

## 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.

## WARBIRDS STAR WARS CAPITAL SHIPS

Conflicts within Star Wars are not wholly decided by fast and nimble starfighters; for many the greatest extension of will and power is the fleet of larger starships. These come in several sizes: the smaller sub-capital "flotilla," ships, smaller capital ships like corvettes and frigates, more familiar ships of the line such as cruisers and carriers, and larger super-capital ships.

All of these ships are large enough to require multiple crew-members and they contain various sub-systems, each with their own set of stats. Unlike fighters, which are Crippled but still flying when their Structure track is exceeded, sub-systems are considered non-functional when their Structure track is filled. That destroyed sub-system then does 1 point of damage to the primary structure of the ship.

Below are the standard sub-systems in a Star Wars-modified ship in Warbirds and what happens when they fail. More specialized information is listed under a ship's description.

A note on Shields: on starfighters, every bit of shielding is important to define minor but important differences in otherwise simplified stats. Warships are more abstracted in this case, as shields for warships are more or less equivalent to armor in most Star Wars media.

Shields can be implied to be a part of the Armor score on warships; this ensures that 1d6 can be used for most sub-systems on most ships (the only exception being that many larger ships require use of Reserve to move down the track to hit the power plant). Killing the power plant will decrease that score as the protection of the shields is lost.

A starship in Star Wars may juggle its power around to a degree. This is done using a Computers check, with difficulty being determined by how much power is being juggled and how stressful an environment the check is being made in. They may decrease their weapon damage, "shields," (mechanically, armor), Threat, or Super to contribute from one to the other on a point-to-point basis. No more than four (4) points may be juggled in this fashion, and no more than two (2) taken from or placed into any given system. A destroyed power plant cannot juggle power.

>MAIN STRUCTURE—these always use the full stats of the target. If this structure is filled, the ship is burning and adrift, dead in space. Drifting ships have a Defense of 1, and the crews are busy fighting on-board fires as opposed to engaging attacking fighters; particularly impetuous, vicious, or desperate crews may still decide to fire weapons, so pilots should still be careful around crippled vessels. Most often, drifting ships have already lost their engines and power-plants (see below). Doing double the main structure's damage causes the ship to violently explode, killing all hands; characters caught in this situation are considered in a Certain Death scenario.

>BRIDGE—the command and control center, taking out the bridge of any ship makes it very vulnerable until an officer can reestablish command from a secondary location. Destroying the bridge will throw a ship into disarray, resulting in a -2 Defense penalty.

>ENGINES—ships have a varying number of engines, depending on their size. Destroying all the engines reduces a ship's performance to 0 (-1 Defense) and prevents it from escaping combat; it must be towed. This also prevents a ship from jumping to hyperspace.

>GUN EMPLACEMENTS—anti-aircraft (AA) weapons of various size and power. They have enough ammo that it does not need to be tracked. Some ships can lose multiple gun emplacements before the overall Structure and Threat are effected. This score is abstracted—representing some batteries working together or being bunched closely together—and rarely does a ship's profile maintain exact numbers in line with anti-air gun emplacements a ship may hold on its blueprints. Unlike Main Batteries, Gun Emplacements may be fired every round. Many ships who in lore have no point-defense may still possess an incredibly small amount of AA guns; this is to represent those gunners who—no matter what anyone tells them—will try to splash incoming fighters with their cannon; the damage is similar to Gun Emplacements to represent near-misses from such large guns.

Though it will be noted, any ship capable of using Ion guns in their Gun Emplacements or Light/Main Batteries 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 vessel may need to choose between. This is mostly a re-luff: a result of 1-3 "Controls Ionized,"

but the effects are mechanically the same as Obscuring Smoke for the warship helmsman; a result of 4-5 is "Targeting Ionized," but the effects are the same as Armor-Piercing Shells' Damaged Weapons for warship gunners; a result of 6 is "Seriously Ionized," and works the same as Serious Fire, but instead of diving to put out the "fire," the crew must spend a turn disengaging to pass a Mechanics roll with a difficulty of the attack's Lead, though ships with a Threat of 13 or higher may put out the "fire," by reducing their Threat by 2 for a round.

>MAIN BATTERIES—possessed by many larger ships (some sub-capitals rely exclusively on gun emplacements) main batteries are massive artillery pieces that are designed to tear other ships apart. Unlike the Gun Emplacements, most Main Batteries may only be fired every-other round; this is just as much for balance purposes as it is anything else—in the media many fleet fights tend to take a while. Most all have enough ammunition that it need not be tracked. Main batteries cannot realistically target snub-fighters; though a critical failure in a strafing run might expose a fighter to a lucky shot from an unsuspecting gunner.

The only exception to these clauses are Main Batteries that fire at Lead+5 damage. These are smaller "secondary," batteries of single or non-cooperating turbo-lasers, and may fire both in every round and at starfighters in range; though the latter is done at -2 penalty for the gunners. Otherwise these secondary batteries follow all the rules of Main Batteries as described.

This score is somewhat abstracted—representing some batteries working together or being bunched closely together—and rarely does a ship's profile maintain exact numbers in line with main battery emplacements a ship may hold on its blueprints. Because Star Wars ships tend to spread batteries around to allow them to fight off multiple ships at need, only a few guns of any main battery may fire on a single target; for a quick calculation one can split their batteries in half per bank, allowing one of each bank to fire behind if appropriate. Skilled helmsmen can position a ship to maximize the amount of fire on a target, but this requires a difficult Starship Navigation check; it is suggested that the check's Lead determine how many more cannons may be brought to bear. Because of this most large starships don't take a penalty (or as harsh of one) when using their actions to fire on more than one ship in a turn.

For representing warships fighting warships without using the more generalized fleet battle rules, whether or not to give each individual battery a turn to fire or treat the amount of batteries as a sort of pseudo-health bar determining how much the ship can fire is an important decision. Mathematically, allowing each individual battery a shot per turn it can fire will guarantee that ships grind through each other quickly while allowing only one shot per bank will guarantee fights last a very long time; I recommend bypassing this issue by forcing a roll on the sub-section chart, as only a series of lucky shots would strike just main hulls, giving all but the most unlucky ships more longevity in a drag-out gunfight. Something else to consider is—for those who want fights to last a long time—combining the aspects of battery numbers serving less as individuals and more as health-bars with the forced sub-section rolls. Furthermore, keep in mind is that the Main Hull of each warship is meant to be a generalized portrayal of their fighting capabilities: ships only explode and are rendered absolute and objective wrecks then they suffer double their Structure in damage; this means that ships can fight on past when wounded up to the Structural limit. Only fanatic, elite, or desperate crews would commit to such an act, however: a ship reduced to such a state has a Defense 1 and thus is extremely vulnerable to further punishment.

As covered below in the Gravity Well Generators segment, ships may have tractor beams; if so they will be noted in Main Batteries similar to the Ion effect with a number in parentheses to note how many of the batteries may give up their firing round to behave in such a fashion. Often considered something more of a plot-oriented technology, ships struck by tractor beams are incapable of movement so long as they remain trapped. Characters wanting to destroy a ship's tractor beams may fire upon them by attacking a Main Battery at -1. Heavy tractor beams may be used on ships the size of the operator or smaller, including capital-sized vessels.

>GRAVITY WELL GENERATORS—create massive drag-bubble areas of effect that yank ships out of (or prevent them from entering) hyperspace travel. As of this version, drag-bubbles come in two flavors: medium- and large-sized; the former can cover roughly the scale of a moon while the latter covers roughly the scale of a planet and its surrounding space. This is all generalized, and typically-speaking as a GM one can build an encounter around and decide the size of these areas.

To keep things simple enough, starships and fighters traveling away from a drag-ship interdiction need to travel away for a certain number of speed: 16 for medium bubbles and 24 for large. What this means is that an X-Wing running away from an interdiction field needs to travel at Super (3 plus the base Performance of 3) for three turns before they're out of range of a medium bubble and four turns before they're out of range of a large; an A-

Wing with a Super of 4 would only need three turns to escape both; a Corellian CR90 with Performance 1 and Super 3 needs four rounds to escape a medium and six rounds to escape a large. This is only a relevant calculation near the center-edge, where ships are typically yanked from hyperspace travel; ships can elect to travel the same distance toward the ship generating the bubble if they want to fight it instead.

Tractor beams can be considered small-model Gravity Well Generators in a way, as we don't see ships caught by them use hyperspace to escape; the big difference being they can't use sub-light engines to flee either. Heavy tractor beams may be used on ships the size of the operator or smaller, including capital-sized vessels.

>FLIGHT DECKS—primarily used by carriers, flight decks allow for the maintenance, launch, turning, and recovery of fighters and, on some ships, couriers/light freighters. Destroying flight decks has a chance of destroying any fighters that happens to be parked on them. When a Flight Deck segment has been destroyed roll 1d6 per ship (or for bunches or even the entire batch if the ship carries a great deal): on a roll of 1-2 the ship is destroyed entirely; on 3-5 they are greatly damaged and will require a recovery vehicle or crew and hours of repair before it will fly again; on a 6 they miraculously make it through fine, and may even take off if fired up and have an eager pilot.

>POWER PLANT—every starship has a primary generator or power source keeping it going and afloat. Most ship designers wrap this core in armor to protect it, but heavy weapons may still get through from time to time. Destroying the core will cause the ship to immediately enter its back-up power; on most ships this means life-support is engaged but little else. Any ship with a broken power plant cannot jump into hyperspace; what's more, they lose power to their shields, reducing all Armor by 1 or 2 (GM's discretion).

So long as the ship was not hit with incendiary or ion weapons, crew can commit to an emergency override or repair and prevent immediate power failure on a difficulty 9 Mechanics roll (the maximum help the rest of the crew can provide the chief engineer is +2). This is not a permanent fix: the ship must halt within 24 hours for dedicated repairs or the power-plant may fail permanently; resulting in a truly dead ship.

If the power plant is hit and also damaged with incendiary attacks and the Serious Fire result comes up, the ship begins to slowly burn from the inside out; there is hardly a crew in the galaxy capable of shutting this kind of fire down (difficulty 12 Mechanics roll). The fire will keep burning and do a point of damage every round until the power plant fails and the ship shuts down.

## THE "OLD," GALACTIC REPUBLIC

### RENDILI HYPERWORKS PRAETORIAN-CLASS FRIGATE

>a durable 180 meter-long vessel, the Praetorian-class was considered tough for its age and had firepower geared more towards defensive fire; it even uses fewer laser batteries, relying on a higher degree of effectiveness to make an impact. Used heavily as an escort for other Republic vessels, this ship would see its first years of service in the Great Sith War. During the galactic reconstruction efforts Praetorians would see an intense level of use in the private sector after the Republic Senate authorized the sale of ships to private organizations and singular planetary governments. The predecessor to the venerable Hammerhead-class cruiser, Rendili would eventually sell the blueprints to the Corellian Engineering Corporation; here it would find service as the Class-VI Bulk Freighter, where it would continue to fly as late as the Galactic Civil War.

