WARBIRDS STAR WARS CHARACTER CREATION AND GEAR NOTES

Using the base of Warbirds: Space Age, a campaign taking place in a Galaxy Far Far Away only has a few particular things to consider differently. In regards to character creation, the most important aspects to approach are skills, alien and droid player-characters, the Force, and gear differences. Hyperspace, while certainly an important distinction from the WSA system of star-gates, is covered—so far as it can be—as appropriate in the Hyperdrive module of the Starfighters chapter.

SKILLS OF A GALAXY FAR, FAR AWAY

Advanced technology and space travel allow for a few new skills, as well as modifications to some existing ones. As with the Space Age module, Computers (Mind) and Alien Studies (Mind) apply as new. Navigate Starship also applies as modified. There are a few fresh skills and modifications for players to keep in mind:

>COMPUTERS (MIND) is also the skill used for plotting hyperspace routes and understanding, modifying, and hacking droid brains; their bodies are covered with Mechanics.
>MECHANICS (MIND) may also be used for repairing droids' bodies; their minds are covered with Computers.

ALIEN AND DROID PLAYER-CHARACTERS

Star Wars is rich with potential for aliens of all shapes and sizes. Rules-wise, there is very little difference from the alien creation rules included in WSA; the only one truly notable is that the setting-specific rules about humans being universally feared, humans having universal bonuses, and aliens being universally bad at flying do not apply. While characters may create such penalties in their custom aliens, humans do not seem to have a monopoly on skilled and deadly pilots in the Galaxy Far, Far Away.

What is presented in the Star Wars setting is the rich opportunity for robot characters. Droids differ from aliens very little, but the differences are notable. The first and most obvious is that droids do not need to eat, sleep, or breathe; the second and other most obvious is that they do not heal naturally and require Mechanics tests instead of Medicine tests. Otherwise droid PCs are treated as aliens in their creation, as the forms and functions are just as varied. Keep in mind also the inherent social penalty many independent and abnormally intelligent droids would face from the galaxy at large.

THE FORCE

Something of a complex part of the Star Wars mythology, the Force is mayhaps something that should be left out if more pulp-styled simplicity is the style of game you desire. But for those seeking a mystical angle, the Force as applied in Rapidfire is inherently simple and free-form. To use the Force, as PC must spend Reserve (typically 1 point, though GMs are free to demand more for more extreme effects) and either add a second die to their roll (choosing the best roll for the result) or describe an effect appropriate for the Reserve spent.

To do the latter, one must make a Spirit test of a difficulty appropriate to the task being attempted. Some cost suggestions for effects include 1 Reserve for simply being excellent at things (the added die), 2 Reserve for moving objects (roll difficulty influenced by size) or achieving a physical feat normally impossible (jumping twenty feet), and 3 Reserve for mental or magical effects (difficulty influenced by size of task).

GEAR

The gear discrepancy between Star Wars and Azure's Galactic Neighborhood is intentionally similar; both have a feeling of being analogue and grounded in a different "branch," of technology, with 70s science fiction aesthetics and the imagery of *Aliens*-style used-future technology that survives ages. There are only a few differences (blasters seeming to only need ammunition in extended lore, for example); the most important when discussing Warbirds is the particular technological differences in ships:

The specific lore on Floatstone Spin Drives and their inherent EMP and heat effects do not apply in this module. Combat is close-quarters and turn-and-burn because of a mix of sensors, human endurance, and the themes and pulpy feel of Star Wars itself; the meta of the setting is heavily involved in their technology and doctrine. Specific aspects like shields and hyperdrives will be covered as below where appropriate.

And because of course someone will ask, Lightsabers are Lead+4 AP3 swords that use the Close Combat skill.

-->BASE FIGHTER CHARACTERISTICS

>PERFORMANCE—an overall picture of a fighter's speed, maneuverability, climb and dive rates, and turn radius. Performance generally ranges from 0 to 6:

-When using the core Warbirds and Space Age systems 1 is the performance of a large ship, 2 is the performance of a bulky freighter or heavy bomber, 3 is an average fighter, 4 is a high-performance superiority fighter, and 5 or higher is a ship of truly legendary performance.

>ARMOR—on a Warbird, armor and resist are the same.

Armor 0 is standard for civilian craft, 1-2 is common for "non-Guild," fighters, 3-5 is the range of Warbirds and "couriers," (in Star Wars, light freighters), 6-8 is the range of lighter warships like frigates, and 9+ is that of cruisers and above.

>STRUCTURE—where people have health, machines have structure.

Speeders can have structure ranging from 1-3, fighters have 3-5, and larger vehicles have 10 or more. While the penalties run like a standard health track, some vehicles have damage resistance; this allows them to take more damage before suffering penalties.

ADVANCED FIGHTER CHARACTERISTICS

>SENSOR RATING (RADAR)—an abstract measurement of a fighter's sensor capabilities. Employing sensors requires the Electronic Warfare skill; enemy ships make an opposed Sensor roll to avoid detection. What's more, a pilot adds sensor rating to appropriate missile attacks.

>ELECTRONIC PROTECTION MEASURES (EPM) - a static defense bonus that a fighter receives based on its abilities to defend against sensors and missiles. This is passively added to Defense when guarding against missile attacks.

>SUPER RATING—a measure of a fighter's pure speed when it breaks the speed of sound (or in space devotes all its engine power to traveling uncontested in a straight line). Rated roughly from 0 to 4, it may be added to a ship's Performance during any attempt to disengage; it may also be used by a fighter chasing a disengaging foe. When a fighter is in atmosphere, a super rating has no effect on dog-fighting, as these are all done at subsonic speeds. What's more, in atmosphere it stresses hard points; an atmospheric fighter going super must drop any externally-mounted ordinance or fuel tanks.

INNATE WARBIRD TRAITS

>ENVIRONMENT CONTROLS—every warbird is equipped with a life-support system that allows for at least atmospheric travel. In Star Wars, this represents itself as either a contained pilot suit or a ship bearing its own environment; in either case, the warbird in question can reach to the edges of an atmosphere and beyond. If a starship is labeled as having Environment Controls (Suit), like a TIE/ln fighter, then it requires the pilot bring their environment with them.

>RADIO—Every plane has a radio, with line-of-sight range varying from ship to ship. Thousands of kilometers seems to be commonplace in Star Wars space, though the atmospheres of some planets will obviously change this.

>REDUNDANT SYSTEMS—warbirds have armored cockpits, self-sealing fuel tanks, and scores of back-up features designed to mitigate the effects of enemy fire. This gives a base damage resistance of 1 and structure of 3-5 on most models, and a pilot does not typically suffer injury if their warbird is damaged; unless Their Life is on the Line.

>CARGO BOX—a warbird can hold approximately 50 kilograms of cargo and gear in a small cargo slot, usually right behind the pilot's seat.

>EJECTION SEAT—while some models do not use ejection seats (TIE fighters are rather guilty of this), many do as standard. Some use rockets, some use compressed gasses, and some use anti-gravity. The details are negligible, as this trait allows a player to eject from a crashing aircraft unless Their Life is on the Line. Their

chute, no matter how advanced, will drop them slowly to safety unless a GM claims otherwise. Ejecting over certain hazards or in a storm is typically a Certain Death scenario that will require using all Reserve to survive.

>ORDINANCE HARDPOINT—most warbirds can carry at least one heavy weapon, either internally or on an external pylon.

>GUN CAMERA—all warbirds have a small recorder in their nose. This automatically activates and stays active for 30 seconds when the pilot fire their weapons or drops ordnance, and is the primary method by which to confirm kills.

>FUEL—in Star Wars, fuel is something of a mystery, only relevant when plot demands. While some source material (X-Wing: Rogue Squadron, for example) claims that turn-and-burn fights devour fuel while hyperspace sips it gently, other sources (The Last Jedi, for example) claim the exact opposite. Simply know that at appropriate times a GM may declare Bingo Fuel, though everyone in-game should be aware which actions use up the most fuel.

>STOL/VTOL—in Star Wars, most starships are capable of VTOL or at least STOL.

>BVR—this trait is not going to be listed for the sake of saving time; Star Wars includes a limited amount of Beyond Visual Range combat, and whether or not a ship has access to it almost entirely depends on whether or not they are capable of holding the necessary ordinance. Whether or not to include BVR combat is entirely up to the flavor of air combat a GM wishes to introduce; in the event, it is safe to assume that if a ship can carry BVR ordinance, they are capable of using their sensors as BVR radar for lock-on instead of just identification.

STAR WARS-SPECIFIC WARBIRD TRAITS

>SHIELDS—while all warbirds in Star Wars have a very basic particle shield just strong enough to protect from micro-debris, some bear actual protective fields of energy. These act similarly to the Frontal Armor trait, providing the listed armor (typically +1 or +2, though any amount will be listed).

Unlike Frontal Armor, there is no -1 to Stunts. What's more, at the beginning of a pilot's round, they may decide to focus any points of the shield armor to their front, rear, or split it among the two if they've points to spare (shields +2 offering +1 to front and rear, for example; a +1 Shield would have to choose which area to cover).

As part of a Stunt, a pilot may use their Electronic Warfare skill: in passing a Tough (8) check with this skill, they may direct the shields as part of the Stunt. Failure fumbles the direction, leaving the shields effectively inactive for the round of the Stunt while the pilot tries to figure out where they put the shield's power.

>ASTROMECH—common on higher-end starfighters, astromech droids are useful for electronic assistance. Commonly used to plot hyperspace routes, manage sensors, and commit to emergency repairs; all three particularly in the heat of combat. Mechanically, an astromech can Assist a pilot in plotting a hyperspace route or using their Electronic Warfare skill; or they can do it themselves (Body 0, Mind +2, Spirit 0; Computers +2, Electronic Warfare +2, Mechanics +2).

This is something of an extreme benefit mechanically, and one need be careful from a balance perspective: while cost is a "balancing," factor that players typically don't deal with, losing access to their beloved robotic partners can teach them to appreciate how much of a boon these spirited companions are. What's more, consider reducing all relevant astromech skills to +1 if +2 connected to a +2 Mind makes them too valuable.

