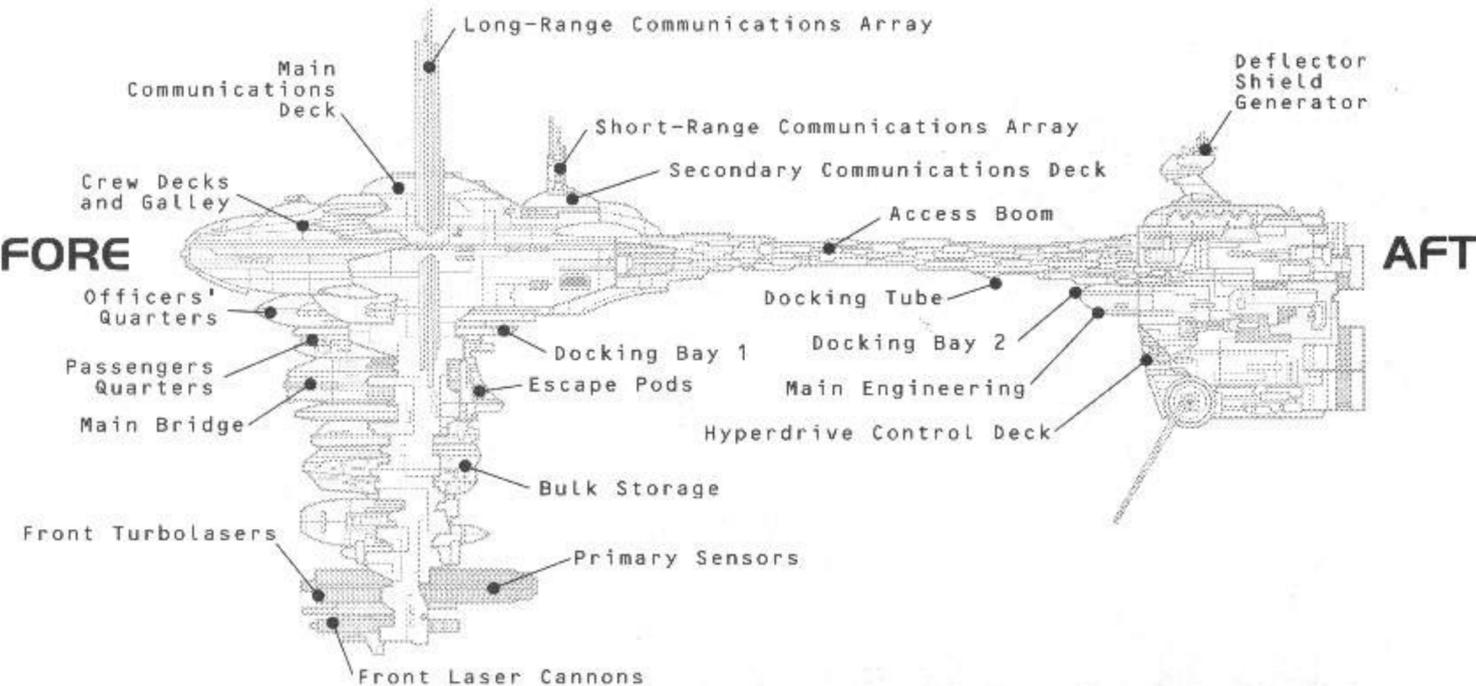
FORE



VESSEL TYPE: Imperial Star Destroyer
 MANUFACTURER: Kuat Drive Yards
 COMBAT DESIGNATION: Capital Ship
 LENGTH: 1.6 kilometers
 WEAPONS: 60 Turbolasers
 60 Ion cannons

NEBULON-B FRIGATE ▶

FORE



AFT



NAME/MODEL: EF76 Nebulon-B Frigate
 MANUFACTURER: Kuat Drive Yards
 COMBAT DESIGNATION: Medium-Class Capital Ship
 LENGTH: 300 meters
 CREW: 850 (77 officers, 773 enlisted)
 WEAPONS: Six Taim & Bak XI 7 turbolasers (computer assisted targeting)
 Eight Borstel R88 laser cannons
 Two Phylon-Q7 tractor beam projectors
 DEFENSES: Enhanced Delphus JC-671 projected shields





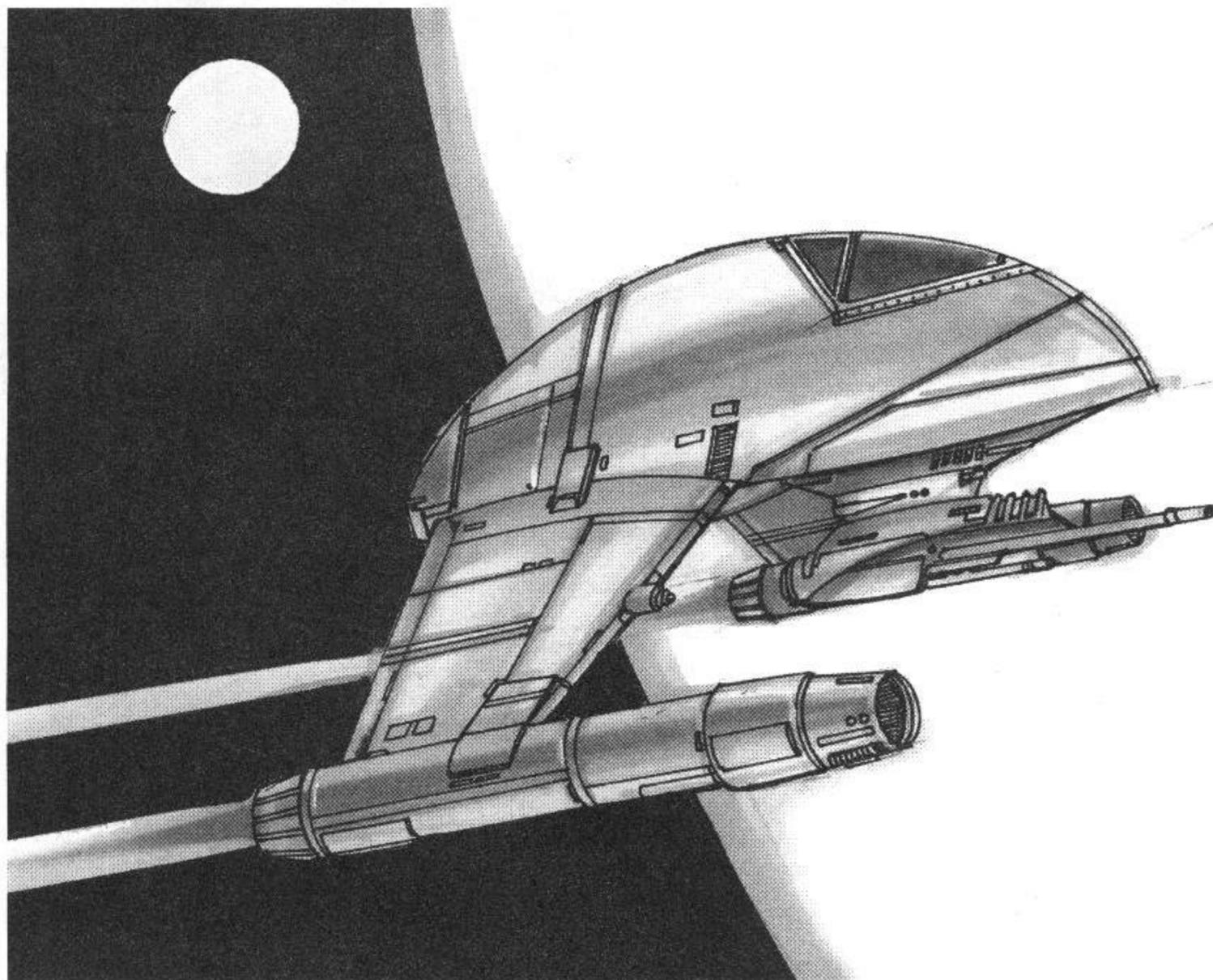
The terms “starfighter,” “snubfighter,” “pinnacle,” and “light shuttle” are all used to describe ships less than 20 meters long. Many of these ships are short-range vehicles, either unable to enter hyperspace or capable only of the shortest jumps. Others are small but fully adequate long-range ships that are popular as pleasure craft or scouts. Some common starfighters from different eras are described below, along with a few specific ships flown by noteworthy individuals from those eras.

A-9 Vigilance Interceptor

The A-9 is a fighter designed by Kuat Drive Yards in an attempt to win Imperial contracts away from Sienar Fleet Systems. Unfortunately, it began produc-

tion five years after the Battle of Endor, limiting its marketability. Although some Imperial Remnant commanders have ordered A-9s, the ships have not been a huge success. Some have even fallen into the hands of the New Republic, delivered by escaped workers from an oppressive Kuat factory world.

The A-9 is on par with an A-wing as a fast, maneuverable craft, granting a +4 bonus on all Pilot checks and attack rolls made with it. It has twin laser cannons that allow it to deliver consistent damage, but lacks the heavy punch demonstrated by fighters with concussion missiles or proton torpedo tubes. Its small size and high speed make it excellent for quick raids against slow-moving capital ships. However, it



A-9 VIGILANCE INTERCEPTOR

has no shields or hyperdrive, making it a cheap and easily destroyed fighter. A-9s are typically deployed in large numbers and replaced as needed.

Craft: Kuat Drive Yards A-9 Vigilance; **Class:** Starfighter; **Cost:** 130,000; **Size:** Diminutive (7.4 m long); **Initiative:** +6 (+4 size, +2 crew); **Crew:** 1 (Normal +2); **Passengers:** 0; **Cargo Capacity:** 55 kg; **Consumables:** 1 day; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Maneuver:** +10 (+4 size, +2 crew, +4 engine quality); **Defense:** 24 (+4 size, +10 armor); **Shield Points:** 0; **Hull Points:** 80; **DR:** 5.

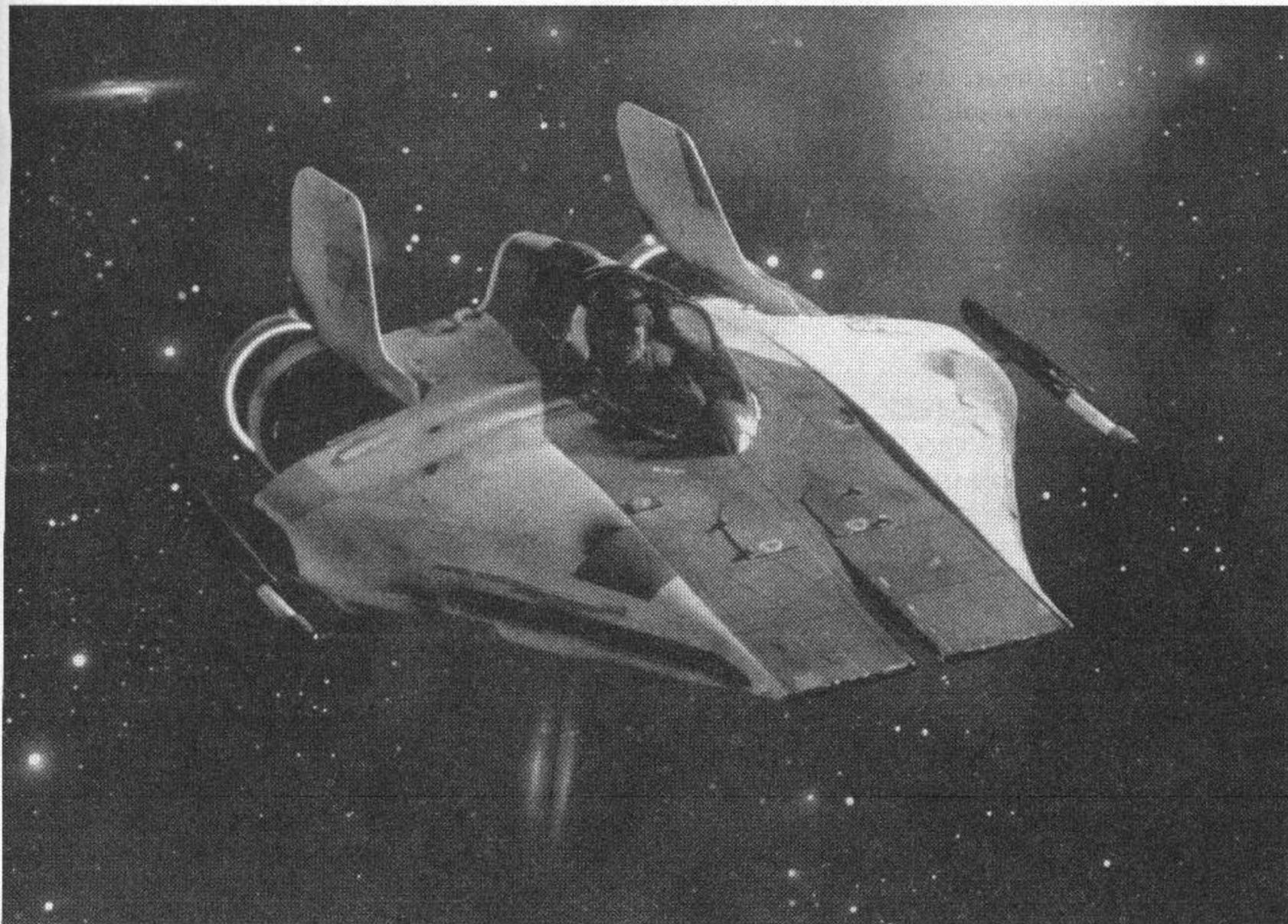
Weapon: Heavy laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +10 (+4 size, +2 crew, +4 fire control, +4 equipment bonus); **Damage:** 6d10x2; **Range Modifiers:** PB -2, S -4, M/L n/a.

A-Wing

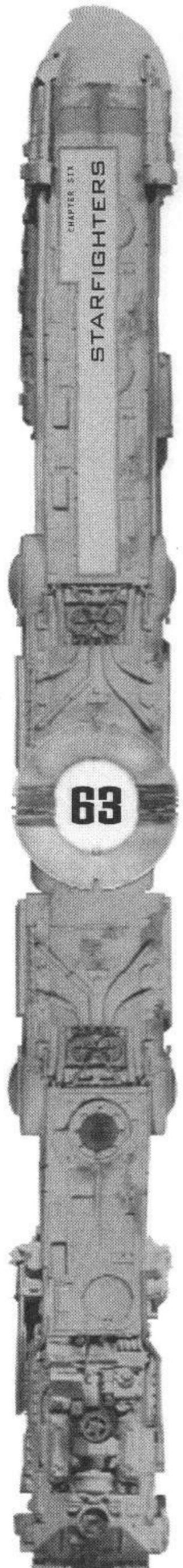
Following the Battle of Yavin, the Rebel Alliance designed a number of new starships. The A-wing was a strike fighter, supposedly the fastest ship ever built, sacrificing firepower, shielding, and staying power for pure speed. Limited funds required the A-wing to be built from existing parts, but its brilliant design still managed to squeeze superb performance from components built for other purposes.

The extremely maneuverable A-wing gives its pilot a +4 equipment bonus on all Pilot checks and attack rolls, allowing it to operate safely at high speeds. In fact, A-wing pilots routinely maintain ramming speed during combat, depending on their speed to give them an advantage over more heavily armed craft. The A-wing also mounts a jamming system capable of distorting an enemy fighter's sensors and communication gear. This system works best against other fighters, marginally well against transport class vessels, and not at all against capital ships. Enemy starfighters and transports within point blank range of the A-wing suffer a penalty on Computer Use checks to operate sensors (-4 for starfighters, -2 for transports). The same penalty is imposed on the fire control system of any weapon fired at the A-wing (although fire control can't be reduced to less than +0). The jammer is selective enough that it doesn't affect friendly ships, but it's too weak to affect capital ships.

Craft: Alliance A-Wing Starfighter; **Class:** Starfighter; **Cost:** 175,000 (new); **Size:** Diminutive (9.6 m long); **Initiative:** +8 (+4 size, +4 crew); **Crew:** 1 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 40 kg; **Consumables:** 1 week; **Hyperdrive:** x1; **Maximum Speed:** Ramming; **Maneuver:** +12 (+4 size, +4 crew,



A-WING





+4 engine quality); Defense: 24 (+4 size, +10 armor); Shield Points: 30; Hull Points: 80; DR: 5.

Weapon: Laser cannons (2 fire-linked); Fire Arc: Front; Attack Bonus: +18 (+4 size, +4 crew, +6 fire control, +4 equipment bonus); Damage: 5d10x2; Range Modifiers: PB -2, S -4, M/L n/a.

Weapon: Jammer; Fire Arc: All; Attack Bonus: n/a; Damage: Special; Range Modifiers: PB +0, S/M/L n/a.

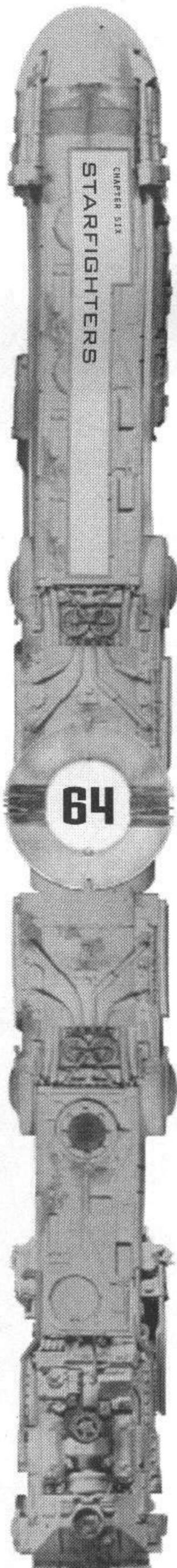
B-Wing and B-Wing/E2

Designed by Rebel engineers after the Battle of Yavin, the B-wing is a unique design with a host of unusual features. Its gyro-stabilizing cockpit allows the starfighter to boast a much more accurate fire control system than most ships its size. (If for some reason the cockpit loses its stabilizer, the B-wing pilot suffers a -4 penalty on all Pilot checks and attack rolls.) Although weapons are normally only fire-linked in groups of two, the ion cannons on the B-wing are fire-linked as a group of three. This redundancy allows the B-wing to triangulate fire against its targets. It's also a critical part of the B-wing's extremely accurate fire control for these weapons. The cannons still provide a -3 penalty when they hit, just as two fire-linked ion cannons would. Unfortunately, the ship's innovations have a price.

Despite its size, the B-wing cannot travel faster than attack speed, making it potentially vulnerable to faster craft, such as the TIE interceptor.

The B-wing/E2 (short for "enhanced model two") is a major improvement over the original B-wing design that appeared after the Battle of Endor. It is visually identical to the standard B-wing, with the exception of a larger, longer cockpit designed to hold a gunner directly behind the pilot. This allows the B-wing to use its many weapons more efficiently, with both the pilot and gunner firing. The engines of the B-wing have been significantly improved as well, allowing it to reach ramming speed. Offensive capacity has been boosted as well. The B-wing's single laser cannon is augmented with a second laser cannon fire-linked to it. An additional magazine with twelve more torpedoes for the twin proton torpedo launchers can be mounted along the dorsal wing directly under the cockpit, but doing so makes the fighter less maneuverable (-2 on all Pilot checks).

Improved hull structure, more powerful shields, and a better targeting computer round out the ship's improvements, making it tougher and more accurate. Though not as deadly a fighter as the E-wing, the B-wing/E2 has enough speed and offensive power to make it a common sight in space battles for a few more decades.



Craft: Slayn & Korpil B-Wing; Class: Starfighter; Cost: 220,000 (new); Size: Tiny (16.9 m long); Initiative: +6 (+2 size, +4 crew); Crew: 1 (Skilled +4); Passengers: None; Cargo Capacity: 45 kg; Consumables: 1 week; Hyperdrive: ×2; Maximum Speed: Ramming; Maneuver: +6 (+2 size, +4 crew); Defense: 22 (+2 size, +10 armor); Shield Points: 60; Hull Points: 90; DR: 5.

Weapon: Assault laser cannon (1); Fire Arc: Front; Attack Bonus: +8 (+2 size, +4 crew, +2 fire control); Damage: 7d10×2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Small proton torpedo launchers (2 fire-linked, 8 heavy proton torpedoes total); Fire Arc: Front; Attack Bonus: +12 (+2 size, +4 crew, +6 fire control); Damage: 10d10×2; Range Modifiers: PB +0; S/M/L n/a.

Weapon: Light ion cannons (3 fire-linked); Fire Arc: Front; Attack Bonus: +14 (+2 size, +4 crew, +8 fire control); Damage: Special; Range Modifiers: PB +0; S -2, M/L n/a.

Weapon: Autoblaster (2 fire-linked); Fire Arc: Front; Attack Bonus: +10 (+2 size, +4 crew, +4 fire control); Damage: 4d10×2; Range Modifiers: PB +0, S -2, M/L n/a.

Craft: Slayn & Korpil B-Wing/E2; Class: Starfighter; Cost: 250,000 (new); Size: Tiny (16.9 m long); Initiative: +6 (+2 size, +4 crew); Crew: 2 (Skilled +4); Passengers: None; Cargo Capacity: 50 kg; Consumables: 1 week; Hyperdrive: ×2; Maximum Speed: Ramming; Maneuver: +6 (+2 size, +4 crew); Defense: 22 (+2 size, +10 armor); Shield Points: 100; Hull Points: 150; DR: 5.

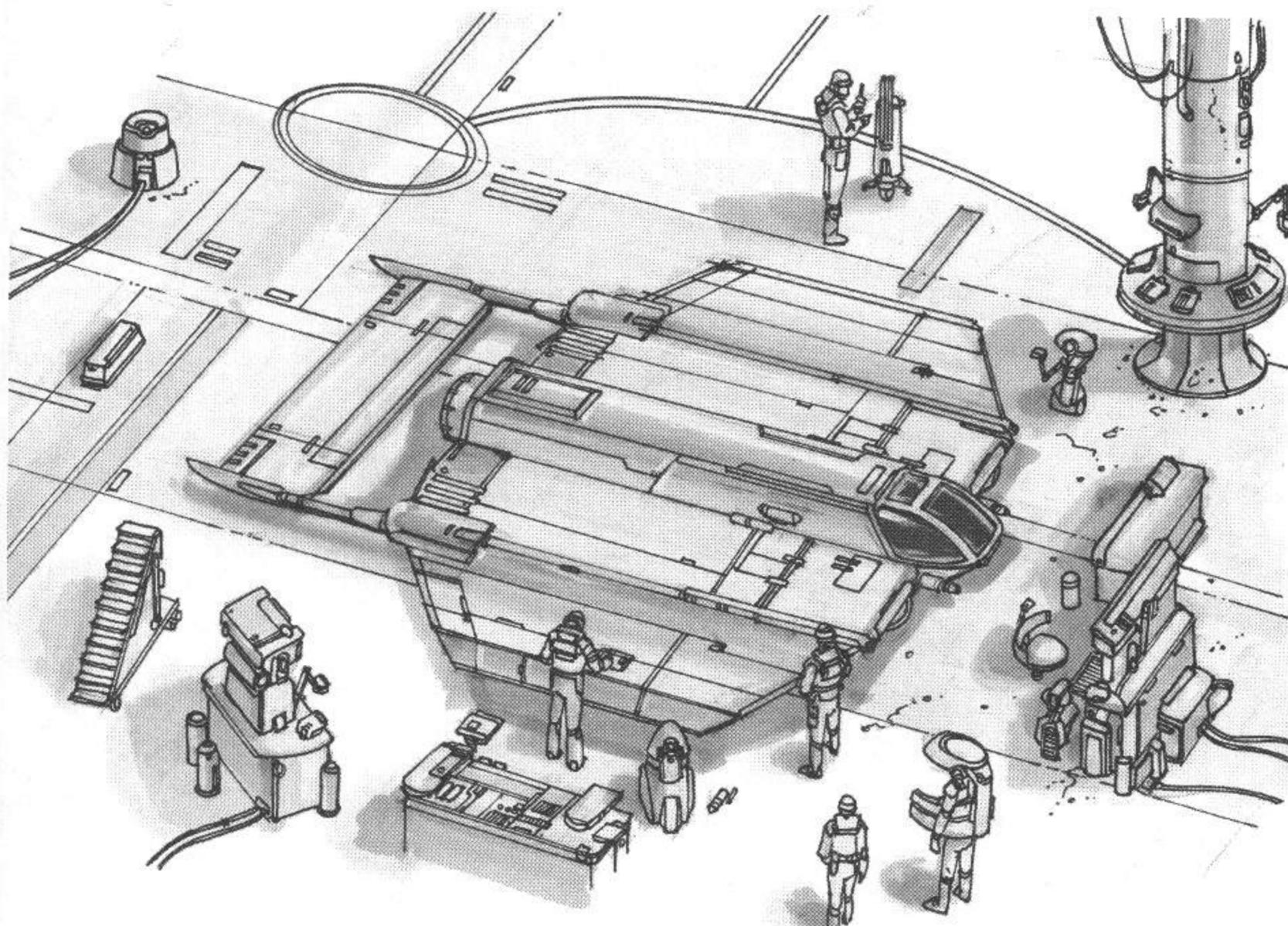
Weapon: Assault laser cannon (2 fire-linked); Fire Arc: Front; Attack Bonus: +14 (+2 size, +4 crew, +8 fire control); Damage: 8d10×2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Proton torpedo launchers (2 fire-linked, 8 heavy proton torpedoes total, 20 with extra magazine); Fire Arc: Front; Attack Bonus: +14 (+2 size, +4 crew, +8 fire control); Damage: 10d10×2; Range Modifiers: PB +0; S/M/L n/a.

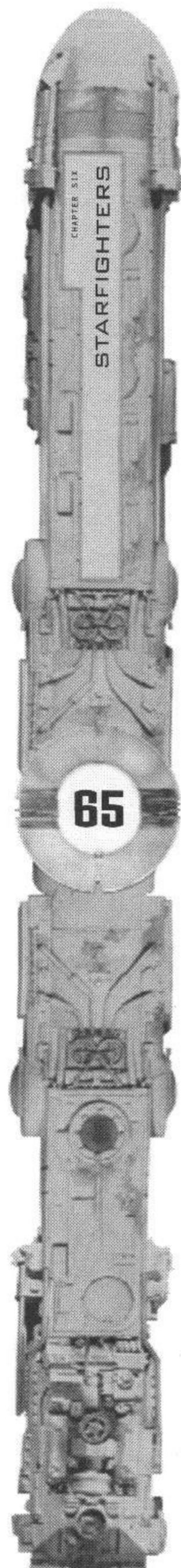
Weapon: Light ion cannons (3 fire-linked); Fire Arc: Front; Attack Bonus: +14 (+2 size, +4 crew, +8 fire control); Damage: Special; Range Modifiers: PB +0; S -2, M/L n/a.

CloakShape Fighter

The Kuat Systems Engineering CloakShape fighter was introduced during the Old Republic era about the same time as the Z-95 Headhunter. Its base design



CLOAKSHAPE FIGHTER



was as an atmospheric fighter. Many were adapted for space combat, although they still remained short-range vessels. Like many older designs, it traded speed for sturdiness. The ships were respected when first produced, since they were able to bring pilots home even after taking a serious beating.

The simple design of the fighter has led to many common modifications, including different weapon mixes and the addition of small shield generators. Many are modified with a maneuvering fin attached to the rear (included in the example below). A few have hyperdrive sleds attached (giving a $\times 1.5$ hyperdrive multiple and increasing the base price by 21,000 credits). By the Rebellion era, CloakShape fighters were no longer able to compete with more modern fighters, but modified versions were still found in planetary defense forces and in use by bounty hunters and pirates.

Jedi ace Jaizen Suel used a modified CloakShape fighter called *Dawn Raider* as her personal fighter in the late years of the Old Republic. (Modifications included a maneuvering fin, hyperdrive sled, and two weeks of consumables; the ship was valued at 110,000 credits.) Jaizen was considered something of a renegade by many other Jedi of the time, since she saw it as her duty to keep order in many of the

fringe sectors of the galaxy. She frequently involved herself in local matters of piracy and slavery while ignoring suggestions made by the Jedi Council. For Jaizen Suel's statistics, use the generic 12th-level Jedi pilot.

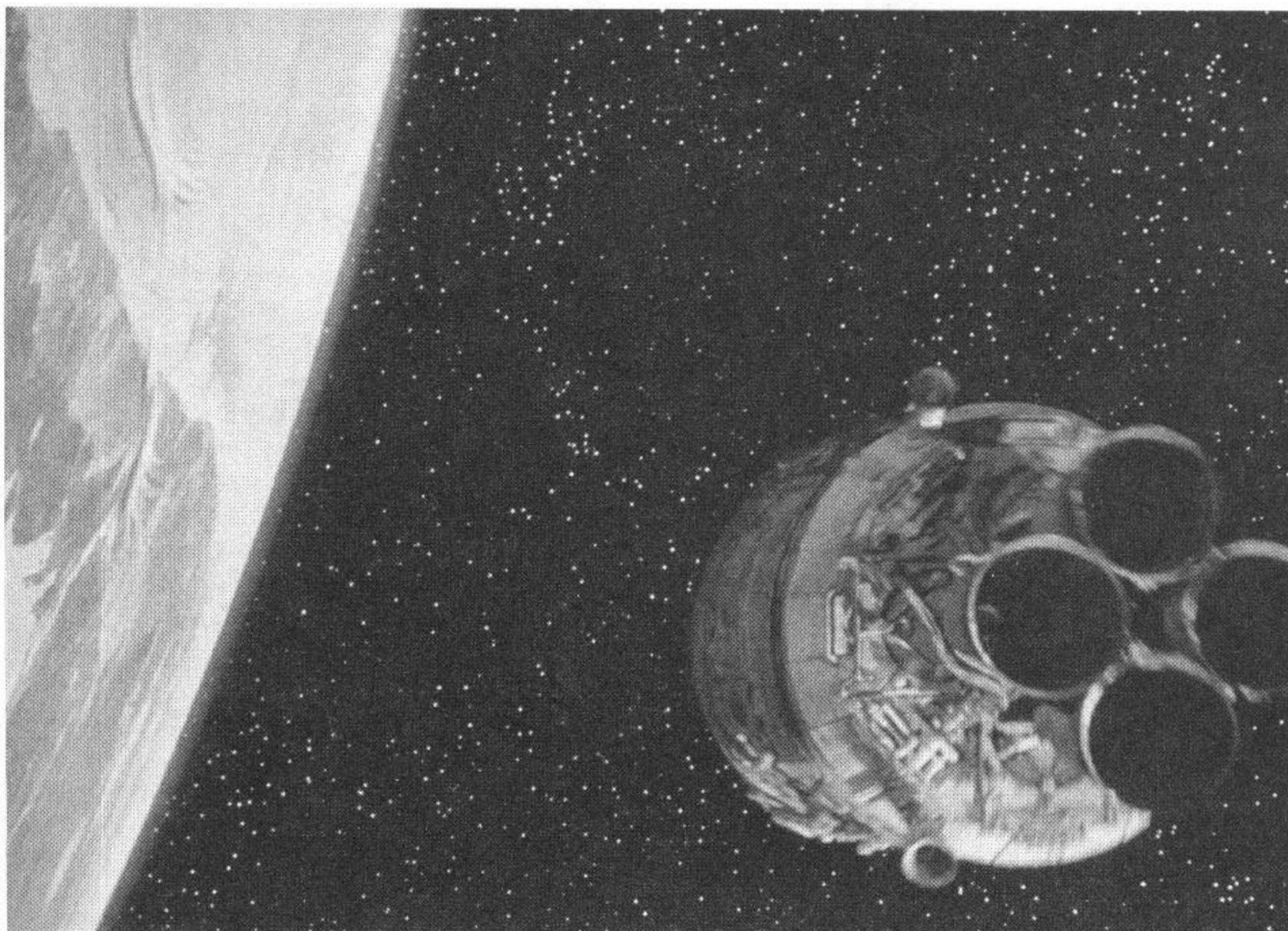
Craft: Modified CloakShape Fighter; **Class:** Starfighter; **Cost:** Likely valued at 83,000 credits; **Size:** Tiny (15 m long); **Initiative:** +4 (+2 size, +2 crew); **Crew:** 1 (Normal +2); **Passengers:** 0; **Cargo Capacity:** 40 kg; **Consumables:** 1 day; **Hyperdrive:** None; **Maximum Speed:** Attack; **Maneuver:** +4 (+2 size, +2 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 0; **Hull Points:** 140; **DR:** 5.

Weapon: Light laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +6 (+2 size, +2 crew, +2 fire control); **Damage:** 4d10 $\times 2$; **Range Modifiers:** PB +0, S -2, M/L n/a.

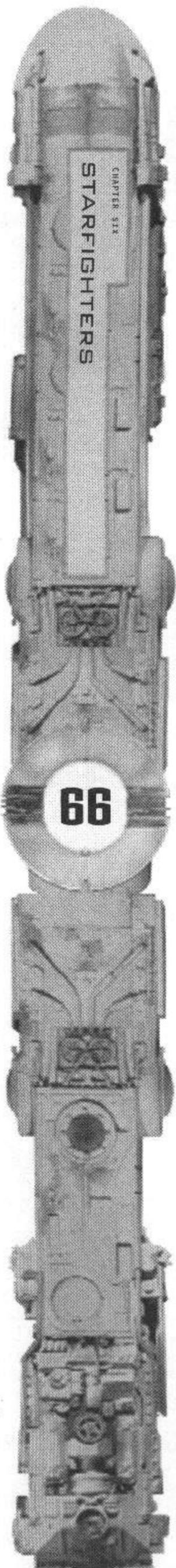
Weapon: Small concussion missile launchers (2 fire-linked, 8 missiles each); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 8d10 $\times 2$; **Range Modifiers:** PB +0, S/M/L n/a.

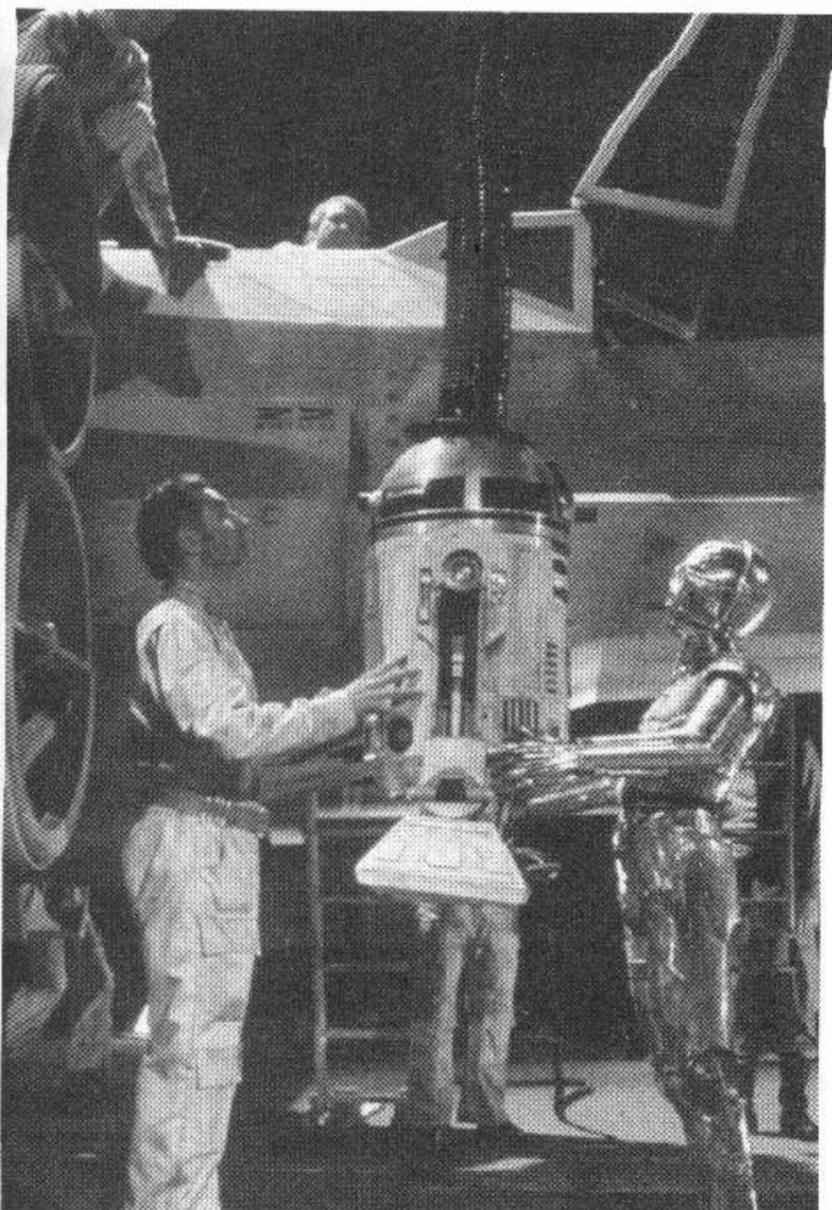
Escape Pod

Although not truly starships, escape pods are common enough to warrant inclusion here. There are



ESCAPE POD





E-Wing: Type B

The E-wing: Type B is an updated version of the first design from FreiTek, a company started after the Battle of Endor by the designers of the X-wing. It was originally conceived as a replacement for the A-wing fighter, a fast and maneuverable starfighter able to protect convoys. After it was first deployed, the E-wing's performance far surpassed all expectations. The E-wing is still available in limited numbers during The New Jedi Order era, and is normally only flown by ace pilots.

The E-wing is extremely maneuverable, granting a +3 equipment bonus on all Pilot checks and attack rolls made with it. However, it requires an advanced astromech droid to operate properly. Initially, R7 droids were used, although other droids have since been modified to function in an E-wing as well. (Updating a droid to function in an E-wing costs 10,000 credits.) An E-wing without a properly modified or advanced droid does not grant any bonuses. In fact, the pilot suffers a -3 penalty to all Pilot checks and attack rolls made with that ship.

The weapon mix of the E-wing includes a proton torpedo launcher and three fire-linked assault laser cannons. The original lasers mounted on the first production of E-wings were underpowered and had to be upgraded. Since it has three fire-linked main lasers, an E-wing can lose one in combat without reducing its firepower by a significant amount.

Craft: FreiTek E-Wing Type B; **Class:** Starfighter; **Cost:** 200,000 credits; **Size:** Tiny (11.2 m long); **Initiative:** +10 (+2 size, +8 crew); **Crew:** 1(Expert +8); **Passengers:** 0; **Cargo Capacity:** 110 kg; **Consumables:** 1 week; **Hyperdrive:** ×2; **Maximum Speed:** Ramming; **Maneuver:** +13 (+2 size, +8 crew, +3 engine quality); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 30; **Hull Points:** 150; **DR:** 5.

