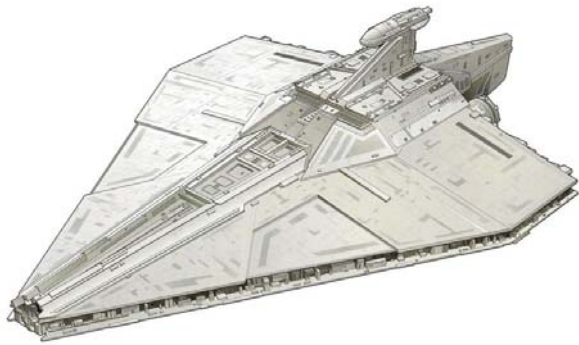


## Acclamator II Assault Ship



**Craft:** Rothana Heavy Engineering *Acclamator II*-class Military Transport  
**Affiliation:** Old Republic / Empire  
**Era:** Rise of the Empire  
**Source:** *Starships of the Galaxy* – Saga Ed. (page 57)  
**Type:** Assault ship  
**Scale:** Capital  
**Length:** 752 meters  
**Skill:** Capital ship piloting: *Acclamator II*-class  
**Crew:** 20,141  
**Crew Skill:** All skills typically at 4D  
**Passengers:** 3,200 (troops)  
**Cargo Capacity:** 10,000 tons  
**Consumables:** 2 years  
**Cost:** 29 million (new), 19 million (used)  
**Hyperdrive Multiplier:** x .75  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 3D+1  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 70/2D  
*Search:* 150/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**8 Turbo Quadlasers**  
*Fire Arc:* Partial Turret (4 front/left, 4 front/right)  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 6D  
**2 Heavy Proton Torpedoes Launchers** (30 missiles each)  
*Fire Arc:* Front  
*Skill:* Capital ship gunnery  
*Fire Control:* +2  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 9D  
**Carried Craft:** 64 speeder bikes, 10 AT-TEs, 16 LAAT gunships, 8 SPHA-Ts

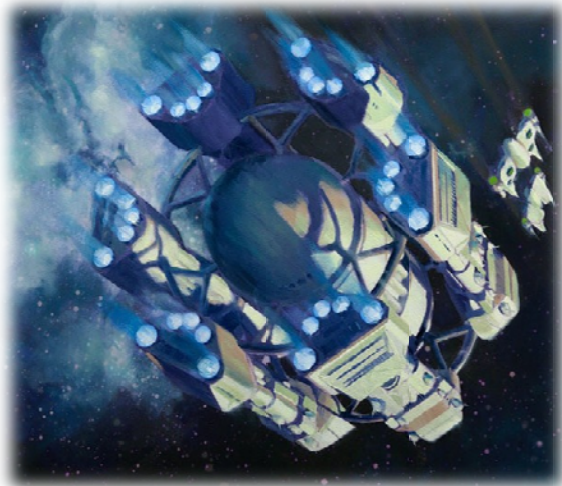
## Corellian CR70 Corvette



**Craft:** Corellian Engineering Corporation CR70 Corvette  
**Affiliation:** General / Rebel Alliance / Empire  
**Era:** Old Republic  
**Source:** *Starships of the Galaxy* - Saga Ed. (page 75)  
**Type:** Mid-sized multi-purpose vessel  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 18-150, depending upon configuration (30 typical)  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1  
**Passengers:** Up to 600, depending upon configuration  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** 2.9 million (new), 1.0 million (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 kmh  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 70/2D  
*Search:* 90/3D  
*Focus:* 4/4D

### Outbound Flight

**Craft:** Customized Rendili StarDrive's Dreadnaughts  
**Owner:** Old Republic  
**Era:** Rise of the Empire  
**Source:** *Starships of the Galaxy* - Saga Ed. (page 77)  
**Scale:** Capital  
**Length:** 645 meters  
**Skill:** Capital ship piloting: Outbound Flight  
**Crew:** 5,000, gunners: 440  
**Crew Skill:** 4D+1 to all relevant skills  
**Passengers:** 46,000  
**Cargo Capacity:** 19,000 metric tons  
**Consumables:** 10 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x18  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 2  
**Hull:** 9D+2  
**Shields:** 3D+1  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/3D  
*Focus:* 4/3D  
**Weapons:**  
**75 Turbolaser Batteries**  
*Fire Arc:* 16 top, 16 bottom, 16 left, 16 right, 6 front, 5 back  
**Crew:** 4



