

Anführer:

Commander Trep Reskan (Oberbefehlshaber)

Major Raad Hak (Wing Commander – Mon Calamari)

Major Gar „Crazy Man“ Berra (Commander Ground Troops)

Lieutenant Dara Gion– Rebel Alliance Intelligence Officer (Sector Command)

Basis:

Alte Raumstation (Oracle Base) in einem unbewohnten System des Vivenda Sectors (Asteroidenfeld). System heißt Orhek und der Planet Orhek IV (Oracle Base Ground Base). Anflug auf den Planeten und die Raumstation ist vermint (Light Seismic Bombs vs. Starfighter – nicht aktiv) und Light Space Mines vs. Capital Ships – nicht aktiv). Die Anzahl beträgt 25 für Starfighter Scale und 10 für Capital Scale.

Für die Flucht kann ein neuer Weg aus dem Asteroidengürtel freigesprengt werden (Asteroiden sind bereits präpariert).

Zusätzlich gibt es 2 Starfighter Basen (jeweils 3 Squadrons), mehrere Untergrundbasen sowie Surveillance Outposts

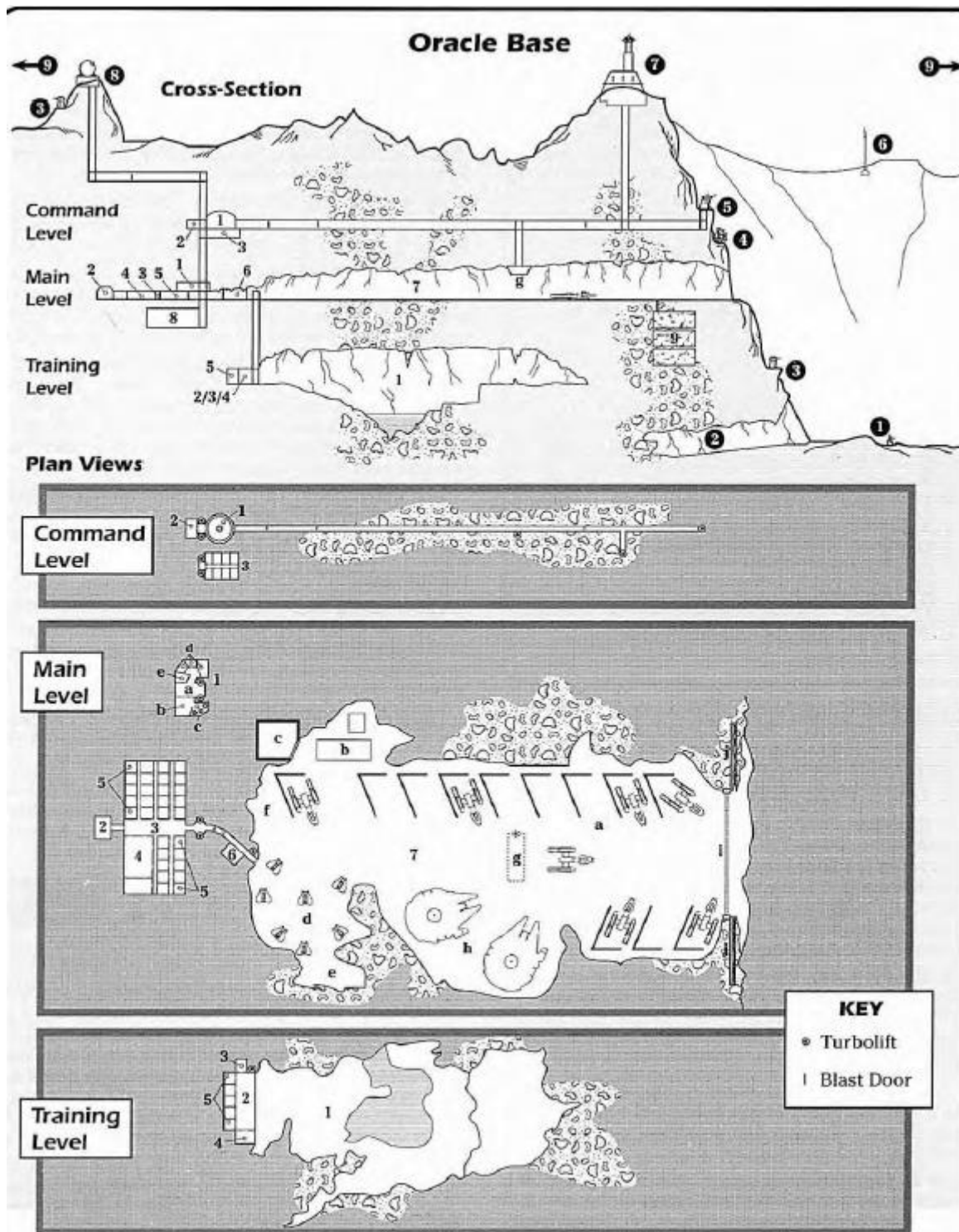
Schiffe:

- Resistance (Bulk Cruiser – Flagship)
- 6 Corellian Corvette
- 4 Trade Federation Missile Frigate
- Lucrehulk Freighter
- 3 Techno Union Starship Armed Transport
- 5 Modified Class VI Bulk Freighter
- Diverse Light Freighter (ca. 35)
- 5 Squadrons Z-95 Headhunter
- 5 Squadrons V-19 Torrent
- 7 Squadrons Y-Wing
- 5 Squadrons T-Wing
- 6 Squadrons Droid Starfighter
- 6 Squadrons Droid Starfighter Scarab

20 Capital Ships – 408 Starfighter (34 Squadrons)

Bodentruppen:

- 3.000 Resistance Fighter
- 50 Rebel Commandos (Sabotage Akte)



Modified Bulk Cruiser – Resistance

Craft: Rendili StarDrive's Neutron Star-class bulk cruiser
Affiliation: General / Rebel Alliance
Era: Rise of the Empire
Source
Type: Modified bulk cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: bulk cruiser
Crew: 1,993, gunners: 57, skeleton: 840/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 3D+2, starship gunnery 4D
Passengers: 200 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Cost: 6.5 million (new), 3 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 5D+1
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 150/3D
Focus: 5/3D+2

Starfighter Complement: 2 Squadrons Y-Wing, 1 Squadron T-Wing, 10 Kappa Class Shuttles

Weapons:

30 Modified Quad Light Laser Cannons (fire-linked)

Fire Arc: 10 front, 10 left, 10 right
Crew: 1 (15), 2 (10), 3 (5)
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/15/40
Damage: 5D+1

24 Modified Triple Heavy Laser Cannon (fire-linked)

Fire Arc: 8 front, 8 left, 8 right
Crew: 1 (1), 6 (1)
Skill: Capital ship gunnery
Fire Control: 3D+2
Space Range: 3-15/35/60
Damage: 5D+2



Corellian Corvette (6 Stück)

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



Trade Federation Missile Frigate (4 Stück)

Craft: Hoersch-Kessel Drive Missile Frigate

Affiliation: Trade Federation

Era: Old Republic

Type: Heavy assault frigate

Scale: Capital

Length: 260 meters

Skill: Capital ship piloting: missile frigate

Crew: 65, 20 gunners

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

Passengers: 100 (troops)

Cargo Capacity: 1300 metric tons

Consumables: 1 year

Cost: Not available for sale

Hyperdrive Multiplier: x2

Nav Computer: Yes

Space: 4

Maneuverability: 1D

Hull: 4D+2

Shields: 2D

Sensors:

Passive: 30/1D+1

Scan: 60/2D+1

Search: 90/3D+2

Focus: 6/4D+2

Weapons:

6 Quad Medium Concussion Missile Launcher (Fire-linked)

Fire Arc: 2 front, 1 left, 1 right, 2 rear

Crew: 3 (5), 2 (1)

Skill: Starfighter Missile Weapons

Scale: Starfighter

Fire Control: 4D

Space Range: 1-90

Damage: 10D

10 Quad Medium Laser Cannons (fire-linked)

Fire Arc: 2 front, 3 left, 3 right, 2 rear

Crew: 4

Skill: Starship Gunnery

Scale: Starfighter

Fire Control: 3D+1

Space Range: 1-5/15/40

Damage: 6D



Modified CEC Class VI Bulk Freighter (5 Stück)

