STAR WARS

STARSHIPS AND SPEEDERS

D6

The Essential Collection of Vehicles

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SPEEDERS
614-AVA SPEEDER BIKE

Craft: Aratech Repulsor Company 614-AvA Speeder Bike
Type: Military speeder
Length: 3.98 meters
Skill: Repulsorlift ops: 614-AvA
Crew: 1
Cargo Capacity: 3 kilograms
Cover: 1/4
Altitude Range: Ground level to 10 meters
Cost: 3,500 (new); 1,200 (used)
Maneuverability: 4D
Move: 165 ;375 km/h
Body Strength: 1D+2
Customization Points: 1
Weapons:
Twin Laser Cannon (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/100/200
Damage: 3D
Game Notes:
1. Collapsible: Collapsing or expanding the bike requires a full-round action. When collapsed, the vehicle is 1/4 its size (~1 meter) and cannot be used.
Source: Starships and Speeders (p.7), Star Wars Rebels Season 1 Sourcebook (p.71-72), D6 mechanics by +Oliver Queen

74-Z SPEEDER BIKE
74-Z Speeder Bike
Craft: Aratech 74-Z Military Speeder Bike
Type: Speeder bike
Scale: Speeder
Length: 3 meters
Skill: Repulsorlift operation: speeder bike
Crew: 1
Cargo Capacity: 3 kilograms
Cover: 1/4
Altitude Range: Ground level-25 meters
Cost: 6,750 (new), 1,200 (used)
Maneuverability: 3D+2
Move: 175; 500 kmh
Body Strength: 2D
Customization Points: 2
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/100/200
Damage: 3D
Source: Starships and Speeders (p.8), REUP (p.406), Vehicle Stats (p.66)

A-A4B SPEEDER TRUCK

A-A4B Truckspeeder
Craft: Modified Heavy Transports A-A4B Truckspeeder
Type: Heavy truckspeeder
Scale: Speeder
Length: 4.22 meters
Skill: Repulsorlift operation: truckspeeder
Crew: 1
Passengers: None
Cargo Capacity: 250 kilograms
Cover: 1/2
Altitude Range: Ground level up to 3 meters
Cost: 22,000
Maneuverability: 1D
Move: 45; 160 kmh
Body Strength: 2D+2
Customization Points: 4
Game Notes:
1. The passenger side storage area has been converted by Moloch so that he can transport two Sibian hounds. Moloch has also installed a roll cage around the drivers compartment (-3D passenger damage) and an armored cage around the front of the truckspeeder (-1D ramming damage to Moloch's vehicle).

Source: Starships and Speeders (p.9), Solo: A Star Wars (p.xx), D6 mechanics by Oliver Queen

BANTHA II CARGO SKIFF

Craft: Ubrikkian Bantha II Cargo SKiff
Type: Cargo skiff
Scale: Speeder
Length: 9 meters
Skill: Repulsorlift operation: cargo skiff

Crew: 1
Passengers: 16
Cargo Capacity: 120 metric tons
Cover: 1/2
Altitude Range: Ground level-50 meters
Cost: 25,000 (new), 13,500 (used)
Move: 70; 200 kmh
Body Strength: 1D
Customization Points: 2
Source: Starships and Speeders (p.10), REUP (p.413), Vehicle Stats (p.77)

C-PH PATROL SPEEDER

Imperial Patrol Speeder
Craft: Aratech C-PH Patrol Speeder Bike
Type: Speeder bike
Scale: Speeder
Length: 4.12 meters
Skill: Repulsorlift operation: C-PH
Crew: 1
Passengers: No
Cargo Capacity: 5 kilograms
Cover: ½
Altitude Range: Ground level up to 3 meters
Cost: Not for sale
Maneuverability: 2D
Move: 140; 400 kmh
Body Strength: 4D
Customization Points: 1
Weapons:
BlasTech Ax-25 Blaster Cannon
Fire Arc: Front
Skill: Vehicle blasters
Scale: Speeder
Fire Control: 2D
Range: 3-50/100/200
Damage: 3D
Game Notes:
1. Retractable illuminator lamp on articulated mount.