Weapon: Heavy laser cannons (3 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +17 (+2 size, +8 crew, +4 fire control, +3 equipment bonus); **Damage:** 6d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

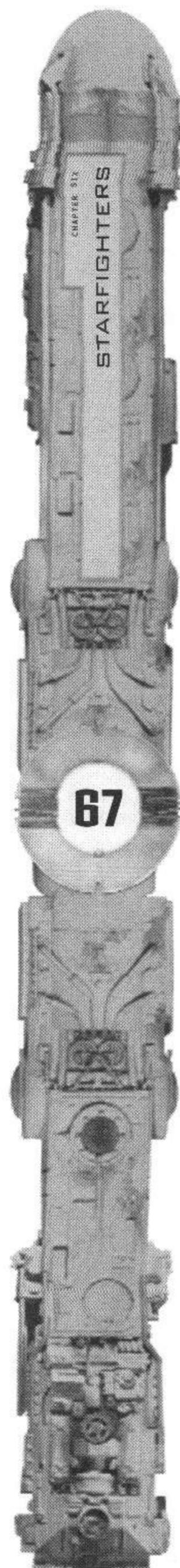
Weapon: Proton torpedo launcher (16 torpedoes); **Fire Arc:** Front; **Attack Bonus:** +15 (+2 size, +8 crew, +2 fire control, +3 equipment bonus); **Damage:** 9d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

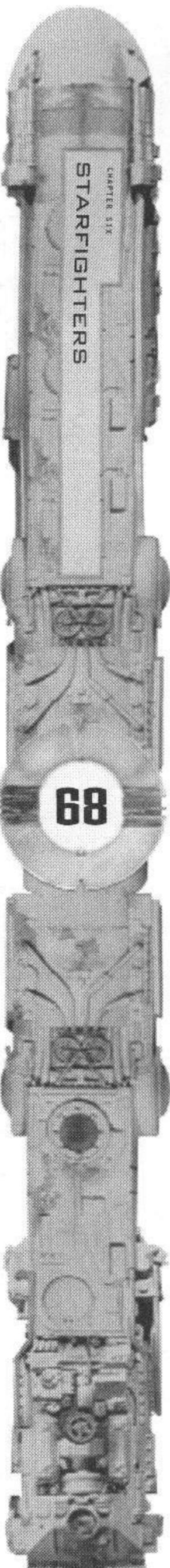
Gun Tug

A gun tug is an unusual starfighter that mounts a tractor beam as its primary armament, although it also has a set of fire-linked blaster cannons for more traditional offensive actions. Built by SoroSuub during the latter days of the Old Republic, gun tugs were designed to be cheap, easily transported ships

dozens of different manufacturers of escape pods, but most come fairly close to the same typical statistics presented. An escape pod is designed for use only as a last resort—it is not a long-term vessel. It has just enough power to maneuver itself to the nearest planet and land. Most can support eight life-forms with enough extra room for the gear they might carry, but no dedicated storage space. Most escape pods have a simple droid brain built into them, programmed only to send a distress beacon and maneuver the pod to a safe landing—the occupants have no control over either of these functions. Escape pods do not have shields and don't mount weapons. They are one-shot devices, not intended for reuse. As a result, they're a good deal cheaper than a true starship with the same capabilities.

Craft: Escape Pod; **Class:** Starfighter; **Cost:** 20,000; **Size:** Fine (3.5 m long); **Initiative:** +8 (+8 size); **Crew:** 0; **Passengers:** 8; **Cargo Capacity:** None; **Consumables:** 1 day; **Hyperdrive:** None; **Maximum Speed:** Docking; **Maneuver:** +4 (+8 size, -4 engine quality); **Defense:** 28 (+8 size, +10 armor); **Shield Points:** 0; **Hull Points:** 40; **DR:** 5.





for use at shipyards and orbital trade outposts in less civilized areas of space. Tractor beams allowed gun tugs to move large cargos around easily, and the fighter's limited offensive weapons allowed them to defend those cargos against small raids. However, as exploration and trade into underdeveloped sectors of space began slowing significantly, there were very few orders for such unusual ships. After a few years, SoroSuub stopped making them.

By then, a new group of pilots had begun to discover uses for gun tugs. Numerous pirate and scavenger operations found it useful to have small ships immobilize target ships and haul large bounties away after a successful raid. Although there were never enough gun tugs for them to be common in such fleets, a few outlaw groups made good use of the ships they had, and maintained them carefully. During the Rise of the Empire era, a group of pirates known as the Nebula Raiders operated a fleet including Z-95 Headhunters and gun tugs in the Expansion Region. Their leader was a Trandoshan named Ssurusk. (For Ssurusk's statistics, use the 8th-level generic pirate from the *Star Wars Roleplaying Game*; add the Starship Operations (starfighters) feat and remove Quick Draw.)

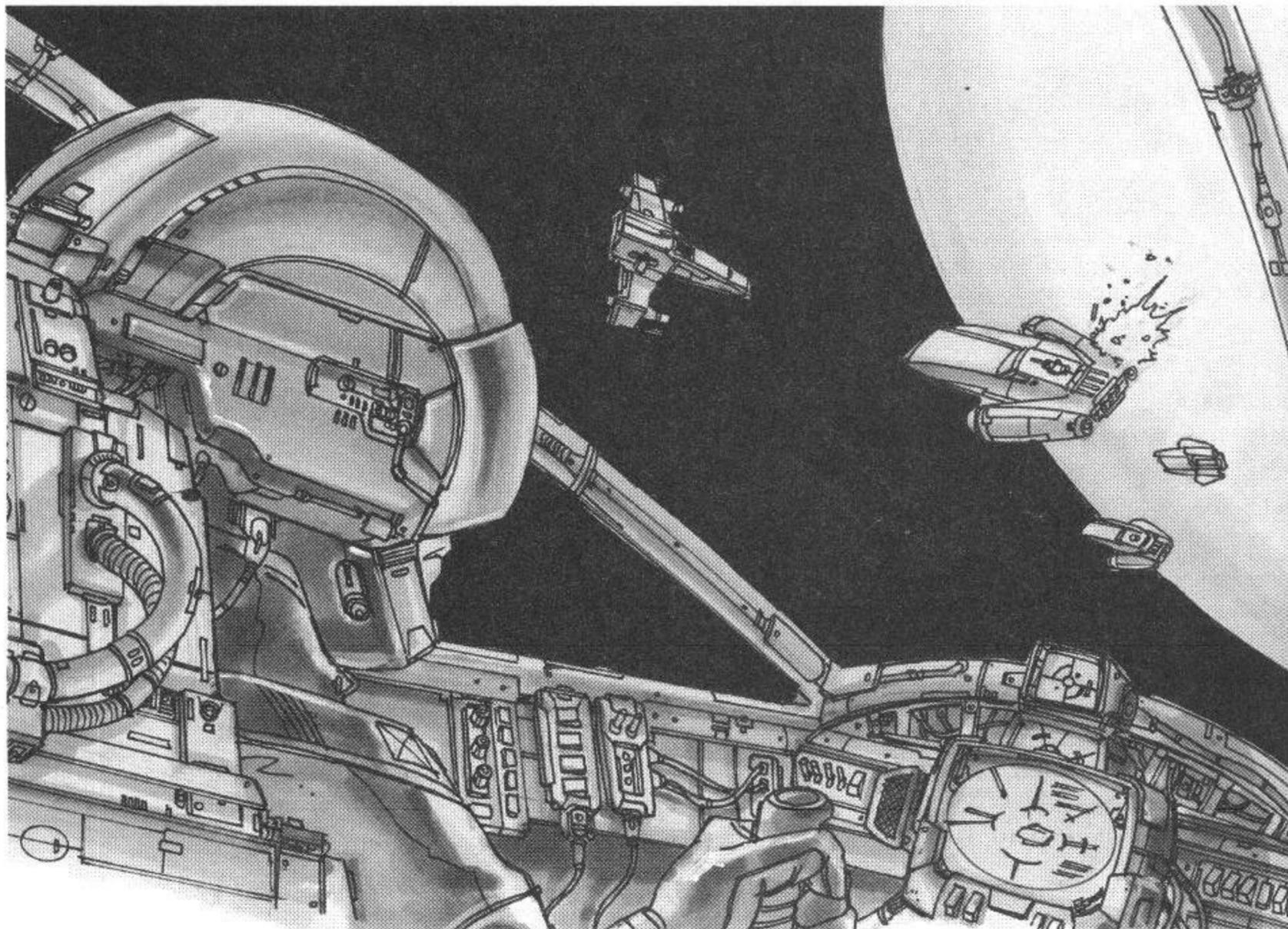
Craft: SoroSuub Gun Tug; **Class:** Starfighter; **Cost:** 142,000 credits; **Size:** Tiny (12 m long); **Initiative:** +4 (+2 size, +2 crew); **Crew:** 1 (Normal +2); **Passengers:** 1 (gunner); **Cargo Capacity:** 500 kg; **Consumables:** 1 week; **Hyperdrive:** ×2; **Maximum Speed:** Ramming; **Maneuver:** +4 (+2 size, +2 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 30; **Hull Points:** 90; **DR:** 5.

Weapon: Tractor beams (2); **Fire Arc:** Front; **Attack Bonus:** +6 (+2 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Blaster cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +6 (+2 size, +2 crew, +2 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

I-7 Howlrunner

After the Empire nationalized the Incom Corporation, the I-7 Howlrunner was the first design Incom developed. During the Rebellion era, the ship was mostly found on small Imperial planetary bases as a replacement for aging TIE fighters. After the Battle of Endor, some remaining Imperial forces began assigning Howlrunners to Dreadnaughts and Victory-class Star Destroyers, but the fighter never

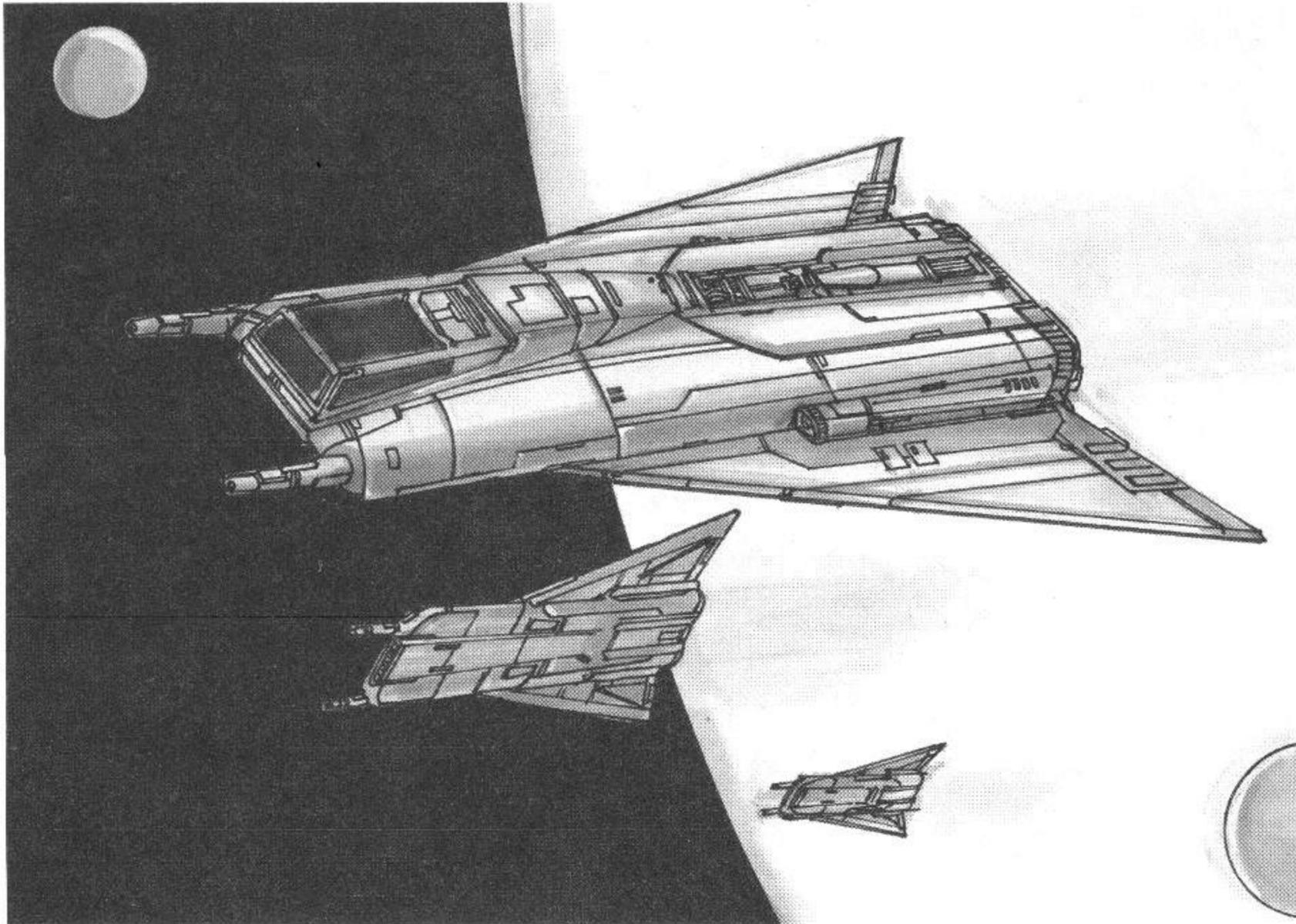


E-WING: TYPE B AND GUN TUG

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gained widespread acceptance. The low manufacturing rate of these ships also drove up production costs, making them more expensive than their design would suggest. By the time of *The New Jedi Order*, Howlrunners are rarely encountered, and even then, only on fringe ex-Imperial planets.

The I-7 is a departure from other Imperial designs. With its respectable shield generator, it can absorb as much punishment as an X-wing. It's also more nimble than the original TIE design, granting a +3 equipment bonus on all Pilot checks and attack rolls made with it. Its weapons are fairly accurate, but not as powerful as most standard-purpose starfighters. It is, however, capable of landing unassisted on a planet's surface, making it more useful than TIEs to planetary defense forces.

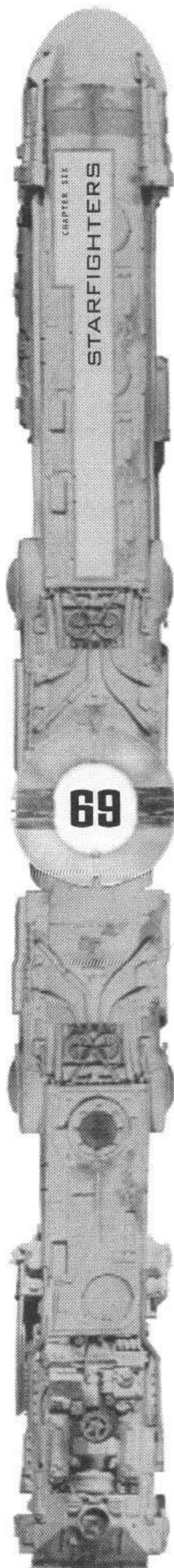
Craft: *Incom Corporation I-7 Howlrunner*; **Class:** Starfighter; **Cost:** 165,000; **Size:** Tiny (11.4 m long); **Initiative:** +4 (+2 size, +2 crew); **Crew:** 1 (Normal +2); **Passengers:** 0; **Cargo Capacity:** 80 kg; **Consumables:** 2 days; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Maneuver:** +7 (+2 size, +2 crew, +3 engine quality); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 40; **Hull Points:** 120; **DR:** 5.

Weapon: Heavy laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +13 (+2 size, +2 crew, +6 fire control, +3 equipment bonus); **Damage:** 6d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

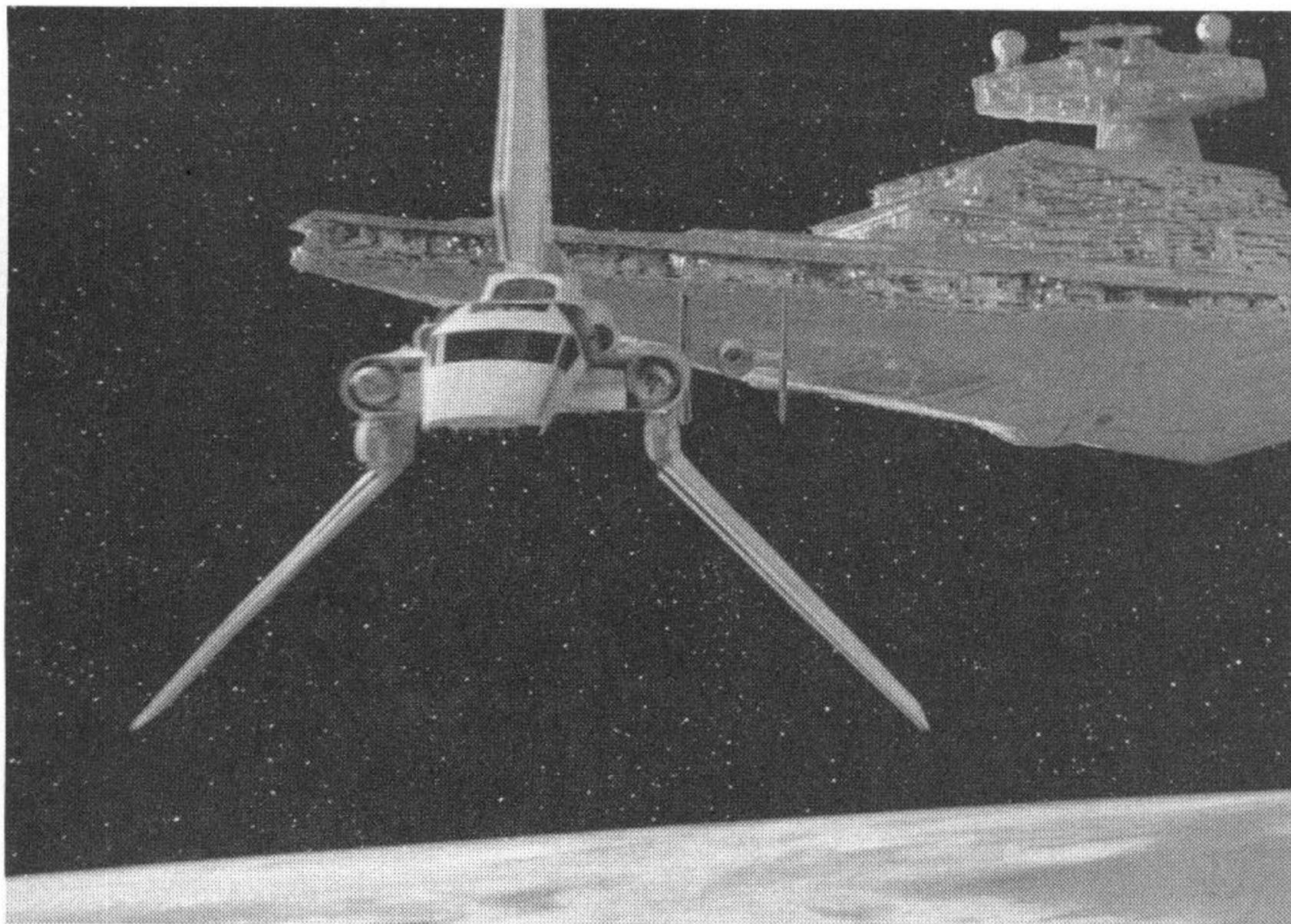
Lambda Shuttle

The *Lambda*-class shuttle was first used by the Empire as a cargo and passenger shuttle. Sienar Fleet Systems produced the original design, but later subcontracted Cygnus Spaceworks to build more heavily armed versions. The *Lambda* served a number of roles for the Imperial Navy—a craft for resupply runs, a personal transport for officers and moffs, and even troop support. The Emperor himself used a modified *Lambda* (with heavier weapons and a HoloNet transceiver) as his transport of choice on the rare occasions he left Coruscant.

A *Lambda* shuttle is designed to accommodate a crew of four, with two more command seats available for officers. A single pilot can fly a *Lambda*, but a crew of four is preferable. If the ship has less than four crew members, then for each person missing, the ship bestows a -1 penalty on all Pilot checks. The shuttle can carry twenty passengers in relative comfort, although some have been modified to carry eight passengers in staterooms instead. A forward



LAMBDA SHUTTLE



CHAPTER SIX
STARFIGHTERS

70

ramp folds out of the Lambda's cockpit for loading passengers and cargo.

Many shuttles have different weapon configurations, including some that are completely unarmed and some mounting concussion missile launchers or more powerful lasers. This variance made it difficult for Rebellion raiders to know if a particular Lambda was an easy target or concealed warship, and whether it carried a cargo of spanners or valuable Imperial personnel. Even after the fall of the Empire, Lambda shuttles were good, sturdy craft that saw use in the Imperial Remnant, on liberated worlds, and by some private individuals.

Craft: Lambda Shuttle; **Class:** Starfighter; **Cost:** Not available for sale (likely valued at 240,000); **Size:** Tiny (20 meters long); **Initiative:** +6 (+2 size, +4 crew); **Crew:** 1 to 6 (Skilled +4); **Passengers:** 20; **Cargo:** 80 metric tons; **Consumables:** 2 months; **Hyperdrive:** ×1 (backup ×10); **Maximum Speed:** Attack; **Maneuver:** +6 (+2 size, +4 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 50; **Hull Points:** 120; **DR:** 5.

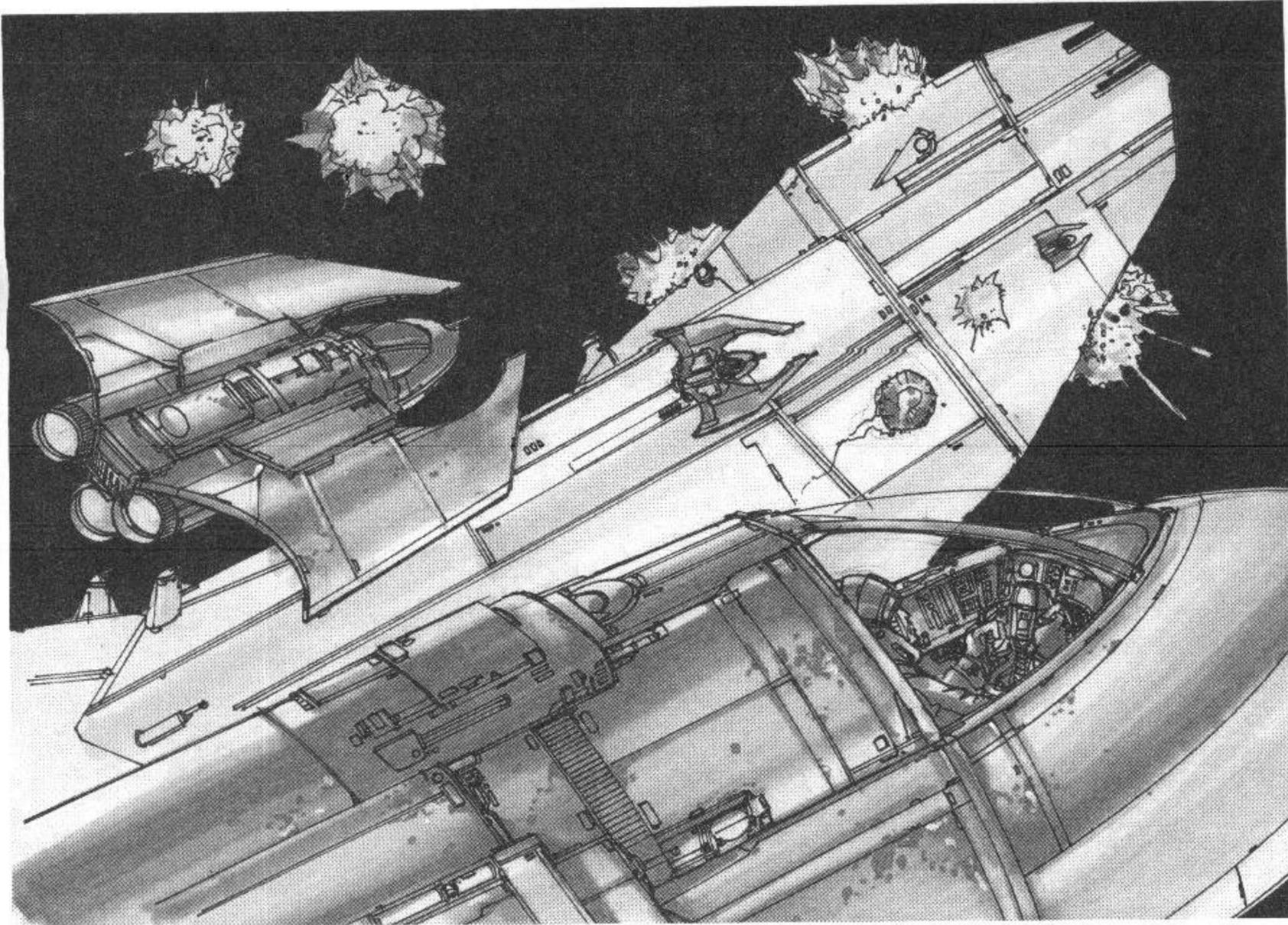
Weapon: Blaster cannons (3 sets of 2 fire-linked); **Fire Arc:** 2 sets front, 1 set rear; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Twin laser cannons (2); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +4 crew, +4 fire control); **Damage:** 2d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Miy'til Fighter

The Hapes cluster is a collection of star systems near the Perlemian Trade Route. A massive set of gaseous drifts known as the Transitory Mists cut the cluster off from the rest of the galaxy. Only a single safe route exists through the mists. Ships of the Hapan Consortium, the ruling government within the cluster, guard it with remarkable vigilance. The Consortium is an isolationist, matriarchal society that has very little contact with the rest of the galaxy.

The Miy'til starfighter is an extremely fast and maneuverable ship that forms the core of the Hapes Consortium's attack and patrol forces. Its design is compact and complete, allowing it to go head-to-head with X-wings or TIE interceptors, if necessary. The addition of hyperdrives and a full week of supplies allow Miy'tils to be used for short-range patrols, and they are often engaged in antipirate missions. A highly maneuverable ship, the Miy'til adds a +3 equipment bonus on Pilot checks and attack rolls made with it. The weapons load is slightly lighter



than that of some primary starfighters, but its increased maneuverability more than makes up for this. The fighter is designed for a single pilot, but has an underside port that allows for an astromech droid.

Craft: Hapes Consortium Miy'til Fighter; **Class:** Starfighter; **Cost:** 210,000 (new); **Size:** Diminutive (7.5 m long); **Initiative:** +6 (+4 size, +2 crew); **Crew:** 1 (Normal +2); **Passengers:** 0; **Cargo Capacity:** 25 kg; **Consumables:** 1 week; **Hyperdrive:** ×1.5 (backup ×8); **Maximum Speed:** Ramming; **Maneuver:** +9 (+4 size, +2 crew, +3 engine quality); **Defense:** 24 (+4 size, +10 armor); **Shield Points:** 40; **Hull Points:** 90; **DR:** 5.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +13 (+4 size, +2 crew, +4 fire control, +3 equipment bonus); **Damage:** 5d10×2; **Range Modifiers:** PB -2, S -4, M/L n/a.

Weapon: Small concussion missile tube (6 heavy concussion missiles); **Fire Arc:** Front; **Attack Bonus:** +15 (+4 size, +2 crew, +6 fire control, +3 equipment bonus); **Damage:** 9d10×2; **Range Modifiers:** PB -2, S/M/L n/a.

Miy'til Assault Bomber

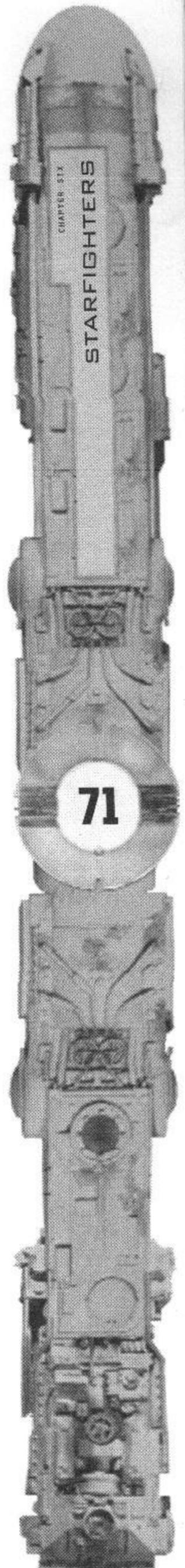
The Hapan Miy'til assault bomber is a rarely used starfighter the Hapes Consortium reserves for major

attacks. Even in The New Jedi Order era, no organization outside the Hapan Cluster has detailed information about the capabilities of these craft. They are built along the same lines as Miy'til fighters, but sacrifice speed and maneuverability for a heavier weapons load. Even so, they are faster and more nimble than TIE bombers, and would come as an unpleasant surprise to any fleet encountering them for the first time.

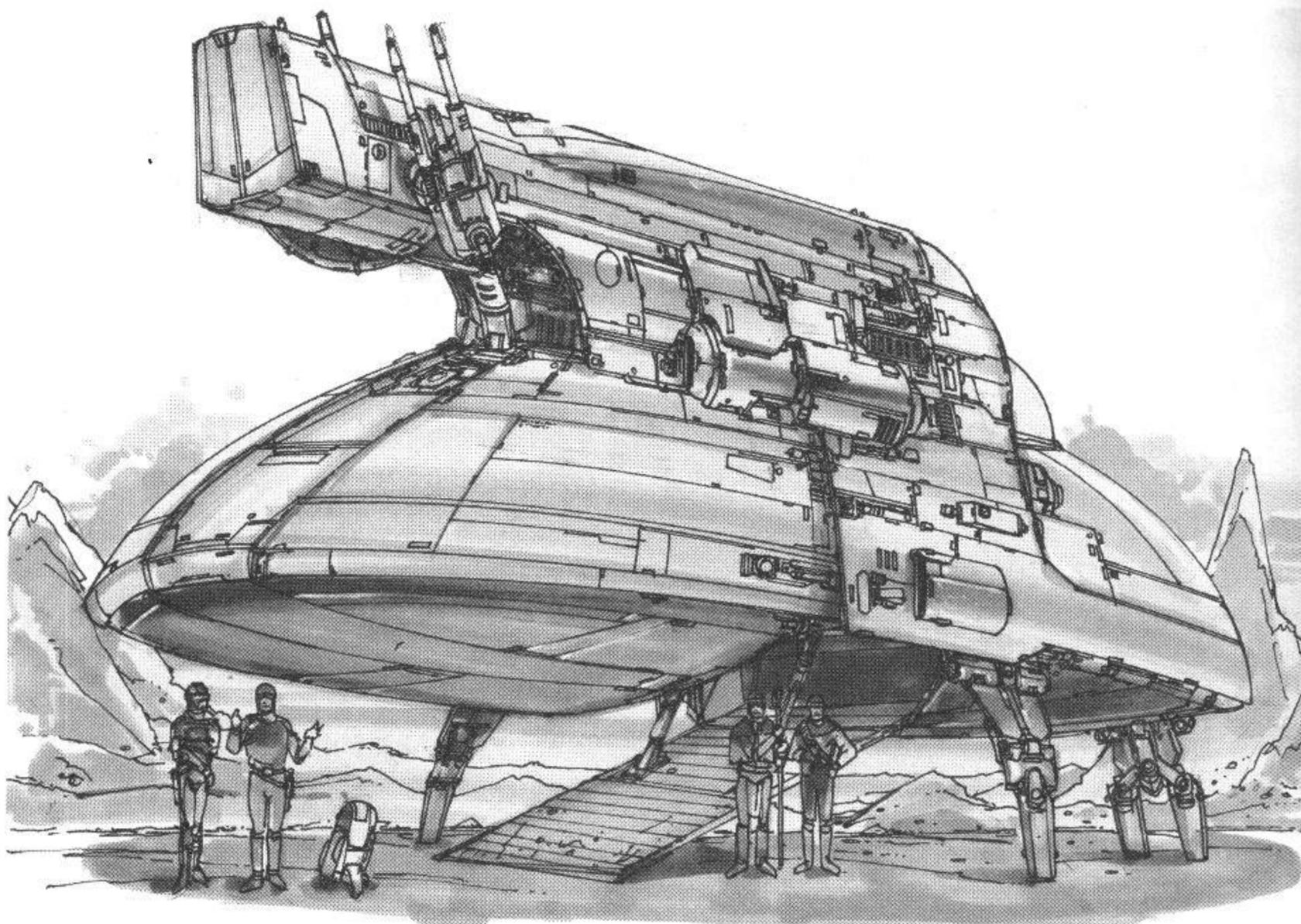
Craft: Hapes Consortium Miy'til Assault Bomber; **Class:** Starfighter; **Cost:** 200,000 (new); **Size:** Tiny (20 m long); **Initiative:** +4 (+2 size, +2 crew); **Crew:** 2 (Normal +2); **Passengers:** 0; **Cargo Capacity:** 400 kg; **Consumables:** 2 days; **Hyperdrive:** ×2 (backup ×12); **Maximum Speed:** Ramming; **Maneuver:** +4 (+2 size, +2 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 60; **Hull Points:** 120; **DR:** 5.

Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +6 (+2 size, +2 crew, +2 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile tubes (2 fire-linked, 16 heavy concussion missiles each); **Fire Arc:** Front; **Attack Bonus:** +10 (+2 size, +2 crew, +6 fire control); **Damage:** 10d10×2; **Range Modifiers:** PB +0, S/M/L n/a.



PHOENIX HAWK LIGHT PINNACE



Phoenix Hawk Light Pinnace

The *Phoenix Hawk*-class light pinnace was one of the first ships built by Kuat Systems Engineering. This unusual ship was designed to allow a small group to travel over long distances. Every effort was made to keep the ship affordable, so that its sales would not be limited to the wealthy. Indeed, so many corners were cut that the rich elite of the galaxy showed no interest in it.

The Phoenix Hawk's quarters are cramped, its amenities are almost nonexistent, and its appearance is ungainly. It is, however, a decently armed and armored ship able to carry up to six individuals on long trips into the less secure sectors of the galaxy.

The Phoenix Hawk was first released near the end of the Old Republic. Sales were steady but low throughout the Rise of the Empire era, but when Kuat Systems was absorbed back into Kuat Drive Yards, the series was discontinued. The ship was fairly common during the Old Republic days, but faded into obscurity during the Emperor's reign. It is virtually unknown by the time of The New Jedi Order.

Craft: Kuat Systems Engineering S40K Phoenix Hawk Light Pinnace; **Class:** Starfighter; **Cost:** 112,000 credits; **Size:** Tiny (19.2 m long);

Initiative: +4 (+2 size, +2 crew); **Crew:** 1 or 2 (Normal +2); **Passengers:** 4; **Cargo Capacity:** 20 metric tons; **Consumables:** 2 months; **Hyperdrive:** ×2; **Maximum Speed:** Cruising; **Maneuver:** +4 (+2 size, +2 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 60; **Hull Points:** 150; **DR:** 5.

Weapon: Heavy blaster cannons (2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +6 (+2 size, +2 crew, +2 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Light ion cannons (2 fire-linked); **Fire Arc:** Rear; **Attack Bonus:** +6 (+2 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S -2, M/L n/a.

Scimitar Assault Bomber

After the Empire's defeat at the Battle of Endor, Imperial engineers developed the Scimitar assault bomber. This dedicated bomber was designed to combine the best features of the TIE bomber and TIE interceptor, as well as features that had proven effective on Alliance starfighters.

The Scimitar is not technically a TIE fighter design, but shares many features common with those ships. Unlike TIE designs, the Scimitar mounts a powerful set of shields for a starfighter. It has a powerful and

maneuverable set of engines and is capable of excellent speed in atmospheric flight, but does not have a hyperdrive. Its two concussion missile tubes share a single bay of sixteen missiles, and are backed up by a pair of laser cannons.

The Scimitar proved very effective when it could be deployed in large numbers, but the Imperial war machine was badly damaged by the time it came into production, and only a limited number of Scimitars could be built. Because of their limited numbers, Scimitars were almost always flown by elite bomber pilots.

Craft: Sienar Fleet Systems Scimitar Assault Bomber; **Class:** Starfighter; **Cost:** Not for sale (likely to be valued at 120,000); **Size:** Tiny (13.8 m long); **Initiative:** +8 (+2 size, +6 crew); **Crew:** 2 (Skilled +6); **Passengers:** 0; **Cargo Capacity:** 200 kg; **Consumables:** 2 days; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Maneuver:** +8 (+2 size, +6 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 50; **Hull Points:** 150; **DR:** 5.

Weapon: Small concussion missile launchers (2 fire-linked, 16 heavy missiles total); **Fire Arc:** Front; **Attack Bonus:** +16 (+2 size, +6 crew, +8 fire control); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L.

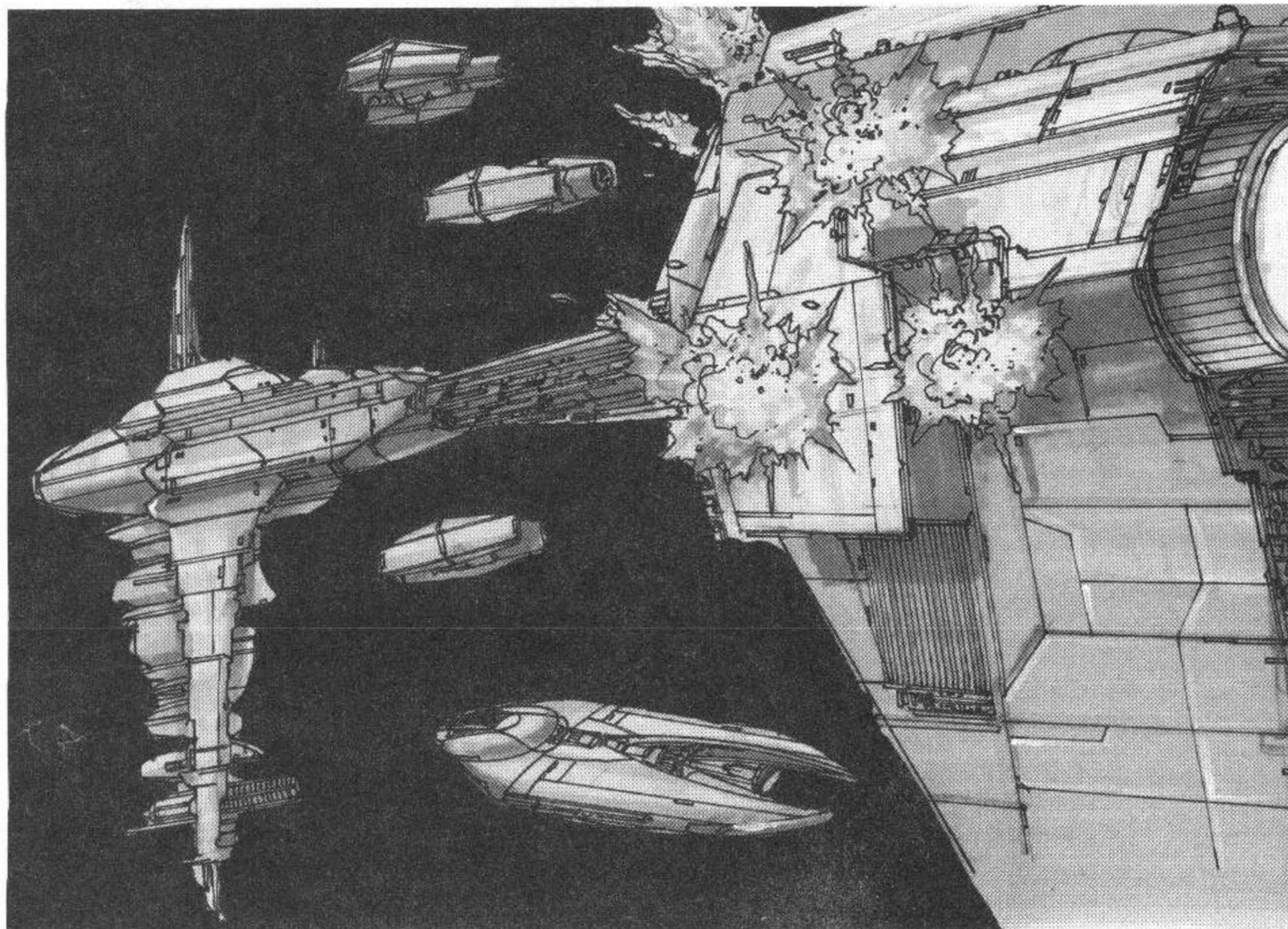
Weapon: Light laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+2 size, +6 crew, +4 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S -2, M/ L n/a.

