

## **Hornet II-Class Carrier**

Craft: Sorosuub Hornet IIclass Carrier

Type: Assault carrier

Era: Rebellion

Affiliation: Alliance

Source: Weston, rpggamer.org

Scale: Capital

Length: 450 meters

Skill: Capital Ship Piloting: Hornet carrier

Crew: 1,724; Gunners: 99, Skeleton Crew: 860 / +15

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

Passengers: 240 (troops)

Cargo Capacity: 2,500 tons

Consumables: 9 months

Cost: Not available for sale

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D+2

Space: 8

Hull: 4D

Shields: 2D+2

Sensors:

Passive: 30/1D

Scan: 45/2D+1

Search: 125/3D+1

Focus: 4/4D+1

**Starfighter Complement:** 48 Starfighters (12 X-Wing, 12 A-Wing, 12 B-Wing, 12 V-19 Torrent), 6 Kappa Class Shuttles, 6 U-Wing

## **Weapons:**

### **10 Heavy Turbolasers**

Fire Arc: 2 front, 4 left, 4 right

Crew: 4

Fire Control: 1D+2

Space Range: 3-20/45/75

Damage: 6D

### **12 Twin Turbo Blaster Cannon (fire-linked)**

Fire Arc: 4 forward, 4 left, 4 right

Crew: 2 (9), 3 (3)

Scale: Starfighter

Fire Control: 3D+2

Space Range: 1-15/25/40

Damage: 5D

### **12 Heavy Ion Cannons**

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

Crew: 3 (8), 4 (4)

Fire Control: 3D+1

Space Range: 1-10/25/55

Damage: 4D

#### **4 Light Tractor Beams**

Fire Arc: 2 forward, 1 left, 1 right

Crew: 4

Fire Control: 5D

Space Range: 1-10/20/30

Damage: 4D



**Quasar Fire Class Bulk Carrier B (Flurry )**

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

## **Mon Calamari MCE-10 Escort Frigate**

Craft: Mon Calamari MCE-10 Escort Frigate

Affiliation: Rebel Alliance

Era: Rebellion

Type: Escort Starship

Scale: Capital

Length: 450 meters

Skill: Capital ship piloting

Crew: 1,000, skeleton: 360

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

Passengers: 100 troops

Cargo Capacity: 5,000 metric tons

Consumables: 1 year

Hyperdrive Multiplier: x2

Hyperdrive Backup: x9

Nav computer: Yes

Maneuverability: 2D

Space: 6

Hull: 4D+2

Shields: 2D\*(2D Backup Shields)

Sensors:

Passive: 40/1D

Scan: 60/2D

Search: 120/3D

Focus: 5/4D

### **Weapons:**

#### **20 Turbolaser**

Fire Arc: 4 front, 8 right, 8 left

Crew: 1 to 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-20/40/70

Damage: 5D

#### **15 Heavy Ion Cannons**

Fire Arc: 3 front, 6 right, 6 left

Crew: 1 to 7

Skill: Capital ship gunnery

Fire Control: 3D+2

Space Range: 1-10/25/55

Damage: 4D

#### **3 Light Tractor Beams**

Fire Arc: 1 front, 1 right, 1 left

Crew: 1 to 10

Skill: Capital ship gunnery

Fire Control: 5D

Space Range: 1-10/20/30

Damage: 4D



## **Nebulon A-Class Torpedo Frigate**

Craft: Kuat Drive Yards Nebulon A-Class

Type: Torpedo Frigate

Scale: Capital

Length: 320 Meters

Skill: Capital Ship Piloting: Nebulon A

Crew: 854 (Skeleton: 307 @ +10) & 102 Gunners

Crew Skill:

Astrogation 3D

Capital Ship Gunnery 4D+1

Capital Ship Shields 3D

Capital Ship Piloting 3D+2

Sensors 3D+1

Passengers: 75 (Troops)

Cargo Capacity: 6000 Tons

Consumables: 2 Years

Cost: 235 Million Credits (New) / 120 Million Credits (Used)

Hyperdrive Multiplier: X2

Hyperdrive Backup: X12

Nav Computer: Yes

Maneuverability: 1D+1

Space: 6

Atmosphere: 280;800kmh

Hull: 4D

Shields: 2D

Sensors:

Passive 40/0D

Scan 75/1D

Search 150/3D

Focus 4/4D+2

### **Weapons:**

#### **12 Turbolaser (Fire Separately)**

Fire Arc: 4 Front, 3 Left, 3 Right, 2 Rear

Crew: 4

Skill: Capital Ship Gunnery

Fire Control: 2D+1

Space Range: 3-20/40/70

Damage: 5D

#### **12 Heavy Laser Cannons (Fire Separately)**

Fire Arc: 3 Front, 3 Left, 3 Right, 3 Rear

Crew: 2

Scale: Starfighter

Skill: Starship Gunnery

Fire Control: 3D+1

Space Range: 1-5/20/45

Damage: 4D

#### **6 Proton Torpedo Launchers (Fire Separately)**

Fire Arc: 4 front, 2 rear

Crew: 3

Skill: Capital Missile Weapons

Fire Control: 3D

Space Range: 1-150

Damage: 5D

**2 Light Tractor Beam Projectors (Fire Separately)**

Fire Arc: 1 Front/Left, 1 Front/Right

Crew: 6

Skill: Capital Ship Gunnery

Fire Control: 4D+1

Space Range: 1-10/20/30

Damage: 4D

**Small Craft Complement:** 12 Z-95 Headhunters, 3 U-Wing, 5 Kappa Class-Shuttles & 2 external docks for Medium Freighters.





## **Nebulon B Heavy Frigate**

Type: Kuat Drive Yards NebulonB Heavy Frigate

Era: Rise of the Empire, Rebellion

Affiliation: Galactic Empire

Scale: Capital

Length: 300 meters

Skill: Capital Ship Piloting: NebulonB

Crew: 1,022, skeleton 405/+10

Passengers: 40 (troops)

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

Consumables: 2 Years

Cargo Capacity: 3,000 tons

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Space: 6

Atmosphere: 350; 950 kmh

Maneuverability: 1D+1

Hull: 4D

Shields: 3D

Sensors:

Passive: 40/0D

Scan: 75/1D

Search: 150/3D

Focus: 4/4D+2

**Starfighter Complement:** 12 Y-Wing

**Starship Support Complement:** 3 Kappa-Class Shuttles

### **Weapons:**

#### **16 Light Turbolaser (Fire-linked)**

Fire Arc: 8 Front, 4 Left, 4 Right

Scale: Capital

Fire Control: 3D+1

Space: 3-15/35/65

Damage: 4D

#### **18 Light Turbolaser**

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

Scale: Starfighter

Fire Control: 3D+1

Space: 1-10/20/45

Damage: 5D

#### **2 Light Tractor Beam Projectors**

Fire Arc: Front

Scale: Capital

Fire Control: 4D+1

Space: 1-10/20/30

Damage: 4D



### **Gallofree Medium Transport (3)**

Craft: Gallofree Yards Transport

Affiliation: General / Rebel Alliance

Era: Rise of the Empire)

Type: Medium transport

Scale: Capital

Length: 120 meters

Skill: Space transports: Gallofree Yards transport

Crew: 6, gunners: 4, skeleton: 3/+10

Crew Skill: Astrogation 4D, space transports 4D, starship

gunnery 3D+1, starship shields 3D

Cargo Capacity: 19,000 metric tons

Passengers: Troops (2.000)

Consumables: 6 months

Cost: 350,000 (new), 125,000 (used)

Hyperdrive Multiplier: x4

Space: 2

Hull: 2D

Shields: 1D

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

**Ground Troop Complement:** Anti-Infantry Battery (10), Anti Vehicle Laser Cannon (5), Rebel ULAV (10), Modified KAAC Freerunner (5), Rebel Speeder Truck (10), Rebel Alliance Combat Snowspeeder (3)

### **Weapons:**

#### **4 Twin Medium Laser Cannons (Fire-linked)**

Fire Arc: Turret (2 left, 2 right)

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 3D+2

Space Range: 1-5/15/40

Damage: 4D



### **Gage-class Transport (2 )**

**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, 12 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

