

Millenium Falcon

Craft: Modified Corellian YT-1300 Transport

Type: Stock light freighter

Era: Rise of the Empire

Affiliation: none

Scale: Starfighter

Length: 26 meters

Skill: Starfighter Piloting: YT-1300

Crew: 1 pilot, 1 gunner/co-pilot

Crew Skill: Varies

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 month

Cost: not available for sale

Hyperdrive Multiplier: x0.5

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere:

Hull: 6D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 75/3D

Focus: 4/4D

Weapons:**2 Quad Medium Laser Cannons (Fire-linked)**

Fire Arc: Turret

Skill: Starship Gunnery

Fire Control: 3D+2

Space Range: 1-5/15/40

Damage: 6D

2 Heavy Concussion Missile Launcher (8 Missiles each)

Fire Arc: Front

Skill: Starfighter Missile Weapons

Fire Control: 3D+2

Space Range: 1-75

Damage: 8D (9D Fire-linked)

1 Blaster Cannon

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 4D (fired from the cockpit)

Damage: 3D+2



Modified Discriminator Class Frigate (Rebel's Dream – Geschenk des Rats der Alderaaner)

Craft: Wereling Spaceworks' Discriminatorclass Frigate

Type: Escort frigate

Era: Rebellion

Affiliation: General

Scale: Capital

Length: 341 meters

Skill: Capital ship piloting: Discriminator frigate

Crew: 985, gunners: 38, skeleton: 450/+10

Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 4D, starship gunnery 5D

Passengers: 90 (troops)

Cargo Capacity: 8,100 metric tons

Consumables: 2 years

Cost: 25,000,000 (new), 12,000,000 (used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D+2

Space: 7

Hull: 4D+2

Shields: 2D+2

Sensors:

Passive: 20/1D

Scan: 50/2D

Search: 70/3D+1

Focus: 3/4D

Weapons:

12 Light Turbolaser

Fire Arc: 4 front, 4 right, 4 left

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-15/35/65

Damage: 4D+2

3 Heavy Ion Cannons

Fire Arc: 1 front/right, 1 front/left, 1 back

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D+2

Space Range: 1-10/25/55

Damage: 4D+1

12 Double Light Laser Cannons (fire-linked)

Fire Arc: 3 front, 3 left, 3 right, 3 back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-5/15/40

Damage: 3D

2 Modified Light Tractor Beam Projectors

Fire Arc: Turret

Crew: 5

Skill: Capital ship gunnery

Fire Control: 5D

Space Range: 1-10/20/30

Damage: 4D+2

Starfighter Complement: 1 squadron V-19 Torrent , 3 Kappa Class Shuttle, Millenium Falcon



Kappa Class Shuttle (3)

Craft: Republic Sienar Systems Kappa-class Shuttle
Affiliation: Old Republic / Empire / Alliance / General
Era: Old Republic
Type: Troop Shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Kappa shuttle
Crew: 2, gunners: 2
Crew Skill: Space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 40
Cargo Capacity: 50 metric tons (rarely + 2 AT-PTs)
Consumables: 1 month
Cost: Not generally for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/D
Search: 80/2D
Focus: 4/2D+2

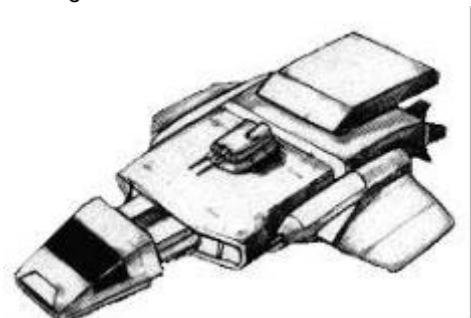
Weapons:

Double Heavy Blaster Cannons

Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-15/25/40
Damage: 4D

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: Front
Scale: Speeder
Skill: Starship gunnery
Fire Control: 3D+1
Atmosphere Range: 1—75/300/600
Damage: 4D



V-19 Torrent Clone Fighter (1 Squadron)

Craft: Slayn & Korpil V-19 Torrent Clone Fighter

Affiliation: Old Republic / Empire

Era: Rise of the Empire

Type: Short range assault starfighter

Scale: Starfighter

Length: 6 meters

Skill: Starfighter piloting: V-19 Torrent

Crew: 1

Crew Skill: Sensors 3D, starfighter piloting 3D, starship

gunnery 3D, starship shields 3D

Cargo Capacity: 20 kilograms

Consumables: 2 days

Hyperdrive Multiplier: x1 (escort model only)

Nav Computer: Yes (escort model only)

Maneuverability: 3D+1

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 3D+1

Shields: 1D+1

Sensors:

Passive: 20/1D

Scan: 35/2D

Search: 55/3D

Focus: 4/3D+2

Weapons:**2 Heavy Blaster Cannons (Fire-Linked)**

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-15/25/40

Damage: 4D

2 Heavy Concussion Missile Launchers (8 missiles each)

Fire Arc: Front

Skill: Starfighter Missile Weapons

Fire Control: 3D+1

Space Range: 1-55

Damage: 8D (9D fire-linked)



Quasar Fire Class Bulk Carrier B (Flurry – Flagship)

Model: Heavy Modified Sorsuub QuasarFire class Cruiser Carrier B

Type: Starfighter Carrier

Affiliation: Alliance

Scale: Capital

Length: 350 Meters

Skills: Capital Ship Piloting Quasar Fire Cruisercarrier

Crew: 150,

Crew Skills: Capital Ship Gunnery 4D, Capital Ship Piloting 4D, Capital Ship Shields 4D, Starship Gunnery 4D

Passengers: 200 (starfighter Technicians, Pilots and 100 Troops),

Cargo Capacity: 36 Starfighters or 2,000 Metric Tons

Consumables: 1 Year

Cost: Not Available For Sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x6

Nav Computer: Yes

Maneuverability: 2D

Space: 7

Hull: 4D+2

Shields: 2D+1

Sensors:

Passive: 80/2D

Scan: 110/3D (Dodonna's Battle Analysis Computer on board* - GameNotes)

Search: 175/4D

Focus: 5/5D

Starship Complement: 12 X-Wing, 12 A-Wing, 12 B-Wing(3 Squadrons)