Svelte-Class Imperial Shuttle

During the years after the fall of the Empire, the Silvuit Corporation designed a new shuttle to replace the Imperial Lambda. Using experience gained as a subcontractor to the *Lambda*-class design, Silvuit set out to design a universally superior craft, able to carry small groups over long distances and act in a support capacity during space battles.

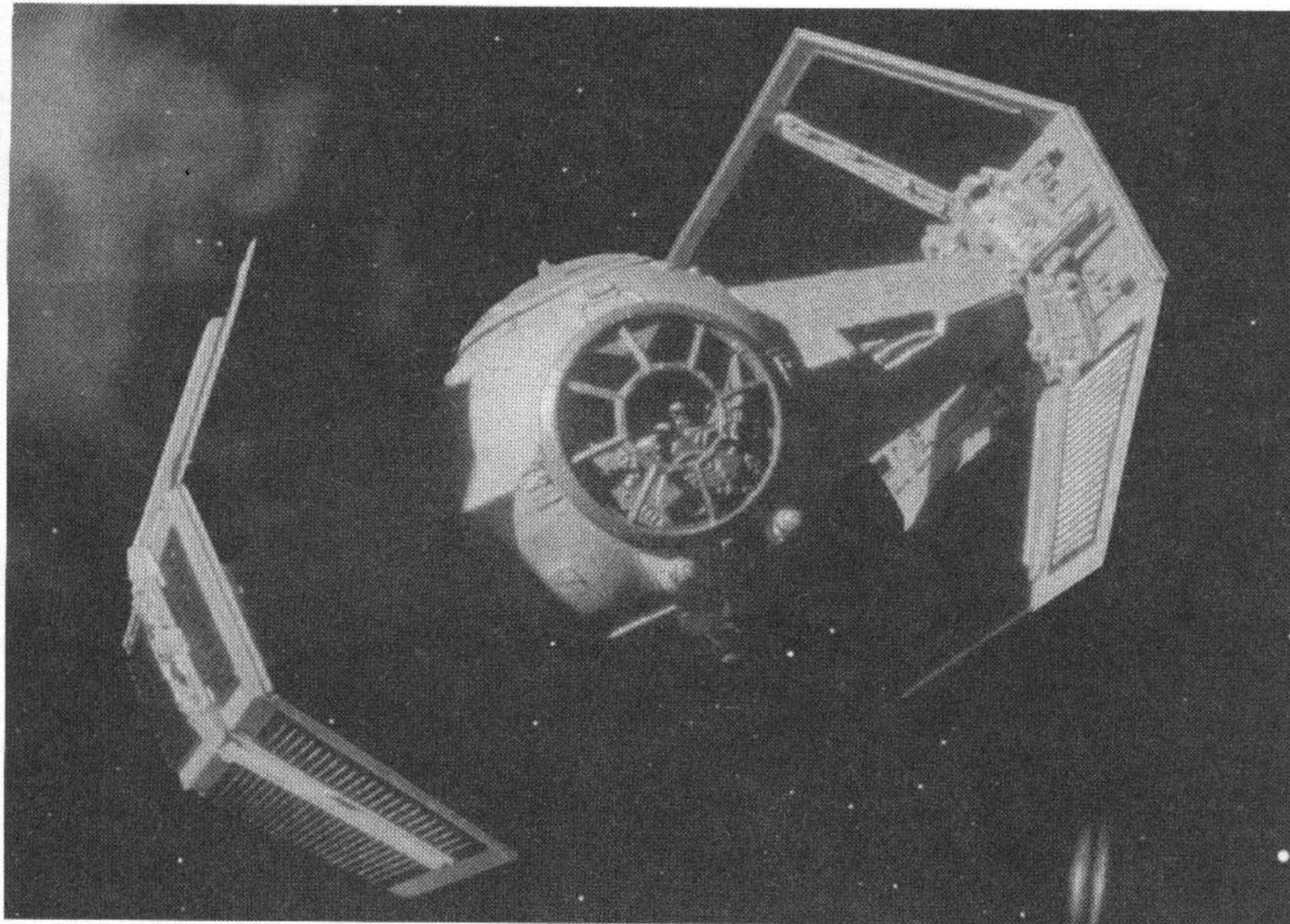
The Svelte is a sleeker, smaller, faster craft than the Lambda, mounting stronger shields and a backup hyperdrive. Although it's not as heavily armed as a true starfighter, the maneuverability and powerful lasers of the Svelte make it a dangerous target. Because of its harsh lines and black finish, many Imperial pilots refer to it as a "Vader-class" shuttle.

Craft: Silvuit Corporation *Svelte*-class Imperial Shuttle; **Class:** Starfighter; **Cost:** Not for sale (likely to be valued at 280,000); **Size:** Tiny (17 m long); **Initiative:** +4 (+2 size, +2 crew); **Crew:** 6 (2 pilots, 4 gunners; Normal +2); **Passengers:** 15; **Cargo Capacity:** 50 metric tons;



SCIMITAR ASSAULT BOMBER AND SVELTE-CLASS IMPERIAL SHUTTLE





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Consumables: 2 months; **Hyperdrive:** ×1 (backup ×5); **Maximum Speed:** Ramming; **Maneuver:** +4 (+2 size, +2 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 60; **Hull Points:** 140; **DR:** 5.

Weapon: Blaster cannons (2 sets of 2 fire-linked cannons); **Fire Arc:** 1 set forward, 1 set rear; **Attack Bonus:** +6 (+2 size, +2 crew, +2 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Laser cannons (2 sets of 2 fire-linked); **Fire Arc:** Forward; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

T-65AC4 X-Wing

The X-wing is one of the most trusted and respected starfighter designs ever created. But as new fighters such as the A-9 Vigilance and E-wing are introduced in the years after the Rebellion era, aging X-wings are unable to keep up with the fast pace of combat. Rather than scrap the most well known design ever, Incom looked at the existing X-wing design and tried to make improvements. The result, the X-wing T-65AC4, is a competitive starfighter available both as an upgrade to existing craft and in brand new fighters.

The Incom engineers took the best aspects of the X-wing, stability and reliability, and enhanced them as much as possible. The T-65AC4 can withstand considerably more damage than older models, and has more powerful weapons as well. Its improved cockpit layout, more powerful engines and enhanced sensor package make it even easier to fly, giving its pilot a +2 equipment bonus to all attack rolls and Pilot checks. Its weapons package is also improved, using more powerful laser cannons and fire-linking the proton torpedo launchers. The new X-wing remains popular with some of the best pilots in the galaxy during The New Jedi Order era, and should be considered a serious and dangerous craft.

Craft: Incom X-wing T-65AC4; **Class:** Starfighter; **Cost:** 200,000 (new), 180,000 (used); **Size:** Tiny (12.5 m long); **Initiative:** +8 (+6 crew, +2 size); **Crew:** 1 (Highly skilled +6); **Passengers:** None; **Cargo Capacity:** 150 kg; **Consumables:** 2 days; **Hyperdrive:** ×1; **Maximum Speed:** Ramming; **Maneuver:** +10 (+2 size, +6 crew, +2 engine quality); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 50; **Hull Points:** 150; **DR:** 5.

Weapon: Heavy laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +16 (+2 size, +4 crew, +8

fire control, +2 equipment bonus); **Damage:** 7d10x2; **Range modifiers:** PB +0, S -2, M/L n/a.

Weapon: Proton torpedo launcher (2 fire-linked, 4 heavy torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +14 (+2 size, +4 crew, +6 fire control, +2 equipment bonus); **Damage:** 10d10x2; **Range modifiers:** PB +0; S/M/L n/a.

TIE Advanced x1

Sienar Systems made many prototype TIE models in the years just prior to and immediately after the Battle of Yavin. One of the most successful of these was the TIE Advanced x1, which for years was used by the elite of the Empire, including Darth Vader himself.

Larger than a standard TIE, the x1 mounts more powerful engines, heavier blasters, a more durable hull, bent solar wings (giving it a lower profile), shield generators, and even a modest hyperdrive. However, the x1 only carries five days' worth of supplies, limiting the distance a pilot would want to travel through hyperspace.

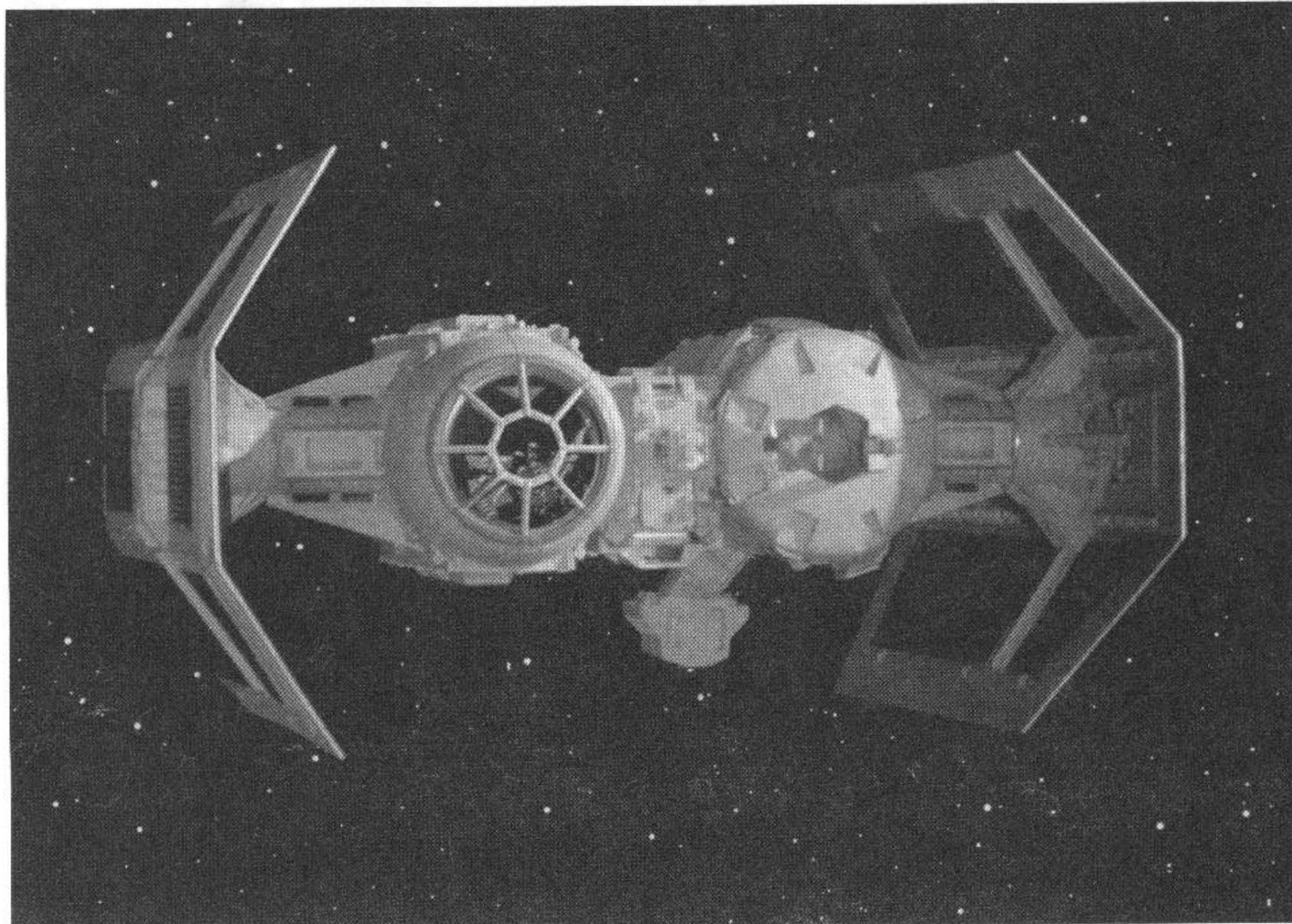
Craft: Sienar Fleet Systems TIE Advanced x1; **Class:** Starfighter; **Cost:** Not available for sale (likely to be valued at 96,000); **Size:** Diminutive (7.8 meters long m long); **Initiative:** +12 (+4 size, +8 crew);

Crew: 1 (Expert +8); **Passengers:** None; **Cargo Capacity:** 150 kg; **Consumables:** 5 days; **Hyperdrive:** x4; **Maximum Speed:** Ramming; **Maneuver:** +12 (+4 size, +8 crew); **Defense:** 24 (+4 size, +10 armor); **Shield Points:** 40; **Hull Points:** 90; **DR:** 5.

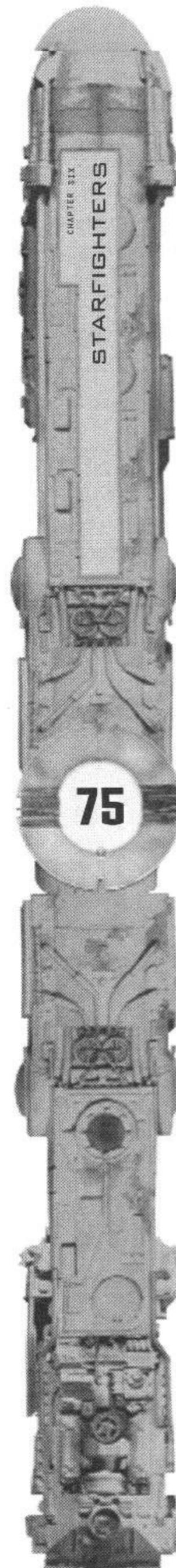
Weapon: Heavy blaster cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +16 (+4 size, +8 crew, +4 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB -2, S -4, M/L n/a.

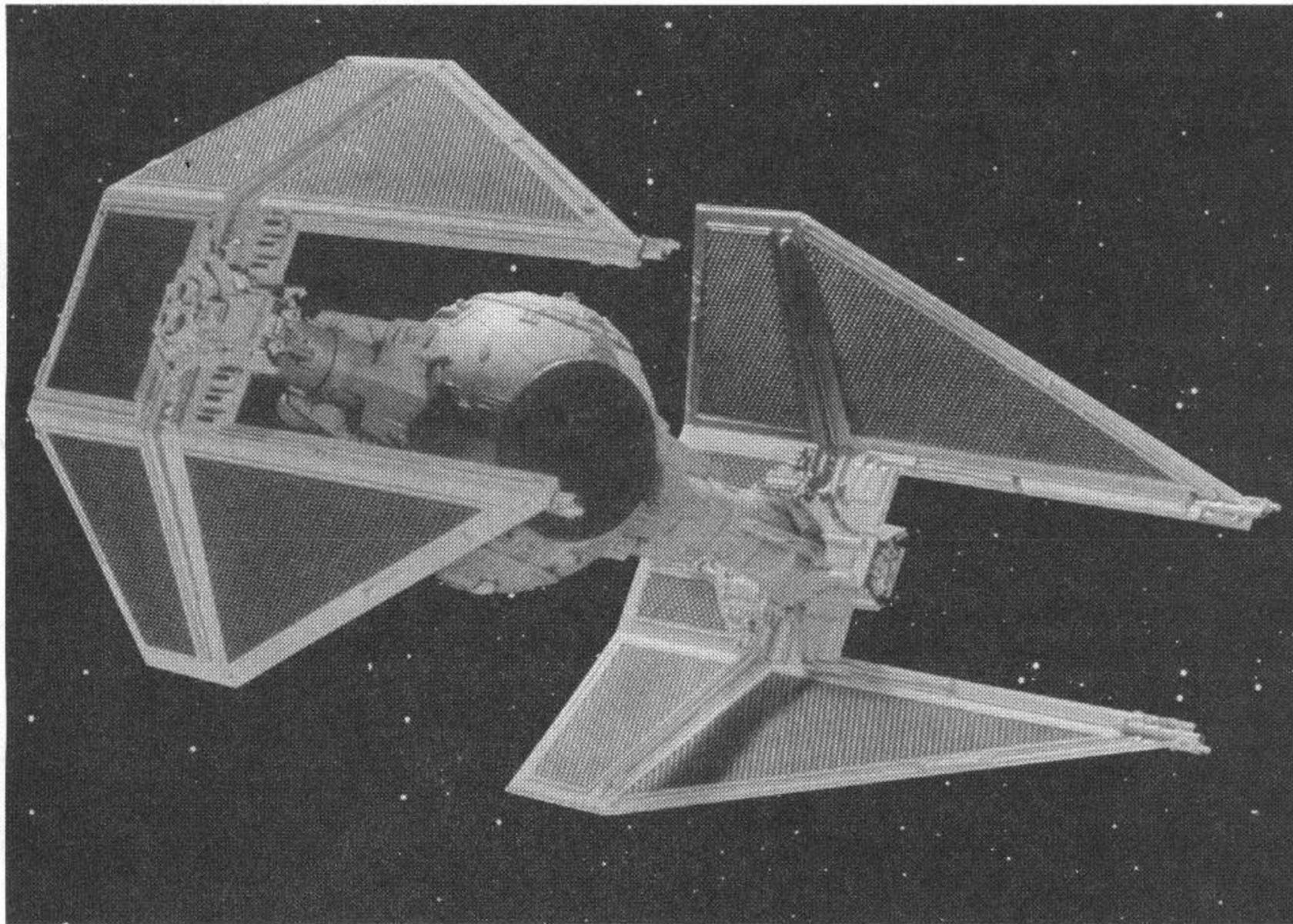
TIE Bomber

The TIE bomber is the Empire's assault bomber, designed to make precision strikes against starships and ground installations, rather than engaging other starfighters. The ship has a double-pod hull, with one acting as the cockpit and the other as a weapons bay. (A few TIE bombers were used as shuttles, replacing the weapons bay with cargo space and two passenger berths.) Although it is no longer than a TIE interceptor, the bomber's width and mass make it a Tiny ship, rather than a Diminutive one. Most TIE bombers are armed with sixteen concussion missiles, although other arsenals are possible. The most commonly used combinations are: eight proton torpedoes; eight concussion



TIE BOMBER





missiles and eight proton bombs; or eight missiles and six orbital mines.

Craft: Sienar Fleet Systems TIE Bomber; **Class:** Starfighter; **Cost:** 150,000 (new); **Size:** Tiny (7.8 m long, mass); **Initiative:** +4 (+2 size, +2 crew); **Crew:** 1 (Normal +2); **Passengers:** None; **Cargo Capacity:** 15 metric tons (bomb bay); **Consumables:** 2 days; **Hyperdrive:** None; **Maximum Speed:** Attack; **Maneuver:** +4 (+2 size, +2 crew); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 0; **Hull Points:** 130; **DR:** 5.

Weapon: Point laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 3d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Concussion missile launcher (16 heavy missiles); **Fire Arc:** Front; **Attack Bonus:** +11 (+2 size, +2 crew, +7 fire control); **Damage:** 9d10 ×2; **Range Modifiers:** PB +0; S/M/L n/a.

TIE Interceptor

The TIE interceptor was designed specifically to counteract the Rebel Alliance X-wing. To increase speed and firepower, the designers at Sienar gave it large engines, more powerful energy converters, and a

package of four fire-linked laser cannons. Although put into production before the Battle of Yavin, these fighters weren't in general use until just before the Battle of Endor.

The TIE interceptor is actually faster and more maneuverable than the X-wing, giving its pilot a +2 equipment bonus on attack rolls and Pilot checks. However, its lack of shielding still puts it at a disadvantage in combat. Without a hyperdrive, its range is limited to the ship or base where it is assigned.

Craft: Sienar Fleet Systems TIE Interceptor; **Class:** Starfighter; **Cost:** 120,000 (new); **Size:** Diminutive (6.6 m long); **Initiative:** +8 (+4 size, +4 crew); **Crew:** 1 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 75 kg; **Consumables:** 2 days; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Maneuver:** +10 (+4 size, +4 crew, +2 engine quality); **Defense:** 24 (+4 size, +10 armor); **Shield Points:** 0; **Hull Points:** 90; **DR:** 5.

Weapon: Laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +16 (+4 size, +4 crew, +6 fire control, +2 equipment bonus); **Damage:** 6d10×2; **Range Modifiers:** PB -2, S -4, M/L n/a.



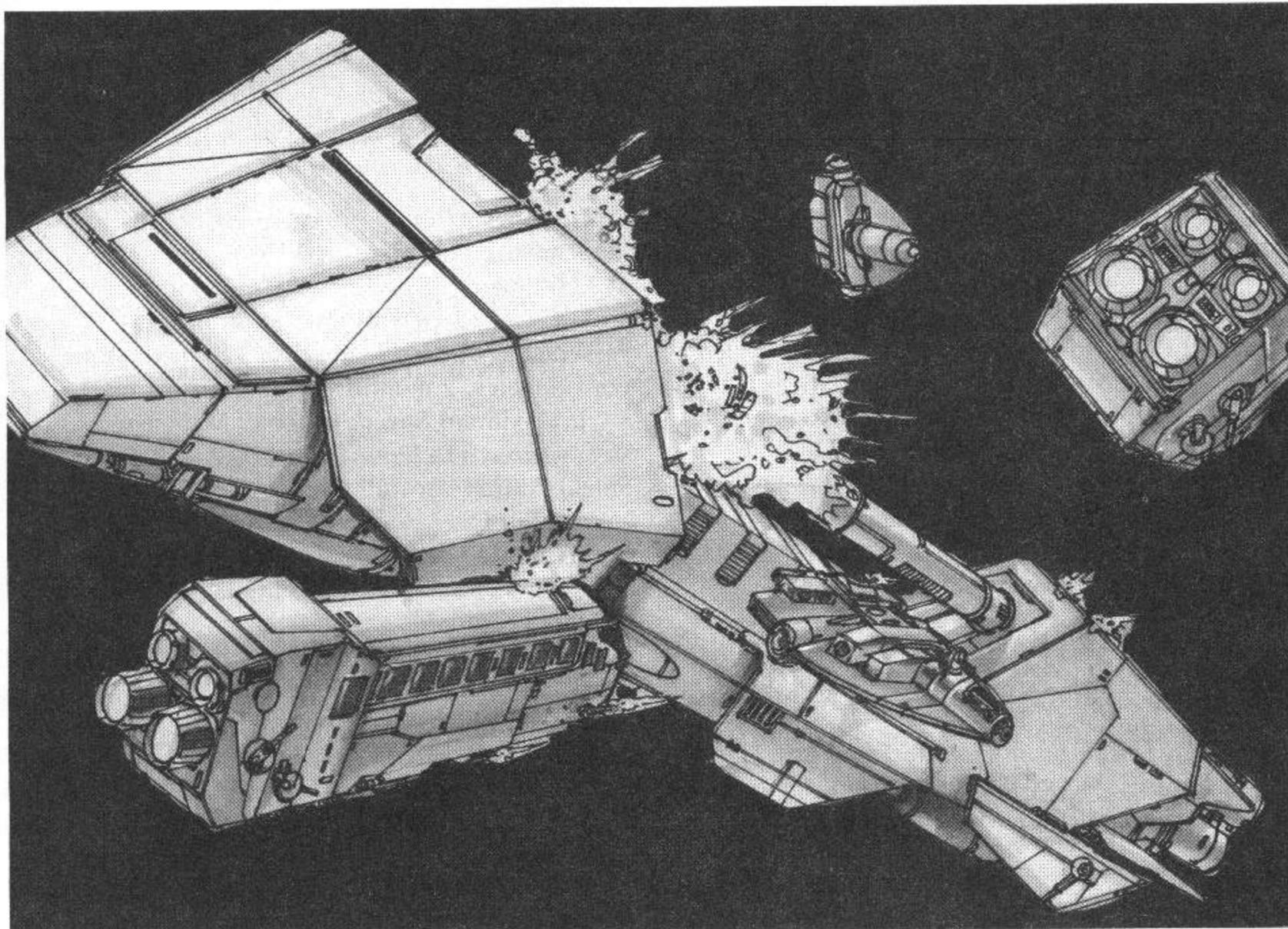
Space transports include all ships larger than starfighters, but no more than 100 meters long. Most luxury yachts, bulk freighters, small freighters, light transports, shuttles, and blastboats qualify as space transports. Ships of this size are also popular among smugglers, pirates, bounty hunters, and outlaws as personal transports, although these ships tend to be very heavily modified. Below is a selection of some space transports from different eras, including some that have been scratch-built or heavily modified for specific groups and individuals.

Action IV Bulk Freighter

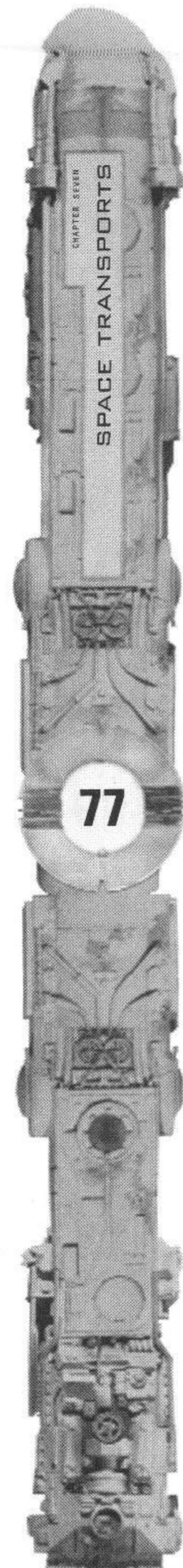
The Action IV bulk freighter is a modest cargo hauler built by the Corellian Engineering Corporation. It is

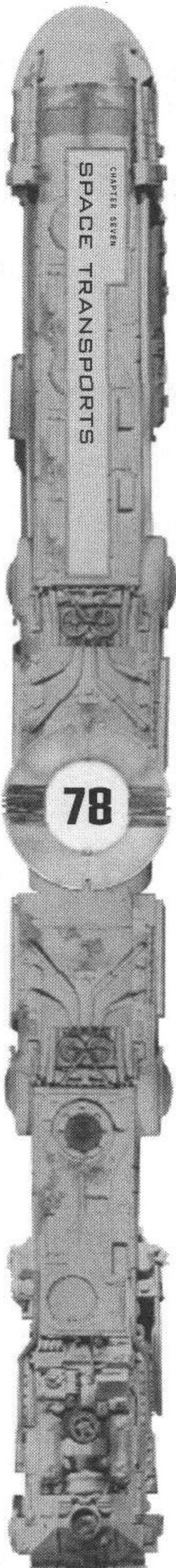
designed to operate in safe sectors of space or as part of well-escorted convoys. The Action IV can carry a huge amount of cargo, but it's designed to carry vast amounts of similar materials or goods, rather than mixed cargos requiring different types of stowage facilities. This distinction sets bulk freighters apart from the lines of light freighters manufactured by the same company, such as the YT-1300. Although the Action IV is sold completely unarmed, like most Corellian designs, it can be modified extensively to carry weapons or even other ships.

Craft: Corellian Engineering Corporation Action IV Bulk Transport; Class: Space transport; Cost:



ASSAULT SHUTTLE AND ACTION IV BULK FREIGHTER





945,000 credits; Size: Medium-size (100 m long); Initiative: +2 (+0 size, +2 crew); Crew: 8 (Normal +2); Passengers: None; Cargo Capacity: 75,000 metric tons; Consumables: 3 months; Hyperdrive: ×3 (backup ×7); Maximum Speed: Cruising; Maneuver: +2 (+0 size, +2 crew); Defense: 20 (+0 size, +10 armor); Shield Points: None; Hull Points: 60; DR: 15.

Assault Shuttle

Assault shuttles are military transport vessels designed to move troops during space battles. Many carry space-capable troops, while others are designed to act as planetary landing craft or boarding ships. Assault shuttles have some capital weapons, but aren't really designed to pose a threat to larger ships. Their shields, however, are extremely powerful. Every available cubic meter within the ship is crammed with shield generators. This drives up the cost of building an assault shuttle, but also makes it possible for the shuttle to survive a few direct hits from heavy capital ship weapons.

In most space operations, the shuttle damages a target ship with a few well-placed turbolaser blasts, then uses a tractor beam to force the target ship to dock. When carrying space-capable troops, the shuttle may simply pull alongside a target ship and allow the troops to jump across to their target. When making a ground assault on a planet, the shuttle normally lands very close to front-line fighting, depending on its shields to protect it. It then unloads troops and small attack vehicles, possibly remaining nearby to act as a fire-support vehicle. This great versatility is the main justification for these ships' high cost. Most big Imperial capital ships carry at least one assault shuttle.

Craft: Telgorn Corp Assault Shuttle; **Class:** Space transport; **Cost:** Not available for sale (likely valued at 855,000); **Size:** Small (30 m long); **Initiative:** (+1 size, +2 crew); **Crew:** 5 (Normal +2); **Passengers:** 40 (troops); **Cargo Capacity:** 5 metric tons; **Consumables:** 1 week; **Hyperdrive:** ×2 (backup ×18); **Maximum Speed:** Ramming; **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 250; **Hull Points:** 150; **DR:** 10.

Weapon: Turbolaser cannons (4); **Fire Arc:** Turret; **Attack Bonus:** +9 (+1 size, +2 crew, +6 fire control); **Damage:** 2d10×5; **Range Modifiers:** PB +0, S +0, M -2, L -4.

Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +11 (+1 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Concussion missile launcher (15 missiles); **Fire Arc:** Front; **Attack Bonus:** +7 (+1 size, +2 crew,

+4 fire control); **Damage:** 8d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Barloz Medium Freighter

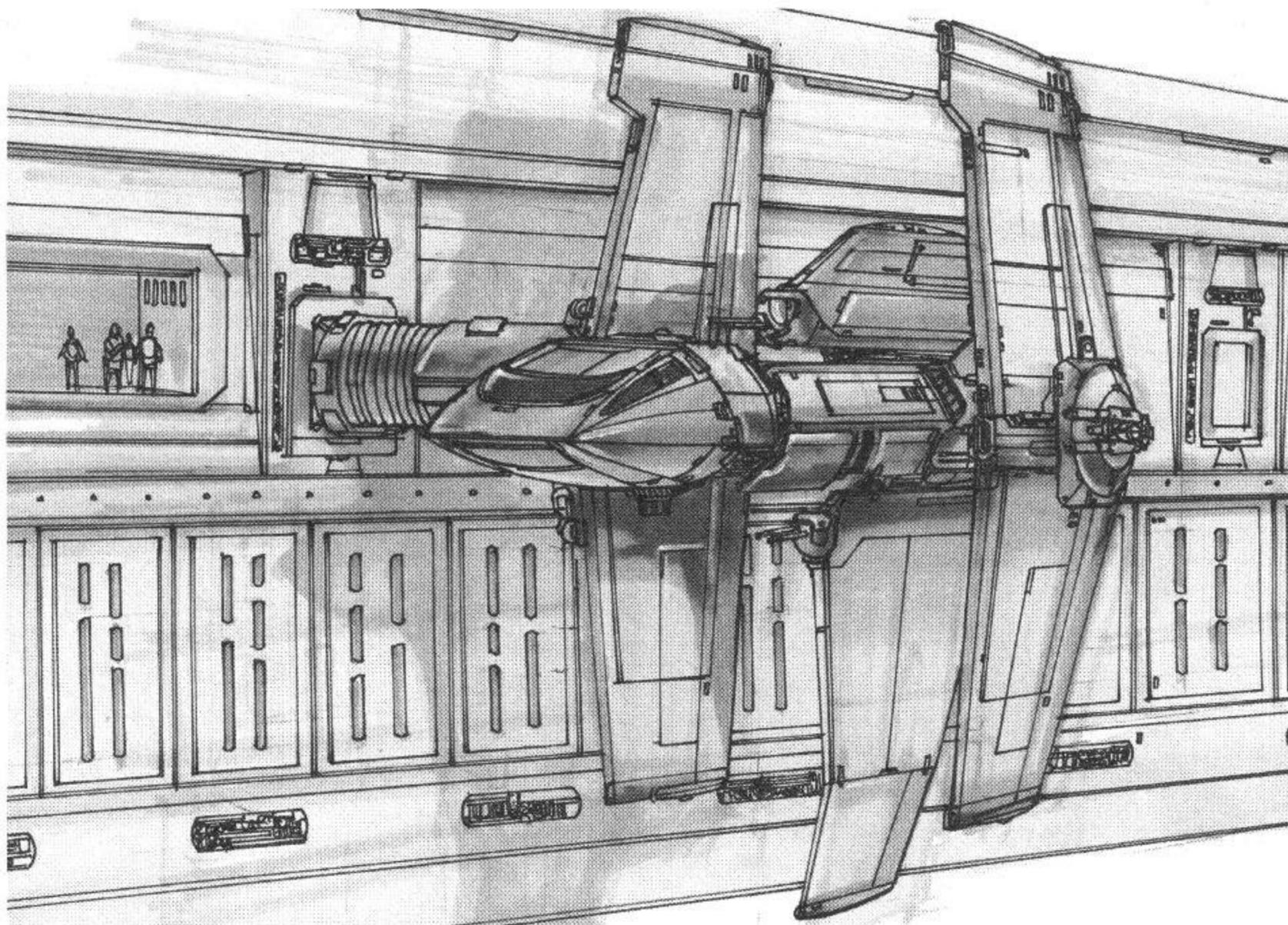
The Barloz medium freighter was a respected and popular ship during the height of the Old Republic. When it was first produced, it was one of the sturdiest, largest, and cheapest freighters available, demonstrating the ease of adaptability that made later Corellian designs famous. Although its weapons systems were woefully inadequate compared to later trade ships, the Barloz soon became popular with independent merchants, smugglers, and even some planetary defense forces. The advent of YT-series freighters overshadowed the Barloz during the later years of the Old Republic, but it remained a fairly common ship. Modified Barloz freighters remain in service throughout the Rebellion and New Republic eras.

Birthright is a modified Barloz medium freighter owned by the Cilgris family of Duro traders. Originally purchased by The Cilgris during the Rise of the Empire era, it was later run by his son Yett Cilgris in the Rebellion era and his nephew Naul Cilgris during The New Jedi Order era. Although the Cilgris family generally claims to be more interested in profits than good causes, they all have a weakness for those fighting for justice and liberty, and might be convinced to aid righteous characters in need. For statistics for any of the Cilgris pilots, use the 8th-level generic freighter captain (from Chapter 5 of this book).

Craft: Corellian Engineering Corporation Barloz Medium-size Freighter; **Class:** Space transport; **Cost:** 120,000 (new); **Size:** Small (41 m long); **Initiative:** +3 (+1 size, +2 crew); **Crew:** 2 (Normal +2); **Passengers:** 4; **Cargo Capacity:** 120 metric tons; **Consumables:** 2 months; **Hyperdrive:** ×2 (backup ×12); **Maximum Speed:** Cruising; **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 180; **DR:** 10.

Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** 4d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Craft: *Birthright* (Modified Barloz Medium Freighter); **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 311,500); **Size:** Small (41 m long); **Initiative:** +3 (+1 size, +2 crew*); **Crew:** 1; **Passengers:** 12; **Cargo Capacity:** 100 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×1.5 (backup ×6); **Maximum Speed:** Ramming; **Maneuver:** +16 (+1 size, +15 crew*); **Defense:** 21



(+1 size, +10 armor); Shield Points: 120; Hull Points: 180; DR: 10.

Weapon: Escort quad laser cannons (3); Fire Arc: 1 turret, 1 partial turret (front, right), 1 partial turret (front, left); **Attack Bonus:** +13 (+1 size, +4 fire control, +8 crew*); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S +0, M -2, L n/a.

Weapon: Heavy ion cannon; Fire Arc: Rear; **Attack Bonus:** +11 (+1 size, +2 fire control, +8 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L -4.

**When an 8th-level generic trader pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack bonus.*

Citadel Cruiser

The Koensayr ILH-KK *Citadel*-class civilian cruiser was a popular armed transport during the final years of the Old Republic. It was specifically designed to allow small but important groups, such as diplomatic parties or wealthy business owners, to travel in relative safety. Many owners modified their Citadels to provide higher levels of luxury, but the basic model was simply a serviceable armed and armored transport. The Citadels also turned out to be fairly popular with less reputable groups, including mercenaries, pirates, and smugglers.

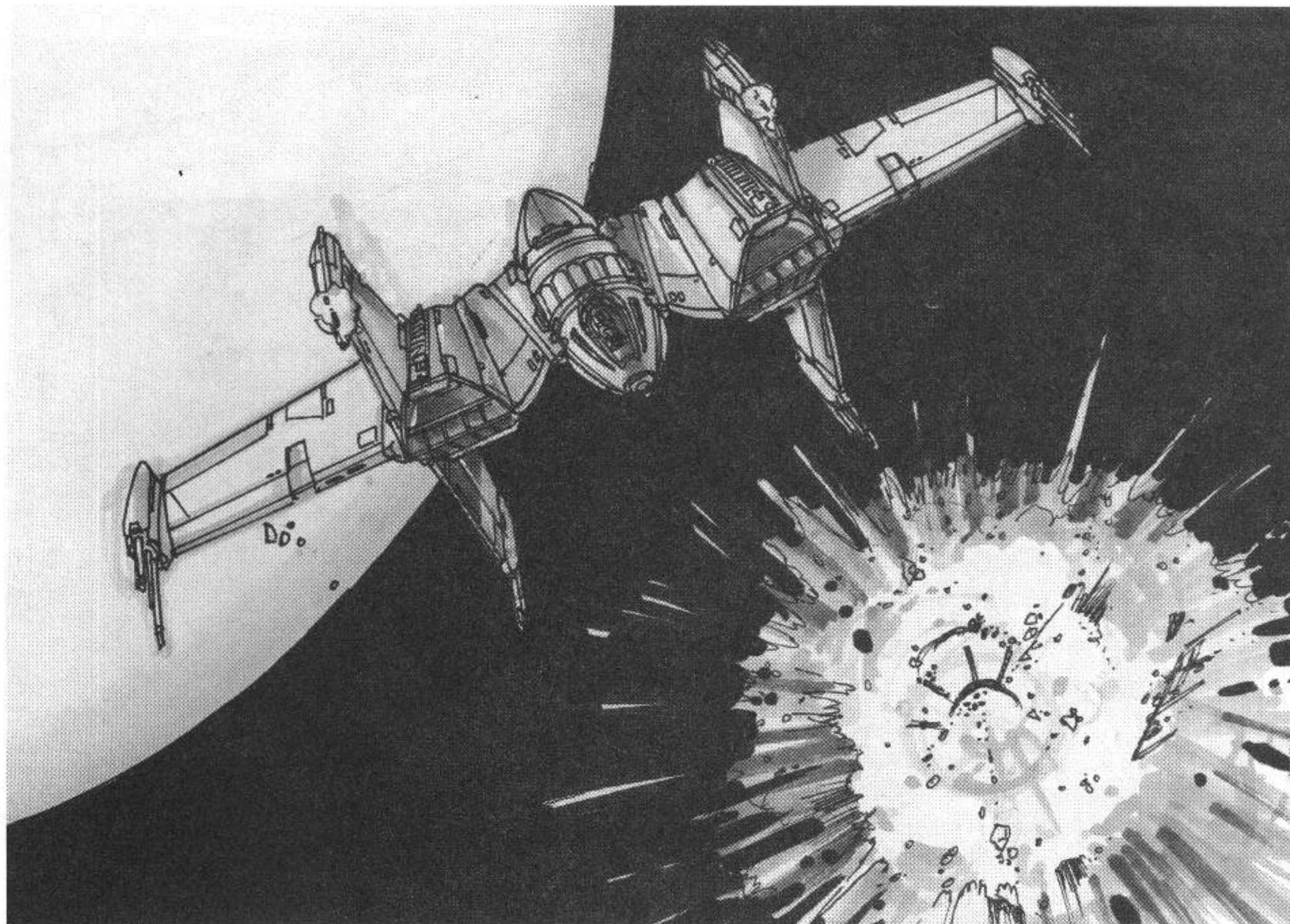
Each Citadel has two external fighter mountings attached to its underside, allowing it to carry two starships of Tiny or lesser size. The weapons of the Citadel are largely defensive in nature, featuring two sets of heavy ion cannons in turrets, a tractor beam, and a single concussion missile tube.