*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-10/30/60

*Damage:* 8D

### **30 Laser Cannons**

*Fire Arc:*

*Crew:* 36 top, 6 bottom, 6 left, 6 right, 4 front, 2 back

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-20/40/80

*Damage:* 5D

### **25 Quad Laser Cannons**

*Fire Arc:* 5 top, 5 bottom, 5 left, 5 right, 5 front

*Crew:* 2

*Skill:* Starship gunnery

*Scale:* Starfighter

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Damage:* 7D

**Ship Complement:** Various shuttlecraft and speeders.

## **Droid Starfighter**



**Craft:** Baktoid Armor Workshop *Vulture*-class Fighter

**Affiliation:** Trade Federation / Separatists

**Era:** Old Republic

**Source:** Secrets of Naboo (pg 8), d20 Rulebook (page 229), Starships of the Galaxy - Saga Ed. (page 78)

**Type:** Autonomous starfighter

**Scale:** Starfighter

**Length:** 3.5 meters

**Skill:** Starfighter piloting

**Crew:** 0 (droid brain)

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+1

**Cargo Capacity:** None

**Consumables:** 2 days

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

**Maneuverability:** 3D

**Space:** 10

**Atmosphere:** 410; 1,180 kmh

**Hull:** 3D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**2 Blaster Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 4D

**2 Medium Concussion Missile Launchers** (4 torpedoes each)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Space Range:* 1/3/7

*Atmosphere Range:* 30-100/300/700

*Damage:* 8D

## **Scarab**



**Craft:** Haor Chall Eng. *Scarab*-class Starfighter

**Affiliation:** Trade Federation

**Era:** Old Republic

**Source:** Starships of the Galaxy - Saga Ed. (page 79)

**Type:** Drone starfighter

**Scale:** Starfighter

**Length:** 3.8 meters

**Skill:** Starfighter piloting: Scarab

**Crew:** None (droid brain)

**Crew Skill:** Starfighter piloting 2D, starship gunnery 3D, sensors 3D

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

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 310; 900 kmh

**Hull:** 3D+2

**Shields:** 1D+1

**Sensors:**

*Passive:* 5/0D

*Scan:* 15/1D

*Search:* 25/2D

*Focus:* 1/3D

**Weapons:**

**4 Blaster Cannons** (fire-linked in pairs)

*Fire Arc:* Front

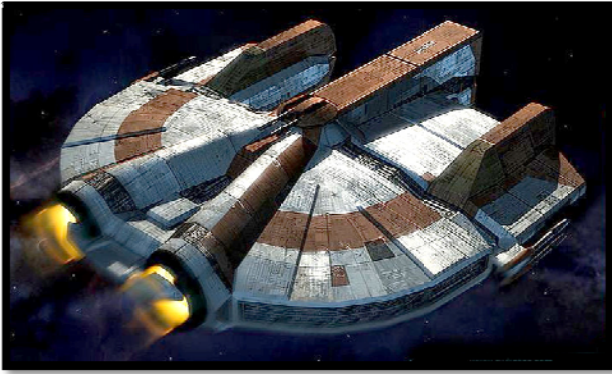
*Skill:* Starship gunnery

*Space Range:* 1-3/7/15

*Atmosphere Range:* 100-300/700/1.5 km

*Damage:* 5D

## Dynamic Freighter



**Craft:** Core Galactic Systems *Dynamic*-class freighter  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Starships of the Galaxy - Saga Ed. (page 80)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports  
**Crew:** 1 plus co-pilot (can co-ordinate), gunners: 1  
**Crew Skill:** Varies  
**Passengers:** 6  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 2 months  
**Cost:** 80,000 (30,000 used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 3D+2  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
**Weapons:**  
**Double Laser Cannon**  
*Crew:* 1  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/10/18  
*Atmosphere Range:* 50-100/200/300  
*Damage:* 4D  
**Game notes:** The Dynamic class freighter is designed for easy modification and repair. Characters receive a +2 bonus to any skill rolls to modify or repair the Dynamic-class freighter.

## Jedi Interceptor

**Craft:** Kuat Systems Engineering Eta-2 *Actis*-class Interceptor  
**Affiliation:** Jedi Order  
**Era:** Rise of the Empire  
**Source:** Wizards Website, Starships of the Galaxy - Saga Ed. (page 82)  
**Type:** Interceptor  
**Scale:** Starfighter  
**Length:** 5.47 meters  
**Skill:** Starfighter piloting: Eta-2  
**Crew:** 1 and astromech droid (can coordinate)  
**Cargo Capacity:** 60 kilograms  
**Consumables:** 2 days (1 week with booster ring)  
**Cost:** 290,000 (new), 140,000 (used)  
**Hyperdrive Multiplier:** x1 (with booster ring, see below)  
**Nav Computer:** Uses astromech droid programmed with 10 jumps  
**Maneuverability:** 4D+2

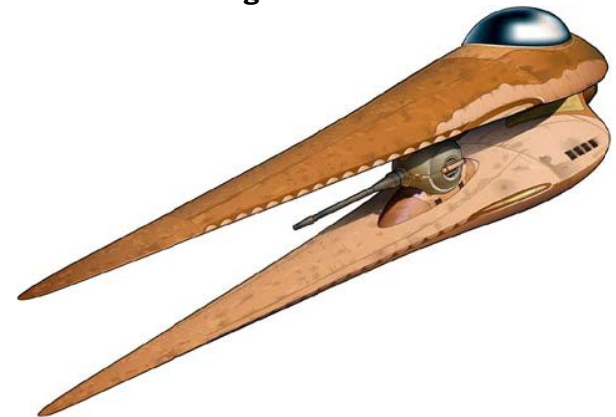
**Space:** 13  
**Atmosphere:** 515; 1,500 kmh  
**Hull:** 2D+1  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 15/1D  
*Search:* 20/2D  
*Focus:* 2/2D+1



