**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  
**Passengers:** 3,200 (troops)  
**Cargo Capacity:** 10,000 tons  
**Consumables:** 2 years  
**Cost:** 29 million (new), 19 million (used)  
**Hyperdrive Multiplier:** x 0.75  
**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:** x 2  
**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  
**Weapons:**  
**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:** x 2  
**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)

Crowd 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

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

Scrab
**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 3D, starship gunnery
**3D, sensors 3D**
**Cost:** 17,000
**Maneuverability:** 1D
**Space:** 6
**Atmosphere:** 310; 900 kmh
**Hull:** 2D+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 Ginivex-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  

**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

**Ordnance Emplacements** * (typical 18 proton torpedoes, 4 concussion missiles and 6 plasma torpedos)

*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

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**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 – Saga Ed. (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
Carried Craft: 60 starfighters, 12 space transports

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Fire Control: 3D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 9D

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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

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**Predator Fighter**

Craft: Sienar Fleet Systems’ Predator-class Starfighter
Affiliation: New Empire
Era: Legacy
Type: Space superiority fighter
Scale: Starfighter
Length: 5 meters
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

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**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

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Craft: Buuper Torsckil 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

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Craft: Utapaun / General
Era: Rise of the Empire
Source: Starships of the Galaxy – Saga Ed. (page 121)
Type: Capital ship gunnery
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: 100-500/1.7 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: Starfighter 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

Weapons:
Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1.7 km
Damage: 3D

Cutlass-9
Craft: Sorosub 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

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

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)
**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: *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  
**Scale:** Starfighter  
**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

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**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

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**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

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**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
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)  
Hyperdrive Multiplier: x2  
Hyperdrive 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

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
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

Equipment

Optional Rule: Outfitting Capital Ships and Starfighters

Unless otherwise noted, the equipment described is designed to be installed on starfighter scale transports, freighters, yachts, and other similar craft. They are not designed to be installed into snub fighters or capital ships (unless specifically noted otherwise). Follow the following guidelines to convert the equipment for outfitting starfighters and capital ships:

Converting to Snubfighters
Cost: x1.5 (for miniaturization costs)
Space: (# of metric tons) + 12 = # of kilograms

Converting to Capital Ships
Cost: x20
Space: (# of metric tons) x 20 = # of metric tons

These conversion rules are not necessarily designed to be convert previously existing West End Games supplements, or with equipment described outside of this conversion guide. However, it can serve as a general guideline for installing equipment in this guide in other starship types.

x5 Hyperdrive
Model: Sienar Fleet Systems Lifesaver 1000 Reserve Hyperdrive
Type: Commercial propulsion system
Cost: 2,500 plus installation costs
Weight: 8 metric tons
Availability: 1
Game Notes: The Lifesaver 100 is only recommended as a backup hyperdrive and must be overhauled after each use.

x4 Hyperdrive
Model: Rendili StarDrive’s ATX-5
Type: Commercial propulsion system
Cost: 4,000 plus installation costs
Weight: 10 metric tons
Availability: 1
Source: Galaxy Guide 6: Tramp Freighters (page 39), Starships of the Galaxy – Saga Ed. (page 40-41)

x3 Hyperdrive
Model: Incom Horizon-Hopper Light Stardrive
Type: Commercial propulsion system
Cost: 7,000 plus installation costs
Weight: 12 metric tons
Availability: 2
Source: Galaxy Guide 6: Tramp Freighters (page 39), Starships of the Galaxy – Saga Ed. (page 40-41)

x2 Hyperdrive
Model: Corellian Avatar-10
Type: Commercial propulsion system
Cost: 10,000 plus installation costs
Weight: 15 metric tons
Availability: 2
Game Notes: Space transports repair rolls to install an Avatar-10 receive a +1D bonus.
Source: Galaxy Guide 6: Tramp Freighters (page 39), Starships of the Galaxy – Saga Ed. (page 40-41)

x1 Hyperdrive

Model: SoroSuub Griffyn-XTG Lightspeed Unit
Type: Commercial hyperdrive
Cost: 15,000 plus installation costs
Weight: 18 metric tons
Availability: F
Game Notes: Any non-SoroSuub vessels attempting to install this type of drive suffer an increase of one difficulty level during the attempt.
Source: Galaxy Guide 6: Tramp Freighters (page 39), Starships of the Galaxy – Saga Ed. (page 40-41)

Hyperdrive Sled
Type: Specialized propulsion system
Cost: x5 cost of standard class hyperdrive
Weight: 0
Availability: 3
Game Notes: Hyperdrive sleds are bolted to the exterior of a starfighter. Installing or removing the hyperdrive sled requires one hour and a Moderate starfighter repair roll. While the sled is installed, all piloting rolls suffer a -2 penalty. The price is dependent on the class of hyperdrive the player selects (Found in Galaxy Guide 6: Tramp Freighters pages 40-41). The gamemaster should multiply the standard price by x5 to determine the cost of the hyperdrive sled.
Source: Starships of the Galaxy – Saga Ed. (page 42)