>HYPERDRIVE—used on starships built for long-range missions, independence, and versatility, hyperdrives allow for expeditious travel over great distances. For the most part, hyperdrives can be considered something of a plot-oriented trait; actual high-speed disengages are more often handled by super ratings than hyperdrives, which are engaged after the fact.

Proper use of a hyperdrive requires use of the Computers skill, with the difficulty number being set by how hard a system is to get to without hazardous side-effects. Trying to plot a course in the heat of combat can also increase the difficulty. Because rolls are only to be made when the possibility of failure presents a twist or alternative for the plot path, GMs may elect that rolls going from point A to B on a well-traveled and mapped hyperspace lane does not require a roll at all; on the other hand if the possibility for failure in travel offers a more

random chance that appeals to your table, then those same travel routes might just be considered Routine (2) or Easy (4) difficulty.

In Star Wars, actual speed variants of the hyperdrive are difficult to account for; they typically move at the speed of plot. As such, a GM and players should be on the same page of which source of Star Wars hyperdrive lore they use. Legends' hyperspace has certain tables already made (the d6 Star Wars system has a detailed roll table if more dice is your thing) and has specific rules on why and how routes work; including such quirks that, despite being closer to Coruscant than it is to Tatooine, a trip from Alderaan to the former takes longer than one to the latter because of how many hyperspace shadows and obstacles one must bypass on their way.

WEAPONS

Light Lasers, Heavy Lasers, and Plasma Cannons as normal primary armaments. There is very little in Star Wars that would equate to the 40mm Cannon/Rail Gun, but the use of Rockets/Heat Seekers and Drop Bombs/Torpedos lines up perfectly. The only major difference would be the difference in volleys or uses per hardpoint.

For rockets/heat seekers (proton torpedoes and concussion missiles in Star Wars; referred to as missiles in the stat block shorthand), three volleys per hardpoint instead of two is an adequate compromise between the various tube-sizes that come in Star Wars snub-fighters. Drop bombs/torpedos (referred to as torpedos in stats) are 2 volleys per hardpoint.

When a weapon hardpoint allows the use of "missiles," as stated above, they may fill their tubes with proton torpedoes or concussion missiles; if a ship is limited to one or the other, it will be noted as either "missiles: c," or "missiles: p." Those using "torpedos," or "bombs," may fill their tubes with proton bombs or anti-capital torpedos. The stats on all three ordinance options are as follows:
>>Concussion Missiles: Accuracy Sensors+0, Damage Lead+4 AP2, BVR, Long-Range Targeting (first-resolve during head-to-heads against cannons).
>>Proton Torpedos: Accuracy Sensors-1, Damage Lead+5 AP2, BVR, Long-Range Targeting (first-resolve during head-to-heads against cannons).
>>Proton Bombs or Anti-Capital Torpedos: Accuracy Sensors-2, Damage Lead+6 AP3, BVR.
NOTE: mines act as Proton Bombs but stay where they were deployed and instead targets make a Dogfighting or Strafing skill test to avoid them.

Blaster/laser ammunition is typically not shown to be tracked in Star Wars; the rules are being followed on weapon notes for sake of balance, though it can be safely assumed that heavier weapons like plasma cannons may use at least the Same Ammo rule to simulate heat build-up and sinking instead of having a limited amount per scene.

Though it will be noted, any ship capable of using Ion blasters will count as having modified shells (like Incendiary or Armor-Piercing), and may spend Reserve to have their blasters use the ability as normal; this is a simplification to avoid the need to make entirely separate Ion weapons that a fighter may need to choose between. This is mostly, but entirely a refluff: a result of 1-3 "Controls Ionized," but the effects are mechanically the same as Obscuring Smoke; a result of 4-5 is "Targeting Ionized," but the effects are the same as Armor-Piercing Shells' Damaged Weapons; a result of 6 is "Seriously Ionized," and works the same as Serious Fire, but instead of diving to to put out the "fire," the operator must disengage and pass a Mechanics roll with a difficulty of the attack's Lead, though ships with a Threat may put out the "fire," by reducing their Threat by 2 for a round.

EXAMPLE STARSHIPS

It should be noted that starships without access to shields or those that are particularly not aerodynamic (the main TIE lines qualify in both instances) will have a separate performance listed in parentheses; this refers to their atmospheric performance. If a ship has either shields or atmosphere-friendly lines, this need not occur; aerodynamics are aerodynamics, and shields can me mildly "shaped," so they provide the same.

THE "OLD," GALACTIC REPUBLIC

CEC S-100 STINGER-CLASS STARFIGHTER

>a single-seat fighter produced before, during, and after the Great Sith War of 3997 BBY, this hyperdrive-equipped craft saw use with the Jedi as well as the Galactic Republic. Considered lightly-armed and armored, the vessel relied on a higher degree of speed and maneuverability than was typical in its day for self-defense. While the Republic Navy would eventually replace it with the venerable Aurek, the Stinger still saw production and use with back-line units and planetary defense forces.

Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 2
Weapons: Light Lasers (Lead +1, Additional Attack, Infinite Ammo, AP0); 2 Hard Points (missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Hyperdrive, G-Reduction (+1 Break & Escape Defense), High-Vis Canopy (+1 Awareness to avoid ambush)

REPUBLIC FLEET SYSTEMS STAR SABER XC-01 STARFIGHTER

>something of an odd duck in Galactic history, this experimental fighter saw test-flights by Jedi during the Great Sith War. Long, sleek, and equipped with hyperdrives, shields, and heavy guns, the Star Saber was well-enough equipped to fight; but there were issues. Despite an incredible rate of acceleration the ship had a low maneuverability-to-speed ratio and slow stick reaction; giving it something of a reputation for being dangerous and unwieldy. These flaws would never be fixed, relegating it strangely enough to Jedi use (who could compensate with the Force) before being replaced entirely by the Aurek-class tactical strike fighter.

Performance: 2
Armor: 3
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 4
Weapons: Heavy Lasers (Lead +2, Acc +1, Ammo 10, AP0)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Hyperdrive

REPUBLIC FLEET SYSTEMS AUREK-CLASS TACTICAL STARFIGHTER

>the A-Wing of its age, this starfighter would go on to serve with the Galactic Republic Navy and independent nations and organizations for thousands of years; fighting in the Old Sith Wars, Great Galactic War, and New Sith Wars. One of the first starships to introduce the now near-universal concept of S-foils, the vessel was incredibly friendly to upgrades and modifications. Considered by many to be the starfighter that brought down the Star Forge alongside its Chela-class brother in arms, multiple starships throughout history would carry on the Aurek's legacy: primarily the Aethersprite and Rebel Alliance A-Wing fighters.

Performance: 3
Armor: 3
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1

Super: 3
Weapons: Heavy Lasers (Lead +2, Acc +1, Ammo 10, AP0); 2 Hard Points (missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Hyperdrive, G-Reduction (+1 Break & Escape Defense), High-Vis Canopy (+1 Awareness to avoid ambush)

CEC S-250 CHELA-CLASS STARFIGHTER
>though it would lose the "Starfighter of Tomorrow," contest that earned the Aurek its place among the Republic Navy, Chela-class starfighters would still be purchased in numbers. Notably slower and less maneuverable, the Chela nonetheless carried upsides forcing the Republic to consider it: specifically a more advanced navigation computer and sensor suite as well as an incredible amount of firepower for fighters of the era. It's notable armament of missiles and heavy lasers guaranteed it something of a fighter/bomber position in Republic fleets, where it could fight on the way to and coming from a strafing run.
Performance: 2
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +1
EPM: 1
Super: 2
Weapons: Additional Heavy Lasers (Lead +3, Acc +1, Ammo 4, AP0); 4 Hard Points (missiles: c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech (as navicomputer only), Hyperdrive, High-Vis Canopy (+1 Awareness to avoid ambush)

REPUBLIC FLEET SYSTEMS LIBERATOR-CLASS "TALON," STARFIGHTER
>though it wouldn't ever entirely phase out the Aurek- and Chela-class starfighters, the Liberator (and its more advanced model the Striker) were cheap alternatives that the Republic Navy brought into service at approximately the same time in the Great Galactic War and subsequent Cold War that the Hammerhead-class cruiser was being replaced with Thranta-class corvettes. The poster-child in something of a doctrine change to cheaper and more numerous assets, Liberators did not come equipped with astromech droids or hyperdrives; as such they relied heavily on their partnered Thrantas to travel from battlefield to battlefield.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 2
Weapons: Plasma Cannons (Lead +3, Acc -1, Ammo 8, AP2); 2 Hard Points (missiles: c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), G-Reduction (+1 Break & Escape Defense), High-Vis Canopy (+1 Awareness to avoid ambush)
NOTES: the Striker alternative comes with additional room for an Astromech trait.

