

Starships and Vehicles

A-6 Interceptor

Silhouette: 3

Speed: 4

Handling: +1

Defense: 0/-/-0

Armor: 2

HT Threshold: 5

SS Threshold: 5

Hull Type/ Class: Starfighter/A-series

Manufacturer: Kuat Drive Yards

Hyperdrive: None

Navicomputer: No

Sensor Range: Close

Crew: One pilot

Encumbrance Capacity: 4

Passenger Capacity: 0

Consumables: One day

Cost/Rarity: 30,000/4

Customization Hard Points: 1

Weapons: Forward Mounted Medium Laser Cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Description: The predecessor of the A-7 Hunter Interceptor and A-9 Vigilance interceptor, these vessels are known for their service in the Republic Outland Regions Security Force, particularly during the Stark Hyperspace War. They were also considered for use on Venator-class and Victory-class Star Destroyers while those vessels were in development.

LZ's Commentary: It can be assumed these starfighters were used in the Clone Wars, likely by the Republic Outland Regions Security Force and other Planetary Security Forces. They may have even been deployed off of Star Destroyers as intended, at least during the early parts of the war.

https://starwars.fandom.com/wiki/A-6_Interceptor

All-Terrain Storm Walker

Silhouette: 4

Speed: 2

Handling: -1

Armor: 4

HT Threshold: 35

SS Threshold: 25

Hull Type/ Class: Assault Walker/AT-SW

Manufacturer: Kuat Drive Yards

Sensor Range: Short

Crew: One pilot, one co-pilot/gunner, one vehicle commander, one engineer.

Encumbrance Capacity: 60.

Cost/Rarity: 120,000 credits (R)/5.

Customization Hard Points: 2.

Weapons: Turret-mounted light blaster cannon (Fire Arc All; Damage 4; Critical 4; Range [Close]).

Turret-mounted concussion grenade launcher— this weapon's entire profile uses personal scale, not planetary scale (Fire Arc All; Damage 10; Critical 4; Range [Close]; Blast 8, Breach 1, Limited Ammo 15).

Turret-mounted twin heavy blaster cannons (Fire Arc All; Damage 5; Critical 4; Range [Close]; Linked 1).

Forward-mounted twin concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Linked 1, Limited Ammo 16, Slow-Firing 1)

Forward-mounted twin heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted twin heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

Description: A combat walker with heavy weaponry, but no troop capacity like the AT-AT. It was first seen in Dark Empire before fractalsponge did a model for it and gave it a name.

CR70 Corvette

Silhouette: 5

Speed: 3

Handling: -1

Defense: 2/1/1/2

Armor: 5

HT Threshold: 50

SS Threshold: 25

Hull Type/Class: Corvette/CR 70

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: None

Navicomputer: Yes

Sensor Range: Long

Ship's Complement: 18 to 150 depending on configuration

Encumbrance Capacity: 4000 depending on configuration

Passenger Capacity: Up to 600 depending on configuration

Consumables: One Year

Cost/Rarity: 800,000/7

Customization Hard Points: 4

Description: The predecessor to the famous CR90, the CR70 began its service sometime before the Clone Wars and was used for an unknown amount of time afterward. The stock model had no weapons, so a common retrofit was to add such. Eventually, the Vanguard c20 retrofit suite was created to upgrade the CR70 to the specs of the CR90. The legacy of the CR70 was carried on by these vessels.

Intersector-class sloop

Silhouette: 5

Speed: 4

Handling: -1

Defense: 2/1/1/2

Armor: 4

HT Threshold: 35

SS Threshold: 25

Hull Type/Class: Sloop/Intersector

Manufacturer: Sienar Fleet Systems

Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Sensor Range: Extreme

Ship's Complement: One captain, one pilot, one co-pilot, one engineer, one mate, seven gunners.

Starfighter Complement: None

Encumbrance Capacity: 250

Passenger Capacity: 10

Consumables: Five months

Cost/Rarity: 500,000 (R)/ 6

Customization Hard Points: 1

Weapons: One dorsal and one ventral turret-mounted ultra-light turbolaser batteries (Fire Arc All; Damage 8; Critical 3; Range [Medium]; Breach 1, Linked 1).

Two dorsal and two ventral turret-mounted quad laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate, Linked 3).

Forward concussion missile launcher (Fire Arc: Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided, Limited Ammo 10, Slow-Firing).