Hyperdrive Ring
Type: Specialized propulsion system
Cost: Special
Weight: 0
Availability: 3
Game Notes: Hyperdrive rings are removable, temporary exterior hyperdrive devices. They are intended for temporary use, and prevent the starfighter from entering a planet's atmosphere (meaning the hyperdrive ring is vulnerable to theft while left in orbit). Docking with the hyperdrive ring requires an Easy starfighter piloting roll. Failing the docking roll causes damage to the hyperdrive ring. When the ring is attached all piloting rolls suffer a -1D+1 penalty. If the starfighter takes damage of Heavily Damaged or worse, then the hyperdrive ring is destroyed. The price is dependent on the class of hyperdrive the player selects. The price is the same as a standard freighter hyperdrive unit.
Source: Starships of the Galaxy – Saga Ed. (page 42)

Maneuvering Jets – Rules for improving maneuverability can be found in Galaxy Guide 6: Tramp Freighter (page 35).

Advanced Navicomputer
Model: Sienar Fleet Systems CompuStar-94
Type: Advanced Navigation Computer
Cost: 20,000 plus installation costs
Weight: 5 metric tons
Availability: 2
Game Notes: The advanced navicomputer adds +3D to all astrogation rolls.
Source: Starships of the Galaxy – Saga Ed. (page 42)

Starfighter Navicomputer
Model: Sienar Fleet Systems 56B-1 Nav
Type: Basic Starfighter Navigation Computer
Cost: 500 plus installation costs
Weight: 12 kg
Availability: 1
Game Notes: The starfighter navicomputer is limited to 5 jumps.
Source: Starships of the Galaxy – Saga Ed. (page 42)

Sublight Accelerator Motor
Model: Corellian IP-10 SLAM
Type: Sublight engine booster
Cost: 25,000 plus installation costs
Weight: 12 tons
Availability: 3, X
Game Notes: A Sublight Accelerator Motor (SLAM) temporarily redirects power from unused systems to a powerful capacitor. The capacitor can only be charged if more than one ship system (weapons, sensors, engines, maneuvering thrusters, etc.) is unused for at least 10 rounds. The SLAM can be
activated to direct the stored power and push them into the sublight engines. The accelerator motor can only be used for two consecutive rounds. During those rounds, the starship increases its move by +3. After the two rounds, the drive becomes discharged and automatically shuts down.

**Source:** Starships of the Galaxy – Saga Ed. (page 42)

**Sublight drives**

**Armor** - Rules for improving hull die codes can be found in *Galaxy Guide 6: Tramp Freighter* (page 36).

**Jamming Suite**
- **Model:** Fabritech StaticStorm 71
- **Type:** Targeting computer jammer
- **Scale:** Starfighter
- **Cost:** 5,000 plus installation costs
- **Weight:** 3 metric tons
- **Availability:** 3, X

**Game Notes:** The jamming suite interferes specifically with a targeting computer’s ability to gain a solid lock on the starfighter. When the jammer is engaged, it applies a -2D to avoid being detected by scanners, but removes -2D from the fire control of any weapon targeting the freighter or transport. Though the jammer is effective against other starfighter-scale ships, it is ineffective against the larger computer systems of capital scale or higher weapons.

**Source:** Starships of the Galaxy – Saga Ed. (page 42)

**Starfighter Jamming Suite**
- **Model:** Fabritech StaticStorm 15
- **Type:** Targeting computer jammer
- **Scale:** Starfighter
- **Cost:** 6,500 plus installation costs
- **Weight:** 15 kilograms
- **Availability:** 3, X

**Game Notes:** The jamming suite interferes specifically with a targeting computer’s ability to gain a solid lock on the starfighter. When the jammer is engaged, it applies a -2D to avoid being detected by scanners, but removes -2D from the fire control of any weapon targeting the freighter or transport. This model may be installed in a snub fighter, though is incompatible with a freighter or transport’s power systems. Though the jammer is effective against other starfighter-scale ships, it is ineffective against the larger computer systems of capital scale or higher weapons.

**Source:** Starships of the Galaxy – Saga Ed. (page 42)

**Jamming Array**
- **Model:** Kuat Drive Yards Ichi’bault Jamming Array
- **Type:** Targeting computer jammer
- **Scale:** Capital
- **Cost:** 20,000 plus installation costs
- **Weight:** 60 metric tons

**Availability:** 3, X

**Game Notes:** The jamming suite interferes specifically with a targeting computer’s ability to gain a solid lock on the ship in which it is installed. When the jammer is engaged, it applies a -2D to avoid being detected by scanners, but removes -2D from the fire control of any weapon targeting the vessel. Though the jammer is effective against other capital scale or smaller ships, it is ineffective against the larger computer systems of Death Star scale or higher weapons.

