

Sith Interceptor

CL 5

Huge starfighter

Init +9; **Senses** Perception +5

Damage

Defenses; Ref 17 (Flat-footed 11), Fort 21; +3 armor

hp 50; DR 10; **Threshold** 31

Normal

Speed 5 (starship scale) squares (max. velocity 1250 km/h)

-1

Ranged laser cannon +4 (-1 autofire) (3d10x2)



Cover total (crew)

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

-2

Atk Options autofire (laser cannon)



Abilities Str 32, Dex 22, Con --, Int 14,

Skills Initiative +9, Mechanics +5, Perception +5, Pilot +9, Use Computer +5

-5

Crew 1 (normal); **Passengers** none **Cargo** 40 kg; **Consumables** 1 day(s); **Carried Craft** none



Availability Military; **Cost** not available for sale (used)

Concentrate on 1 or 2 enemy starfighters, preferring to attack in groups of 2 and 4 with autofire.

-10



Helpless



Pelagia Duplex Command Assault Gunship

CL 12

Colossal space transport

Init +0; **Senses** Perception +8

Damage

Defenses; Ref 14 (Flat-footed 12), Fort 26; +12 armor

hp 130; DR 15; **Threshold** 76

Normal

Speed 3 (starship scale) squares (max. velocity 870 km/h)

-1

Ranged 2 heavy laser cannons (gunner) +8 (+3 autofire) (6d10x2) and



Ranged 2 laser cannons +8 (+3 autofire) (4d10x2)

Cover total (crew)

-2

Base Atk +5; **Grp** +41



Atk Options autofire (heavy laser cannons, laser cannons)

Abilities Str 43, Dex 14, Con --, Int 16,

-5

Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8



Crew 5 (expert); **Passengers** 6 **Cargo** 10 tons kg; **Consumables** 7 day(s); **Carried Craft** none

Availability Restricted; **Cost** 525,000 (310000 used)

-10

Attempt to stay well back and avoid any dogfight, while providing support to interceptors.



Helpless



Interdictor-class Warship

CL 16

Colossal (cruiser) capital ship

Init -2; **Senses** Perception +6

Damage

Defenses; Ref 14 (Flat-footed 12), Fort 50; +12 armor

hp 1250; DR 20; SR 110; **Threshold** 250

Normal

Speed 3 (starship scale) squares (max. velocity km/h)

-1

Ranged Heavy laser cannons (gunner) +8 (+3 autofire) (6d10x2) and



Ranged 2 laser cannons +8 (+3 autofire) (4d10x2)

Fighting Space 2x2; **Cover** total (crew)

-2

Base Atk +2; **Grp** +62



Atk Options autofire (point-defense light laser cannon batteries)

Special Actions Tactical Fire

-5

Abilities Str 90, Dex 14, Con --, Int 18,



Skills Initiative +15, Mechanics +2, Perception +1, Pilot +15, Use Computer +2

Crew 5,224 (skilled); **Passengers** 3600 (troops) **Cargo** 11000 tons kg; **Consumables** 1095 day(s);

-10

Carried Craft 48 Sith Interceptors, various support vehicles



Availability Military; **Cost** not available for sale (used)

Only provides Tactical Fire each round. As a standard action, affecting all squares in a 2-square radius. All enemy starships within this area suffer a -1 penalty to Reflex Defense and have their space speed reduced by 2 squares (to a minimum of 1 square).

Helpless