Craft: Corellian Engineering Corporation Class VI Bulk Freighter

Affiliation: General

Era: Old Republic

Source: Wookieepedia, stats by +Oliver Queen

Type: Bulk freighter

Scale: Capital

Length: 270 meters

Skill: Capital ship piloting: class VI

Crew: 4 (pilot, co-pilot/navigator, engineer, loadmaster), gunners: 2; skeleton: 2/+10

Passengers: 2

Cargo Capacity: 2,000 metric tons

Consumables: 6 months

Cost: 4 million (new), 1.9 million (used)

Hyperdrive Multiplier: x3

Hyperdrive Backup: No

Nav Computer: Yes

Space: 5

Atmosphere: 280; 800 km/h

Maneuverability: 0D+2

Hull: 3D+2

Shields: 1D

Sensors:

Passive: 40/1D

Scan: 60/2D

Focus: 2/3D

Starfighter Complement: 1 Squadrons , 5 Kappa Class Shuttles

Weapons:

8 Quad Heavy Laser Cannon (Fire-linked)

Fire Arc: 2 Turret, 3 left, 3 right

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-5/20/45

Damage: 7D

Triple Heavy Ion Cannon (Fire-linked)

Fire Arc: front

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D+1

Space Range: 1-10/25/55

Damage: 6D

8 Quad Heavy Laser Cannon (Fire-linked)

Fire Arc: 2 front, 3 left, 3 right

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D+2

Space Range: 3-15/35/60

Damage: 6D



Techno Union Armed Transport (3 Stück)

Craft: Techno Union Hardcell-class Starship

Affiliation: Techno Union

Era: Rise of the Empire

Type: Armed transport

Scale: Capital

Length: 300 meters

Skill: Capital ship piloting: Techno Union Starship

Crew: 165

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

Passengers: 600 droid troops

Cargo Capacity: 130 metric tons

Consumables: 4 months

Cost: Not available for sale (estimated cost 2.63 million credits)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 20/1D

Scan: 60/2D

Search: 80/3D

Focus: 4/3D+2

Weapons:

16 Turbolaser

Fire Arc: 4 front, 6 left, 6 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-20/40/70

Damage: 5D

6 Quad-Point Defense Light Laser Cannons

Fire Arc: 3 Turrets up, 3 Turrets down

Crew: 2

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-5/15/40

Damage: 5D

3 Proton Torpedo Launcher

Fire Arc: Turret

Crew: 3

Skill: Capital Ship Missile Weapons

Fire Control: 4D

Space Range: 1-80

Damage: 5D (7D fire-linked)



Lucrehulk Freighter

Craft: Hoersch-Kessel Drive, Inc., Lucrehulk-class LH-3210
cargo hauler

Affiliation: Trade Federation

Era: Old Republic

Source: Secrets of Naboo (page 6)

Type: Cargo freighter

Scale: Capital

Length: 3,170 meters

Skill: Capital ship piloting: LH-3210

Crew: 500

Passengers: 1,000 Troops

Crew Skill: All appropriate skills at 4D

Cargo Capacity: 25 million metric tons

Consumables: 500 days

Cost: Not available for sale

Hyperdrive Multiplier: x2

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 4

Hull: 6D

Shields: 3D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D+2

Focus: 6/4D

Starship Complement: 72 Droid Starfighter, 72 Scarab, 3 Squadrons Y-Wing, 2 Squadron T-Wing, 2 Squadrons Torrent V-19, 20 Kappa Class Shuttles

Weapons:

60 Quad Heavy Blaster Cannons (Fire-linked)

Fire Arc: 14 front, 14 rear, 16 right, 16 left.