**Source:** Starships of the Galaxy – Saga Ed. (page 42)

**Regenerating Shield Generator**
- **Model:** Mon Calamari Defender backup shielding
- **Type:** Backup shield generator
- **Cost:** 5,000
- **Weight:** 12 metric tons
- **Availability:** 3, R

**Game Notes:** Regenerating shield generators are designed to be a backup system to an existing shield generator already installed on a starship. The backup shielding provides 2D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the ship back up to its maximum shield die code. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled.

**Source:** Starships of the Galaxy – Saga Ed. (page 45)

**Droid Jammer**
- **Model:** Kuat Systems Engineering StaticStorm 6
- **Type:** Droid starship interference device
- **Scale:** Starfighter
- **Cost:** 8,000
- **Weight:** 4 tons

**Game Notes:** Droid jammers are designed to interfere with droid controlled ships. By using specialized droid-keyed jamming mechanisms, they interfere with droid avionics and sensor mechanisms. All droid operated starships within 5 space units incur a -1D penalty to all rolls.

**Source:** Starships of the Galaxy – Saga Ed. (pages 45)

**Gravity Well Projectors**
- **Model:** Sienar Flight Systems Halter 560
- **Type:** Starship hyperspace interdictor
- **Scale:** Capital
- **Cost:** 50,000
- **Weight:** 100 metric tons
- **Availability:** 2, X

**Fire Arc:** Turret
**Skill:** Capital ship gunnery
**Fire Control:** 6D
**Space Range:** 1-5/75/150
**Damage:** Blocks hyperspace travel

**Game Notes:** The cost and weight are the same for starfighter scale freighters and capital ships.

**Source:** Starships of the Galaxy – Saga Ed. (page 45)
Tractor Beam
Model: Bostic Industries 521 Grappler
Type: Heavy tractor beam
Scale: Capital
Cost: 10,000
Weight: 32 metric tons
Availability: 1, F
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D
Source: Starships of the Galaxy – Saga Ed. (page 47)

Cargo Jettisoning System
Model: Customized Cargo Jettisoning System
Type: In-space cargo ejection device
Scale: Starfighter
Cost: 1,000
Weight: 6 metric tons
Availability: 2, F
Game Notes: A cargo jettisoning system allows a spacer (usually a smuggler) to eject the cargo while moving in space. The ejection counts as an action, and requires a Very Difficult sensors roll to be noticed from another starship.
Source: Starships of the Galaxy – Saga Ed. (page 48)

Light Cargo Pod
Model: Starfire Inc. Eyu’muv 389 Cargopod
Type: External cargo carrier
Scale: Starfighter
Cost: 1,000
Weight: 0 metric tons
Availability: 1
Game Notes: A light cargo pod is an external cargo carrying container. Each light cargo pod provides an additional 50 tons of cargo space, though these tons may not be used for further upgrades. Each time a cargo pod is added, it removes -2 from a ship’s maneuverability. A ship is limited to the amount of cargo containers it may attach to the hull, insofar as a ship cannot reduce its maneuverability below 0D. Cargo pods may be made detachable and reattach-able for five times the cost.
Source: Starships of the Galaxy – Saga Ed. (page 48, 49)

Medium Cargo Pod
Model: Garadian Industries Hauler-81g
Type: External cargo carrier
Scale: Starfighter
Cost: 1,000
Weight: 3 metric tons (for heavy attachment hard points)
Availability: 1
Game Notes: A cargo pod is an external cargo carrying container. Each medium cargo pod provides an additional 250 tons of cargo space, though these tons may not be used for further upgrades. Each time a cargo pod is added, it removes -1D+1 from a ship’s maneuverability. A ship is limited to the amount of cargo containers it may attach to the hull, insofar as a ship cannot reduce its maneuverability below 0D. Cargo pods may be made detachable and reattach-able for five times the cost.
Source: Starships of the Galaxy – Saga Ed. (page 48, 49)

Heavy Cargo Pod
Model: Xenostar Engineering Corporation Massmover-60
Type: External cargo carrier
Scale: Capital
Cost: 1,500
Weight: 10 metric tons (for heavy attachment hard points)
Availability: 1
Game Notes: A cargo pod is an external cargo carrying container. Each heavy cargo pod provides an additional 500 tons of cargo space, though these tons may not be used for further upgrades. Each time a cargo pod is added, it removes -2 from a ship’s maneuverability. A ship is limited to the amount of cargo containers it may attach to the hull, insofar as a ship cannot reduce its maneuverability below 0D. Cargo pods may be made detachable and reattach-able for five times the cost.
Source: Starships of the Galaxy – Saga Ed. (page 48, 49)