Starship Support Complement: 3 Kappa Class Shuttle, 1 U-Wing

Weapons:**8 Turbolasers**

Fire Arc: 4 left, 4 right

Crew: 3

Scale: Capital

Skill: Capital ship Gunnery

Fire Control: 3D

Space Range: 3-20/40/70

Damage: 5D

2 Heavy Turbolaser Cannons

Fire Arc: front

Crew: 3

Scale: Capital

Skill: Capital ship Gunnery

Fire Control: 2D

Space Range: 3-25/45/85

Damage: 7D

10 Triple Light Blaster Cannons (Fire-Linked)

Fire Arc: 3 left, 3 right, 4 turret

Crew: 1

Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 4D+1

Space Range: 1-15/25/35

Damage: 3D

2 Light Tractor Beam Projectors

Fire Arc: Left/Right

Crew: 3

Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 5D

Space Range: 1-10/20/30

Damage: 4D

2 Turbo Ion Cannons

Fire Arc: Left/Front/Right

Crew: 2

Scale: Capital

Skill: Capital ship Gunnery

Fire Control: 2D+2

Space Range: 1-15/30/60

Damage: 5D

2 Proton Torpedo Launcher (20 Torpedos each)

Fire Arc: Front

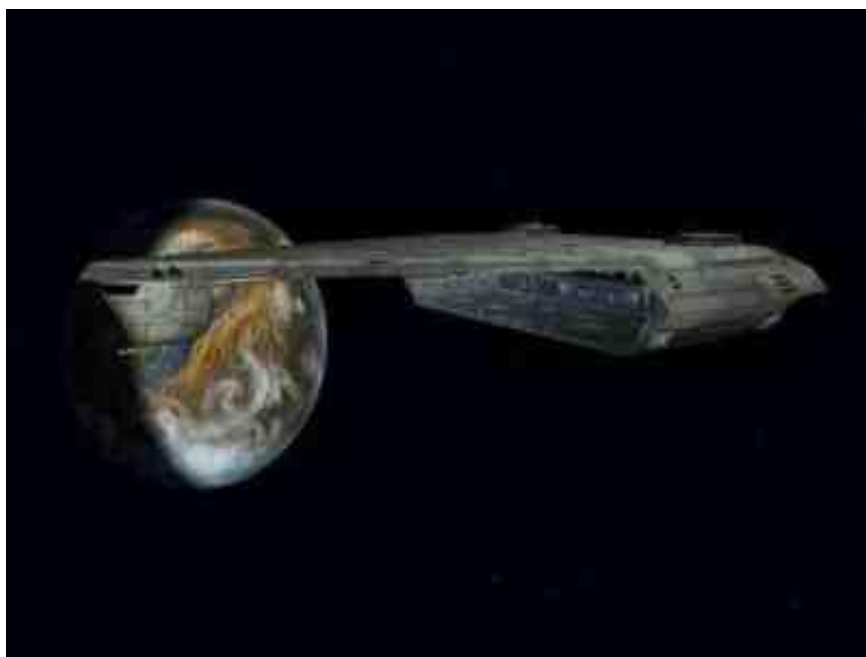
Crew: 2

Skill: Capital Missile Weapons

Fire Control: 2D

Space Range: 1-175

Damage: 5D



***Game Notes:**

In addition to displaying course, distance, shield strength, firepower, damage, speed and condition of vessel for all combatants, the BAC has *tactics: fleets 5D* and *tactics: starfighters 5D*. A battlefield commander may defer to the machine's recommendations (use the BAC's skill for *tactics* rolls), or the BAC may assist the commander

Kappa Class Shuttle (3)

Craft: Republic Sienar Systems Kappa-class Shuttle
Affiliation: Old Republic / Empire / Alliance / General
Era: Old Republic
Type: Troop Shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Kappa shuttle
Crew: 2, gunners: 2
Crew Skill: Space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 40
Cargo Capacity: 50 metric tons (rarely + 2 AT-PTs)
Consumables: 1 month
Cost: Not generally for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/D
Search: 80/2D
Focus: 4/2D+2

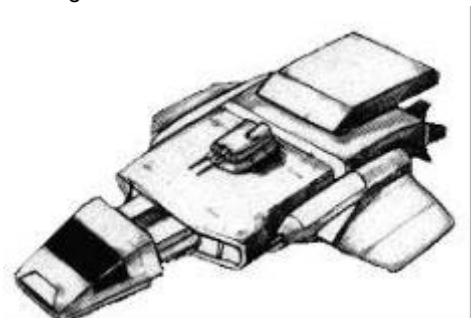
Weapons:

Double Heavy Blaster Cannons

Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-15/25/40
Damage: 4D

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: Front
Scale: Speeder
Skill: Starship gunnery
Fire Control: 3D+1
Atmosphere Range: 1—75/300/600
Damage: 4D



U-Wing

Craft: Heavy modified Incom Corporation UT-60D U-Wing Starfighter

Affiliation: Alliance

Era: Rebellion

Type: Gunship/Support Craft

Scale: Starfighter

Length: 24.98 meters

Skill: Starfighter piloting: U-Wing

Crew: 2

Crew Skill: Starfighter piloting 3D, starship gunnery 3D, sensors 3D

Cost: 200.000 (new)

Space: 6

Maneuverability: 1D+2

Hull: 4D+2

Shields: 2D+1

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 100/2D+2

Focus: 4/4D+1

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/20/45

Damage: 5D

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: rear

Skill: Starship Gunnery

Fire Control: 4D

Space Range: 1-15/25/40

Damage: 4D

1 Medium Concussion Missile Launcher (8 Missiles)

Fire Arc: front

Skill: Starfighter Missile Weapons

Fire Control: 4D

Space Range: 1-100

Damage: 7D



X-Wing (1 Squadron)

Craft: Incom T-65B X-Wing
Affiliation: Rebel Alliance
Era: Rebellion
Type: Space superiority fighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter piloting: X-wing
Crew: 1 and astromech droid (can coordinate)
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D
Cargo Capacity: 110 kilograms
Consumables: 1 week
Cost: 150,000 (new)
Hyperdrive Multiplier: x1
Nav Computer: No (uses astromech droid programmed with 10 jumps)
Maneuverability: 3D
Space: 8
Hull: 4D
Shields: 1D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D