Much of the same design philosophy turned up later in Y-wing fighters, which were also manufactured by Koensayr. By the Rebellion and New Jedi Order eras, Citadels are no longer common luxury vessels, but they are still used by groups unable to afford more modern ships.

Craft: Koensayr ILH-KK Citadel Civilian Cruiser; **Class:** Space transport; **Cost:** 205,000 credits; **Size:** Small (36 m long); **Initiative:** +3 (+1 size, +2 crew); **Crew:** 1 or 2 (Normal +2); **Passengers:** 14; **Cargo Capacity:** 50 metric tons; **Consumables:** 6 months; **Hyperdrive:** x2; **Maximum Speed:** Attack; **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 60; **Hull Points:** 120; **DR:** 10.

Weapon: Heavy ion cannons (2 sets of 2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L -4.





Weapon: Laser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Concussion missile tube (12 missiles); **Fire Arc:** Front; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

Deathraven

Deathraven is the personal craft of Erron Kell, a mercenary pilot-for-hire. Kell was a Rebel pilot who fought at the Battle of Endor. When he found the more orderly New Republic military was not to his liking, he resigned his commission. During The New Jedi Order era, Kell is a freelance pilot selling his skills to the highest bidder. For Kell's stats, use the 8th-level fighter pilot (from Chapter 14 of the *Star Wars Roleplaying Game*).

Kell's contacts within the New Republic got him access to a few B-wing/E2s that were considered too badly damaged to be worth repairing. With the help of engineers at the Kuat Drive Yards, Kell merged the damaged ships into a unique double-hulled B-wing variant, with both bodies rotating around a central expanded cockpit. In addition to coaxing increased

speed and stronger shields out of the B-wing hulls, Kell has mounted two additional ion cannons to his ship. Too big to be considered a starfighter, *Deathraven* has proven itself a formidable warship able to outfight most starfighters and outrun most larger ships. Although its cockpit is larger than a standard B-wing/E2, it's still too cramped for long voyages. Kell prefers shipping his vessel as cargo when traveling long distances.

Craft: *Deathraven* (Heavily Modified Slayn & Korpil B-Wing/E2); **Class:** Space transport; **Cost:** Not for sale (likely valued at 609,000); **Size:** Small (32 m long); **Initiative:** +8 (+1 size, +7 crew*); **Crew:** 1; **Passengers:** 1; **Cargo Capacity:** 250 kg; **Consumables:** 2 months; **Hyperdrive:** x1; **Maximum Speed:** Ramming; **Maneuver:** +18 (+1 size, +17 crew*); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 150; **Hull Points:** 150; **DR:** 10.

Weapon: Assault laser cannon (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +22 (+1 size, +4 fire control, +17 crew*); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Proton torpedo launchers (4 fire-linked, 40 torpedoes total); **Fire Arc:** Front; **Attack Bonus:** +18 (+1 size, +6 fire control, +11 crew*);

Damage: 11d10 ×2; **Range Modifiers:** PB +0; S/M/L n/a.

Weapon: Light ion cannons (8 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +18 (+1 size, +6 fire control, +11 crew*); **Damage:** Special; **Range Modifiers:** PB +0; S +0, M/L n/a.

**When Erron Kell pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack bonus.*

Firespray-31

The Firespray-31 was originally designed as a patrol and law-enforcement craft. Built by Kuat Systems Engineering, the Firespray-31 incorporated numerous unusual features—including its “engines-down” landing rig—resulting in a ship that effectively flies “standing up.” The ship did not need secondary landing engines, allowing it to use all of its engine space for primary thrust. The limited internal space of the Firespray-31 made it difficult for even a small crew to make long trips comfortably. This was doubtless one of the reasons the Firespray-31 was never a popular ship with enforcement agencies. After a few years, KSE stopped producing them.

Aftermarket sales for the Firespray-31 were very brisk. The ships were easily stripped down and modified by

individuals with particular needs, and soon became very popular with scoundrels of all descriptions. The ship's excellent speed was a plus for these buyers, and everything else could be modified to fit their desires.

The most famous Firespray-31 is doubtless *Slave I*, the personal vessel of bounty hunter Boba Fett. *Slave I* has been heavily modified to Fett's specifications, including a concealed turret with proton torpedoes and a tractor beam, a HoloNet transceiver, and extensive internal security systems. It also has an amazing sensor mask, increasing the DC of any Computer Use check to find *Slave I* with sensors by +8. For Boba Fett's statistics, see Chapter 13 of the *Star Wars Roleplaying Game*.

Craft: Kuat Systems Engineering Firespray-31 Patrol and Attack Craft; **Class:** Space transport; **Cost:** 120,000; **Size:** Small (21.5 m long); **Initiative:** +5 (+1 size, +4 crew); **Crew:** 1 (Skilled +4); **Passengers:** 6; **Cargo Capacity:** 70 metric tons; **Consumables:** 1 month; **Hyperdrive:** ×3 (backup ×15); **Maximum Speed:** Ramming; **Maneuver:** +5 (+1 size, +4 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 60; **Hull Points:** 150; **DR:** 10.

Weapon: Blaster cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +9 (+1 size, +4 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +7 (+1 size, +4 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Craft: *Slave I* (Modified Kuat Systems Engineering Firespray-31); **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 726,500); **Size:** Small (21.5 m long); **Initiative:** +4 (+1 size, +3 crew*); **Crew:** 1; **Passengers:** 6 (prisoners); **Cargo Capacity:** 40 metric tons; **Consumables:** 1 month; **Hyperdrive:** ×1 (backup ×8); **Maximum Speed:** Ramming; **Maneuver:** +12 (+1 size, +11 crew*); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 90; **Hull Points:** 150; **DR:** 10.

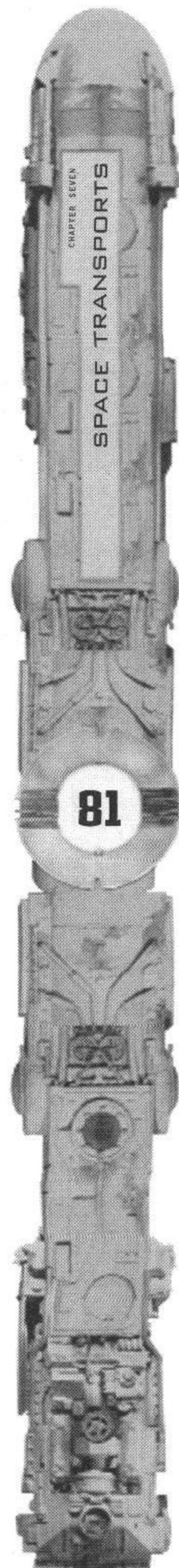
Weapon: Blaster cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +15 (+1 size, +6 fire control, +8 crew*); **Damage:** 5d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Small concussion missile launcher (8 missiles); **Fire Arc:** Front; **Attack Bonus:** +15 (+1 size, +6 fire control, +8 crew*); **Damage:** 8d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Ion cannon; **Fire Arc:** Front; **Attack Bonus:** +20 (+1 size, +4 fire control, +15 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L n/a.



FIRESPRAY-31





Weapon: Tractor beam projector; **Fire Arc:** Turret; **Attack Bonus:** +13 (+1 size, +4 fire control, +8 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Proton torpedo tubes (4 proton tracking beacons each); **Fire Arc:** Turret; **Attack Bonus:** +13 (+1 size, +4 fire control, +8 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

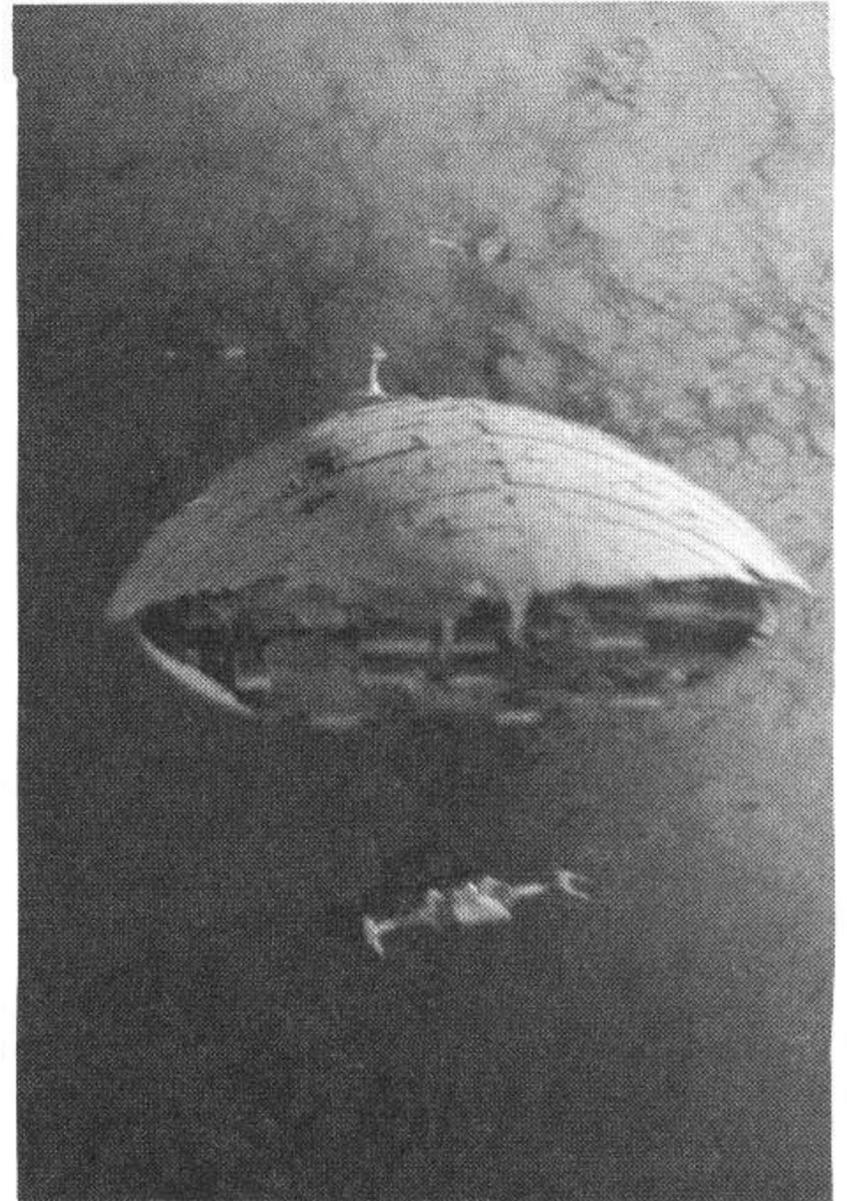
**When Boba Fett pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack bonus.*

Gallofree Medium Transport

The typical Gallofree medium transport is a big space transport with vast amounts of cargo space, but very little in the way of armament. Ships of this kind can be more important to military operations than warships, largely because of their ability to carry thousands of troops, replacement parts, and supplies with extensive escorts. Although slow, both in hyperspace and realspace, these ships carry enough materials to make them ideal resupply vessels. Their owners and crews often modify them to include better shield generators, weapons, or engines. Some are converted to act as landing craft or hospital ships, but such changes are not normally obvious from the outside.

In the days of the Old Republic, ships of this type would sometimes trade most of their cargo capacity for weapons before going on antipirate missions. In general, transports ships became too valuable during the Galactic Civil War to be modified for combat roles of any kind.

After the Alliance won the Battle of Endor, the Galactic Civil War moved from a series of hit-and-run raids to a more standard naval conflict against the forces of the Empire. This war was extremely expensive for both sides in terms of war resources, especially high-tech weapons and combat systems. The need for every possible piece of military paraphernalia made it economically feasible to salvage working components from the ships left behind in old space battle zones. Both the Alliance and the Empire put special salvage ships called "junkers" into service. Independent merchants also operated some, hoping to make a big score by finding an important piece of information in a working memory core or salvaging functional fighters from a destroyed shuttle bay. Although numerous different craft were converted for this purpose, some of the most common salvage ships were modified Gallofree Yards transports. Most salvage ships employed a large number of specialized droids on board to help scavenge valuable components from junked starships.

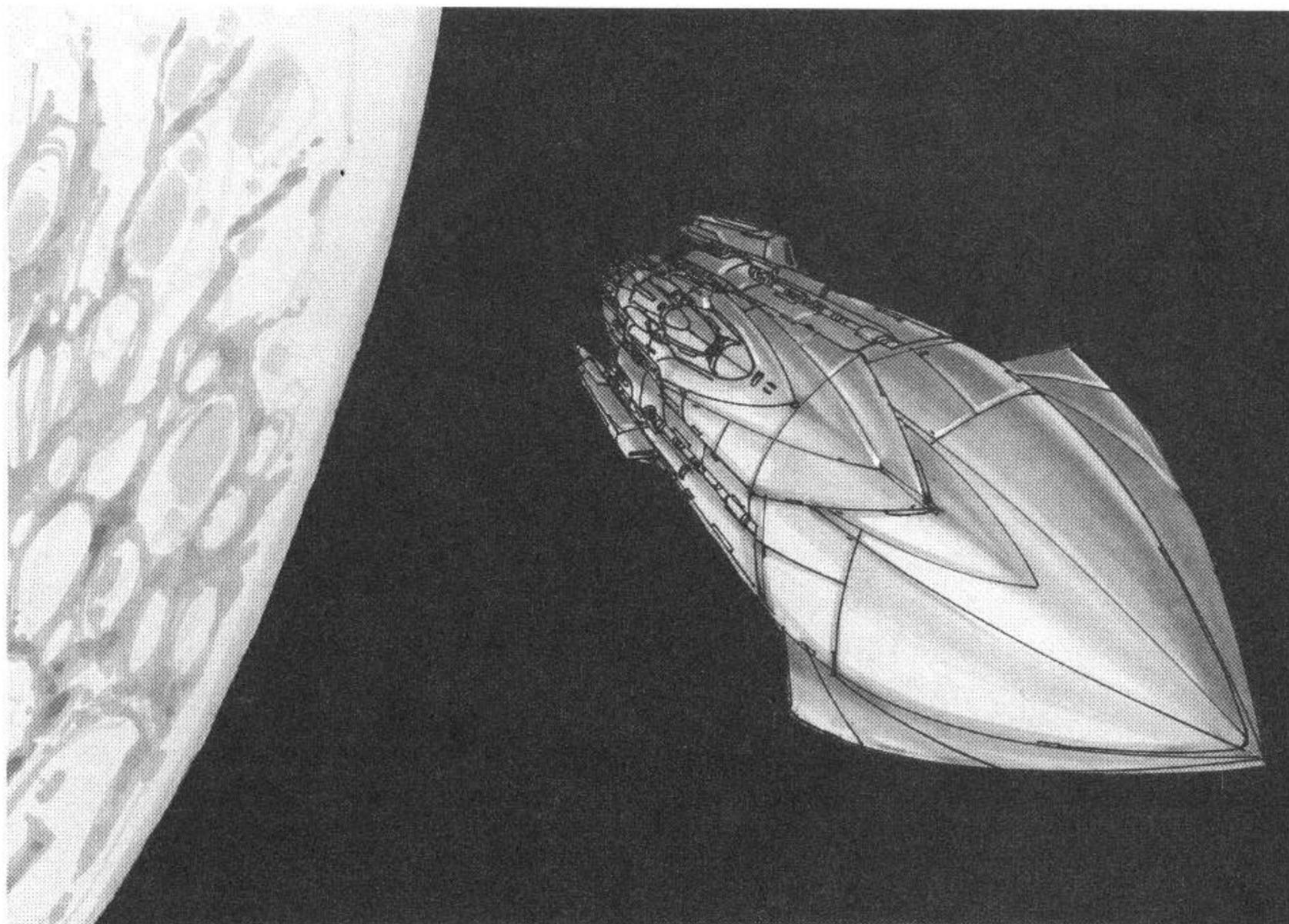


Craft: Gallofree Yards Transport; **Class:** Space transport; **Cost:** 350,000 (new), 125,000 (used); **Size:** Medium-size (90 m long); **Initiative:** +2 (+0 size, +2 crew); **Crew:** 6 (Normal +2); **Passengers:** 40; **Cargo Capacity:** 19,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×4; **Maximum Speed:** Cruising; **Defense:** 20 (+0 size, +10 armor); **Shield Points:** 90; **Hull Points:** 200; **DR:** 15.

Weapon: Twin Laser Cannons (4 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +4 (+0 size, +2 crew, +2 fire control); **Damage:** 4d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Craft: Salvage Ship (Modified Gallofree Yards Transport); **Class:** Space transport; **Cost:** 685,000 (new) 150,000 (used); **Size:** Medium-size (90 m long); **Initiative:** +2 (+0 size, +2 crew); **Crew:** 6 (Normal +2); **Passengers:** 60; **Cargo Capacity:** 15,000 metric tons; **Consumables:** 3 months; **Hyperdrive:** ×3; **Maximum Speed:** Attack; **Maneuver:** +2 (+0 size, +2 crew); **Defense:** 20 (+0 size, +10 armor); **Shield Points:** 100; **Hull Points:** 300; **DR:** 15.

Weapon: Point laser cannons (4 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +6 (+0 size, +2 crew, +4 fire control); **Damage:** 4d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.



Jade Sabre

Jade Sabre was Mara Jade Skywalker's personal shuttle, built for her by her husband, Jedi Master Luke Skywalker. It replaced her original shuttle, *Jade's Fire*, which was destroyed. *Jade Sabre* is a sleek and swift craft with a graceful fish-head design and a swept-back tail fin. It has twin ion engines in flared side pods and uses an etheric rudder for enhanced maneuvering (granting it a total +6 bonus on Pilot checks). Its internal facilities are spacious and comfortable, but it still has military-grade hyperdrives and shield generators, along with a small fighter bay able to hold an X-wing and release it in flight. The primary weapons of *Jade Sabre* are kept concealed in normal circumstances, and only rise on their hidden turrets when combat seems imminent. Unfortunately, *Jade Sabre* was destroyed by the Yuuzhan Vong on the planet Dantooine early in their invasion of the galaxy. For stats on Mara Jade Skywalker, see Chapter 13 of the *Star Wars Roleplaying Game*.

Craft: *Jade Sabre*; **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 1,675,500); **Size:** Small (50 m long); **Initiative:** +3 (+1 size, +2

crew*); **Crew:** 1; **Passengers:** 15; **Cargo Capacity:** 100 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×1 (backup ×4); **Maximum Speed:** Ramming; **Maneuver:** +17 (+1 size, +2 engine quality, +4 equipment bonus, +10 crew*); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 200; **Hull Points:** 180; **DR:** 10.

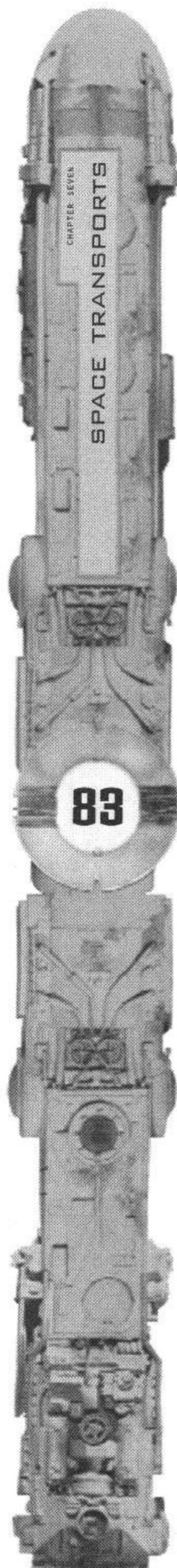
Weapon: Quad laser cannons (4); **Fire Arc:** Turret; **Attack Bonus:** +23 (+1 size, +6 fire control, +2 equipment bonus, +14 crew*); **Damage:** 6d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

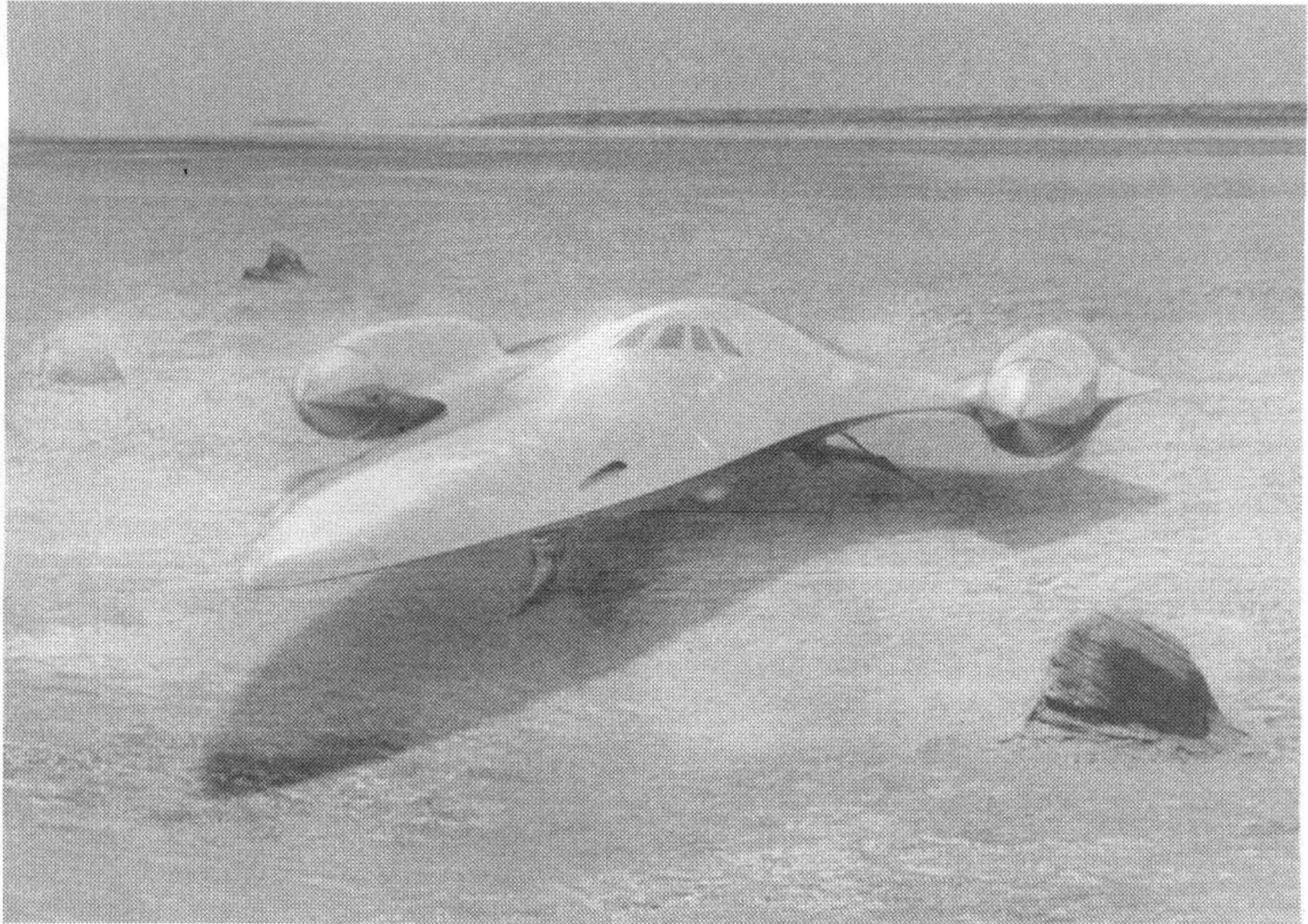
Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +21 (+1 size, +4 fire control, +2 equipment bonus, +14 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

*When Mara Jade pilots this ship, its initiative modifier includes her Dex modifier; its maneuver modifier includes her Pilot skill modifier; and each of its weapon's attack bonuses includes her base ranged attack bonus.

Royal Starships

During the days of the Old Republic, it was fairly common for the richest and most powerful individuals in the galaxy, especially those with noble or royal titles, to have personal starships that acted as signs of prestige as much as forms of transportation. These starships were treated as works of art, and were often





handcrafted from custom designs by individuals from the owner's homeworld. Such craft were generally between 50 and 100 meters long, with powerful hyperdrives and just enough room for a few honored guests. Weak shields were fairly standard, but weapons were rare for such status vessels. Ships of this type were often extremely expensive. After the Empire came into power, it was very rare for anyone to design or build them.

The Royal Starship of Naboo is a fairly typical example of a royal starship. Commissioned by King Veruna and later used by Queen Amidala, it was meticulously crafted by the Theed Palace Space Engineering Corps. The design featured components from some of the most respected technological worlds in the galaxy, including a Nubian 327 Hyperdrive. The ship was designed for a crew of four and carried eight astromech droids. Although capable of carrying ten passengers for three months, the Naboo Royal Starship was intended as a ship for short jaunts. Thus, it lacks extensive sleeping facilities.

Craft: Theed Palace Space Vessel Engineering Corps J-Type Royal Starship; **Class:** Space transport; **Cost:** Not for sale (likely to be valued at 1,365,000); **Size:** Medium-size (76 m long); **Initiative:** +2 (+0 size, +2

crew); **Crew:** 4 (Normal +2); **Passengers:** 10; **Cargo Capacity:** 4 metric tons; **Consumables:** 3 months; **Hyperdrive:** $\times 1/2$; **Maximum Speed:** Cruising; **Maneuver:** +2 (+0 size, +2 crew); **Defense:** 20 (+0 size, +10 armor); **Shield Points:** 90; **Hull Points:** 180; **DR:** 10.

Skipray Blastboat

The Skipray blastboat was designed for the Empire by Sienar Fleet Systems to fulfill a role as a patrol ship and unescorted small mission craft. It works equally well within and beyond atmospheres, and carries enough supplies for mid-length missions. It was the smallest vessel in the Imperial fleet to be equipped with a hyperdrive, and was routinely assigned entire space sectors to patrol. The ship never gained great popularity within the fleet, although some are in use throughout The New Jedi Order era. Sienar eventually dumped its remaining models on the open market, where they quickly became popular with local planetary militias, smugglers, and independent shipping companies.

The Skipray is more heavily armed than most ships its size, sporting capital-grade ion cannons and turbolasers. It has some cargo capacity, and is often used as an escort to merchant convoys. To increase

maneuverability, the Skipray has two stabilizer fins mounted to the rear of the ship by a rotating sleeve. The fins are kept vertical for flight, but move to a horizontal alignment when the ship lands.

Krakana's Claw was constructed from a stripped-down Skipray blastboat by the bounty hunter Irackant, a Mon Calamari bounty hunter who tracked down Imperial war criminals during The New Jedi Order era. For Irackant's statistics, use the 8th-level generic bounty hunter in Chapter 14 of the *Star Wars Roleplaying Game* with the following changes: increase Int to 15 and decrease Con to 10. Add all other Mon Calamari species abilities, then modify wound points, vitality points, and Intelligence-based skills to reflect the new statistics. Remove the Quick Draw feat and add Starship Operation (space transport). Add the following skills: Diplomacy +6, Knowledge (culture [Mon Calamari]) +7.

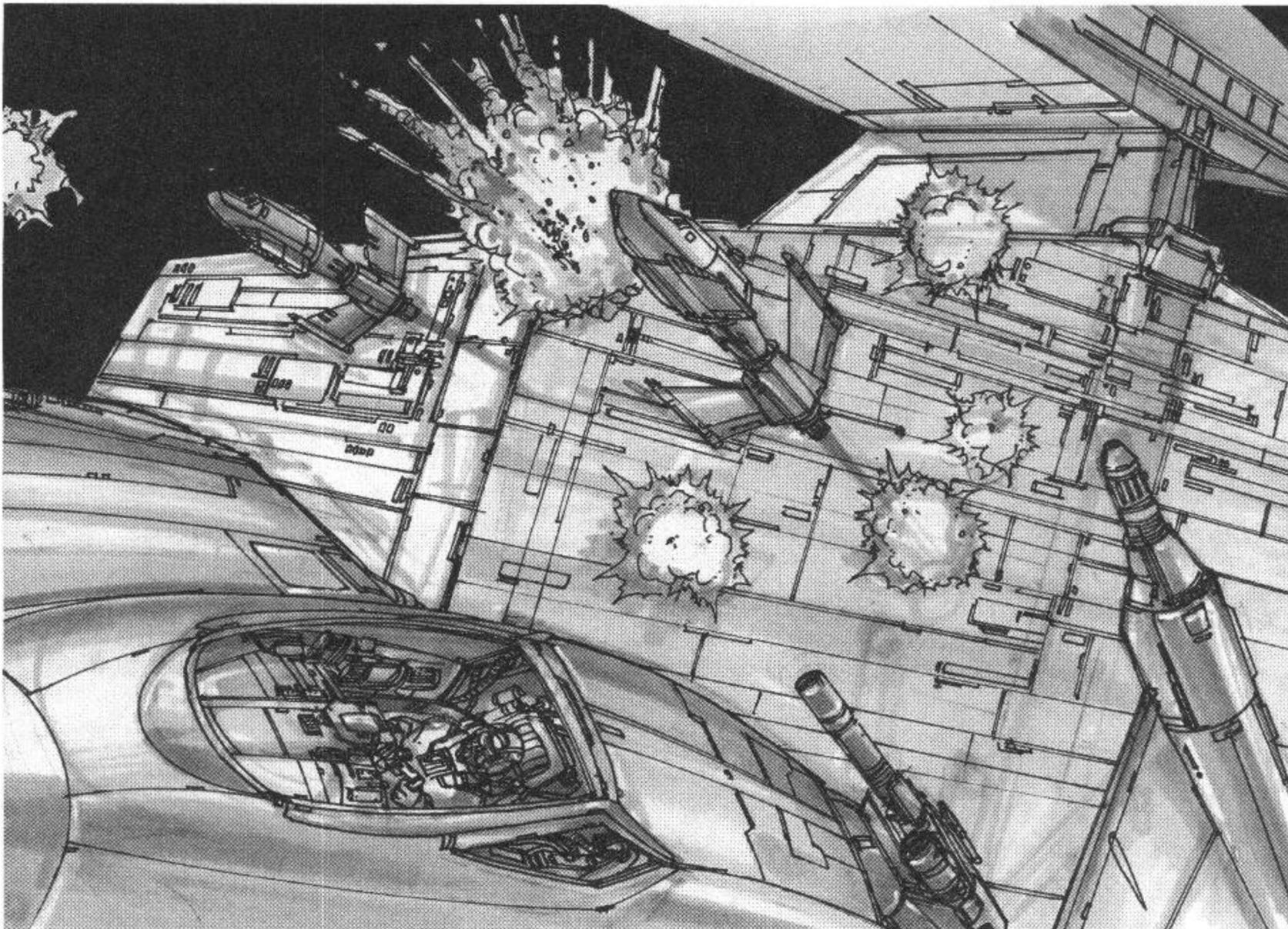
In addition to altering *Krakana's Claw's* environmental systems to provide a more moist atmosphere, Irackant has made extensive modifications to the ship. He has increased the automation so he can fly the ship alone and added a cell capable of holding three captives. The consumables on board the ship can support four creatures for six months, allowing

Irackant to go on long missions, and he has upgraded to a $\times 1$ hyperdrive. This has put too great a drain on the shield system, which he has since downgraded. Unable to acquire turbolasers, Irackant has mounted assault lasers and a full-sized proton torpedo launcher on *Krakana's Claw*. The result is slightly less dangerous than a Skipray, but it's still a capable ship able to take him on long missions as he tracks down Imperial personnel wanted by the New Republic.

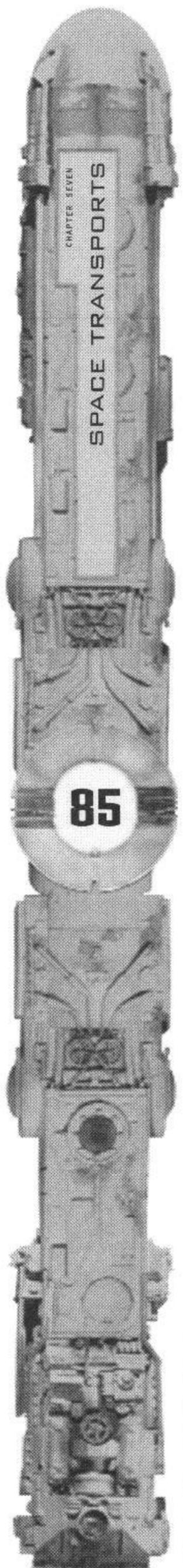
Craft: Sienar Fleet Systems Skipray Blastboat; **Class:** Space transport; **Cost:** 624,000; **Size:** Small (25 m long); **Initiative:** +5 (+1 size, +4 crew); **Crew:** 4 (Skilled +4); **Passengers:** 0; **Cargo Capacity:** 20 metric tons; **Consumables:** 1 month; **Hyperdrive:** $\times 2$; **Maximum Speed:** Ramming; **Maneuver:** +5 (+1 size, +4 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 200; **Hull Points:** 230; **DR:** 10.

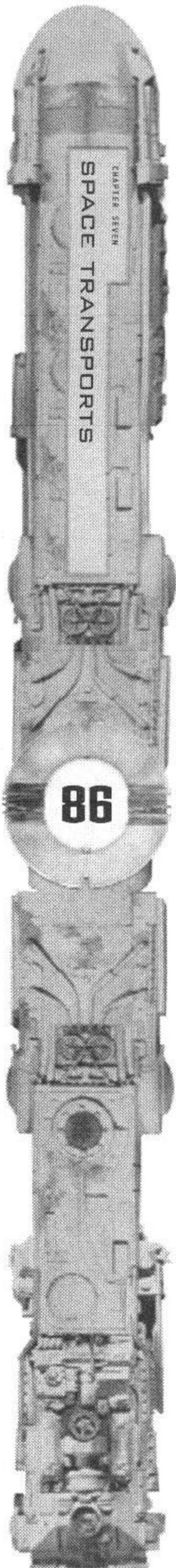
Weapon: Turbolasers (2); **Fire Arc:** 1 battery in a turret; **Attack Bonus:** +8 (+1 size, +4 crew, +2 fire control, +1 battery fire); **Damage:** 5d10 \times 5; **Range Modifiers:** PB +0, S +0, M -2, L -4.

Weapon: Medium ion cannons (3 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +9 (+1 size, +4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L n/a.



SKIPRAY BLASTBOATS





Weapon: Small proton torpedo launcher (4 heavy torpedoes); **Fire Arc:** Front; **Attack Bonus:** +7 (+1 size, +4 crew, +2 fire control); **Damage:** 10d10x2; **Range Modifiers:** PB +0, S/M / L n/a.

Weapon: Small concussion missile launcher (8 heavy missiles); **Fire Arc:** Front; **Attack Bonus:** +7 (+1 size, +4 crew, +2 fire control); **Damage:** 9d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

Craft: *Krakana's Claw* (Modified Skipray Blastboat); **Class:** Space transport; **Cost:** Not for sale (likely valued at 367,000); **Size:** Small (25 m long); **Initiative:** +7 (+1 size, +6 crew*); **Crew:** 1; **Passengers:** 3 (prisoners); **Cargo Capacity:** 20 metric tons; **Consumables:** 6 months; **Hyperdrive:** x1; **Maximum Speed:** Ramming; **Maneuver:** +8 (+1 size, +7 crew*); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 150; **Hull Points:** 230; **DR:** 10.

Weapon: Assault lasers (2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +9 (+1 size, +2 fire control, +6 crew*); **Damage:** 8d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Medium ion cannons (3 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +11 (+1 size, +4 fire control, +6 crew*); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M -2, L n/a.