Stygium Cloaking Device
Model: Pygidium Industries Vanisher 7
Type: Stygium crystal cloaking device
Scale: Starfighter
Cost: 100,000,000
Weight: 5 metric tons
Availability: 4, X
Game Notes: Any ship hidden by a stygium crystal cloaking device can only be detected by a Heroic Sensors roll. However, if the presence of the ship is known, the ship may be attacked normally. Stygium crystal cloaking devices were in use during the Old Republic, however the diminishing supply of stygium
crimelord, smuggler, bounty hunter, government
that kind of money, just about every major
lucky enough to find or construct one. Of course, for
worth hundreds of millions of credits for the sentient
The discovery of a working cloaking shield would be
working cloaking device known in Imperial space.
the following to say on page 41: “To date, there is no
cloaking shield would be worth hundreds of millions of credits for the sentient
lucky enough to find or construct one. Of course, for
worth hundreds of millions of credits for the sentient

Hibridium Cloaking Device
Model: Vlastdros Engineering Blackstar Cloaking Device
Type: Hibridium ore cloaking device
Scale: Capital
Cost: 50,000
Weight: 15 metric tons
Availability: 4, X
Game Notes: Any ship hidden by a hibridium ore cloaking device renders a starship double-blind. No sensors or visual perception can penetrate the inside or outside of the cloaking field.

Editor's Note: Galaxy Guide 6: Tramp Freighters has the following to say on page 41: “To date, there is no working cloaking device known in Imperial space. The discovery of a working cloaking shield would be worth hundreds of millions of credits for the sentient lucky enough to find or construct one. Of course, for that kind of money, just about every major crimelord, smuggler, bounty hunter, government and scientist would kill to obtain it…” It is highly advisable that the gamemaster think carefully before making such technology available to players.
Source: Starships of the Galaxy – Saga Ed. (page 48, 49), Galaxy Guide 6: Tramp Freighter (page 41)

Cryogenic Chambers
Model: IntelStar ColdCarry Freeze Chamber.
Type: Starship Cryogenic Chamber.
Scale: Starfighter
Cost: 500 per metric ton of cryogenic chambers
Weight: 3 metric tons per metric ton of cryogenic chambers
Availability: 2
Game Notes: Cryogenic chambers allow for the transportation of livestock or of critically injured passengers. Any living being in a cryogenic chamber is kept in stasis or in safe hibernation. This modification carries the same cost and space with both Starfighter and Capital scale ships.
Source: Starships of the Galaxy – Saga Ed. (pages 48, 49)

Docking Clamp
Model: Corellian Engineering Landing Claw
Type: Starship docking/landing device
Scale: Starfighter
Cost: 800
Weight: 2 metric tons
Availability: 1
Game Notes: Docking clamps allow two ships to dock with one another in space. This may either facilitate the transfer of passengers. However, a docking clamp can allow a starfighter-scale ship to land and attach to any surface regardless of orientation. A significantly larger ship may move, maneuver, and travel through hyperspace with a smaller vessel clamped to it. However, if a ship takes damage of Heavily Damaged or worse, the docking clamp will lose its hold and all ships are shaken loose.
Source: Starships of the Galaxy – Saga Ed. (pages 48)

Heavy Docking Clamp
Model: SoroSuub AutoLatch 9
Type: Starship docking device
Scale: Capital
Cost: 2,000
Weight: 25 metric tons
Availability: 1
Game Notes: Docking clamps allow two ships to dock with one another in space. This may either facilitate the transfer of passengers. However, larger vessels may use them for makeshift starfighter launches. A significantly larger ship may move, maneuver, and travel through hyperspace with a smaller vessel clamped to it. However, if a ship takes damage of Heavily Damaged or worse, docking clamps lose their hold and all ships are shaken loose.
Source: Starships of the Galaxy – Saga Ed. (pages 48)

Extended Range Package
Model: Orlean 851 Scout Package
Type: Starship consumables and fuel
Scale: Starfighter
Cost: 100
Weight: 8 metric tons
Availability: 2
Game Notes: This modification is a series of tanks and storage containers including additional fuel and atmosphere scrubbers that can extend the Consumables rating of a ship 10% (rounded down) x the number of modifications taken. That is to say, if a starship owner wishes to add multiple extended range packages, it increases the rage 10% of the original Consumables rating of the ship, and the 10% increase will not be incremental.
Source: Starships of the Galaxy – Saga Ed. (page 50)

Hangar Bay
Model: Corellian Engineering VB-12 converted hangar
Type: Converted hangar space
Cost: 500
Weight: 115 metric tons per starfighter or shuttle
Availability: 2
**Hidden Hangar Bay**  
**Model:** Corellian Engineering VB-12 converted hangar  
**Type:** Converted hangar space  
**Cost:** 10,000  
**Weight:** 150 metric tons per starfighter or shuttle  
**Availability:** 2  
**Game Notes:** A converted hangar bay allows for a small craft to be carried and launched. A hidden hangar bay requires a Heroic roll to detect from outward observance or scans.  
**Source:** Starships of the Galaxy – Saga Ed. (page 50)

**HoloNet Transceiver**  
**Model:** Kuat Drive Yards T89-a Holotransceiver  
**Type:** HoloNet communications device  
**Cost:** 50,000  
**Weight:** 32 tons  
**Availability:** 2, X  
**Game Notes:** Allows for full access to HoloNet communication ability, thus allowing for real-time full holographic communications from anywhere and to anywhere in the galaxy. The transceiver does not provide any additional aid to decoding encrypted HoloNet transmissions.  
**Source:** Starships of the Galaxy – Saga Ed. (page 50)