Weapons:

4 Medium Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/15/40
Damage: 6D

2 Proton Torpedo Launchers (6 Torpedos each)

Fire Arc: Front
Skill: Starfighter Missile Weapons
Fire Control: 2D+2
Space Range: 1-75
Damage: 9D



A-Wing (1 Squadron)

Craft: Alliance A-wing Starfighter

Affiliation: Rebel Alliance

Era: Rebellion

Type: Interceptor and multi-purpose starfighter

Scale: Starfighter

Length: 9.6 meters

Skill: Starfighter Piloting: A-wing

Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2,
starship shields 3D+1

Crew: 1

Cargo Capacity: 40 kilograms

Consumables: 1 week

Cost: 175,000 (new)

Hyperdrive Multiplier: x1

Nav Computer: Yes (limited to 2 jumps)

Maneuverability: 4D

Space: 12

Hull: 2D+2

Shields: 1D

Sensors:

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 4/4D+1

Weapons:

2 Medium Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/15/40

Damage: 4D

Enemy Targeting Jammer

Fire Arc: All

Skill: Sensors

Space Range: 1-3/7/15

Damage: -2D from Fire Control

Light Concussion Missile Launcher (6 Missiles)

Fire Arc: Front

Skill: Starfighter Missile Weapons

Fire Control: 2D

Space Range: 1-75

Damage: 6D



B-Wing (1 Squadron)

Craft: Slayn & Korpli B-Wing/E
Type: Heavy Assault Fighter
Scale: Starfighter
Length: 16.9 meters
Crew: 1, gunners 1
Passengers:----
Cargo Capacity: 45 kilograms
Consumables: 1 week
Hyperdrive Multiplier: x 2
Hyperdrive Backup: -----
Nav Computer: Limited to two jumps
Maneuverability: 1D
Space: 7
Hull: 5D+1
Shields: 2D+1
Sensors:
Passive: 30/0D
Scan: 65/1D
Search: 80/2D
Focus: 4/3D+2

Weapons:

Heavy Turbolaser

Fire Arc: Front
Fire Control: 2D
Space Range: 1-15/25/55
Damage: 7D

3 Medium Ion Cannons (fire-linked)

Fire Arc: Front
Fire Control: 3D+1
Space Range: 1-3/15/36
Damage: 5D

Heavy Proton Torpedo Launchers (8 Torpedos)

Fire Arc: Front
Fire Control: 2D+2
Space Range: 1-75
Damage: 10D



CC-5500 Frigate (Ensaiv)

Model: Corellian CC5500 Frigate

Type: Escort frigate

Era: Rebellion, New Republic

Affiliation: Galactic Empire

Source: Dave maloney (rpggamer.org)

Scale: Capital

Length: 200 meters

Crew: 175, gunners: 20, skeleton: 30

Passengers: 40 (troops)

Cargo Capacity: 5,000 metric tons

Consumables: 8 months

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Hull: 3D+2

Shields: 2D+1

Sensors:

Passive: 25/1D

Scan: 85/2D

Search: 100/3D

Focus: 3/4D

Weapons:**4 Light Turbolaser**

Fire Arc: Turret

Crew: 1

Fire Control: 3D+1

Space Range: 3-15/35/65

Damage: 4D

14 Quad Light Blaster Cannons (fire-linked)

Fire Arc: 5 left, 5 right, 4 turret

Scale: Starfighter

Crew: 1

Fire Control: 4D

Space Range: 1-15/25/35

Damage: 4D



Corellian Corvette (Ullet)

Craft: Modified Corellian Engineering Corporation Corvette

Affiliation: General / Rebel Alliance / Empire

Era: Rise of the Empire

Type: Mid-sized multi-purpose vessel

Scale: Capital

Length: 150 meters

Skill: Capital ship piloting: Corellian Corvette

Crew: 30 to 165, depending upon configuration

Passengers: Up to 600,

Cargo Capacity: 3,000 metric tons

Consumables: 1 year

Cost: 3.5 million (new), 1.5 million (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Maneuverability: 2D

Space: 6

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

6 Double Turbolaser (fire-linked)

Fire Arc: 2 Turret, 2 front/right, 2 front/left

Crew: 1 (3), 3 (3)

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-20/40/70

Damage: 6D

2 Light Seismic Bomb Launcher (20 Bombs each)

Fire Arc: 1 front, 1 back

Scale: Starfighter

Skill: Starfighter Missile Weapons

Fire Control: 2D+2

Space Range: 1-

Damage: 5D (Blast Radius Space 2)



Corellian Gunship (Mastala)

Craft: Corellian Engineering Corporation Gunship

Affiliation: General / Rebel Alliance

Era: Rise of the Empire

Type: Mid-sized anti-starfighter warship

Scale: Capital

Length: 120 meters

Skill: Capital ship piloting: Corellian Gunship

Crew: 45, gunners: 46, skeleton: 10/+15

Crew Skill: Astrogation 3D+1, capital ship gunnery 4D+2,
capital ship piloting 4D, capital ship shields 4D+1, sensors
3D

Cargo Capacity: 300 metric tons

Consumables: 8 months

Cost: 4.8 million (new), 2.4 million (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Yes

Maneuverability: 2D+1

Space: 7

Hull: 4D+2

Shields: 2D+1

Sensors:

Passive: 20/0D

Scan: 40/0D

Search: 80/1D

Focus: 2/2D

Weapons:

8 Double Turbolaser (fire-linked)

Fire Arc: 2 front, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-20/40/70

Damage: 6D

6 Quad Light Laser Cannon (fire-linked)

Fire Arc: 3 left, 3 right

Crew: 3

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-5/15/40

Damage: 5D

4 Light Concussion Missile Launcher (48 Missiles each)

Fire Arc: 2 front, 2 back

Crew: 3

Scale: Starfighter

Skill: Starfighter Missile Weapon

Fire Control: 4D

Space Range: 1-80

Damage: 6D



Mere Heavy Frigate (Walerv)