RENDILI VEHICLE CORPORATION DEFENDER-CLASS "JEDI CORVETTE,"
>despite its name, the Defender-class corvette served as something of a mobile operations base and personal (very) heavy starfighter intended for use by Jedi. Primarily used throughout the Cold War and Galactic War with the Sith Empire, several of the Order's greatest heroes flew Defenders on their adventures across the galaxy. At least one model survived up to the Galactic Civil War, where agents of the Rebellion stole and used it.
Performance: 3
Armor: 4
Structure: 5 (0 0 0 -1 -1)
Sensors: +3
EPM: 1
Super: 2
Weapons: x2 Plasma Cannon Turrets (Lead +3, Acc -1, Ammo 8, AP2) at Threat 10; 1 Hardpoints (missiles: c)

Innate Traits: All Innate Warbird Traits + Courier Redundant Systems, Long Range, Co-Pilot Seat (5 crew in Bridge), Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Astromech, Hyperdrive, Rotary Engine Upgrade (+1 Perfomrance and stunts, which stacks with Radial Engine to neutral performance with +1 to stunts and -1 to Escape Defense and disengage attempts)

SITH EMPIRES THROUGHOUT GALACTIC HISTORY

KOROS SPACEWORKS CX-133 CHAOS FIGHTER
>a Krath starfighter used during the Great Sith War, the CX-133 was developed and designed for cheap mass production. Most effective when using ramming attacks and swarm tactics, the vessel used a volatile fuel and munitions storage that adds a Proton Bomb's worth of AP and damage to any ramming attack made by the vessel. Created for and used by disposable pilots, the is little else to note about the fighter.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 3
Weapons: Additional Light Lasers (Lead +2, Additional Attack, Infinite Ammo, AP0)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Additional Guns

STAR FORGE "BUZZARD," SITH FIGHTER
>designed and manufactured using a hybrid of starfighter technologies of the age and technology of Rakatan origin—as the vessel was primarily produced by the Star Forge—the "buzzard," was intended for short and brutal dogfights with no real concern for pilot comfort. Using a twin ion drive system that was considered unique for its age, this Sith fighter would go on to inspire many a Seinar engineer.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 3
Weapons: Plasma Cannons (Lead+3, Accuracy -1, Ammo 8, AP2)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Reduced Turn Radius (+1 dog-fighting on attack)

DROMUND KALAKAR SHIPYARDS F-T2 QUELL STARFIGHTER
>designed to be a moderate-performance aggressive starfighter, the Quell was built with versatility in mind. Given only heavy lasers, the strangely-shaped wings of this fighter can equip any ordinance weapon; allowing for excellent mission versatility, especially when turning the vehicle to attack a different target than what it had returned from.
Performance: 3
Armor: 3
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 2
Weapons: Heavy Lasers (Lead+2, Accuracy +1, Ammo 10, AP0); 1 Hardpoint (any missiles or torpedos)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Reduced Turn Radius (+1 dog-fighting on attack)

IMPERIAL SEMPIDAL SHIPYARDS B-4D LEGION BOMBER
>a peculiar bomber used by the Sith Empire, the Legion earned its name with a unique payload: dropping sentry drones. Capable of performing more conventional bombing runs as well, the hardpoints may each instead be loaded with a drone that either fires infantry-sized missiles (Lead+2 AP2 in vehicle scale) at enemy starships, vehicles, or infantry in range, acts as a small drag-bubble, or fires a railgun (Lead+4, Acc -2, AP3) at enemy starships in range; all three drones have enough armament for roughly one scene or short fight.
Performance: 2
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +1
EPM: 1
Super: 2
Weapons: Heavy Lasers (Lead +2, Acc +1, Ammo 8, AP0); 4 Hard Points (missiles: c or p, or drones as above)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Astromech (as repair only), Advanced Bombsight (+1 Ordinance attacks)

SITH EMPIRE FURY-CLASS IMPERIAL INTERCEPTOR
>used primarily by prominent Sith Warriors and Inquisitors as bases of operation throughout missions in which they are assigned, the Fury is incredibly-well equipped with sensors and fighting capability. Having seen service throughout the Great Galactic War and Cold War to follow, many of these vessels would see service as mission-oriented armed freighters and personal craft or as warrior-ships brawling alongside—and against—starfighters in fleet actions.
Performance: 3
Armor: 4
Structure: 5 (0 0 0 -1 -1)
Sensors: +3
EPM: 1
Super: 2
Weapons: Rail Gun/40mm-equivalent lasers (Lead+4, Acc -2, Same Ammo 3, AP3); 1 Hardpoint (missiles: c)
Innate Traits: All Innate Warbird Traits + Courier Redundant Systems, Long Range, Co-Pilot Seat (5 crew in Bridge), Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Astromech, Hyperdrive, Rotary Engine Upgrade (+1 Perfomrance and stunts, which stacks with Radial Engine to neutral performance with +1 to stunts and -1 to Escape Defense and disengage attempts)

GALACTIC REPUBLIC AS OF THE CLONE WARS
SLAYN & KORPIL V-19 TORRENT FIGHTER
>one of the earliest Clone Wars service fighters and predecessor to the Nimbus V-Wing, the Torrent boasted speed and maneuverability, but was considered something of a glass cannon by its operators. After its success at the First Battle of Geonosis the Republic began a rather rapid production as replacement vehicles were not high on the Kaminoan priority list. Despite being relegated to a reserve unit by V-Wings and ARC-170s before the war's end, Torrents would see limited service in the Galactic Empire, assigned to older carrier vessels and secondary positions in the Outer Rim.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: -1
EPM: 0
Super: 2
Weapons: Heavy Lasers (Lead +2, Acc +1, Same Ammo 10, AP0); 1 Hard Point (missiles: c)
Innate Traits: All Innate Warbird Traits -Redundant Systems
Warbird Traits: Hyperdrive (rings; not on earlier models), Reduced Turn Radius (+1 dog-fighting on attack), High-Vis Canopy (+1 aware against ambush)

KDY ALPHA-3 NIMBUS FIGHTER
>often referred to as the V-Wing, this short-ranged starfighter is the predecessor to the TIE fighters and A-Wings that would clash against another in the next war. Closely related to the Delta-7 it often served alongside, the Nimbus became incredibly popular with the GAR upon its introduction. During the Galactic Civil War V-Wings would see action on both sides of the line and beyond; seeing service with the Hutt Cartels, the Mandalorians, some larger criminal organizations like the Zann Consortium, and militias everywhere.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EMP: 1
Super: 3
Weapons: Additional Light Lasers (Lead +2, Additional Attack, Infinite Ammo, AP0)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive (Ring Required), Additional Guns, Reduced Turn Radius (+1 dog-fighting on attack), Improved Super-Charger (+1 Escape Defense & disengage), High-Vis Canopy (+1 awareness against ambush)

INCOM ARC-170 HEAVY RECONNAISSANCE STRIKE FIGHTER
>a long-range raider and reconnaissance vehicle, this heavy fighter is something of a precursor to the X-Wing; it was also renown for endurance and survivability and was intensely beloved by its crews. With such a stellar record the ARC-170 would see service in paramilitary organizations and militias for years after the end of the Clone Wars. Uniquely crewed by three different individuals (four counting a droid), the pilot was supported by a Radio-Intercept Officer who operated sensors and assisted an astromech in plotting hyperspace courses; these were all further protected by a rear-seat gunner with an Ion cannon.
Performance: 3
Armor: 3
Structure: 5 (0 0 -1 -1 -2)
Sensors: +1 (+2 if RIO is present)
EMP: 2
Super: 2
Weapons: Plasma Cannons (Lead +3, Acc -1, Ammo 8, AP2); 2 Hard Point (missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+2), Astromech (and RIO for bonus to calculations), Hyperdrive, Tail Gunner x2 (SA 0, Gunnery pilot-2, Light Laser w/Ion, +1 Awareness)

KDY DELTA-7 AETHERSPRITE LIGHT INTERCEPTOR
>often referred to as "Jedi Starfighter," due to its extensive use by the Jedi during the Clone Wars, this ship is considered something of a love-letter to the ancient Aurek-class starfighter of the Old Republic. Despite requiring a booster ring for hyperspace travel, the Aethersprite had excellent sensors and was considered quite advanced for its time. The ship was also known for being modification-friendly: Jedi Saesee Tiin's model had a massive secret blaster and missile array while Anakin Skywalker's own *Azure Angel* was modified for higher performance and the internal capacity for hyperspace jumps.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: +2
EMP: 1
Super: 3
Weapons: Additional Light Lasers (Lead +2, Additional Attack, Infinite Ammo, AP0)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive (Ring), Additional Guns, Reduced Turn Radius (+1 dog-fighting on attack), Improved Super-Charger (+1 Escape Defense & disengage), High-Vis Canopy (+1 awareness against ambush)

KDY ETA-2 ACTIS INTERCEPTOR
>also referred to as "Jedi Starfighter," (also "Jedi Interceptor,") due to its extensive use by the Jedi during the Clone Wars, the Eta-2 is one of many ships that would contribute to the TIEs of the Empire. Considered by many to be an unofficial successor to the Delta-7, its most common model included greater guns but sacrificed shields for maneuverability. It also has the distinction of being one of the Empire's first starfighter models, including being the first personal starfighter of the newly-christened Darth Vader.
Performance: 4
Armor: 2
Structure: 3 (0 0 -1)
Sensors: +2
EMP: 1
Super: 3
Weapons: Additional Heavy Lasers (Lead+3, Acc +1, Ammo 10, AP0, Ion); later models include 1 Hard Point (missiles: c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Astromech, Hyperdrive (Ring Required), Additional Guns, Performance Package (+1 performance), High-Vis Canopy (+1 awareness against ambush)

CONFEDERATION OF INDEPENDENT SYSTEMS
XI CHARRIAN VARIABLE GEOMETRY SELF-PROPELLED BATTLE DROID MK1 (VULTURE DROID)
>a favored tool of the Trade Federation, this droid is the result of a religious order dedicated to high-precision manufacturing. The devotion to quality shows in this cheap but efficient fleet fighter. Seeing its greatest use in the Confederacy of Independent Systems, the ship would still see use in the Galactic Civil War as one of the premier opponents the Empire faced during the Reconquest of the Rim; they were also the primary starfighters of one Gizor Dellso in his failed rebellion on Mustafar.
Performance: 3
Armor: 2
Structure: 4 (0 0 -1 -1)
Sensors: -1
EPM: 1
Super: 2
Weapons: Plasma Cannons (Lead +3, Acc -1, Ammo 8, AP2); 1 Hard Point (missiles: c)
Innate Traits: Radio, Gun Camera, Fuel
Warbird Traits: Reduced Turn Radius (+1 dogfight when on attack), Improved Turbo-Supercharger (+1 Escape Defense and disengage)
NOTES: piloted by mass-produced droid brain, as such SA cannot bypass 0 and no skill can surpass +1 or +2 (depending on difficulty).