**Hypertransceiver**  
**Model:** Kuat Drive Yards BT 891 Fastalk  
**Type:** advanced communications transceiver  
**Cost:** 2,000  
**Weight:** 5 tons  
**Availability:** 2  
**Game Notes:** Allows for ships to have unlimited range in voice communication, though with recognizable lag. The hypertransceiver will allow access to some information transmitted over the HoloNet, though without full detailed holographic display.  
**Source:** Starships of the Galaxy – Saga Ed. (page 50)

**Basic Luxury Upgrade**  
**Model:** SoroSuub Presidential Luxury Upgrade  
**Type:** Comfort and luxury interior starship upgrade  
**Cost:** 10,000  
**Weight:** 1 ton  
**Availability:** 1  
**Game Notes:** Provides accommodations, recliners, and comfortable starship accommodations on the level of a comfortable hotel.  
**Source:** Starships of the Galaxy – Saga Ed. (page 50)

**Advanced Luxury Upgrade**  
**Model:** SoroSuub Royal Luxury Upgrade  
**Type:** Comfort and luxury interior starship upgrade  
**Cost:** 20,000  
**Weight:** 3 tons  
**Availability:** 1  
**Game Notes:** Provides accommodations, recliners, and comfortable starship accommodations on the level of an upper end hotel.  
**Source:** Starships of the Galaxy – Saga Ed. (page 50)

**Medical Suite**  
**Model:** Mon Calamari VitalMax Med Bay  
**Type:** On board basic medical bay  
**Scale:** Starfighter  
**Cost:** 3,000  
**Weight:** 4 tons  
**Availability:** 2  
**Game Notes:** Allows crew members to stabilize the condition of an injured character with an Easy first aid roll for wounded and incapacitated characters, and a Moderate first aid roll for mortally wounded characters. A medical suite has sufficient stocks to allow characters with (A) medicine to perform surgery on board. Medical Suites also contain sufficient medicines and stocks to keep the crew in good physical condition during long space flights.  
**Source:** Starships of the Galaxy – Saga Ed. (page 50)

**Medical Suite**  
**Model:** Mon Calamari SolidBody Infirmary package  
**Type:** On board medical bay  
**Scale:** Capital  
**Cost:** 60,000  
**Weight:** 83 tons  
**Availability:** 2  
**Game Notes:** Allows crew members to stabilize the condition of an injured character with an Easy first aid roll for wounded and incapacitated characters, and a Moderate first aid roll for mortally wounded characters. A medical suite has sufficient stocks to allow characters with (A) medicine to perform surgery on board. Medical Suites also contain sufficient medicines and stocks to keep the crew in good physical condition during long space flights. Included in the capital scale packages are 15 medical beds, and 3 bacta tanks. Larger capital ships may install multiple medical suite packages.  
**Source:** Starships of the Galaxy – Saga Ed. (page 50)

**Passenger Conversion** – For passenger conversion rules, see *Galaxy Guide 6: Tramp Freighters*, page 42.

### Remote Slave Circuitry
**Model:** Ubbrikian Quickrig 6  
**Type:** Starship slave circuitry  
**Scale:** Starfighter  
**Cost:** 700  
**Weight:** 0 tons  
** Availability:** 1  
**Game Notes:** Remote slave circuits allow a starship to be controlled remotely via comm. It allows a port authority to guide a ship into position. Alternatively, it allows two ships to make coordinated hyperspace jumps. There is a concern among some spacers that remote slave rigging will allow thieves to find the slave circuit command codes and steal a ship remotely.  
**Source:** Starships of the Galaxy – Saga Ed. (pages 51-52)

### Basic Slave Circuitry
**Model:** Ubbrikian Insta-Crew V-19  
**Type:** Internal slave circuitry  
**Scale:** Starfighter  
**Cost:** 1,000  
**Weight:** 3 tons  
** Availability:** 1  
**Game Notes:** Internal slave circuits use massive internal computers to rig various starship operations into a set of large computerized hubs. Starship operations would be automated, and thus reducing the crew size by 1/3 (minimum 1).  
**Source:** Starships of the Galaxy – Saga Ed. (pages 51-52)

### Advanced Slave Circuitry
**Model:** Iliddian Industries Darkwing 8B  
**Type:** Internal slave circuitry  
**Scale:** Starfighter  
**Cost:** 4,000  
**Weight:** 5 tons  
** Availability:** 3  
**Game Notes:** Internal slave circuits use massive internal computers to rig various starship operations into a set of large computerized hubs. Starship operations would be automated, and thus reducing the crew size by 2/3.  
**Source:** Starships of the Galaxy – Saga Ed. (pages 50-51)