Craft: Maramere Corporate Heavy Frigate
Affiliation: General
Era: Clone Wars /Rise of the Empire
Source: +Oliver Queen, Stats by Manuel Weil
Type: Cruiser
Scale: Capital
Length: 195 meters
Skill: Capital ship piloting: Mere Cruiser
Crew: 100
Passengers: 40 (troops)
Cargo Capacity: 1,000 metric tons
Consumables: 3 months
Cost: 2.5 million (new), 1 million (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 5D
Shields: 1D+2
Sensors:
Passive: 40/1D
Scan: 65/2D
Search: 95/3D
Focus: 4/3D+2

Weapons:**12 Light Turbolasers**

Fire Arc: 4 turret, 4 left, 4 right,
Crew: 1
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/65
Damage: 4D

8 Point Defense Light Turbolaser

Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-10/20/45
Damage: 5D



Gage-class Transport (Orion)

Craft: Gage-class Transport

Affiliation: General

Era: Old Republic

Source: +Oliver Queen

Type: Transport

Scale: Capital

Length: 250 meters

Skill: Capital Ship Piloting: Gage-class Transport

Crew: 345; **gunners:** 65; **skeleton:** 110/+10

Crew Skill: Varies

Passengers: 500 troops (Rebel Soldier)

Cargo Capacity: 8500 metric tons

Consumables: 3 months

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D+1

Space: 6

Hull: 3D+1

Shields: 2D+1

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 100/1D+2

Focus: 3/2D

Starfighter Complement: 3 Katarn Boarding Shuttles, 6 Kappa Class shuttles, Military Landspeeder, 3 Y-4 Military Transport, 1 Squadron H-Wing

Weapons:

12 Heavy Blaster Cannons

Fire Arc: 4 left, 4 right, 4 Turret

Scale: Starship

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D+1

Space Range: 1-15/25/40

Damage: 3D

4 Heavy Ion Cannon

Fire Arc: Turret

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 1-10/25/55

Damage: 4D (ionization)

4 Heavy Laser Cannon

Fire Arc: Turret

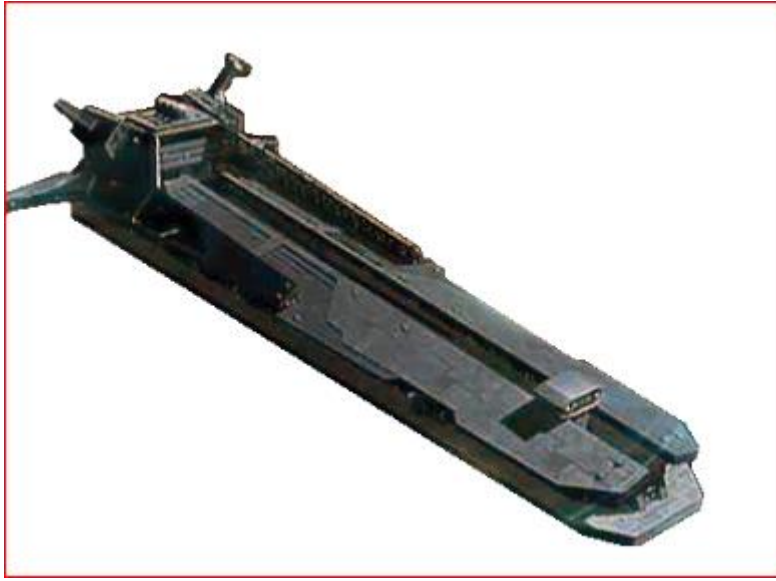
Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/60

Damage: 3D



H-Wing (1 Squadron)

Craft: Koensayr BTS-A2 H-Wing

Affiliation: Rebel Alliance

Era: Rebellion

Type: Long-range strike fighter/bomber

Scale: Starfighter

Length: 17.1 meters

Crew: 1, gunners: 2

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

Cargo Capacity: 220 kilograms

Consumables: 2 weeks

Cost: 105,000 (new)

Hyperdrive Multiplier: x1

Nav Computer: Limited to 4 Jumps

Maneuverability: 1D

Space: 5

Hull: 5D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 65/1D

Search: 80/2D

Focus: 4/3D+2

Weapons:**Double Turbolaser (Fire-linked)**

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-10/20/50

Damage: 7D

2 Medium Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/15/36

Damage: 4D

Heavy Proton Torpedo Launchers (8 Torpedos)

Fire Arc: Front

Skill: Starfighter Missile Weapons

Fire Control: 2D

Space Range: 1-80

Damage: 10D



Kappa Class Shuttle (6)

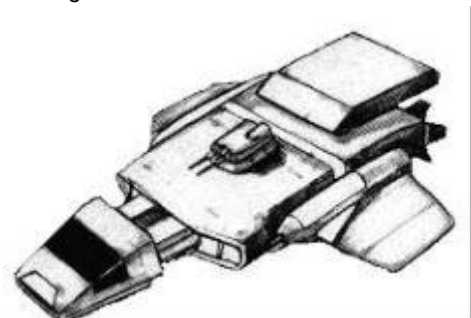
Craft: Republic Sienar Systems Kappa-class Shuttle
Affiliation: Old Republic / Empire / Alliance / General
Era: Old Republic
Type: Troop Shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Kappa shuttle
Crew: 2, gunners: 2
Crew Skill: Space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 40
Cargo Capacity: 50 metric tons (rarely + 2 AT-PTs)
Consumables: 1 month
Cost: Not generally for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/D
Search: 80/2D
Focus: 4/2D+2

Weapons:**Double Heavy Blaster Cannons**

Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-15/25/40
Damage: 4D

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: Front
Scale: Speeder
Skill: Starship gunnery
Fire Control: 3D+1
Atmosphere Range: 1—75/300/600
Damage: 4D



Katarn-Class Boarding Shuttle (3)

Craft: Rendili StarDrive's Katarn-class Boarding Shuttle

Affiliation: Empire / Rebel Alliance / General

Era: Rise of the Empire

Type: Boarding shuttle

Scale: Starfighter

Length: 28 meters

Skill: Space transports: Katarn shuttle

Crew Skill: Varies widely

Crew: 2, gunners: 1

Passengers: 50 (Troops)

Cargo Capacity: 500 kilograms

Consumables: 1 day

Cost: 100,000 (new), 55,000 (used)