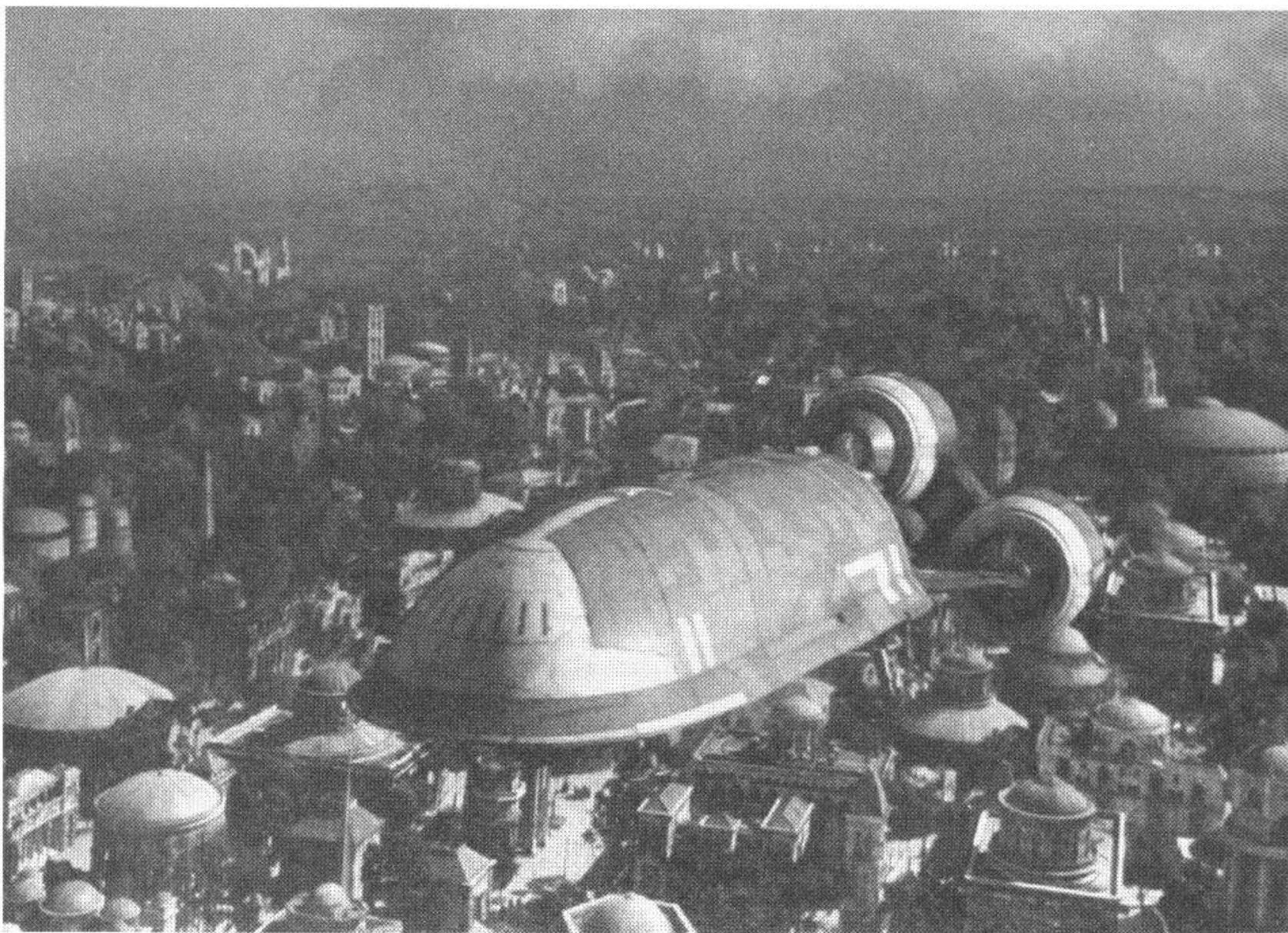
Weapon: Proton torpedo launcher (16 heavy torpedoes); **Fire Arc:** Front; **Attack Bonus:** +9 (+1 size, +2 fire control, +6 crew*); **Damage:** 10d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

**When trackant pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and each of its weapon's attack bonuses includes his base ranged attack bonus.*

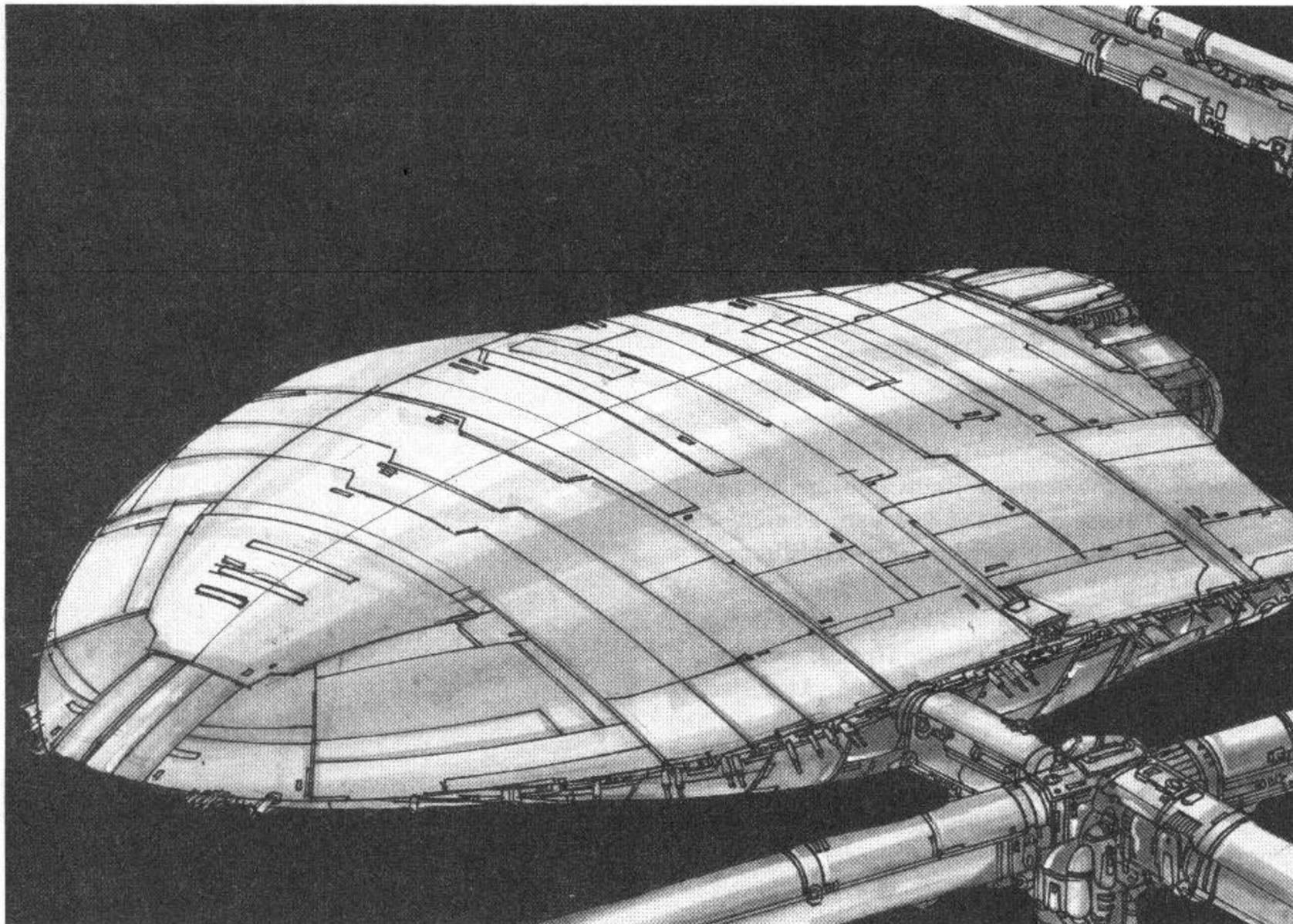
Star Shuttle

The Star Shuttle is a Corellian starship designed to carry a large group safely across the galaxy. The design was popular among diplomats and wealthy individuals during the Rise of the Empire era because of the ship's great durability, along with its ability to carry a group safely through dangerous sectors of space. Important members of the Galactic Senate often traveled in Corellian Star Shuttles, and one was assigned to the Chancellor for his private use. As Palpatine's bureaucracy placed an unbearable strain on the Old Republic's finances, Star Shuttles were gradually phased out by less glamorous (and more adaptable) Star Cruisers.

The Star Shuttle is heavily armored, but generally does not carry weapons. Although capable of supporting two hundred passengers, a diplomatic Star Shuttle usually has a smaller number of guests



STAR SHUTTLE



assigned to larger staterooms. Its cargo capacity is large enough to carry a guest's private vehicles. As a result, numerous older Star Shuttles were used as armored freighters during the Rebellion era. This shuttle lacks the great versatility common in so many Corellian designs, largely due to the amount of space taken up by heavy armor plates.

Craft: Corellian Star Shuttle; **Class:** Space transport; **Cost:** 2,650,000; **Size:** Medium-size (80 m long); **Initiative:** +2 (+0 size, +2 crew); **Crew:** 8 (Normal +2); **Passengers:** 200; **Cargo Capacity:** 900 metric tons; **Consumables:** 3 years; **Hyperdrive:** ×1.5 (back-up ×12); **Maximum Speed:** Cruising; **Maneuver:** -2 (+0 size, +2 crew, -4 additional armor); **Defense:** 25 (+0 size, +15 armor); **Shield Points:** 200; **Hull Points:** 300; **DR:** 20.

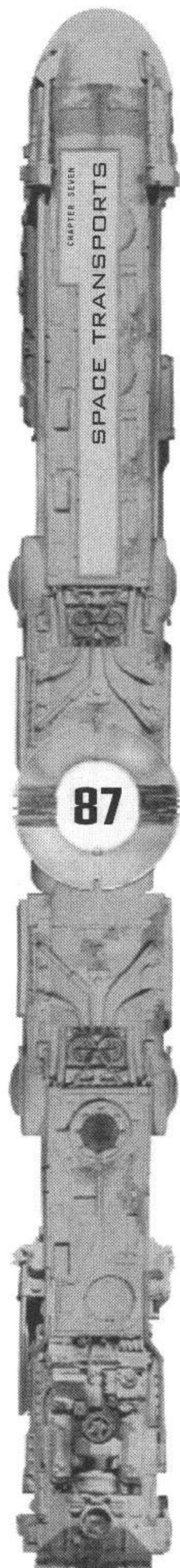
Vibre-Class Assault Cruiser

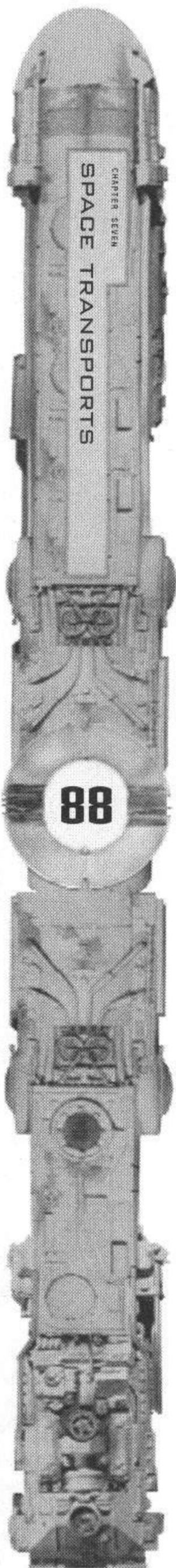
After the fall of the Emperor, the remaining Imperial forces changed their battle tactics. No longer able to depend on the resources of an entire galaxy, the weakened Empire needed ways to make smaller ships more useful to the cause of the war as a whole. One of the most effective strategies involved large commerce raiders. Since these ships were

smaller than traditional warships, they were capable of hurting the New Republic—and aiding the Empire—by hitting New Republic supply convoys. The Silvuit Corporation built the first ships of this new class of “assault cruisers.”

The *Vibre*-class space transport is a sleek, beetle-shaped starship well suited to its role. Significantly smaller than even a Corellian corvette, while packing less firepower than most warships, the *Vibre* manages to make up for many of its shortcomings with clever design. It has a sensor mask, allowing it to get much closer to its target than most capital ships. It mounts its heaviest weapons in a turret, allowing it to maximize its firepower into any arc needed. And it depends on heavy ion cannons to disable ships too large for it to destroy.

The primary mission of a *Vibre*-class ship is commerce raiding. Once it has disabled or driven off any escort ships, it uses its two tractor beams to draw in vulnerable cargo ships. Once they have been drawn next to its hull, it blasts a hole in the target's hull, allowing its compliment of spacetroopers to board. After the crew of the cargo ship has been subdued, an Imperial crew pilots the captured vessel back to Imperial space.





Craft: Silvuit Corporation *Vibre*-class Assault Cruiser; Class: Space transport; Cost: Not for sale (likely to be valued at 2,259,000); Size: Medium-size (100 m long); Initiative: +4 (+0 size, +4 crew); Crew: 45 (Skilled +4); Passengers: 60 (spacetroopers); Cargo Capacity: 500 metric tons; Consumables: 5 months; Hyperdrive: ×1 (backup ×15); Maximum Speed: Attack; Maneuver: +4 (+0 size, +4 crew); Defense: 20 (+0 size, +10 armor); Shield Points: 140; Hull Points: 300; DR: 15.

Weapon: Light turbolasers (4); Fire Arc: Turret; Attack Bonus: +6 (+0 size, +4 crew, +2 fire control); Damage: 4d10×5; Range Modifiers: PB +0, S +0, M -2, L -4.

Weapon: Tractor beam projector (2); Fire Arc: 1 right, 1 left; Attack Bonus: +8 (+0 size, +4 crew, +4 fire control); Damage: Special; Range Modifiers: PB/S +0, M/L n/a.

Weapon: Heavy ion cannons (4); Fire Arc: 2 front, 1 right, 1 left; Attack Bonus: +8 (+0 size, +4 crew, +4 fire control); Damage: Special; Range Modifiers: PB +0, S +0, M +0, L -2.

Weapon: Sensor mask; Fire Arc: n/a; Attack Bonus: n/a; Damage: Special (+6 to DC of all Computer Use checks to find ship with sensors); Range Modifiers: n/a.

YT-2400

The Corellian YT-2400 is a more modern version of the venerable YT-1300. Unlike many ships that attempted to capitalize on the mass success of the 1300, the YT-2400 does not use updated technology to improve on the same basic design. Instead, the 2400 uses most of the same parts as the YT-1300 (and many other Corellian designs), but puts them in a streamlined and somewhat more compact frame. As a result, the YT-2400 is very appealing for independent freighter captains, offering most of the good features of the YT-1300 in a more maneuverable design, one that's easily operated by a single pilot.

Like most Corellian ships, the YT-2400 is easily modified to suit an individual owner's needs. Unlike the YT-1300, this ship comes with strong shields as standard equipment and has weapon hardpoints built in. (The YT-2400 has a total of thirteen weapon emplacement points built into its design, although it only uses six of them in its stock configuration, leaving seven free for easy modification.) Despite its size, the YT-2400 can carry more cargo than the YT-1300. Individual modifications sometimes replace some of this space with concealed smuggler space, additional weapons, or more powerful ion engines. In an effort to appeal to smugglers and blockade runners,

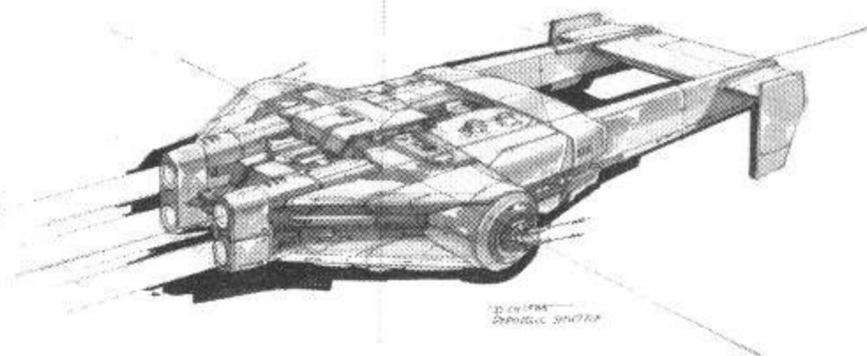
YT-2400



the YT-2400 has an escape pod situated adjacent to the cockpit and a second one in the main saucer, guaranteeing that its captain and crew can evacuate very quickly.

Craft: Corellian Engineering Corporation YT-2400; Class: Space transport; Cost: 130,000 (new), 32,000 (used); Size: Small (21 m long); Initiative: +1 (+1 size); Crew: 1; Passengers: 6; Cargo Capacity: 150 metric tons; Consumables: 2 months; Hyperdrive: ×2 (backup ×12); Maximum Speed: Attack; Maneuver: +1 (+1 size); Defense: 21 (+1 size, +10 armor); Shield Points: 60; Hull Points: 120; DR: 10.

Weapon: Laser cannon; Fire Arc: Turret; Attack Bonus: +3 (+1 size, +2 fire control); Damage: 4d10×2; Range Modifiers: PB +0, S +0, M/L n/a.





Capital ships include all vessels more than 100 meters long that aren't space stations. Most front-line war ships are capital class vessels, as are some large transports and luxury liners. Even the cheapest capital ship is likely to cost more credits than an average citizen of the *Star Wars* universe will see in a lifetime. The most expensive ones can tax the resources of a small world. A selection of capital ships of all sizes is included below, including notes on some of the more exceptional or noteworthy ships.

Bothan Assault Cruiser

The Bothan assault cruiser was designed by the Bothans early in the New Jedi Academy era, after peace had been established between the New Republic and the Imperial Remnant and before the invasion of the Yuuzhan Vong. Because they were first built during a time of relative calm, many people saw them as an unnecessary waste of resources better spent rebuilding worlds damaged during the Galactic Civil War. Others were concerned that the ships represented Bothan plans for military aggression, possibly even a move against human-held worlds such as Corellia. Once the Yuuzhan Vong invaded, however, the ships were used in the defense of the Core Worlds, and quickly proved their worth as warships.

The assault cruisers are designed as front-line vessels along the lines of the Old Republic's Victory II Star Destroyers. They are somewhat smaller than old Victory II's and have a leaner, less angular appearance. They are fully modern vessels, taking full advantage of advanced ion engines and hyperdrives to create a fast and maneuverable capital ship while mounted heavy shield generators and thick structural reinforcements. The assault cruisers also carry two fighter bays amidships, with dual launch and recovery pads (one on either side of the hull), capable of supporting four squadrons of fighters.

Craft: Bothan Assault Cruiser; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 97,000,000); **Size:** Gargantuan (850 m long); **Initiative:** +0 (-4 size, +4 crew); **Crew:** 1,240 (Skilled +4); **Passengers:** 250 (troops and pilots); **Cargo Capacity:** 5,000 metric tons; **Consumables:** 2 years; **Hyperdrive:** ×1 (backup

×8); **Maximum Speed:** Cruising; **Maneuver:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 450; **Hull Points:** 690; **DR:** 25.

Weapon: Turbolasers (20); **Fire Arc:** 8 front, 4 left, 4 right, 4 rear; **Attack Bonus:** +6 (-4 size, +4 crew, +6 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy double turbolaser cannons (24); **Fire arc:** 1 battery front, 2 batteries right, 2 batteries left, 1 battery rear; **Attack Bonus:** +9 (-4 size, +4 crew, +6 fire control, +3 battery fire); **Damage:** 4d10×5; **Range modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Ion cannons (10); **Fire Arc:** 4 front, 3 left, 3 right; **Attack Bonus:** +4 (-4 size, +4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L n/a.

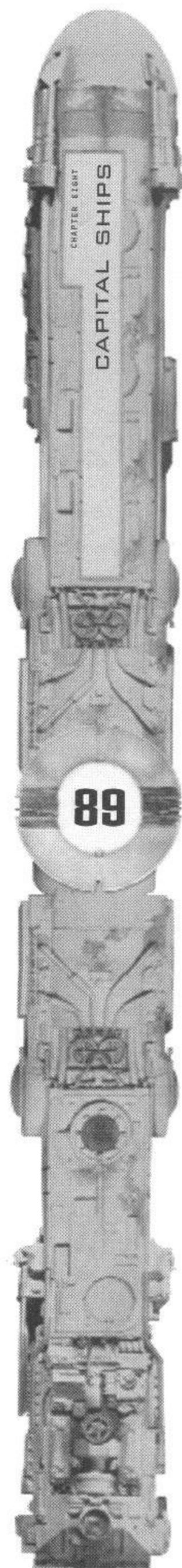
Weapon: Proton torpedo launchers (20 launchers, 16 torpedoes each); **Fire Arc:** 10 front, 5 left, 5 right; **Attack Bonus:** +4 (-4 size, +4 crew, +4 fire control); **Damage:** 9d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

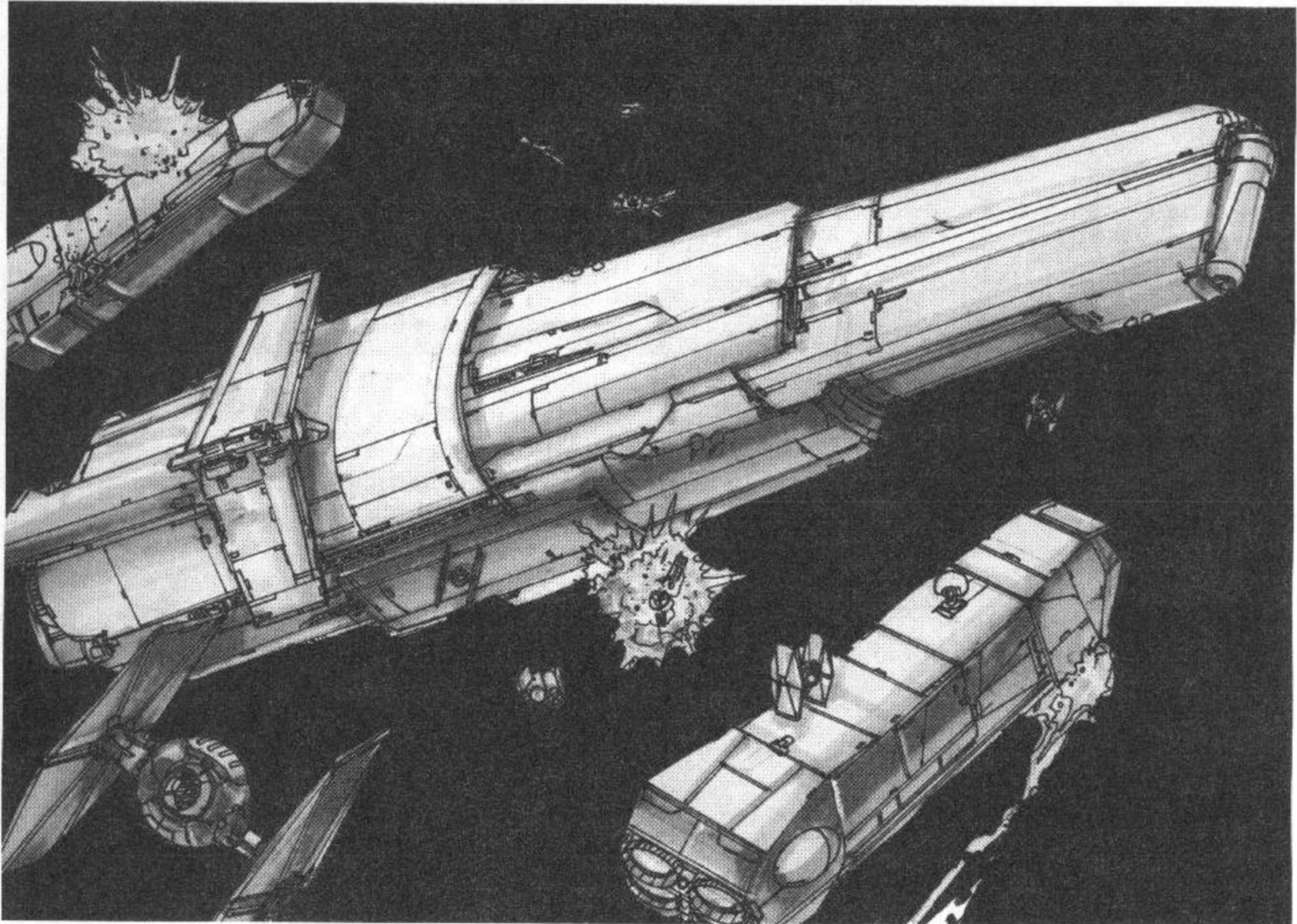
Weapon: Tractor beam projectors (4); **Fire Arc:** 1 front, 1 left, 1 right, 1 rear; **Attack Bonus:** +0 (-4 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Carrack Light Cruiser

Carrack light cruisers were designed in the last years of the Old Republic as cheap replacements for more expensive capital ships. They were later put into Imperial use as support and escort ships. The carrack's design featured extensive internal bracing and numerous bulkheads, making them resilient ships. Numerous documented cases reported crews found alive in the remains of a destroyed carrack days after a battle. Because these extensive bulkheads took up a great deal of space, most carracks did not have internal hangar space. Instead, most were adapted to carry up to four Diminutive ships on external racks.

The weapons mix of a carrack includes enough turbolasers to take on larger ships, as well as point-defense guns to protect it from starfighter attacks. Although no match for a Star Destroyer or an MC80, a carrack is more than enough to protect convoys from





pirates or Rebel commerce raiders. Carracks were also frequently used by the Empire as patrols for less dangerous sectors of space, personal transports for planetary governors and moffs, and antifighter escorts for larger capital ships. Carracks are outdated by the time of The New Jedi Order era, but some still see use in the Imperial Remnant and poor planetary fleets.

Windsinger was one of the most famous Carracks during the Rise of the Empire era. Although its captain and mission changed on a regular basis, *Windsinger* always managed to have the highest possible crew rating (Expert +8). This resulted in a long and respectable career for the light cruiser in missions against planetary revolts, pirate fleets, and rogue military officers. *Windsinger* disappeared shortly before the Clone Wars, but several rumors and myths claim the ship continued to show up for several decades, saving passengers from wrecked starships and attacking pirates (and Imperial ships) without warning. These myths have never been confirmed.

Craft: Damorian Manufacturing's *Carrack*-class Light Cruiser; **Class:** Capital; **Cost:** Not available for sale (likely valued at 19,148,000); **Size:** Huge (350 meters long); **Initiative:** +0 (-2 size, +2 crew); **Crew:** 1,092 (Normal +2); **Passengers:** 142 (troops); **Cargo Capacity:** 3,500

metric tons; **Consumables:** 1 year; **Hyperdrive:** ×1 (backup ×12); **Maximum Speed:** Cruising; **Maneuver:** +0 (-2 size, +2 crew); **Defense:** 18 (-2 size, +10 armor); **Shield Points:** 260; **Hull Points:** 500; **DR:** 20.

Weapon: Turbolasers (12); **Fire Arc:** 1 battery front, 1 battery right, 1 battery left, 1 battery rear; **Attack Bonus:** +4 (-2 size, +2 crew, +2 fire control, +2 battery fire); **Damage:** 7d10×5; **Range Modifiers:** PB -4, S -2, M +0, L +0.

Weapon: Point laser cannons (20, point defense); **Fire Arc:** 1 battery front, 1 battery right, 1 battery left, 1 battery rear; **Attack Bonus:** +12 (+0 size, +2 crew, +6 fire control, +4 battery fire); **Damage:** 2d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Tractor beams (5); **Fire Arc:** 1 front, 2 right, 2 left; **Attack Bonus:** +4 (-2 size, +2 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -4, S -2, M/L n/a.

Corellian Gunship

Most Corellian designs are modular in nature and easily reconfigured for combat, commerce, or leisure. The Corellian gunship is an exception to that rule. Similar in size and cost to the Corellian corvette, the gunship is a dedicated combat vessel designed for patrol, escort, and screening actions against fighters

and armed transports. The gunship is also capable of taking part in actions against heavier ships, although it is less effective in that role.

Unlike most capital size ships, the Corellian gunship has a separate gunner for each weapon system. When experienced gunners work together, they provide a deadly barrage of directed laser-fire against incoming fighters. The point-defense quad laser cannons are particularly adept at destroying starfighters at close range.

Craft: Corellian Engineering Corporation Gunship;
Class: Capital; **Cost:** 4,800,000; **Size:** Large (120 meters long); **Initiative:** +1 (-1 size, +2 crew); **Crew:** 91 (Normal +2); **Passengers:** None; **Cargo Capacity:** 300 metric tons; **Consumables:** 8 months; **Hyperdrive:** ×2 (backup ×16); **Maximum Speed:** Attack; **Maneuver:** +1 (-1 size, +2 crew); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 230; **Hull Points:** 460; **DR:** 20.

Weapon: Heavy double turbolaser cannons (8); **Fire Arc:** 2 front, 3 left, 3 right; **Attack Bonus:** +7 (-1 size, +2 crew, +6 fire control); **Damage:** 4d10×5; **Range Modifiers:** PB -2, S +0, M +0, L -2.

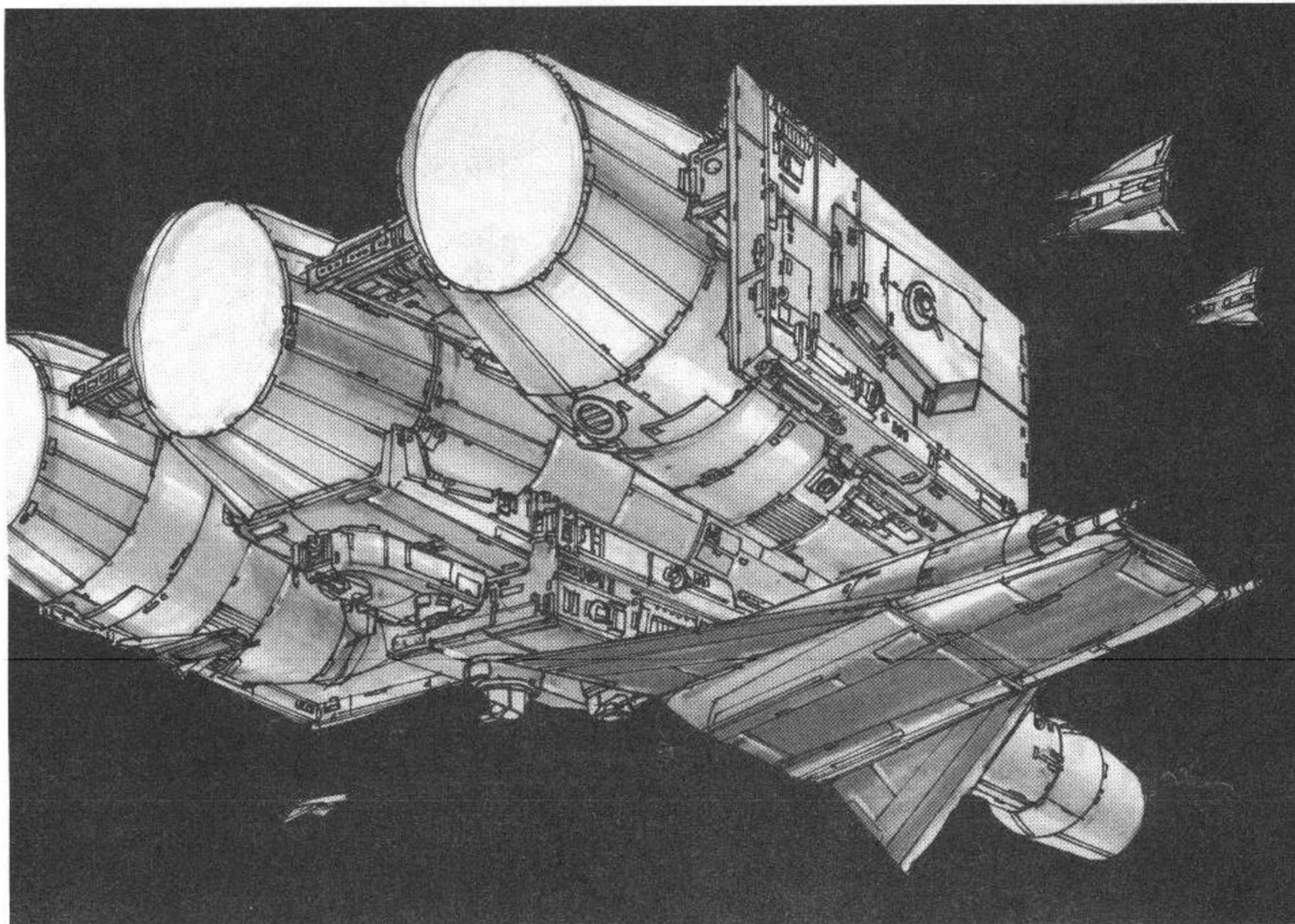
Weapon: Quad laser cannons (6 point defense); **Fire Arc:** 3 left, 3 right; **Attack Bonus:** +7 (-1 size, +2 crew, +6 fire control); **Damage:** 5d10 ×2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Assault concussion missile tubes (4, 30 missiles each); **Fire Arc:** 1 battery front, 1 battery rear; **Attack Bonus:** +8 (-1 size, +2 crew, +6 fire control, +1 battery fire); **Damage:** 9d10×5; **Range Modifiers:** PB -2, S +0, M +0, L -2.

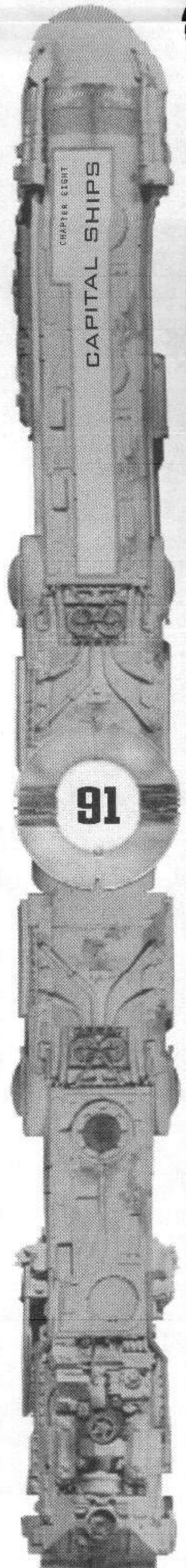
Corellian Space Cruiser

When the Old Republic began to fall on hard economic times, it was forced to cut back on some of the extravagances that had marked the height of the Republic's power. Instead of using ships built more for beauty than function, the Republic found itself needing a few compact, versatile vessels that were not only cost-effective to build and maintain, but could also be adapted to many different functions. To meet this need, the Corellian Engineering Corporation designed the Space Cruiser, which quickly became a common sight across the galaxy.

The Corellian Space Cruiser was designed to be durable and sturdy, a safe transport for diplomats and couriers. It was usually more heavily armored than most ships its size, but retained a high degree of speed and mobility. Space Cruisers sold to civilians were generally used as transports for the wealthy and personal pleasure craft, rather than cargo ships. They carried two escape pods for safety, and had numerous staterooms to make space travel more comfortable. Those pressed



CORELLIAN GUNSHIP



into Republic service were always painted bright red to indicate their diplomatic service. All Space Cruisers were built without armament of any kind.

The most versatile feature of the Space Cruiser is the salon pod, located in the lower portion of the front of the ship. The pod can easily be replaced at a shipyard. In the days of the Republic, pods served as living quarters for different species, secure counsel chambers, cargo space, or even one-fighter docking bays. The salon pod was also useable as a large life pod, taking the entire crew to safety. Since Corellian Engineering discontinued construction of these ships during the rise of the Empire, most Space Cruisers found during the Rebellion era or later have converted the salon pod into permanent cargo or weapons space.

Dead Reckoning is a modified Space Cruiser owned by Rif Taranu, a Human smuggler with Alliance sympathies during the Rebellion era. Taranu stripped out most of the luxury accommodations for additional cargo space, installed double turbolaser turrets above and below, and converted the salon pod to more cargo space and a set of concussion missile launchers. Taranu made several runs for the Alliance, smuggling weapons and agents across the fringe worlds. After the Empire fell, he turned back to pure smuggling for profit. Use the 4th-level generic spacer for Taranu's statistics.

Craft: Corellian Engineering Corporation Space Cruiser; **Class:** Capital; **Cost:** 1,250,000; **Size:** Large (115 m long); **Initiative:** +3 (-1 size, +4 crew); **Crew:** 8 (Skilled +4); **Passengers:** 16; **Cargo Capacity:** 1,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×2; **Maximum Speed:** Attack; **Maneuver:** +3 (-1 size, +4 crew); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 200; **Hull Points:** 480; **DR:** 20.

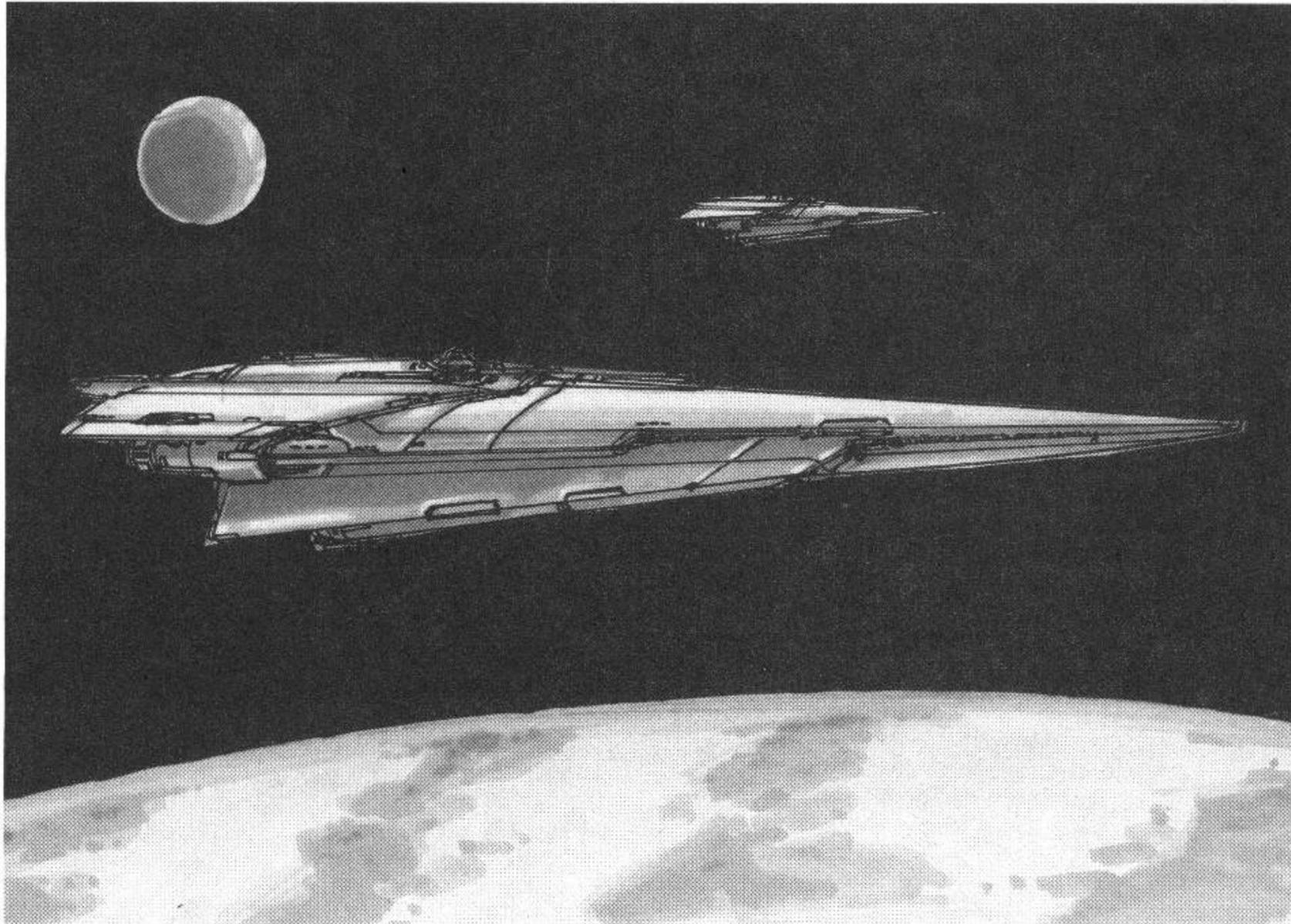
Craft: *Dead Reckoning* (Modified Corellian Engineering Corporation Space Cruiser); **Class:** Capital; **Cost:** Not for sale (likely to be valued at 1,673,000); **Size:** Large (115 m long); **Initiative:** +3 (-1 size, +4 crew); **Crew:** 6 (Skilled +4); **Passengers:** 8; **Cargo Capacity:** 1,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×2 (backup ×12); **Maximum Speed:** Attack; **Maneuver:** +3 (-1 size, +4 crew); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 250; **Hull Points:** 480; **DR:** 20.

Weapon: Double turbolaser cannons (2); **Fire Arc:** Partial turret (front, right, left); **Attack Bonus:** +7 (-1 size, +4 crew, +4 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB -2, S+0, M +0, L -2.

Weapon: Small concussion missile launchers (2, 8 missiles each); **Fire Arc:** Front; **Attack Bonus:** +7 (-1 size, +4 crew, +4 fire control); **Damage:** 8d10×2; **Range Modifiers:** PB -2; S/M/L n/a.