BAKTOID WORKSHOP HYENA-CLASS DROID BOMBER
>filling a much-needed role within the largely cheap and automated CIS military, GAR combatants both planet-side and beyond would learn to fear the scream of its engines. Much like the Vulture Droid, Hyenas would see service in the Clone Wars and limited use in the Imperial era.
Performance: 2
Armor: 3
Structure: 5 (0 0 -1 -1 -2)
Sensors: -1
EPM: 0
Super: 1
Weapons: Light Lasers (Lead +1, Additional Attack, Infinite Ammo, AP0); Hardpoints 4 (2 missiles: c, 2 torpedos)
Innate Traits: Radio, Gun Camera, Fuel
Warbird Traits: Advanced Bombsight (+1 Ordinance), Improved Armor
NOTES: piloted by mass-produced droid brain, as such SA cannot bypass 0 and no skill can surpass +1 or +2 (depending on difficulty).

JOINT COLIA/PHLAC-ARPHOCC DROID TRI-FIGHTER INTERCEPTOR

>designed by the creators of the deadly droideka, this droid is designed explicitly to dogfight and is named for the bracing arms that surround its rotating and gyroscopic brain core. Considered by many to be the most dangerous snub in the Confederacy's arsenal, their lack of a walker mode would limit them exclusively to flight operations; unlike the Vulture Droid which could serve as a combat walker in appropriate moments.

Performance: 4
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 2
Super: 3
Weapons: Additional Light Lasers (Lead +2, Additional Attack, Infinite Ammo, AP0); Hardpoints 2 (missiles: c)
Innate Traits: Radio, Gun Camera, Fuel
Warbird Traits: Additional Guns, Reduced Turn Radius (+1 Dogfight on attack), Improved Controls (+1 to stunt)
NOTES: piloted by mass-produced droid brain, as such SA cannot bypass 0 and no skill can surpass +1 or +2 (depending on difficulty).

ALLIANCE, NEW REPUBLIC, ALLIANCE, AND GALACTIC FEDERATION

INCOM T-65 X-WING STRIKE FIGHTER

>this primary all-purpose starfighter is the workhorse of the Rebel Alliance, New Republic, and beyond; its successor would even go on to head the Resistance effort in nuCanon. It was also an extremely popular model with those militias and paramilitary organizations that could afford it (or steal it if they couldn't convince Incom to sell them, as the company initially reserved it for rebels) and is considered by many the golden standard of all aerospace fighters in the galaxy.

Performance: 3
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +1
EPM: 2
Super: 2
Weapons: Additional Heavy Lasers (Lead +3, Acc +1, Same Ammo 5, AP0); 2 Hard Points (missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive, Additional Guns, G-Reduction (+1 Break Defense, Escape Defense), Reduced Turn Radius (+1 Dog-fighting when on attack, not disengage)

KOENSAYR BTL Y-WING STRIKE FIGHTER/BOMBER

>beginning its life in the Clone Wars, the Y-Wing has, alongside the X-Wing, become one of the most recognizable starfighters in the galaxy. It is slower but tougher, and can carry a truly tremendous amount of firepower, keeping it in service despite being something of a hanger princess. Like many ships that managed to serve through both the Clone Wars and Galactic Civil War, its widespread use would mostly end with the rise of the New Republic; it would however see much use as a privately-owned, privateer, or militia ship.

Performance: 3
Armor: 3
Structure: 5 (0 0 0 -1 -1)
Sensors: 0
EPM: 1
Super: 2
Weapons: Heavy Lasers (Lead +2, Acc +1, Same Ammo 10, AP0); 6 Hard Points (2 for missiles: p, 4 for bombs/torpedos)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive, Tail Gunner x2 (SA 0, Gunnery pilot-2, Ion Light Laser, +1 Awareness), Advanced Bombsight (+1 Ordinance), Radial Engine (+1 DR & structure, -1 Escape Defense & disengage)

NOTES: for LongProbe single-operator variant, remove Tail Gunner and increase Sensors to +3. For BTS-A2 "H-Wing," simply exchange the Astromech with a weapons specialist who handles all firing (primary and turret) and navigation and add +1 to Shields value; what's more the turret instead mounts a Heavy Laser with the Ion addition and may be fired linked with the main guns as an Additional Heavy Laser (Ion) at no cost or penalty.

INCOM RZ-1 A-WING INTERCEPTOR
>one of the fastest mass-produced interceptors in the known galaxy, the A-Wing has become an instant hit with daredevil pilots and speed freaks. Truly a dog-fighter's machine, the A-Wing has survived the passage of time and still sees service where speed and daring are a must. Its legacy lives on in descendants on both sides of the Canon divide, and it was famously piloted by such aces as Tycho Celchu.
Performance: 4
Armor: 3
Structure: 3 (0 0 -1)
Sensors: +1
EPM: 1
Super: 4
Weapons: Light Laser (Lead +1, Additional Attack, Infinite Ammo, AP0); 3 Hard Points (missiles: c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Hyperdrive, Rotary Engine (+1 Performance & to stunt, loss of range), G-Reduction (+1 break & escape defense), High-Vis Canopy (+1 Awareness to avoid ambush)
NOTES: for KDY Eta-5 New Republic (Legends) A-Wing Interceptor AND Kuat RZ-2 New Republic (nuCanon) A-Wing Interceptor, increase Sensors to +2, exchange Light Laser for Heavy Laser, and add Astromech.

SLAYN & KORPIL A/SF-01 B-WING HEAVY ASSAULT STARFIGHTER
>one of the largest and most heavily armed fighter/bombers in the Alliance fleet, this ship was personally designed by the venerable Admiral Ackbar. The old V-19's wing legacy is strong in the B-Wing, and the gyroscopic cockpit is something unique and difficult for many pilots to adjust to. Despite being slower than most ships used by the Rebel Alliance, the B-Wing relies on a massive cannon and missile payload and rugged survivability to make the difference.
Performance: 3
Armor: 3
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: +2
EPM: 2
Super: 1
Weapons: Rail Gun/40mm-equivalent laser groupings (Lead+4, Acc -2, Same Ammo 3, AP3 Ion); 4 Hard Points (missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+2), Astromech, Hyperdrive, Additional Guns, Ion Blasters, Advanced Bombsight (+1 Ordinance), Radial Engine (+1 DR & structure, -1 Escape Defense & disengage)

INCOM-FREITEK T-70 X-WING SUPERIORITY FIGHTER & INCOM T-65XJ X-WING STARFIGHTER SERIES
>more expensive and complex than its younger brother, the T-70 and its Legends counterpart the T65XJ series are near-universal improvements on the T-65 of old. The favored fighter of the New Republic Defense Fleet and later for the T-70, the Resistance, this starfighter is leading the charge of fighting the power in a way that would make X-Wing pilots across the ages proud. The XJ series would continue throughout Galactic History as the primary superiority fighter for the New Republic, Galactic Federation of Free Alliances, and New Jedi Order and Jedi Coalition of the Second Galactic Civil War.
Performance: 4
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +2
EPM: 2
Super: 3
Weapons: Additional Heavy Lasers (Lead +3, Acc +1, Same Ammo 5, AP0); 2 Hard Points (missiles: p/c)
Innate Traits: All Innate Warbird Traits

Warbird Traits: Shields (+1), Astromech, Hyperdrive, Additional Guns, Performance Package (+1 performance), Reduced Turn Radius x2 (+1 Dogfight when on attack), Improved Flight Controls (+1 to stunt)
NOTES: For Stealth-X variant, remove Shields and increase Sensors to +3 and EPM to 4.

FREITEK E-WING ESCORT SUPERIORITY FIGHTER
>the first fighter designed entirely under the support of the New Republic, this fighter is superior to its X-Wing cousin in nearly every way except reliability: despite having excellent performance, this hangar queen demands a level of attention and care that would make even a Y-Wing blush. Despite this little can stand against an E-Wing in working order, earning something of a grudging love-hate from crews and pilots.
Performance: 4
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +2
EPM: 2
Super: 3
Weapons: Heavy Lasers (Lead +2, Acc +1, Same Ammo 10, AP0); 4 Hard Points (missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive, Rotary Engine (+1 Performance & to stunt, loss of range), Reduced Turn Radius (+1 Dog-fighting when on attack), Advanced Targeting (+1 Gunnery)

SIENAR ALEPH HEAVY STARFIGHTER
>originally designed by Seinar to fight the Yuuzhan Vong "coralskipper," the Aleph (or "Twee," for its similarity to a cartoon Twi'lek's head) was originally called the "pondskipper." The end of that war would prevent the Aleph from seeing action, though it would serve as a relatively respectable experimental fighter in the Second Galactic Civil War; piloted and made famous by Syal Antilles when she defended Jacen Solo against Stealth-X fighters piloted by Jedi Master Luke Skywalker and his squadron. While one pilot flew the craft, a RIO was expected to do navicomputer and most of the gunnery work.
Performance: 3
Armor: 3
Structure: 5 (0 0 0 -1 -1)
Sensors: 0
EPM: 1
Super: 2
Weapons: Additional Plasma Cannons (Lead +4, Acc -1, Same Ammo 4, AP2); 2 Hard Points (1 each for missiles: p & c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech (RIO), Hyperdrive, Advanced Targeting (+1 Gunnery), Improved Controls (+1 to stunt), Improved Super-Charger (+1 Escape & disengage), Radial Engine (+1 DR & structure, -1 Escape & disengage)
NOTES: particular Warbird Trait combos mean Stunt rolls, Escape Defense, and Disengage rolls are neutral (+0). The Aleph received much criticism from its ace test pilot; as such it was given traits to compensate for its failures.