Kontos-class Star Frigate

Silhouette: 7

Speed: 3

Handling: -1

Defense: 2/2/2/2

Armor: 5

HT Threshold: 75

SS Threshold: 50

Hull Type/Class: Star Frigate/Kontos

Manufacturer: Kuat Drive Yards

Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Sensor Range: Long

Ship's Complement: 2,257 officers, pilots, and enlisted crew

Encumbrance Capacity: 5000

Passenger Capacity: 820 troops

Starfighter Complement: Twenty-four fighters

Vehicle Complement: Ten LAVr QH-7 Chariots, ten MAVr A7 Broadsword

Consumables: One Year

Cost/Rarity: 7,813,700(R)/8

Customization Hard Points: 0

Weapons: One forward, four port, and four starboard turret-mounted quad medium turbolaser batteries (Fire Arc Forward, Port and Starboard or Forward and Port or Forward and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 3, Slow-Firing 1)

Two aft turret-mounted twin medium turbolaser batteries (Fire Arc Aft, Port and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1)

Three forward, four port and four starboard turret-mounted twin light turbolaser batteries (Fire Arc Forward, Port and Starboard or Port, Forward and Aft or Starboard, Forward and Aft; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1)

Twelve port and twelve starboard assault concussion missile tubes (Fire Arc Port or Starboard; Damage 7; Critical 3; Range [Short]; Blast 4, Breach 5, Guided 2, Inaccurate 1, Slow-Firing 1)

*This is a tweaked version of a design originally stated by Winchester3 of the FFG Forums and created by fractalsponge.

Nebulon-B Production Type

Silhouette: 6

Speed: 3

Handling: -1

Armor: 7

Hull Trauma: 80

System Strain: 45

Hull Type/Class: Star Frigate/Nebulon-B

Manufacturer: Kuat Drive Yards

Hyperdrive: Primary Class: 2, Backup Class: 12

Navicomputer: Yes

Consumables: Two years

Sensor Range: Long

Ship's Complement: 920 officers, pilots, and enlisted crew.

Starfighter Complement: Twelve TIE starfighters, six auxiliary craft (including larger TIE series craft like TIE Bombers or TIE Shuttles), one shuttle

Encumbrance Capacity: 4000.

Passenger Capacity: 75

Consumables: One year.

Cost/Rarity: 9,000,000 credits (R)/8.

Customization Hard Points: 2

Weapons: Six port and six starboard retractable turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Three starboard, three port, three forward, and three aft retractable turret-mounted light laser cannons (Fire Port or Starboard or Forward or Aft; Damage 5; Critical 3; Range [Close]).

Three forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage -; Critical -; Range [Medium]; Tractor 6).

LZ's Commentary: Based on EC Henry's version of the Imperial Nebulon-B.

R-22 Spearhead

Silhouette: 3

Speed: 5

Handling: +2

Defense: 1/-/-0

Armor: 2

Hull Threshold: 6

SS Threshold: 8

Hull Type/Class: Starfighter/R-22 Spearhead

Manufacturer: Kuat Systems Engineering

Hyperdrive: Primary: Class 2

Navicomputer: Yes

Sensor Range: Close

Crew: One Pilot

Encumbrance Capacity: 4

Passenger Capacity: 0

Consumables: One Week

Cost/Rarity: 90,000 credits/7

Customization Hard Points: 3

Weapons: Forward-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1)

T-2c Theta-class Shuttle

Silhouette: 4

Speed: 3

Handling: +0

Defense: 2/-/-1

Armor: 4

HT Threshold: 25

SS Threshold: 15

Hull Type/Class: Shuttle/ Theta

Manufacturer: Cygnus Spaceworks

Hyperdrive: Primary: Class 1, Backup: Class 15

Navicomputer: Yes

Sensor Range: Close

Ship's Complement: one pilot, one navigator, one gunner, one comms operator, and one engineer

Encumbrance Capacity: 125 (Without Passengers)

Passenger Capacity: 16

Consumables: Two weeks

Cost/Rarity: 1,000,000 (210,000 without luxury upgrade) (R)/7 (6 without luxury upgrade)

Customization Hard Points: 2

Weapons: Forward-mounted quad laser cannons (Fire Arc Forward, Damage 5; Critical 3; Range [Close]; Accurate 1; Linked 1).

Aft-mounted medium laser cannon (Fire Arc Forward, Damage 6; Critical 3; Range [Close])

TIE/fc Fire Control

Silhouette: 3

Speed: 4

Handling: +3

Defense: 0/-/-/0

Armor: 2

HT Threshold: 6

SS Threshold: 8

Hull Type/Class: Starfighter/TIE Series

Manufacturer: Sienar Fleet Systems

Hyperdrive: None

Navicomputer: None

Sensor Range: Close

Crew: One pilot

Encumbrance Capacity: 4

Passenger Capacity: 0

Consumables: Two days

Cost/Rarity: (R) 40,000/4

Customization Hard Points: 1

Weapons: Forward-mounted laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]).

Additional Rules

Targeting Designator: TIE/fcs are equipped with laser target designators. This allows the pilot to use the assist maneuver at any range, but only on combat checks made by vehicles and starships.

