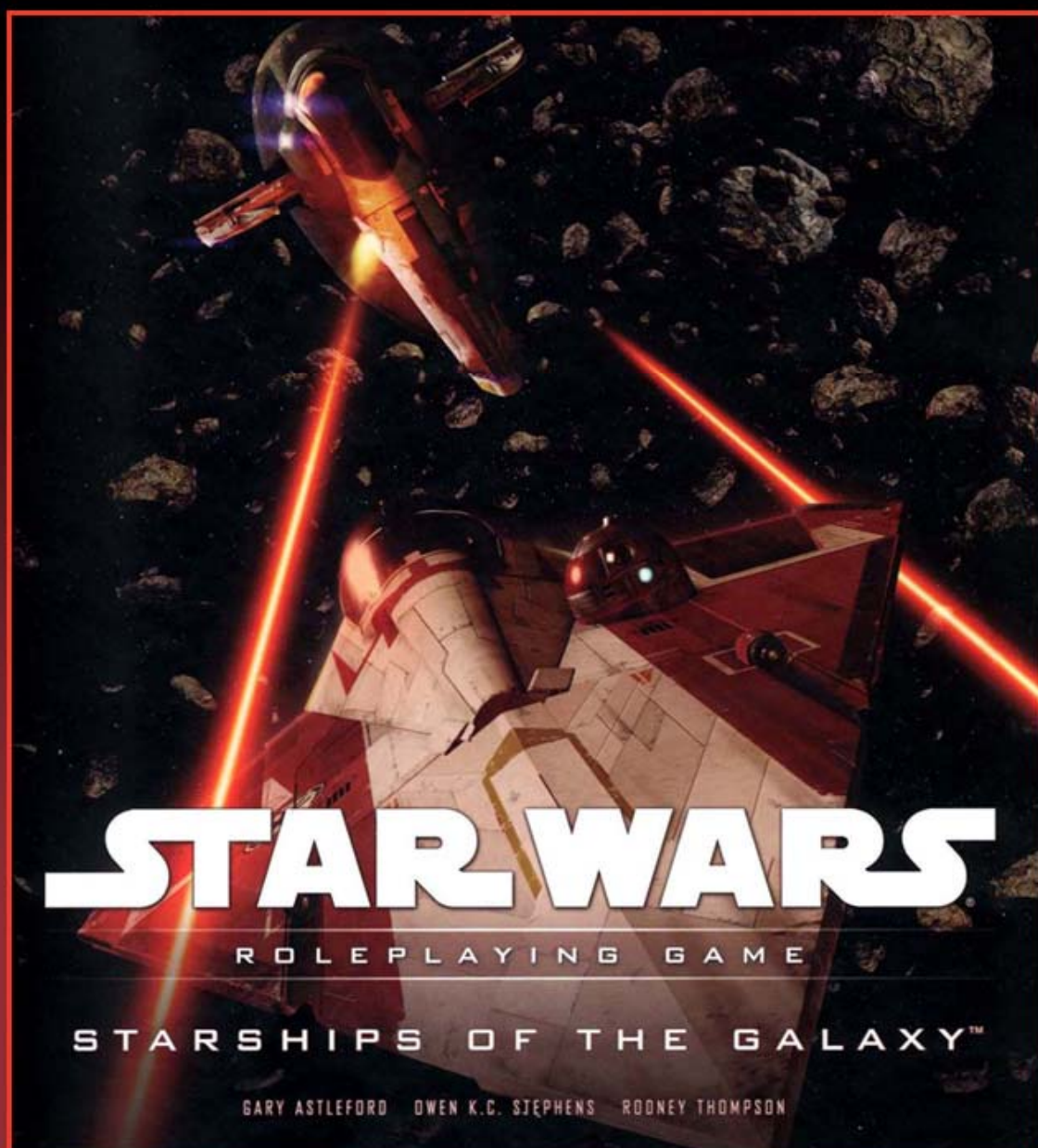


STAR WARS

D 6 C O N V E R S I O N

STARSHIPS OF THE GALAXY

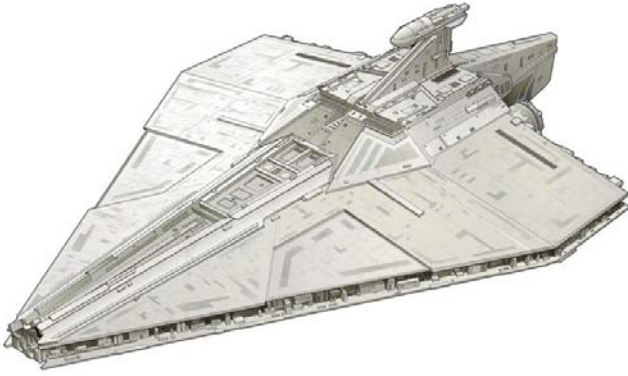


Inspired by



Starships

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

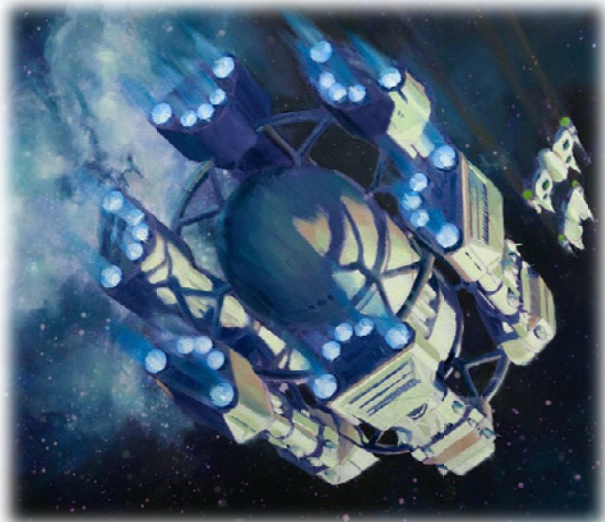
Nav Computer: Yes