KOENSAYR BTL-S8 K-WING ASSAULT STARFIGHTER
>like many other New Republic vessels, the K-Wing is designed with a primary role and the capacity to serve secondary functions. In this case, those respective roles are pounding heavy targets to nothing with occasional forays into escort and reconnaissance. Bristling with firepower, the K-Wing can mount nearly any kind of ordinance imaginable and is an ideal picket scout and surface-assault ship.
Performance: 3
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: +3
EPM: 2
Super: 1
Weapons: x1 Plasma Cannon turret (Lead +3, Acc -1, Ammo 8, AP2), x1 Additional Plasma Cannon turret (Lead +4, Acc -1, Ammo 8, AP2), both at Threat 8; 6 Hardpoints (all can use missiles: c/p or bombs/torpedos)

Innate Traits: All Innate Warbird Traits + Courier Redundant Systems (see Freighters below), Long Range, Co-Pilot Seat, Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Increased Ammo Capacity, Performance Package (+1 performance), Advanced Targeting (+1 Gunnery), Advanced Bomb Sight (+1 ordinance)

GALACTIC EMPIRE, IMPERIAL REMNANTS AND SUCCESSORS, AND FIRST ORDER

SIENAR TIE/ln STARFIGHTER

>one of the most potent symbols of fear and oppression, the TIE fighter is the standard ship of the line for up-and-coming Imperial pilots. Colloquially, Rebel and New Republic pilots refer to the craft as "eyeballs." Despite its image as the weapon of tyranny the TIE series as a whole would see service most everywhere, on both sides of Galactic politics and even among those independents who dared.

Performance: 3 (2 in atmosphere)
Armor: 2
Structure: 3 (0 0 -1)
Sensors: -1
EPM: 0
Super: 3
Weapons: Plasma Cannons (Lead +3, Acc -1, Ammo 8, AP2)
Innate Traits: Environment Control (Suit), Radio, Gun Camera, Fuel
Warbird Traits: Improved Turbo-Supercharger (+1 Escape Df & disengage), Reduced Turn Radius (+1 Dogfight on attack)
NOTES: for First Order TIE/fo, add Shields (+1) and remove both the (Suit) clause of Environment Control and atmospheric Performance profile; adding shields more or less guarantees effective aerodynamics.

SIENAR TIE/sa BOMBER

>this larger, less maneuverable TIE "dupe," is designed with one thing in mind: pounding foes to dust with pin-point precision bombing and massive amounts of ordinance. The "sa," in the title stands for "surface assault," though the surface in question can easily be a ship's hull.

Performance: 2
Armor: 3
Structure: 5 (0 0 -1 -1 -2)
Sensors: 0
EPM: 0
Super: 1
Weapons: Light Lasers (Lead +1, Additional Attack, Infinite Ammo, AP0); Hardpoints 6 (2 missiles: p, 2 missiles: c, 2 bombs/torpedos)
Innate Traits: Environment Control (Suit), Radio, Redundant Systems, Gun Camera, Fuel
Warbird Traits: Advanced Bombsight (+1 Ordinance), Frontal Armor (+2 Armor in strafing or head-to-head, -1 to stunt)

SIENAR TIE/in INTERCEPTOR

>your TIE pilot is suicidal, TIE defender pilot bloodthirsty; the TIE/in pilot is both. The direct descendant to Lord Vader's own experimental TIE, these "squints," have found something of a rivalry in Rebel and New Republic pilots in A-Wings; both interceptors encourage speed and aggression in a way few fighters can match. The ship would see upgrades over time including ordinance mounts and modified models would find their way into the hands of the Imperial Royal Guard.

Performance: 4 (3 in atmosphere)
Armor: 2
Structure: 3 (0 0 -1)
Sensors: +1
EPM: 2
Super: 4
Weapons: Additional Light Lasers (Lead +2, Additional Attack, Infinite Ammo, AP0)

Innate Traits: Environment Control (Suit), Radio, Redundant Systems, Gun Camera, Fuel
Warbird Traits: Performance Package, Reduced Turn Radius x2 (+1 Dogfight on attack), Advanced Targeting (+1 Gunnery)
NOTE: later models could add 1 Hardpoint (missiles: c/p); To create Royal Guard TIE/ins, add Shields (+1), Hyperdrive, G-Reduction (+1 break & escape defense), a slick paint job, and increase guns damage by a further +1 (without reducing armor)

SIENAR TIE/rb HEAVY STARFIGHTER
>often referred to as the TIE "brute," this variant on the eyeball adds an entirely secondary set of cannons for tackling heavier targets like freighters or smaller warships. Some Imperial admirals were wary of its development, believing it would reduce the need for larger support vessels. As a unique point the starship lost some maneuverability due to the extra weapon weight, so the pilot was assisted by an MGK-300 droid brain which for our purpose is both Advanced Targeting and a sub-par Astromech with SA0 and appropriate skills at 1.
Performance: 3 (2 in atmosphere)
Armor: 2
Structure: 4 (0 0 -1 -1)
Sensors: -1
EPM: 0
Super: 2
Weapons: Additional Plasma Cannons (Lead +4, Acc -1, Ammo 8, AP2)
Innate Traits: Environment Control (Suit), Radio, Gun Camera, Fuel
Warbird Traits: Astromech, Reduced Turn Radius (+1 Dogfight on attack), Additional Guns x2, Advanced Targeting (+1 Gunnery)

SIENAR TIE/sf SPECIAL FORCES SPACE SUPERIORITY FIGHTER
>a specialized two-seater TIE, this fighter is reserved for the First Order's elite SpecOps. Intended for long raids and incredibly important missions, this ship is testament to the Order's newfound dedication to quality over quantity; truly saving what it can for its best.
Performance: 4
Armor: 2
Structure: 4 (0 0 -1 -1)
Sensors: +2
EPM: 2
Super: 3
Weapons: Additional Heavy Lasers (Lead +3, Acc +1, Ammo 10, AP0); 2 Hard Points (1 missiles: c and 1 missiles: p)
Innate Traits: Environment Control, Radio, Redundant Systems, Gun Camera, Fuel
Warbird Traits: Shields (+2), Hyperdrive, Performance Package, Reduced Turn Radius x2 (+1 Dogfight on attack), Advanced Targeting (+1 Gunnery), Tail Gunner x2 (SA 0, Gunnery pilot-2, Heavy Laser, +1 Awareness)

SIENAR TIE/d AUTOMATED STARFIGHTER
>designed by one of the many post-Endor Successors Warlords, the TIE droid was inspired by the legendary Katana Fleet. While it would see much use—especially by Warlords hoping to make up for number losses—the final version would see action against the New Republic six years after Endor; their numbers proved a distinct advantage against the NR V- and E-Wings, but much like those ships of the Confederacy of Independent Systems their droid brains were easily outwitted.
Performance: 3
Armor: 2
Structure: 4 (0 0 -1 -1)
Sensors: 0
EPM: 0
Super: 3
Weapons: Plasma Cannons (Lead +3, Acc -1, Ammo 8, AP2)
Innate Traits: Partial Redundant Systems (Str & DR, not armor), Radio, Gun Camera, Fuel
Warbird Traits: Improved Turbo-Supercharger (+1 Escape Df & disengage), Reduced Turn Radius (+1 Dogfight on attack)

NOTES: piloted by mass-produced droid brain, as such SA cannot bypass 0 and no skill can surpass +1 or +2 (depending on difficulty).

SIENAR TIE/hu HUNTER MULTI-ROLE STARFIGHTER
>developed by the Empire as a means of countering the Rebel Alliance's T-65 and the exclusive mount of Imperial Storm Commandos, the TIE Hunter was an impressive platform capable of many feats important for special forces, including being capable of extended periods of rest submerged in water. Not as impressive as the TIEs Avenger or Defender that would come to be the Imperial poster-children for "quality over quantity," the Hunter was nonetheless a notable step in Seinar starfighter development.
Performance: 3
Armor:
Structure: 4 (0 0 -1 -1)
Sensors: +1
EPM: 2
Super: 3
Weapons: Heavy Lasers (Lead +3, Acc +1, Ammo 5, AP0, Ion); 3 Hard Points (missiles: p)
Innate Traits: Environment Control, Radio, Redundant Systems, Gun Camera, Fuel
Warbird Traits: Shields (+1), Hyperdrive, G-Reduction (+1 Break Defense, Escape Defense), Reduced Turn Radius (+1 Dog-fighting when on attack, not disengage), Advanced Targeting (+1 Gunnery)

SIENAR TIE/ad "AVENGER," ADVANCED STARFIGHTER
>one of the first Imperial starfighters to break away from the mold of quantity over quality, these "brights," were the ultimate culmination of starfighters derived from Lord Vader's TIE Advanced x1. Much of its success would be incorporated into the TIE Defender. While it struck fear into many Rebel pilots, later in its service life the Avenger would be given heavy rockets and anti-ship bombs to be used as a highly-maneuverable bombing platform; this would not take away from its incredible performance.
Performance: 4
Armor: 2
Structure: 4 (0 0 -1 -1)
Sensors: +2
EPM: 2
Super: 3
Weapons: Additional Heavy Lasers (Lead +4, Acc +1, Ammo 5, AP0); 2 Hard Points (missiles: c/p; in later years the Hard Points could mount bombs/torpedos)
Innate Traits: Environment Control, Radio, Redundant Systems, Gun Camera, Fuel
Warbird Traits: Shields (+1), Hyperdrive, Additional Guns x2, Performance Package (+1 performance), Advanced Targeting (+1 Gunnery)

SIENAR TIE/d DEFENDER SPACE SUPERIORITY FIGHTER
>reserved for TIE/in pilots who had survived at least twenty combat missions, the TIE Defender is often referred to as the finest TIE model ever produced. While too expensive to achieve widespread use in the Empire, the "trips," would see service with the Imperial Remnant up to at least 44-ABY and was involved in almost every major conflict of the galaxy saw since its creation, including the Yuuzhan Vong War. Only slightly more maneuverable than the TIE Avenger it would owe the lessons that went into its design to, the other improvement was the inclusion of ion guns.
Performance: 4
Armor: 2
Structure: 4 (0 0 -1 -1)
Sensors: +2
EPM: 2
Super: 4
Weapons: Additional Heavy Lasers (Lead +4, Acc +1, Ammo 5, AP0, Ion); 2 Hard Points (missiles: c/p)
Innate Traits: Environment Control, Radio, Redundant Systems, Gun Camera, Fuel
Warbird Traits: Shields (+1), Hyperdrive, Additional Guns x2, Performance Package (+1 performance), Reduced Turn Radius x2 (+1 Dogfight on attack), Advanced Targeting (+1 Gunnery)