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-15/25/40

Damage: 6D

30 Light Double Turbolaser (Fire-linked)

Fire Arc: 7 front, 7 rear, 8 left, 8 right

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 3-15/35/65

Damage: 5D



Oracle Base

Craft: Asteroid-based space station

Affiliation: general

Era: Rebellion (~2 BBY)

Source: Wookieepedia, stats by +Oliver Queen

Type: Planetoid station

Scale: Capital

Length: 700 meters

Crew: 300 , Skeleton 40/+10

Crew Skill: Capital ship gunnery 3D+2, capital ship shields 3D+2, sensors 3D, starship gunnery 4D

Troops: 200)

Cargo Capacity: 1 million metric tons

Consumables: 5 years

Cost: Not available for sale

Hyperdrive Multiplier: NA

Hyperdrive Backup: NA

Nav Computer: NA

Space: NA

Hull: 6D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 250/3D *Sensor Array

Focus: 5/4D

Weapons:

6 Double Turbolaser (Fire-Linked)

Fire Arc: 3 up, 3 down (all Turrets)

Skill: Capital ship gunnery

Scale: Capital

Fire Control: 3D

Space Range: 3-20/40/70

Damage: 6D

16 Heavy Laser Cannon Defense Towers

Fire Arc: 4 front, 4 left, 4 right, 4 rear

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 3D

Space Range: 1-5/20/45

Damage: 4D

8 Heavy Ion Cannons

Fire Arc: 2 front, 2 left, 2 right, 2 rear

Skill: Starship Gunnery

Scale: Starfighter

Fire Control: 3D

Space Range: 1-5/15/40

Damage: 4D

5 Double Heavy Ion Cannons (Fire-Linked)

Fire Arc: 1 front, 2 left, 2 right

Skill: Capital Ship Gunnery

Fire Control: 4D

Space Range: 1-10/25/55

Damage: 5D

4 Proton Torpedo Launcher

Fire Arc: Turret

Skill: Starfighter Missile Weapons

Scale: starfighter

Fire Control: 3D

Space Range: 1-100

Damage: 9D

Starfighter Compliment: 24 Z-95 Headhunter, 20 Kappa Class Shuttles



Y-Wing

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)



T-Wing

Craft: Rebel Alliance T-wing
Affiliation: Rebel Alliance / General
Era: Rebellion
Type: Space superiority fighter
Scale: Starfighter
Length: 10 meters
Skill: Starfighter piloting: T-wing
Crew: 1
Cargo Capacity: 35 kilograms
Consumables: 2 days
Hyperdrive Multiplier: x1
Nav Computer: Limited to two jumps
Maneuverability: 3D
Space: 11
Atmosphere: 435; 1,300 kmh
Hull: 2D
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D

Weapons:

2 Turbo Blaster Cannon (fire linked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D+2
Space Range: 1-15/25/40
Damage: 5D



Z-95 Headhunter

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



V-19 Torrent Clone Fighter

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)



Droid Starfighter

Craft: Xi Char Variable Geometry Self-Propelled Battle

Droid, Mk. 1

Affiliation: Trade Federation / Separatists

Era: Old Republic

Source: Secrets of Naboo (page 8), d20 Rulebook (page 229)

Type: Autonomous starfighter

Scale: Starfighter

Length: 3.5 meters

Skill: Starfighter piloting

Crew: 0 (droid brain)

Crew Skill: All skills 4D+1

Cargo Capacity: None

Consumables: None

Cost: 19,000 (new), 5000 (used)

Maneuverability: 3D

Space: 10

Hull: 4D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 60/2D

Focus: 3/3D

Weapons:

2 Heavy Blaster Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D+1

Space Range: 1-15/25/40

Damage: 4D

2 Proton Torpedo Launchers (4 torpedoes each)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-60

Damage: 9D



Droid Starfighter Scarab

Craft: Xi Char Scarab

Affiliation: Trade Federation

Era: Old Republic

Type: Drone starfighter

Scale: Starfighter

Length: 3.8 meters

Skill: Starfighter piloting: Scarab

Crew: None (droid brain)

Crew Skill: Starfighter piloting 4D, starship gunnery 4D, sensors 3D

Cost: 21,000 (new), 4,000 (used)

Maneuverability: 2D+2

Space: 7

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 5/0D

Scan: 15/1D

Search: 25/2D

Focus: 1/3D

Weapons:

4 Heavy Blaster Cannons (fire-linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D+1

Space Range: 1-15/25/40

Damage: 6D



Kappa Class Shuttle

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

