

Message to Spacers 1

XQ2 Space Platform

Rodney Thompson

"Message to Spacers" is a new regular column that brings you new starships and space stations from throughout the *Star Wars* universe. Each article provides new statistics and descriptions to make it easy to use a particular ship or station in your game immediately.

XQ2 Space Platform

Bengel Shipbuilders XQ2 Platform

CL 16

Colossal (station) space station
Init –10; **Senses** Perception +5

Defense Ref 10 (flat-footed 10), Fort 70; +15 armor
hp 2,500; **DR** 20; **SR** 200; **Threshold** 570

Speed fly 0 squares (starship scale)
Ranged 3 turbolaser batteries +2* (see below) and
2 point-defense laser cannon batteries +2 (see below)
Fighting Space 2 x 2 (starship scale); **Cover** total (crew)
Base Atk +0; **Grp** +80

Abilities Str 131, Dex 0, Con —, Int 18
Skills Initiative –10, Mechanics +5, Perception +5, Pilot –10, Use Computer +5

Crew 1,598 (normal); **Passengers** 10,000
Cargo 100,000 tons; **Consumables** 5 years; **Carried Craft** 36 starfighters (any type), 20 cargo shuttles
Availability Restricted; **Cost** 30,000,000 (18,000,000 used)

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

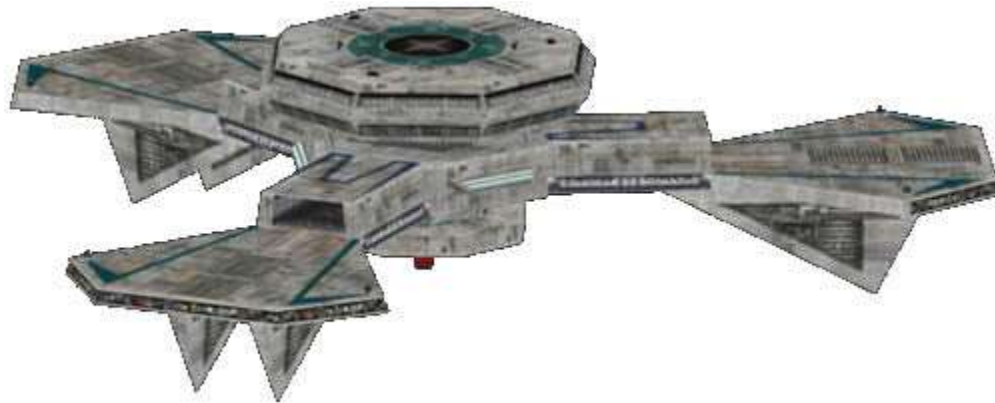
Turbolaser battery (5 gunners)
Atk +2 (–18 against targets smaller than Colossal); **Dmg** 4d10 x 5

Point-defense laser cannon battery (3 gunners)
Atk +2; **Dmg** 3d10 x 2

The XQ2 Platform is a basic space station designed to act as a waypoint for travelers visiting highly populated planets. Designed for deployment just at the edge of the atmosphere of planets with heavy space traffic, the XQ2 Platform helps alleviate take off and landing traffic jams by regulating the flow of ships into and out of a star system. Many Core Worlds, such as Brentaal, have dozens of similar space platforms in low orbit, using them as cargo transit facilities and travel waypoints to keep traffic flowing smoothly.

Space platforms such as the XQ2 have relatively small crews and very few permanent residents; most of the people aboard a

platform are there only temporarily. Some interstellar passenger lines use XQ2 Platforms as staging areas for their journeys, allowing passengers to take shuttles up to the platform before boarding larger liners that cannot enter a planet's atmosphere with ease. An XQ2 Platform is quite modular and can be adapted to suit passengers as well as large amounts of cargo.



*The XQ2 Space Platform, as depicted in the **Star Wars: X-wing Alliance** computer game.*

The XQ2 Platform features a large, cylindrical central structure flanked on three sides by landing platforms and docking bays. The upper section of the central area features an octagonal structure that houses the majority of the platform's living and passenger areas. Several decks in these areas have large windows that look out on the space surrounding the station, usually affording an excellent view of the planet below. Atop the livable area is a landing platform where larger ships can dock, connecting to the station via sealed conduits. A single large docking bay rests on the ventral side of the station, though in most cases it is used only if the three hangar bays are completely full.

At the core of its design, the XQ2 Platform has the capability to support a large number of passenger vessels and cargo haulers simultaneously. The three primary hangars face outward at angles that allow multiple ships to approach the station at once. Each hangar also features an external landing dock where smaller ships (such as starfighters and personal shuttles) can land and wait for clearance to enter the hangar bay, moving on repulsors to conserve fuel.

Each hangar bay can hold up to 20 ships of Colossal size or smaller. Additionally, a bay could accommodate a ship as large as a Corellian CR90 Corvette if space were cleared, though no other ships could comfortably dock in that hangar for the duration of the larger ship's stay. Each docked ship is afforded its own landing space, complete with refueling stations and cargo loaders at its disposal.

Station security monitors each docking bay closely from a central control tower, located one deck above the hangar bays. Unlike most control towers, the tower in the XQ2 Platform does not actually look out over the hangars, instead relying on electronic surveillance to keep tabs on each docking bay.

For a space station, the XQ2 is lightly defended, mostly because it serves more as a waypoint than as a strategic locale. The station has three turbolaser batteries to fend off capital ships, such as those used by pirates and mercenaries, and two point-defense laser batteries to protect against smaller vessels.

However, the station's primary defenses are its three starfighter squadrons. Though not every XQ2 has three full squadrons (some owners of the platform might not be able to afford that many fighters and pilots), the platform can support up to 36 defensive starfighters, in addition to any fighters that might be docked in the commercial bays. The fighter squadrons defending an XQ2 Platform usually reside in the ventral docking bay, launching from the bottom of the station at the first sign of trouble.

History

The XQ2 Platform is the successor to the popular XQ1 series and began production shortly after the start of the Galactic Civil War. Since businesses and organizations bought the XQ1 Platform in large numbers, engineers at Bengel Shipbuilders turned their attention to refining the design concepts and upgrading them with the company's newfound wealth. The result was the XQ2, which provides more cargo space, more living space, and more amenities than its predecessor.



*The XQ1 Space Platform, as depicted in the **Star Wars: X-wing Alliance** computer game.*

When production of the XQ2 was announced, orders came in at a rate so high that Bengel Shipyards had to cut off new orders to meet the existing demand. The XQ2 Platform's increased stability and comfort level also encouraged some wealthy businesses to replace their XQ1 models (which, at the time, were less than five years old).

Unfortunately, Bengel Shipbuilders fell victim to its own success. Unable to keep up with the demands of their customers, the company leased shipbuilding facilities from other shipyards, such as Kuat Drive Yards and the Corellian Engineering Corporation. After a time, it was so indebted to these other shipyards that it collapsed financially.

With the company bankrupt and production of the XQ2 grinding to a halt, two other companies swooped in to obtain the rights to the platform's design. The Tenloss Corporation purchased Bengel Shipbuilders outright and transferred all of its engineers to Tenloss holdings. However, the owners of Bengel Shipbuilders sold the design for the XQ3 Platform (the follow-up to the XQ2) to Xizor Transport System, a move that left the Tenloss Corporation none too pleased. However, the XQ Platform series continued under the Tenloss Corporation, with future models designed by the platforms' original engineering team.