**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Light Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 4D

**Notes:** The Eta-7 requires a separate hyperdrive module in the form of a booster ring (the TransGalMeg Industries hyperdrive booster ring). Docking with the ring takes 3 rounds to accomplish, and requires a Difficult *starfighter piloting* skill check (the fighter's maneuverability counts for this roll).

## Geonosian Starfighter



**Craft:** Huppla Pasa Tisc Shipwrights Collective's *Nantex*-class Territorial Defense Fighter  
**Affiliation:** Separatists  
**Era:** Rise of the Empire  
**Source:** Starships of the Galaxy - Saga Ed. (page 85)  
**Type:** Light interceptor starfighter  
**Scale:** Starfighter  
**Length:** 9.8 meters



**Skill:** Starfighter piloting: Nantex-class starfighter  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+1, starship gunnery 3D+2, starship shields 3D  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 2 days  
**Cost:** Not available for sale (estimated value 72,000 credits)  
**Maneuverability:** 3D  
**Space:** 10  
**Atmosphere:** 435, 1,250 kmh  
**Hull:** 3D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 45/1D+1  
*Search:* 85/2D+2  
*Focus:* 4/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D  
**Game Notes:** From the time each Geonosian pilot is hatched, he or she is paired with a specific starfighter flight computer. This, and the ship's pheromone emitters and scent stimulators, make it impossible for any species other than a Geonosian to pilot.

### Fanblade Starfighter



**Craft:** Huppla Pasa Tisc Shipwrights Collective Givivex-class Starfighter  
**Affiliation:** Separatists  
**Era:** Rise of the Empire  
**Source:** Starships of the Galaxy – Sag Ed. (page 87)  
**Type:** Aggressive starfighter  
**Scale:** Starfighter  
**Length:** 8.7 meters  
**Skill:** Starfighter piloting: Fanblade  
**Crew:** 1  
**Cargo Capacity:** 50 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** None  
**Nav Computer:** Yes, limited to 5 jumps  
**Maneuverability:** 3D+2  
**Space:** 10  
**Atmosphere:** 436; 1,250 kmh  
**Hull:** 2D+2  
**Shields:** 2D  
**Fanblades:** When the fanblades are deployed the ship gains an additional 1D of shields, though all other ships gain a +2D to detect the ship on all *sensors* rolls.  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/+1  
*Search:* 50/1D+2  
*Focus:* 2/2D  
**Weapons:**  
**2 Double Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/15/25  
*Atmosphere Range:* 100-300/1.5/2.5 km  
*Damage:* 6D

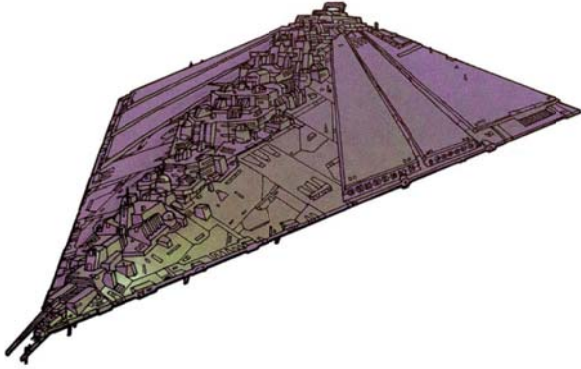
### Gozanti Cruiser

**Craft:** Gozanti-class Cruiser  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Starships of the Galaxy – Saga Ed. (page 90)  
**Type:** Cruiser transport  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports: Gozanti Cruiser  
**Crew:** 6, gunners: 6  
**Crew Skill:** Varies  
**Passengers:** 12  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Cost:** 150,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 3  
**Atmosphere:** 138; 400 kmh  
**Hull:** 6D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 55/2D  
*Focus:* 4/4D  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/1.5 km  
*Damage:* 4D  
**2 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D



*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/1.5 km  
*Damage:* 5D  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700  
*Damage:* 9D

