

Wizard's Starships

For the D20 Star Wars Roleplaying Game

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BullbaBong BB-2 Shuttle

By Cory Herndon

The BullbaBong BB-2 Shuttle is manufactured by the spaceworks division of the Gungan firm BullbaBong. This solid in-system ship makes an excellent starting craft for characters who want to move around a lot on one planet. It also serves well as a craft for law-enforcement or paramilitary forces. This shuttle can fit into most Naboo encounters.

Craft: BullbaBong BB-2 Shuttle; **Class:** Transport; **Cost:** 25,000 (new), 11,000 (used); **Size:** Small (13 m); **Crew:** +9 (Toba); **Passengers:** 6; **Cargo Capacity:** 550 kg; **Consumables:** 3 days; **Hyperdrive:** None; **Maximum Speed:** Cruising; **Defense:** 17 (+4 size, +3 armor); **Shield Points:** 10; **Hull Points:** 50; **DR:** 5 ; **Weapon:** 2 blaster cannons (fire-linked); **Fire arc:** front; **Attack bonus:** +7 (+5 Toba, +2 fire control); **Damage:** 2d10; **Range modifiers:** PB -0; S/M/L n/a

G-1 Starfighter

By Cory Herndon

Built as a joint venture between the spaceworks division of the Gungan BullbaBong firm and the Theed Palace Space Vessel Engineering Corps, G-1 starfighters superficially resemble the royal N-1s (except for their forest green paint jobs). These craft are equipped for long periods of independent operation and sustained combat in-system. To this end, the G-1 sacrifices hyperdrive quality for shielding and weapons control. Most G-1s are owned by the Naboo government, although a few have made it onto the open market and into the hands of private owners.

Craft: BullbaBong/Theed Palace Space Vessel Engineering Corps G-1 Starfighter; **Class:** Starfighter; **Cost:** 125,000 (new), 80,000 (used) **Size:** Tiny (11 m long); **Crew:** Normal +2 (1 pilot/gunner; 1 astromech droid); **Passengers:** none; **Cargo Capacity:** 90 kg; **Consumables:** 2 weeks; **Hyperdrive:** x4; **Maximum Speed:** Ramming; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 40; **Hull Points:** 60; **DR:** 7; **Weapon:** Laser cannons (2 fire-linked); **Fire arc:** Front; **Attack Bonus:** +9 (+2 size, +2 crew, +5 fire control); **Damage:** 5d10 x2; **Range modifiers:** PB -0; S -0; M/L n/a; **Weapon:** Proton torpedo launchers (2 fire-linked); **Fire arc:** Front; **Attack Bonus:** +9 (+2 size, +2 crew, +5 fire control); **Damage:** 10d10 x2; **Range modifiers:** PB -0; S/M/L n/a.

The Mantaris

By Steve Miller

In the years following the liberation of Naboo from the Trade Federation invasion force, Queen Amidala, the ruler of the Naboo, and Boss Nass, the leader of the largest Gungan community, continued to look for ways to bring their peoples closer together. The most ambitious of the projects they undertook was a joint colonization effort on Naboo's largest moon. Gungan scientists and Naboo starship engineers worked together under the guidance of Queen Amidala's chief science advisor, Graf Zapalo, to create a number of new technologies, prime among them being the *Mantaris*-class amphibious medium transport. This new class of vessel proved invaluable in the years that followed, as the Gungans migrated first to Naboo's moons and from there to other swamp- and ocean-rich worlds, joining the other civilized sapients of the Republic among the stars.

Mantaris Amphibious Transport Prototype

The *Mantaris*-class medium transport was developed for use in colonizing Naboo's primary moon while fostering further union between the Naboo and the Gungans. As such, its design not only reflects the artistic sensibilities of both species, but it is equally capable of functioning under water, in planetary atmospheres, and the frigid depths of space.

The basic design is Gungan, based upon their well-tested submersible cargo vessel. Naboo engineers made the design spaceworthy and improved upon the modularity of the *Bongo*-class submersible to outfit the *Mantaris*-class transport with bubble-shaped, modular sections. These sections could either increase the vessel's cargo capacity by 100 metric tons, add 30 people to its passenger capacity, or carry wildlife ranging from colo claw fish to nuna birds in appropriately outfitted zoological modules. The *Mantaris* can carry up to four pods at a time.

Craft: Theed Palace Space Vessel Engineering Corps/Otoh Gunga Bongowerks *Mantaris* Amphibious Medium Transport. **Class:** Medium Transport. **Cost:** 280,000 credits. **Size:** Medium (68 m long, plus 30 m long heat sink finials). **Crew:** Normal +2 (1 pilot, 1 navigator/shield operator, 1 communications/security officer, 1 engineer/gunner, 1 astromech droid). **Passengers:** 20, plus additional depending on attached modules. For live animals, a module pod can carry 60 small creatures, 30 medium creatures, 15 large creatures, 7 huge creatures, 3 gargantuan creatures, or 1 colossal creature. **Cargo Capacity:** 250 metric tons, plus additional depending on attached modules. **Consumables:** 3 months, plus additional depending on attached modules. **Hyperdrive:** x2 (backup x8). **Maximum Speed:** Ramming. **Defense:** 20 (+10 armor). **Shield Points:** 30. **Hull Points:** 120. **DR:** 10. **Weapons:** Concussion missile launchers (6 missiles each). **Fire Arc:** 1 front, 1 back. **Attack Bonus:** +4 (+2 crew, +2 fire control). **Damage:** 7d10x2. **Range Modifier:** PB +0, S/M/L na.

The Sea Killer

By Cory Herndon

The freighter *Sea Killer* has seen a few owners in its dozen-odd years of existence. Manufactured by SoroSuub, the ship has an organic appearance that one might liken to a fierce ocean predator. After owning the vessel for a month, its current captain, a Gungan named Toba, had the stylized face of an Opee Sea Killer painted on the nose of the vessel, completing the image. Most other beings think the paint job makes the *Sea Killer* look like a 25-meter flying fish. Toba also installed a "Getaway" missile launcher taken from an old Corellian YG-4400, just in case the *Killer's* speed isn't enough to get him through tight scrapes.

Craft: Modified SoroSuub B'zabuu-Class Transport; **Class:** Transport; **Cost:** 95,000 (new); 35,000 (used); **Size:** Small (22 m long); **Crew:** 2 (Toba/R5-R5, +20); **Passengers:** 6; **Cargo Capacity:** 55 metric tons; **Consumables:** 3 months; **Hyperdrive:** x1 (backup x10); **Maximum Speed:** Ramming; **Defense:** 21 (+1 size, +8 armor); **Shield Points:** 30; **Hull Points:** 140; **DR:** 10; **Weapon:** Dual laser cannon; Fire arc: Turret; Attack Bonus: +13/+8 (+1 size, +10/+5 crew, +2 fire control); Damage: 4d10 x2; Range modifiers: PB/S -0, M/L n/a; **Weapon:** "Getaway" Mini-Concussion Missile (1 missile); Fire arc: Rear; Attack Bonus: +12 (+1 size, +10 crew, +1 fire control); Damage: 6d10; Range modifiers: PB -2, S/M/L n/a