Bengel Shipbuilders

Bengel Shipbuilders rose to galactic prominence with the introduction of its XQ1 Space Platform. Based out of the Dynali Sector, Bengel Shipbuilders produced the first of the famous XQ series for their home planet's use, hoping to alleviate some of the space traffic above the tectonically active world of Ord Thoden. The original versions of the XQ1 Platform were quite small and intended for use only by space transports.

However, when Corporate Sector Authority scouts visited Ord Thoden and saw how efficiently the XQ1 served as a stopover point for travelers, they contacted their government and transmitted data on the platforms. Within weeks, Bengel Shipbuilders began producing XQ1 Platforms for planets throughout the Corporate Sector, and at the request of its customers, expanded the dimensions of the XQ1 to accommodate small capital ships.

XQ2 Space Platforms in the Galaxy

XQ2 Platforms can be found everywhere from the Core to the Outer Rim. The Corporate Sector purchased a large number of XQ2 Platforms from Bengel Shipbuilders before the Tenloss Corporation bought them out, and most of the working XQ2s can be found in planets throughout the sector. Additionally, some Core planets use the XQ2 to regulate the large amounts of traffic through their star systems, and these platforms (such as Sel Zonn Station, above the world of Brentaal) act as gatekeepers to Imperial planets.

Message to Spacers 2

Cardan-Class Space Station

Patrick Stutzman

Check out the Message to Spacers archives!

[Message to Spacers 1: XQ2 Space Platform](#)

The *Cardan*-class Space Station started as a simple defense platform designed to defend strategic locations from anyone not authorized by the Empire to be present. Able to be deployed either in orbit just outside a planet's atmosphere or positioned in deep space, the station provides front-line defense against any forces attempting to reach whatever the station is guarding. These stations can be found throughout the galaxy at locations that hold some importance to the Empire.



Cardan-class Space Station Mark V

Cardan-Class Space Stations are built in five sizes and labeled accordingly, from Mark I to Mark V. The smallest, Mark I, has the fewest defense capabilities and is typically positioned at locations not needing too much security, such as low-level scientific research facilities and agricultural colonies. A Mark V, on the other hand, is a strong, military station with enough defenses to hold back an entire fleet of warships and is usually found protecting highly classified sites.

The station is designed to be somewhat modular in construction, with various sections dedicated to a particular purpose. Each section focuses on a single purpose, such as starship repair and construction or communications. At the same time, attaching a new section increases the facility's defense strength by adding more weapons and TIE fighter squadrons, making it more formidable than before.

Although each section is different in function from the others, they all share similar architectural aspects. Each one features smooth, angular structures and long rows of windows, giving an impression that the station has been lifted from a section of Coruscant and launched into space. At least one hangar bay filled with a minimum of one TIE fighter squadron can be found in each section along with housing facilities for the ships' pilots and technicians.

The shipyard integrated into the larger-level stations hosts facilities that provide some of the best quality work in the Empire and a valuable resource for the Imperial fleet when deployed away from the Core Worlds, something other Imperial defense stations such as the Golan Defense Platform do not provide. Despite the fact that the Golan Defense Platform is capable of providing a stronger defense, the repair facilities provided by the *Cardan*-class Space Station help keep the Imperial fleet positioned far from the galactic core in prime condition.

Large enough to allow an *Imperial*-class Star Destroyer to drydock, the shipyards are capable of building a capital ship from the ground up or repairing ships with the same care. In addition to the drydocks, smaller hangar bays large enough to allow up to four additional capital ships to park are also available.

Since the stations' shipyards are a valuable resource for the Imperial fleet while away from the Core Worlds, finding at least one or two ships in close proximity to the base is not uncommon. In times of crisis, station personnel can request aid from these nearby vessels that quickly come to the center's defense, and one or two *Acclamator II*-class assault ships or *Tartan*-class patrol cruisers are usually the first to arrive on the scene.

Station security keeps a watchful eye over each hangar bay from a surveillance center at each location along the top of one of the hangar's walls, which also houses the traffic controllers and control systems for the bay. The station's internal security also centers its operations from these centers, allowing security officers to deal with any situations within the station quickly and efficiently.

The defenses of the Mark I *Cardan*-class Space Station hardly seem sufficient for its duties as an orbital or deep space defense platform, but they have proven capable of defending the station from small groups of pirates foolish enough to attack. With higher-level stations, the defenses increase dramatically, to the point that whole war fleets have difficulty breaching the defense grid.

Although the station's guns can prove to be quite a match for any intruders, the addition of the station's fighter complement can cause some of the strongest starship captains to turn tail and run. Some Mark V stations have been known to house as many as eight TIE fighter squadrons at any given time.

The *Cardan*-class Space Station performs very well not only at defending its immediate area but also at keeping the ships that visit in excellent condition. As a standard action, a *Cardan*-class Space Station can forgo all attacks to provide tactical fire to all squares in a 3-square radius around itself. All allied ships within that area gain +5 DR and a +1 bonus to Fortitude Defense.

History

The *Cardan*-class Space Station was initially conceived during the latter part of the Clone Wars as a means of additional planetary defense against Separatist fleets that encroached on Republic worlds. Initial prototypes were completed by Kuat Drive Yards, and full production began by the time the war ended, but the stations were not deployed until well after the Empire had fully replaced the Republic as the galaxy's primary government.

Mark I *Cardan*-class stations were introduced into service first and placed throughout the Empire to help maintain order and defend outlying systems from pirates and mercenaries seeking to intrude on Imperial systems. Praise was high after the first reports of success flooded into the halls of the Imperial military. But when these stations started being overrun by larger criminal organizations, KDY quickly supplemented them with newer and larger structures, increasing the defensive power. Many fledgling groups of bandits and even some larger crime rings decided that engaging these stations was too much of a risk and backed off, letting larger factions take their chances against the stations.

The stations' success helped Kuat Drive Yards develop bigger and better facilities for themselves and the Empire, helping to improve the plans for future starships and stations, such as the Super Star Destroyer and the second Death Star.

Cardan-Class Space Stations in the Galaxy

Cardan-class Space Stations can be found in almost every Imperial star system from the Deep Core to the edge of the galaxy, but a higher concentration is evident in the Mid Rim and Outer Rim Territories. As the Empire stretches its influence to more and more star systems in the Outer Rim and garrisons are planted on new worlds, new stations are established to help cement the Empire's presence and maintain its control in the area. Also, *Cardan*-class stations can be found at strategically important points in deep space, such as the hyperspace crossroads where the Perlemian Trade Route and the Hydian Way intersect.

Saga Edition Statistics

The following statistics blocks represent the three most common types of *Cardan*-class stations.

Kuat Drive Yards *Cardan* I-class Space Station CL 8

Colossal (station) space station
Init −10; **Senses** Perception +6

Defense Ref 6 (flat-footed 6), Fort 58; +11 armor
hp 600; **DR** 20; **SR** 150; **Threshold** 558

Speed fly 0 squares (starship scale)
Ranged 2 light turbolaser batteries +10* (see below) and
Ranged 2 point-defense light ion cannon batteries +10 (see below)
Fighting Space 2 x 2 (starship scale); **Cover** total
Base Atk +2; **Grp** +85

Abilities Str 106, Dex 0, Con —, Int 22
Skills Initiative −10, Mechanics +6, Perception +6, Pilot −10, Use Computer +6

Crew 1,200 (skilled); **Passengers** 300
Cargo 15,000 tons; **Consumables** 2 years; **Carried Craft** 12 TIE Fighters, 2 *Lambda*-class shuttles
Availability Military; **Cost** not available for sale
* Apply a −20 penalty on attacks against targets smaller than Colossal in size.