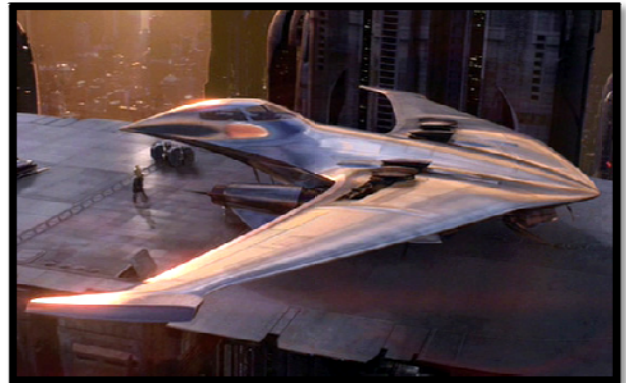
## Pellaeon Star Destroyer



**Craft:** Kuat Drive Yards' Pellaeon-class Star Destroyer  
**Affiliation:** New Empire  
**Era:** Legacy  
**Source:** Starships of the Galaxy - Saga Ed. (page 99)  
**Type:** Star Destroyer  
**Scale:** Capital  
**Length:** 1,300 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 8,450, gunners: 355  
**Passengers:** 2,700 (troops)  
**Cargo Capacity:** 11,000 metric tons  
**Consumables:** 6 months  
**Hyperdrive Multiplier:** x0.75  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Hull:** 7D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/2D  
*Scan:* 200/3D  
*Search:* 300/4D  
*Focus:* 7/5D  
**Weapons:**  
**50 Heavy Turbolaser Batteries**  
*Fire Arc:* 20 front, 15 left, 15 right  
*Crew:* 1 (20), 2 (30)  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 11D  
**50 Heavy Turbolaser Cannons**  
*Fire Arc:* 20 front, 10 left, 10 right, 10 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**20 Ion Cannons**  
*Fire Arc:* 10 front, 5 left, 5 right  
*Crew:* 1 (10), 2 (10)  
*Skill:* Capital ship gunnery

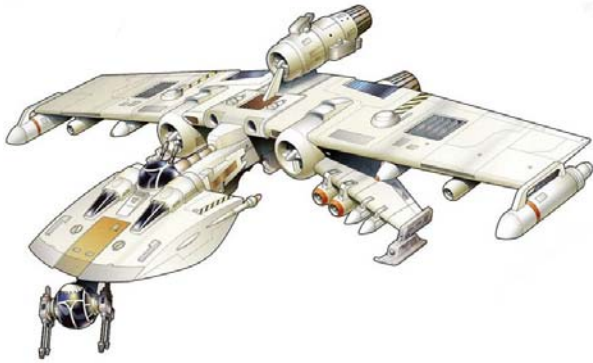
*Fire Control:* 4D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 6D  
**15 Tractor Beam Projectors**  
*Fire Arc:* 9 front, 3 left, 3 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 6D  
**50 Proton Torpedo Launchers** (4 torpedoes each)  
*Fire Arc:* 20 front, 10 left, 10 right, 10 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 2-5/30/60  
*Atmosphere Range:* 4-24/60/120 km  
*Damage:* 10D  
**Starfighter Complement:** 48 Predator-class starfighters, 6 shuttles

## Naboo Star Skiff



**Craft:** Theed Palace Space Vessel Engineering Corps J-type Star Skiff  
**Owner:** Senator Amidala  
**Era:** Rise of the Empire  
**Source:** Starships of the Galaxy - Saga Ed. (page 103)  
**Type:** Personal starship  
**Scale:** Starfighter  
**Length:** 29.2 meters, 49.3-meter wingspan  
**Skill:** Space transports: J-type starship  
**Crew:** 3, skeleton: 1/+5  
**Passengers:** 3  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale (5,000,000 used in black market)  
**Hyperdrive Multiplier:** x0.5  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 3D+1  
**Space:** 7  
**Atmosphere:** 350; 1,050 kmh  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 70/2D  
*Search:* 80/3D+1  
*Focus:* 5/3D+2  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 7D

## K-Wing Assault Bomber



**Craft:** Koensayr Manufacturing BTL-S8 K-Wing Assault Starfighter

**Affiliation:** New Republic

**Era:** New Republic

**Source:** Starships of the Galaxy - Saga Ed. (page 105)

**Type:** Heavy bomber

**Scale:** Starfighter

**Length:** 16 meters

**Skill:** Starfighter piloting: K-wing

**Crew:** 1, gunners: 3

**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D

**Cargo Capacity:** 440 kilograms

**Consumables:** 1 day

**Cost:** 250,000 (new), 120,000 (used)

**Maneuverability:** 2D

**Space:** 7 (9 when engaging SLAM)

**Atmosphere:** 350; 1,000 kmh

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 20/1D

*Scan:* 35/2D

*Search:* 70/3D

*Focus:* 3/3D+2

**Twin Laser Cannon**

*Fire Arc:* Dorsal turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/13/25

*Atmosphere Range:* 100-300/1.3/2.5 km

*Damage:* 4D

**Quad Laser Cannon**

*Fire Arc:* Ventral turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-2/8/1.5

*Atmosphere Range:* 100-200/800/1.5 km

*Damage:* 6D

**Ordinance Emplacements** \* (typical 18 proton torpedoes, 4 concussion missiles and 6 plasma torpedoes)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-2/8/15 (missiles), 1/3/7 (torpedoes)

*Atmosphere Range:* 100-200/800/1.5 km (missiles), 50-100/300/700 (torpedoes)

*Damage:* 9D (proton torpedoes), 8D (concussion missiles and shieldbuster torpedoes)

\* Can be configured to carry any compatible armament load.