Maneuverability: 1D+2

Space: 8

Hull: 5D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 20/1D

Search: 40/2D

Focus: 2/3D

Weapons:**2 Double Heavy Laser Cannon**

Fire Arc: Front, Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-5/20/45

Damage: 5D

Plasma Torch Boarding Device

Fire Arc: Front

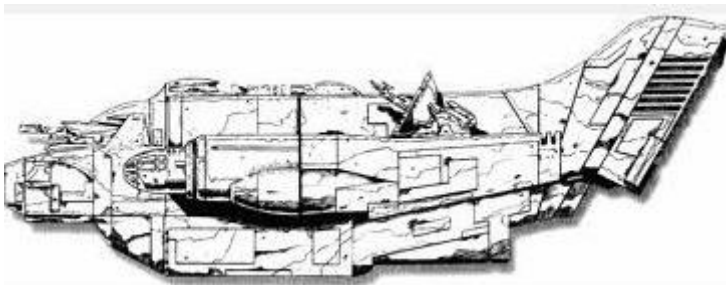
Crew: 2

Skill: Starship gunnery

Fire Control: 0D

Range: 4 meters

Damage: 8D



Y-4 Military Transport (3)

Craft: Incom Corporation Y-4 Military Transport

Affiliation: Empire / Rebel Alliance / General

Era: Rise of the Empire

Type: Military troop transport

Scale: Starfighter

Length: 28 meters

Skill: Space transports: Y-4 transport

Crew: 1, gunners: 2

Crew Skill: Astrogation 4D, sensors 3D+1, space transports:

Y-4 Transport 5D+1, starship gunnery 4D and starship shields 3D.

Passengers: 40 (troops)

Cargo Capacity: 300 metric tons

Consumables: 1 month

Cost: 250,000 (black market) 160,000 (civilian model - carries no weapons)

Hyperdrive Multiplier: x1.5 or x2

Hyperdrive Backup: x8

Nav Computer: Yes, astromech droid adds +1D to astrogation roll

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 kmh

Hull: 5D+2

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

4 Double Light Laser Cannons

Fire Arc: 2 up, 2down

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-5/15/40

Damage: 3D



Light Carrier (Desert Jewel)

Craft: Rebel Light Carrier

Type: Heavy modified Botajef Shipyards AA9 FreighterLiner

Scale: Capital

Length: 330 meters

Era: Rebellion

Affiliation: Alliance to Restore the Republic

Skill: capital ship piloting: star freighter

Crew: 427; gunners: 26; skeleton: 115/+10

Crew Skill: Astrogation 4D+1, capital ship gunnery 4D, capital ship piloting 4D, communications 3D+2, sensors 4D

Passengers: 400 troops, 100 starfighter support personnel

Cargo Capacity: 10,000 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive: x2

Hyperdrive Backup: x12

Nav Computer: Yes

Space: 4

Maneuverability: 1D

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 60/1D

Scan: 90/2D

Search: 140/3D

Focus: 6/4D

Starfighter Complement: 36 Starfighter (12 Y-Wing, 12 Z-95 Headhunter, 12 X-Wing – 3 Squadrons), 3 Y-4 Military Transport, 1 U-Wing

Weapons:**4 Light Turbolaser**

Fire Arcs: turret

Crew: 3

Scale: Capital

Fire Control: 3D+1

Space Range: 3-15/35/65

Damage: 4D

14 Heavy Laser Cannons

Fire Arcs: 3 forward, 4 left, 4 right, 3 back

Crew: 1

Scale: Starfighter

Fire Control: 3D

Space Range: 1-5/20/45

Damage: 4D

5 Heavy Ion Cannons

Fire Arcs: turret

Crew: 1

Fire Control: 3D+1

Space Range: 1-10/25/55

Damage: 4D



Y-4 Military Transport (3)

Craft: Incom Corporation Y-4 Military Transport

Affiliation: Empire / Rebel Alliance / General

Era: Rise of the Empire

Type: Military troop transport

Scale: Starfighter

Length: 28 meters

Skill: Space transports: Y-4 transport

Crew: 1, gunners: 2

Crew Skill: Astrogation 4D, sensors 3D+1, space transports:

Y-4 Transport 5D+1, starship gunnery 4D and starship shields 3D.

Passengers: 40 (troops)

Cargo Capacity: 300 metric tons

Consumables: 1 month

Cost: 250,000 (black market) 160,000 (civilian model - carries no weapons)

Hyperdrive Multiplier: x1.5 or x2

Hyperdrive Backup: x8

Nav Computer: Yes, astromech droid adds +1D to astrogation roll

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 kmh

Hull: 5D+2

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

4 Double Light Laser Cannons

Fire Arc: 2 up, 2down

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-5/15/40

Damage: 3D



U-Wing

Craft: Heavy modified Incom Corporation UT-60D U-Wing Starfighter

Affiliation: Alliance

Era: Rebellion

Type: Gunship/Support Craft

Scale: Starfighter

Length: 24.98 meters

Skill: Starfighter piloting: U-Wing

Crew: 2

Crew Skill: Starfighter piloting 3D, starship gunnery 3D, sensors 3D

Cost: 200.000 (new)

Space: 6

Maneuverability: 1D+2

Hull: 4D+2

Shields: 2D+1

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 100/2D+2

Focus: 4/4D+1

Weapons:

2 Heavy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-5/20/45

Damage: 5D

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: rear

Skill: Starship Gunnery

Fire Control: 4D

Space Range: 1-15/25/40

Damage: 4D

1 Medium Concussion Missile Launcher (8 Missiles)

Fire Arc: front

Skill: Starfighter Missile Weapons

Fire Control: 4D

Space Range: 1-100

Damage: 7D



Z-95 Headhunter (1 Squadron)

Craft: Incom/Subpro Z-95 I3 Headhunter

Affiliation: General / Rebel Alliance

Era: Rise of the Empire

Source: Rulebook (page 250), Rebel Alliance Sourcebook (pages 82-83)

Type: Multi-purpose starfighter

Scale: Starfighter

Length: 11.8 meters

Skill: Starfighter piloting: Z-95

Crew: 1

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

3D+2, starship shields 3D+1

Cargo Capacity: 85 kilograms

Consumables: 1 day

Cost: 45,000 (used)

Maneuverability: 1D+2

Space: 7

Atmosphere: 400; 1,150 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 15/0D