Light turbolaser battery (2 gunners)
Atk +10 (−10 against targets smaller than Colossal); **Dmg** 4d10 x 5

Point defense light ion cannon battery (2 gunners)
Atk +10; **Dmg** 4d10 x 2 ion

Kuat Drive Yards *Cardan II*-class Space Station CL 12

Colossal (station) space station
Init –10; **Senses** Perception +6

Defense Ref 7 (flat-footed 7), Fort 62; +12 armor
hp 1,200; **DR** 20; **SR** 175; **Threshold** 562

Speed fly 0 squares (starship scale)
Ranged 3 light turbolaser batteries +10* (see below) and
Ranged 3 point-defense light ion cannon batteries +10 (see below) and
Ranged 2 proton torpedo launchers +9* (see below) and
Ranged 2 tractor beams +9* (see below)
Fighting Space 2 x 2 (starship scale); **Cover** total
Base Atk +2; **Grp** +89

Abilities Str 114, Dex 0, Con —, Int 22
Skills Initiative –10, Mechanics +6, Perception +6, Pilot –10, Use Computer +6

Crew 2,400 (skilled); **Passengers** 600
Cargo 30,000 tons; **Consumables** 2 years; **Carried Craft** 24 TIE Fighters, 4 *Lambda*-class shuttles
Availability Military; **Cost** not available for sale
** Apply a –20 penalty on attacks against targets smaller than Colossal in size.*

Light turbolaser battery (2 gunners)
Atk +10 (–10 against targets smaller than Colossal); **Dmg** 4d10 x 5

Point defense light ion cannon battery (2 gunners)
Atk +10; **Dmg** 4d10 x 2 ion

Proton torpedo launcher (1 gunner)
Atk +9 (–11 against targets smaller than Colossal); **Dmg** 9d10 x 2

Tractor beam (1 gunner)
Atk +9 (–11 against targets smaller than Colossal); **Dmg** — (grapple +93)

Kuat Drive Yards *Cardan III*-class Space Station CL 20

Colossal (station) space station
Init −10; **Senses** Perception +7

Defense Ref 8 (flat-footed 8), Fort 66; +13 armor
hp 1,800; **DR** 20; **SR** 200; **Threshold** 566

Speed fly 0 squares (starship scale)
Ranged 4 medium turbolaser batteries +11* (see below) and
Ranged 4 point-defense medium laser cannon batteries +11 (see below) and
Ranged 4 point-defense medium ion cannon batteries +11 (see below) and
Ranged 4 proton torpedo launchers +9* (see below) and
Ranged 2 tractor beams +9* (see below)
Fighting Space 2 x 2 (starship scale); **Cover** total
Base Atk +2; **Grp** +93

Abilities Str 122, Dex 0, Con —, Int 24
Skills Initiative −10, Mechanics +7, Perception +7, Pilot −10, Use Computer +7

Crew 4,800 (skilled); **Passengers** 1,200
Cargo 35,000 tons; **Consumables** 2 years; **Carried Craft** 48 TIE Fighters, 6 *Lambda*-class shuttles
Availability Military; **Cost** not available for sale
* *Apply a −20 penalty on attacks against targets smaller than Colossal in size.*

Medium turbolaser battery (2 gunners)
Atk +11 (−9 against targets smaller than Colossal); **Dmg** 6d10 x 5

Point defense medium laser cannon battery (2 gunners)
Atk +11; **Dmg** 5d10 x 2

Point defense medium ion cannon battery (2 gunners)
Atk +11; **Dmg** 5d10 x 2 ion

Proton torpedo launcher (1 gunner)
Atk +9 (−11 against targets smaller than Colossal); **Dmg** 9d10 x 2

Tractor beam (1 gunner)
Atk +9 (−11 against targets smaller than Colossal); **Dmg** — (grapple +93)

About the Author

Patrick Stutzman is a freelance game designer whose credits include *Threats of the Galaxy* and the upcoming *The Clone Wars Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. He also maintains his Web site, [Star Wars: The Forgotten Tales](#), and works on [SWRPGNetwork](#) under the name of Jan Tolbara. Currently, he lives in Kansas City with his wife, two children, and an annoying Force spirit that follows him wherever he goes. If you have any tips on how to get rid of this spirit, let him know.

©1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved. Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.

Message to Spacers 3

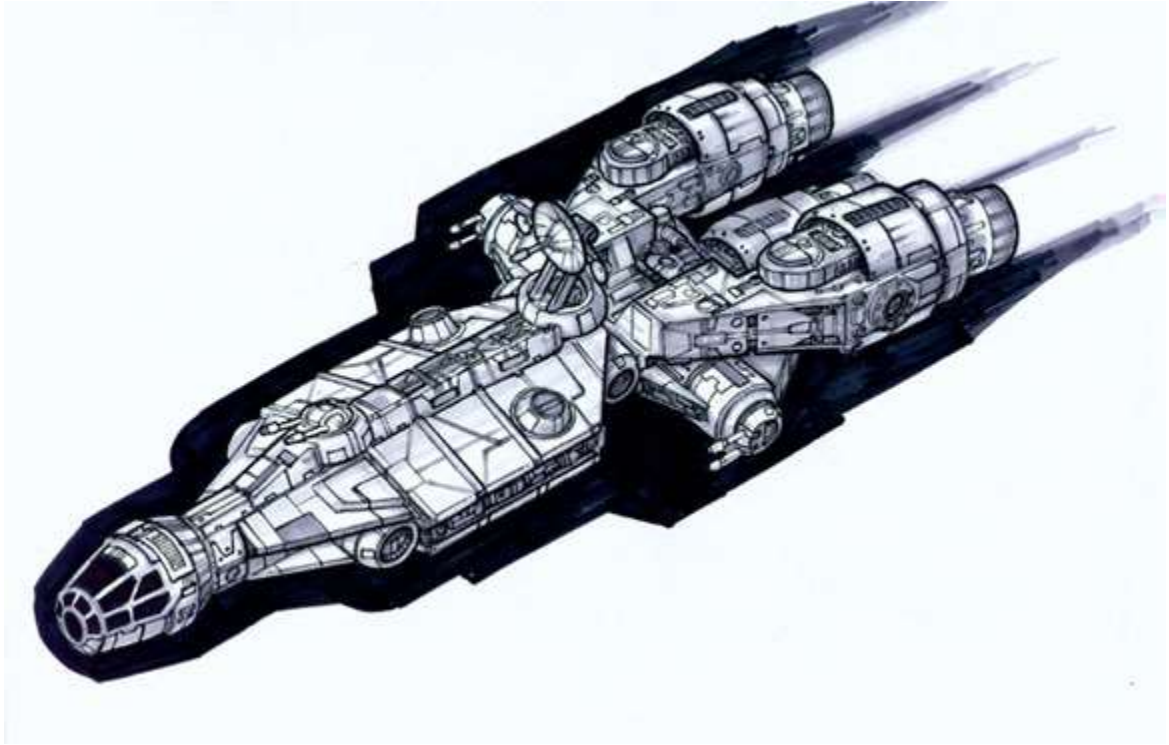
YZ-775 Transport

Patrick Stutzman

Check out the Message to Spacers archives!

[Message to Spacers 1: XQ2 Space Platform](#)

[Message to Spacers 2: *Cardan*-Class Space Station](#)



The YZ-775 transport is considered by the Corellian Engineering Corporation to be one of the largest vessels to be classified as a light freighter and the half step between most space transports and actual capital ships such as the CEC CR90 Corvette and the Corellian Gunship. Popular with independent cargo haulers and small transport organizations due to its ample cargo hold and sturdy defenses, the YZ-775 can be seen in many starports throughout the galaxy.