## Mankvim-814



**Craft:** Feethan Ottraw Scalable Assemblies Mankvim-814 Light Interceptor

**Affiliation:** Techno Union

**Era:** Rise of the Empire

**Source:** Starships of the Galaxy - Saga Ed. (page 109)

**Type:** Light interceptor

**Scale:** Starfighter

**Length:** 10.7 meters

**Skill:** Starfighter piloting: Mankvim-814

**Crew:** 1

**Cargo Capacity:** None

**Cost:** 15,000 (new), 6,000 (used)

**Consumables:** 2 hours

**Maneuverability:** 2D+2

**Space:** 10

**Atmosphere:** 500; 1,450 kmh

**Hull:** 1D+2

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**Twin Laser Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 2D

## Nebula Star Destroyer



**Craft:** Republic Engineering Corporation Nebula-class Fleet Carrier

**Affiliation:** New republic

**Era:** New Republic

**Source:** Cracken's Threat Dossier (pages 79-80), Starships of the Galaxy (page 93), Starships of the Galaxy - Saga Ed. (page 119)

**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,040 meters



**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 6,795, gunners: 244, skeleton: 2,265/+10  
**Crew Skill:** Varies  
**Passengers:** 1,600 (troops)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 kmh  
**Hull:** 7D  
**Shields:** 5D

**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/2D  
*Search:* 150/3D  
*Focus:* 5/3D+2

**Weapons:**

**40 Heavy Turbolaser Batteries**

*Fire Arc:* 10 front, 10 left, 10 right, 10 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 10D

**40 Heavy Turbolaser Cannons**

*Fire Arc:* 10 front, 10 left, 10 right, 10 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D

**20 Ion Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 4D

**8 Tractor Beam Projectors**

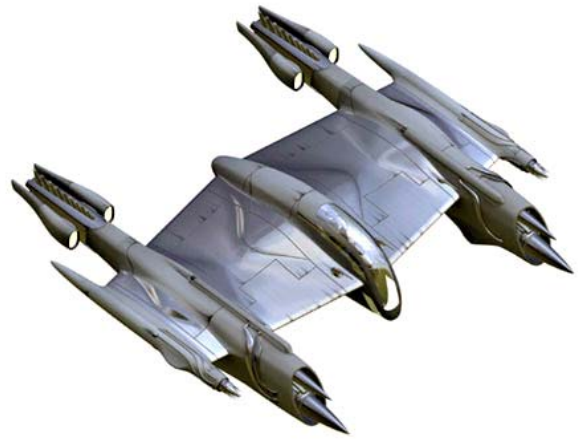
*Fire Arc:* 3 front, 2 left, 2 right, 1 back  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

**8 Concussion Missile Tubes** (30 missiles each)

*Fire Arc:* Turret  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 9D  
**Carried Craft:** 60 starfighters, 12 space transports

**P-38**

**Craft:** Buuper Torskil Abbey Devices Porax-38 Starfighter  
**Affiliation:** Utapaun / General  
**Era:** Rise of the Empire  
**Source:** Starships of the Galaxy – Saga Ed. (page 121)  
**Type:** Patrol starfighter  
**Scale:** Starfighter  
**Length:** 12.7 meters



**Skill:** Starfighter piloting: P-38

**Crew:** 1

**Cargo Capacity:** 65 kilograms

**Consumables:** 2 days

**Cost:** 120,000 (new), 50,000 (used)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to 4 jumps

**Maneuverability:** 2D+1

**Space:** 10

**Atmosphere:** 415; 1,200 kmh

**Hull:** 3D

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/+2

*Scan:* 50/1D+1

*Search:* 80/3D+2

*Focus:* 5/4D

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

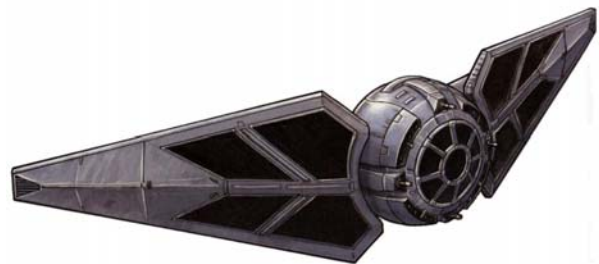
*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