Scan: 25/1D

Search: 40/2D

Focus: 1/2D

Weapons:**Triple Heavy Blaster Cannon (fire- linked)**

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-15/25/40

Damage: 5D

1 Medium Concussion Missile Launcher (6 Missiles)

Fire Arc: Front

Skill: Starfighter Missile Weapons

Fire Control: 3D+1

Space Range: 1-40

Damage: 7D



Y-Wing (1 Squadron)

Craft: Koensayr BTL-S3 Y-Wing

Type: Attack Starfighter

Scale: Starfighter

Length: 16 meters

Crew: 1, Gunner 1

Passengers:----

Cargo Capacity: 110 kilograms

Consumables: 1 week

Hyperdrive Multiplier: x 1

Hyperdrive Backup: -----

Nav Computer: Astromech Droid stores 10 jumps

Maneuverability: 2D

Space: 7

Atmosphere: 350; 1000 kmh

Hull: 4D

Shields: 1D+2

Sensors:

Passive: 20/0D

Scan: 35/1D

Search: 50/2D

Focus: 2/3D

Weapons:

2 Heavy Laser Cannons (fire-linked)

FireArc: Front

Fire Control: 2D+2

Space Range: 1-5/20/40

Damage: 5D

2 Medium Ion Cannons (fire-linked)

FireArc: Turret (gunner)

Fire Control: 3D+1

Space Range: 1-3/15/36

Damage: 4D

2 Proton Torpedo Launchers (8 Torpedos each)

FireArc: Front

Fire Control: 2D

Space Range: 1-50

Damage: 9D (10D fire-linked)



X-Wing (1 Squadron)

Craft: Incom T-65B X-Wing
Affiliation: Rebel Alliance
Era: Rebellion
Type: Space superiority fighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter piloting: X-wing
Crew: 1 and astromech droid (can coordinate)
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D
Cargo Capacity: 110 kilograms
Consumables: 1 week
Cost: 150,000 (new)
Hyperdrive Multiplier: x1
Nav Computer: No (uses astromech droid programmed with 10 jumps)
Maneuverability: 3D
Space: 8
Hull: 4D
Shields: 1D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D

Weapons:

4 Medium Laser Cannons (fire-linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/15/40
Damage: 6D

2 Proton Torpedo Launchers (6 Torpedos each)

Fire Arc: Front
Skill: Starfighter Missile Weapons
Fire Control: 2D+2
Space Range: 1-75
Damage: 9D



Corellian Gunship (Telsor)

Craft: Corellian Engineering Corporation Gunship

Affiliation: General / Rebel Alliance

Era: Rise of the Empire

Type: Mid-sized anti-starfighter warship

Scale: Capital

Length: 120 meters

Skill: Capital ship piloting: Corellian Gunship

Crew: 45, gunners: 46, skeleton: 10/+15

Crew Skill: Astrogation 3D+1, capital ship gunnery 4D+2,
capital ship piloting 4D, capital ship shields 4D+1, sensors
3D

Cargo Capacity: 300 metric tons

Consumables: 8 months

Cost: 4.8 million (new), 2.4 million (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x16

Nav Computer: Yes

Maneuverability: 2D+1

Space: 7

Hull: 4D+2

Shields: 2D+1

Sensors:

Passive: 20/0D

Scan: 40/0D

Search: 80/1D

Focus: 2/2D

Weapons:

8 Double Turbolaser (fire-linked)

Fire Arc: 2 front, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 3-20/40/70

Damage: 6D

6 Quad Light Laser Cannon (fire-linked)

Fire Arc: 3 left, 3 right

Crew: 3

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-5/15/40

Damage: 5D

4 Light Concussion Missile Launcher

Fire Arc: 2 front, 2 back

Crew: 3

Scale: Starfighter

Skill: Starfighter Missile Weapon

Fire Control: 4D

Space Range: 1-80

Damage: 6D



CEC Light Cruiser(Ghorman's Honor)

Craft: Corellian Engineering Corporation Light Cruiser

Affiliation: General

Era: Old Republic, Rise of the Empire

Source: wookieepedia, stats by +Oliver Queen

Type: Light cruiser

Scale: Capital

Length: 200 meters

Skill: Capital ship piloting: light cruiser

Crew: 140, gunners: 20, skeleton 18/+10

Passengers: 80 (troops)

Cargo Capacity: 400 metric tons

Consumables: 3 months

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull: 4D

Shields: 1D

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 90/2D

Focus: 3/3D

Weapons:**6 Double Turbolaser (Fire-Linked)**

Fire Arc: 2 forward, 2 (forward, left), 2 (forward, right)

Crew: 2

Skill: Capital gunnery

Fire Control: 2D+1

Space Range: 3-20/40/70

Damage: 6D

8 Double Heavy Laser Cannon (Fire-Linked)

Fire Arc: 4 (front, left, rear), 4 (forward, right, rear)

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-5/15/35

Damage: 5D

1 Double Heavy Ion Cannon

Fire Arc: Turret

Crew: 1

Skill: Capital gunnery

Fire Control: 3D+1

Damage: 5D

2 Heavy Proton Torpedo Launcher

Fire Arc: Front

Crew: 1

Scale: Starfighter

Skill: Starship Missile Weapons

Fire Control: 2D+2

Space Range: 1-90

Damage: 10D (11D Fire-Linked)



Admiral Class Corvette (Ranolfo)

Craft: Kashan Systems' Admiralclass Corvette

Type: Antistarfighter vessel

Era: Rebellion

Affiliation: Galactic Empire

Scale: Capital

Length: 135 meters

Skill: Capital ship piloting: Admiral Corvette

Crew: 78, gunners: 15, skeleton: 30/+10

Crew Skill: Astrogation 5D, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1

Passengers: 20 (troops)

Cargo Capacity: 600 metric tons

Consumables: 1 year

Cost: 4.5 million (new), 3 million (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D+2

Space: 8

Atmosphere: 350; 1,000 km/h

Hull: 4D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 75/2D

Search: 100/3D

Focus: 5/3D+2

Weapons:**2 Heavy Turbolaser Cannons**

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 1D+2

Space Range: 3-25/45/85

Damage: 7D

7 Light Turbolaser

Fire Arc: 1 rear, 3 left, 3 right

Crew: 1

Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 2D+2

Space Range: 1-10/20/45

Damage: 5D

Light Tractor Beam Projector

Fire Arc: front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 4D+1

Space Range: 1-10/20/30

Damage: 4D



EF60 Nebulon A Frigate (Promise)