Larger than most small freighters (with a length of 52 meters), the ship contains a large cockpit that is easily twice the size of the one found on the YT-1300 and has enough room to accommodate the entire eight-person crew. The central section of the ship has two decks: the upper deck is the ship's cargo hold, and the lower deck hosts the living quarters and primary systems. An alternative configuration exchanges the two decks, placing the crew quarters on the upper deck and dedicating the lower deck to cargo. Although the original design provides better security for the ship's cargo, many freighter captains specifically request the alternative configuration, hoping to make loading and unloading cargo much easier at starports and on planets that lack a proper landing zone.

The weapon systems for the YZ-775, seen by Imperial forces as being too numerous for a simple transport not designed for combat, are a welcome sight for independent traders who paid the high price for the ship and do not want to fall prey to pirates and marauders. The double turbolaser cannon, a weapon system that originally was not approved by the Empire for this ship design, stands as the ship's most powerful weapon and causes many would-be looters to cease their attack. When supplemented by the double laser cannons and proton torpedoes, many merchant captains flying the YZ-775 rest easier and are seldom bothered by low-level pirates and thieves.

History

When the Republic transformed into the Empire and people throughout the galaxy learned of the philosophies by which it operated, the pattern of starship sales changed along with the government. Armed vessels, particularly armed vessels that could be easily modified, suddenly became the type of starship that buyers most sought.

The Empire, however, was not about to let civilians wield heavy weaponry and began to crack down on shipyards that offered such ships on the open market. The Corellian Engineering Corporation, with its long history and highly respectable reputation of creating ship designs that could fill a wide variety of roles, negotiated with top-ranking officials at the Imperial Bureau of Shipyards and Construction to gain the proper authorizations to continue building armed transports for its civilian clients. Delighted with the uninterrupted flow of products, customers flocked to the CEC's shipyards, further increasing the company's large profit margins.

First introduced to the galaxy a few years after the conclusion of the Clone Wars, the YZ-775 was one of the first class of armed transports to be sold after the CEC gained permission from the Empire to continue its production of such starships. Sales were remarkably high during its initial years, and the YZ-775 proved to be extremely popular with small trading organizations and independent merchants who could afford the price.

As the years passed and more people grew discontent with the way the Empire ruled the galaxy, many YZ-775s joined the Rebellion's fleet and were used to smuggle weapons and supplies, transport troops, and provide extra firepower. Some vessels survived the war and continued service with the New Republic, despite the apparent age of the ships.

YZ-775s in the Galaxy

The YZ-775 is found in starports throughout the galaxy, regardless of its affiliation or location. Since this class of ship is popular with cargo transportation organizations and independent traders that hold no ties to any particular government, it is not uncommon to find a few docked in close proximity to each other at a busy port, offloading cargo or loading new shipments for upcoming stops.

The CEC vehemently denied that the ships of the YZ series were originally intended to be converted to be combat vessels and sold to paramilitary organizations. However, the claims were not taken seriously, especially considering that several star systems in the Outer Rim that have little to no association with any galactic authority are known to have purchased several YZ-775s to be used specifically as patrol ships or customs vessels. At the same time, other systems have modified a fair number of the ships to bolster their defense fleets against raiders and neighboring systems that seek to expand their control.

Saga Edition Statistics

CEC YZ-775 Transport

CL 12

Colossal (frigate) space transport
Init –3; **Senses** Perception +5

Defense Ref 13 (flat-footed 11), Fort 34; +11 armor
hp 650; **DR** 15; **SR** 90; **Threshold** 134

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)
Ranged double turbolasers +3* (see below) and
Ranged 2 double laser cannons +3 (see below) and
Ranged 2 proton torpedoes +3 (see below)
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +0; **Grp** +49
Atk Options autofire (double laser cannons), fire-link (double laser cannons, proton torpedoes)

Abilities Str 59, Dex 14, Con —, Int 16
Skills Initiative –3, Mechanics +5, Perception +5, Pilot –3, Use Computer +5

Crew 8 (Normal); **Passengers** 14
Cargo 400 tons; **Consumables** 6 months; **Carried Craft** none
Payload 24 proton torpedoes
Hyperdrive x1 (backup x12), nav computer
Availability Licensed; **Cost** 500,000 credits (350,000 used)
* *Apply a –20 penalty on attacks against targets smaller than Colossal in size.*

Double turbolasers (gunner)
Atk +3 (–17 against targets smaller than Colossal); **Dmg** 5d10 x 5

Double laser cannons (gunner)
Atk +3 (–2 autofire); **Dmg** 5d10 x 2

Proton torpedoes (pilot)
Atk +3; **Dmg** 9d10 x 2

About the Author

Patrick Stutzman is a freelance game designer whose credits include *Threats of the Galaxy* and the upcoming *The Clone Wars Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. He also maintains his Web site, [Star Wars: The Forgotten Tales](#), and works on [SWRPGNetwork](#) under the name of Jan Tolbara. Currently, he lives in Kansas City with his wife, two children, and an annoying Force spirit that follows him wherever he goes. If you have any tips on how to get rid of this spirit, let him know.

Message to Spacers 4

Loronar E-9 Explorer

Patrick Stutzman

Check out the Message to Spacers archives!

[Message to Spacers 1: XQ2 Space Platform](#)

[Message to Spacers 2: Cardan-Class Space Station](#)

[Message to Spacers 3: YZ-775 Transport](#)



Loronar's E-9 Explorer vessel was designed to be a long-range scout that requires a small crew to operate at peak efficiency. The ship is streamlined to maximize atmospheric flight for planetary landings and holds enough supplies to allow the ship to operate for long periods between starport visits. Although it is often purchased by small groups of adventurers to travel the galaxy, the ship has proven to be popular with small mercenary bands as well.

The ship's bridge houses stations that allow the entire four-person crew to monitor and operate most ship systems. The crew quarters, located along the neck of the ship, are spacious enough to allow the crew and any passengers they take aboard to live comfortably during long voyages. The lounge holds an autochef system to help meet the crew's nutritional needs as well as a holographic game table and other entertainment systems to keep the minds and bodies active between destinations. In addition to the engineering section, the main body of the ship also holds a three-deck cargo bay large enough to hold a small repulsorlift vehicle, which can leave the ship through the ventral cargo elevator. Loronar even offers the option of adding a CS-1 cargo sled to the ship for an additional 12,000 credits.

To help make the lives of technicians easier when repairs need to be made during flight, a network of crawlways was built under the main deck that can access virtually any part of the ship. Despite their convenient use, their only access point is through the gunwell just inside the front area of the cargo bay. Anyone trying to gain entry into the maintenance tunnels anywhere else must cut through the deck plating.

The E-9 Explorer comes equipped with two laser cannons, one on top and one on the bottom of the main body of the ship, under the belief that the weapons should provide sufficient defense against any dangers it may face. Though not initially conceived by its designers, many owners of the ship found that the weaponry can be upgraded easily to more lethal armament, including double, quad, or even heavy laser cannons. Some shrewd owners have even been known to install a proton torpedo launcher into the underside of the ship's nose. Such measures are viewed by Loronar and the Imperial government as highly unnecessary and have been known to incite seizure of the ship by the Empire.

History

The Loronar E-9 Explorer was first introduced to the galaxy near the end of the Clone Wars as an unarmed transport. Amid the political turmoil and the rising success of the Corellian Engineering Corporation's line of light freighters, the E-9 experienced only mild success with its intended market. Despite this, Loronar maintained their support of the ship, believing that sales would pick up. Several times over the next few years, the ship was nearly discontinued but managed to gain enough customer support to persist.