### Recall Slave Circuitry
**Model:** Starfire Inc. Caller 82c Slave Circuit  
**Type:** Slave homing circuit  
**Scale:** Starfighter  
**Cost:** 4,000  
**Weight:** 0 tons  
** Availability:** 2  
**Game Notes:** Any starship with any slave circuitry can also have a recall slave circuit installed separately. This device allows the owner to use a com signal to call a starship to the character’s current location (limited to the range of the com device being used to transmit the signal). The starship can only take off, perform simple maneuvers to the location, and land. Anyone in the pilot’s station can disable the recall circuits. The slave circuit operates with the following stats:  
DEXTERITY 0D  
KNOWLEDGE 0D  
MECHANICAL 1D  
(with one of the following skills:) space transports 1D+2, starfighter piloting 1D+2  
PERCEPTION 1D  
STRENGTH 0D  
TECHNICAL 0D  
**Source:** Starships of the Galaxy – Saga Ed. (page 51)


**Weapons**

Light Blaster Cannon
- **Model:** Arakyd Gorram Light Blaster
- **Type:** Starship blaster cannon
- **Scale:** Starfighter
- **Cost:** 1,200
- **Weight:** 2 metric tons
- **Availability:** 1, F
- **Skill:** Starship gunnery
- **Fire Control:** 2D
- **Space Range:** 1-5/10/17
- **Atmosphere Range:** 100-500/1/1.7 km
- **Damage:** 3D
- **Source:** Starships of the Galaxy – Saga Ed. (page 47)

Medium Blaster Cannon
- **Model:** Bostic Industries B-12c
- **Type:** Starship blaster cannon
- **Scale:** Starfighter
- **Cost:** 2,500
- **Weight:** 2 metric tons
- **Availability:** 2, R
- **Skill:** Starship gunnery
- **Fire Control:** 2D
- **Space Range:** 1-5/10/17
- **Atmosphere Range:** 100-500/1/1.7 km
- **Damage:** 4D
- **Source:** Starships of the Galaxy – Saga Ed. (page 47)

Heavy Blaster Cannon
- **Model:** Incom BLR-40 G
- **Type:** Starship blaster cannon
- **Scale:** Starfighter
- **Cost:** 5,500
- **Weight:** 2 metric tons
- **Availability:** 2, X
- **Skill:** Starship gunnery
- **Fire Control:** 2D
- **Space Range:** 1-5/10/17
- **Atmosphere Range:** 100-500/1/1.7 km
- **Damage:** 5D
- **Source:** Starships of the Galaxy – Saga Ed. (page 47)


Light Concussion Missile Launcher
- **Model:** Comar Hunter-3 Concussion Missile Launcher
- **Type:** Concussion missile launcher
- **Scale:** Starfighter
- **Skill:** Starship gunnery
- **Weight:** 3 tons
- **Ammo:** 6
- **Cost:** 2,000
- **Availability:** 2, X
- **Fire Control:** 1D
- **Space Range:** 1/3/7
- **Atmosphere Range:** 50-100/300/700
- **Damage:** 8D
- **Source:** Starships of the Galaxy – Saga Ed. (pages 45, 47)

**Missile weapons: concussion missile**, skill or the **starship gunnery: concussion missile** skill. However, the majority of ships use the **starship gunnery** skill. **Source:** Starships of the Galaxy – Saga Ed. (pages 45, 47)

Light Concussion Missile
- **Model:** Comar Impact-3 Concussion Missile Launcher
- **Type:** Concussion missile launcher
- **Scale:** Starfighter
- **Cost:** 500
- **Availability:** 2, X
- **Damage:** 7D
- **Source:** Starships of the Galaxy – Saga Ed. (pages 45-47)

Medium Concussion Missile Launcher
- **Model:** Kuat Systems Tara-fy Missile Launcher
- **Type:** Concussion missile launcher
- **Scale:** Starfighter
- **Skill:** Starship gunnery
- **Weight:** 21 tons
- **Ammo:** 16
- **Cost:** 4,500
- **Availability:** 2, X
- **Fire Control:** 2D+1
- **Space Range:** 1/5/9
- **Atmosphere Range:** 50-100/500/900
- **Damage:** 9D
- **Source:** Starships of the Galaxy – Saga Ed. (pages 45-47)

**Editor's Note:** West End Games sources conflict as to whether concussion missile launchers use the **missile weapons: concussion missile**, skill or the **starship gunnery: concussion missile** skill. However, the majority of ships use the **starship Gunnery Skill**. **Source:** Starships of the Galaxy – Saga Ed. (pages 45-47)