Performance: 1

Armor: 9

Structure: 7 (0 0 0 0 -1 -1 -2)

Sensors: 0

EPM: 1

Super: 3

Defense: 4

Threat: 14

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 6, Structure 3 (0 0 0)
3. Engines (4) - Defense 6, Armor 7, Structure 3 (0 0 0)
4. Gun Emplacements (2) - Defense 6, Armor 5, Structure 2 (0 0); Each attacks 1d6+2 at Lead+3
5. Main Battery (3) - Defense 6, Armor 5, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2, tractor beams (1); because of the forward-facing nature of all the ship's batteries they are +2 to put extra banks on targets in the front arc and -2 penalty to fire on ships behind
- 6 Flight Decks (1) – Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 14 fighters and 6 shuttles
7. Power Plant – Defense 6, Armor 9, Structure 5 (0 0 0 0 0)

### CORELLIA STARDRIVE CR-12 THRANTA-CLASS CORVETTE

>a workhorse of the Republic Navy, the Thranta-class was developed and produced in large numbers to take the place of the venerable Hammerhead cruisers of the Jedi Civil War. Slightly smaller than its older cousin and completely dwarfed by the premier ship-of-the-line Valor-class cruiser during the Great Galactic War, the Thranta would still serve well. Many ships of this era are under-armored and -gunned compared to ships of the Galactic Civil War, and this vessel is no exception: armed with two main-gun heavy turbo-lasers mounted in the forward position, light banks of lasers and missile launchers flanking the hull are expected to keep it safe from foes while flotillas of forward-facing Thrantas deliver turbo-laser fire from range. While a heavier variant would eventually find its ways to the front-lines, the lighter vessel was still more common.

Performance: 1

Armor: 7

Structure: 7 (0 0 0 0 -1 -1 -2)

Sensors: 0

EPM: 1

Super: 3

Defense: 4

Threat: 13

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (4) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+2; 2 are missile launchers and attack at 1d6+1 Lead+4 AP2 but EPM may be used in defense
5. Main Battery (2) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2; because of the forward-facing nature of all the ship's batteries they are +2 to put extra banks on targets in the front arc and -2 penalty to fire on ships behind
- 6 Flight Decks (1) – Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 14 fighters, 3 bombers, and 4 shuttles
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

NOTES: improved models add +1 to Armor and +2 banks to Gun Emplacements

#### REPUBLIC FLEET SYSTEMS FORAY-CLASS BLOCKADE RUNNER

>despite its name the Foray-class served as an efficient capital ship that served against the Mandalorians, Fallen Jedi serving under Revan, and beyond into the Great Galactic War. Following something of a trend for Galactic Republic ships of the era, the main battery guns were on the nose of the ship so that they might fight in forward-facing battle lines; anti-starfighter guns lined the ship to port and starboard. Somewhat under-gunned and over-shadowed by its brothers in arms—primarily the Hammerhead but later the Thranta—Foray-class vessels would continue to serve diligently and with little complaint for much of Republic history. Unlike many of its fellows the forward-facing canons are not at as much penalty to fire behind: bulging out more than most of the hammerhead-oriented warships of the Galactic Navy, the sight-lines for gunners is more forgiving.

Performance: 1

Armor: 8

Structure: 8 (0 0 0 0 -1 -1 -2 -2)

Sensors: 0

EPM: 1

Super: 4

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure

2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)

3. Engines (2) - Defense 6, Armor 5, Structure 3 (0 0 0)

4. Gun Emplacements (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+2

5. Main Battery (2) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2; because of the forward-facing nature of all the ship's batteries they are +2 to put extra banks on targets in the front arc and -1 penalty to fire on ships behind

6. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

#### RENDILI HYPERWORKS HAMMERHEAD-CLASS CRUISER

>one of the most successful designs in galactic history, the Hammerhead is perhaps the longest-serving warship of the Republic Navy. Flying through the Old Sith Wars, Mandalorian Wars, and New Sith Wars, the vessel would still see service in sector defense forces millennia after its introduction. What's more, the ship would inspire many later designs; not only the Thranta-class that would directly replace it, but also the Hammerhead corvette that served the Galactic Alliance to Restore the Republic and even the Scythe-class main battle cruiser of the Galactic Federation of Alliances. Heavily armed and armored for its time, in its heyday it was the center of Republic Navy battlegroups.

Performance: 1

Armor: 9

Structure: 8 (0 0 0 0 -1 -1 -2 -2)

Sensors: 0

EPM: 1

Super: 3

Defense: 4

Threat: 13

Sub-Systems (roll for random target location):

1. Main Structure

2. Bridge – Defense 6, Armor 6, Structure 3 (0 0 0)

3. Engines (3) - Defense 6, Armor 6, Structure 3 (0 0 0)

4. Gun Emplacements (6) - Defense 6, Armor 4, Structure 2 (0 0); Each attacks 1d6+1 at Lead+3

5. Main Battery (5) - Defense 6, Armor 6, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+7 AP2, tractor beams (1); because of the forward-facing nature of all the ship's batteries they are +2 to put extra banks on targets in the front arc and -2 penalty to fire on ships behind

6 Flight Decks (1) – Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 14 fighters and 4 shuttles

7. Power Plant – Defense 6, Armor 8, Structure 5 (0 0 0 0 0)

## REPUBLIC NAVY VALOR-CLASS CRUISER

>one of the largest ships available to the Old Republic, the Valor-class is built around a bulbous center section with guns facing in all directions as opposed to the standard doctrine of the time which called for forward-facing primary cannons. It also served as something of a mobile battle station for its time, relying more on a strong fighter complement and speed to keep it safe and project power. Little is known about this vessel beyond its service in the Great Galactic War and subsequent Cold War, where it served as one of the few vessels capable of fighting a Sith Harrower-class dreadnought one-to-one.

Performance: 1

Armor: 10

Structure: 10 (0 0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +1

EPM: 1

Super: 2

Defense: 4

Threat: 14

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)
3. Engines (1) - Defense 6, Armor 9, Structure 5 (0 0 0 0 0)
4. Gun Emplacements (7) - Defense 6, Armor 3, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+3
5. Main Battery (6) - Defense 6, Armor 5, Structure 4 (0 0 0 0); Each attacks 1d6+1 at Lead+7 AP2 Ion
- 6 Flight Decks (2) – Defense 6, Armor 6, Structure 6 (0 0 0 0 0 0); each deck holds 55 fighters, 20 bombers, and 18 shuttles
7. Power Plant – Defense 6, Armor 8, Structure 5 (0 0 0 0 0)

## RENDILI/VANJERVALIS DRIVE YARDS INEXPUNGABLE-CLASS TACTICAL COMMAND SHIP

>easily the largest warship in use by the Old Republic's Navy, the Inexpungable was large enough to classify as a large battlecruiser by modern Galactic terms. Despite this the ship was oddly under-armed, intended to be used as a "mobile space station," and command center capable of ferrying over 2000 soldiers and all their support craft. At 3100 meters in diameter it was easily the largest vessel of its day, and the vessel would see combat primarily throughout the Mandalorian Wars. Renown for its advanced electronics and command suites, it was an ideal fleet flagship.

Performance: 1

Armor: 10

Structure 13 (0 0 0 0 0 0 -1 -1 -2 -2 -3 -3 -3)

Sensors: +2

EPM: 1

Super: 1

Defense: 3

Threat: 14

Sub-Systems (roll for random target locations)

1. Main Structure
  2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)
  3. Engines (3) - Defense 5, Armor 7, Structure 7 (0 0 0 0 0 0 0)
  4. Gun Emplacements (4) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+2; three gun emplacements need be destroyed to reduce main Structure and Threat by 1
  5. Light Batteries (5) – Defense 5, Armor 4, Structure 5 (0 0 0 0 -1); each attack 1d6+1 at Lead+5 AP2; three gun emplacements need be destroyed to reduce main Structure by 1
  6. Main Batteries (6) - Defense 5, Armor 7, Structure 7 (0 0 0 0 0 -1 -1); each attack 1d6 at Lead+7 AP2, tractor beams (1)
  7. Flight Decks (1) - Defense 5, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0); each deck holds 188 fighters, 24 landing craft, 6 shuttles, and various support craft
  8. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0)
-

## THE "OLD," SITH EMPIRES

### REPUBLIC-SIENAR SYSTEMS INTERDICTOR-CLASS CRUISER

>known as the "hyperspace interdiction cruiser," and Interdictor-class Sith Destroyer, this vessel was among the most numerous capital ships seen in action with the Sith Navy during and after the Jedi Civil War. Initially designed by and for the Republic, many would defect to Revan and Malak during the Civil War; it would also be the primary warship developed by the ancient Star Forge, presumably uploaded with the blueprints from defectors. The earliest vessel in known galactic history to make use of Gravity Well Generators, the class name itself was first proposed by Admiral Jimas Veltraa, a veteran commander slain in the Mandalorian Wars.

Performance: 1

Armor: 9

Structure: 9 (0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +2

EPM: 1 (2 with Gravity Well Generators active)

Super: 2

Defense: 4

Threat: 12

Sub-Systems (roll for random target locations)

1. Main Structure

2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)

3. Engines (3) - Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+2

5. Main Battery (5) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+7 AP2

tractor beams (2)

6. Gravity Well Generators (2) – Defense 5, Armor 7, Structure 8 (0 0 0 0 0 0 0 0); medium drag-bubble

7. Flight Decks (2) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 24 fighters and 1 shuttle

8. Power Plant – Defense 6, Armor 8, Structure 7 (0 0 0 0 0 0 0)

### REPUBLIC-SIENAR SYSTEMS CENTURION-CLASS BATTLECRUISER

>most commonly used by the Sith Triumvirate, at 1200 meters this vessel is half-again as long as the Harrower that would succeed it and twice as long as the Interdictor cruiser it would serve alongside. Being larger it was blessed with heavier firepower in near all respects, the Centurion was intended to supplant the Inexpungable-class as the Republic Navy's command ship. A limited number would serve in the Mandalorian Wars and would see more use by Darth Revan, where they made up his heavy assets in the Jedi Civil War. The most famous vessel of this class was *Ravager*, the flagship of Darth Nihilus; destroyed over Malachor V, he would salvage it and bear its scars from battle to battle as he carved a swathe across the Republic.

Performance: 1

Armor: 10

Structure: 12 (0 0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +1

EPM: 1

Super: 2

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure

2. Bridge (1) - Defense 5, Armor 6, Structure 5 (0 0 0 0 0)

3. Engines (3) - Defense 5, Armor 6, Structure 5 (0 0 0 0 0)

4. Gun Emplacements (8) - Defense 5, Armor 2, Structure 2 (0 0); each attacks 1d6+1 at Lead+3; 2 are proton torpedo launchers at attack at 1d6+1 Lead+4 AP2 but EPM may be used in defense

5. Main Battery (6) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); each attacks 1d6 at Lead+7 AP2

Ion, tractor beams (2)

6. Flight Deck (3) - Defense 5, Armor 6, Structure 7 (0 0 0 0 0 0 0); each deck holds 32 fighters

7. Power Plant – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)

### TEARAB STARSHIP MANUFACTURING HARROWER-CLASS DREADNOUGHT/BATTLE CRUISER

>the backbone of the Great Galactic War's Sith Empire fleets, the Harrower battle cruiser was a massive testament to Sith devotion to bringing violence upon the Republic. Only truly matched by Valor-class cruisers



one-to-one, the Old Republic was forced to play something of a numbers game against its Sith foes; the Republic fleets needing flotillas of their primary ships of the line to match up with the floating cities the Sith sent against them. Armed to the teeth with traditional firepower and a strong complement of fighters, the Harrower would—with its brothers the Interdictor and Centurion—inspire the Star Destroyers that would become so essential and iconic in modern galactic warfare.