TIE Starfighter (Early Production Type)

Silhouette: 3

Speed: 4

Handling: +3

Defense: 0/-/-/0

Armor: 2

HT Threshold: 6

SS Threshold: 8

Hull Type/Class: Starfighter/TIE Series

Manufacturer: Sienar Fleet Systems

Hyperdrive: None

Navicomputer: None

Sensor Range: Close

Crew: One pilot

Encumbrance Capacity: 4

Passenger Capacity: 0

Consumables: Two days

Cost/Rarity: 40,000 (R)/4

Customization Hard Points: 2

Weapons: Forward-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

Description: The earliest production version of the TIE fighter, following the T.I.E. starfighter used during the Clone Wars.

Urbanus-class light Star Cruiser

Silhouette: 8

Speed: 3

Handling: -3

Defense: 3/2/2/3

Armor: 9

HT Threshold:

SS Threshold:

Hull Type/Class: Star Cruiser/ Urbanus

Manufacturer: Kuat Drive Yards

Hyperdrive: Primary: Class 1, Backup: Class 15

Navicomputer: Yes

Sensor Range: Long

Starfighter Complement: 576 starfighters

Vehicle Complement: Two battlegroups, including heavy armor

Passenger Capacity: Three legions/battlegroups

Weapons: Eleven port and

LZ's Commentary: AKA Anonymous Star Cruiser #1 from the Star Wars Technical commentaries. Also incorporates information based on a not yet completed model by fractalsponge, so all information is subject to change.

Victory I-class Star Destroyer

Silhouette: 8

Speed: 2

Handling: -3

Defense: 2/2/2/2

Armor: 9

HT Threshold: 110

SS Threshold: 50

Hull Type/Class: Star Destroyer/ Victory I

Manufacturer: Rendili Star Drive

Hyperdrive: Primary: Class 1, Backup: Class 15

Navicomputer: Yes

Sensor Range: Long

Ship's Complement: 5,200 officers, pilots, and enlisted crew

Starfighter Complement: 24 TIE series starfighters.

Vehicle Complement: 5 Lambda-class shuttles, 10 AT-ATs, 15 AT-STs, 10 A5 Juggernauts or HAVr A9 Floating Fortresses, and various support vehicles.

Encumbrance Capacity: 6,500

Passenger Capacity: 2,040

Price/Rarity: 57,000,000 (R)/5

Consumables: 4 years

Weapons: Five port and five quad turbolaser batteries (Fire Arc Forward and Port or Forward and Starboard; Damage 10; Critical 3; Range [Long]; Breach, Linked 3, Slow-Firing 1).

Ten forward, fifteen port, and fifteen starboard dual turbolasers (Fire Arc Forward or Port or Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Twenty forward, twenty port, twenty starboard, and twenty rear assault concussion missile launchers (Fire Arc Forward or Port or Starboard or Rear; Damage 7; Critical 3; Range [Short]; Blast 4, Breach 5, Guided 2, Inaccurate 1, Slow-Firing 1).

Ten hull-mounted heavy tractor beams (Fire Arc All, Damage -; Critical -, Range [Short]; Tractor 6).

Additional Rules

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.

Victory II-class Star Destroyer

Silhouette: 8

Speed: 3

Handling: -3

Defense: 2/2/2/2

Armor: 9

HT Threshold: 120

SS Threshold: 50

Hull Type/Class: Star Destroyer/ Victory II

Manufacturer: Rendili Star Drive

Hyperdrive: Primary: Class 1, Backup: Class 15

Navicomputer: Yes

Sensor Range: Long

Ship's Complement: 6,107 officers, pilots, and enlisted crew

Starfighter Complement: 24 starfighters or none*.

Vehicle Complement: 5 Lambda-class shuttles, 10 AT-ATs, 15 AT-STs, 10 A5 Juggernauts, various support vehicles.

Encumbrance Capacity: 6,500

Passenger Capacity: 1,600 troops

Price/Rarity: 50,000,000 (R)/6

Consumables: 4 years

Weapons: Ten forward, five port, and five starboard turbolaser batteries (Fire Arc Forward and Port or Starboard and Forward and Port or Forward and Starboard; Damage 10; Critical 3; Range [Long]; Breach, Linked 1, Slow-Firing 1).

Five forward, five port, five starboard, and five rear dual turbolasers (Fire Arc Forward or Port or Starboard or Rear; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Two forward, three port, three starboard, and two rear battleship ion cannons (Fire Arc Forward or Port or Starboard or Rear; Damage 9; Critical 4; Range [Medium]; Ion, Linked 1, Slow-Firing 1).

Ten hull-mounted heavy tractor beams (Fire Arc All, Damage -; Critical -, Range [Short]; Tractor 6).

Additional Rules

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.

LZ's Commentary: The Imperial Sourcebook mentions that many of these vehicles had no TIEs, due to a shortage around the time of the Battle of Yavin. It is reasonable to assume that many older fighters were used on these vessels, though it is mentioned that refitted non-combat vehicles were also used. A possible example could be the JM-5000 Jumpmaster.

Attachments