Medium Concussion Missile

**Model:** Kuatg Systems PXL-2000 Concussion Missile
- **Type:** Concussion missile launcher
- **Scale:** Starfighter
- **Skill:** Starship gunnery
- **Weight:** 3 tons
- **Ammo:** 6
- **Cost:** 2,000
- **Availability:** 2, X
- **Fire Control:** 1D
- **Space Range:** 1/3/7
- **Atmosphere Range:** 50-100/300/700
- **Damage:** 8D
- **Source:** Starships of the Galaxy – Saga Ed. (pages 45, 47)
Heavy Concussion Missile Launcher
Model: Kuat Systems Tara-fy Missile Launcher
Type: Concussion missile launcher
Scale: Capital
Skill: Capital ship gunnery
Weight: 100 tons
Ammo: 30
Cost: 30,000
Availability: 2, X
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Source: Starships of the Galaxy – Saga Ed. (pages 45, 47)

Heavy Concussion Missile
Model: Kuatg Systems PXL-2000 Concussion Missile
Type: Concussion missile
Scale: Capital
Cost: 2,000
Availability: 2, X
Damage: 9D
Source: Starships of the Galaxy – Saga Ed. (pages 45, 47)

Docking Gun
Type: Starship defense system
Scale: Character
Skill: Vehicle Blasters
Cost: Weapon cost + 1,000
Fire Control: 2D+2

Game Notes: A docking gun is a character scale weapon that a character has purchased (usually a blaster rifle) and integrated onto the exterior of his or her ship (such as the Millenium Falcon’s underside swivel blaster). The weapon can be engaged from the cockpit to be used where a starfighter scale weapon would cause excess damage to a hanger, or would be too inaccurate. Most of the weapon statistics remain the same (such as range, cost, availability, and damage), though the starship gunnery skill replaces the normal weapon skill, and the weapon gains a Fire Control of 2D+2.

Source: Starships of the Galaxy – Saga Ed. (pages 45, 47)


Ion Bomb
Model: Comar 124 Neutralizer
Type: Electronics disabling bomb.
Scale: Starfighter
Cost: 500
Availability: 2, X
Radius: 15/25/40 meters
Damage: 5D/4D/3D ion damage
Game Notes: An ion bomb cannot fired, but must be dropped from a bomb bay from the bottom of a ship.
Source: Starships of the Galaxy – Saga Ed. (pages 45)

Light Ion Cannon
Model: Firriad f3-10 ion cannon
Type: Starship ion cannon
Scale: Starfighter
Cost: 2,000
Weight: 1 metric ton
Availability: 1, F
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 3D
Source: Starships of the Galaxy – Saga Ed. (page 47)

Medium Ion Cannon
Model: Firriad f5-15 ion cannon
Type: Starship ion cannon
Scale: Starfighter
Cost: 3,000
Weight: 3 metric ton
Availability: 1, R
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 5D
Source: Starships of the Galaxy – Saga Ed. (page 47)

Heavy Ion Cannon
Model: Firriad f9-36 ion cannon
Type: Starship ion cannon
Scale: Capital
Cost: 6,000
Weight: 20 metric ton
Availability: 2, X
Crew: 2
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-20/30/60 km
Damage: 3D
Source: Starships of the Galaxy – Saga Ed. (pages 45-47)

Hapan Heavy Ion Cannon
Model: Hapan Harvracha triple ion cannon
Type: Starship ion cannon
Scale: Capital
Cost: 12,000
Weight: 13 metric ton
Availability: 3, X
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/30/60 km
Damage: 5D

Game Notes: A Hapan heavy ion cannon is not available (and illegal) outside of the Hapan cluster. Further, a Hapan will not sell an ion cannon to someone outside the cluster.
Source: Starships of the Galaxy – Saga Ed. (page 47)

Light Laser Cannon
Model: Czerka 12-25b light laser
Type: Starship blaster cannon
Scale: Starfighter
Cost: 1,500
Weight: 2 metric tons
Availability: 1, F
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
Source: Starships of the Galaxy – Saga Ed. (page 47)

Medium Laser Cannon
Model: Czerka AF-216
Type: Starship blaster cannon
Scale: Starfighter
Cost: 4,000
Weight: 2 metric tons
Availability: 2, R
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Source: Starships of the Galaxy – Saga Ed. (page 47)

Heavy Blaster Cannon
Model: Czerka BL-4rg
Type: Starship blaster cannon
Scale: Starfighter
Cost: 6,000
Weight: 2 metric tons
Availability: 2, X
Skill: Starship gunnery
Fire Control: 3D, 2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Source: Starships of the Galaxy – Saga Ed. (page 47)

Proton Torpedo Launcher
Model: H'vrarda Industries G-19L
Type: Proton torpedo launcher
Scale: Starfighter
Skill: Starship Gunnery
Weight: 3 tons
Ammo: 3
Cost: 2,500
Availability: F
Fire Control: 1D

Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Game Notes: Additional ammunition racks can be added, which occupy 0.5 metric tons and an increase cost of 1,250 for every two torpedoes. The maximum capacity is 16 proton torpedoes.
Editor's Note: West End Games sources conflict as to whether concussion missile launchers use the missile weapons: proton torpedo, skill or the starship gunnery: proton torpedo skill. However, the majority of ships use the starship gunnery skill.
Source: Starships of the Galaxy – Saga Ed. (pages 45-47)