Performance: 1

Armor: 10

Structure: 10 (0 0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +1

EPM: 1

Super: 2

Defense: 4

Threat: 12

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)
3. Engines (3) - Defense 6, Armor 6, Structure 5 (0 0 0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+3; 2 are missile launchers and attack at 1d6+1 Lead+4 AP2, but EPM may be used in defense
5. Main Battery (8) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+7 AP2 Ion
6. Flight Decks (3) - Defense 6, Armor 6, Structure 6 (0 0 0 0 0 0); each deck holds 32 fighters, 12 bombers, and 12 shuttles
7. Power Plant – Defense 6, Armor 8, Structure 7 (0 0 0 0 0 0 0)

---

## GALACTIC REPUBLIC OF THE CLONE WARS

### KDY PELTA-CLASS FRIGATE

>a highly-modular vessel used by the Galactic Republic as both medical and cargo frigate, the Pelta was something of an unsung hero in an age of widespread war. Lightly armed, slower than most frigates and corvettes, and thin-skinned, this ship has an excellent crew and cargo capacity for its size and price. Capable of ferrying several hundred passengers and hundreds of tons of freight with only 283 meters of length guarantees the Pelta a home in galactic logistics; many were used by the Empire long after the Clone Wars.

Performance: 1

Armor: 6

Structure: 7 (0 0 0 0 -1 -1 -2)

Sensors: 0

EPM: 1

Super: 2

Defense: 4

Threat: 10

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (1) - Defense 6, Armor 4, Structure 4 (0 0 0 0)
4. Gun Emplacements (3) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Battery (3) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2, tractor beams (1)
6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

### REPUBLIC-SIENAR MARAUDER-CLASS CORVETTE

>well-equipped “pocket cruisers,” the Marauder served the Old Republic well in the Clone Wars and the Empire to follow as a patrol and interdiction vessel. The vessel was most commonly used within the Corporate Sector Authority Picket Fleet, though it would eventually find its way into private, corporate, and pirate use. The Marauder is one of those vessels that manages just well enough for consistent use throughout recent galactic history without being one of the major romanticized starships.

Performance: 1

Armor: 6

Structure: 8 (0 0 0 0 0 -1 -1 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (1) - Defense 6, Armor 4, Structure 4 (0 0 0 0)
4. Gun Emplacements (2) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Main Battery (6) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2, tractor beams (2); some Marauders use an expensive missile upgrade and so all main guns gain +1 damage and AP
6. Flight Decks (1) – Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 12 fighters and 4 shuttle
7. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

### KDY ARQUITENS-CLASS LIGHT CRUISER

>a popular ship in the era of the Clone Wars and Empire to follow, the Arquitens resembles a smaller Venator in structure with engines more similar to the popular Consular-class star cruiser. Considered an escort cruiser, the vessel was best used in flotillas or as picket vessels for larger more dangerous ships; while it could punch above its weight the ship wasn't quite heavily-armed enough to last as a patrol boat except in times of (relative) peace.

Performance: 1

Armor: 7

Structure: 7 (0 0 0 0 -1 -1 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 14

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (3) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Main Battery (6) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2; 2 are missile tubes and add +1 AP and damage
6. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

### ROTHANA ACCLAMATOR TRANS-GALACTIC ASSAULT TRANSPORT

>though a capable patrol boat, the purpose of the Acclamator was to ship legions from one side of the galaxy to another. The intensity of the Clone Wars would ensure that Acclamator crews saw action in many theatres of war committing to many roles, but the lack of a dedicated fighter complement and devotion to transport space lessened the ship's hardiness; captains who were forced to fight often served as support ships. Capable of carrying 16,000 troops with 320 speeder bikes, 80 gunships, 48 walker tanks, and 36 repulsorlift tanks and artillery, the Acclamator is an excellent projector of galactic firepower.

Performance: 1

Armor: 8

Structure: 8 (0 0 0 -1 -1 -2 -2 -3)

Sensors: +2

EPM: 1

Super: 1

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure

2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (2) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Batteries (5) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2; 2 batteries are capital missile launchers so add +2 damage and +1 AP
6. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

#### KDY VENATOR "REPUBLIC ATTACK CRUISER" STAR DESTROYER

>the primary ship of the line of the GAR, the Venator would be inevitably replaced by the Victory- and Imperator-classes of Star Destroyer in the days of the Empire. One of the most efficient starfighter-carriers in the entire history of the Galactic Republic, in its later years of service the Venator served as an "Imperial attack cruiser," battleship escort. It is one of the larger models to be called a "light," Star Destroyer, and because of its carrier capacity is more vulnerable than the ISD that would replace it. Despite its unfortunate push into the back-lines of Imperial doctrine, its example as a moderately-sized fleet-ship capable of carrying absolute masses of fighters would serve as an example in doctrines to come.

Performance: 1

Armor: 10

Structure: 10 (0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge (2) - Defense 5, Armor 5, Structure 4 (0 0 0 0) Venators are designed with a pair of bridges instead of just one. Destroying only one bridge will cause the ship to be -1 Defense for 1 round, but both bridges must be destroyed to reduce Structure by 1
3. Engines (2) - Defense 5, Armor 6, Structure 4 (0 0 0 0)
4. Gun Emplacements (8) - Defense 5, Armor 2, Structure 2 (0 0); each attacks 1d6+1 at Lead+3, two gun emplacements need be destroyed to reduce Structure and Threat by 1
5. Main Battery (6) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); each attacks 1d6 at Lead+7 AP2 tractor beams (2); 2 are Light Batteries at 1d6+1 Lead+5 AP2
6. Flight Deck (7) - Defense 5, Armor 6, Structure 7 (0 0 0 -1 -1 -2 -2); each deck holds 32 fighters; the lower deck on some modified Venators (notably those of the Open Circle Fleet) bears an SPHA heavy turbo-laser canon that may fire with the Main Battery at 1d6 at Lead+8 AP2
7. Power Plant – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)

#### CONFEDERACY OF INDEPENDENT SYSTEMS

##### TECHNO UNION HARDCELL-CLASS INTERSTELLAR TRANSPORT

>colloquially known as the Techno Union ship, this large transport was their most consistent contribution to the Clone Wars at large. Known as something of a status symbol among TU officials, the ship was capable of ferrying just over 1000 passengers and approximately 650 Hailfire-class droid tanks. Protected by only a ring of light laser cannons, later models replaced them with missile launchers in an attempt to give the vessel some much-needed beef.

Performance: 1

Armor: 7

Structure: 9 (0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1

Super: 3

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 5, Structure 3 (0 0 0)
3. Engines (3) - Defense 6, Armor 4, Structure 2 (0 0)
4. Gun Emplacements (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Battery (2) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2; later models use missile tubes and thus add +2 damage and +1 AP
6. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

#### HOERSC-KESSEL MUNIFICENT STAR FRIGATE

>often referred to as the Banking Clan frigate, the Munificent was armed for something of a heavy support role; gun emplacements capable of defending it and its fellows against fighters with just enough heavy cannon to be a threat to larger capital ships, especially in large numbers. It would only take a small wolf pack of Munificents to threaten a Venator or other light- to medium-Star Destroyer, but their own relative fragility ensured that the ships would not come out of the fight unscathed.

Performance: 1

Armor: 7

Structure: 7 (0 0 0 0 -1 -1 -2)

Sensors: +2

EPM: 1

Super: 2

Defense: 4

Threat: 14

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (2) - Defense 6, Armor 4, Structure 2 (0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Battery (3) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2 Ion, tractor beam (1); 1 is a larger Main Battery turbo-laser at 1d6+1 Lead+7 AP3 Ion
6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

#### HOERSCH-KESSEL RECUSANT LIGHT DESTROYER

>like the vast majority of the Confederacy's warships, the Recusant is largely controlled by droid brain technology. While this allows for the ship to be built cheaply and on a skeletal frame, it does ensure that the support cruiser requires a support crew to operate with more than a terribly long reaction time. Something of an up-sized Munificent, anti-air batteries support a minimal battery of over-sized turbo-lasers, making the ship a threat beyond its size.

Performance: 1

Armor: 9

Structure: 8 (0 0 0 0 -1 -1 -2 -2)

Sensors: +1

EPM: 1

Super: 2

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (2) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+3
5. Light Battery (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6 at Lead+5 AP2; 2 Batteries are Main Battery turbo-lasers that add +2 damage and +1 AP
6. Flight Decks (2) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds ~60-120 fighters; flight deck sub-system only exists on specially-modified Recusant variants. This is no doubt very expensive
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

## RENDILI PROVIDENCE CARRIER/DESTROYER

>designed by the Quarren Free Dac Volunteers Engineering Corps, the rounded pseudo-organic aesthetic of this capital ship would be later echoed in the design of Mon Calamari Star Cruisers. Billed as the battleship- and dreadnought-of-the-line of the Separatist Navy, the Providence—like all Mon Cal and Quarren designs – was designed to land on water in the event of emergencies.

Performance: 1

Armor: 9

Structure: 10 (0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +1

EPM: 1

Super: 1

Defense: 4

Threat: 14

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 4 (0 0 0)
3. Engines (2) - Defense 6, Armor 5, Structure 4 (0 0 0 0)
4. Gun Emplacements (8) - Defense 6, Armor 4, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+3 Ion
5. Main Battery (8) - Defense 6, Armor 4, Structure 3 (0 0 0); Each attacks 1d6 at Lead+7 AP2 Ion, tractor beams (3)
6. Flight Decks (2) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds ~120 fighters; flight deck sub-system only exists on specially-modified Providence variants. This is no doubt very expensive
7. Power Plant – Defense 6, Armor 8, Structure 5 (0 0 0 0 0)

NOTES: for the alternate Dreadnought variant, add +1 armor, +1 structure and DR, and +2 more gun emplacements and main batteries

## HOERSCH-KESSEL LUCREHULK BATTLESHIP

>the largest capital ship of the Trade Federation Defense Force, most Lucrehulks were modified from truly tremendous cargo haulers. Re-imagined as a battleship, those fighting for the CIS carry over 1000 fighters, and their massive bulk is rather receptive to armor and shielding, guaranteeing a large force needed to take any one down. What's more they make excellent orbital bases and troop-carriers, bearing ~330,000 battle-droids and up to 50 landing craft, 1500 platoon-speeders, 550 company-carrying craft, and over 6000 AAT repulsorlift tanks on top of their massive starfighter complement. Because of their massive bulk, armor, and guns, Lucrehulks bear a "deeper," sub-systems chart than most other ships: by moving the Power Plant further into its depths there is the guarantee that a vessel must either go inside the Lucrehulk or get an incredibly lucky roll with spent Reserve—more so than is typical—to strike it from the outside.