**Predator Fighter**



**Craft:** Sienar Fleet Systems' Predator-class Starfighter

**Affiliation:** New Empire

**Era:** Legacy

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 5 meters

**Skill:** Starship piloting: Predator

**Crew:** 1

**Crew Skill:** All skills 4D+2

**Cargo Capacity:** 70 kilograms

**Consumables:** 1 week

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 5D+2

**Space:** 16

**Atmosphere:** 515; 1,500 kmh

**Hull:** 3D+1

**Shields:** 1D

**Sensors:***Passive:* 30/1D+2*Scan:* 50/2D+1*Search:* 90/3D+2*Focus:* 6/4D**Weapons:****4 Laser Cannons** (fire linked)*Fire Arc:* Front*Skill:* Starship gunnery*Fire Control:* 2D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 5D**Alliance Assault Frigate Mk II****Craft:** Rendili StarDrive Assault Frigate Mark II**Affiliation:** Rebel Alliance**Era:** Rebellion**Source:** Starships of the Galaxy – Saga Ed. (page 125)**Type:** Modified Dreadnaught**Scale:** Capital**Length:** 700 meters**Skill:** Capital ship piloting: assault frigate**Crew:** 4,820, gunners: 118, skeleton: 1,320/+20**Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting: Assault Frigate 5D, capital ship shields 4D, sensors 3D**Passengers:** 100 (troops)**Cargo Capacity:** 7,500 metric tons**Consumables:** 1.5 years**Cost:** Not available for sale**Hyperdrive Multiplier:** x2**Hyperdrive Backup:** x12**Nav Computer:** Yes**Maneuverability:** 1D+2**Space:** 6**Hull:** 5D**Shields:** 3D\*

\* Mon Cal shield system provides 4D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shield back to 3D.

**Sensors:***Passive:* 20/1D*Scan:* 50/2D*Search:* 80/3D*Focus:* 5/4D**Weapons:****15 Laser Cannons***Fire Arc:* 5 front, 5 left, 5 right*Crew:* 1(4), 2(8), 3(3)*Skill:* Capital ship gunnery*Fire Control:* 3D*Space Range:* 1-3/12/25*Atmosphere Range:* 100-300/1.2/2.5 km*Damage:* 3D**20 Quad Laser Cannons***Fire Arc:* 8 front, 6 left, 6 right*Crew:* 3*Skill:* Capital ship gunnery*Fire Control:* 2D*Space Range:* 1-5/10/17*Atmosphere Range:* 100-500/1/1.7 km*Damage:* 4D**15 Turbolaser Batteries***Fire Arc:* 5 front, 5 left, 5 right*Crew:* 1(8), 3(7)*Skill:* Capital ship gunnery*Fire Rate:* 1/3*Fire Control:* 1D*Space Range:* 3-10/30/60*Atmosphere Range:* 300-1/3/6 km*Damage:* 7D

**Carries:** A modified Assault Shuttle may be carried through hyperspace atop the superstructure.

**Sith Interceptor****Craft:** StarForge Sith Interceptor**Affiliation:** Sith**Era:** Old Republic**Source:** Starships of the Galaxy – Saga Ed. (page 130)**Scale:** Starfighter**Length:** 13 meters**Skill:** Starfighter piloting: Sith Interceptor**Crew:** 1**Crew Skill:** Starfigther piloting 4D+1, starship gunnery 3D+2**Passengers:** None**Cargo Capacity:** 40 kg**Consumables:** 1 day**Cost:** Not available for sale**Maneuverability:** 3D**Space:** 8**Atmosphere:** 436; 1,250 kmh**Hull:** 1D+2**Sensors:***Passive:* 20/0D*Scan:* 35/1D**Weapons:****Laser Cannon***Fire Arc:* Front*Skill:* Starhip gunnery*Fire Control:* 2D*Space Range:* 1-5/10/17*Atmosphere Range:* 100-500/1/1.7 km*Damage:* 3D



## Cutlass-9



**Craft:** Sorosuub Cutlass-9 Patrol Fighter  
**Affiliation:** General  
**Era:** Old Republic  
**Source:** Starships of the Galaxy – Saga Ed. (page 132)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 2 weeks  
**Cost:** 140,000 (new), 65,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 kmh  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 45/1D+1  
*Search:* 85/2D+2  
*Focus:* 4/4D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Concussion Missile Launcher** (8 missiles)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1/3/7  
*Atmospheric Range:* 50-100/300/700  
*Damage:* 8D

## Trade Federation Battleship

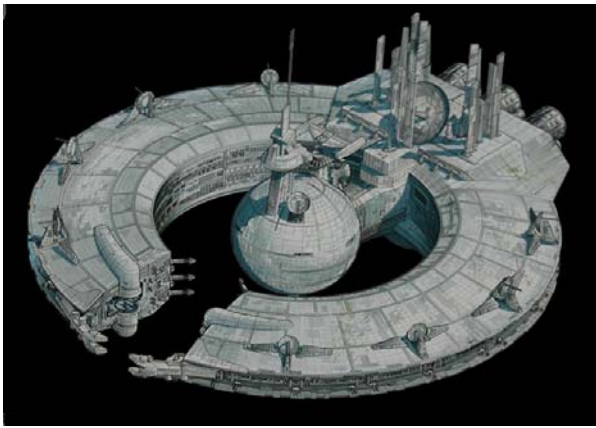


**Craft:** Modified Hoersch-Kessel Drive, Inc.,  
*Lucrehulk-class LH-3210 cargo hauler*  
**Affiliation:** Trade Federation