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 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

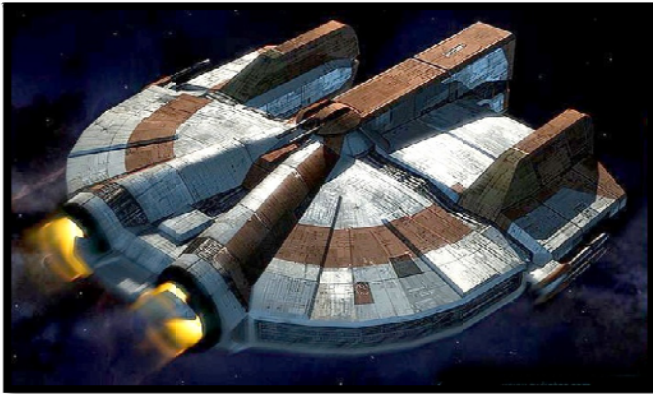
Skill: Starship gunnery

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

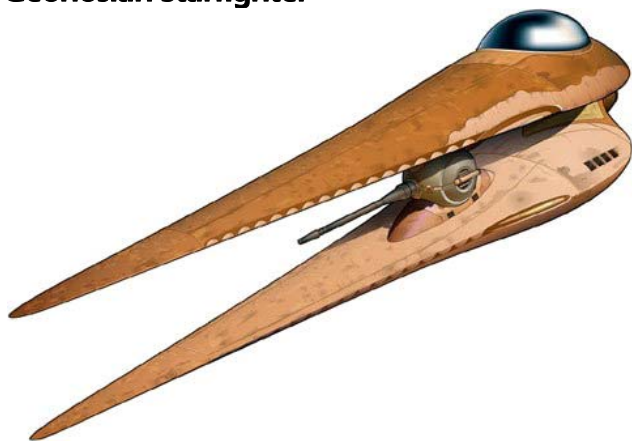
Space Range: 1-3/10/20

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:

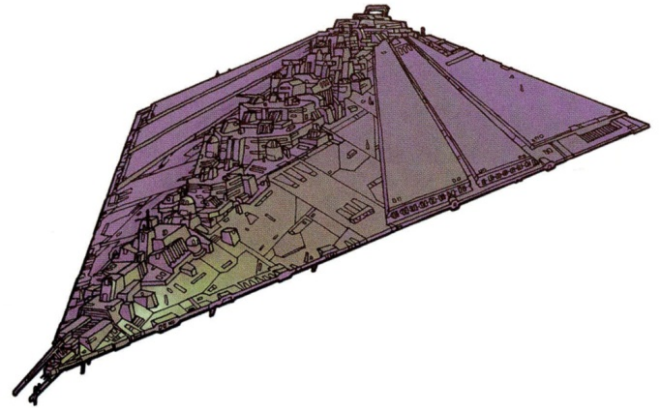
Passive: 15/0D

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

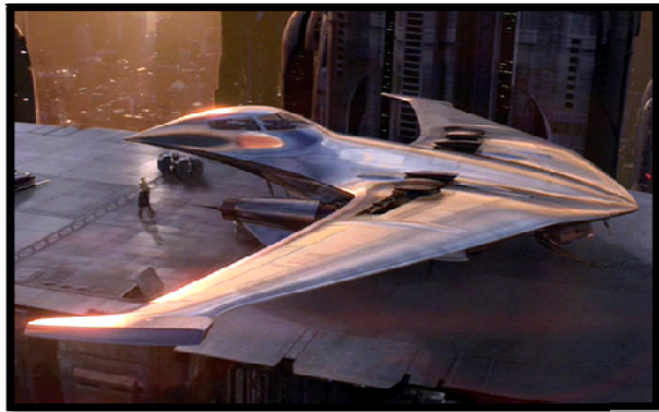
Space Range: 2-5/30/60

Atmosphere Range: 4-24/60/120 km

Damage: 10D

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

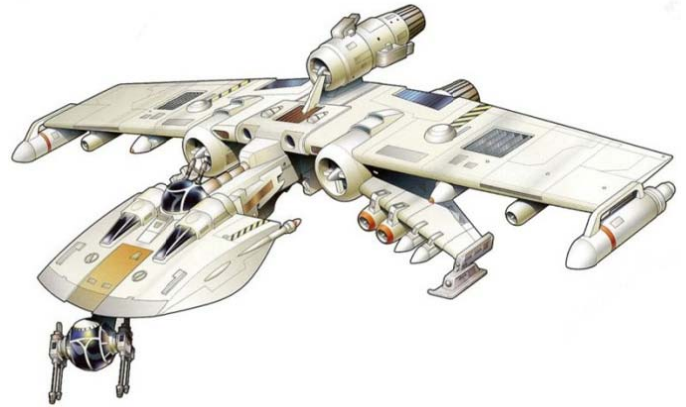
Fire Control: 2D+2

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

Ordnance 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 – 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