Type: Kuat Drive Yards NebulonA Frigate

Era: Old Republic, Rise of the Empire, Rebellion

Affiliation: General

Scale: Capital

Length: 280 Meters

Skill: Capital Ship Piloting: NebulonA

Crew: 1054, gunners 106, skeleton 414/+10

Passengers: 80 (troops)

Crew Skill: Astrogation 3D, Capital Ship Piloting 3D+2, Capital Ship Gunnery 4D+1, Starship Shields 3D, Sensors 3D+1

Consumables: 18 Months

Cargo Capacity: 8,000 tons

Hyperdrive Multiplier: x3

Hyperdrive Backup: x12

Nav Computer: Yes

Space: 4

Atmosphere: 280; 800 kmh

Maneuverability: 1D

Hull: 3D+2

Shields: 1D+2

Sensors:

Passive: 40/0D

Scan: 75/1D

Search: 150/3D

Focus: 4/4D+2

Starfighter Complement: 12 V-19 Torrent

Starship Support Complement: 2 Kappa Class Shuttles

Weapons:**14 Light Turbolaser**

Fire Arc: 6 Front, 4 Left, 4 Right

Scale: Capital

Fire Control: 2D

Space: 3-15/35/65

Damage: 4D

14 Medium Laser Cannons

Fire Arc: 4 Front, 6 Left, 6 Right,

Scale: Starfighter

Fire Control: 4D

Space: 1-5/15/40

Damage: 3D

Light Tractor Beam Projector

Fire Arc: Front

Scale: Capital

Fire Control: 4D

Space: 1-10/20/30

Damage: 4D



Kappa Class Shuttle (2)

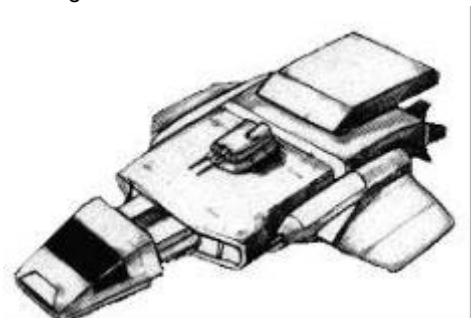
Craft: Republic Sienar Systems Kappa-class Shuttle
Affiliation: Old Republic / Empire / Alliance / General
Era: Old Republic
Type: Troop Shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Kappa shuttle
Crew: 2, gunners: 2
Crew Skill: Space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 40
Cargo Capacity: 50 metric tons (rarely + 2 AT-PTs)
Consumables: 1 month
Cost: Not generally for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/D
Search: 80/2D
Focus: 4/2D+2

Weapons:**Double Heavy Blaster Cannons**

Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-15/25/40
Damage: 4D

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: Front
Scale: Speeder
Skill: Starship gunnery
Fire Control: 3D+1
Atmosphere Range: 1—75/300/600
Damage: 4D



V-19 Torrent Clone Fighter (1 Squadron)

Craft: Slayn & Korpil V-19 Torrent Clone Fighter

Affiliation: Old Republic / Empire

Era: Rise of the Empire

Type: Short range assault starfighter

Scale: Starfighter

Length: 6 meters

Skill: Starfighter piloting: V-19 Torrent

Crew: 1

Crew Skill: Sensors 3D, starfighter piloting 3D, starship

gunnery 3D, starship shields 3D

Cargo Capacity: 20 kilograms

Consumables: 2 days

Hyperdrive Multiplier: x1 (escort model only)

Nav Computer: Yes (escort model only)

Maneuverability: 3D+1

Space: 9

Atmosphere: 400; 1,150 kmh

Hull: 3D+1

Shields: 1D+1

Sensors:

Passive: 20/1D

Scan: 35/2D

Search: 55/3D

Focus: 4/3D+2

Weapons:**2 Heavy Blaster Cannons (Fire-Linked)**

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-15/25/40

Damage: 4D

2 Heavy Concussion Missile Launchers (8 missiles each)

Fire Arc: Front

Skill: Starfighter Missile Weapons

Fire Control: 3D+1

Space Range: 1-55

Damage: 8D (9D fire-linked)



Gage-class Transport (Patience)

Craft: Gage-class Transport

Affiliation: General

Era: Old Republic

Source: +Oliver Queen

Type: Transport

Scale: Capital

Length: 250 meters

Skill: Capital Ship Piloting: Gage-class Transport

Crew: 345; **gunners:** 65; **skeleton:** 110/+10

Crew Skill: Varies

Passengers: 500 troops (Rebel Soldier)

Cargo Capacity: 8500 metric tons

Consumables: 3 months

Hyperdrive Multiplier: x2

Hyperdrive Backup: x15

Nav Computer: Yes

Maneuverability: 1D+1

Space: 6

Hull: 3D+1

Shields: 2D+1

Sensors:

Passive: 30/0D

Scan: 60/1D

Search: 100/1D+2

Focus: 3/2D

Starfighter Complement: 3 Katarn Boarding Shuttles, 6 Kappa Class shuttles, Military Landspeeder, 3 Y-4 Military Transport, 1 Squadron H-Wing

Weapons:

12 Heavy Blaster Cannons

Fire Arc: 4 left, 4 right, 4 Turret

Scale: Starship

Crew: 1

Skill: Starship Gunnery

Fire Control: 3D+1

Space Range: 1-15/25/40

Damage: 3D

4 Heavy Ion Cannon

Fire Arc: Turret

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 1-10/25/55

Damage: 4D (ionization)