**Era:** Old Republic  
**Source:** Secrets of Naboo (page 6), Starships of the Galaxy – Saga Ed. (page 146)  
**Type:** Battleship  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: *Lucrehulk*  
**Crew:** 150 droids, 25 Neimoidian command staff  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Passengers:** 139,000 battle droids  
**Cargo Capacity:** 5 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  
**Weapons:**  
**42 Quadlasers**  
*Fire Arc:* 14 front, 14 rear, 7 right, 7 left.  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D  
**Weapons during Clone Wars:**  
**51 Turbolasers**  
*Fire Arc:* 13 front, 13 right, 13 left, 12 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**520 Assault Laser Cannons**  
*Fire Arc:* 92 front, 184 right, 184 left, 60 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 2-10/20/40  
*Atmosphere Range:* 0.2-1/2/4 km  
*Damage:* 7D  
**185 Quadlaser Batteries**  
*Fire Arc:* 51 front, 55 right, 55 left, 24 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 4D  
**Starship Complement:** 50 landing ships, 1500 droid starfighters  
**Ground Assault Complement:** 550 MTTs, 1500 troop carriers, 6250 ATTs

## Trade Federation Droid Control Ship

**Craft:** Modified Hoersch-Kessel Drive, Inc.,  
*Lucrehulk-class LH-3210 cargo hauler*  
**Affiliation:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 7), Starships of the Galaxy – Saga Ed. (page 147)  
**Type:** Command ship  
**Scale:** Capital



**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210 *Lucrehulk*  
**Crew:** 150 droids, 25 Neimoidian command staff  
**Passengers:** 10 plus 139,000 battle droids  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Cargo Capacity:** 4.3 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  
**Weapons:**  
**42 Quadlasers**  
*Fire Arc:* 14 front, 14 rear, 7 right, 7 left.  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D  
**Starship Complement:** 50 landing ships, 1500 droid starfighters  
**Ground Assault Complement:** 550 MTTs, 1500 troop carriers, 6250 ATTs

### Trade Federation Core Ship

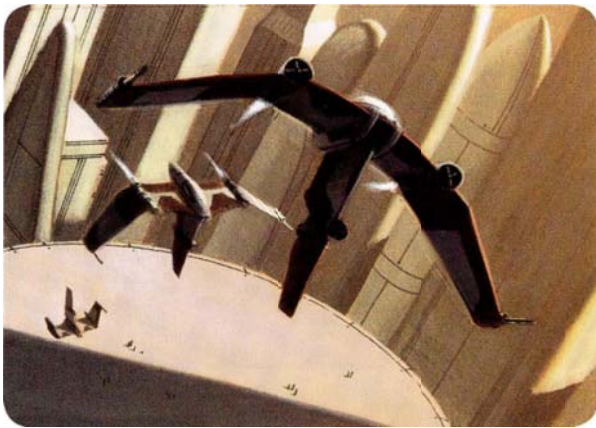


**Craft:** Hoersch-Kessel Drive, Inc., *Lucrehulk*-class modular control core  
**Affiliation:** Trade Federation  
**Source:** *Starships of the Galaxy* – Saga Ed. (page 147)  
**Type:** Battleship cruiser  
**Scale:** Capital

**Length:** 696 meters diameter  
**Skill:** Capital ship piloting: Core Ship  
**Crew:** 150  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Passengers:** 30,000 battle droids  
**Cargo Capacity:** 75,000 kilograms  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 175; 500 kmh  
**Hull:** 5D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**3 Turbolasers**  
*Fire Arc:* 1 front, 1 right, 1 left  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**48 Assault Laser Cannons**  
*Fire Arc:* 12 front, 12 right, 12 left, 12 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 2-10/20/40  
*Atmosphere Range:* 0.2-1/2/4 km  
*Damage:* 7D  
**21 Quadlaser Batteries**  
*Fire Arc:* 7 front, 5 right, 5 left, 4 rear  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 4D

### V-19 Torrent

**Craft:** Slayn & Korpil V-19 Torrent Starfighter  
**Affiliation:** Old Republic / Empire  
**Era:** Rise of the Empire  
**Source:** *Starships of the Galaxy* – Saga Ed. (pg 146)  
**Type:** Short range assault starfighter  
**Scale:** Starfighter  
**Length:** 6 meters  
**Skill:** Starfighter piloting: V-19 Torrent  
**Crew:** 1  
**Crew Skill:** All skills 3D  
**Cargo Capacity:** 70 kilograms  
**Consumables:** 1 week  
**Cost:** 135,000 (new), 70,000 (used)  
**Hyperdrive Multiplier:** x1 (escort model only), or uses x1 booster ring  
**Nav Computer:** Limited to 2 jumps (escort model)  
**Maneuverability:** 3D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 kmh  
**Hull:** 3D+1  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 35/2D  
*Search:* 55/3D  
*Focus:* 4/3D+2