When Loronar decided to follow the trend established by other ship production companies and add weaponry to their light freighters and transports, the E-9 was one of the first to receive the upgrade and subsequent advertising promotion. Sales rose dramatically, as customers suddenly noticed the vessel's value and guaranteed the survival of the line.

The success was short-lived, however, as the Empire cracked down on shipbuilding companies that incorporated weapons into their ships. Loronar pleaded with the Imperial Bureau of Shipyards and Construction and fought a long legal battle that nearly forced the company to stop production of the line. Finally, Loronar gained permission to continue to produce and sell the E-9 as an armed transport with the justification that the ship would be used as an exploration vessel and required the armament to defend itself away from the protection offered by the Empire.

With a renewed purpose, Loronar upgraded the ship's sensor suite, changed its marketing strategy, and advertised the E-9 as an armed scout vessel. Although sales were not as high as they once were, Loronar decided not to forsake the good fortune they received and continued to support the ship well into the first years of the New Republic.

E-9 Explorers in the Galaxy

Most often, E-9 Explorers can be found away from the Core Worlds in unexplored star systems or at distant starports, used by hardy crews scouting for new planets and secrets away from the notice of the galactic population. However, several of the ships have been used by small mercenary bands as their primary vessel or means of transport to and from various missions. Still other E-9s have fallen into the hands of pirates that use the ship to loot innocent merchants and luxury transports. Merchants and well-to-do citizens have been known to pick up an E-9 Explorer as well, mainly to use the ship as a personal yacht to travel the spacelanes in style.

Saga Edition Statistics

Loronar E-9 Explorer

CL 7

Colossal space transport

Init -5; **Senses** Perception +7

Defense Ref 15 (flat-footed 13), Fort 24; +13 armor
hp 150; **DR** 15; **SR** 45; **Threshold** 74

Speed fly 12 squares (max. velocity 950 km/h), fly 4 squares (starship scale)

Ranged 2 laser cannons +2 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +34

Abilities Str 38, Dex 14, Con —, Int 18

Skills Initiative -5, Mechanics +5, Perception +7 (+12*), Pilot -5, Use Computer +7 (+12*)

** When using sensors, use these skill modifiers instead.*

Crew 4 (Normal); **Passengers** 4

Cargo 30 tons; **Consumables** 2 years; **Carried Craft** none

Hyperdrive x1 (backup x12), navicomputer

Availability Licensed; **Cost** 325,000 (200,000 used)

Laser cannons (2 gunners)

Atk +2, **Dmg** 4d10x2

Loronar/Mobquet CS-1 Cargo Sled

CL 1

Huge ground vehicle (speeder)
Init +8; **Senses** Perception +5

Defense Ref 12 (flat-footed 10), Fort 15; +2 armor
hp 70; **DR** 5; **Threshold** 25

Speed 8 squares (max. velocity 225 km/h)
Fighting Space 2x2; **Cover** +5
Base Atk +0; **Grp** +20

Abilities Str 20, Dex 14, Con —, Int 12
Skills Initiative +6, Mechanics +5, Perception +5, Pilot +6

Crew 1 (normal); **Passengers** 3
Cargo 1 ton; **Consumables** 1 day; **Carried Craft** none
Availability Licensed; **Cost** 12,000 (6,500 used)

Not known for producing high-quality repulsorlift vehicles, the designers at Loronar forged a partnership with a company that had a reputation for creating excellent speeders: Mobquet Swoops and Speeders. The engineers from both companies assembled and jointly designed the CS-1 cargo sled, to be sold exclusively with the E-9 Explorer.

The CS-1, unlike many of Mobquet's speeder bikes and swoops, focuses on power rather than speed. While the four-person cab positioned at the front of the vehicle takes up the front quarter, the rest of the sled's 8-meter body is nothing more than a open-air bed dedicated to holding up to 1,000 kilograms of cargo. For most owners, the carrying capacity is enough to meet their needs. A few have tried to upgrade the repulsorlift unit to increase its strength but have had little luck doing so.

A few ingenious owners have even figured a way to install weaponry in the bed of the cargo sled and mounted a blaster cannon in the back to help defend their freight in less-civilized areas.

About the Author

Patrick Stutzman is a freelance game designer whose credits include *Threats of the Galaxy* and the upcoming *The Clone Wars Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. He also maintains his Web site, [Star Wars: The Forgotten Tales](#), and works on [SWRPGNetwork](#) under the name of Jan Tolbara. Currently, he lives in Kansas City with his wife, two children, and an annoying Force spirit that follows him wherever he goes. If you have any tips on how to get rid of this spirit, let him know.

Message to Spacers 5

Baas-class Space Station

Patrick Stutzman

Message to Spacers Archives!

[1: XQ2 Space Platform](#)

[2: Cardan-Class Space Station](#)

[3: YZ-775 Transport](#)

[4: Loronar E-9 Explorer](#)

Baas-class Space Station CL 7

Colossal (cruiser) space station

Init -10; **Senses** Perception +5

Defense Ref 6 (flat-footed 6), Fort 48; +11 armor

hp 900; **DR** 20; **SR** 200; **Threshold** 248

Speed fly 0 squares (starship scale)

Fighting Space 2x2 (starship scale); **Cover** total

Base Atk +0; **Grp** +63

Abilities Str 86, Dex 0, Con —, Int 20

Skills Initiative -10, Mechanics +5, Perception +5, Pilot -10, Use Computer +5

Crew 250 (normal); **Passengers** 100 plus 50 Imperial troops

Cargo 1,000,000 tons; **Consumables** 2 years; **Carried Craft** 4 TIE fighters

Availability Military; **Cost** not available for sale

The Baas-class space station was designed, built, and used solely as a supply depot for the Empire. Scattered throughout the Outer Rim, the station provides ample space for any goods to be stored until needed by any Imperial facilities in the area.

The station, though not very big as space stations go, is well-organized and is very efficient with its use of internal space. At the top of its 900-meter height are the control center and many of the station's operational facilities, including living quarters for the crew, stationed troops and any of the station's visitors. The station's administrative and support systems are installed to allow the crew to monitor most of the station from the control center and dispatch others as needed to where they need to be.

Two flight decks near the middle of the station allow incoming vessels to land. The six small hangar bays that make up the upper flight deck are large enough to accommodate freighters up to Gargantuan size, while the five larger hangar bays in the lower flight deck have enough room to allow Colossal-sized ships to land and conduct their business. One or more of the smaller hangar decks house the station's TIE fighter complement and are sealed off from unauthorized personnel. Those ships too large for the bays may berth directly at one of the ten docking ports located several decks below on the widest deck of the station.

The ten levels above and below the flight decks are nothing more than cargo holds for the freight they store. Each level can be navigated through concentric, double-wide corridors that allow shipments to move easier through the level and has repulsorlifts and binary load lifters available to assist in moving cargo.

At the very bottom of the station lies much of the station's engineering and



mechanical systems, including life support and the shield generator. Many critics of the station's design state that placing the key systems at the "south pole" creates a nightmare for those technicians that have to deal with maintaining the station's systems. But, no complaints about this layout have been logged yet.

Connecting all of this together is a network of 18 personnel and 6 cargo turbolifts that run the length of the station's axis. Each of the personnel cars is the standard size found throughout the Empire, but the cargo cars is capable of holding up to 35 tons of cargo.