SIENAR GAT-12 SKIPRAY BLASTBOAT
>early in the Galactic Civil War, the GAT-12 was the smallest hyperspace-capable combat starship in the Imperial arsenal. Small enough to be carried aboard capital ships as a starfighter, the amount of firepower and shielding it bore caused the Empire to redisgnate it as an incredibly small capital ship; something akin to a purely weaponized light freighter. A rather popular item on the open market, wolf-pack-like squadrons are known to be rather effective as picket ships and heavy surface assault ships/bombers. Within the Imperial Navy proper the ship would find itself replaced by the VT-49, which was more of a proper long-range freighter.
Performance: 3
Armor: 4
Structure: 5 (0 0 0 -1 -1)
Sensors: +3
EPM: 1
Super: 2
Weapons: x1 Plasma Cannon Turret (Lead +3, Acc -1, Ammo 8, AP2) at Threat 10; Additional Ion Plasma Cannon (Lead +4, Acc -1, Ammo 4, AP2, Ion); 2 Hardpoints (1 missiles: c and 1 missiles: p)
Innate Traits: All Innate Warbird Traits + Courier Redundant Systems, Long Range, Co-Pilot Seat, Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Astromech (RIO), Hyperdrive, Rotary Engine Upgrade (+1 Perfomrance and stunts), Advanced Targeting (+1 Gunnery), Advanced Bomb Sight (+1 ordinance)
NOTES: later models exchanged the (missiles: c) launcher with a tractor beam

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MANDALORIANS THROUGHOUT GALACTIC HISTORY
BASILISKANS "BES'ULIIK," BASILISK WAR-DROID
>a rather unique entry, the most iconic Mandalorian vehicle—in particular during the Mandalorian wars—is not actually a starfighter; rather a semi-sentient combat droid with some aerospace flight capabilities. Mounted by a warrior like any other creature of war, these "iron beasts," would come to be valued by their Mandalorian masters as companions. Incredibly heavily armed and well-armored for their size, a rain of basilisks down from the heavens to fall upon the intended target with vicious intent was the preferred method of Mando'a deployment. Because of its semi-sentience, a rider may trust the war-droid to take flight and fight actions for him if he is occupied; where this is the case the mount acts on the warrior's initiative but uses its own SA and skills as specified below.
SA 0
Dogfighting 2, Strafing 2, Gunnery 2, Ordinance (includes claws) 2
Performance: 2
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +1
EPM: 2
Super: 1
Weapons: Additional Plasma Cannons (Lead+4, Acc -1, Ammo 8, AP2), Hardpoints 2 (1 missiles: c and 1 mines as bombs), Rending Claws (1d6+3, Lead+3, AP3; if a basilisk latches on and the target's Defense drops to 1 for all subsequent attacks, requiring a difficulty 10 Dogfighting roll to shake the war-droid off.)
Innate Traits: All Innate Warbird Traits minus Environment Controls (must be provided by Beskar suit)
Warbird Traits: Additional Guns x2, Improved Flight Controls (+1 to all Stunt attempts), High-Vis Canopy (+1 Awareness to avoid ambush)

NEO-CRUSADER WAR FORGES DAVAAB-TYPE STARFIGHTER
>deriving from the Mandalorian word for "carrying out," and "execution," this was the primary screening vehicle used in the Mandalorian Wars against the Old Republic. Designed with an asymmetrical wing system designed to rotate between flight and landing, the Davaab would go on to inspire other Mandalorian vessels like the Fang starfighter. Lightly-armed but rather maneuverable, once production went full-tilt Mandalorian warriors were customizing ships as fast as they came out; no warrior culture is happy with the bog-standard.
Performance: 3

Armor: 3
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 2
Weapons: Heavy Lasers (Lead +2, Acc +1, Ammo 8, AP0)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive, Reduced Turn Radius (+1 dogfight on attack), Improved Flight Controls (+1 to all Stunt attempts), High-Vis Canopy (+1 Awareness to avoid ambush)

MANDALMOTORS M3-A SCYK LIGHT FIGHTER
>one of many fighters designed by the Mandalorians for sale to the Hutts, MandalMotors pumped out thousands of this model and sold them to pirates and warlords galore before the Empire even understood what was happening. Rather popular among its target audience, the Scyk and the family of fighters that would follow it were renown for versatility in loadout options.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 3
Weapons: Light Lasers (Lead +1, Additional Attack, Infinite Ammo, AP0); 1 Hard Point (missiles: c/p), may swap guns for second Hard Point (missiles: c/p)
Innate Traits: All Innate Warbird Traits minus Redundant Systems
Warbird Traits: Shields (+1) (later models), Hyperdrive, Reduced Turn Radius (+1 dogfight on attack), Improved Control (+1 stunt), High-Vis Canopy (+1 awareness against ambush)

MANDALMOTORS G1-M4-C DUNELIZARD MULTIROLE FIGHTER
>the medium fighter in MandalMotors' Hutt-selling family of fighters, the Dunelizard like its little sibling found massive success with pirates, smugglers, and lesser-known paramilitaries; it even served with Naboos RSF for a short time. Considered something of a poor-man's X-Wing the Dunelizard gave the Cartels and anyone willing to pay MandalMotors easy access to a cheap and efficient multi-role flier.
Performance: 3
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +1
EPM: 1
Super: 2
Weapons: Heavy Lasers (Lead +2, Acc +1, Same Ammo 10, AP0); 1 Hard Point (missiles: c/p), may swap guns for second Hard Point (missiles: c/p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive, G-Reduction (+1 Break & Escape Defense)

MANDALMOTORS M12-L KIMOGILA HEAVY FIGHTER
>officially an upgrade of the Dunelizard, the Kimogila was heavier and more robustly armed. Something of a popular fighter/bomber, it is testament to the Mandalorian dedication to violence and the Hutt dedication to business. As this family of fighters gets heavier their firepower increases alongside survivability.
Performance: 3
Armor: 3
Structure: 5 (0 0 0 -1 -1)
Sensors: +1
EPM: 1
Super: 2
Weapons: Additional Heavy Lasers (Lead +3, Acc +1, Same Ammo 5, AP0); 4 Hard Points (3 are missiles: c, 1 missiles: p)
Innate Traits: All Innate Warbird Traits

Warbird Traits: Shields (+1), Astromech, Hyperdrive, Additional Guns, Radial Engine (+1 DR & structure, -1 Escape Dfence & disengage)

MANDALMOTORS M22-T KRAYT GUNSHIP
>the largest in the line of ships MandalMotors produced for the hutts, this behemoth is true to the raw violence of its namesake. This ship in particular attracted the attention of the Galactic Empire and led to their (attempted) halting of the MandalMotors/Hutt line of ships. Armed more for volume than single-weapon damage, Krayts on an attack run bathe the target in plasma fire before letting off multiple salvos of concussion missiles. This has the added benefit of versatility, as concussion missiles are more capable than proton torpedos of defending the starfighter against others of its size.
Performance: 3
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: +1
EPM: 1
Super: 1
Weapons: Additional Plasma Cannons (Lead +4, Acc -1, Ammo 8, AP2); 5 Hard Points (missiles: c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+2), Astromech (or RIO), Hyperdrive, Additional Guns, Improved Armor x2, Radial Engine (+1 DR & structure, -1 Escape Defense & disengage), Improved Bombsight (+1 to Ordinance attacks)

MANDALMOTORS FANG "PROTECTORATE" FIGHTER
>an extremely agile Mandalorian fighter, the Fang—or "Protectorate Fighter,"--is favored by elite pilots of the Concord Dawn Protectorate. Known for its rotating wings and for being extremely dangerous in close-quarters fights, it is saved only for those Mandalorians who will pilot it with the aggression it deserves.
Performance: 4
Armor: 3
Structure: 3 (0 0 -1)
Sensors: +1
EPM: 1
Super: 3
Weapons: Additional Light Laser (Lead +2, Additional Attack, Infinite Ammo, AP0); 1 Hard Point (missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Hyperdrive, Rotary Engine (+1 Performance and Stunts, loss of range), Improved Control Surfaces (+1 to Stunts), Additional Armor x1

MANDALMOTORS BES'ULIIK STRIKE FIGHTER/BOMBER
>a cutting edge starfighter designed and created after the Yuuzhan Vong War, it became the primary Mandalorian fighter during the Second Galactic Civil War, and was instrumental to the war's conclusion. Designed for versatility, MandalMotors shares an exclusive technology-sharing partnership with the Verpine of the Roche asteroid field. The fighter's first foray was an extremely successful assault against the Murkhana; led by the Mand'alor who went so far as to tell the Murkhana where and when he would be attacking.
Performance: 4
Armor: 4
Structure: 5 (0 0 0 -1 -1)
Sensors: +2
EPM: 2
Super: 2
Weapons: Additional Plasma Cannons (Lead +4, Acc -1, Ammo 8, AP0); 2 Hard Points (missiles: c/p or bombs/torpedos)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech (or RIO), Hyperdrive, Additional Guns, Improved Controls (+1 to stunt), Performance Package, Improved Armor x2, Improved Redundant Systems (+1 DR)
NOTE: the above stats are for Mandalorian-exclusive models. Because the Mand'alor of the time was a sneaky businessman he decreed that export models would not be protected with *beskar*; as such their armor is reduced from 4 to 3

MANDALMOTORS KOM'RK HEAVY FIGHTER/TROOP TRANSPORT
>a starship designed by rogue MandalMotors elements for exclusive use by the Death Watch, it takes its name from the Mandalorian word for "gauntlet." Dangerous and deadly, this transport is capable of carrying several squads of Death Watch troopers to and from targets of opportunity.
Performance: 3
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: +1
EPM: 1
Super: 2
Weapons: x2 Plasma Cannons (Lead +3, Acc -1, Ammo 8, AP2) one fore and one aft at Threat 8
Innate Traits: All Innate Courier Traits, Cargo Bay (24 passengers), Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Astromech, Hyperdrive, Improved Super-Charger x2 (+2 Escape Defense & disengage), Performance Package (+1 Performance)