8 Concussion Missile Tubes (30 missiles each)

Fire Arc: Turret

Crew: 2

Skill: Capital ship gunnery

Fire Control: 3D

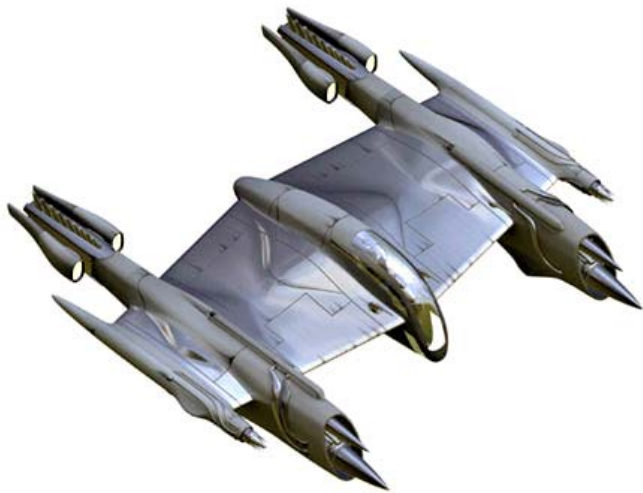
Space Range: 2-12/30/60

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

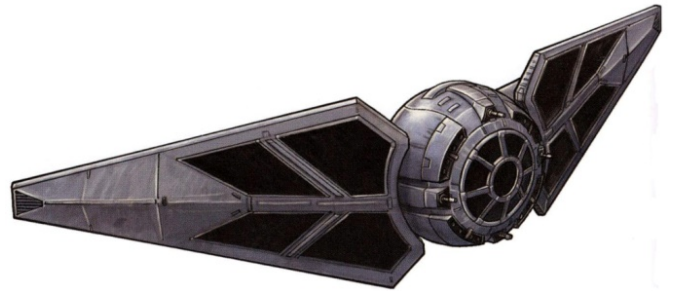
Fire Control: 2D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

Damage: 5D

Predator Fighter



Craft: Siemar 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: 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

Sensors:

Passive: 20/0D

Scan: 35/1D

Weapons:

Laser Cannon

Fire Arc: Front

Skill: Starship 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

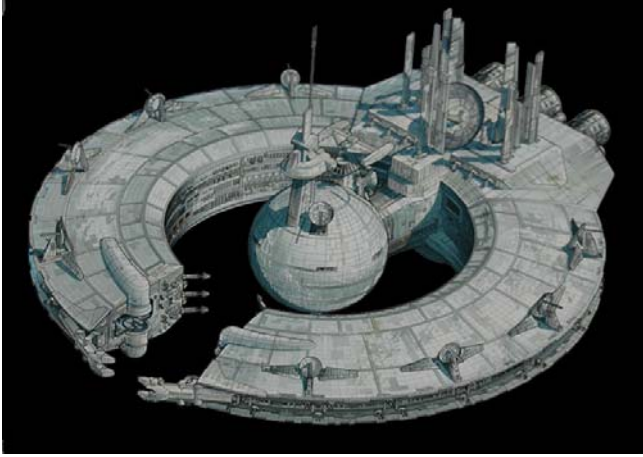
Weapons during Clone Wars:
51 Turbolasers
Fire Arc: 13 front, 13 right, 13 left, 12 rear
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D

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

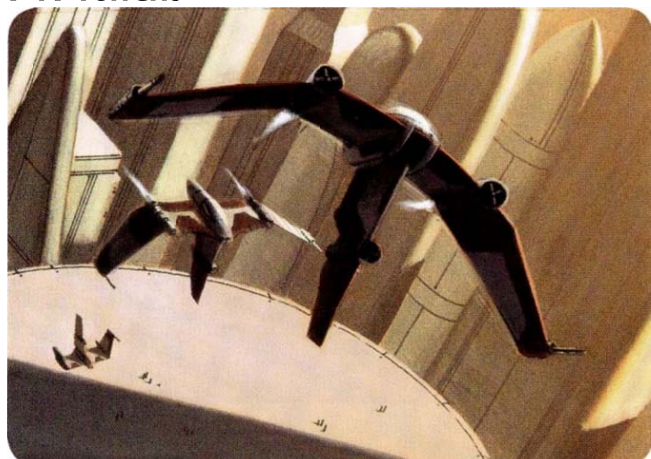
Scale: Starfighter

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)

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

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) x20 = # 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.