History

A little-known company based on Malastare called Durastar Construction won the bid to design the Empire's newest spaceborne supply depot. After the blueprints were approved by the Empire, Durastar demonstrated that the station could be assembled quickly and efficiently at their facilities. Construction of the *Baas*-class station prototype was completed in orbit around an uninhabited planet in Malastare's star system and in a record time of 25 standard days. Pleased with the results, the Empire ordered dozens more, giving the Durastar the capital it needed to expand its facilities and put production of the stations in full swing.

Durastar devoted all of its resources to the *Baas*-class station, making sure that the quality of their new product was kept high to not disappoint their new client. They did indeed deliver a station that the Empire deployed throughout the galaxy to serve as supply stations for their forces and any planets in need. However, Durastar neglected their other clients to the point that they found better service elsewhere, and the company went out of business within months after delivering the last station to the Empire.

Despite Durastar's failure, the *Baas*-class station served the Empire well, storing and protecting the goods needed to keep its military machine running throughout the galaxy.

Baas-class Space Stations in the Galaxy

Placed far from the Core Worlds as deep-space supply depots, the *Baas*-class space station is not a highly-visible facility. However, it has been seen throughout the Outer Rim at strategic locations, such as the Rainos Cluster. Although unconfirmed, many believe that a few of the stations were moved to provide supplies for the construction of the second Death Star at Endor. During the Empire's rule, many stations placed in highly strategic locations were even guarded by additional ships beyond the scant four TIE fighters and are known to have the protection of an Imperial Star Destroyer ready to jump in and fend off any unwanted guests.

After the Empire's fall, many of the stations were abandoned, leaving them to be claimed by pirates or enterprising smugglers. A number of planetary governments were quick enough to claim the stations near them and use for either storing extra food or as an early-warning defense outpost. A few stations were placed where a couple of governments attempted to take the station for their own and started a war over who owned the facility and could use it for their own.

Discuss this article on the [Forums](#)

About the Author

Patrick Stutzman is a freelance game designer whose credits include *Threats of the Galaxy* and the upcoming *The Clone Wars Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. He also maintains his Web site, [Star Wars: The Forgotten Tales](#), and works on [SWRPGNetwork](#) under the name of Jan Tolbara. Currently, he lives in Kansas City with his wife, two children, and an annoying Force spirit that follows him wherever he goes. If you have any tips on how to get rid of this spirit, let him know.

©1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved. Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.

Message to Spacers 6

Starfeld Industries Z-10 Seeker

Patrick Stutzman

Message to Spacers Archives!

- [1: XQ2 Space Platform](#)
- [2: Cardan-Class Space Station](#)
- [3: YZ-775 Transport](#)
- [4: Loronar E-9 Explorer](#)
- [5: Baas-class Space Station](#)

Starfeld Z-10 Seeker CL 5

Gargantuan space transport

Init +1; **Senses** Perception +7

Defense Ref 17 (flat-footed 11), Fort 24; +6 armor
hp 90; **DR** 10; **Threshold** 44

Speed fly 16 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)

Ranged light laser cannon +2 (see below)

Fighting Space 12[ts]12 or 1 square (starship scale); **Cover** total

Base Atk +0; **Grp** +29

Atk Options autofire (light laser cannon)

Abilities Str 38, Dex 22, Con —, Int 14

Skills Initiative +1, Mechanics +7, Perception +7 (+12*), Pilot +1, Use Computer +7 (+12*)

Crew 1 (normal); **Passengers** 2

Cargo 45 tons; **Consumables** 2 months; **Carried Craft** none

Hyperdrive [ts]1 (backup [ts]12); navicomputer

Availability Licensed; **Cost** 86,000 (69,000 used)

**Due to the ship's sensor enhancement package, use these skill modifiers instead when operating the ship's sensors.*

Light laser cannon (pilot)

Atk +2 (-3 autofire), **Dmg** 3d10[ts]2



Designed to be a scouting and trade vessel, the Z-10 Seeker ultimately found its place in the galaxy working as a small courier ship or a high-speed light freighter.

When the engineers at Starfeld Industries designed the Z-10, they hoped to create a starship that was small enough to accommodate a small crew complement but efficient enough to perform well for its owner. In many ways, they reached their goal. The Z-10 Seeker is what many designers call a "tight design", meaning that it makes the most out of the space it has available and runs well as long as it is properly maintained with regular checkups and repaired with the recommended parts.

For many owners that enjoy the opportunity to customize their ships, a "tight design" means that the ship breaks down if not kept up often and does not easily take nonstandard parts. The "tight design" also means very little space is available to add other systems that the owner may wish to introduce to the ship, and removing any systems to make room for those additional features the owner will add may end up affecting other systems in the process, creating even more problems that need to be dealt with before the ship can fly again. In fact, the stock version of this ship has no available emplacement points. If the owner is crafty enough to make space for a new system, any Mechanics checks made to install new systems to the ship receive a -5 penalty, and the time to install the new system is doubled.

However, people that use the ship have little reason to modify the ship. The Z-10's superb maneuverability rating coupled with its high rate of speed and low crew requirement make the ship an excellent choice for those individuals and organizations needing to reach their destination quickly and with very few, if any, delays. Plus, the Z-10 comes with a high-grade sensors package that helps the ship avoid any entanglements with any vessels that come between it and its destination.

The sensors do have the disadvantage of being directly tied to the ship's weapon targeting system. If the sensors go offline during combat, the weapons lose any bonuses it would normally have from the ship's Intelligence, taking a -2 penalty to all attacks until the sensors are back online. In addition, if the weapons are damaged for any reason, the sensors shut down due to a feedback loop created by the targeting system. When one factors this in with the ship's weak hull and lack of shields, it becomes evident that the Z-10 Seeker was never intended to see combat, and exercising discretion is the better course of action when faced with a potential adversary.

The Z-10 Seeker has only 5 tons of cargo space built into the ship, but it is capable of carrying up to 2 standard heavy cargo pods attached to the main fuselage, bringing the total cargo capacity for the ship to 45 tons. The ship even has a built-in ejection system that allows the pilot to jettison the cargo pods in case of an emergency. As a result, standard cargo pods can be attached

without having to be specially modified, saving the owner thousands of credits.

History

Starfeld Industries originally created the Z-10 Seeker as a ship for those customers that involve themselves in scouting or low-volume trade. Though the company had high hopes for their newest ship model, their timing could not be worse. Due to events they could not foresee that influenced the market (namely the emergence of the Separatists and the events that led to the Clone Wars, sales were extremely low. Their profits were so low, that the company almost went bankrupt.

The sudden change in the economy forced the company to change their advertising strategy. Fortunately, the adjustment was made at about halfway into the war, a time when many enterprising individuals looked for a fast ship. When Starfeld shifted their promotional style and sold the Z-10 to couriers, delivery companies and small freight forwarders, sales picked up and helped the company survive well past the conclusion of the war and into the height of the Empire.

Unfortunately, many of the companies that were contracted by Starfeld to provide various components for the Z-10, such as Miradyne Computer Systems, went out of business shortly after the Z-10 was first introduced. The abrupt loss of support for many of the ship's key systems made replacement parts for the Z-10 extremely rare, and very few companies manufactured alternate components. Even some systems that were purchased from companies that survived the economic recession, such as BlasTech Industries, were just as proprietary as the ones from the failed businesses and created a technical nightmare for anyone attempting to repair the ship.

Despite the problems that crept in, many owners still hold on to their Z-10s, especially if they succeeded in modifying the vessel to the specs they wanted. Besides, many potential owners would turn down a used ship after seeing the changes the previous owner made and realized that the ship would not perform in a manner to their liking. Finding a stock version of a Z-10 Seeker is a rare find in the galaxy, and one that is in good operating condition is even rarer still.