Performance: 1

Armor: 13

Structure 14 (0 0 0 0 0 0 -1 -1 -2 -2 -3 -3 -3 -3)

Sensors: +2

EPM: 1

Super: 1

Defense: 3

Threat: 14

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)
3. Engines (3) - Defense 5, Armor 7, Structure 7 (0 0 0 0 0 0 0)
4. Gun Emplacements (9) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3; three gun emplacements need be destroyed to reduce main Structure and Threat by 1
5. Light Batteries (6) – Defense 5, Armor 4, Structure 5 (0 0 0 0 -1); each attack 1d6+1 at Lead+5 AP2; three gun emplacements need be destroyed to reduce main Structure by 1
6. Main Batteries (6) - Defense 5, Armor 7, Structure 7 (0 0 0 0 0 -1 -1); each attack 1d6 at Lead+8 AP2 heavy tractor beams (1)
7. Flight Decks (10) - Defense 5, Armor 6, Structure 5 (0 0 0 0 0); each deck holds 150 fighters
8. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0 0)

---

REBEL ALLIANCE, NEW REPUBLIC, RESISTANCE, AND GALACTIC FEDERATION  
CORELLIAN ENGINEERING CR90 CORVETTE "BLOCKADE RUNNER"

>often the iconic example of a Corellian corvette, this ship is on the smaller side of what counts as a capital ship. Popular with users throughout the galaxy, everyone from pirates to corporations to galactic navies have operated this model or one of its closer relations. Militarily, the CR90 is a light escort or armed merchantman; it is well-known (and some might say infamous) for carrying large turbo-lasers where most ships its size focus on smaller and lighter laser cannon; CR90-fights are brutal, short, and savage.

Performance: 1

Armor: 6

Structure: 8 (0 0 0 0 -1 -1 -2 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 10

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (6) - Defense 6, Armor 4, Structure 4 (0 0 0 0)
4. Gun Emplacements (2) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Main Battery (4) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2
6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

CORELLIAN ENGINEERING DP20 "CORELLIAN GUNSHIP"

>one of the few dedicated warship designs produced by CEC, this vessel was the most common and appreciated member of the Corellian gunship line. Though small and compact—in fact it is thirty meters smaller than its CR90 cousin—the firepower carried by this vessel is incredibly large for its size. If there is one downside to the vessel it is that there is next to no room for freight or transportation; the DP20 exists to fight and little else. Originally designed for the Galactic Republic, the vessel would be seen in the hands of damn-near everyone; Corellia's independent navy, the Republic/Rebel Alliance/New Republic, the Empire, and independent operators such as pirate factions, condottieri, and pirates.

Performance: 1

Armor: 7

Structure: 7 (0 0 0 0 -1 -1 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (3) - Defense 6, Armor 6, Structure 3 (0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Battery (6) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2; 3 are capital-sized missile tubes and add +2 damage and +1 AP
6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

KDY EF76 NEBULON-B ESCORT FRIGATE

>one of the most popular ships among the Rebellion and also used extensively by the Empire, the Neb-B was introduced as a counter-insurgency ship after the Clone Wars, intended to defend convoys against starfighter raids. They are also popular in fleet battles as support ships to larger capitals, and some warlords have used it as a command ship. Considered something of a bully on the smaller scale, the Nebulon-B nonetheless suffers a

similar issue as most small capital ships in the Galaxy Far, Far Away: when fighting well-armed ships their own size the fights are brief and nasty, promoting numerical superiority or tactical brilliance.

Performance: 1

Armor: 7

Structure: 9 (0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 4

Threat: 13

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (3) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+2
5. Main Battery (6) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2 tractor beam (1); 2 are Light Batteries at 1d6+1 Lead+5 AP2
6. Flight Decks (1) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 24 fighters
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

#### MON CAL SHIPYARDS MC30c FRIGATE

>considered one of the more powerful frigates used in the Civil War, the MC30c utilizes capital-sized torpedos as opposed to turbo-laser batteries, while maintaining excellent speed to avoid trouble. The firepower squeezed into such a small package guaranteed that, despite its relative fragility and reliance on shields, its service would continue into the early reign of the New Republic.

Performance: 1

Armor: 8

Structure: 7 (0 0 0 -1 -1 -2 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (4) - Defense 6, Armor 4, Structure 4 (0 0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Main Battery (4) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+1 at Lead+7 AP3; 2 are Light Batteries and attack at 1d6+1 Lead+5 AP2
6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

#### RENDILI HAMMERHEAD CORVETTE

>popular among Rebels, pirates, and Rim warlords, this ship is something of a love-letter to an ancient warship of the Old Republic designed by the Rendili Hyperworks of the day. Now something of a scout and fast support gunboat, Hammerhead captains are loathe to operate alone if it can be helped.

Performance: 1

Armor: 6

Structure: 8 (0 0 0 0 0 -1 -1 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 14

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)

3. Engines (4) - Defense 6, Armor 4, Structure 4 (0 0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Battery (2) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2
6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

#### DORNEAN FLEETWORKS BRAHA'KET-CLASS GUNSHIP

>an almost exclusively anti-starfighter gun-boat, this ninety-meter-long vessel bristles with weaponry for its size. Initially used to defend Dornea from the Imperial Navy, two were sent to Sullust to join Admiral Ackbar's fleet poised to strike at the Death Star II. The pair—*Braha'tok* and *Torktarak*—engaged the Imperial Carrack-class *Eminence*, overcoming and destroying it. *Braha'tok* was heavily damaged from the fighting but the crew denied Ackbar's order to scuttle the ship, towing the vessel home where it would serve as a war museum.

Performance: 1

Armor: 6

Structure: 7 (0 0 0 0 -1 -1 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 14

Sub-Systems (roll for random target location):

1. Main Structure

2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)

3. Engines (2) - Defense 6, Armor 4, Structure 4 (0 0 0 0)

4. Gun Emplacements (4) – Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2; 2

Emplacements must be destroyed for vessel to lose 1 structure

5. Gun Emplacements (4) – Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+4 AP2;

these are missiles and as such defending ships add EPM to Defense

6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

#### SOROSUUB CORPORATION "QUASAR FIRE," BULK CRUISER-CARRIER

>designed by the Sullustan megacorporation SoroSuub with modular intent, the Quasar Fire-class bulk cruiser's large cargo bay could be modified to house freight modules or passenger modules; this wealth of carrying capacity made it a natural choice for escort carrier when the Sullustans were in need; and when the Rebel Alliance got their hands on it. Armed with only two light turbo-laser batteries and tractor beam projectors for grabbing damaged vehicles or loose freight, the vessel is in absolute need of protection from its complement. Despite this it saw a healthy amount of use and would even go on to serve in the early New Republic before being phased back into civilian service.

Performance: 1

Armor: 7

Structure: 9 (0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +1

EPM: 1

Super: 2

Defense: 4

Threat: 10

Sub-Systems (roll for random target location):

1. Main Structure

2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)

3. Engines (4) - Defense 6, Armor 5, Structure 3 (0 0 0)

4. Gun Emplacements (2) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2

5. Light Battery (3) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2, tractor beams (1)

6. Flight Decks (1) - Defense 6, Armor 7, Structure 6 (0 0 0 0 0 0); the deck holds 48 fighters with space for shuttles and utility/landing craft

7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)



## RENDILLI ASSAULT FRIGATE MK.II

>a popular light warship with the Rebel Alliance, the Mk. II is a further development of the iconic Dreadnaught. Involving a shield generator of Mon Calamari design for greater protection, the AR Mk. II was heavily-armed compared to its predecessor, and would serve the Alliance and New Republic faithfully for years.

Performance: 1

Armor: 10

Structure: 10 (0 0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +1

EPM: 1

Super: 1

Defense: 4

Threat: 12

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)
3. Engines (3) - Defense 6, Armor 6, Structure 5 (0 0 0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 3 (0 0 0); Each attacks 1d6+2 at Lead+3, two gun emplacements need to be destroyed to reduce Structure and Threat by 1
5. Main Battery (7) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+7 AP2; 2 are Light Batteries at 1d6+1 Lead+5 AP2
6. Power Plant – Defense 6, Armor 8, Structure 7 (0 0 0 0 0 0)

## BOTHAWUI SHIPYARDS BOTHAN ASSAULT CRUISER

>a condensed but very powerful New Republic warship developed just in time for the Yuuzhan Vong War, this ship would see action on the Confederate side the Second Galactic Civil War that would soon follow. The BAC was designed to replace the—at the time—very aged Victory-classes of Star Destroyer and does so with a sizable fighter complement, versatile batteries of weapons, increased sensors, and additions of overall resilience. Despite the number of upgrades the 850-meter BAC still manages to maintain a comparable speed, cementing itself as not only a universal upgrade (and as such an engineering success) that was desired but also the do-all cruiser the New Republic and Confederacy so badly wanted.

Performance: 1

Armor: 10

Structure: 12 (0 0 0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 4

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)
3. Engines (4) - Defense 6, Armor 7, Structure 5 (0 0 0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+3, two gun emplacements need to be destroyed to reduce Structure and Threat by 1
5. Main Battery (8) - Defense 6, Armor 7, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+8 AP2  
Ion, tractor beams (3); 3 Batteries fire capital ship sized proton torpedoes at AP+1
6. Flight Decks (2) - Defense 6, Armor 8, Structure 4 (0 0 0 0); each deck holds 24 fighters
7. Power Plant – Defense 6, Armor 10, Structure 7 (0 0 0 0 0 0)

## MON-CAL SHIPYARDS MC75 "PROFUNDITY" STAR CRUISER

>the named ship of this model was the flagship of the ever-important Battle of Scarif. Originally the Civic Governance tower of the city of Nystullum, Profundity is one of many examples of re-purposed Mon Cal cities being made warships for the Alliance. The great Canon example of all MC75s, the Mon Cal tradition of making each capital ship unique ensures that the Profundity is the rough equivalent of a lighter Mon Cal star cruiser. With an emphasis on hardiness and punching within its weight, the lack of an internal starfighter complement forced *Profundity* and other MC75s into the role of support or command ship.

Performance: 1

Armor: 13  
Structure 10 (0 0 0 0 0 0 -1 -1 -2 -2)  
Sensors: +2  
EPM: 1  
Super: 2  
Defense: 3  
Threat: 13  
Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)
3. Engines (6) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0)
4. Gun Emplacements (10) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3.

Three gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (5) - Defense 5, Armor 9, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2
6. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0)

### MON-CAL SHIPYARDS MC80 "LIBERTY" STAR CRUISER

>continuing the tradition of making all their capital ships unique, the Liberty variant of the venerable MC80 focused primarily on gun-fighting and bringing down opposing starfighters. A more close-combat oriented ship of the line than its Home One variant cousin, Liberty MC80s blister with turbo-lasers, ion cannons, and AA emplacements; it is capable of fighting a Star Destroyer one-to-one, at close range to boot. An early line-holder in the Rebel fleets, the star cruiser designation is one of prestige and pride in the New Republic.

Performance: 1

Armor: 13  
Structure 11 (0 0 0 0 0 0 -1 -1 -2 -2 -3)  
Sensors: +2  
EPM: 1  
Super: 1  
Defense: 3  
Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)
3. Engines (5) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0)
4. Gun Emplacements (10) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3.

Three gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (8) - Defense 5, Armor 9, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2
6. Flight Decks (1) - Defense 5, Armor 7, Structure 5 (0 0 0 0 0); each deck holds 36 fighters
7. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0)

### MON-CAL SHIPYARDS MC80 "HOME ONE" STAR CRUISER

>the flagship of the venerable Admiral Ackbar during the battle of Endor, the Home One variant of MC80 Star Cruisers focuses primarily on carrying a massive complement of fighter craft to the battlespace. Capable of holding its own against any ship smaller than the massive and dangerous ISD—and even those it will give a good black eye before being forced back—the projection range of this ship is reminiscent of the days of the Clone Wars, where Venators flooded the battlespace with fighters and turbo-lasers from range. The large number of starfighters was particularly of use to the Rebel Alliance and New Republic, where elite squadrons of single-seat vessels were often the lynch-pin of daring plans.