Source: Galaxy Guide 6: Tramp Freighters (pages 39-40), Starships of the Galaxy – Saga Ed. (page 40-41)

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

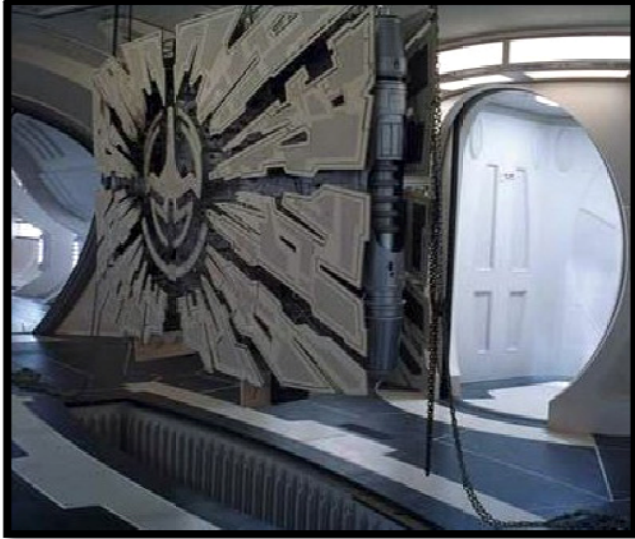
Weight: 15 metric tons

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

For available sublight drives and installation rules, see *Galaxy Guide 6: Tramp Freighters*, pages 38-39. Saga sublight drives do not convert proportionally in terms of cost and space to movement.

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

Jamming Suite

Model: Fabritech StaticStrom 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 StaticStrom 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 interdicator

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 Grapppler

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)

Light Cargo Pod

Model: Starfire Inc. Eyu'muv 389 Cargopod

Type: External cargo carrier

Scale: Starfighter

Cost: 500

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)

Stygiium Cloaking Device

Model: Pygidium Industries Vanisher 7

Type: Stygiium crystal cloaking device

Scale: Starfighter

Cost: 100,000,000

Weight: 5 metric tons

Availability: 4, X

Game Notes: Any ship hidden by a stygiium 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. Stygiium crystal cloaking devices were in use during the Old Republic, however the diminishing supply of stygiium

crystals made them effectively non-existent during the Empire.

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 Freighters* (page 41)

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 Freighters* (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 range 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

Game Notes: A converted hangar bay allows for a small craft to be carried and launched.

Source: Starships of the Galaxy – Saga Ed. (page 50)

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)

Extreme Luxury Upgrade

Model: SoroSuub Imperial Luxury Upgrade

Type: Comfort and luxury interior starship upgrade

Cost: 50,000

Weight: 5 tons

Availability: 2

Game Notes: Provides accommodations, recliners, and comfortable starship accommodations on the level fit for an industry's highest executives.

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 51)

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 51)

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

Sensory Enhancement Package – See *Guide 6: Tramp Freighters*, page 41.

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)

Basic Slave Circuitry

Model: Ubbrikian Insta-Crew V-19

Type: Internal slave circuitry

Scale: Capital

Cost: 20,000

Weight: 60 tons

Availability: 2

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.

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 (minimum 1).

Source: Starships of the Galaxy – Saga Ed. (pages 50-51)

Advanced Slave Circuitry

Model: Rendili Stardrive Bt-231 Slave system

Type: Internal slave circuitry

Scale: Capital

Cost: 80,000

Weight: 80 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)

Cannon Enhancements – See weapon modification rules in *Galaxy Guide 6: Tramp Freighters* page 37.

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

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)

Light Concussion Missile

Model: Comar Impact-3 Concussion Missile Launcher

Type: Concussion missile

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

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: Kuat Systems PXL-2000 Concussion Missile

Type: Concussion missile

Scale: Starfighter

Cost: 750

Availability: 2, X

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: Kuat 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 Millennium 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)

Fire Linked Weapons - See *Galaxy Guide 6: Tramp Freighters* pages 40-41.

Ion Bomb Rack

Model: Comstar 681-Galloway bomb rack

Type: Concussion missile launcher

Skill: Starship gunnery

Weight: 5 tons

Ammo: 4

Cost: 1,000

Availability: 2, X

Fire Control: 0D

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 be 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. (page 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'vvarda 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'vvarda 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'vvarda Industries T-119C

Type: Shield disabling torpedo launcher

Scale: Starfighter

Skill: Starship Gunnery

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'vvarda 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: Starfighter

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)