Z-10 Seekers in the Galaxy

Most Z-10s that people will see can be found flying short distances between planets of virtually any region of the galaxy. Many pilots use their ships for delivering small loads of cargo or important documents either within the same star system or to another planet within the same sector. Why they choose not to use the ship for longer jumps or much laborious trips becomes obvious when maintenance is considered. With the little amount of available parts available for repairs to be done, pilots do not want to take the chance of taxing the ship's systems too much and risk it breaking down.

Smugglers that own a Z-10 decided to take advantage of the stereotype the ship provides and portray themselves as small-time couriers making a delivery. In many ways, they are not lying. But, the idea that such a cramped ship could not possibly carry any hidden contraband is prominent in the minds of many law enforcement officers, and they allow the ship through without a second thought.

Certain individuals with the desire to have a personal transport of their own like the appeal of the Z-10. Low crew requirements and just enough space to accommodate the pilot's personal belongings make the ship attractive to those wanting to get away from the crowded Core Worlds.

Discuss this article on the [Forums](#)

About the Author

Patrick Stutzman is a freelance game designer whose credits include *Threats of the Galaxy* and the upcoming *The Clone Wars Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. He also maintains his Web site, [Star Wars: The Forgotten Tales](#), and works on [SWRPGNetwork](#) under the name of Jan Tolbara. Currently, he lives in Kansas City with his wife, two children, and an annoying Force spirit that follows him wherever he goes. If you have any tips on how to get rid of this spirit, let him know.

©1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved. Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.

Message to Spacers 7

Cygnus Spaceworks *Alpha*-class XG-1 "Star Wing"

Patrick Stutzman

Message to Spacers Archives!

- [1: XQ2 Space Platform](#)
- [2: *Cardan*-Class Space Station](#)
- [3: YZ-775 Transport](#)
- [4: Loronar E-9 Explorer](#)
- [5: *Baas*-class Space Station](#)
- [6: Z-10 Seeker](#)

***Alpha*-class XG-1 "Star Wing" CL 10**

Gargantuan starfighter

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

Defense Ref 16 (flat-footed 12), Fort 26; +7 armor
hp 130; **DR** 10; **SR** 30; **Threshold** 46

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

Ranged laser cannons +5 (see below) or

Ranged ion cannons +5 (see below) or

Ranged medium concussion missiles +5 (see below)

Fighting Space 4[ts]4 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +33

Atk Options autofire (laser cannons, ion cannons)

Abilities Str 43, Dex 18, Con —, Int 16

Skills Initiative +5, Mechanics +6, Perception +6, Pilot +5, Use Computer +6

Crew 1 (skilled); **Passengers** none

Cargo 100 kg; **Consumables** 3 days; **Carried Craft** none

Payload 16 missiles

Hyperdrive [ts]1 (backup [ts]10); navicomputer

Availability Military **Cost** not available for sale (likely valued at 125,000)

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

Laser cannons (pilot)

Atk +5 (+0 autofire), **Dmg** 5d10[ts]2

Ion cannons (pilot)

Atk +5 (+0 autofire), **Dmg** 6d10[ts]2 ion

Medium concussion missiles (pilot)

Atk +5, **Dmg** 9d10[ts]2, 4-square splash



The *Alpha*-class XG-1 is a starfighter in use by the Galactic Empire throughout its fleet. More commonly known as an assault gunboat, the "Star Wing" represents the Empire's first attempt at implementing a space superiority fighter in its defense force.

Wider than it is long, the XG-1 is modeled very similarly to the well-known *Lambda*-class shuttle used throughout the Empire. Its wing design also has the set dorsal fin and two primary lateral wings that fold up while in landing configuration, but the *Alpha*-class also has two additional smaller wings positioned about halfway between the dorsal fin and the primary wings that act as stabilizer fins to improve the ship's maneuverability over its shuttle counterpart. In fact, the fighter earned its nickname "Star Wing" from the five-point silhouette it creates when in flight mode and all five wings are extended.

Unlike the TIE fighters in common use in the Empire's navy, the *Alpha*-class gunboat has a shielding system installed as added protection during combat. Specifically designed to directly counter the space superiority fighters in use by the Rebellion, the shields improve on those used in the *Lambda*-class shuttle, providing a higher energy output for better protection. In addition to the shields, the XG-1 also carries a hyperdrive and a larger array of weapon systems at the pilot's disposal, making the fighter a vastly superior fighter over the standard TIE fighter. The missile package normally carried by the *Alpha*-class consists of 16 concussion missiles, but it can be exchanged for up to 12 proton torpedoes, 8 heavy concussion missiles or shieldbuster torpedoes, or 4 heavy space mines.

Like so many others, the ship is not without its flaws, the most notable of which is its flight control computer. The performance of the computer is not the issue; the RCS-6 computer system has performed admirably in the past. The main issue is that the system was developed by Miradyne, a computer production company that went out of business several years before the *Alpha*-class fighter was designed. Why Cygnus Spaceworks decided to use a computer system from a company that could not provide technical support is a question that has largely remained unanswered to date. But, Cygnus compensated by providing their own technical support for the system.

Critics of the design stated that the gunboat's results in performance testing by Cygnus indicate that the ship is too slow and maneuvers much like other fighters in its class, making it a poor choice for a space superiority fighter. The Empire compared

these results to other fighters and found that it is less maneuverable than its counterpart, the X-wing fighter, and slower than even the standard TIE fighter. However, it proved to be highly effective against the Y-wing fighter and even performed well in groups against smaller capital ships.

History

When the XG-1 was first introduced into the Empire's arsenal, it was the only fighter with hyperdrive capability. Although it was initially looked upon favorably by naval commanders and squadron leaders, its ability to undertake long-range missions were limited due to the fact that no other fighters could escort the ships anywhere beyond the range of their sublight engines. As a result, the *Alpha*-class ships were forced to engage in heavy assault runs where they relied on TIE fighter escorts to protect them against superior starfighters like the X-wing. Once their escorts were lost, they found their attention split between fending off Rebel fighters and striving to accomplish their mission.

As time went on, Imperial strategists devised a plan to use the *Alpha*-class ships on missions where travel through hyperspace was necessary. The ships would be divided into two groups: one group would attack the intended target with heavy ordnance, while the other group would fly as their escorts. Within a short span of time, Sienar Flight Systems introduced the TIE Avenger to the Imperial fleet, which also came equipped with shields and its own hyperdrive. The Avengers would accompany the *Alpha*-class gunboats as escorts, allowing a greater number of the "Star Wings" to concentrate on the primary target, while they kept any defending fighters distracted.

Several years later, the Empire elected to phase the XG-1 out of service, since plans to deploy the newly-developed TIE Defender throughout the fleet to replace it were already in place. However, Admiral Zaarin's move against the production facilities for the TIE Avenger and Defender forced the *Alpha*-class out of retirement to stop the incursion. Upgraded with current technology, the gunboat piloted by the Imperial pilot named Maarek Stele defeated both the Rneekii pirates and Admiral Zaarin's TIE Defenders, proving that the ship was still fully capable of serving the Empire.

Alpha-class XG-1 "Star Wings" in the Galaxy

The *Alpha*-class gunboat's deployment throughout the Empire makes it highly likely that it will be encountered at some point in one's travels. Each Star Destroyer in the fleet carries five XG-1 vessels as part of its support ship contingent, although the ship does not necessarily need the support of a Star Destroyer to fulfill its duties like TIE fighters do.