CORELLIAN SPACE CRUISER



Defender Star Destroyer

Defender-class Star Destroyers are the New Republic's most powerful warships, designed to be the ultimate Star Destroyers. They're a good deal smaller than classic Imperial Star Destroyers, but pack as much firepower as an Imperial II. Defender Star Destroyers are also far more nimble than most big capital ships, using a system of lateral vents to increase the ship's maneuverability. Although their structural design is significantly different from an Imperial Star Destroyer, they're sometimes mistaken for Imperial ships when seen from a distance, mostly because of their strong angular lines.

In theory, a Defender can destroy any one big capital ship, two to four mid-sized capital ships, or a whole fleet of small capital ships. Defenders are designed to operate without escort ships, although each one can hold a mix of sixty starfighters and shuttles for scouting and close support work. In practice, the few Defender Star Destroyers the New Republic has are considered too precious to risk in pitched battles. They're often kept near the Core Worlds to act as patrol ships and in defense fleets.

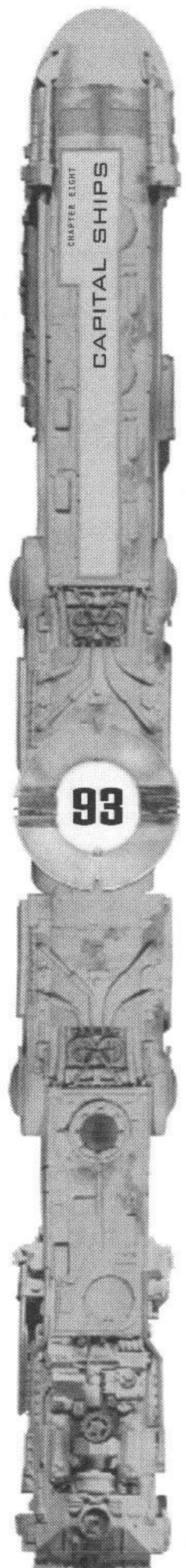
The first Defender completed was *Obi-Wan*, a ship named after one of the Rebellion's heroes. The commander of *Obi-Wan* is Captain Whyrmyk, a female Wookiee. For Whyrmyk's statistics, use the 8th-level generic mercenary from the *Star Wars Roleplaying*

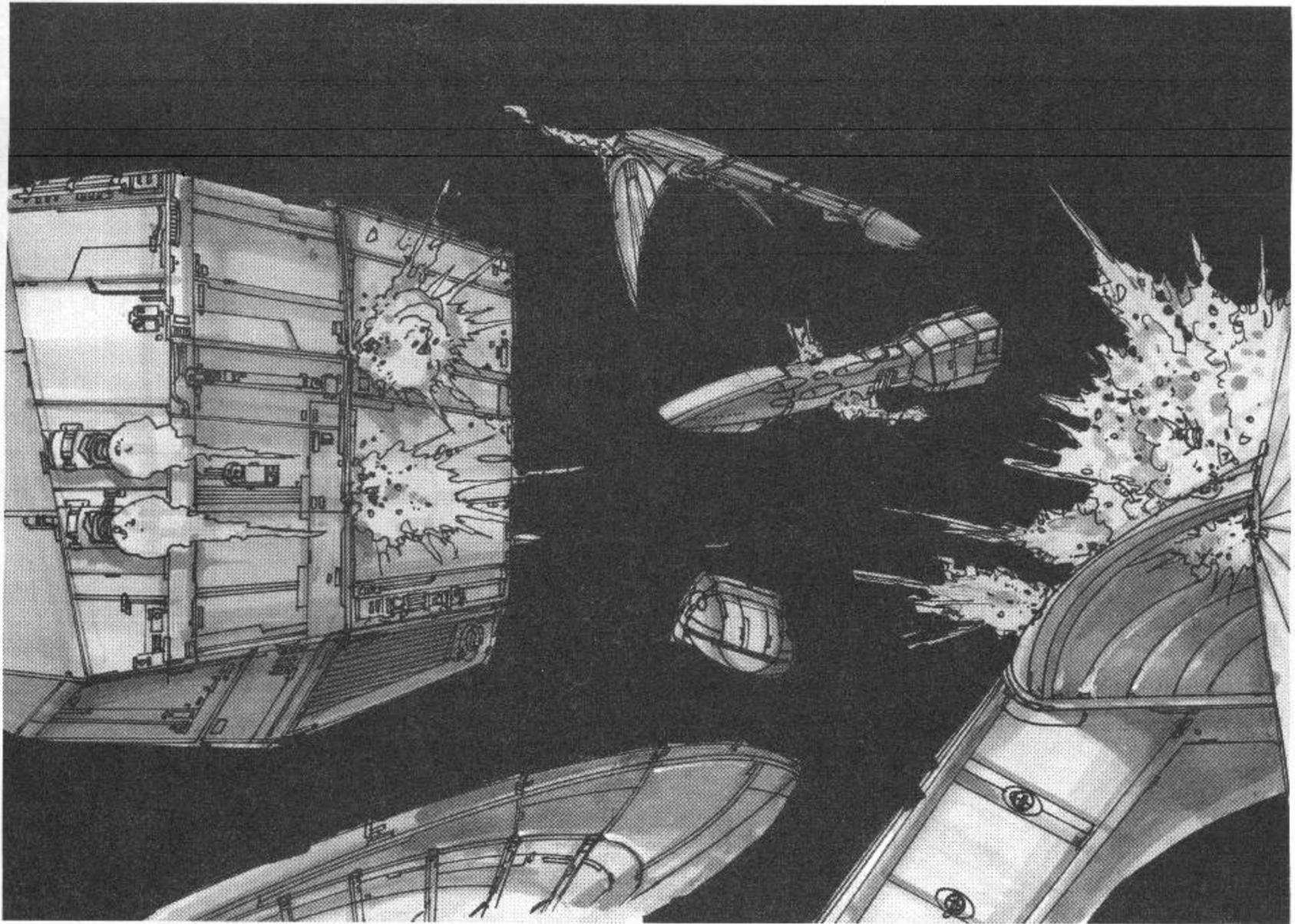
Game. Replace the Blind-Fight feat with Starship Operations (capital ships), increase her Str to 17, and change her Int to 12. Remove the Demolitions skill. Add Diplomacy +5, Knowledge (Scholar [military tactics]) +10, and Spot +1.

Craft: Republic Engineering Corporation *Defender*-class Star Destroyer; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 168,528,000); **Size:** Colossal (1,040 m long); **Initiative:** -2 (-8 size, +6 crew); **Crew:** 7,039 (Highly Skilled +6); **Passengers:** 1,600 (troops); **Cargo Capacity:** 15,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×1 (backup ×10); **Maximum Speed:** Cruising; **Maneuver:** +2 (-8 size, +6 crew, +4 maneuvering system); **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 500; **Hull Points:** 700; **DR:** 30.

Weapon: Heavy turbolasers (40); **Fire Arc:** 2 batteries front, 2 batteries right, 2 batteries left, 2 batteries rear; **Attack Bonus:** +6 (-8 size, +6 crew, +4 fire control, +4 battery fire); **Damage:** 10d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Turbolasers (40); **Fire Arc:** 2 batteries front, 2 batteries right, 2 batteries left, 2 batteries rear; **Attack Bonus:** +6 (-8 size, +6 crew, +4 fire control, +4 battery fire); **Damage:** 7d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.





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Weapon: Ion cannons (20); **Fire Arc:** 1 battery front, 1 battery left, 1 battery right, 1 battery rear; **Attack Bonus:** +8 (-8 size, +6 crew, +6 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L n/a.

Weapon: Tractor beam projectors (8); **Fire Arc:** 3 front, 2 right, 2 left, 1 rear; **Attack Bonus:** +4 (-8 size, +6 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Weapon: Assault concussion missile tubes (8, 30 missiles each); **Fire Arc:** 2 batteries in turrets; **Attack Bonus:** +7 (-8 size, +6 crew, +6 fire control, +3 battery fire); **Damage:** 9d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Dreadnaught

The *Dreadnaught*-class heavy cruiser was one of the largest starships of the latter years of the Old Republic. The ships were slow and bulky, weakly shielded, and lightly armed when compared to later designs, such as the Star Destroyers that replaced them. They had huge crews that, when coupled with their slow hyperdrives, necessitated vast storage spaces for supplies during long missions. Despite all these limitations, Dreadnaughts were more than capable of defeating most pirate and

outlaw ships. For decades, they served as the backbone of Old Republic fleets.

Many Dreadnaughts were modified or retrofitted for specific missions by the Old Republic. One group of Dreadnaughts, the *Katana* Fleet, was lost when it jumped into hyperspace with all its ships connected by slave circuits. A particularly famous Dreadnaught, *Leviathan*, served as an Old Republic antipirate ship. Its light turbo quadlasers were reconfigured as point defense weapons, and its expanded hangar space could deploy sixty fighters. The Senate sent *Leviathan* to patrol merchant routes, investigate commerce irregularities, and enforce Old Republic trade law. Toward the end of the Old Republic, the Senate lacked consensus on where *Leviathan* should be sent, and it often had no official mission other than patrolling for pirates. Its commander, Captain Trence Vosh, was an Alderaanian Human male. For Captain Vosh's statistics, use the 8th-level generic military officer from Chapter 14 of the *Star Wars Roleplaying Game*.

As Victory and Victory II Star Destroyers replaced Dreadnaughts, the design seemed fated to obscurity. Some were scrapped, while others were sold to planetary and business fleets for local patrol work. When the Empire came into power and began constructing powerful Imperial Star Destroyers, Dreadnaughts were all

but forgotten. Those remaining in service acted as TIE carriers and were used to maintain Imperial presence in pacified star systems. However, as the conflict between the Empire and the Rebel Alliance intensified, every remaining capital ship became important, no matter how old. Even in the years after the Battle of Endor, a sizable number of Dreadnaughts could mean victory for either the Alliance or the Imperial Remnant.

By the time of The New Jedi Order era, Dreadnaughts are fairly rare. Those that do exist are almost universally older than their crews, and most will have at least one flaw. (See Chapter 11 of the *Star Wars Roleplaying Game* for more information on starship flaws.)

Craft: Rendili StarDrive's Dreadnaught Heavy Cruiser; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 35,555,000); **Size:** Gargantuan (600 m long); **Initiative:** +0 (-4 size, +4 crew); **Crew:** 16,210 (Skilled +4); **Passengers:** 3,000 (troops); **Cargo Capacity:** 9,000 metric tons; **Consumables:** 2 years; **Hyperdrive:** ×2 (backup ×18); **Maximum Speed:** Cruising; **Maneuver:** -2 (-4 size, +4 crew, -2 engine quality); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 230; **Hull Points:** 560; **DR:** 25.

Weapon: Turbolasers (10); **Fire Arc:** 1 battery front, 1 battery rear; **Attack Bonus:** +6 (-4 size, +4 crew, +2 fire control, +4 battery fire); **Damage:** 7d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Light turbo quadlasers; **Fire Arc:** 6 front, 7 right, 7 left; **Attack Bonus:** +4 (-4 size, +4 crew, +4 fire control); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Turbolaser Cannons (10); **Fire Arc:** 5 right, 5 left; **Attack Bonus:** +6 (-4 size, +4 crew, +6 fire control); **Damage:** 2d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Hapan Battle Dragon

The Hapan Battle Dragon is the capital ship that forms the backbone of the Hapan Consortium's military. These ships are relatively small for capital ships. They're built on hulls with a double-saucer shape very different from the streamlined forms common in most other capital ship designs. They mount forty turbolasers and forty ion cannons in rotary rings, giving them a 360-degree arc of fire. However, the turbolasers are outdated and slow, able to fire only once every three rounds. Battle Dragons are also armed with pulse mass generator tubes.

The slow firing rate of a Battle Dragon's main weapons, coupled with the relatively low accuracy of those weapons, encourage Hapan tacticians to concentrate their entire fleet's firepower on just a few ships at a time (generally no more than four). Although such tactics require a large number of ships to be effective, all evidence suggests the Hapan have plenty of Battle Dragons to spare.

Craft: Olanjii/Charubah Battle Dragon; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 68,470,000); **Size:** Gargantuan (500 m diameter); **Initiative:** +0 (-4 size, +4 crew); **Crew:** 12,190 (Skilled +4); **Passengers:** 500 (troops); **Cargo Capacity:** 6,000 metric tons; **Consumables:** 1 year; **Hyperdrive:** ×2 (backup ×14); **Maximum Speed:** Attack; **Maneuver:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 300; **Hull Points:** 760; **DR:** 25.

Weapon: Hapan turbolaser* (40); **Fire Arc:** 8 batteries (turret); **Attack Bonus:** +6 (-4 size, +4 crew, +2 fire control, +4 battery fire); **Damage:** 7d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy ion cannons (40); **Fire Arc:** 8 batteries (turret); **Attack Bonus:** +8 (-4 size, +4 crew, +4 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy ion cannons (2 sets of 3 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +2 (-4 size, +4 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Mass pulse generator tubes (4, 4 mines each); **Fire Arc:** Special; **Attack Bonus:** n/a; **Damage:** Special; **Range Modifiers:** n/a.

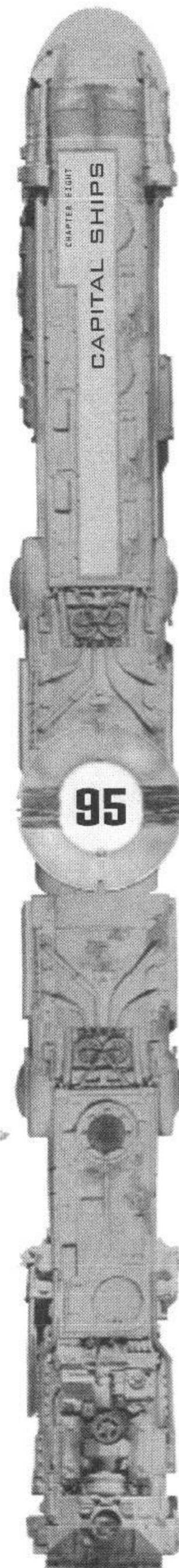
**Hapan turbolasers can only fire once every 3 rounds.*

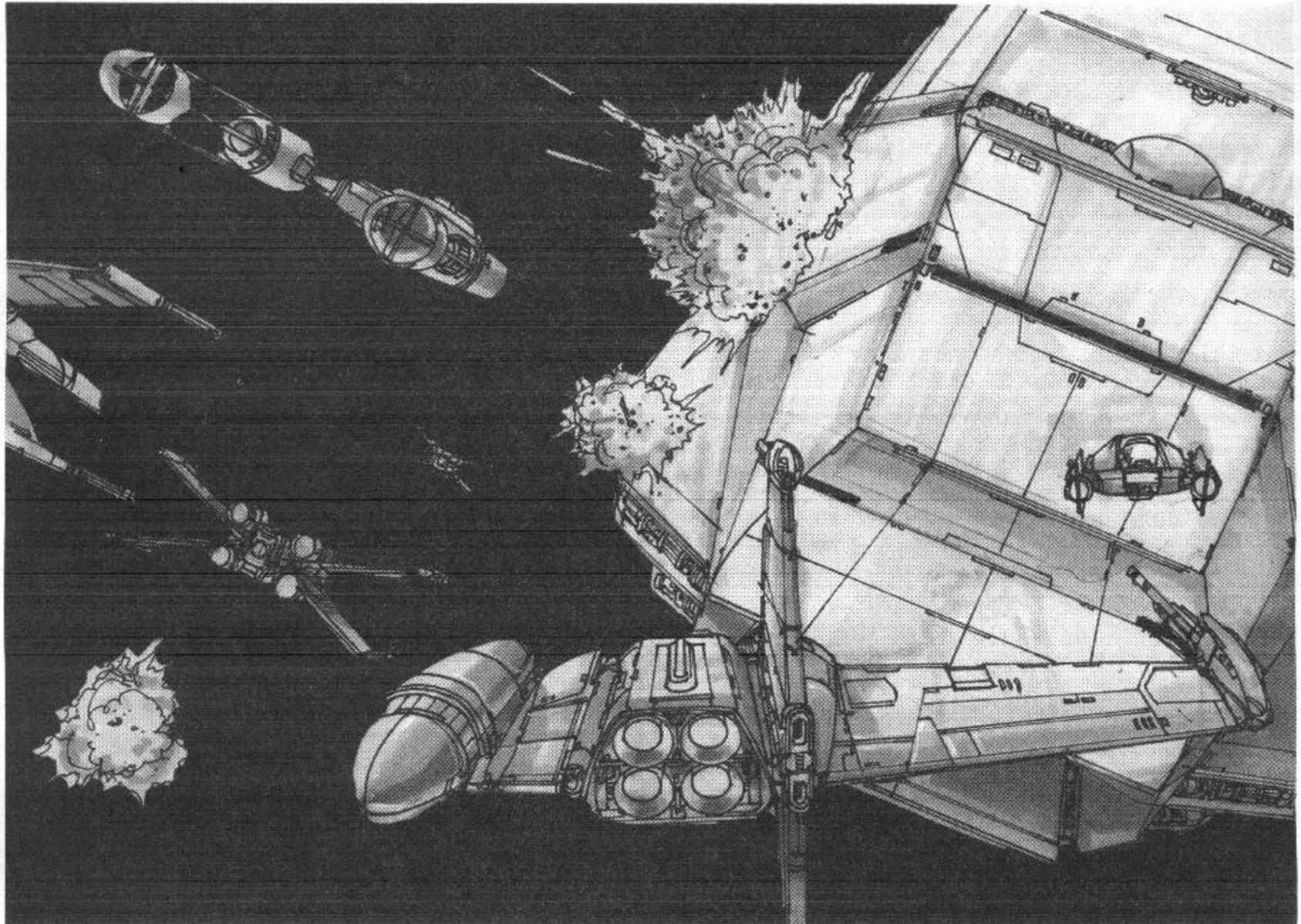
Hapan Nova Battle Cruiser

Because of the limitations of the Hapan Battle Dragon, the Hapes Consortium decided to design another ship capable of acting as a large-scale support ship. The result was the Nova Battle Cruiser. These starships were built at an unknown shipyard within the Hapes cluster.

Novas have a more traditional design than the Battle Dragon, and include numerous innovations that are believed to be stolen from SoroSuub, Kuat Drive Yards, and Mon Calamari stardocks. Novas are relatively short-range ships, designed to repel major invasions rather than undertaking long-range patrols. The craft's main defense depends on twenty-five Hapan turbolasers, but it also carries ten front-mounted point-defense laser cannons for use against starfighters attacking the Battle Cruiser or Battle Dragon it is protecting. The Nova carries up to twelve Miy'til starfighters and ten Hapan assault bombers. Novas are also equipped with backup shield generators, allowing them to recover quickly from short conflicts.

Craft: Hapan Nova-class Battle Cruiser; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 19,721,000); **Size:** Huge (400 m long); **Initiative:** +2 (-2 size, +4 crew); **Crew:** 1,790 (Skilled +4); **Passengers:** 600 (troops and support personnel); **Cargo Capacity:** 600 metric tons; **Consumables:** 1 month; **Hyperdrive:** ×1.5 (backup ×12); **Maximum Speed:** Attack; **Maneuver:** +2 (-2 size, +4 crew); **Defense:** 18 (-2 size, +10 armor); **Shield Points:** 200*; **Hull Points:** 500; **DR:** 30.





CHAPTER EIGHT
CAPITAL SHIPS

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Weapon: Hapan turbolasers** (25); **Fire Arc:** 1 battery front, 1 battery right, 1 battery left, 1 battery rear, 1 battery turret; **Attack Bonus:** +8 (-2 size, +4 crew, +2 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -4, S -2, M +0, L +0.

Weapon: Heavy laser cannons (10 point-defense); **Fire Arc:** Front; **Attack Bonus:** +6 (-2 size, +4 crew, +4 fire control); **Damage:** 5d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Ion cannons; **Fire Arc:** Front; **Attack Bonus:** +8 (-2 size, +4 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB -4, S -2, M +0, L n/a.

*Backup shield generators restore shield points at double the normal rate per minute.

**Hapan turbolasers can only fire once every 3 rounds.

Imperial Escort Carrier

Because warships have limited space, and most Imperial fighters lack hyperdrives, it was necessary to build ships to carry additional fighters for large fleet actions. The KDY Imperial Escort Carrier was designed to carry shuttles through hyperspace, augment the starfighter strength of a fleet, and support Imperial garrisons. Because escort carriers were not given the armor or weapons needed to survive ship-to-ship combat themselves, they typically stay clear of space battles.

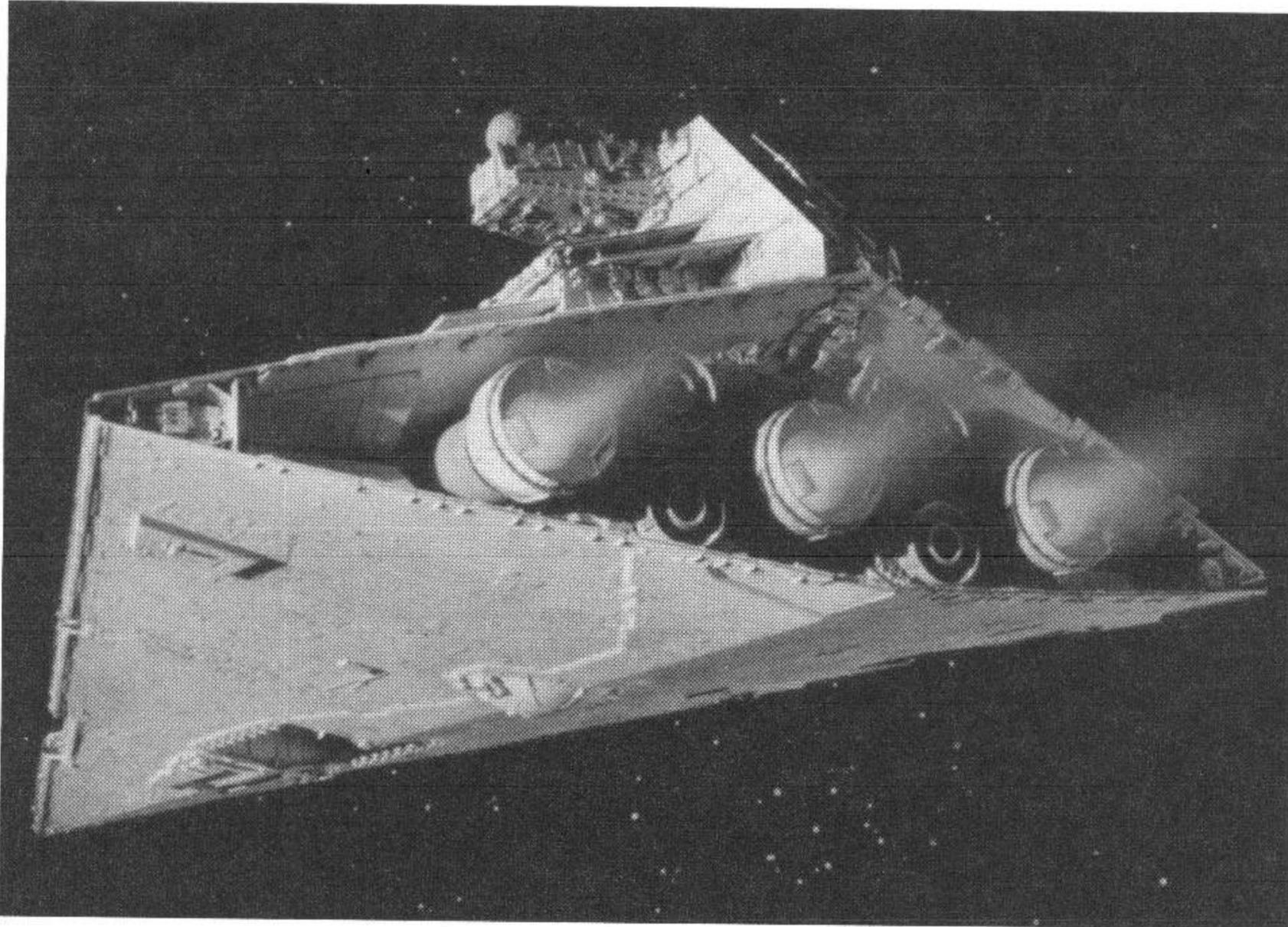
An escort carrier can carry a wide variety of fighters

and shuttles. For support missions, the escort usually carries sixty TIE fighters, including at least twelve TIE interceptors. If more shuttles are carried, as few as twelve TIE fighters might be aboard.

After the fall of the Empire, KDY discontinued construction of escort carriers. By then, Republic forces had begun using hyperdrive-equipped fighters and had no need for escort carriers. By the time of The New Jedi Order, there are few escort carriers in operation, and most of those have been converted to act as armed freighters.

One of the few exceptions was an escort carrier that fell into the hands of a Rodian pirate named Coorsha, who immediately renamed it *Coorsha's Cross*. With a ragtag squadron of Howlrunners, Z-95's, and Cloak-Shape fighters, Coorsha raided areas of space near the Kathol sector. During the early stages of the Yuuzhon Vong invasion, Coorsha may have acted as a Yuuzhon Vong agent or allied himself with the New Republic. For Coorsha's stats, use the 8th-level generic bounty hunter from Chapter 14 of the *Star Wars Roleplaying Game*.

Craft: Kuat Drive Yards Imperial Escort Carrier; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 9,775,000); **Size:** Huge (500 m long); **Initiative:** +2 (-2 size, +4 crew); **Crew:** 3,505 (Skilled +4); **Passengers:**



800 (pilots and troops); Cargo Capacity: 1,500 metric tons; Consumables: 9 months; Hyperdrive: ×1 (backup ×12); Maximum Speed: Attack; Maneuver: +2 (-2 size, +4 crew); Defense: 18 (-2 size, +10 armor); Shield Points: 200; Hull Points: 480; DR: 20.

Weapon: Twin laser cannons (10, point defense); Fire Arc: 2 front, 3 right, 3 left, 2 rear; Attack Bonus: +8 (-2 size, +4 crew, +6 fire control); Damage: 2d10×2; Range Modifiers: PB +0, S/M/L n/a.

Imperial II Star Destroyer

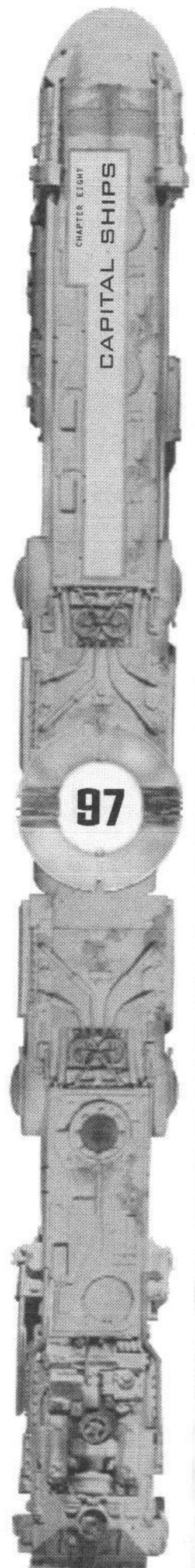
Imperial II-class Star Destroyers are upgraded versions of the standard *Imperial*-class ships, featuring increased hull strength and a much heavier weapons load. Unfortunately, the power requirements for the massive number of weapons crammed into an *Imperial II* result in weaker shields.

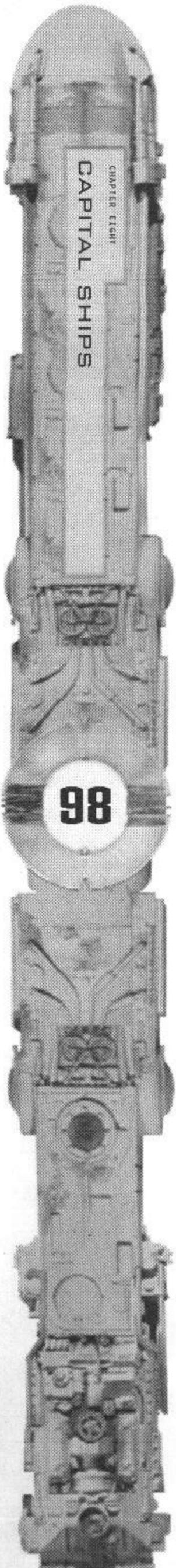
The Empire saw this as an acceptable tradeoff, assuming that the *Imperial II*-class ships would be able to destroy any threat they encountered one-on-one before suffering any serious damage. The accuracy of this theory was never truly tested, since *Imperial II* ships saw little action until the breakup of the Empire following the Battle of Endor, and they were generally outnumbered in those later conflicts. By the time of The New Jedi Order era, few *Imperial II* ships are still

active, and those that are often face overwhelming odds no ship could survive. Still, if a fleet with enough *Imperial II* ships could be put together, it would represent a force to be reckoned with throughout the galaxy.

The *Imperial II* is one of the most powerful capital ships ever built. A single *Imperial II*-class ship in a system is generally enough to pacify its entire population. Like the original *Imperial*-class ships, *Imperial II*s can carry a host of smaller ships and vehicles if patrols of ground troops are necessary. A typical ground force includes thirty-six TIEs of various types, twenty AT-ATs, and thirty AT-STs.

The first *Imperial II* Star Destroyer constructed was *Empire*, commanded by Admiral Feyet Kiez. *Empire* was almost as feared a starship as *Executor*, and actually saw a fair amount of service during the middle and later years of the Rebellion era. The ship's primary objectives included capturing Alliance convoys and medical ships. As a prototype, *Empire* managed to mount far more power and shield generators than later *Imperial II*s. (It could muster 500 shield points instead of the standard 250.) Its crew was handpicked to be among the finest the Empire had to offer, giving them a crew quality of +8. For Admiral Kiez's statistics, use the generic 12th-level naval officer.





Craft: Kuat Drive Yards Imperial II Star Destroyer; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 145,670,000); **Size:** Colossal (1,600 m long); **Initiative:** -4 (-8 size, +4 crew); **Crew:** 37,105 (Skilled +4); **Passengers:** 9,700 (troops); **Cargo Capacity:** 36,000 metric tons; **Consumables:** 6 years; **Hyperdrive:** ×1 (backup ×8); **Maximum Speed:** Cruising; **Maneuver:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 250; **Hull Points:** 730; **DR:** 30.

Weapon: Heavy turbolasers (50); **Fire Arc:** 4 batteries front, 3 batteries right, 3 batteries left; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 10d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Turbolasers (50); **Fire Arc:** 4 batteries front, 2 batteries right, 2 batteries left, 2 batteries rear; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 7d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy ion cannons (20); **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 bonus fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Tractor beam projectors (10); **Fire Arc:** 6 front, 2 right, 2 left; **Attack Bonus:** +4 (-8 size, +4

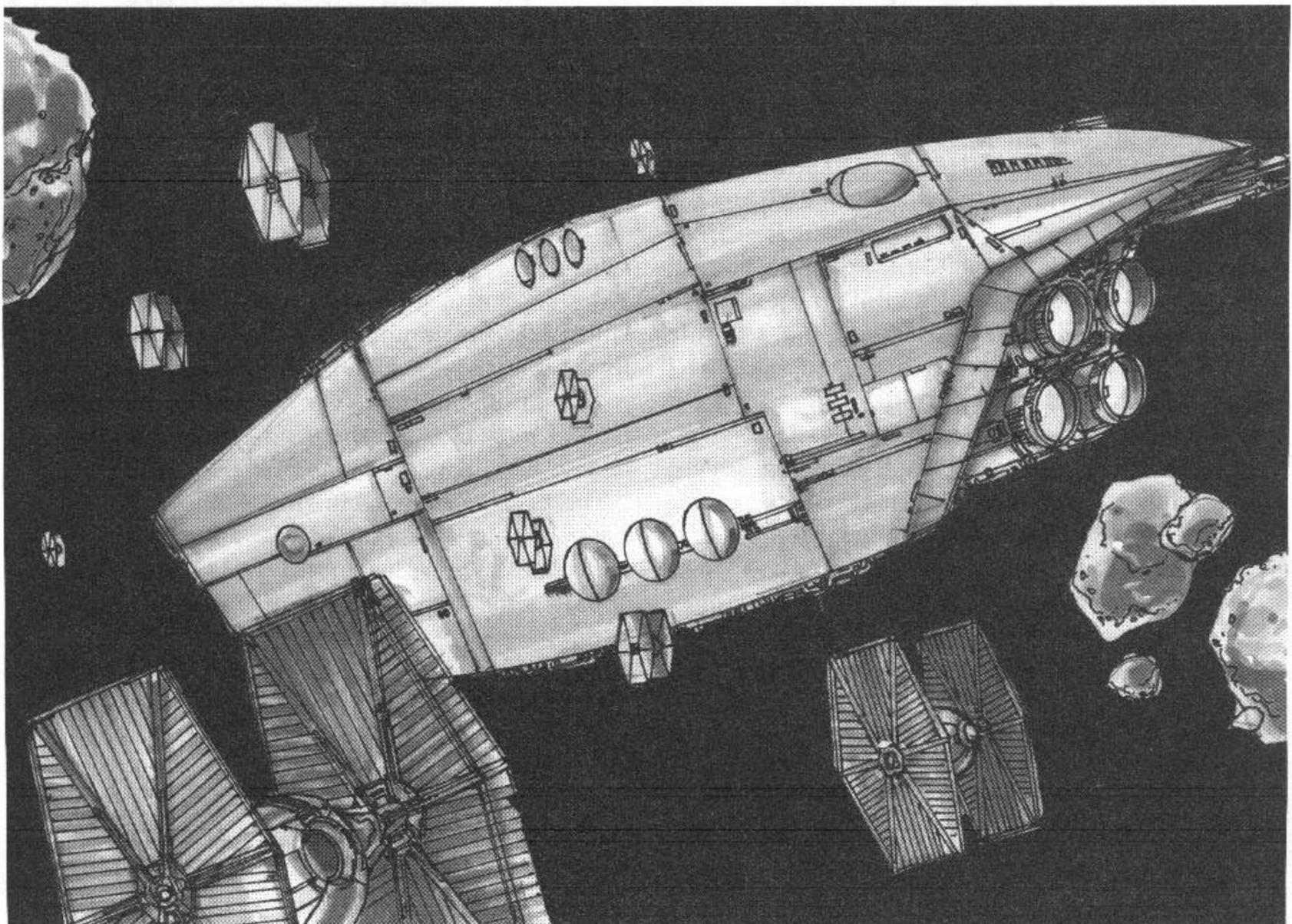
crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Imperial Star Galleon

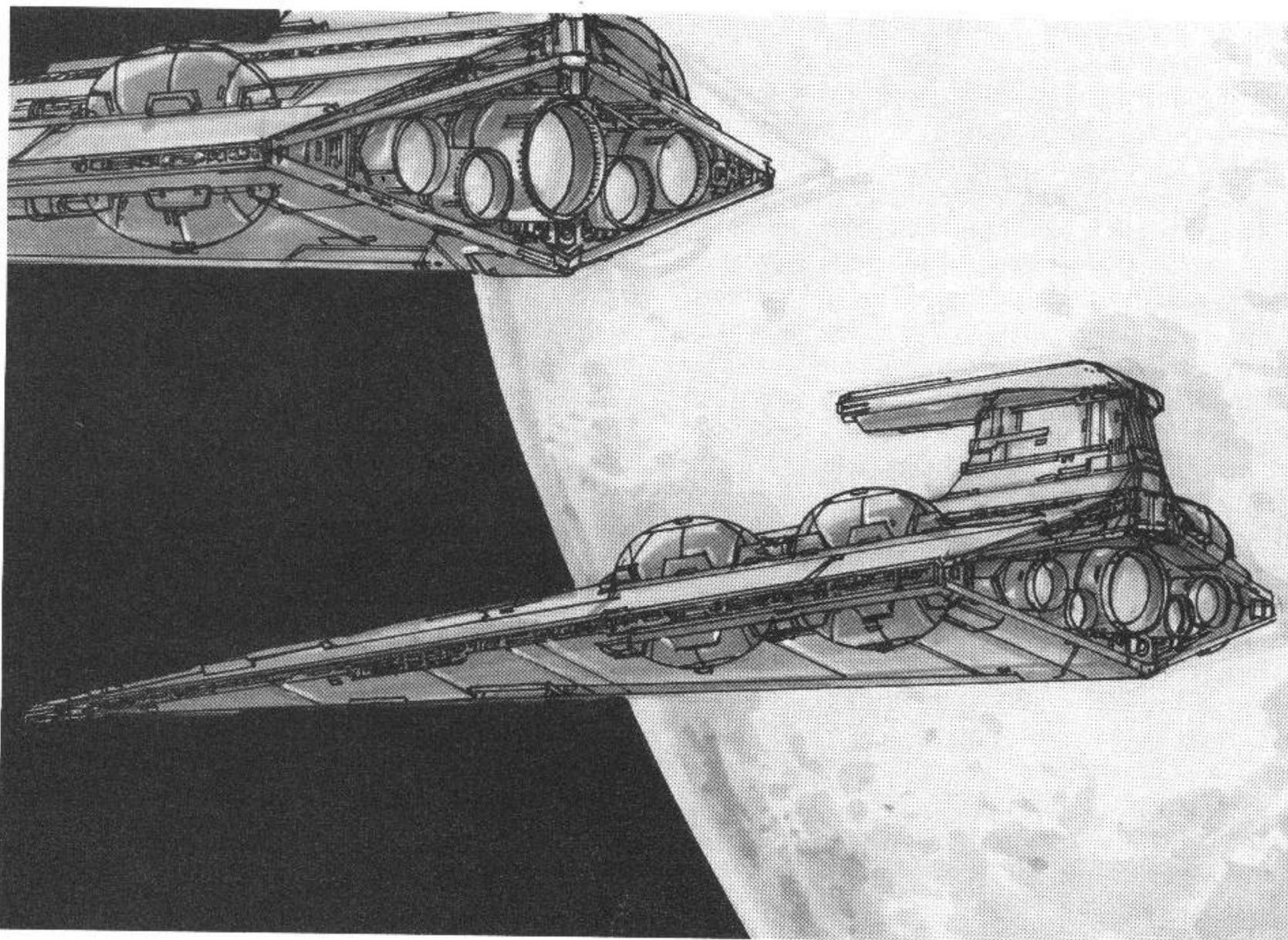
As the Rebellion expanded, rebels repeatedly hijacked and destroyed Imperial freighters, forcing the Empire to endure almost continual supply problems. Cargo convoys required the use of numerous freighters, along with several escort ships to protect them. Not only were freighters becoming rarer, but it was difficult for the Empire to assign enough escort ships without leaving critical shipyards and core planets unprotected. In an effort to alleviate these problems, the Empire began construction of the unusual Star Galleon capital ships.

Star Galleons are heavily armored bulk transports, similar to ships used by large merchant guilds in the days toward the end of the Old Republic. They have the vast cargo capacity needed to supply a navy spread across an entire galaxy while mounting enough armor and weapons to protect themselves, eliminating the need for escort ships. This improvement has made the expensive ships practical by reducing the total number of ships a convoy requires.

Additionally, Star Galleons are difficult to seize with boarding actions. Each ship carries as many as three hundred troops and has numerous fortified



IMPERIAL STAR GALLEON



positions within the ship's hallways. The cargo section of a Star Galleon is in the center of the ship. It can be jettisoned for later recovery if the ship falls into enemy hands or is about to be destroyed.