Performance: 1

Armor: 13  
Structure 11 (0 0 0 0 0 0 -1 -1 -2 -2 -3)  
Sensors: +2  
EPM: 1  
Super: 1  
Defense: 3

Threat: 12

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)
3. Engines (4) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0 0)
4. Gun Emplacements (8) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3.

Three gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (5) - Defense 5, Armor 9, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2  
lon, tractor beams (2)
6. Flight Decks (4) - Defense 5, Armor 7, Structure 5 (0 0 0 0 0); each deck holds 30 fighters
7. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0)

#### MON-CAL SHIPYARDS MC80B "MON REMONDA" STAR CRUISER

>entering service a year and a half after the Battle of Endor, the MC80B line—exemplified by the first entry *Mon Remonda*—would lead New Republic fleets until eventually being supplanted by the MC90. Despite this it would serve well into the Yuuzhan Vong War. Focusing even more so on gun-fighting than its predecessors (and even built to support nose-forward brawling far better than many ships) the fighter complement would only barely surpass the Liberty-model MC80s it was built to surpass.

Performance: 1

Armor: 13

Structure 12 (0 0 0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1

Super: 1

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 9, Structure 6 (0 0 0 0 0 0)
3. Engines (5) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0 0)
4. Gun Emplacements (10) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3.

Three gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (10) - Defense 5, Armor 10, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2  
lon; the Battery blisters are arranged in such a way that helmsmen have a +2 bonus to bring more guns to bear on a foe at its front arc but -2 in any other direction
6. Flight Decks (2) - Defense 5, Armor 8, Structure 5 (0 0 0 0 0); each deck holds 24 fighters
7. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0)

NOTES: the MC90 Defiance-line that surpasses the MC80B has only the notable difference of its Flight Decks holding 36 fighters each; otherwise the ships are similar enough

#### MON-CAL SHIPYARDS MEDIATOR-CLASS BATTLECRUISER

>the New Republic successor to the star cruiser run of Mon-Cal ships, the Mediator-class—as represented by its first production run—has a strange history. Built as a smaller and more economic variant of the Viscount-class star defender's battlecruiser-sized prototype, the end result is a compromise; if a powerful one. Constructed on the same principles that carried Mon-Cal star cruiser-class warships through the Galactic Civil War, the Mediator-class is capable of fighting most any Star Destroyer class the Imperial Remnant had to offer; or in a cross-Canon example it is capable of engaging Resurgent-class SDs with some degree of confidence. *Mediator* and its successors are the largest New Republic vessels would get before the existence of Star Defenders; from which the NR as a whole would shift to a doctrine of smaller vessels with more concentrated guns and complements.

Performance: 1

Armor: 13

Structure 13 (0 0 0 0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 9, Structure 6 (0 0 0 0 0 0)
3. Engines (5) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0 0)
4. Gun Emplacements (12) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3.

Three gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (12) - Defense 5, Armor 10, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2 Ion, tractor beams (3)

6. Flight Decks (2) - Defense 5, Armor 9, Structure 5 (0 0 0 0 0); each deck holds 36 fighters
7. Power Plant – Defense 6, Armor 12, Structure 9 (0 0 0 0 0 0 0 0 0)

#### MON-CAL SHIPYARDS MC140 SCYTHER-CLASS MAIN BATTLE CRUISER

>the primary warship of the Galactic Alliance Defense Fleet approximately 100 years after the Yuuzhan Vong War, this ship is a radical departure from typical Mon-Cal ship design. In addition to the unique front blade that allowed extraordinarily-optimized frontal fire, this designed was mass-produced and standardized. Incredibly heavily-armed and armored for its size, it had the durability of an ISD with enough guns in one place to make one blush. Despite being less than half the size, a single Scythe was more than capable of going toe-to-toe with a Pellaeon-class Star Destroyer. If the ship was vulnerable in any fashion it was that the infamous “cross of fire,” left it incredibly vulnerable to attacks from the sides or rear; what’s more the concentration of firepower left it lacking in the AA department, requiring support ships and its moderate complement of fighters to keep vessels back at point-blank range.

Performance: 1

Armor: 12

Structure 12 (0 0 0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 10, Structure 6 (0 0 0 0 0 0)
3. Engines (4) - Defense 5, Armor 9, Structure 7 (0 0 0 0 0 0 0)
4. Light Batteries (10) - Defense 5, Armor 7, Structure 5 (0 0 0 0 -1); attack 1d6+1 at Lead+5 AP2 Ion; 3 are AA proton torpedo launchers at 1d6+2 Lead+4 AP2 but EPM may be used in defense

5. Main Batteries (10) - Defense 5, Armor 10, Structure 6 (0 0 0 0 0 -1); attack 1d6 at Lead+8 AP2 Ion; the Battery is arranged in such a way that helmsmen have a +3 bonus to bring more guns to bear on a foe at its front arc but -3 in any other direction

6. Flight Decks (2) - Defense 5, Armor 8, Structure 5 (0 0 0 0 0); holds 24 fighters and 2 shuttles
7. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0)

#### REPUBLIC ENGINEERING NEBULA/DEFENDER STAR DESTROYER

>despite being almost forty percent smaller than the Imperator, this New Republic ship of the line was built to fight the iconic and still-prevalent warships of the Imperial Remnant one-to-one and come out on top. Blistering with firepower and filled with a stronger fighter complement, this "pocket Star Destroyer," would come to embody New Republic strength and willingness to innovate and surpass. The ship would serve with distinction in both the Yuuzhan Vong Crisis and Second Galactic Civil War; a front-line fighter and force-multiplier. It also serves as the first real shift toward the New Republic’s eventual favored wartime doctrine: smaller vessels with greater concentrated firepower and sizable fighter complements.

Performance: 1

Armor: 12

Structure 12 (0 0 0 0 0 0 0 0 -1 -1 -2 -2)

Sensors: +2

EPM: 1

Super: 2

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)
3. Engines (3) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0 0)
4. Gun Emplacements (12) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3.

Three gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (10) - Defense 5, Armor 9, Structure 7 (0 0 0 0 0 -1 -1); each attack 1d6 at Lead+8 AP2  
ion, tractor beams (3); 3 batteries are missile launchers at AP+1
6. Flight Decks (2) - Defense 5, Armor 7, Structure 5 (0 0 0 0 0); each deck holds 30 fighters
7. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0)

## REPUBLIC ENGINEERING ENDURANCE FLEET CARRIER/STAR DESTROYER

>built on the same base chassis as its sister class the Nebula, Endurance fleet carriers sacrificed firepower and some structural strength for a much larger fighter complement. Intended to act in tandem with their tougher and more gunfight-oriented siblings, the Endurance fits well into the New Republic fleet doctrine of condensed firepower: warships that stay small and tough supported by—and supporting—talented starfighter pilots. To the more nostalgic naval commanders of the Galactic Republic Navy, the Endurance-class is well-named; it shows the longevity of the doctrine of old as embraced most fervently by the Venator light Star Destroyers, for some the stand-out vessel of the Republic Navy's greatest days. As something of a meta-compliment toward the Venator, the Endurance even visually resembles the ship with a lifted bridge module and ventral hangar in support of the more standard Star Destroyer-styled side and bottom hangars.

Performance: 1

Armor: 12

Structure 10 (0 0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)
3. Engines (3) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0 0)
4. Gun Emplacements (8) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3.

Three gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (8) - Defense 5, Armor 9, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2  
ion, tractor beams (3)
6. Flight Decks (4) - Defense 5, Armor 7, Structure 5 (0 0 0 0 0); each deck holds 30 fighters
7. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0)

---

## GALACTIC EMPIRE, IMPERIAL REMNANTS AND SUCCESSORS, AND FIRST ORDER KDY RAIDER-CLASS CORVETTE

>designed by the mind behind the Venator and Imperial-class Star Destroyers, this small but vicious warship was intended to fill a tactical niche in which the Empire had been left wanting: something small and fast that could support their vulnerable starfighters, capable of bringing muscle in a rapid package that could effectively duel Rebel light- and single-ship capabilities. Armed with effective AA and just enough heavy firepower to be a threat to smaller capital ships, the Raider is an incredibly effective wolf-pack ship for its cost.

Performance: 1

Armor: 6

Structure: 8 (0 0 0 0 0 -1 -1 -2)

Sensors: +2

EPM: 2

Super: 3

Defense: 4

Threat: 14

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (3) - Defense 6, Armor 4, Structure 4 (0 0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2 Ion
5. Light Battery (5) - Defense 6, Armor 2, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2; 2 batteries are capital missile launchers so add +2 damage and +1 AP
6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

#### DAMORIAN CARRACK LIGHT CRUISER/GUNSHIP

>one of many ships of the Republic Navy to survive into Imperial service, the Carrack was a cheap and useful gunboat capable of acting in missions where a Star Destroyer would be overkill. Impressive speed and maneuverability for a capital ship ensured that Carrack-oriented wolf packs stayed quite popular all throughout the Clone Wars, Galactic Civil War, and beyond. If the ships had a vulnerability it was that their armament forced light turbo-laser gunners to target fighters when swarmed; the lack of proper AA lasers was something of a hindrance against the Galactic Alliance in particular.

Performance: 1

Armor: 7

Structure: 8 (0 0 0 0 -1 -1 -2 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 11

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (3) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Light Battery (3) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 Ion
5. Main Battery (6) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2 Ion, tractor beam (2)
6. Flight Decks (1) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 4 fighters
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

#### KDY LANCER-CLASS ESCORT FRIGATE

>the lancer exists for one reason and one reason only: swatting starfighters out of the sky. The cure to Trench Run Disease that Imperial officers across the galaxy prayed for, the ship would see its prime time come about post-Endor during the Successor period, especially under warlords like Thrawn. One of the only small gunboats the Empire had access to that truly made Rebel pilots sweat, opposing gunships or unorthodox tricks were often the only way to take one down without massive squadron casualties.

Performance: 1

Armor: 7

Structure: 8 (0 0 0 0 -1 -1 -2 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 16

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 5, Structure 3 (0 0 0); escort frigates are designed with a secondary bridge within the main armor. Destroying the main bridge will cause the ship to be -1 Defense for 1 round.
3. Engines (2) - Defense 6, Armor 5, Structure 3 (0 0 0)
- 4-5. Gun Emplacements (16) - Defense 6, Armor 4, Structure 4 (0 0 0 0); each attacks 1d6+2 at Lead+3. Four gun emplacements need to be destroyed to reduce Structure and Threat by 1
6. Power Plant – Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

### CORELLIAN ENGINEERING GOZANTI ARMED TRANSPORT

>something of a popular "miniature-carrier," the Gozanti would find a great deal of use under the Empire, Rebel Alliance, independent and private companies, and privateer groups as a freighter, emergency gunboat, and patrol vessels capable of carrying four starfighters to extend its powerful reach. Despite its inherent fragility the ship's ability to carry a full flight of fighters or two platoon-sized AT-AT walkers makes it quite effective for power projection, and a ship at similar cost-for-value would not arrive for quite a long time.