#### **Weapons:**

##### **2 Blaster Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere:* 100-300/1.2/2.5 km

*Damage:* 5D

##### **2 Concussion Missile Launchers** (3 missiles each)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 2-15/35/50

*Atmosphere Range:* 200-1500/3.5/5 km

*Damage:* 8D

#### **V-Wing**



**Craft:** Kuat Systems Engineering Alpha-3 *Nimbus*-class "V-wing" Starfighter

**Affiliation:** Old Republic / Empire

**Era:** Rise of the Empire

**Source:** Wizards Website, Starships of the Galaxy – Saga Ed. (page 150)

**Type:** Starfighter

**Scale:** Starfighter

**Length:** 7.9 meters

**Skill:** Starfighter piloting: V-wing

**Crew:** 1 and astromech droid (can coordinate)

**Cargo Capacity:** 60 kilograms

**Consumables:** 15 hours

**Cost:** 102,500 (new), 45,000 (used)

**Maneuverability:** 4D

**Space:** 8

**Atmosphere:** 500; 1,450 kmh

**Hull:** 2D+2

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

*Search:* 50/2D

*Focus:* 3/3D

#### **Weapons:**

##### **2 Twin Laser Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

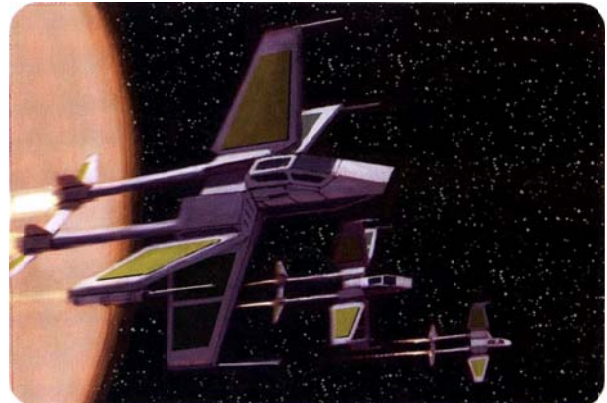
*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

#### **X-83 TwinTail**



**Craft:** Incom Corporation X-83 TwinTail Starfighter

**Era:** Legacy

**Affiliation:** New Jedi Order / General

**Source:** Starships of the Galaxy - Saga Ed. (page 151)

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 12.5 meters

**Skill:** Starfighter piloting: TwinTail

**Crew:** 1 plus astromech

**Crew Skill:** All appropriate skills at 5D

**Cargo Capacity:** 70 kilograms

**Consumables:** 6 days

**Cost:** 160,000 (new), 75,000 (used)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 3D+2

**Space:** 10

**Atmosphere:** 415; 1,200 kmh

**Hull:** 5D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 80/1D+2

*Search:* 120/2D+1

*Focus:* 5/4D

#### **Weapons:**

##### **4 Heavy Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 8D

##### **3 Proton Torpedo Launchers** (4 heavy torpedoes each)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700

*Damage:* 10D



## YT-2000 Transport



**Craft:** Corellian Engineering Corporation YT-2000 Transport

**Affiliation:** General

**Era:** Rebellion

**Source:** Starships of the Galaxy – Saga Ed. (page 154)

**Type:** Stock freighter

**Scale:** Starfighter Starships of the Galaxy – Saga Ed. (page 154)

**Length:** 29.4 meters

**Skill:** Space transports: YT-2000

**Crew:** 1 or 2 (can co-ordinate), gunners: 2

**Passengers:** 7

**Cargo Capacity:** 115 metric tons

**Consumables:** 3 months

**Cost:** 150,000 (new), 45,000 (used)

**Hyderdrive Multiplier:** x2

**Hyderdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 4

**Atmosphere:** 280; 800 kmh

**Hull:** 6D

**Shields:** 2D

**Sensors:**

*Passive:* 15/0D

*Scan:* 35/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**2 Quad Laser Cannons**

*Fire Arc:* 1 dorsal turret, 1 ventral turret (may be fixed to forward to be fired by the pilot at only 1D *Fire Control*)

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

## Y-Wing Courier

**Craft:** Modified Koensayr BTL-S3 Y-wing

**Affiliation:** General

**Era:** Rise of the Empire

**Source:** Starships of the Galaxy – Saga Ed. (page 158)

**Type:** Custom transport fighter

**Scale:** Starfighter

**Length:** 16.5 meters

**Skill:** Starfighter piloting: Y-wing

**Crew:** 1, gunners: 1, 1 astromech droid (can coordinate)

**Crew Skill:** All skills 3D

**Passengers:** 3

**Cargo Capacity:** 800 kilograms

**Consumables:** 1 month

**Cost:** 210,000 (new), 90,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** No (uses astromech droid programmed with 10 jumps)

**Maneuverability:** 1D+2

**Space:** 7

**Atmosphere:** 350; 1,000 kmh

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D+2

**2 Proton Torpedo Launchers** (2 torpedoes each)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700

*Damage:* 9D