Although Star Galleons have many weaknesses, including poor maneuverability and their lack of rear-firing weapons, they proved a useful addition to the Imperial fleet. Many remain in use by different factions during The New Jedi Order era.

Craft: Kuat Drive Yards Imperial Star Galleon; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 17,503,500); **Size:** Huge (300 m long); **Initiative:** +0 (-2 size, +2 crew); **Crew:** 150 (Normal +2); **Passengers:** 300 (troops); **Cargo Capacity:** 100,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×2 (backup ×15); **Maximum Speed:** Cruising; **Maneuver:** -2 (-2 size, +2 crew, -2 engine quality); **Defense:** 18 (-2 size, +10 armor); **Shield Points:** 200; **Hull Points:** 560; **DR:** 20.

Weapon: Light turbolasers (10); **Fire Arc:** 1 battery left, 1 battery right; **Attack Bonus:** +10 (-2 size, +2 crew, +6 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -4, S -2, M +0, L +0.

Weapon: Concussion missile launcher (16 missiles); **Fire Arc:** Front; **Attack Bonus:** +8 (-2 size, +2 crew,

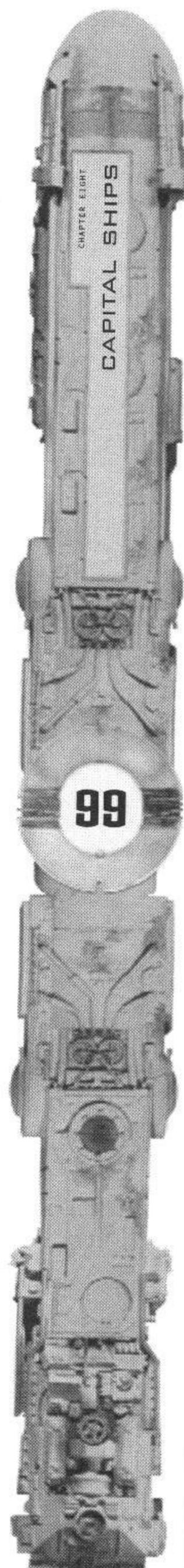
+8 fire control); **Damage:** 9d10×2; **Range Modifiers:** PB -4, S/M/L n/a.

Immobilizer 418

Interdictor-class cruisers were first built by the Empire to take advantage of the development of gravity well projector technology. The most successful *Interdictor* ship design was the Immobilizer 418, a capital class ship built on a *Vindicator*-class heavy cruiser hull. Built by Sienar Fleet Systems, these ships used many of the same designs and components as Star Destroyers.

The original, standard *Vindicators* were armed with a typical mix of tractor beams, ion cannons, and turbolasers, making them effective heavy cruisers. These ships were often used when full Star Destroyer squadrons were not available and lighter ships would not suffice. Most were specifically designed to function without support craft and carry up to a full wing of TIE fighters. Many of these heavy cruisers eventually found their way into planetary defense forces and a few large pirate fleets.

Interdictors look a great deal like smaller Star Destroyers. They are easily distinguished from *Vindicators* by the massive, spherical gravity well projectors they carry—these give all *Interdictor* designs a distinctive appearance. *Interdictor*-class cruisers rarely act



alone. They're often deployed as part of a fleet sent to cut off escape routes of enemy fleets or ambush shipping along known routes. Each Immobilizer 418 ship is generally given at least two escort ships to protect it, and often carries two squads of TIE interceptors.

In an effort to reduce the Interdictor's dependence on escort ships, a few Interdictor Star Destroyers have been built. These ships are identical to Imperial Star Destroyers, except that they replace over half their normal weaponry (thirty turbolasers, thirty ion cannons, and eight tractor beam projectors) with four gravity well projectors. In general, Interdictors have turned out to be so effective that they have remained in extensive use well into The New Jedi Order era, with some in the hands of the New Republic.

The first *Vindicator*-class heavy cruiser that wasn't converted to act as an Interdictor was *Savrip*, which patrolled Mid Rim worlds during the height of the Empire. *Savrip* was eventually captured by Alliance commandos and renamed *Molator*. The ship then served as an armed diplomatic vessel for the Rebel Alliance, flying from planet to planet in the Outer Rim while attempting to find support for the Rebel Alliance.

Craft: Sienar Fleet Systems Immobilizer 418 Cruiser; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 52,240,000); **Size:** Gargantuan (600 m long); **Initiative:** -2 (-4 size, +2 crew); **Crew:** 2,807 (Normal +2); **Passengers:** 80 (troops); **Cargo Capacity:** 5,500 metric tons; **Consumables:** 1.2 years; **Hyperdrive:** ×2 (backup ×8); **Maximum Speed:** Attack; **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 300; **Hull Points:** 500; **DR:** 25.

Weapon: Light turbo quadlasers (20); **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +6 (-4 size, +2 crew, +4 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Gravity well projectors (4); **Fire Arc:** Special; **Attack Bonus:** Special; **Damage:** Special; **Range Modifiers:** Special.

Craft: Sienar Fleet Systems Vindicator Heavy Cruiser; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 43,000,000); **Size:** Gargantuan (600 m long); **Initiative:** -2 (-4 size, +2 crew); **Crew:** 2,551 (Normal +2); **Passengers:** 400 (troops); **Cargo Capacity:** 8,000 metric tons; **Consumables:** 1.5 years; **Hyperdrive:** ×2 (backup ×8); **Maximum Speed:** Attack; **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 300; **Hull Points:** 600; **DR:** 25.

Weapon: Light turbolasers (25); **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left, 1 battery rear; **Attack Bonus:** +8 (-4 size, +2 crew, +6 fire

control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Light turbo quadlasers (20); **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left, 1 battery rear; **Attack Bonus:** +5 (-4 size, +2 crew, +4 fire control, +3 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Lasers (10, point defense); **Fire Arc:** 2 front, 3 right, 3 left, 2 rear; **Attack Bonus:** +10 (+0 size, +2 crew, +8 fire control); **Damage:** 4d10×2; **Range Modifiers:** PB +0, S/ M/L n/a.

Weapon: Light ion cannons (20, point defense); **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left, 1 battery rear; **Attack Bonus:** +5 (-4 size, +2 crew, +4 fire control, +3 battery fire); **Damage:** Special; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Tractor beam projectors (3); **Fire Arc:** 1 front, 1 right, 1 left; **Attack Bonus:** +0 (-4 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

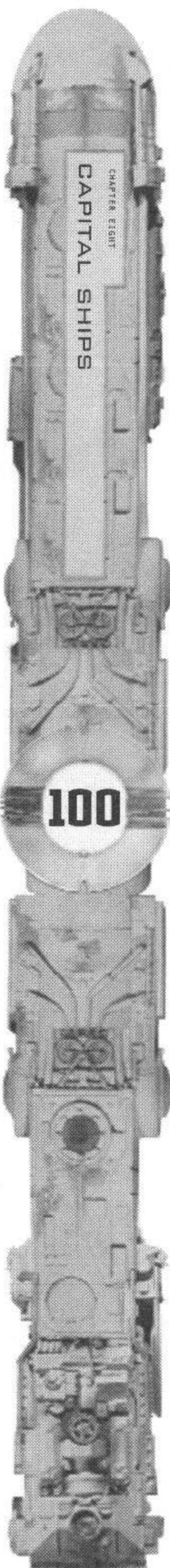
Lancer Frigate

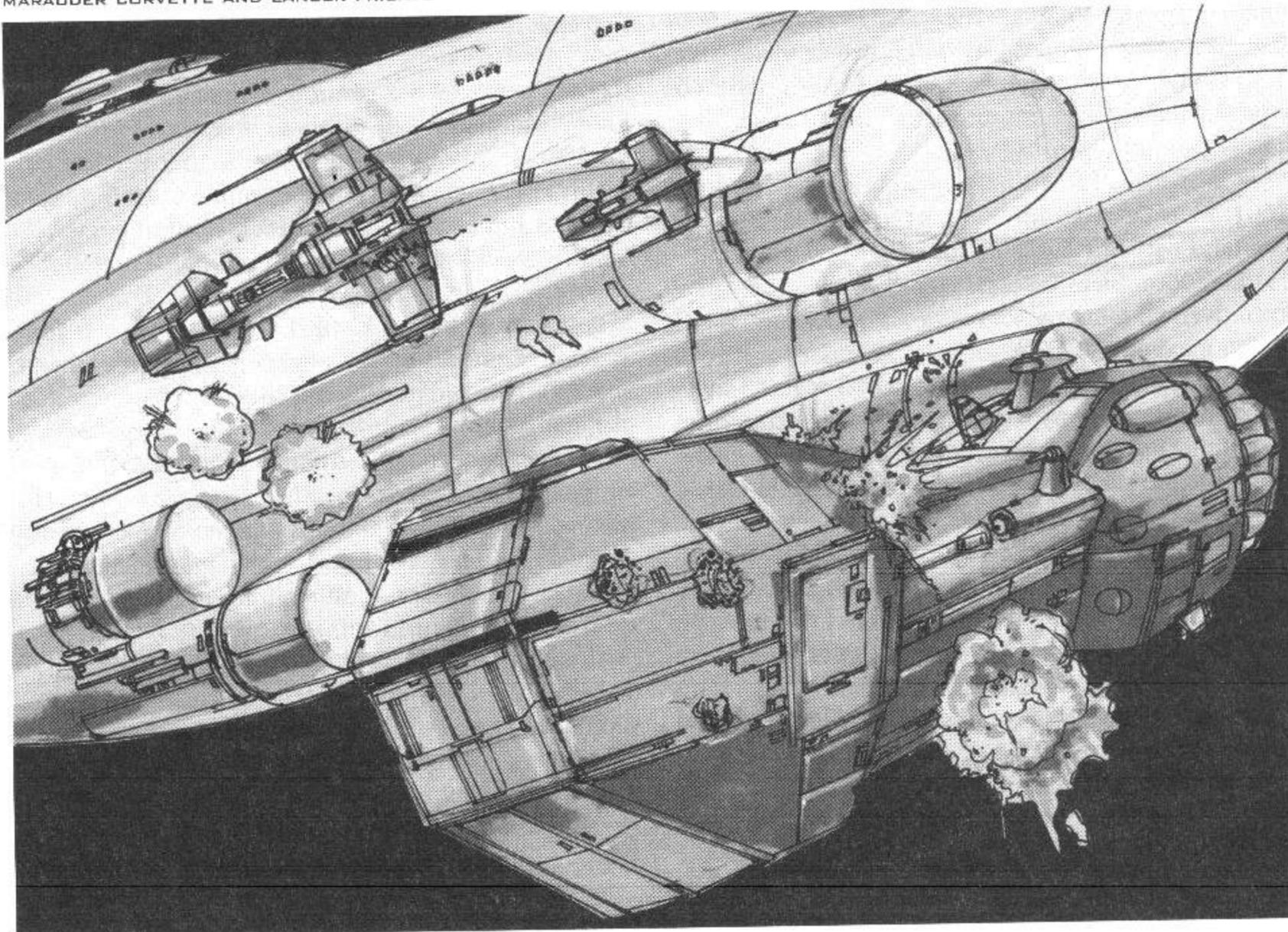
Following the Battle of Yavin, the Imperial Naval Command conceived *Lancer*-class ships as antifighter frigates that could serve as escorts for larger ships. Although as big as a light cruiser, the *Lancer*-class ship was specifically designed to take on smaller ships at short ranges. Although it does this well, the expected series of fighter raids on Imperial craft never occurred on a large scale.

Lancers are too slow to seek out fighters to engage, so they primarily work as screening vessels stationed on the outer perimeter of a fleet. Unfortunately, their lack of long-range antiship weapons makes them easy targets for other capital ships when placed on the outer shell of a formation. Additionally, the firing system of early models often broke down, causing more than half the ship's guns to malfunction on any given day. After these flaws were fixed, naval tacticians found some degree of success by placing individual Lancers with small groups of other capital ships, allowing them to act as antifighter escorts. In general, the Lancer frigate seems to be a failed experiment in space tactics.

Craft: Kuat Drive Yard's *Lancer*-class Frigate; **Class:** Capital; **Cost:** Not available for sale (likely valued at 4,760,000); **Size:** Large (250 m long); **Initiative:** +1 (-1 size, +2 crew); **Crew:** 850 (Normal +2); **Passengers:** 40 (troops); **Cargo:** 300 metric tons; **Consumables:** 1 week; **Hyperdrive:** ×2 (backup ×15); **Maximum Speed:** Attack; **Maneuver:** +1 (-1 size, +2 crew); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 250; **Hull Points:** 400; **DR:** 20.

Weapon: Escort quad laser cannons (20, point defense); **Fire Arc:** 1 battery front, 1 battery right, 1 battery left, 1 battery rear; **Attack Bonus:** +13 (-1 size,





+2 crew, +8 fire control, +4 battery fire); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

Marauder Corvette

The *Marauder*-class corvette was designed during the waning days of the Old Republic by Republic Siemar Systems, the company that would eventually become *Siemar Fleet Systems*. The ship was designed as a patrol ship and escort, a role for which it is very well suited. Unfortunately, bureaucratic red tape and the general inefficiency of the Old Republic prevented this ship from being accepted by the Republic Fleet. Siemar managed to sell a few to planetary defense forces, but eventually sold production rights to the Corporate Sector Authority. The ships continue to see use even during The New Jedi Order era. Some have fallen into the hands of pirates and brigands.

A Marauder corvette is no match for a serious warship, but it serves well in antipirate operations. It can also act as an escort for Victory II Star Destroyers and similar older warships. The Marauder is often coupled with ships armed with gravity well projectors so it can snag ships with its accurate tractor beams, capturing them without doing any damage. A Marauder has room to carry twelve fighters, eighty troops with assault gear and small vehicles, and a few small landing shuttles.

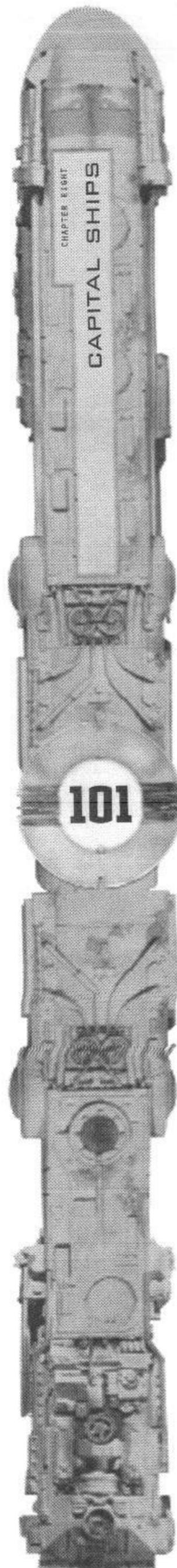
Craft: Siemar Republic Systems Marauder Corvette; **Class:** Capital; **Cost:** 2,398,000; **Size:** Large (195 m long); **Initiative:** +1 (-1 size, +2 crew); **Crew:** 177 (Normal +2); **Passengers:** 40 (troops); **Cargo Capacity:** 300 metric tons; **Consumables:** 3 months; **Hyperdrive:** x2; **Maximum Speed:** Attack; **Maneuver:** +1 (-1 size, +2 crew); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 200; **Hull Points:** 300; **DR:** 20.

Weapon: Heavy double turbolaser cannons (8); **Fire Arc:** 2 front, 2 right, 2 left, 2 rear; **Attack Bonus:** +7 (-1 size, +2 crew, +6 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S +0, M +0, L -2.

Weapon: Tractor beam projectors (3); **Fire Arc:** 2 front, 1 rear; **Attack Bonus:** +9 (-1 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -2, S +0, M/L n/a.

Mon Calamari MC90 Star Cruiser

The MC90 is the first large Mon Calamari starship design built specifically as a military vessel, rather than as a converted cargo ship or luxury liner. Built shortly after the fall of the Empire, these massive ships have vast improvements over the old MC80s, taking their place among the most powerful capital ships in the galaxy during The New Jedi Order era. Unfortunately, MC90s are extremely expensive and



time-consuming to build. The Alliance navy is reluctant to risk these ships in a conflict where victory is not assured. They are generally kept close to the Core Worlds, where they can protect the heart of the galaxy from invasion.

Craft: Mon Calamari MC90 Star Cruiser; **Class:** Capital; **Cost:** Not available for sale (likely valued at 131,800,000); **Size:** Colossal (1,255 meters long); **Initiative:** +6 (-8 size, +2 crew); **Crew:** Minimum 1,350, maximum 6,465 (Normal +2); **Passengers:** 1,700 (troops); **Cargo Capacity:** 30,000 metric tons; **Consumables:** 2 years; **Hyperdrive:** ×1 (backup ×9); **Maximum Speed:** Cruising; **Maneuver:** -6 (-8 size, +2 crew); **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 600; **Hull Points:** 700; **DR:** 30.

Weapon: Light turbolasers (75); **Fire Arc:** 6 batteries front, 3 batteries left, 3 batteries right, 3 batteries rear; **Attack Bonus:** +4 (-8 size, +2 crew, +6 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy ion cannons (35); **Fire Arc:** 2 batteries front, 2 batteries left, 2 batteries right, 1 battery rear; **Attack Bonus:** +4 (-8 size, +2 crew, +6 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.

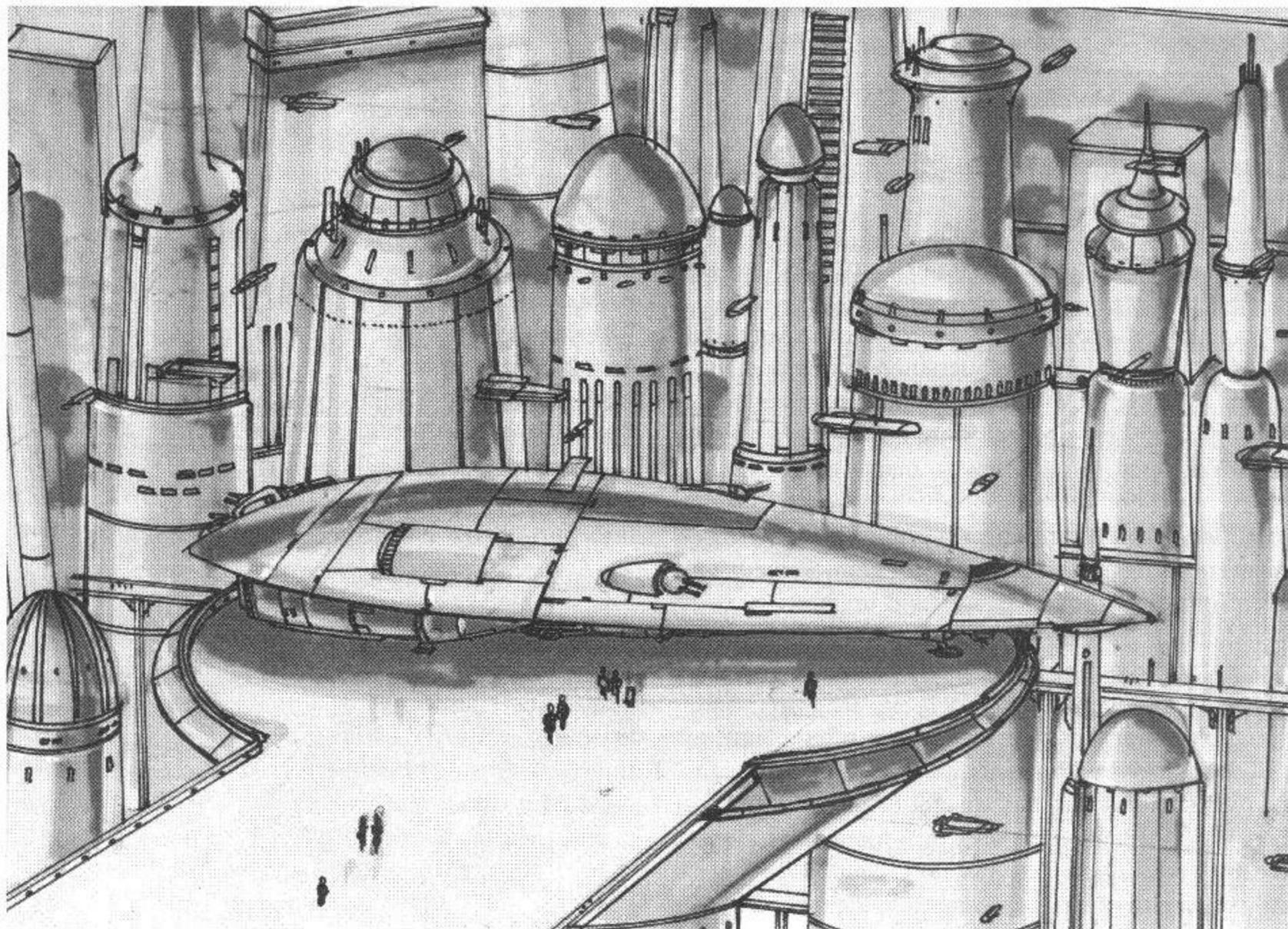
Weapon: Tractor beam projectors (8); **Fire Arc:** 5 front, 1 left, 1 right, 1 back; **Attack Bonus:** -2 (-8 size, +2 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Weapon: Proton torpedo tubes (6, 16 missiles each); **Fire Arc:** Front; **Attack Bonus:** +2 (-8 size, +2 crew, +8 fire control); **Damage:** 9d10×2; **Range Modifiers:** PB -6; S/M/L n/a.

System Patrol Craft

System patrol craft are minor capital ships between 100 and 250 meters long designed to operate in one particular star system. Typical missions for system patrol craft include chasing smugglers, fighting pirates, and scouting systems during wartime while acting as an early warning system. Although ships that are obsolete or damaged (and not worth fully repairing) sometimes act as system patrol ships, most craft acting in these roles are specially designed for them.

A typical system patrol craft has no hyperdrive, as it never leaves its home system. Because it must successfully engage and defeat enemy ships before they can escape into hyperspace, a patrol ship often has very powerful engines with extensive maneuvering systems. Its shields are on par with many larger capital ships, but its hull is typically unable to sustain as



SYSTEM PATROL CRAFT

much damage once the shields are gone. Most patrol ships have only a few weapons, designed to overpower armed freighters and fighters rather than other capital ships. Patrol craft have holds just big enough to store confiscated goods. Most of their patrols last for a few months, but few patrol craft make additional allowances for the comfort of their crew.

Not surprisingly, patrol craft make excellent pirate ships as well. Many patrol craft defeated by pirates in combat are modified to hold a hyperdrive and find their way into illegal fleets. *Freejack* is one such ship, captured from an Old Republic world shortly before the Rise of the Empire era. With expanded cargo space and a hyperdrive (at the cost of many of the ship's shield generators), *Freejack* became the flagship of Frei Aycen. Aycen was a female Corellian pirate captain who ran a fleet of CloakShape fighters and modified small transports.

For Aycen's statistics, use the 8th-level generic pirate with the following changes: Lower her Str and Con to 10, increase Wis to 12 and Chr to 16, adjust skills based on the changed statistics, and change the Starship Operation (space transport) feat to Starship Operation (capital ship).

Frei Aycen didn't like the corruption of the Old Republic, but was more a thief than a killer. She might be convinced to help characters who work for the Republic if they are on a genuinely important mission.

Craft: Republic Siemar Systems IPV System Patrol Craft; **Class:** Capital; **Cost:** 3,342,000; **Size:** Large (120 m long); **Initiative:** +1 (-1 size, +2 crew); **Crew:** 12 (Normal +2); **Passengers:** 10 (troops or prisoners); **Cargo Capacity:** 200 metric tons; **Consumables:** 3 months; **Hyperdrive:** None; **Maximum Speed:** Attack; **Maneuver:** +5 (-1 size, +2 crew, +4 maneuvering systems); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 250; **Hull Points:** 330; **DR:** 20.

Weapon: Light turbolasers (4); **Fire Arc:** 2 in full turret, 1 in partial turret (front, right), 1 in partial turret (front, left); **Attack Bonus:** +5 (-1 size, +2 crew, +4 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S +0, M +0, L -2.

Craft: *Freejack* (Modified System Patrol Craft); **Class:** Capital; **Cost:** Not for sale (likely valued at 3,350,000); **Size:** Large (120 m long); **Initiative:** +5 (-1 size, +6 crew); **Crew:** 12 (Highly skilled +6); **Passengers:** 20; **Cargo Capacity:** 400 metric tons; **Consumables:** 9 months; **Hyperdrive:** x1.5; **Maximum Speed:** Attack; **Maneuver:** +9 (-1 size, +6 crew, +4 maneuvering systems); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 200; **Hull Points:** 330; **DR:** 20.

Weapon: Light turbolasers (4); **Fire Arc:** 2 in full turret, 1 in partial turret (front, right), 1 in partial

turret (front, left); **Attack Bonus:** +9 (-1 size, +6 crew, +4 fire control); **Damage:** 4d10x5; **Range Modifiers:** PB -2, S +0, M +0, L -2.

Weapon: Tractor beam projector; **Fire Arc:** Front; **Attack Bonus:** +11 (-1 size, +6 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB -2, S +0, M/L n/a.

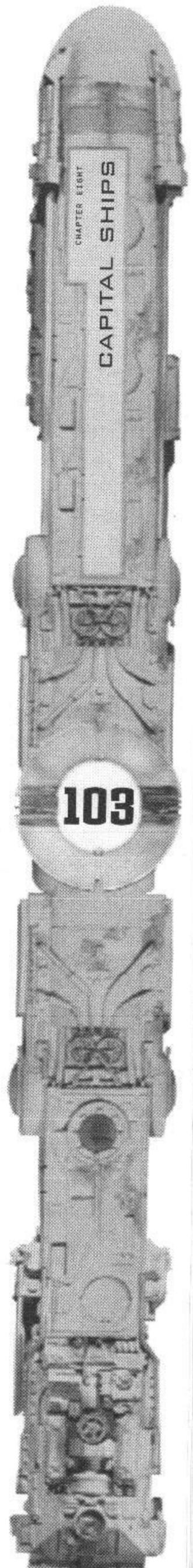
Victory Star Destroyer

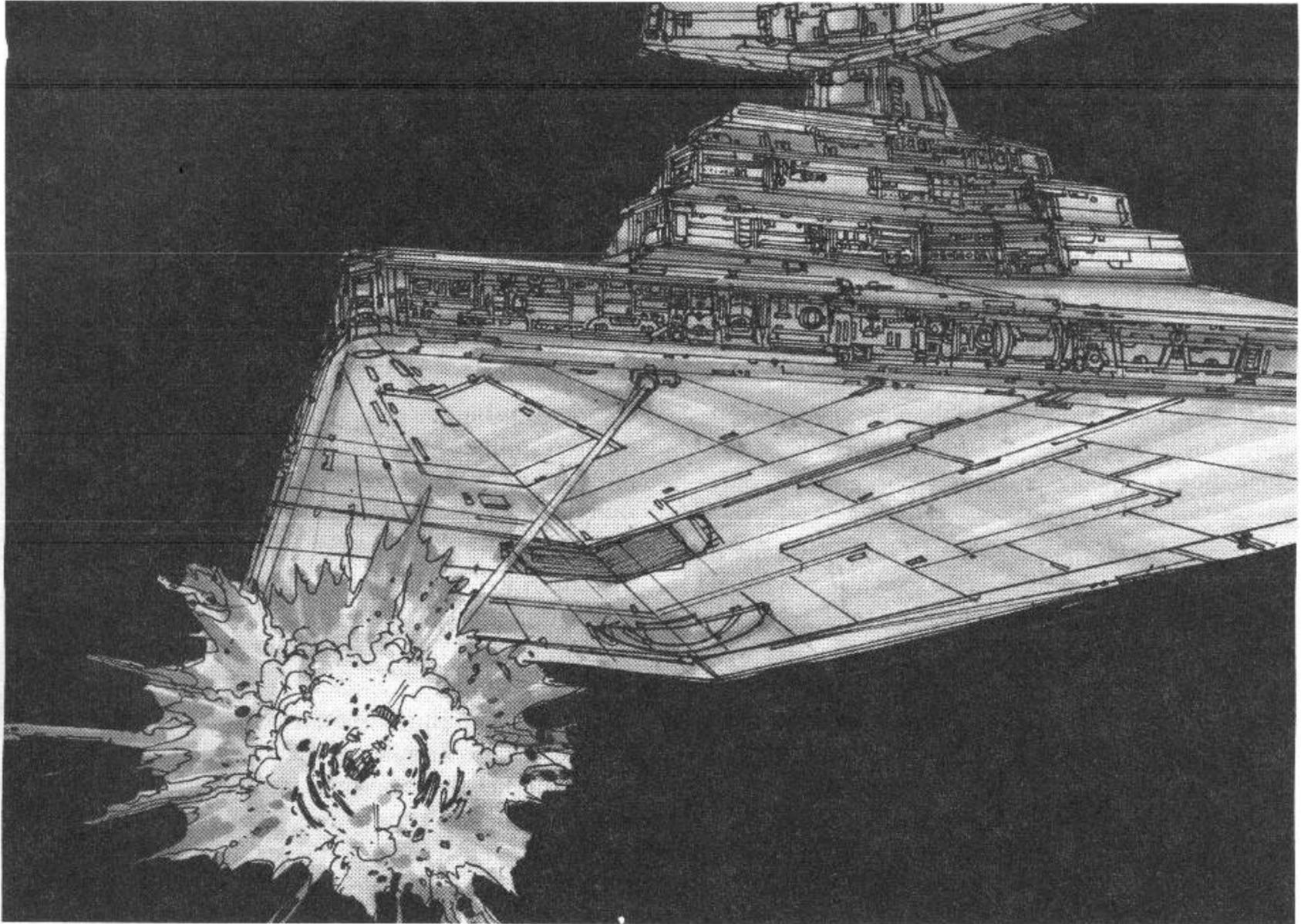
The *Victory*-class Star Destroyer was an early model Star Destroyer designed near the end of the Clone Wars. When first introduced, it was considered the ultimate combat starship. *Victory* Star Destroyers remained in service until larger *Imperial*-class ships came into production and replaced them. A second class of the older ship, the *Victory II*, was also designed, but it could not compete with more modern starships. Increasingly, *Victory II*s were assigned to planetary defense and patrol missions. For a brief time, it seemed as though all of the *Victory* Star Destroyers would be decommissioned.

But circumstances changed, saving the ships from inactive status. The Corporate Sector Authority bought a large number of the ships for its own sector navy. The Rebellion became increasingly bold, requiring the Imperial Navy to keep every available ship in service. Even after the Battle of Endor, the remaining Imperial tacticians made good use of these aging ships, many of which were older than their crews. By the New Jedi Order era, most *Victory* ships have been destroyed or scrapped, but those that remain are still potent warships, more than capable of engaging small capital ships and posing a respectable threat even for a fully modern ship of the line.

The original *Victory*-class ship was designed to fulfill three types of missions: planetary defense, planetary assault, and ship-to-ship combat. However, the original design had serious weaknesses in ship-to-ship engagements, especially its extremely slow speed in open space and poor maneuverability. (The *Victory* Star Destroyer bestows a -4 penalty on all Pilot checks.) Additionally, it was extremely expensive to build, and its main armaments (eighty assault concussion missiles in twenty launchers) were very costly to reload. These flaws eventually resulted in the more balanced battleship design of the *Victory II*. Both *Victory* designs have the same advantage over newer ships: they can enter the upper atmosphere of a planet, a tactic more recent Star Destroyer designs can't safely manage.

Craft: Rendili StarDrive's *Victory* Star Destroyer; **Class:** Capital; **Cost:** Not for sale (likely valued at 57,000,000); **Size:** Gargantuan (900 m long); **Initiative:** -2 (-4 size, +2 crew); **Crew:** 5,200 (Normal +2); **Passengers:** 2,040 (troops); **Cargo Capacity:** 8,100 metric tons; **Consumables:** 4 years;





CHAPTER EIGHT
CAPITAL SHIPS

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Hyperdrive: ×1 (backup ×15); **Maximum Speed:** Cruising; **Maneuver:** -6 (-4 size, +2 crew, -4 engine quality); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 330; **Hull Points:** 400; **DR:** 25.

Weapon: Light turbo quadlasers (10); **Fire Arc:** 1 battery right, 1 battery left; **Attack Bonus:** +10 (-4 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy double turbolaser cannons (20); **Fire Arc:** 2 battery front, 1 battery right, 1 battery left; **Attack Bonus:** +8 (-4 size, +2 crew, +6 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6; S -4, M -2, L +0.

Weapon: Assault concussion missile tubes (20, 4 missiles each); **Fire Arc:** 5 front, 5 right, 5 left, 5 rear; **Attack Bonus:** +2 (-4 size, +2 crew, +4 fire control); **Damage:** 11d10×5; **Range Modifiers:** PB -6; S -4, M -2, L +0.

Weapon: Tractor Beam Projector (10); **Fire Arc:** 3 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +7 (-4 size, +2 crew, +8 fire control, +1 battery fire); **Damage:** Special; **Range Modifiers:** PB -6; S -4, M/L n/a.

Craft: Rendili StarDrive's Victory II Star Destroyer; **Class:** Capital; **Cost:** Not for sale (likely valued at

50,000,000); **Size:** Gargantuan (900 m long); **Initiative:** -2 (-4 size, +2 crew); **Crew:** 6,107 (Normal +2); **Passengers:** 1,600 (troops); **Cargo Capacity:** 8,100 metric tons; **Consumables:** 4 years; **Hyperdrive:** ×1 (backup ×15); **Maximum Speed:** Cruising; **Maneuver:** -2 (-4 size, +2 crew); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 300; **Hull Points:** 460; **DR:** 25.

Weapon: Turbolasers (20); **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +4 (-4 size, +2 crew, +2 fire control, +4 battery fire); **Damage:** 7d10×5; **Range Modifiers:** PB -4, S -2, M/L +0.

Weapon: Heavy double turbolaser cannons (20); **Fire Arc:** 2 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +8 (-4 size, +2 crew, +6 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6; S -4, M -2, L +0.

Weapon: Heavy ion cannons (10); **Fire Arc:** 2 front, 3 right, 3 left, 2 rear; **Attack Bonus:** +6 (-4 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Tractor Beam Projector (10); **Fire Arc:** 3 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +3 (-4 size, +2 crew, +4 fire control, +1 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

CHAPTER NINE

SPACE STATIONS

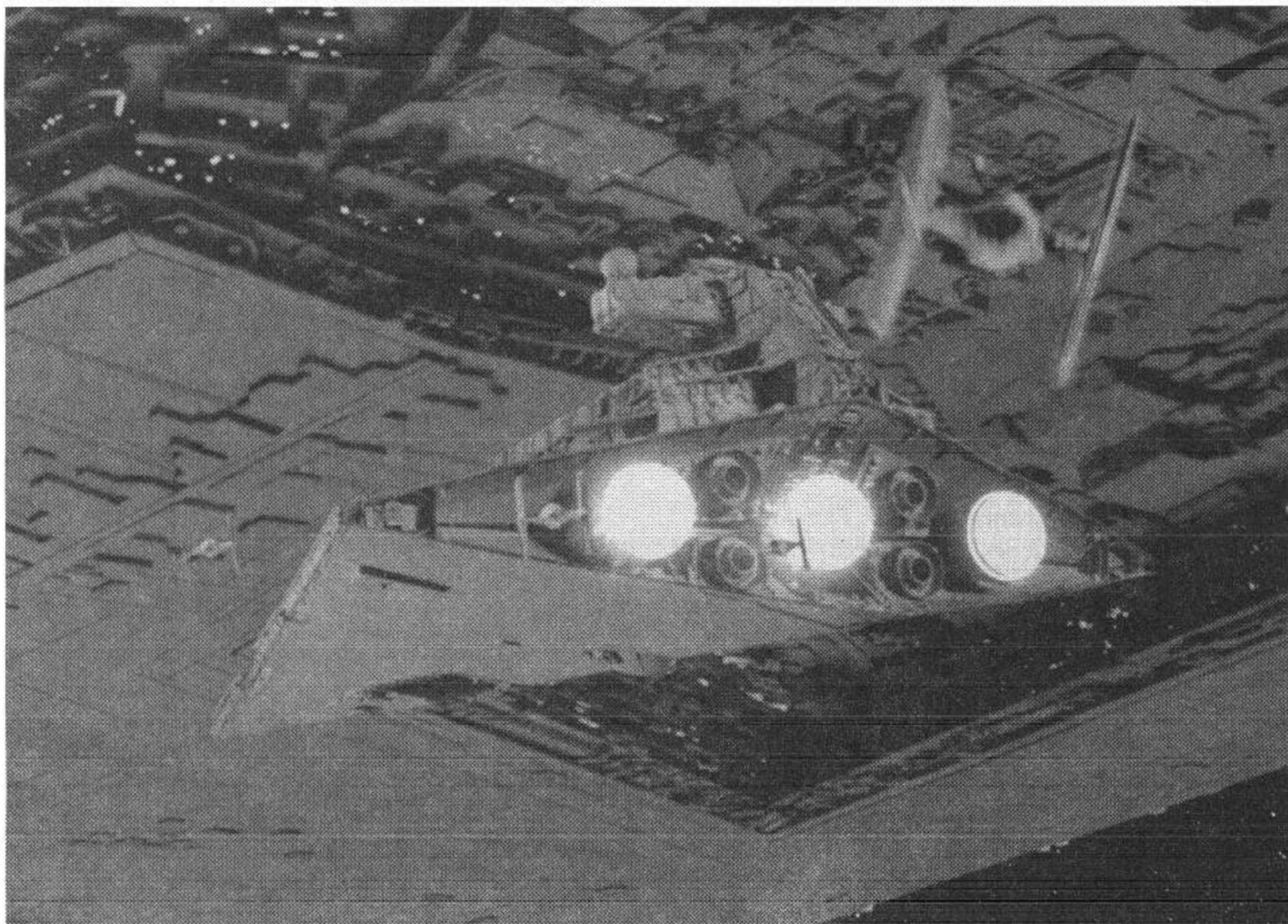
Space stations are generally stationary space installations that include orbital bases, free-floating shipyards, deep-space constructs, and numerous small artificial planetary satellites. While many space stations have engines capable of maintaining their orbits, only a very few are actually fully mobile—that is, able to travel through realspace and hyperspace. Typical examples of space stations are presented below.