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INDEPENDENT, MERCENARY, AND OTHERWISE MISCELLANEOUS STARFIGHTERS
INCOM-SUBPRO Z-95 HEADHUNTER MULTI-ROLE FIGHTER
>one of the most capable fighters of its day and the direct predecessor to the X-Wing, the Headhunter's resilience and longevity have guaranteed it an eternal and rather favored place among pirates, smugglers, drifters, scoundrels, paramilitarios, and militiamen all across time and the galaxy. There are almost as many variants on the ship as there are individual models, and despite its age the ship's popularity doesn't seem to be slowing down at all.
Performance: 3
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: 0
EPM: 1
Super: 2
Weapons: Heavy Lasers (Lead +2, Acc +1, Ammo 10, AP0); 1 Hard Point (missiles: c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Hyperdrive (not on early models), G-Reduction (+1 Break Defense, Escape Defense)

KUAT SYSTEMS ENGINEERING CLOAKSHAPE FIGHTER
>not particularly agile or powerful in its first introduction, the CloakShape is remarkably similar to the Z-95 in that its saving grace was its extremely modular and customizable frame. Operating well enough, CloakShapes were often used in defensive roles. The ship is so heavily modifiable that one of its most popular after-market kits—the Curich Engineering rear wing and stabilizer conversion—is often considered by the unaware to be a standard part of the fighter. Despite a (relatively) lackluster release the CloakShape has seen service for decades and still sees consistent use all around militias and the Outer Rim.
Performance: 3
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: 0
EPM: 1
Super: 1
Weapons: Heavy Lasers (Lead +2, Acc +1, Ammo 10, AP0); 3 Hard Points (2 missiles: c, 1 missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Hyperdrive, Astromech, G-Reduction (+1 Break Defense, Escape Defense)

TRANS-GAL-MEG KIHRAXZ ASSAULT FIGHTER
>developed by and built for the Black Sun during the reign of the Empire, this dedicated pirate vessel has somehow found its way into the hands of various independent fringers. Inspired by the X-Wing, the amount of customization and after-marketability of the Kihraxz almost rivals the Z-95; especially with the venerable Vaksai enhancement.
Performance: 3
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +1
EPM: 2
Super: 2
Weapons: Heavy Lasers (Lead +2, Acc +1, Same Ammo 10, AP0); 1 Hard Points (missiles: c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), G-Reduction (+1 Break Defense, Escape Defense), Reduced Turn Radius (+1 Dog-fighting when on attack, not disengage)
NOTE: for Vaksai, simply increase the cost of purchase by x1.5, but decrease the cost of any upgrades to x0.6 of their original price; the cost is the same but after the initial purchase the ship's modularbility is adored

INCOM/SIENAR TWI'LEK-MADE "CHIR'DAKI," PRODUCTION-MODEL UGLY
>known in galactic basic as the "Deathseed," this Ugly is unique from most others in that these parts—instead of being haphazardly thrown together—were purpose-built in the configuration and intended for mass-production. Taking the cockpit (with its guns and engines) of a TIE/ln and marrying them to the S-foils (with its guns and engines) of a T-65 with a gyroscopic mount, this ship had performance (and life-support systems) similar to the TIE with a notable increase in firepower. The Chir'daki was best known for its use by the Rebel Rogue Squadron during the Bacta War.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 0
Super: 3
Weapons: Additional Plasma Cannons (Lead +4, Acc -1, Ammo 4, AP2)
Innate Traits: Environment Control (Suit), Radio, Gun Camera, Fuel
Warbird Traits: Shields (+1), Improved Turbo-Supercharger (+1 Escape Df & disengage), Reduced Turn Radius (+1 Dogfight on attack), Increased Guns

THEED PALACE ENGINEERING N-1 ROYAL STARFIGHTER
>the national starfighter of the government of Naboo, this flashy starfighter is a testament to the style, substance, and ecological sensitivity of its gentle but fierce creators. By the time of the New Republic it was considered something of an antique, buts its glory days included such actions as breaking the Trade Federation blockade on Naboo.
Performance: 3
Armor: 3
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 1
Super: 1
Weapons: Heavy Lasers (Lead +2, Acc +1, Ammo 8, AP0); 2 Hard Points (missiles: p)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive, G-Reduction (+1 Break & Escape Defense), High-Vis Canopy (+1 Awareness to avoid ambush)

NUBIAN DESIGN COLLECTIVE SCURRG H-6 PROTOTYPE BOMBER
>initially designed for sale to the Naboo, the price tag of this prototype bomber frightened the primarily pacifist people. Where the H-6 differs from most other surface-assault fighters is the lack of ordinance and the use of heavier cannon to do the job: *six* forward-facing laser guns present the primary armament while the ship relies

on an automated laser turret for point-defense. While the rather infamous Feeorin pirate Nym would steal the original prototype and put it down in history as *Havoc*—including a unique ordinance mount that used the ship's generator to create proton bombs—a slightly-altered Legends where the ship achieved actual production and purchase (perhaps even by the Naboo) is not difficult to imagine.
Performance: 3
Armor: 3
Structure: 5 (0 0 0 -1 -1)
Sensors: 0
EPM: 1
Super: 2
Weapons: Rail Gun/40mm-equivalent heavy laser (Lead+4, Acc -2, Ammo 3, AP3), automated Heavy Laser turret (Lead +2, Acc +1, Ammo 8, AP0) at Threat 8
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech equivalent (navigator/RIO), Hyperdrive, Tail Gunner x2 (SA 0, Gunnery pilot-2, Heavy Laser, +1 Awareness), Advanced Bombsight (+1 Ordinance), Radial Engine (+1 DR & structure, -1 Escape Defense & disengage)
NOTES: the infamous *Havoc* could be used as the inspiration for a potentially-widespread (but very expensive) Havoc-class upgrade: add x2 Hard Points for 1 missile: c tube and 1 experimental bombs Hard Point that uses the Same Ammo rule (ammunition regains a shot/burst the round after a ship doesn't fire)

CHISS ASCENDANCY NSSIS-CLASS CLAWCRAFT
>a hybridization with Imperial technology, the Nssis is an example of Chiss excellence. While similar in performance to the TIE/ln that it drew parts and inspiration from, the ship made use of hyperdrive, shielding, greater firepower, and more maneuverability when throwing the ship around in stunts at fighting speed. Unfortunately for much of its life (until 28ABY) the Clawcraft's hyperspace jumps needed a unique hyperspace beacon system to function; later models would include proper navicomputers.
Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: +1
EPM: 2
Super: 3
Weapons: Additional Heavy Lasers (Lead +3, Acc +1, Ammo 5, AP0)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Hyperdrive, Additional Guns x2, Improved Flight Controls (+1 to all Stunt attempts)

OLANJI/CHARUBAH MIY'TIL STARFIGHTER
>the favored starfighter of the Hapes Consortuim, the Miy'til is a blisteringly-fast example of advanced miniaturization and the advancement of old Separatist technology. There are, notably, two distinct variants on the Miy'til: the standard array for fliers in the Hapan Royal Navy and a more expensive "command," variant with added firepower in the form of a third laser canon, ion cannons, and a second missile launcher. Despite serving primarily in anti-piracy operations and border skirmishes, the ordinarily isolationist Hapans did fight at the battles of Dathomir, Fondor, and against the Yuuzhan Vong in their home territory; serving with excellence in each example.
Performance: 4
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: +1
EPM: 1
Super: 4
Weapons: Heavy Laser (Lead +2, Acc +1, Same Ammo 8, AP0); 1 Hard Point (missiles: c)
Innate Traits: All Innate Warbird Traits
Warbird Traits: Shields (+1), Astromech, Hyperdrive, Rotary Engine (+1 Performance & to stunt, loss of range), Reduced Turn Radius (+1 dogfight on attack), G-Reduction (+1 break & escape defense)
NOTES: the command variant adds Additional Guns and Ion to the Heavy Laser and has 2 Hard Points

HUPPLA PASA TISC SHIPWRIGHTS NANTEX-CLASS TERRITORIAL DEFENSE STARFIGHTER

>referred to primarily as the "beak-wing," or "Geonosian starfighter," this vessel was designed by and for the defense of the Geonosis system. Seeing a fair amount of action on its home planet—including two different named battles—in the Clone Wars the Nantex would also see foreign service with the Confederacy of Independent Systems at conflicts like Sev'rance Tann and Muunilist. Designed specifically with Geonosians in mind, other species are at a -2 when flying the ship; between the peculiarly-shaped controls and scent-simulator mask designed with their specific physiology in mind, any non-Geonosian in the seat of a Nantex would have a minimalists view of the battlespace. As a unique side-feature the vessel could be remote-piloted, so a pilot using controls more familiar to them from a remote station would only take a -1 penalty; something gets lost by not being in the cockpit.

Performance: 3
Armor: 2
Structure: 3 (0 0 -1)
Sensors: 0
EPM: 2
Super: 3
Weapons: Heavy Lasers (Lead +2, Acc +1, Ammo 10, AP0)
Innate Traits: All Innate Warbird Traits
Warbird Traits: High-Visibility Canopy (+1 awareness against ambush)

TAPANI STARSHIP COOPERATIVE MANTA-CLASS ASSAULT STARFIGHTER

>manufactured in the time of the Galactic Empire, the Manta had a flat organic designed inspired by its namesake. Included in the typical landing gear were magnetic clamps and belly-mounted magnetic pads allowing the starfighter to grab onto the hull of larger vessels for transportation; as the Manta was not fitted with a hyperdrive the adaption was necessary. Capable of switching between a fast interceptor mode and a slower more maneuverable attack mode, a Manta caught at Super is particularly vulnerable since it has access to little of its armament and it takes a -1 Performance penalty the turn after it switches forms to better represent its wings and cannon moving in and out of position.

