Evakmar Docking/Repair Station
Type: Evakmar Orbital Docking/Repair Station
Era: Any
Affiliation: General
Scale: Capital
Length: 450m
Crew: 600
Passengers: 50 (Troops – Imperial Navy Trooper)
Cargo Capacity: 20,000 tons
Consumables: 1 Year
Hull: 3D
Shields: 2D
Sensors:
> *Passive:* 200/1D
> *Scan:* 500/3D
> *Search:* 800/5D
> *Focus:* 5/6D

Starfighter Complement:

> 12 TIE Fighters

Starship Support Complement:

> 8 Lamba Shuttles

Weapons:

> **12 Twin Light Laser Cannon (fire-linked)**
> > *Fire Arc*: Turret
> > *Scale:* Starfighter
> > *Fire Control:* 4D
> > *Space:* 1-5/15/40
> > *Damage:* 3D
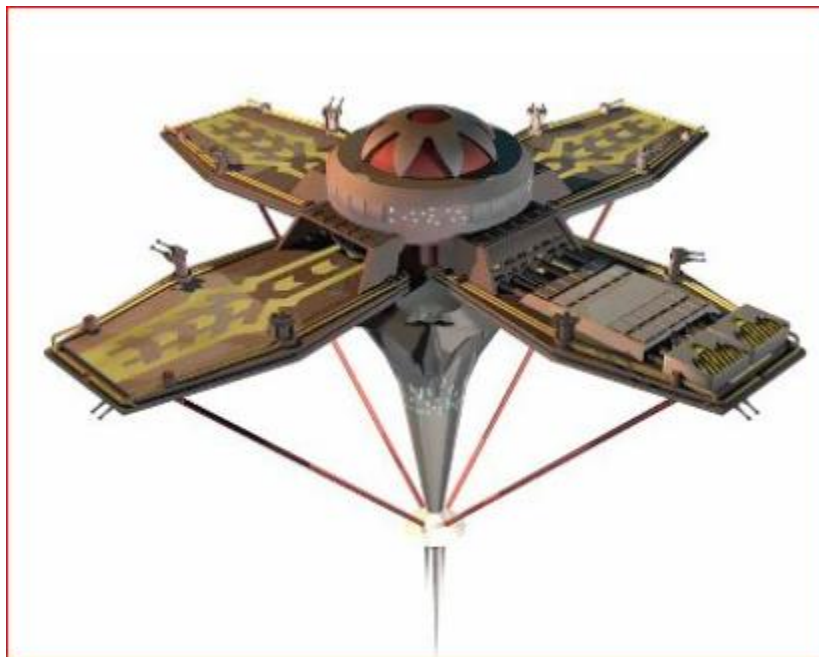
> **8 Light Tractor Beams**
> > *Fire Arc:* 2 Front, 2 Back, 2 Left, 2 Right
> > *Scale:* Capital
> > *Fire Control:* 4D+2
> > *Space Range:* 1-10/20/30
> > *Damage:* 4D

XQ1 Space Station <mark>(wenn die Spieler sich nicht einmischen wird sie ebenfalls zerstört)</mark>

Craft: Bengel Shipbuilders XQ1 Platform

Affiliation: Old Repbulic / Empire

Era: Rise of the Empire

Source: +Oliver Queen/Stats by Manuel Weil

Type: Space Station

Scale: Capital

Length: 936 meters

Skill:

Crew: 900

Passengers: 100 (Troops – Imperial Navy Trooper)

Consumables: 1 year

Hyperdrive Multiplier: -----

Hyperdrive Backup: ------

Maneuverability: 0D

Space: 0

Hull: 3D+2

Shields: 2D+1

Sensors:

Passive: 40/1D

Scan: 70/2D

Search: 100/2D

Focus: 3/2D+2

Starfighter Complement:

36 TIE Fighter, 2 Lambda Shuttles

Weapons:

10 Double Medium Laser Cannons (fire-linked)

FireArc: turret

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-5/15/40

Damage: 4D

6 Turbolaser

FireArc: Turret

Skill: Capital Ship gunnery

Fire Control: 2D+2

Space Range: 3-20/40/70

Damage: 5D

XQ1 Platform

TIE Fighter (4 Squadrons – <mark>1 Squadron wird am Anfang vernichtet</mark>)
Craft: Sienar Fleets Systems TIE/In
Affiliation: Empire
Era: Rise of the Empire
Source: Sourcebook
Type: Space superiority Starfighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter Piloting
Crew: 1
Crew Skill:
Passengers: none
Cargo Capacity: 65 kilograms
Consumables: 3 days
Cost: 65.000 (new), 25.000 (used)
Hyperdrive Multiplier: ---
Hyperdrive Backup: ----
Nav Computer: ---
Maneuverability: 2D
Space: 10
Hull: 2D
Shields:
Sensors:
Passive:20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:

2 Heavy Laser Cannons (fire-linked)
Fire Arc: front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/20/45
Damage: 5D

Dominant (Flagship – Pter Thanas)
Craft: Damorian Manufacturing Carrack-class light Cruiser
Affiliation: Empire/New Republik
Era: Rise of the Empire
Source: Sourcebook
Type: Light Cruiser
Scale: Capital
Length: 350 meters
Skill: Capital ship piloting:
Crew: 1.007
Passengers: 150 (troops)
Cargo Capacity: 3.5000 metric tons
Consumables: 1 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Hull: 5D
Shields: 2D+2
Sensors:
Passive: 30/1D
Scan: 50/2D
Search: 100/2D
Focus: 4/3D

Weapons:

10 Heavy Turbolaser Cannon
Fire Arc: 2 front,3 left, 3 right. 2 back
Skill: Capitalship gunnery
Fire Control: 1D+1
Space Range: 3-25/45/85
Damage: 7D

20 Double Light Laser Cannons (fire–linked)
Fire Arc: 5 front, 5 left, 5 right, 5 rear
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 4D+2
Space Range: 1-5/15/40
Damage: 3D

5 Light Tractor Beam
Fire Arc: 1 front, 2 left, 2 right
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/20/30
Damage: 4D
Game Notes: Carry 12 TIE Fighter

TIE Fighter (1 Squadron)
Craft: Sienar Fleets Systems TIE/In
Affiliation: Empire
Era: Rise of the Empire
Source: Sourcebook
Type: Space superiority Starfighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter Piloting
Crew: 1
Crew Skill:
Passengers: none
Cargo Capacity: 65 kilograms
Consumables: 3 days
Cost: 65.000 (new), 25.000 (used)
Hyperdrive Multiplier: ---
Hyperdrive Backup: ----
Nav Computer: ---
Maneuverability: 2D
Space: 10
Hull: 2D
Shields:
Sensors:
Passive:20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:

2 Heavy Laser Cannons (fire-linked)
Fire Arc: front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/20/45
Damage: 5D

System Patrol Craft IR-3F (7 Stück – 2 werden am Anfang vernichtet – 5 Stück bleiben übrig)
Craft: Sienar Fleet Systems IR-3F
Affiliation: General / Empire
Era: Rise of the Empire
Source: Pirates & Privateers (page 74), The Far Orbit Project
(pages 83-84), The Truce at Bakura Sourcebook (page 119)
Type: Intra-system patrol/customs craft
Scale: Capital
Length: 110 meters
Skill: Capital ship piloting
Crew: 3, gunners: 8, skeleton: 1/+5
Passengers: 10 (troops)
Cargo Capacity: 180 metric tons
Consumables: 3 months
Cost: Not available for sale
Maneuverability: 2D
Space: 7
Hull: 3D
Shields: 2D+2
Sensors:
Passive: 40/1D
Scan: 80/1D+1
Search: 130/2D
Focus: 4/2D+2

Weapons:

5 Double Light Turbolaser (fire-linked)
Fire Arc: 2 left, 2 right, 1 Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D+2
Space Range: 3-15/35/65
Damage: 5D

6 Quad Light Blaster Cannons (Fire-linked)
Fire Arc: 1 front, 1 rear, 2 left, 2 right
Crew: 2
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 4D+1
Space Range: 1-15/25/35
Damage: 4D