Proton Torpedo

Model: H'vrarda Industries Grak Torpedo
Type: Proton Torpedo
Scale: Starfighter
Cost: 800
Availability: F
Damage: 9D
Source: Starships of the Galaxy – Saga Ed. (pages 45-47)

Shieldbuster Torpedo
Model: H'vrarda Industries T-119C
Type: Shield disabling torpedo launcher
Scale: Starfighter
Skill: Starship Gun
Weight: 15 tons
Ammo: 4
Cost: 10,000
Availability: 2, X
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Game Notes: Additional ammunition racks can be added, which occupy 0.25 metric tons and an increase cost of 2,500 for every torpedo added. The maximum capacity is eight proton torpedoes.
Editor's Note: West End Games sources conflict as to whether concussion missile launchers use the missile weapons: shieldbuster torpedo, skill or the starship gunnery: shieldbuster torpedo skill. However, the majority of ships use the starship gunnery skill.
Source: Starships of the Galaxy – Saga Ed. (pages 45, 47)
Shieldbuster Torpedo
Model: H'vrarda Industries Horek Shieldbuster
Type: Concussion missile
Scale: Starfighter
Cost: 1,000
Availability: F
Damage: 10D
Game Notes: Shieldbuster torpedoes are specifically engineered to do considerable damage to starships with their shields engaged by overloading the shield generators. However, once the shields are down, the Shieldbusters are considerably less effective, only doing 5D damage to an unshielded vessel.
Source: Starships of the Galaxy – Saga Ed. (pages 45-47)

Space Mine Launcher
Model: Ingrada Technologies F-65 Minelayer
Type: Space proximity mine deployment racks
Scale: Capital
Skill: Starship Gunnery
Weight: 8 tons
Ammo: 6
Cost: 5,000
Availability: 1, X
Fire Control: 0D
Game Notes: Additional ammunition racks can be added, which occupy 0.25 metric tons and an increase cost of 1,500 for every mine added. The maximum capacity is 12 mines.
Source: Starships of the Galaxy – Saga Ed. (pages 46-47)

Space Mine
Model: Ingrada Standard Space Mine
Type: Space proximity mine
Scale: Starfighter
Cost: 1,000
Availability: 1, X
Blast Radius: 1-3
Damage: 7D
Game Notes: When a ship enters within three space units, the mine detonates. Space mines require a Moderate sensors roll to detect.
Source: Starships of the Galaxy – Saga Ed. (pages 46-47)

Advanced Space Mine
Model: Ingrada Advanced Space Mine
Type: Space proximity mine
Scale: Starfighter
Cost: 5,000
Availability: 1, X
Blast Radius: 1-4
Damage: 9D
Game Notes: When a ship enters within four space units, the mine detonates. Advanced space mines require a Difficult sensors roll to detect.
Source: Starships of the Galaxy – Saga Ed. (pages 46-47)

Heavy Space Mine Launcher
Model: Ingrada Technologies G-89 Minelayer
Type: Space proximity mine deployment racks
Scale: Capital
Skill: Starship Gunnery
Weight: 18 tons
Ammo: 6
Cost: 5,000
Availability: 1, X
Fire Control: 0D
Game Notes: Additional ammunition racks can be added, which occupy 0.25 metric tons and an increase cost of 1,500 for every mine added. The maximum capacity is 12 mines.
Source: Starships of the Galaxy – Saga Ed. (pages 46-47)

Heavy Space Mine
Model: Ingrada Advanced Space Mine
Type: Space proximity mine
Scale: Capital
Cost: 5,000
Availability: 1, X
Blast Radius: 1-3
Damage: 6D
Game Notes: When a ship enters within three space units, the mine detonates. Advanced space mines require a Moderate sensors roll to detect. Starfighter scale craft get an additional +2D to detect capital scale space mines.
Source: Starships of the Galaxy – Saga Ed. (pages 46-47)

Light Turbolaser
Model: Kuat Drive Yards Firestorm 6
Type: Light turbolaser
Scale: Capital
Cost: 5,000
Weight: 13 metric tons
Availability: 1, X
Crew: 1
Skill: Capital Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 3D
Source: Starships of the Galaxy – Saga Ed. (page 47)

Medium Turbolaser
Model: Kuat Drive Yards Thunderclap 9
Type: Medium turbolaser
Scale: Capital
Cost: 10,000
Weight: 22 metric tons
Availability: 1, X
Crew: 3
Skill: Capital Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150km
Damage: 5D
Source: Starships of the Galaxy – Saga Ed. (page 47)
**Heavy Turbolaser**

**Model:** Kuat Drive Yards Foxfire 12  
**Type:** Heavy turbolaser  
**Scale:** Capital  
**Cost:** 20,000  
**Weight:** 44 metric tons  
**Availability:** 2, X  
**Crew:** 3  
**Skill:** Capital Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150km  
**Damage:** 7D  

**Source:** Starships of the Galaxy – Saga Ed. (page 47)