

Flotte der Tagge Company Security Fleet

- 4 Bulk Cruiser (144 Starfighters)
- 1 Varst-Class Heavy Assault Cruiser - Flagship (24 Starfighters)
- 2 Defender-Class Assault Carrier (60 Starfighters – 20 Transports)
- 3 Carrack Light Cruiser (24 Starfighters)
- 4 Light Carrier (108 Starfighters)
- 8 Trenchant Light Cruiser (96 Starfighters)
- 10 Heavy Mere Frigate
- 3 Discril Cruiser (Pulsemass Mines – 10 Stück)
- 20 Skypray Blastboats

Gesamt: 35 Capital Ships – 564 Starfighter (47 Squadrons +20 Skypray Blastboats)

Am Angriff auf die Alliance Resistance beteiligen sich

- 1 Bulk Cruiser
- 2 Trenchant Light Cruiser
- 2 Heavy Mere Frigate
- 5 Skypray Blastboats

Gesamt: 5 Capital Ships – 60 Starfighters (5 Squadrons) + 5 Skypray Blasboats

Am Angriff auf die Starfighter Base II beteiligen sich

- 2 Bulk Cruiser
- 2 Light Carrier
- 2 Trenchant Light Cruiser
- 2 Heavy Mere Frigate
- 5 Skypray Blastboats
- 1 Discril Cruiser

Gesamt : 8 Capital Ships – 168 Starfighters (14 Squadrons)

Der Rest der Unternehmensflotte befindet sich auf einem Stützpunkt der Tagge Company

Defense Forces of the Freighter/Mining Groups

Varst-Class Heavy Assault Cruiser

Type: VargeCorp Varst Heavy Assault Cruiser

Era: Galactic Empire / New Republic

Affiliation: General

Source: FreddyB (rpggamer.org)

Scale: Capital

Length: 800 Meters

Skill: Capital Ship Piloting: Varst Cruiser

Crew: 18,890, skeleton 5500/+15

Passengers: 4,000 (troops)

Crew Skill: Capital Ship Piloting 5D+1, Capital Ship Gunnery 4D+2, Capital Ship Shields 4D+1

Cost: 15 Million Consumables: 3 Years

Cargo Capacity: 16,000 tons

Hyperdrive Multiplier: x1.5

Hyperdrive Backup: x10

Nav Computer: Yes

Space: 5

Maneuverability: 1D

Hull: 5D

Shields: 3D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 160/3D

Focus: 6/3D+2

Starfighter Complement: 12 ARC-170, 12 G1-M4 Dunelizard

Starship Support Complement: 8 DX-9 Transports

Weapons:

24 Double Medium Heavy Blaster Cannons (Fire-Linked)

Fire Arc: 7 front, 7 left, 7 right, 3 back

Scale: StarFighter

Fire Control: 3D+1

Space: 1-15/20/25

Damage: 4D

12 Twin TurboLaser Cannon (Fire-Linked)

Fire Arc: 2 front, 5 left, 5 right

Scale: Capital

Fire Control: 2D

Space: 3-15/40/75

Damage: 7D

4 Tractor beam projectors

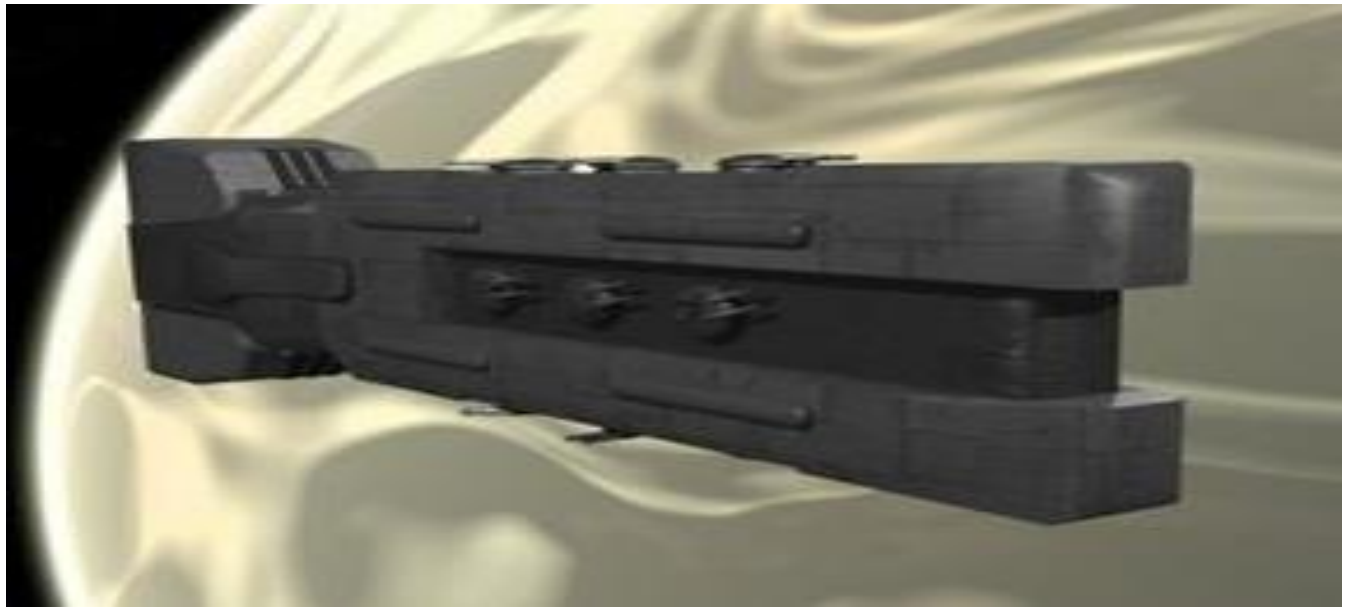
Fire Arc: 2 Front, 2 Back

Scale: Starfighter

Fire Control: 4D

Space: 1-3/12/25

Damage: 4D



Bulk-Class Cruiser

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: 4

Hull: 5D

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 125/3D

Focus: 5/3D+2

Starfighter Complement: 24 G1-M4-C Dunelizard, 12 M3A - Scyk

Weapons:

30 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: 3D+2

Space Range: 1-5/15/40

Damage: 5D

16 Double Heavy Laser Cannon (fire-linked)

Fire Arc: 6 front, 5 left, 5 right

Crew: 1 (1), 6 (1)

Skill: Capital ship gunnery

Fire Control: 3D+1

Space Range: 3-15/35/60

Damage: 4D

4 Proton Torpedo Launcher

Fire Arc: 2 front, 2 rear

Crew: 1 (1), 6 (1)

Skill: Capital Missile Weapons

Fire Control: 3D+1

Space Range: 1-125

Damage: 5D



Defender-Class Assault Carrier

Craft: Republic Engineering Corporation Defender-class

Assault Carrier

Affiliation: New Republic

Era: New Republic

Source: Cracken's Threat Dossier (page 79)

Type: Assault carrier

Scale: Capital

Length: 500 meters

Skill: Capital ship piloting

Crew: 4,050, gunners: 20, skeleton: 1,350/+10

Crew Skill: Varies

Passengers: 700 (troops)

Cargo Capacity: 12,000 metric tons

Consumables: 5 months

Cost: Not available for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Hull: 5D

Shields: 3D

Sensors:

Passive: 50/1D

Scan: 100/2D

Search: 150/3D

Focus: 5/3D+2

Starfighter Complement: 12 V-Wing, 12 V-19 Torrent, 12 ARC-170, 12 MA-3 Scyk, 12 M4 Dunelizard

Weapons:

20 Assault Blaster Cannons

Fire Arc: 5 front, 5 left, 5 right, 5 back

Crew: 1

Scale: Starfighter

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-15/30/40

Damage: 5D

10 Double Heavy Laser Cannons (Fire-linked)

Fire Arc: 2 front, 4 left, 4 right

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D+1

Space Range: 3-15/35/60

Damage: 4D

5 Proton Torpedo Launcher

Fire Arc: 3 front, 2 rear

Crew: 1

Scale: Starfighter

Skill: Starfighter Missile Weapons

Fire Control: 3D+1

Space Range: 1-150

Damage: 9D



Carrack-Class Light Cruiser

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

Starfighter Complement: 12 ARC-170

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



Trenchant-Class Light Cruiser

Craft: Merkuni Drives Trenchant-class Cruiser

Affiliation: General

Era: Rise of the Empire

Source: Alliance Intelligence Reports

Type: Light cruiser

Scale: Capital

Length: 215 meters

Skill: Capital ship piloting: Trenchant cruiser

Crew: 140, gunners: 20, skeleton 64/+10

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

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

Starfighter Complement: 12 V-19 Torrent

Weapons:

8 Turbolaser

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

Crew: 2

Skill: Capital gunnery

Fire Control: 3D

Space Range: 3-20/40/70

Damage: 5D

8 Quad Point Light Laser Cannons (Fire-linked)

Fire Arc: 4 left, 4 right

Crew: 1

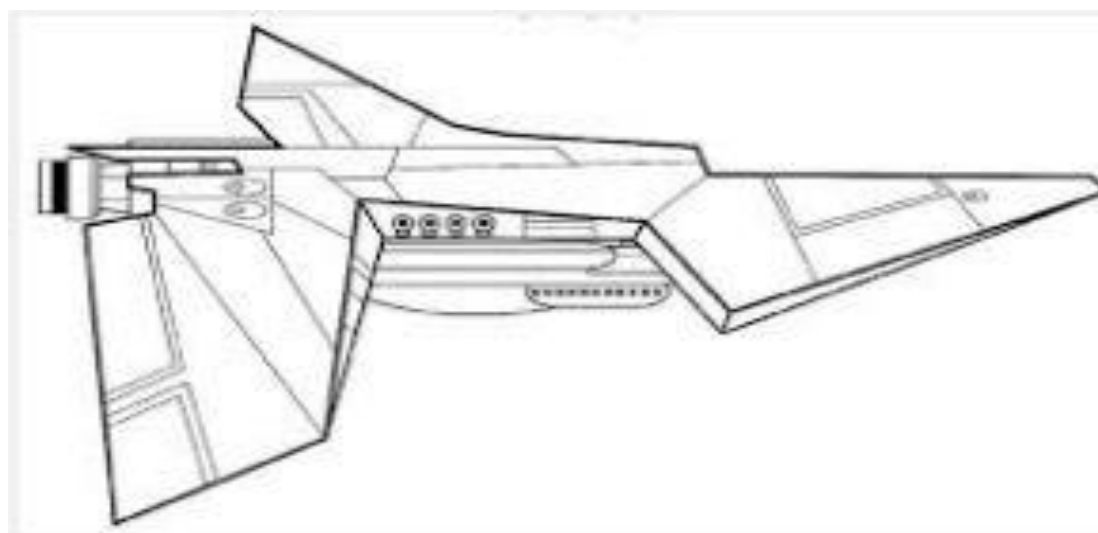
Scale: Starfighter

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-5/15/40

Damage: 5D



Mere Heavy Frigate

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



Light Carrier

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: 12 ARC-170, 24 V-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



Modified Discril Cruiser

Duapherm Discril-class Attack cruiser

Affiliation: general

Era: Rise of the Empire

Source: Sourcebook

Type: System Attack Cruiser

Scale: Capital

Length: 85 meters

Skill: Capital ship piloting:

Crew: 150

Crew Skill:

Passengers: 60

Cargo Capacity: 7.800 metric tons

Consumables: 2 weeks

Cost: 500.000 (used)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x20

Nav Computer: Yes

Maneuverability: 1D

Space: 5

Hull:4D

Shields: 1D

Sensors:

Passive:30/1D

Scan: 60/1D+2

Search: 90/2D+2

Focus: 3/3D

Weapons:

2 Mass Pules Mine Launcher

Fire Arc: 1 front, 1 rear

Skill: Capital Ship gunnery

Fire Control: 4D

Space Range: 1-5/50/100

Damage: Blocks Hyperspace Travel. Each mine equals a 15 Unit Diameter

4 Triple Light Ion Cannons (fire-linked possible)

Fire Arc: front

Skill: Capital ship Gunnery

Fire Control: 4D+1

Space Range: 1-10/20/50

Damage: 4D(7D)

4 Triple Light Laser Cannons

Fire Arc: Turret

Skill: Starship Gunnery

Scale: Starfighter

Fire Control: 3D+2

Space Range: 1-5/15/40

Damage: 4D



M3-A Scyk

Craft: MandalMotors M3-A Scyk Light Hutt Fighter

Affiliation: General

Era: Rebellion

Type: Light fighter

Scale: Starfighter

Length: 10 meters

Skill: Starfighter piloting: M3-A Scyk

Crew: 1

Crew Skill: Varies widely

Consumables: 2 days

Cargo Capacity: 12 kilograms

Nav Computer: Yes

Hyperdrive Multiplier: x3

Maneuverability: 3D+2

Space: 10

Hull: 2D

Shields: 1D

Sensors:

Passive: 40/1D

Scan: 55/2D

Search: 65/3D

Focus: 3/4D

Weapons:

2 Light Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-5/15/40

Damage: 3D+2

Light Concussion Missile Launcher (6 Missiles)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 4D

Space Range: 1-60

Damage: 6D



G1-M4 Dunelizard

Craft: MandalMotors G1-M4-C Dunelizard Medium Hutt
Fighter

Affiliation: General

Era: Rebellion

Type: Medium fighter

Scale: Starfighter

Length: 11 meters

Skill: Starfighter piloting: G1-M4-C Dunelizard

Crew: 1

Crew Skill: Varies widely

Consumables: 4 days

Cargo Capacity: 85 kilograms

Nav Computer: Yes

Hyperdrive Multiplier: x3

Maneuverability: 2D+2

Space: 8

Atmosphere: 365; 1,050 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 40/1D

Scan: 60/2D

Search: 75/3D

Focus: 3/4D

Weapons:

2 Hevy Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D+1

Space Range: 1-5/20/45

Damage: 5D

2 Medium Concussion Missile Launchers (8 Missiles each)

Fire Arc: Front

Skill: Starsfighter Missile Weapons

Fire Control: 3D+2

Space Range: 1-75

Damage: 7D(8D fire-linked)



Skypray Blastboat

Craft: Sienar Fleet Systems GAT-12 Skipray
Type: Defens/Patrol Skipray Blastboat
Era: Rise of the Empire
Affiliation: none
Source: "-", stats by Manuel Weil
Scale: Capital (due to armament power)
Length: 35 meters
Skill: Starfighter Piloting
Crew: 4
Crew Skill: Varies
Cargo Capacity: 20 metric tons
Consumables: 1 month
Cost: 175.000 (new), 90.000(used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes (limited to 4 jumps)
Maneuverability: 1D+2 (2D+2 in atmosphere)
Space: 8
Atmosphere:
Hull: 2D+1
Shields: 2D
Sensors:
Passive: 35/1D
Scan: 60/1D+2
Search: 100/2D
Focus: 3/2D+2

Weapons:

3 Medium Ion Cannons (fire-linked)

Fire Arc: Front
Crew: 1
Skill: Capital Ship Gunnery
Fire Control: 3D+1
Space Range: 1-10/20/50
Damage: 5D

2 Heavy Laser Cannons (fire-linked)

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

Light Concussion Missile Launcher

Fire Arc: Front
Skill: Starfighter Missile Weapons
Scale: Starfighter
Fire Control: 4D
Space Range: 1-100
Damage: 6D

Proton Torpedo Launcher

Fire Arc: Front
Skill: Capital Missile Weapons
Fire Control: 2D+2
Space Range: 1-100
Damage: 5D

Heavy Tractor Beam

Fire Arc: Front

Skill: Starfighter Tractor Beams

Fire Control: 2D+1

Space Range: 1-5/15/35

Damage: 6D