Imperial Marauder Class Corvette (<mark>5 Stück – 2 werden am Anfang vernichtet – 3 Stück bleiben übrig</mark>)
Craft: Republic Sienar Systems Marauder-class Corvette
Affiliation: general
Era: Rise of the Empire
Source: Sourcebook
Type: Combat Cruiser
Scale: Capital
Length: 195 meters
Skill: Capital Ship Piloting
Crew: 129
Crew Skill:
Passengers: 40 (troops)
Cargo Capacity: 300 metric tons
Consumables: 3 months
Cost: whatever the black market can bear
Hyperdrive Multiplier: x2
Hyperdrive Backup: x 8
Nav Computer: Yes
Maneuverability: 2D+1
Space: 5
Hull: 3D+2
Shields:2D+1
Sensors:
Passive:40/1D
Scan: 80/2D
Search: 100/2D+2
Focus: 4/3D+1

Weapons:

8 Double Turbolaser (fire-linked)
Fire Arc: 2 front, 2 left, 2 right, 2 rear
Skill: Capital Ship Gunnery
Fire Control: 2D+2
Space Range: 3-20/40/70
Damage: 6D

3 Tractor Beam
Fire Arc: 2 front, 1 rear
Skill: Tractor Beams
Fire Control: 4D
Space Range:1-10/20/30
Damage: 4D

2 Triple Light Blaster Cannons (fire-linked)
Fire Arc: Turret
Crew: 2
Skill: Starship Gunnery
Scale: Starfighter
Fire Control: 4D+1
Space Range: 1-15/25/35
Damage: 3D

Bayonet Cruiser (Repulse/Invader)
Craft: Sienar Fleet Systems' Bayonet-class Cruiser
Affiliation: Empire
Era: Rise of the Empire
Source: Planets Collection (page 103)
Type: Light cruiser
Scale: Capital
Length: 200 meters
Skill: Capital ship piloting: Bayonet
Crew: 120, gunners: 30, skeleton: 40/+10
Crew Skill: Astrogation 5D, capital ship gunnery 4D, capital
ship piloting 4D+1, capital ship shields 4D, sensors 4D+1
Passengers: 48 (troops)
Cargo Capacity: 3,500 metric tons
Consumables: 1 year
Cost: 5 million (new), 2.3 million (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D
Space: 8
Hull: 4D
Shields: 2D+2
Sensors:
Passive: 40/1D
Scan: 80/3D
Search: 160/4D
Focus: 6/3D+2

Weapons:

8 Heavy Turbolaser Cannon
Fire Arc: 2 front, 3 left, 3 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 1D+1
Space Range: 3-25/45/85
Damage: 7D

12 Double Light Laser Cannons (fire-linked)
Fire Arc:4 front,4 left, 4 right
Crew: 1
Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 4D
Space Range: 1-5/15/40
Damage: 3D

2 Light Tractor Beam Projectors
Fire Arc: Front
Crew: 4
Skill: Capital ship gunnery
Fire Control: 4D+1
Space Range: 1-10/20/30
Damage: 4D

Invader-class Escort Carrier (Attentive)
Type: Kuat Drive Yards Invader-Class Escort Carrier
Era: Rise of the Empire, Rebellion
Affiliation: Galactic Empire
Source: FreddyB (rpggamer.org)
Scale: Capital
Length: 250 Meters
Skill: Capital Ship Piloting: Escort Carrier
Crew: 280; Gunners: 8, Skeleton: 70/+10
Passengers: 150 (Troops)
Cargo Capacity: 2000 tons
Consumables: 1 Year
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 5D
Shields: 3D
Sensors:
>>> *Passive:* 45/0D
>>> *Scan:* 70/2D
>>> *Search:* 150/3D
>>> *Focus:* 3/4D

Hangar Bays:

Starfighter Complement:

> 48 starfighters (3 Squadrons TIE Fighter, 1 Squadron TIE Bomber)

Starship Support Complement:

> 2 Lambda shuttles

Weapons:
>> **12 Double Heavy Laser Cannons (Fire-Linked)**

>>> *Fire Arc:* Turret
>>> *Skill:* Starship Gunnery
>>> *Scale:* Starfighter
>>> *Fire Control:* 3D
>>> *Space Range:* 1-5/20/45
>>> *Damage:* 5D

8 Light Turbolaser
>>> *Fire Arc:* Turret
>>> *Skill:* Capital Ship Gunnery
>>> *Scale:* Capital
>>> *Fire Control:* 3D
>>> *Space Range:* 3-15/35/65
>>> *Damage:* 4D

>> **3 Light Tractor Beam Projectors**
>>> *Fire Arc:* Turret
>>> *Skill:* Starship Gunnery
>>> *Scale:* Starfighter
>>> *Fire Control:* 4D+1
>>> *Space Range:* 1-3/12/25
>>> *Damage:* 4D

TIE Fighter (3 Squadrons)
Craft: Sienar Fleets Systems TIE/In
Affiliation: Empire
Era: Rise of the Empire
Source: Sourcebook
Type: Space superiority Starfighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter Piloting
Crew: 1
Crew Skill:
Passengers: none
Cargo Capacity: 65 kilograms
Consumables: 3 days
Cost: 65.000 (new), 25.000 (used)
Hyperdrive Multiplier: ---
Hyperdrive Backup: ----
Nav Computer: ---
Maneuverability: 2D
Space: 10
Hull: 2D
Shields:
Sensors:
Passive:20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:

2 Heavy Laser Cannons (fire-linked)
Fire Arc: front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/20/45
Damage: 5D

TIE Bomber (1 Squadron)
Craft: Sienar Fleets Systems TIE Bomber
Affiliation: Empire
Era: Rise of the Empire
Source: Sourcebook
Type: Dedicated light Space Bomber
Scale: Starfighter
Length: 7.8 meters
Skill: Starfighter Piloting
Crew: 1
Crew Skill:
Passengers: none
Cargo Capacity: 15 metric tons (bomb bay)
Consumables: 3 days
Cost: 150.000 (new), 75.000 (used)
Hyperdrive Multiplier: ---
Hyperdrive Backup: ----
Nav Computer: ---
Maneuverability: 2D
Space: 6
Hull: 4D+1
Shields:
Sensors:
Passive:25/1D
Scan: 40/2D
Search: 60/3D
Focus: 4/3D+2

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 Concussion Missile Launcher
Fire Arc: Front
Skill: Starfighter Missile Weapon
Fire Control: 3D
Space Range: 1-60
Damage: 8D
Warhead Launcher Rocket
Fire Arc: Front
Skill: Starfigher Missile Weapons
Fire Control: 1D
Space Range: 1-60
Damage: 11D

Lambda Shuttle (12 Stück)
Craft: Sienar Fleet Systems Shuttle
Affiliation: Empire
Era: Rebellion
Type: Lambda-class Shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Lambda Shuttle
Crew: 2 (2 can coordinate), gunners: 4, Skeleton: 1/+10
Crew skill: Space transports 5D, starship gunnery 5D,
starship shields 4D
Passengers: 10 (modifiable to hold up to 20)
Cargo capacity: 80 metric tons
Consumables: 2 months
Cost: No available for sale (500,000 credits aprox.)
Hyperdrive multiplier: x1
Hyperdrive backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 4D
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/2D+2

Weapons:

3 Double Medium Blaster Cannons (fire-linked)
Fire arc: 1 front, 2 back
Crew: 3
Skill: Starship gunnery
Fire control: 4D
Space range: 1-15/25/35
Damage: 3D

2 Double Heavy Laser Cannons (Fire-linked)
Fire arc: Front
Crew: 1
Skill: Starship gunnery
Fire control: 3D+1
Space range: 1-5/20/45
Damage: 6D

Bakura (Planet)

Starfighter Complement:

36 TIE Fighter (24 Top Secret), 12 TIE Bomber (Top Secret), 12 TIE Interceptor (Top Secret) 10 DX9 Stormtrooper Transport (Top Secret) , 12 Lambda Class Shuttles

Ground Defense (Salis D'aar):