Source: Starships and Speeders (p.11), Solo: A Star Wars Story D6, D6 mechanics by Oliver Queen

FLARE-S SWOOP

Craft: Mobquet Flare-S Swoop
Type: Swoop
Scale: Speeder
Length: 2.5 meters
Skill: Swoop operation
Crew: 1
Cargo Capacity: 2 kilograms
Cover: 1/4
Altitude Range: Ground level-350 meters
Cost: 6,500 (new), 2,000 (used)
Maneuverability: 4D+2
Move: 225; 650 kmh
Body Strength: 1D+1
Customization Points: 2
Source: Starships and Speeders (p.12), REUP (p.408), Vehicles Stats (p.70)

K79-580 IMPERIAL TROOP TRANSPORT

Craft: Ubrikkian K79-580
Type: All purpose troop transport
Scale: Speeder
Length: 8.7 meters
Skill: Repulsorlift operation: landspeeder
Crew: 3 (pilot, co-pilot, captain)
Crew Skill: Varies
Passengers: 10 (6 exterior)
Cargo Capacity: 500 kilograms
Cover: 1/2 exterior; full interior
Altitude Range: Ground level to 1.5 meters
Cost: 70,000 (new), 35,000 (used)
Maneuverability: 0D
Move: 52; 150 kmh
Body Strength: 3D
Customization Points: 0
Weapons:
Twin Laser Cannon
Fire Arc: turret
Fire Control: 2D
Scale: Speeder
Range: 3-50/100/200
Damage: 5D
2 Laser Cannon
Fire Arc: 1 (front, right), 1 (front left)
Skill: Vehicle blasters
Scale: Character
Fire Control: 2D
Range: 3-50/100/200
Damage: 5D
Game Notes:

1. Side compartments can be converted for additional cargo storage. The top, which is flat can also be used. This allows for up to 1,500 kgs of additional cargo to be carried.
2. *Prisoner Immobilization Unit:* towards the rear, has room for one to four prisoners (if packed in tightly).

Source: Starships and Speeders (p.13), Star Wars Rebels Season 1 Sourcebook (p.72-73, incorrectly named Ubrikkian 6500 ATV), D6 mechanics by +Oliver Queen

LAAT/LE PATROL GUNSHIP

Craft: Santhe/Rohana Heavy Engineering LAAT/le
Type: Airspeeder
Scale: Speeder
Length: 11.48 meters
Skill: Repulsorlift operation: Police Gunship
Crew: 1 pilot; Gunner: 1
Crew Skill: All skills typically at 4D
Passengers: 15 (troop bay)
Cargo Capacity: 2 tons
Cover: Full; Half (cargo bay when doors open)
Altitude Range: Up to 30 Km
Cost: 62,000 (new)
Maneuverability: 2D+1
Move: 216; 620 km/h
Body Strength: 4D
Customization Points: 2
Weapons:
2 Laser Cannon (fire-linked)
Fire Arc: Front (ball turret)
Skill: Vehicle blasters
Scale: Vehicle
Fire Control: 1D
Range: 20-100/150/250
Damage: 3D+1
Laser Cannon
Fire Arc: Rear (turret)
Skill: Vehicle blasters
Scale: Vehicle
Fire Control: 1D
Range: 5-10/100/300
Damage: 2D+1
2 Rocket Launchers (4 missiles each)
Fire Arc: Front
Skill: Missile weapons
Scale: Vehicle
Fire Control: 2D
Range: 2 km
Damage: 5D
Game Notes:

1. As well as side dropping hatches for passengers to disembark, there is an additional drop exit at the rear allowing for swift deployments.
2. Search light: has a range of 300m and illuminates a 15m radius as though daylight (no penalties for darkness).

Source: Starships and Speeders (p.14), Star Wars Rebels Season 1 Sourcebook (p.70-71 incorrectly named Imperial Patrol Transport), D6 mechanics by +Oliver Queen

LO-KD57 LUXURY SAIL BARGE

Craft: Ubrikkian LO-KD57 Luxury Sail Barge
Type: Sail barge
Scale: Walker
Length: 30 meters
Skill: Repulsorlift operation: sail barge
Crew: 26, gunners: 1, skeleton: 10/+10
Crew Skill: Varies widely
Passengers: 500
Cargo Capacity: 2,000 metric tons
Cover: Full
Altitude Range: Ground level-10 meters
Cost: 285,000 (new), 150,000 (used)
Move: 35; 100 kmh
Body Strength: 2D
Customization Points: 2
Weapons:
Heavy Blaster Cannon
Fire Arc: Turret
Crew: 1
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-100/500/1 Km
Damage: 3D
Source: Starships and Speeders (p.15), Vehicles Stats (p.76)