Performance: 3
Armor: 3
Structure: 4 (0 0 -1 -1)
Sensors: 0
EPM: 1
Super: 4
Weapons: Additional Plasma Cannons (Lead +4, Acc -1, Ammo 4, AP2 Ion)
Innate Traits: All Innate Warbird Traits + Co-Pilot Seat
Warbird Traits: Shields (+1), Co-Pilot (RIO), G-Reduction (+1 Break & Escape Defense), Reduced Turn Radius (+1 Dog-fighting when on attack, not disengage)

STANDARD & MODIFIED COMMERCIAL & PRIVATE LIGHT FREIGHTERS, DROP-SHIPS, & SHUTTLES

Light freighters serve something of a unique niche in the Star Wars universe, the space equivalent of if owning an extended-sleeper Class-A CMV with your own trailer for hauling tramp freight were far more normal.

Commonly used by smugglers, bounty hunters, mercenaries, independent contractors, privateers, adventurers, and sometimes even legitimate contracted or tramp traders, most light freighters are similar enough from a Warbirds perspective that your average unmodified vessel can be fairly represented by the below Ghtroc 720; it's only when considering modified examples that others are necessary.

Extremely similar—and in fact built upon—the Warbirds Core "courier," stats, light freighters are one of the greatest expressions of personal freedom that Star Wars' expansive universe and extremely-common intergalactic travel has to offer.

One might notice in entries above ships that borrow from freighters but don't devote entirely to the concept; the Jedi Defender-class, Sith Fury-class, and Imperial Skipray are examples. These can be more accurately

considered (very) heavy fighters, whereas even the most heavily-armed and armored ship from the below section has the capacity—and if often properly-equipped—to haul freight, passengers, or even prisoners about the Galaxy Far, Far Away. Something else to consider is that while many of the below examples are in fact armed (especially those modified vehicles), weapons are not always standard; and may even provide players with problems if they fly strapped into the wrong system.

GHTROC INDUSTRIES CLASS 720 LIGHT FREIGHTER
>the Ghtroc 720—while less popular than the competing YT-series of freighters—has found common enough use in the Outer Rim Territories; it has such a reputation for being useful, modifiable, and versatile that the "space turtle," has maintained a favorable reputation even after the standard manufacturer went out of business. A popular ship for tramp-freighting and smuggling, a popular 720 (named *Accuser*) was the personal starship of Tiss'shar bounty hunter and assassin Kal-tan-shi; Luke Skywalker even used an extensively-modified 720 while tracing Grand Admiral Thrawn's clone soldiers to their source.
Performance: 2
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: 0
EPM: 0
Super: 1
Weapons: turret-mounted Heavy Laser (Lead+2, Acc +1, Ammo 10, AP0) at Threat 8 (player-used turrets increase Threat by 1 if their combined SA+Gunnery is 3 or more, Threat+2 if the formula comes out to 5 or more)
Innate Traits: All Innate Courier Traits (Environment Controls, Radio, Redundant Systems worth 4 Armor & 6 Structure, a Cargo Bay, Long Range, Co-Pilot/Crew Stations, VTOL/STOL), Cargo Bay (10 passengers & 135 metric tons)
Warbird Traits: Shields (+2), Hyperdrive, Astromech, otherwise most company-standard light freighters do not come with courier-class Warbird traits equipped (which traits are specifically courier traits can be found on page 181-2 of the Core Warbirds book), and which ones may be considered legal or otherwise is typically determined by the system you are in and your GM's thematic discretion

CEC HWK-290 LIGHT FREIGHTER
>a light freighter manufactures by the Corellian Engineering Corporation during the decades leading up to the Battle of Naboo, the HWK-series was designed to be a new break-out vehicle in the fast and light freighter market. Aimed more at up-scale clients, the series would see some degree of success; but by the start of the Clone Wars it was entirely over-shadowed by the YT-series and would eventually be discontinued to make way for military production. A particularly infamous modified model, *Moldy Crow*, would see extensive use by the absolute madman-turned-Jedi Kyle Katarn.
Performance: 2
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: 0
EPM: 0
Super: 2
Weapons: none (stock)
Innate Traits: All Innate Courier Traits, Cargo Bay (6 passengers & 150 metric tons)
Warbird Traits: Shields (+2), Hyperdrive, Astromech

CEC YT-1300 "MILLENIUM FALCON" LIGHT FREIGHTER
>a heavily modified Corellian freighter, this smuggler's dream would become one of the most famous ships in the galaxy, even before joining the Rebellion; having completed the Kessel Run in a record 12 (if you round up) Parsecs. Heavily modified in regards to speed and armament, there is very little about *Millennium Falcon* that an Imperial official would consider even vaguely "legal."
Performance: 3
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: +2

EPM: 1
Super: 3
Weapons: x2 Additional Plasma Cannon Turrets (Lead +4, Acc -1, Ammo 4, AP2) at Threat 8; Rail Gun/40mm-equivalent nose laser (Lead +4, Acc -2, Same Ammo 3, AP3); Hard Points 2 (missiles: c)
Innate Traits: All Innate Courier Traits, Cargo Bay (6-15 passengers & 25-100 metric tons), Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Astromech, Hyperdrive, Heavy Gun Mount, Performance Package, Improved Super-Charge x2 (+1 Escape Defense & disengage)

KDY VT-49 DECIMATOR ASSAULT SHIP
>implemented by the Empire as either long-range reconnaissance units, picket ships in support of a battle-group, or blockade-running raid vessels, the Decimator is an effective and damaging platform in a relatively small package. Seen as smugglers and other Rim-types as a sort of evil counterpart to their own light freighters, the VT-49 is more heavily armed than any civilian freighter has any legal right to.
Performance: 3
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: +3
EPM: 1
Super: 2
Weapons: x2 Additional Plasma Cannon Turrets (Lead +4, Acc -1, Ammo 4, AP2), both at Threat 10; 2 Hardpoints (missiles: c but with a total inventory of 40 missiles)
Innate Traits: All Innate Courier Traits, Cargo Bay (6 passengers & 80 metric tons), Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Astromech (RIO), Hyperdrive, Performance Package (+1 performance), Advanced Targeting (+1 Gunnery), Advanced Bomb Sight (+1 ordinance)

KDY FIRESPRAY-31 "SLAVE I" GUNSHIP
>a modified patrol and attack craft, this ship was the primary tool of the famed Jango Fett before it was passed down to his protege son. Fast and heavily armed and armored, this is a mercenary's dream "freighter," and can be more accurately described as "freakishly-armed super-heavy fighter with its own personal prison cells."
Performance: 3
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: +3
EPM: 2
Super: 2
Weapons: Additional Plasma Cannons (Lead +4, Acc -1, Ammo 8, AP2, Ion); 4 Hardpoints (2 missiles: c, 2 missiles: p)
Innate Traits: All Innate Courier Traits, Cargo Bay (2 passengers/6 prisoners & 40 metric tons), Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Hyperdrive, Increased Ammo Capacity, Rotary Engine Upgrade (+1 Perfomrance and stunts), Advanced Targeting (+1 Gunnery), High-Visibility Cockpit (+1 awareness against ambush), Reduced Turn Radius (+1 to dog-fighting on attack)

ROTHANA HEAVY ENGINEERING LOW-ALTITUDE ASSAULT TRANSPORT
>arguably the most recognizable sight in Clone Wars skies, the LAAT/i and its variants—all lovingly referred to as the "larty,"—was the premier drop-ship in the arsenal of the Galactic Republic. Very heavily armed and capable of carrying damn-near a platoon in battle if filled to capacity, larties designed to carry vehicles and even a platoon of speeder bikes were developed and used in great numbers by the GAR. Clones learned to adore—and Independent soldiers learned to fear—the deep throaty chortle of an LAAT's drives.
Performance: 2
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: +1
EPM: 1

Super: 1
Weapons: Additional Light Lasers (Lead +2, Additional Attack, Infinite Ammo, AP0), x2 "Composite Laser," (counts as Heavy) Turrets (Lead +2, Acc +1, Ammo 10, AP0), both at Threat 8; 2 Hardpoints (missiles: c but with a total inventory of 40 missiles), 2 Hardpoints (Wings) (mounts 1 Rocket Pod from Warbirds Core per, may alternately mount "droid busters," EMP bombs which count as Drop Bombs with Lead+6 personal scale from Warbirds Core when used against droids or anything else vulnerable to EMP)
Innate Traits: All Innate Courier Traits, Cargo Bay (30 passengers, 4 Speeder Bikes or equivalent, has 1 IM-6 battlefield medical droid built in), Radial Engine (+1 DR & structure, -1 Escape & disengage)
Warbird Traits: Shields (+2), Astromech (RIO), High-Visibility Cockpit (+1 awareness against ambush)
NOTES: the above are LAAT/i-only stats; the LAAT/c can only carry war-vehicles 40 tons or lighter while the LAAT/v carries up to 16 light vehicles of similar size to a speeder bike.

REPUBLIC FLEET SYSTEMS KT-400 MILITARY DROID CARRIER
>a common sight throughout the galaxy before and after the Old Republic's Jedi Civil War, the KT-400 was fairly compact for what it did. The name itself is something of a hint: the 400 being a presentation of roughly how many bipedal droids (typically Sentinel-class war-droids or construction droids in its day) could be carried in its hold. Originally designed by Kellenech Technologies, the blueprint was bought by the Galactic Republic after the corporation went bankrupt. Seeing action on both sides of the war, the vessel was also popular with mercenaries and bounty hunters for its largo cargo hold and aggressive armament.
Performance: 2
Armor: 4
Structure: 6 (0 0 0 -1 -1 -2)
Sensors: 0
EPM: 0
Super: 1
Weapons: turret-mounted Plasma Cannon (Lead+3, Acc -1, Ammo 8, AP2) at Threat 8
Innate Traits: All Innate Courier Traits, Cargo Bay (400 passengers (bipedal droids) & 40 metric tons)
Warbird Traits: Shields (+1), Hyperdrive, Astromech