Performance: 1

Armor: 6

Structure: 7 (0 0 0 -1 -1 -2 -2)

Sensors: +2

EPM: 1

Super: 2

Defense: 4

Threat: 10

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (2) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Battery (2) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2
6. Flight Decks (2) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 2 fighters
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

### KDY TON-FALK ESCORT CARRIER

>a much heavier Gozanti in theory and practice, this escort carrier allowed the Empire to overcome the hyperdrive deficiency of its primary starfighters in the early years of the Galactic Civil War. Being purpose-built, they were much more economical to deploy than any Star Destroyer, but often required a bit of muscle for close-quarters defense in the event their fighter screen cannot stand up to the job.

Performance: 1

Armor: 7

Structure: 10 (0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 4

Threat: 10

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (4) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Battery (1) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2
6. Flight Decks (3) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 24 fighters
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

### LORONAR STRIKE MEDIUM CRUISER

>a medium cruiser designed as a general-purpose vessel, the Strike was capable of challenging larger Alliance cruisers with its surprisingly heavy load of firepower for size; the Imperial Order of Battle considered two Strikes working in tandem equivalent to one Victory Star Destroyer. This vessel would serve Remnant warlords well in filling some of the space left by defections and stolen Star Destroyers; Thrawn in particular was fond of it as a medium-tonnage warship.

Performance: 1

Armor: 8

Structure: 9 (0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +1

EPM: 1

Super: 2

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (2) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (5) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Main Battery (7) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP2, tractor beams (2); 3 are Light Batteries at 1d6+1 Lead+5 AP2
6. Flight Decks (1) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 18 fighters
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

### RENDILLI GLADIATOR STAR DESTROYER

>one of the smallest ships to qualify as a Star Destroyer, the Gladiator is the iconic ideal of a confident patrol gunboat capable of keeping the Rim in check. In fleet battles it was often placed in a supportive role, its solid point-defense, light batteries, and fighter screen acting as an effective pair for its unusual—if effective—armament of missile tubes. Though heavier Alliance assets outclassed it, the Gladiator maintained consistent performance throughout the Galactic Civil War and beyond as a New Republic patrol and anti-pirate gunship, with some service as a militia-, pirate-, and independent-warship.

Performance: 1

Armor: 8

Structure: 9 (0 0 0 0 0 -1 -1 -2 -2)

Sensors: +2

EPM: 1

Super: 1

Defense: 4

Threat: 13

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge—Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (2) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2
5. Light Battery (8) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2 tractor beam (2); 2 batteries are capital missile launchers so add +2 damage and AP+1
6. Flight Decks (2) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 12 fighters
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

### SIENAR VINDICATOR HEAVY CRUISER/STAR DESTROYER

>considered something of a tough medium-tonnage ship, the Vindicator was intended for operations where an Imperator Star Destroyer was too much, but smaller ships like the Loronar Strike Cruiser were not enough. Replacing the Dreadnaught heavy cruiser as the Imperial mid-weight gunfighter, Vindicators would contribute more than intended to the Imperial effort: the Immobilizer 418 cruiser—itsself a smaller cousin of the Interdictor Star Destroyer—was designed around the Vindicator chassis. What's more, the Pentastar Alignment would build the Enforcer-class picket cruiser around this chassis, making the Vindicator and its descendants something of an underappreciated war-horse of the Imperial fleet.

Performance: 1

Armor: 9

Structure: 10 (0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1 (Immobilizer 418 Cruiser is 2, 3 with Gravity Well Generators active)

Super: 2

Defense: 4

Threat: 13

Sub-Systems (roll for random target location):

1. Main Structure



2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (2) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+3 Ion
5. Main Battery (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6 at Lead+7 AP2 tractor beams (1)
6. Flight Decks (5) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 12 fighters
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

NOTES: to create Immobilizer 418 cruiser, increase Sensors to +3, decrease Gun Emplacements by 3 and replace Main Battery with an equal amount of Ion Light Batteries (1d6+1 Lead+5 AP2 Ion), decrease Flight Decks by 3, and add a module between Main Battery and Flight Decks: Gravity Well Projectors (4) – Defense 6, Armor 6, Structure 5 (0 0 0 0 0); moderate size drag-bubble. To create an Enforcer-class picket ship, apply Immobilizer 418 changes without any armament changes, but remove the Flight Decks entirely

### RENDILLI-KDY DRIVE VICTORY-I/II STAR DESTROYER

>originally designed as a warship for planetary defense, assault, ground troop support, and ship-to-ship combat, these Star Destroyers—both models—are some of the very few ships who's crews can boast their home served in the Old Republic, Empire, many Post-Endor Warlords, the New Republic, and Imperial Remnant. Smaller than the iconic Imperator-class but larger than the Venator it would expand to replace in the service of the Empire, the Victory is still an incredibly-dangerous multi-purpose warship to this very day.

Performance: 1

Armor: 10

Structure: 11 (0 0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: +1

EPM: 1

Super: 2

Defense: 4

Threat: 12

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)
3. Engines (3) - Defense 6, Armor 6, Structure 5 (0 0 0 0 0)
4. Gun Emplacements (6) - Defense 6, Armor 3, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+3, two gun emplacements need to be destroyed to reduce Structure and Threat by 1
5. Main Battery (6) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+7 AP2 tractor beams (3)
6. Flight Decks (2) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 12 fighters
7. Power Plant – Defense 6, Armor 8, Structure 7 (0 0 0 0 0 0)

NOTES: the Victory-2 class in particular adds Ion to its Main Battery.

### KDY IMPERIAL-I/II "IMPERATOR" STAR DESTROYER

>one of the truly iconic starships in recent galactic history, KDY hit the jackpot with this massive gunboat.

Designed to do nearly any job at any time, the ImpStar is the most recognizable image of terror and oppression that the Galactic Empire has to offer. A battleship, carrier, patrol ship, and mobile base all in one, the Imperator is the manifestation of Imperial power and the Tarkin Doctrine. There is one distinct difference between the Imperial-I and Imperial-II series: the latter holds little to no point-defense and while up-armored and given more firepower was incredibly vulnerable to snub-fighter attack. This would—especially later in the Civil War with the reveal of more effective Imperial fighters—encourage the effective use of fighter screens while the overwhelming turbo-lasers were brought to bear on more strategically-viable targets. The dagger design allowed ISDs to more easily bring guns to bear on their foes, granting helmsmen +1 bonuses to bring more Main Batteries to bear on targets off the ship's nose but -1 to in any other direction.

Performance: 1

Armor: 11

Structure 11 (0 0 0 0 0 0 0 -1 -1 -2 -2)

Sensors: +2

EPM: 1

Super: 1

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure

2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)

3. Engines (3) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0 0)

4. Gun Emplacements (10) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3; three gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (9) - Defense 5, Armor 9, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2  
Ion, tractor beams (3)

6. Flight Decks (3) - Defense 5, Armor 7, Structure 5 (0 0 0 0 0); each deck holds 24 fighters

7. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0)

NOTES: the stats presented are primarily used for ISD-1s. ISD-2s can be represented by increasing Armor and Structure to 12, Main Batteries to 10, but by replacing Gun Emplacements with Light Batteries (6) at 1d6+1 Lead+5 AP2; this is to represent that while a stronger gun-fighter, the ISD-2 was known for having little to no effective point-defense—something Rebels were more than happy to exploit.

### SIENAR INTERDICTOR-CLASS STAR DESTROYER

>a variant on the Imperial-1 Star Destroyer, the Interdictor is intended as a much larger and tougher brother to the Immobilizer 418, Siemar's previous entry in the interdiction school of tactics. The Immobilizer—an excellent vehicle in its own right—was built on a medium-tonnage war vessel; as such it could not stand up to heavy combat including Star Destroyers or equally-large ships. To make room for the massive gravity well generators the Interdictor removed a great deal: half of the turbo-lasers and ion cannons in the ISD-1 arsenal, much of the starfighter complement, and some protective value. Despite these changes, the Interdictor was well-feared by smugglers, rebels, and anyone else who's default reaction to Imperial might was to run away; it would also find a welcome home among fleet actions, being the lynch-pin to ambushes and sneak attacks thousands of times over in galactic history.

Performance: 1

Armor: 10

Structure 11 (0 0 0 0 0 0 0 -1 -1 -2 -2)

Sensors: +3

EPM: 2 (3 with Gravity Well Generators active)

Super: 1

Defense: 3

Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure

2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)

3. Engines (3) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0 0)

4. Gun Emplacements (5) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3

5. Main Batteries (4) - Defense 5, Armor 9, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2  
Ion, tractor beams (2)

6. Gravity Well Generators (4) – Defense 5, Armor 9, Structure 8 (0 0 0 0 0 0 0 0); large drag-bubble

7. Flight Decks (1) - Defense 5, Armor 7, Structure 5 (0 0 0 0 0); each deck holds 16 fighters

8. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0)

### KDY-ENTRALIA RESURGENT STAR DESTROYER/BATTLECRUISER

>the battlecruiser of the line in service to the First Order Navy, this ship is a love-letter to the Emperor but surpasses it in nearly every conceivable way. At twice the length, it is bristling with advanced turbo-laser batteries and anti-air cannon. Packing a larger complement of more advanced fighters, the First Order's devotion to quality over quantity while respecting the image and power of the Empire is no more evident than here. In cross-Canon fights the Resurgent is roughly equivalent—and slightly superior—to the Mediator battlecruiser. So far as has been revealed yet the First Order does not seem to have smaller frigate-sized vessels; whether this is because of an obsession with hardy vessels capable of independent action or simple Star Wars-creator oversight is yet to be revealed to the Galaxy Far, Far Away at large. What's more, it's entirely possible that the Resurgent's excellent point-defense and fair-enough fighter complement give the First Order the impression that the manpower devoted to anti-starfighter frigates would be wasted.

Performance: 1

Armor: 13  
Structure 15 (0 0 0 0 0 0 0 0 -1 -1 -2 -2 -3 -3 -3)  
Sensors: +2  
EPM: 1  
Super: 2  
Defense: 3  
Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 9, Structure 6 (0 0 0 0 0 0)
3. Engines (3) - Defense 5, Armor 9, Structure 7 (0 0 0 0 0 0 0)
4. Gun Emplacements (14) - Defense 5, Armor 4, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3

AP1 Ion. Three gun emplacements need be destroyed to reduce main Structure and Threat by 1; 4 Gun Emplacements use missiles and add +2 damage and +1 AP but EPM may be used in defense

5. Main Batteries (12) - Defense 5, Armor 10, Structure 7 (0 0 0 0 0 -1 -1); each attack 1d6 at Lead+8 AP3 Ion, tractor beams (3); 3 are Light Batteries at Armor and Structure 6 (0 0 0 0 -1 -1) 1d6+1 Lead+5 AP3 Ion
6. Flight Decks (2) - Defense 5, Armor 9, Structure 5 (0 0 0 0 0); each deck holds ~24 fighters
7. Power Plant – Defense 6, Armor 12, Structure 9 (0 0 0 0 0 0 0 0 0)

#### KDY PELLAEON-CLASS STAR DESTROYER

>named after the absolutely iconic Admiral Pellaeon who saved the Imperial Remnant, this warship was designed to serve in the Fel Empire as a command vessel. Considered by many to be one of the most sturdy warships of its time, the Pellaeon was built to last; with powerful shields and a slanted armored hull that not only granted protection but also optimized lines of sight for its turbo-laser batteries. Slightly up-gunned in comparison to an Imperial-II Star Destroyer, the ship managed to find space for a Gravity Well Generator. If the ship had any kind of vulnerability it was the distinct lack of firepower: under-gunned and equipped with lighter turbo-lasers instead of proper point-defense guns, the Pellaeon relied heavily on its fighters for self-defense.