4 Heavy Laser Cannon

Fire Arc: Turret

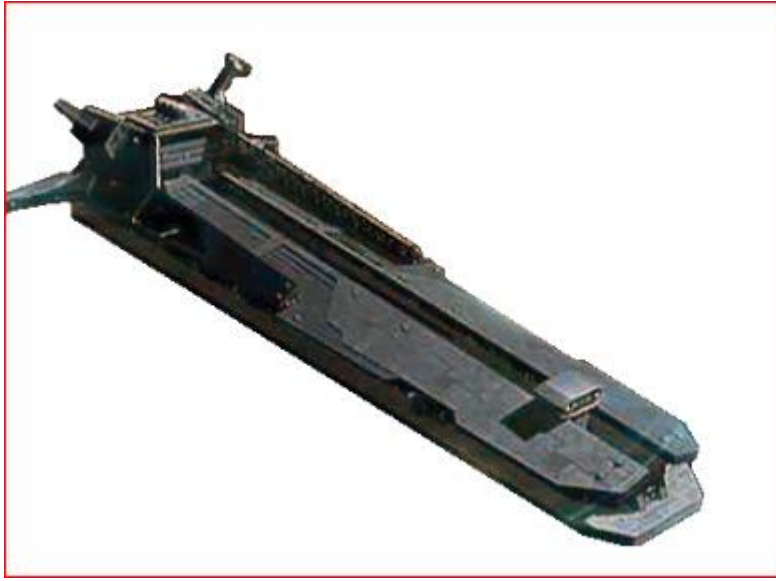
Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/60

Damage: 3D



H-Wing (1 Squadron)

Craft: Koensayr BTS-A2 H-Wing

Affiliation: Rebel Alliance

Era: Rebellion

Type: Long-range strike fighter/bomber

Scale: Starfighter

Length: 17.1 meters

Crew: 1, gunners: 2

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

Cargo Capacity: 220 kilograms

Consumables: 2 weeks

Cost: 105,000 (new)

Hyperdrive Multiplier: x1

Nav Computer: Limited to 4 Jumps

Maneuverability: 1D

Space: 5

Hull: 5D

Shields: 2D

Sensors:

Passive: 30/0D

Scan: 65/1D

Search: 80/2D

Focus: 4/3D+2

Weapons:**Double Turbolaser (fire-linked)**

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-10/20/50

Damage: 7D

2 Medium Ion Cannons (fire-linked)

Fire Arc: Front

Crew: 1

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/15/36

Damage: 4D

Heavy Proton Torpedo Launchers (8 Torpedos)

Fire Arc: Front

Skill: Starfighter Missile Weapons

Fire Control: 2D

Space Range: 1-80

Damage: 10D



Kappa Class Shuttle (6)

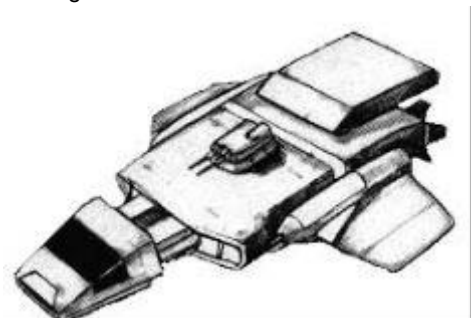
Craft: Republic Sienar Systems Kappa-class Shuttle
Affiliation: Old Republic / Empire / Alliance / General
Era: Old Republic
Type: Troop Shuttle
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Kappa shuttle
Crew: 2, gunners: 2
Crew Skill: Space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 40
Cargo Capacity: 50 metric tons (rarely + 2 AT-PTs)
Consumables: 1 month
Cost: Not generally for sale
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/D
Search: 80/2D
Focus: 4/2D+2

Weapons:**Double Heavy Blaster Cannons**

Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-15/25/40
Damage: 4D

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: Front
Scale: Speeder
Skill: Starship gunnery
Fire Control: 3D+1
Atmosphere Range: 1—75/300/600
Damage: 4D



Katarn-Class Boarding Shuttle (3)

Craft: Rendili StarDrive's Katarn-class Boarding Shuttle

Affiliation: Empire / Rebel Alliance / General

Era: Rise of the Empire

Type: Boarding shuttle

Scale: Starfighter

Length: 28 meters

Skill: Space transports: Katarn shuttle

Crew Skill: Varies widely

Crew: 2, gunners: 1

Passengers: 50 (Troops)

Cargo Capacity: 500 kilograms

Consumables: 1 day

Cost: 100,000 (new), 55,000 (used)

Maneuverability: 1D+2

Space: 8

Hull: 5D

Shields: 2D

Sensors:

Passive: 10/0D

Scan: 20/1D

Search: 40/2D

Focus: 2/3D

Weapons:

2 Double Heavy Laser Cannon

Fire Arc: Front, Turret

Crew: 1

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-5/20/45

Damage: 5D

Plasma Torch Boarding Device

Fire Arc: Front

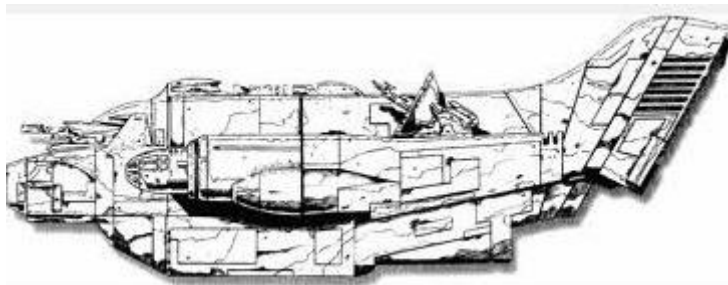
Crew: 2

Skill: Starship gunnery

Fire Control: 0D

Range: 4 meters

Damage: 8D



Y-4 Military Transport (3)

Craft: Incom Corporation Y-4 Military Transport

Affiliation: Empire / Rebel Alliance / General

Era: Rise of the Empire

Type: Military troop transport

Scale: Starfighter

Length: 28 meters

Skill: Space transports: Y-4 transport

Crew: 1, gunners: 2

Crew Skill: Astrogation 4D, sensors 3D+1, space transports:

Y-4 Transport 5D+1, starship gunnery 4D and starship shields 3D.

Passengers: 40 (troops)

Cargo Capacity: 300 metric tons

Consumables: 1 month

Cost: 250,000 (black market) 160,000 (civilian model - carries no weapons)

Hyperdrive Multiplier: x1.5 or x2

Hyperdrive Backup: x8

Nav Computer: Yes, astromech droid adds +1D to astrogation roll

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 kmh

Hull: 5D+2

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 5/4D

Weapons:

4 Double Light Laser Cannons

Fire Arc: 2 up, 2down

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-5/15/40

Damage: 3D