Executor

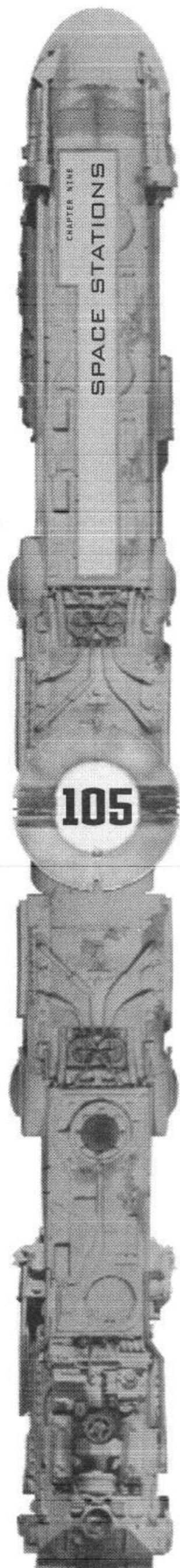
Executor was the first *Super-class* Star Destroyer to be completed, beginning service shortly after the Battle of Yavin. It served as Darth Vader's personal flagship, a spacegoing headquarters from which he

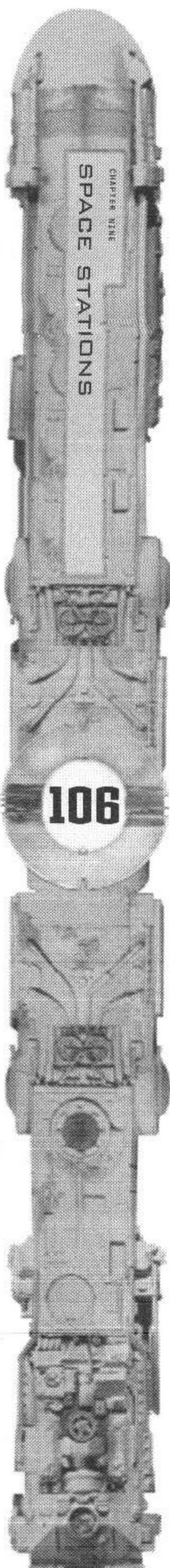
directed search-and-destroy operations, battles against Rebel fleets, and planetary assaults. Aside from the short-lived Death Stars, *Executor* was the most feared Imperial vessel until its destruction during the Battle of Endor. The *Super-class* Star Destroyers were the ultimate warships, representing the new philosophies of the Imperial Navy.

Eight times the length of an *Imperial-class* Star Destroyer, a *Super Star Destroyer* is so large that it qualifies as a space station despite its starship-like appearance. It is too massive to be affected by ion cannons smaller than planetary defense guns. Over a thousand weapon systems give a *Super Star Destroyer* the firepower of a small fleet. The ship generally carries



EXECUTOR





up to two hundred smaller vessels, including *Lambda*-class shuttles, landing craft, and up to twelve squadrons of TIE fighters, interceptors, and bombers.

Before their ship's destruction at the Battle of Endor, the crew of *Executor* included more than a quarter-million of the Empire's best and most highly trained officers and specialists. For planetary assaults, *Executor* was generally equipped with twenty-five AT-ATs, fifty AT-STs, an entire corps of stormtroopers, and three complete mobile garrisons ready for ground deployment. Other *Super*-class Star Destroyers had slightly different configurations of weapons, crew, and troops, depending on the circumstances of their construction and their intended missions.

Craft: *Executor* (Kuat Drive Yards *Super*-class Star Destroyer) **Class:** Space Station; **Cost:** Not available for sale (estimated construction cost 1,143,350,000); **Size:** Colossal (Huge space station, 8,000 meters); **Initiative:** -4 (-8 size, +4 crew); **Crew:** 280,734 (Skilled +4); **Passengers:** 38,000 (troops); **Cargo:** 250,000 metric tons; **Consumables:** 6 years; **Hyperdrive:** ×2 (backup ×10); **Maximum Speed:** Cruising; **Maneuver:** -4 (-8 size, +4 crew); **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 800; **Hull Points:** 1,000; **DR:** 35.

Weapon: Turbolasers (250); **Fire Arc:** 20 batteries front, 15 batteries right, 15 batteries left; **Attack Bonus:** +2 (-8 size, +4 crew, +2 fire control, +4 battery fire); **Damage:** 7d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy turbolasers (250); **Fire Arc:** 20 batteries front, 10 batteries right, 10 batteries left, 10 batteries rear; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** 10d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Assault concussion missile tubes (250, 30 missiles each); **Fire Arc:** 10 batteries front, 15 batteries left, 15 batteries right, 10 batteries rear; **Attack Bonus:** +2 (-8 size, +4 crew, +2 fire control, +4 battery fire); **Damage:** 9d10×5; **Range Modifiers:** PB -6, S -4, M -2, L n/a.

Weapon: Heavy ion cannons (250); **Fire Arc:** 20 batteries front, 10 batteries right, 10 batteries left, 10 batteries rear; **Attack Bonus:** +8 (-8 size, +4 crew, +8 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Tractor beams (40); **Fire Arc:** 20 front, 10 right, 10 left, 10 rear; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Golan Space Defense Stations

The Golan Space Defense Stations are among the most effective planetary defense stations ever built.

They are all designed as planetary defense installations to be placed in orbit around valuable worlds. They are the first line of defense for many worlds and are manned by dedicated personnel who know they may be the first casualties in an attack on their world. The advantages of stationary defense stations are numerous, including cost and a dedicated presence—after all, a planetary station can't be called away to deal with problems elsewhere in the galaxy.

The Golan Space Defense SpaceGun was originally designed during the days of the Old Republic. It can be found defending many worlds in every era. As more powerful ships were built, such as Star Destroyers, it became clear that the SpaceGun was underpowered. The Golan II SpaceGun stations were built as more powerful defenses. By the Battle of Endor, they were commonplace. When even those seemed inadequate to stop a dedicated fleet of capital ships, the extremely powerful Golan NovaGun stations were built. One of the most striking class of stations ever built, the NovaGuns are larger than *Imperial*-class Star Destroyers and arguably carry more firepower.

Craft: Golan Space Defense SpaceGun; **Class:** Station; **Cost:** 26,191,000; **Size:** Colossal (1,231 m long); **Initiative:** -4 (-8 size, +4 crew); **Crew:** 325 (Skilled +4); **Passengers:** 40 (troops); **Cargo Capacity:** 5,000 metric tons; **Consumables:** 3 months; **Hyperdrive:** None; **Maximum Speed:** n/a; **Maneuver:** n/a; **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 200; **Hull Points:** 400; **DR:** 30.

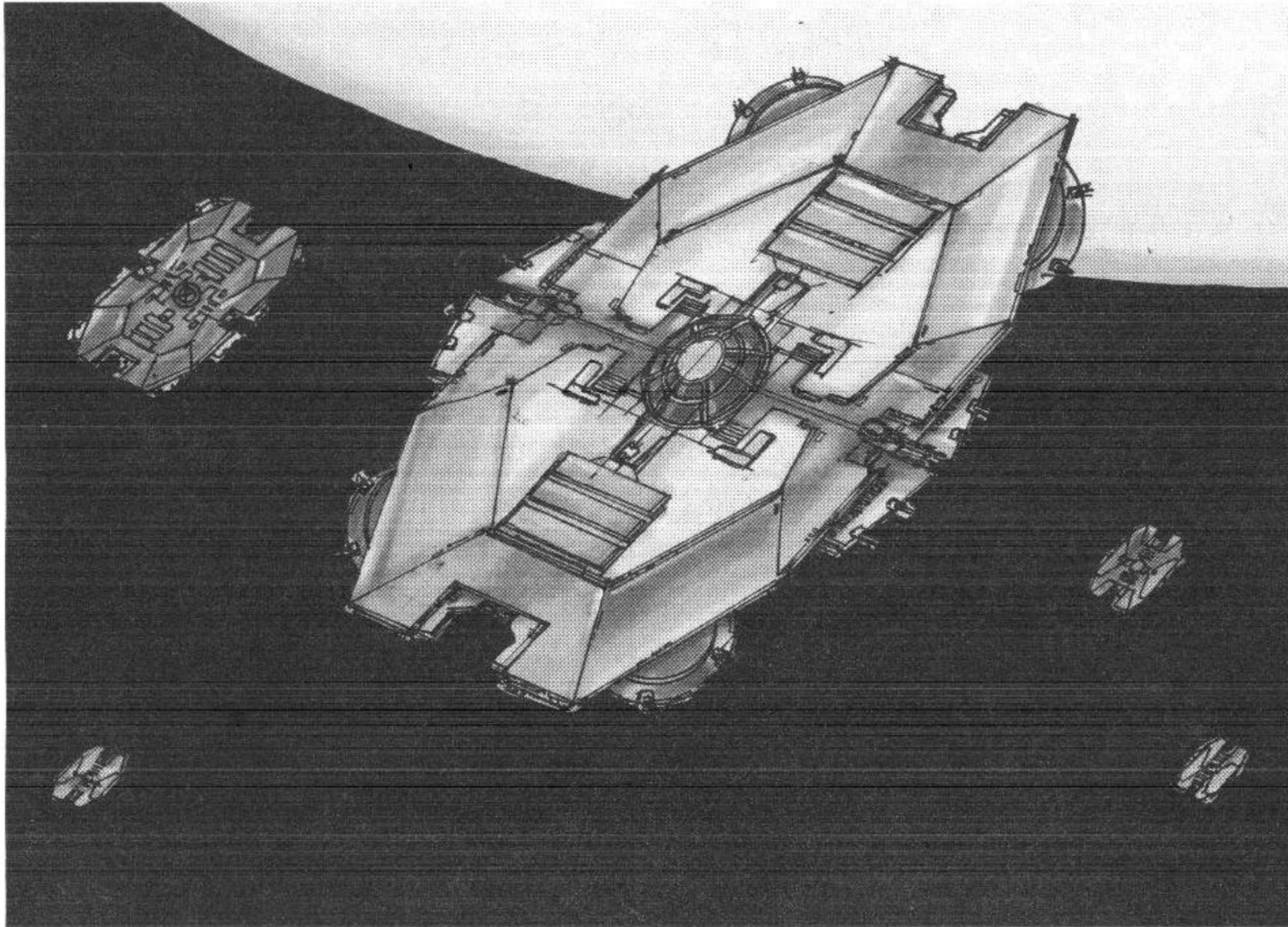
Weapon: Turbolasers (28); **Fire Arc:** Turret; **Attack Bonus:** +0 (-8 size, +4 crew, +4 fire control); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Proton torpedo launchers (5, point defense, 16 torpedoes each); **Fire Arc:** Turret; **Attack Bonus:** +8 (+0 size, +4 crew, +4 fire control); **Damage:** 9d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Tractor beam projectors (6); **Fire Arc:** Turret; **Attack Bonus:** +0 (-8 size, +4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Craft: Golan II Space Defense SpaceGun; **Class:** Space station; **Cost:** 28,988,600; **Size:** Colossal (2,158 m long); **Initiative:** -4 (-8 size, +4 crew); **Crew:** 699 (Skilled +4); **Passengers:** 80 (troops); **Cargo Capacity:** 10,000 metric tons; **Consumables:** 3 months; **Hyperdrive:** None; **Maximum Speed:** n/a; **Maneuver:** n/a; **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 260; **Hull Points:** 400; **DR:** 30.

Weapon: Turbolasers (35); **Fire Arc:** Turret; **Attack Bonus:** +0 (-8 size, +4 crew, +4 fire control); **Damage:** 5d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.



Weapon: Proton torpedo launchers (10, point defense, torpedoes each); **Fire Arc:** Turret; **Attack Bonus:** +8 (+0 size, +4 crew, +4 fire control); **Damage:** 9d10x2 ; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Tractor beam projectors (8); **Fire Arc:** Turret; **Attack Bonus:** +4 (-8 size, +4 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Craft: Golan Space Defense NovaGun; **Class:** Space station; **Cost:** 39,435,000; **Size:** Colossal (2,600 m long); **Initiative:** -2 (-8 size, +6 crew); **Crew:** 1108 (Skilled, +6); **Passengers:** 100 (troops); **Cargo Capacity:** 15,000 metric tons; **Consumables:** 3 months; **Hyperdrive:** None; **Maximum Speed:** n/a; **Maneuver:** n/a; **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 400; **Hull Points:** 560; **DR:** 30.

Weapon: Turbolasers (50); **Fire Arc:** 10 batteries in turrets; **Attack Bonus:** +8 (-8 size, +6 crew, +6 fire control, +4 battery fire); **Damage:** 5d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

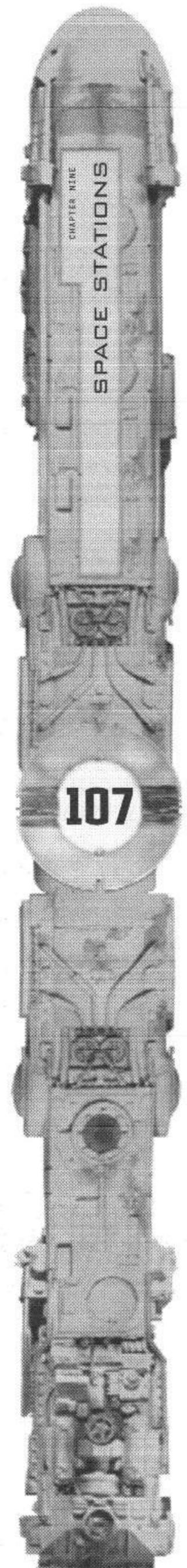
Weapon: Proton torpedo launchers (24, point defense, torpedoes each); **Fire Arc:** Turret; **Attack Bonus:** +10 (+0 size, +6 crew, +4 fire control); **Damage:** 9d10x2 ; **Range Modifiers:** PB +0, S/M/L n/a.

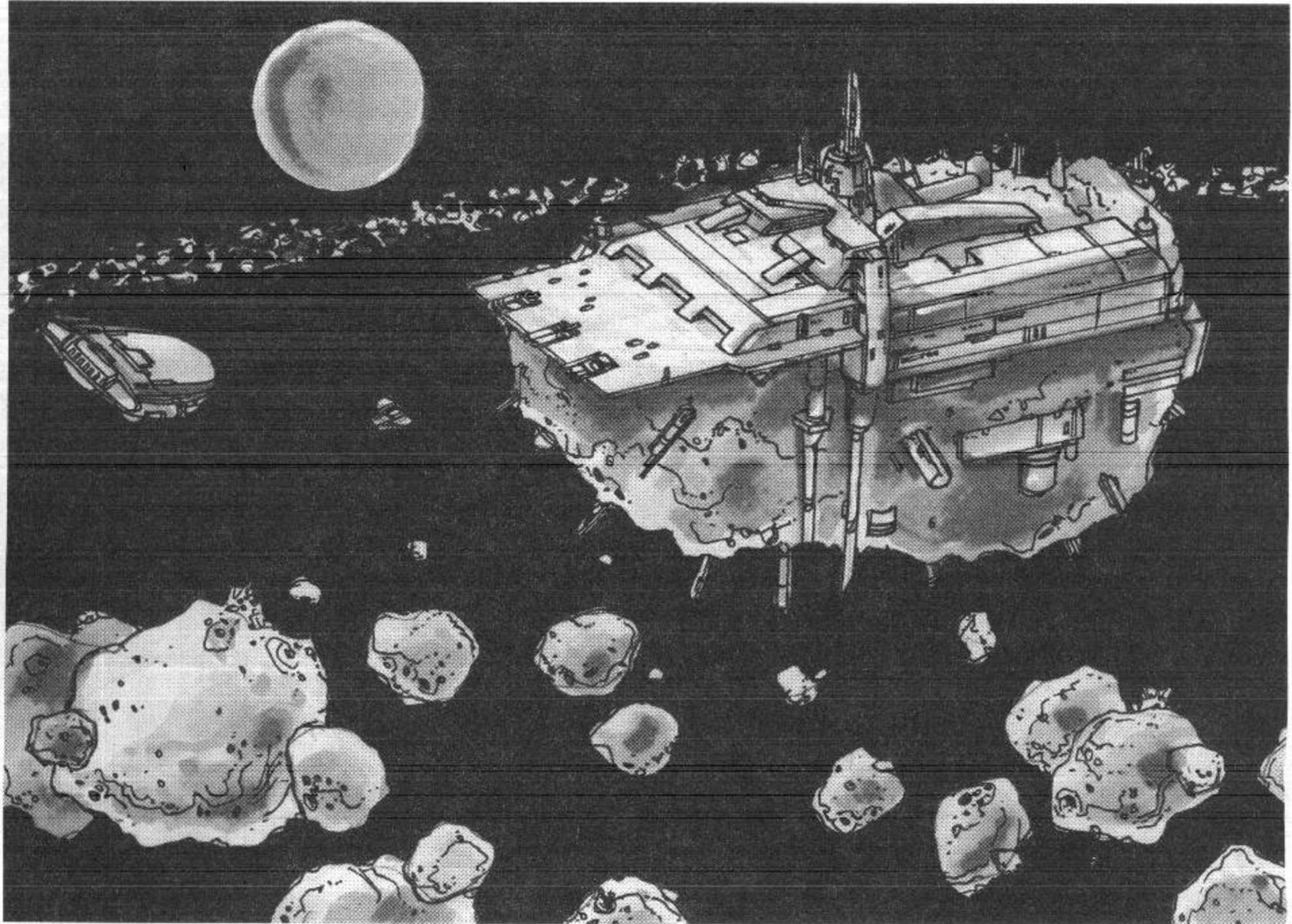
Weapon: Tractor beam projectors; **Fire Arc:** Turret; **Attack Bonus:** +6 (-8 size, +6 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Skyhook

A skyhook is a common type of geosynchronous orbital installation that's actually anchored to the ground by a long umbilical tether. A skyhook provides cargo lift and personnel transport from a planet's surface. The ability to ride a lift up the umbilical makes moving between a skyhook and the planet it's tethered to quick and easy. Not all worlds use skyhooks, but they are fairly common in the Core Worlds. The skies of Coruscant teem with them. Although fragile in appearance, skyhooks are carefully designed and extremely safe. Shield generators protect the station itself and its planetary tether. Static antennae gather and disperse static electricity created by the tether, and repulsors keep them in place, even during severe weather.

Most skyhooks are cargo or repair facilities that take advantage of easy transport of parts and goods to a planet's surface, although a trip along the tether can take up to two hours. Some are space stations where luxury liners dock, preventing rich passengers from having to take unpleasant and cramped shuttle rides.





Labs and research facilities are sometimes housed in skyhooks for security or safety reasons. A select few skyhooks are actually private residences, serving as the ultimate top floor for the galaxy's wealthy and elite.

Craft: Core Worlds Engineering Skyhook Platform; **Class:** Space station; **Cost:** 25,000,000; **Size:** Colossal (1,200 m long); **Initiative:** -6 (-8 size, +2 crew); **Crew:** 1,000 (Normal +2); **Passengers:** 1,000; **Cargo Capacity:** 50,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** None; **Maximum Speed:** n/a; **Maneuver:** n/a; **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 600; **Hull Points:** 100; **DR:** 30.

StarForge Station

StarForge Station is a "shadowport," a starport that exists outside the laws of any planetary or galactic government. Built on a massive planetoid in the StarForge Nebula, StarForge Station is a port of call for Rebels, pirates, mercenaries, outlaws, and bounty hunters. No one knows exactly when StarForge was built, since it evolved from a secret smuggler's base to a fully self-sufficient space station. StarForge Station certainly saw heavy traffic during the Rise of the Empire era, and the political pressures of the Galactic Civil War funneled millions of credits through its shipyard.

By the time of The New Jedi Order, StarForge has become a somewhat run-down locale, its black market resources no longer needed by the New Republic. However, with the invasion of the Yuuzhan Vong, StarForge may once again become a thriving home of illegal commerce.

The crowning jewel of StarForge station is its shipyard. Although small by the standards of legitimate shipyards (twenty-five slips, construction multiple $\times 1$), the StarForge shipyard is a fully functional black market facility, able to make illegal modifications to freighters and small capital ships in a professional environment. The services of the StarForge shipyard are expensive (double all construction and modification costs), but they are also reliable and trusted throughout the underworld. A few new ships are constructed at StarForge every year. Most of them are "knock-off" designs identical to other shipbuilders' designs—in many cases, complete with papers claiming an origin within another shipyard. The StarForge shipyard also buys ships with no questions asked, usually for 10% of their estimated value. Local engineers can change the identifying marks and signals of a wanted ship (20,000 credits and two weeks for a complete new identity).

StarForge Station has survived despite several outright efforts to destroy it. Although lightly

armed and armored for a space station, Star Forge always has several Skipray blastboats and a few small capital ships (usually Corellian ships) nearby. It is located in the vast StarForge Nebula, a section of space filled with thick gases that limit the effectiveness of sensors (conferring a -5 penalty to all Computer Use checks to operate sensors within the nebula). It is a mobile base, able to make short hyperspace jumps to safety when found by Imperial scouting ships.

Although neither of these facts would have saved StarForge from a dedicated Imperial fleet with hundreds of scout ships and a few Interdictors, StarForge was just useful enough to the Empire to prevent such an effort from being made. It not only allowed moffs and other Imperial notables to get their own personal vessels modified without alerting their superiors, but also served as a safe harbor for Imperials to recruit less than legal assistance.

StarForge is run by an administrator, usually one elected by the Council of Tenants. For most of the Rebellion era, the administrator was Crost Lib'eyay, a Bothan ex-spy. (For Lib'eyay's statistics, use the 8th-level generic smuggler with the following changes: +2 Dex, -2 Con, -2 Wis; adjust Dex, Con and Wis based skills accordingly; add +2 species bonus on

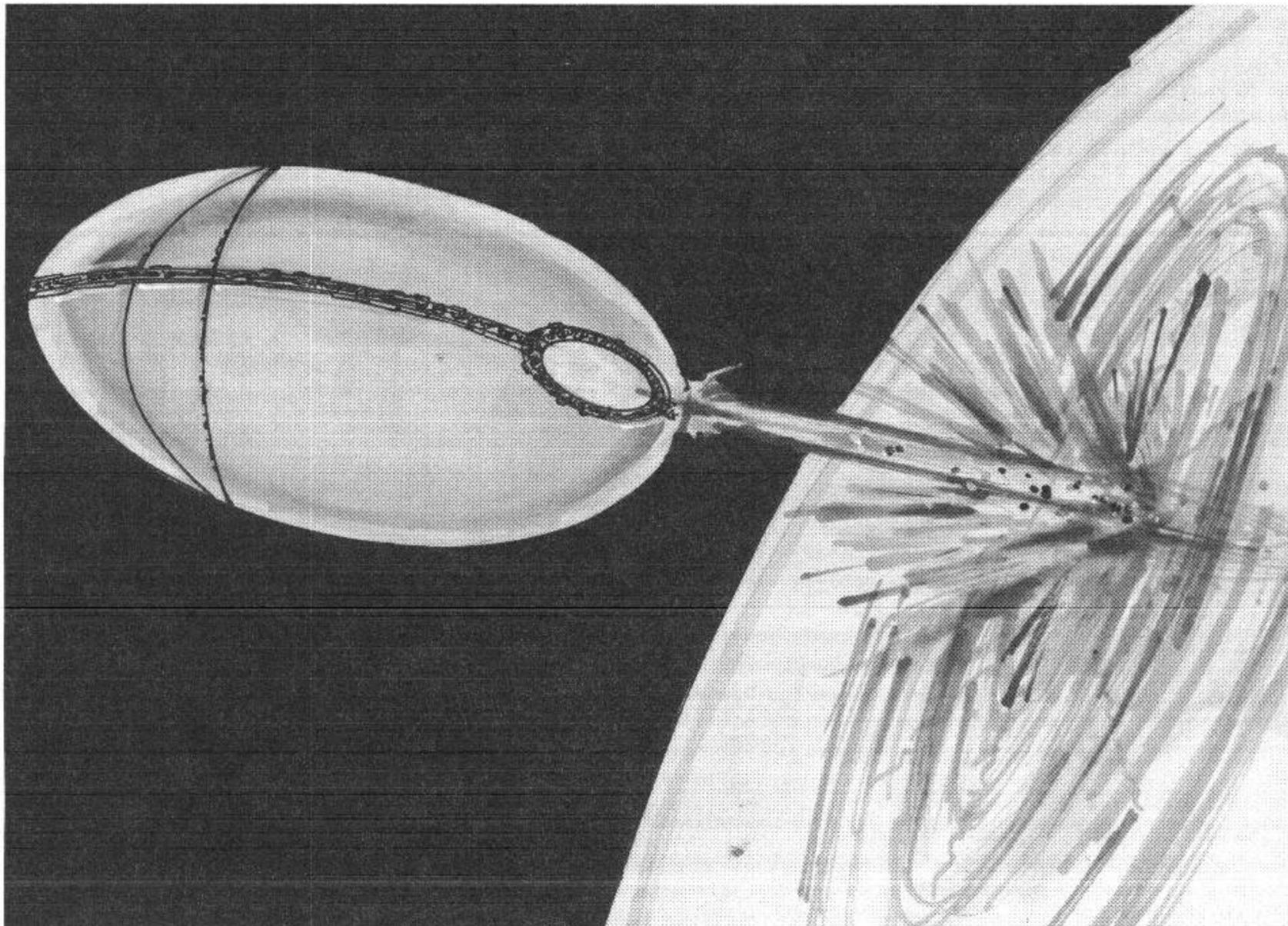
Gather Information and Sense Motive.) It's unclear who the administrator is by the time of The New Jedi Order era, since fewer people are allowed to speak to the administrator directly.

Craft: StarForge Station; **Class:** Space station; **Cost:** Estimated construction cost 429,480,000; **Size:** Colossal (Huge space station, 6,000 m long); **Initiative:** -6 (-8 size, +2 crew); **Crew:** 1,850 (Normal +2); **Passengers:** 10,000 (4,000 tenants, 6,000 visitors); **Cargo Capacity:** 25,000,000 metric tons; **Consumables:** Unlimited; **Hyperdrive:** ×6; **Maximum Speed:** Docking; **Maneuver:** -10 (-8 size, +2 crew, -4 engine quality); **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 400; **Hull Points:** 1,500; **DR:** 35.

Weapon: Heavy turbolasers (50); **Fire Arc:** 10 front, 10 right, 10 left, 10 rear, 10 turret; **Attack Bonus:** +2 (-8 size, +2 crew, +8 fire control); **Damage:** 10d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

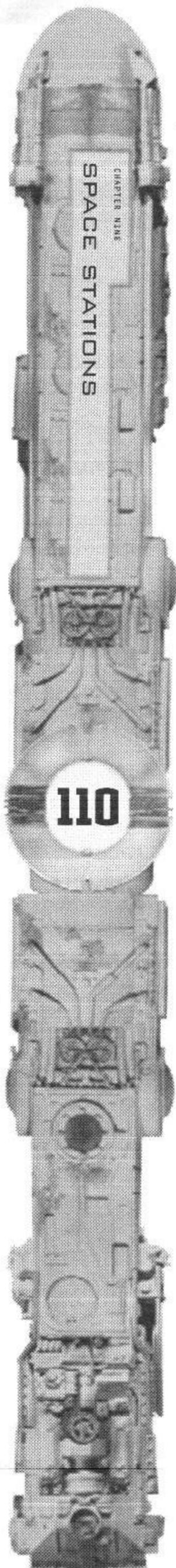
Torpedo Sphere

The Torpedo Sphere was a specialty siege vessel designed by the Empire to penetrate and destroy planetary defense shields. Throughout the Rebellion era, no more than six Torpedo Spheres were in service at any one time, due to the great expense



TORPEDO SPHERE





required to build and maintain the stations, along with their single purpose of planetary assault. Because they were huge mobile stations of nearly spherical shape, many Rebels referred to them as "pocket Death Stars." In actuality, while the firepower of a Torpedo Sphere was considerable, it was not nearly enough to actually destroy a planet.

The primary armament of a Torpedo Sphere is a massive collection of five hundred proton torpedo tubes arranged in a single cluster and designed to fire together. Because a station the size of a Torpedo Sphere cannot fire-link weapons, this collection of torpedo tubes must be carefully coordinated by over a hundred technicians, a process that can take hours. Because of this, the tubes cannot be fired together at anything more mobile than a planet. Although it would be possible to take some fire-links off the normal weapon control system and fire normally at starship-sized targets, only fifty tubes could be managed at a time in this manner. The careful maintenance of these torpedo tubes does allow them to fire up to medium range, however.

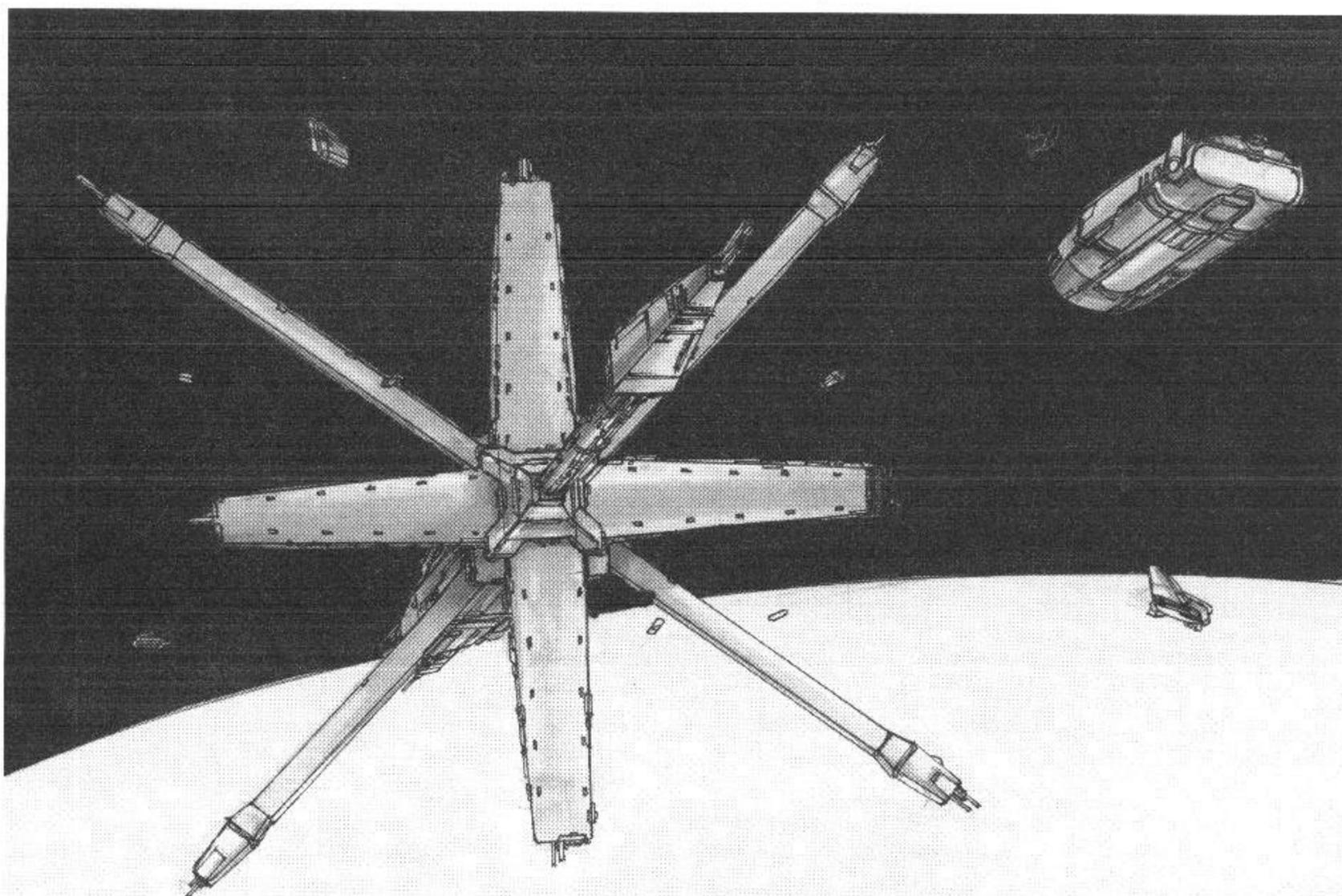
When making a planetary assault, the Torpedo Sphere must first analyze the planetary defense shields for weak points. Once these have been found, the Sphere coordinates its proton torpedoes to fire in uni-

son at a weak point. The station follows this barrage with turbolaser blasts to knock out the planetary defense generators. Although this is a simple process in theory, planetary defense shields are rarely knocked down for more than a few seconds. If the first turbolaser barrage does not destroy the planet's shield generators, the entire process must start all over again.

Craft: Loronar's Torpedo Sphere; **Class:** Space Station; **Cost:** Not for sale (construction cost 327,830,000); **Size:** Colossal (Large space station, 1,900 m long); **Initiative:** -4 (-8 size, +4 crew); **Crew:** 63,275 (Skilled +4); **Passengers:** 8,540 (troops); **Cargo Capacity:** 3.8 million metric tons; **Consumables:** 4 years; **Hyperdrive:** ×3 (backup ×18); **Maximum Speed:** Cruising; **Maneuver:** -8 (-8 size, +4 crew, -4 engine quality); **Defense:** 12 (-8 size, +10 armor); **Shield Points:** 200; **Hull Points:** 1,000; **DR:** 30.

Weapon: Heavy turbolasers (10); **Fire Arc:** Front; **Attack Bonus:** -2 (-8 size, +4 crew, +2 fire control); **Damage:** 10d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Proton torpedo tubes (500); **Fire Arc:** Front; **Attack Bonus:** +0 (-8 size, +4 crew, +4 fire control); **Damage:** 9d10×2 ; **Range Modifiers:** PB -6, S -4, M -2, L n/a.



STAR WARS

ROLEPLAYING GAME

Starship Control Sheet

NAME	PLAYER			
CRAFT	CLASS	COST		
SIZE	SIZE MODIFIER	MAX SPEED	<input checked="" type="checkbox"/> HYPERDRIVE	<input checked="" type="checkbox"/> BACKUP
CREW	QUALITY	PASSENGERS	CARGO MANIFEST	
CONSUMABLES	CARGO CAPACITY	(MANIFEST CONT.)		
		(MANIFEST CONT.)		
		(MANIFEST CONT.)		

INITIATIVE = +

SIZE MODIFIER CREW BONUS

BASE DEFENSE = + +

SIZE MODIFIER ARMOR BONUS MISC BONUS

MANEUVER CHECKS = + + +

SIZE MODIFIER CREW BONUS ENGINE QUALITY OTHER

SPEED MODIFIER

Modifies Pilot Checks & Attack Rolls	Stop	Docking	Cruising	Attack	Ramming
	-4	-2	+0	-2	-4

IONIZATION PENALTY

0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

SHIELD POINTS

TOTAL POINTS

HULL POINTS

TOTAL POINTS

DAMAGE REDUCTION

WEAPON 01

TYPE FIRE LINKED NUMBER

FRONT LEFT RIGHT AFT

ATTACK BONUS

BASE ATTACK = + + + +

SIZE MODIFIER CREW BONUS FIRE CONTROL ENGINE QUALITY OTHER

RANGE MODIFIER

POINT BLANK SHORT MEDIUM LONG

DAMAGE

NOTES

WEAPON 02

TYPE FIRE LINKED NUMBER

FRONT LEFT RIGHT AFT

ATTACK BONUS

BASE ATTACK = + + + +

SIZE MODIFIER CREW BONUS FIRE CONTROL ENGINE QUALITY OTHER

RANGE MODIFIER

POINT BLANK SHORT MEDIUM LONG

DAMAGE

NOTES

WEAPON 03

TYPE FIRE LINKED NUMBER

FRONT LEFT RIGHT AFT

ATTACK BONUS

BASE ATTACK = + + + +

SIZE MODIFIER CREW BONUS FIRE CONTROL ENGINE QUALITY OTHER

RANGE MODIFIER

POINT BLANK SHORT MEDIUM LONG

DAMAGE

NOTES

WEAPON 04

TYPE FIRE LINKED NUMBER

FRONT LEFT RIGHT AFT

ATTACK BONUS

BASE ATTACK = + + + +

SIZE MODIFIER CREW BONUS FIRE CONTROL ENGINE QUALITY OTHER

RANGE MODIFIER

POINT BLANK SHORT MEDIUM LONG

DAMAGE

NOTES

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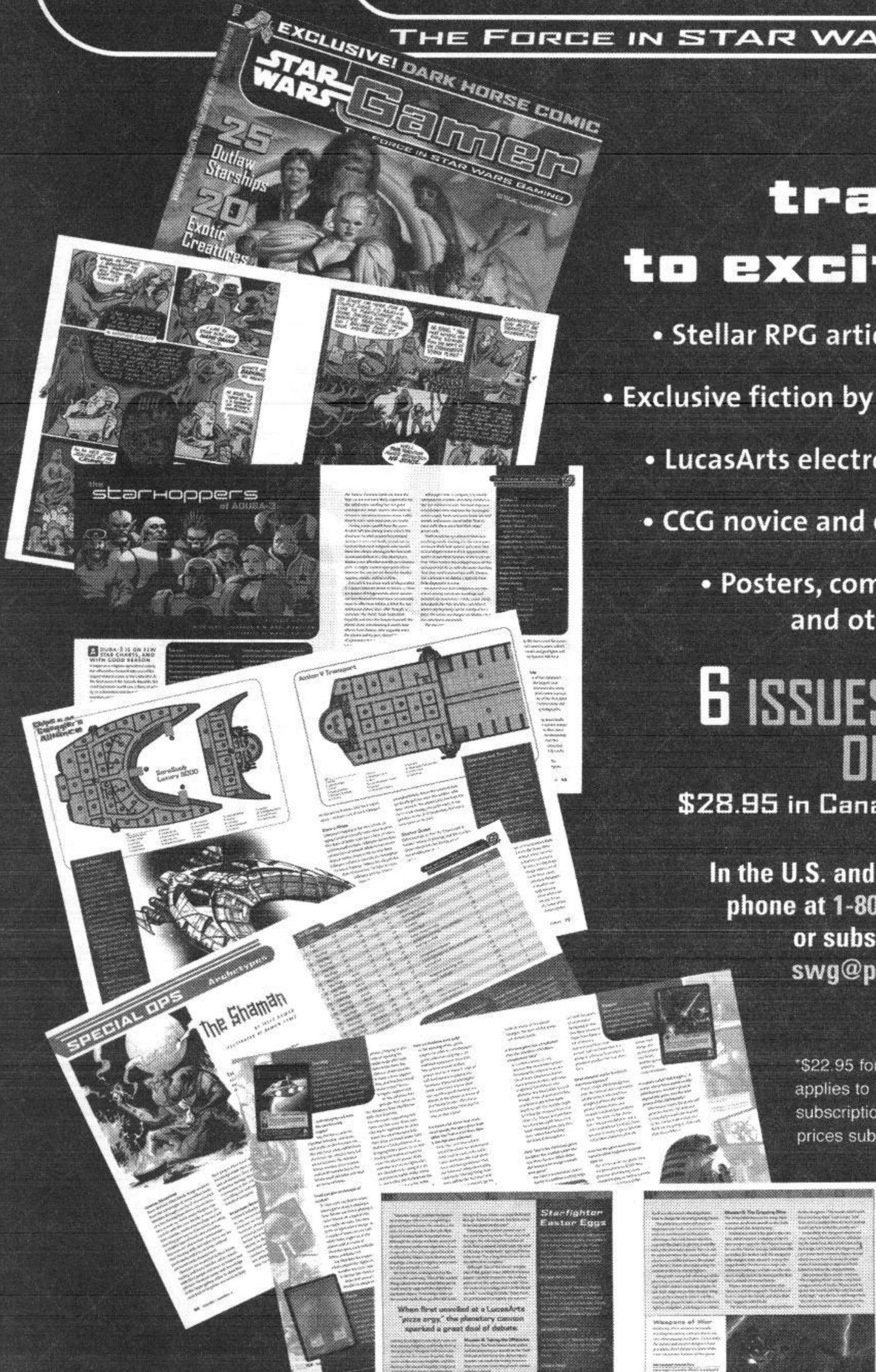
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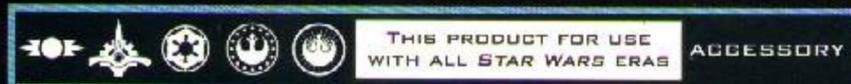
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