Performance: 1

Armor: 13  
Structure 12 (0 0 0 0 0 0 0 -1 -1 -2 -2 -3)  
Sensors: +3  
EPM: 2 (3 with Gravity Well Generators active)  
Super: 1  
Defense: 3  
Threat: 13

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)
3. Engines (2) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0 0)
4. Light Batteries (5) - Defense 5, Armor 6, Structure 5 (0 0 0 0 -1); each attack 1d6+1 at Lead+5 Ion
5. Main Batteries (8) - Defense 5, Armor 7, Structure 6 (0 0 0 0 0 -1); each attack 1d6 at Lead+8 AP2

Ion, tractor beams (2)

6. Gravity Well Generators (1) – Defense 5, Armor 10, Structure 8 (0 0 0 0 0 0 0 0); large drag-bubble
7. Flight Decks (1) - Defense 5, Armor 9, Structure 7 (0 0 0 0 0 0 0); holds 48 fighters and 6 shuttles
8. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0 0)

---

#### MANDALORIAN VESSELS OF THE OLD REPUBLIC, GALACTIC CIVIL WAR, AND BEYOND BASILISKANS JEHAVEY'IR ASSAULT SHIP

>named the Mandalorian word for "ambush," little could describe the intent of the Jehavey'ir better. A favored ship of the Neo-Crusaders during the ancient Mandalorian Wars, this warship is incredibly small for the amount of firepower it packs; even by modern standards, the vessel is incredibly small for the weapons it wields. A favored tactic would be for the assault ship to have its guns charged and ready to fire when in hyperspace, so the Neo-Crusaders could open a withering fire the moment they entered the battlespace. The ship also, uniquely

enough, lacked landing bays; special airlocks allowed the easy projection of troops toward enemy ships for boarding.

Performance: 1

Armor: 7

Structure: 8 (0 0 0 0 -1 -1 -2 -2)

Sensors: +0

EPM: 1

Super: 2

Defense: 4

Threat: 10

Sub-Systems (roll for random target location):

1. Main Structure

2. Bridge – Defense 6, Armor 5, Structure 4 (0 0 0 0)

3. Engines (4) - Defense 6, Armor 5, Structure 4 (0 0 0 0)

4. Light Battery (2) - Defense 6, Armor 3, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+5 AP2 Ion

5. Main Battery (4) - Defense 6, Armor 3, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+6 AP2 Ion; 2

batteries are super-heavy missiles, add damage +1, AP +2, and Long-Range Sensors (first resolve)

6. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

### BASILISKANS KYRAMUD BATTLESHIP

>meaning "killer," or "assassin," this ship of the ancient Crusaders and Neo-Crusaders of the Mandalorian wars closely resembling the favored basilisk war-droids, later models were sleeker in design. Often used for ground assault, the complement of a Kyramud battleship also included their small basilisk cousins. As with most ancient starships, they are somewhat under-gunned compared to other ships of their size, but the Mandalorians made up for this with super-heavy missile launchers, giving the ship some much-needed punching power.

Performance: 1

Armor: 9

Structure: 9 (0 0 0 0 -1 -1 -2)

Sensors: +0

EPM: 1

Super: 1

Defense: 4

Threat: 11

Sub-Systems (roll for random target location):

1. Main Structure

2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)

3. Engines (4) - Defense 6, Armor 6, Structure 4 (0 0 0 0)

4. Gun Emplacements (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+2 at Lead+2 Ion

5. Light Battery (4) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6 at Lead+5 AP2 tractor beams (2); 2 batteries are super-heavy missiles, add +2 damage and +1 AP and Long-Range Sensors (first-resolve)

6. Flight Decks (1) - Defense 6, Armor 8, Structure 4 (0 0 0 0); each deck holds 36 fighters or basilisks

7. Power Plant – Defense 6, Armor 9, Structure 7 (0 0 0 0 0 0)

### BASILISKANS KANDOSII DREADNOUGHT

>the largest Mandalorian-made vessel and ancient forefather to the venerable Rendili Dreadnaught, Keldabe battleship, and Crusader corvette, the Kandosii—meaning "ruthless,"—saw its heyday in the Mandalorian Wars of old. While incredibly heavily-armed for their day, modern ships would consider them under-gunned for their size. The difference is made in a fairly large fighter complement and massive super-heavy concussion missile launchers made for bombardment; enemy ships and, if armed with nuclear warheads, planets. The ship is formidable to this day; the punching power means it is capable of harming Imperator Star Destroyers, even if the lack of weapons means that lucky foes can take it out of the fight swiftly.

Performance: 1

Armor: 11

Structure: 10 (0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +0

EPM: 1

Super: 1

Defense: 4

Threat: 12

Sub-Systems (roll for random target locations)

1. Main Structure

2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)

3. Engines (4) - Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

4. Gun Emplacements (4) - Defense 6, Armor 5, Structure 4 (0 0 0 0); Each attacks 1d6+2 at Lead+2, two gun emplacements need to be destroyed to reduce Structure and Threat by 1

5. Main Battery (6) - Defense 6, Armor 8, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+6 AP2 tractor beams (2); 2 batteries are super-heavy missiles, add damage +1, AP +2, and Long-Range Sensors (first resolve)

6. Flight Decks (4) - Defense 6, Armor 8, Structure 4 (0 0 0 0); each deck holds 32 fighters

7. Power Plant – Defense 6, Armor 10, Structure 7 (0 0 0 0 0 0)

### MANDAL HYPERNAUTICS CRUSADER CORVETTE/GUNSHIP

>a warship developed during the Galactic Civil War, it is designed to remind foes of the Mandalorian ships of old. A fast support gunboat, the Crusader exists to clear the skies of enemy craft and allow its fellows to operate freely. The point-defense systems used were advanced enough that there are incidents of Crusaders shooting down enemy missiles and torpedos before they damage enemy ships. If the warship had any major failing, it was price; between its tough hide, large and fast engines, and expensive point-defense systems, it was a very pricey vessel.

Performance: 1

Armor: 7

Structure: 9 (0 0 0 0 0 -1 -1 -2 -2)

Sensors: +2

EPM: 1

Super: 3

Defense: 4

Threat: 16

Sub-Systems (roll for random target location):

1. Main Structure

2. Bridge – Defense 6, Armor 4, Structure 4 (0 0 0 0)

3. Engines (3) - Defense 6, Armor 5, Structure 4 (0 0 0 0)

4-5. Gun Emplacements (8) - Defense 6, Armor 4, Structure 3 (0 0 0); Each attacks 1d6+2 at Lead+3, two gun emplacements need be destroyed to reduce Structure and Threat by 1; power points may be transferred not only to weapon damage or Threat, but also weapon accuracy

6. Power Plant – Defense 6, Armor 7, Structure 6 (0 0 0 0 0 0)

### MANDALMOTORS-MANDAL HYPERNAUTICS KELDABE BATTLESHIP

>big brother to the Crusader escort, the Keldabe—named after Mandalore's capital—was marked by sharp edges similar to the ships of ancient Mandalore, in particular the Kandosii dreadnought. Ships of this class were capable of competing with the impressive Imperator Star Destroyers, through use of their heavy armor, banks of weapons, pair of armor-piercing mass-drivers, and fair fighter complement. Favored by the Mandalorians and the Zann Consortium, the greatest flaw of this vessel was an incredibly large price tag; Mandalorian ruggedness and military excellence does not come cheap.

Performance: 1

Armor: 12

Structure 12 (0 0 0 0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 3

Threat: 12

Sub-Systems (roll for random target locations)

1. Main Structure

2. Bridge – Defense 5, Armor 8, Structure 6 (0 0 0 0 0 0)

3. Engines (4) - Defense 5, Armor 8, Structure 7 (0 0 0 0 0 0)
  4. Gun Emplacements (6) - Defense 5, Armor 3, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3 Ion.  
Two gun emplacements need be destroyed to reduce main Structure and Threat by 1
  5. Main Batteries (8) - Defense 5, Armor 9, Structure 7 (0 0 0 0 0 -1 -1); each attack 1d6 at Lead+8 AP2 heavy tractor beams (2); two batteries are advanced mass driver missile launchers, and add +2 AP and Long Range Targeting
  6. Flight Decks (2) - Defense 5, Armor 7, Structure 5 (0 0 0 0 0); each deck holds 18 fighters
  7. Power Plant – Defense 6, Armor 10, Structure 9 (0 0 0 0 0 0 0 0)
- 

## MISCELLANEOUS CORPORATIONS, INSTITUTIONS, AND INDEPENDENT SYSTEMS

### TAPANI STARSHIP COOPERATIVE TAPANI-CLASS CARRIER

>a heavy starfighter carrier used in the Tapani sector, the ship of the same name has a unique way of fitting 40 two-man ships onto its 375-meter frame: its long flat dorsal surface is used to store 20 of the Manta-class vessels via their magnetic docking clamps, with the left and right sides capable of accommodating another 10 fighters each. While lightly armored and fragile, the ship had substantial shielding to protect itself. Despite this, any ship close enough to commit to a strafing run may fire on the Flight Decks sub-system of this ship without needing to roll on the appropriate hit chart.

Performance: 1

Armor: 9

Structure: 8 (0 0 -1 -1 -2 -2 -3 -3)

Sensors: +2

EPM: 1

Super: 2

Defense: 4

Threat: 10

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 4, Structure 3 (0 0 0)
3. Engines (4) - Defense 6, Armor 5, Structure 3 (0 0 0)
4. Light Battery (2) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+5 AP2
5. Main Battery (3) - Defense 6, Armor 3, Structure 2 (0 0); Each attacks 1d6+1 at Lead+6 AP3 Ion
6. Flight Decks (3) - Defense 6, Armor 6, Structure 4 (0 0 0 0); one deck holds 20 fighters, the others 10
7. Power Plant – Defense 6, Armor 7, Structure 5 (0 0 0 0 0)

### TAPANI STARSHIP COOPERATIVE TAPANI-CLASS ASSAULT FRIGATE

>the primary capital ship used by the noble houses and freeworlds of the Tapani sector, this home-grown warship's only claim to true original design is its organic and streamlined superstructure; the engines, weapons, and electronic matrix were sourced from other manufacturers. Though this made the ship expensive it was the only way such a small starship-producing company could manage such a sophisticated vessel.