4 Double Light Turbolaser (Starfighter Scale – 6D)
2 Heavy Ion Cannon (Starfighter Scale – 4D)

Troops:

800 Stormtrooper
2000 Army Trooper
350 Navy Trooper

TIE Fighter (3 Squadrons – 2 davon sind Top Secret)
Craft: Sienar Fleets Systems TIE/In
Affiliation: Empire
Era: Rise of the Empire
Source: Sourcebook
Type: Space superiority Starfighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter Piloting
Crew: 1
Crew Skill:
Passengers: none
Cargo Capacity: 65 kilograms
Consumables: 3 days
Cost: 65.000 (new), 25.000 (used)
Hyperdrive Multiplier: ---
Hyperdrive Backup: ----
Nav Computer: ---
Maneuverability: 2D
Space: 10
Hull: 2D
Shields:
Sensors:
Passive:20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:

2 Heavy Laser Cannons (fire-linked)
Fire Arc: front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-5/20/45
Damage: 5D

TIE Bomber (1 Squadron – Top Secret)
Craft: Sienar Fleets Systems TIE Bomber
Affiliation: Empire
Era: Rise of the Empire
Source: Sourcebook
Type: Dedicated light Space Bomber
Scale: Starfighter
Length: 7.8 meters
Skill: Starfighter Piloting
Crew: 1
Crew Skill:
Passengers: none
Cargo Capacity: 15 metric tons (bomb bay)
Consumables: 3 days
Cost: 150.000 (new), 75.000 (used)
Hyperdrive Multiplier: ---
Hyperdrive Backup: ----
Nav Computer: ---
Maneuverability: 2D
Space: 6
Hull: 4D+1
Shields:
Sensors:
Passive:25/1D
Scan: 40/2D
Search: 60/3D
Focus: 4/3D+2

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 Concussion Missile Launcher
Fire Arc: Front
Skill: Starfighter Missile Weapon
Fire Control: 3D
Space Range: 1-60
Damage: 8D
Warhead Launcher Rocket
Fire Arc: Front
Skill: Starfigher Missile Weapons
Fire Control: 1D
Space Range: 1-60
Damage: 11D

TIE Interceptor (1 Squadron – Top Secret)

Craft: Sienar Fleets Systems TIE Interceptor
Affiliation: Empire
Era: Rise of the Empire
Source: Sourcebook
Type: Space superiority Starfighter
Scale: Starfighter
Length: 6.6 meters
Skill: Starfighter Piloting
Crew: 1
Crew Skill:
Passengers: none
Cargo Capacity: 65 kilograms
Consumables: 3 days
Cost: 120.000 (new), 75.000 (used)
Hyperdrive Multiplier: ---
Hyperdrive Backup: ----
Nav Computer: ---
Maneuverability: 3D+2
Space: 11
Hull: 3D
Shields:
Sensors:
Passive:25/1D
Scan: 40/2D
Search: 60/3D
Focus: 4/3D+2

Weapons:

4 MediumLaser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 3D+2
Space Range: 1-5/15/40
Damage: 6D

DX-9 Stormtrooper Transport (10 Stück – Top Secret)
Craft: Telgorn Corporation Dx-9 Transport
Affiliation: Empire
Era: Rise of the Empire
Type: Assault fighter/gunboat
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Dx-9 transport
Crew: 2, gunners: 3
Crew Skill: Astrogation 3D, starship gunnery 4D+1, space
transports 4D, starship shields 3D, sensors 3D
Passengers: 40
Cargo Capacity: 60 metric tons
Consumables: 2 months
Cost: Not available for sale (black market: 575,000)
Hyperdrive Multiplier: x2
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 295; 850 kmh
Hull: 5D
Shields: 2D+2
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 80/3D
Focus: 4/4D

Weapons:

2 Quad Light Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-5/15/40
Damage: 5D

Quad Light Ion Cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/15/36
Damage: 5D

2 Proton Torpedo Launchers (may be linked)
Fire Arc: Front
Crew: Pilot or Co-pilot
Skill: Starfighter Missile Weapons
Fire Control: 3D
Space Range: 1-80
Damage: 9D