Typical missions that call for the use of the *Alpha*-class are those where TIE fighters would be incapable of accomplishing successfully. They are sent out for attacks on orbital stations, smaller capital ships, or groups of ships as well as long-range scouting. The ion cannons also allow the "Star Wings" to be used for situations where starships need to be taken intact, such as customs assignments.

Discuss this article on the [Forums](#)

About the Author

Patrick Stutzman is a freelance game designer whose credits include *Threats of the Galaxy* and the upcoming *The Clone Wars Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. He also maintains his Web site, [Star Wars: The Forgotten Tales](#), and works on [SWRPGNetwork](#) under the name of Jan Tolbara. Currently, he lives in Kansas City with his wife, two children, and an annoying Force spirit that follows him wherever he goes. If you have any tips on how to get rid of this spirit, let him know.

Message to Spacers 8

Crusader-class Corvette

Patrick Stutzman

Message to Spacers Archives!

- [1: XQ2 Space Platform](#)
- [2: Cardan-Class Space Station](#)
- [3: YZ-775 Transport](#)
- [4: Loronar E-9 Explorer](#)
- [5: Baas-class Space Station](#)
- [6: Z-10 Seeker](#)
- [7: Cygnus Spaceworks Alpha-class XG-1 "Star Wing"](#)

Crusader-class Corvette CL 16

Colossal (frigate) capital ship
Init +0; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 36; +12 armor, Vehicular Combat
hp 950; **DR** 15; **SR** 120; **Threshold** 136

Speed fly 4 squares (starship scale)
Ranged 2 point-defense laser cannon batteries +14 (see below) and
Ranged 3 point-defense laser cannons +6
Fighting Space 1 square (starship scale); **Cover** total
Base Atk +2; **Grp** +53
Atk Options if any

Abilities Str 62, Dex 18, Con —, Int 18
Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 80 (skilled); **Passengers** none
Cargo 3,600 tons; **Consumables** 1 year; **Carried Craft** none
Hyperdrive [ts]1 (backup [ts]12), navicomputer
Availability Restricted **Cost** 5.2 million (2.6 million used)
**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Point-defense laser cannon battery (5 gunners)
Atk +14, **Dmg** Dmg 6d10[ts]2

Point-defense laser cannon (gunner)
Atk +6, **Dmg** 4d10[ts]2



The *Crusader*-class corvette is a vessel designed for the purpose of engaging smaller support craft, such as starfighters and bombers. Considered by many to be armed with too many weapons for a ship of its size, many warlords and military leaders desired to obtain several of them to supplement their battle fleets in their bids for power.

Certainly, one of the most well-known features of the *Crusader*-class is the high amount of weapon systems installed throughout the ship. The laser cannons are spread out over the hull of the ship to provide an even field of fire against any fighters that dare challenge the corvette. In addition, the starship also has a highly-advanced point-defense laser system to endow the ship with an even greater defense grid at close range. The point-defense system has not only been used against some of the galaxy's most agile fighters, but it has also successfully targeted and destroyed incoming missiles. Anyone targeting missiles and torpedoes with the point-defense laser cannon receives a +1 equipment bonus to attack.

The corvette also has the advantage of being one of the fastest, if not the fastest, ships of its size at the time it was designed. Equipped with innovative sublight drive systems that push the limits of drive capabilities for a ship of its size, the *Crusader*-class vessel can move ahead of other capital ships to directly engage starfighter squadrons and reduce their numbers before they reach the rest of the fleet. In many ways, the ship's raw speed has also helped it perform other duties for its owners, such as reconnaissance duties and border patrol.

In addition, the ship also takes advantage of a new automated computer system that integrates many of the ship's systems together through its computer network, making monitoring and maintaining the ship possible with fewer crew requirements.

Such advantages do not have their drawbacks, however. Taxing the ship's power plant by moving at maximum speed and firing all of their weapons at the same time has been known to cause power failures throughout the ship, sometimes with disastrous results. Other times, attempting extreme maneuvers while flying at or near maximum speed have created weaknesses in the ship's hull over time, especially near the aft of the ship. Also, heavy damage to the ship's computer system has been known to cause problems with the ship's damage control system, and false damage reports have resulted from such damage sometimes.

Tactical Fire: The *Crusader*-class corvette works very well as a support craft for space fleets and provides excellent cover against starfighters and smaller craft, lending valuable assistance to nearby capital ships. As a standard action, a *Crusader*-class corvette can forgo all attacks to provide tactical fire to all adjacent squares. All allied starships within that area receive a +1 bonus to all attack rolls against ships of Gargantuan size or smaller.

History

Originally designed several years after the end of the Clone Wars, the *Crusader*-class corvette was first offered to the Galactic Empire as a short-range corvette specializing in planetary defense and system patrols. Though the representatives of Mandal Hypernavitics gave an excellent presentation, the Empire decided to buy a small amount of the ships to see if they liked their performance. Although the two ships they tested performed admirably, the Empire ultimately refused to form a contract with the company and assigned the two they had bought to patrol duty at the Maw Installation.

Distraught by the loss of the contract, the lead designer named Danar Len chose to mothball the design and leave the company, despite the encouragement of the rest of the team for him to have faith in their work. After Len left, the company offered the ship design to the Mandalorians, who accepted the ship without a second thought, and production quickly began. After seeing the ship's production bloom, Mandal Hypernavitics began selling the ship to planetary and small interstellar governments as a short-range defense vessel with a great degree of success.

Several years later, Mandal Hypernavitics was approached by an individual named Tyber Zann looking for several ship designs to add to his growing fleet. While perusing what the company had to offer, the *Crusader*-class corvette was one of many that caught his eye. Despite hearing that the ship had been used by the Mandalorians, he offered to pay a sizable sum to put it into production for his own fleet and with updated systems to take advantage of recent technological developments. The design team gathered together again, upgraded the systems for the ship and submitted the revamped design. The new version of the ship received much praise from Zann and the executives of Mandal Hypernavitics, and production began immediately.

Many years after Zann's fleet fell, the *Crusader*-class corvette would gain galaxy-wide notice again, when Admiral Daala emerged from the Maw installation and initiated her series of attacks on the New Republic. She included the two corvettes originally assigned by the Empire in her fleet. Her success with the ships proves to the Imperial Remnant that the ships are highly effective as anti-starfighter support vessels, and they renegotiate with Mandal Hypernavitics to purchase a fair number of the corvettes for use in their own fleet.

***Crusader*-class Corvettes in the Galaxy**

During the Dark Times, the *Crusader*-class corvette can be most commonly seen in use by the Mandalorians as they conducted their own missions throughout the galaxy. However, the ship appears more and more frequently patrolling the space around independent systems and neutral space stations.

As the Rebellion transforms into the New Republic, the ship gains the attention of some of the Imperial warlords, but they have a hard time procuring the ships, as the Mandalorians are highly reluctant to part with them without a fight.

With the Imperial Remnant incorporating the corvettes into their fleet, the *Crusader*-class ships become highly visible within Imperial space as patrol ships near prominent planets and support ships within the Imperial fleet.

Discuss this article on the [Forums](#)

About the Author

Patrick Stutzman is a freelance game designer whose credits include *Threats of the Galaxy* and the upcoming *The Clone Wars Campaign Guide* for the **Star Wars Roleplaying Game** Saga Edition. He also maintains his Web site, [Star Wars: The Forgotten Tales](#), and works on [SWRPGNetwork](#) under the name of Jan Tolbara. Currently, he lives in Kansas City with his wife, two children, and an annoying Force spirit that follows him wherever he goes. If you have any tips on how to get rid of this spirit, let him know.

©1995-2007 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved. Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.