Performance: 1

Armor: 9

Structure: 9 (0 0 0 0 -1 -1 -2 -2)

Sensors: +0

EPM: 1

Super: 2

Defense: 4

Threat: 12

Sub-Systems (roll for random target location):

1. Main Structure
2. Bridge – Defense 6, Armor 7, Structure 4 (0 0 0 0)
3. Engines (2) - Defense 6, Armor 7, Structure 4 (0 0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 4, Structure 3 (0 0 0); Each attacks 1d6+2 at Lead+2
5. Main Battery (6) - Defense 6, Armor 4, Structure 3 (0 0 0); Each attacks 1d6+1 at Lead+6 AP2 Ion
6. Power Plant – Defense 6, Armor 9, Structure 5 (0 0 0 0 0)

### RENDILLI DREADNAUGHT HEAVY CRUISER

>one of the most ubiquitous ship designs of the galaxy, there is hardly a single conflict where the Dreadnaught did not see service. Initially somewhat crew-intensive, modern Dreadnaughts use skeleton crews and electronic slaving; this itself inspired by the infamous and mysterious Katana Fleet. Based on ancient Mandalorian warships, in its heyday it was something of a respected "pocket battleship," but nowadays it is outdated; a generalist patrol gun-boat incapable of excelling in any particular theatre. Despite this seeming fall from grace the respect is still there; underestimating the Dreadnaught is a quick way to burial in the void.

Performance: 1

Armor: 9

Structure: 9 (0 0 0 0 -1 -1 -2 -2 -3)

Sensors: +1

EPM: 1

Super: 1

Defense: 4

Threat: 12

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)
3. Engines (3) - Defense 6, Armor 6, Structure 5 (0 0 0 0 0)
4. Gun Emplacements (5) - Defense 6, Armor 4, Structure 4 (0 0 0 0); Each attacks 1d6+2 at Lead+2 Ion
5. Main Battery (6) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+6 AP2
6. Flight Decks (1) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 12 fighters
7. Power Plant – Defense 6, Armor 8, Structure 7 (0 0 0 0 0 0)

### HAPES CONSORTIUM NOVA-CLASS BATTLECRUISER

>one of the two backbone-ships of the Hapan fleet, Novas were frequently deployed at the Consortium border where they performed interception missions against pirates and smugglers. Despite being incredibly fast, Hapan ships are known for lagging turbo-laser technology; they damage just as well but take much longer to prime for firing. As such, nearly all Hapan warships rely heavily on Ion cannons and fair-sized starfighter complements to make up the difference.

Performance: 1

Armor: 8

Structure: 8 (0 0 0 0 -1 -1 -2 -2)

Sensors: +1

EPM: 1

Super: 3

Defense: 4

Threat: 11

Sub-Systems (roll for random target locations)

1. Main Structure
2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)
3. Engines (3) - Defense 6, Armor 6, Structure 5 (0 0 0 0 0)
4. Gun Emplacements (4) - Defense 6, Armor 4, Structure 4 (0 0 0 0); Each attacks 1d6+2 at Lead+2 Ion
5. Main Battery (5) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+6 AP2  
Ion; Hapan battery technology lags behind others, and as such they take an extra turn to charge before firing.
6. Flight Decks (2) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 15 fighters
7. Power Plant – Defense 6, Armor 8, Structure 7 (0 0 0 0 0 0)

### HAPES CONSORTIUM OLANJI/CHARUBAH BATTLE-DRAGON

>the primary capital ships of the Hapan Royal Navy, these decadent if ineffective warships are designed for fighting *en masse* and with support; usually from Nova-class cruisers. Using a unique dual-saucer design that rotates turbo-lasers to help overcome the lagging Hapan technology, battle-dragons pick one target and put up a wall of firepower to crush their foes. Where these warships in particular fail is a lack of proper targeting; because they are designed to fight in large groups battle-dragons lack in efficiency when firing upon multiple targets. They also make use of a unique pulse-mass mine technology which is incredibly similar to interdiction fields.

Performance: 1

Armor: 8

Structure: 10 (0 0 0 0 -1 -1 -2 -2 -3 -3)

Sensors: 0

EPM: 1

Super: 2

Defense: 4

Threat: 10

Sub-Systems (roll for random target locations)

1. Main Structure

2. Bridge – Defense 6, Armor 6, Structure 4 (0 0 0 0)

3. Engines (3) - Defense 6, Armor 6, Structure 5 (0 0 0 0 0)

4. Gun Emplacements (4) - Defense 6, Armor 4, Structure 4 (0 0 0 0); Each attacks 1d6+2 at Lead+2 Ion

5. Main Battery (8) - Defense 6, Armor 6, Structure 6 (0 0 0 0 -1 -1); Each attacks 1d6 at Lead+6 AP2

Ion; these warships take a -2 penalty to bring more guns to bear on multiple targets; 2 Batteries may drop pulse-mass mines which act as a Medium-sized interdiction drag-bubble that effects any ship in range, including the Battle-Dragon itself; this may be mitigated by good aim, reducing the amount of turns the Battle-Dragon needs to escape and adding to the turns enemy vessels need to escape by the attack's Lead.

6. Flight Decks (2) - Defense 6, Armor 6, Structure 4 (0 0 0 0); each deck holds 15 fighters

7. Power Plant – Defense 6, Armor 8, Structure 7 (0 0 0 0 0 0)



## WARBIRDS STAR WARS SSDs, STAR DEFENDERS, DREADNOUGHTS, AND STATIONS

Fighting massive targets like Super-Star Destroyers, Star Defenders, various massive dreadnoughts, and space stations presents something of a unique challenge but not one that cannot be overcome using the tools that Warbirds offers us.

Where the challenge comes in is that many of these starships are to be frank the size of cities. Instead of warships that are—relatively speaking—rather small things to focus fights around, starfighters dog-fighting over the hull of an Executor-class or the Death Star will likely find themselves weaving in and out of roadway-like trenches and protrusions or decks reminiscent of buildings much like fighting over a city. One cannot simply put a token on an environment and say “this is the SSD,” when using the perspective of starfighters. These ships are more like the environment itself; the battleground rather than a feature on it.

Because of this one should be mindful of a few things when including these massive starships in your set-pieces and battles: the importance of Strafing and Rounds to the Ground and transitioning from the battlefield of a massive ship to the battlespace surrounding that ship where others might be encountered.

Much like fighting within the tightly-confining asteroid fields of Star Wars and Warbirds: Space Age, the Strafing skill is far more important than Dog-fighting. In order to avoid exposing one's self to the brunt of an SSD's point-defense, fighters must stay within 2 Rounds to the Ground of the ship's super-structure; this means that Strafing is incredibly important, even when fighting other snubs in such proximity to the “ground.” Remember that when Rounds to the Ground runs out and fighters are Strafing, they use that skill when trying to shoot each other as well unless one pilot loses their nerve and breaks for the sky.

Transitioning from the battlespace above (or directly below) a massive ship to the battlespace around it wherein it is a distant part of the fight is important. In most scenarios where these machines take place they are like to be the focus, but there are times where the surrounding battle with smaller fleet-ships is more important; consider the battle around the Death Star II where fighters focused on fighting Star Destroyers until the Endor Team's mission was successful. The actual distance in this transition is up to the GM but we suggest at least one to two full turns of flying at Super directly toward or away from an SSD or station before one is considered in their field of effect; this is incredibly loosely-defined and cinematic but such is the way of Warbirds and, frankly, Star Wars.

Despite the idea of using these ships and stations as set-pieces, one should still stat them out similarly to larger ships or, to use the toolkit provided by Warbirds Core, a Fortification. Here is an example below in the Executor-class Super-Star Destroyer:

### KDY/FONDOR SHIPYARDS EXECUTOR-CLASS SUPER-STAR DESTROYER/STAR DREADNOUGHT

>named for its first example, the Executor-class was a heavy warship class, its few productions finding use exclusively as command- and flag-ships. At their prime they were the largest vessels in the galaxy and were near-invincible in combat, if extremely costly to operate. A 19-kilometer-long monster, this class of warship is the likely the first in Galactic History to make use of the term “cityscape,” in reference to dorsal superstructure.

Performance: 1

Armor: 16

Structure 24 (0 0 0 0 0 0 0 0 0 0 0 -1 -1 -1 -1 -2 -2 -2 -2 -3 -3 -3 -3)

Sensors: +2

EPM: 1

Super: 1

Defense: 3

Threat: 14

Sub-Systems (roll for random target locations)

1. Main Structure

2. Bridge – Defense 5, Armor 10, Structure 10 (0 0 0 0 0 0 0 0 0 0)

3. Engines (5) - Defense 5, Armor 10, Structure 12 (0 0 0 0 0 0 0 0 0 0 0)

4. Gun Emplacements (40) - Defense 5, Armor 4, Structure 4 (0 0 0 -1); each attack 1d6+1 at Lead+3

AP1 Ion. Five gun emplacements need be destroyed to reduce main Structure and Threat by 1

5. Main Batteries (20) - Defense 5, Armor 10, Structure 10 (0 0 0 0 0 -1 -1 -2 -2 -3); each attack 1d6 at

Lead+8 AP3 Ion, tractor beams (6); 4 Batteries are assault concussion missile tubes and add AP & Damage +1; 4 are Light Batteries at 1d6+1 Lead+5 AP2 Ion

6. Flight Decks (8) - Defense 5, Armor 9, Structure 5 (0 0 0 0 0); each deck holds ~80 fighters; docks deep within the superstructure hold many more fighters, guaranteeing a complement of thousands if fully loaded; what's more the ship carries up to 38,000 troops, platoons of AT-AT and AT-ST walkers with the necessary Y-85 Titan drop-ships (stated as Performance 2 ships with 4 Armor and 7 Structure (0 0 0 -1 -1 -2 -2 -3 -3) to bring them to-and-fro, at least 2 prefabricated FOBs, and various assault and support craft numbering up to 200

7. Power Plant – Defense 6, Armor 16, Structure 14 (0 0 0 0 0 0 0 0 0 0 0 0)

One of the unique aspects of fighting a ship this large compared to fighting other ships is that since they are in themselves city-sized set-pieces there is no need to have your players contending with all of this at the same time; to make things feel more personal when fighting over a ship's personal cityscape we suggest breaking the above stats down into something more manageable, like so:

#### EXECUTOR-CLASS SUPER-STAR DESTROYER CITYSCAPE SEGMENT

Performance: 1

Armor: 10

Structure: 10 (0 0 0 0 0 0 -1 -1 -2 -2 -3 -3); Filling this segment structure track does Structure damage to the Super-Star Destroyer (1 or even higher at GM's discretion)

EPM: 1

Super: 1

Defense: 3

Threat: 14

Sub-Systems (roll for random target locations)

1-2. Main Structure

3. Sensor Towers (2) – Defense 5, Armor 4, Structure 5 (0 0 0 0 0); destroying the strategic towers reduces the segment's ability to coordinate gunners, reducing Threat by 1

4. Light Battery (4) – Defense 5, Armor 4, Structure 4 (0 0 0 0) attack 1d6+1 Lead+5 AP2 Ion

5. Gun Emplacements (6) – Defense 5, Armor 4, Structure 4 (0 0 0 0); attack 1d6+1 Lead+3 AP1 Ion

6. Main Batteries (4) – Defense 5, Armor 8, Structure 8 (0 0 0 0 0 -1 -1 -2)

What's more, there's no reason that this can be the only example of a segment; if your players are explicitly targeting the grouped batteries of turbo-lasers, there's no reason the segment cannot be heavier on the desired targets. If they're targeting the bridge, engines, or hangars, there may well be a segment dedicated to those; keep in mind however that such strategic targets might have greater AA cover or more enemy fighters than a simple carved section of cityscape.