M-68 LANDSPEEDER

Craft: Mobquet M-68 Landspeeder
Type: Landspeeder
Scale: Speeder
Length: 3.85 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 50 kilograms
Cover: 1/2
Altitude Range: Ground level up to 2 meters
Cost: 9,200
Maneuverability: 2D
Move: 75; 225 kmh
Body Strength: 2D
Customization Points: 2
Source: Starships and Speeders (p.16), Solo: A Star Wars Story D6 (p.xx), D6 mechanics by Oliver Queen

SC2-M REPULSOR TANK

Craft: Rothana Heavy Engineering SC2-M Repulsor Tank
Type: Repulsortank
Scale: Speeder
Length: 8.2 meters
Skill: Repulsorlift operation: speeder tank
Crew: 1; gunner: 1
Passengers: 1
Cargo Capacity: 100 kilograms
Cover: Full to pilot, 3/4 to gunner
Altitude Range: Ground level-3 meters
Cost: 65,000
Maneuverability: 2D
Move: 110; 320 kmh
Body Strength: 3D

Customization Points: 2
Shields: No
Weapons:
Twin Light Blaster Cannons
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 4D
Source: Starships and Speeders (p.17), D6 mechanics by +Oliver Queen
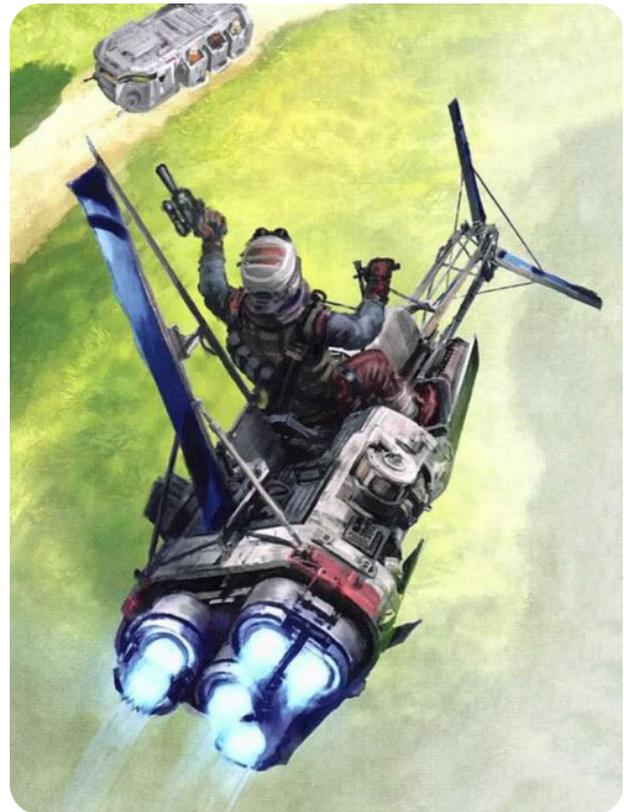
SKYBLADE-330 SWOOP

Craft: Modified Caelli-Merced Skyblade-330
Type: Swoop bike
Scale: Speeder
Length: 7.62 meters
Skill: Swoop operation: Skyblade-330
Crew: 1
Passengers: 1
Cargo Capacity: 100 kilograms
Cover: None
Altitude Range: Ground level up to 350 meters
Cost: 4,800
Maneuverability: 3D
Move: 210; 600 kmh
Body Strength: 2D+2
Customization Points: 3
Source: Starships and Speeders (p.18), Solo: A Star Wars D6 (p.xx), D6 mechanics by Oliver Queen

STORM IV CLOUD CAR

Craft: Bespin Motors Storm IV
Type: Twin-pod Cloud Car
Scale: Speeder
Length: 7 meters
Skill: Repulsorlift operation: cloud car
Crew: 1; 1 (can combine)
Crew Skill: Vehicle blasters 3D+2, repulsorlift operation: cloud car 3D
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: up to 100 kilometers
Cost: 75,000 (new), 28,000 (used)
Maneuverability: 2D+2
Move: 520; 1,500 kmh
Body Strength: 4D
Hard Points: 2
Weapons:
Double Blaster Cannon (fire-linked)
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-400/900/3 Km
Damage: 5D
Source: Starships and Speeders (p.19), REUP (p.411-412), Vehicle Stats (p.99)
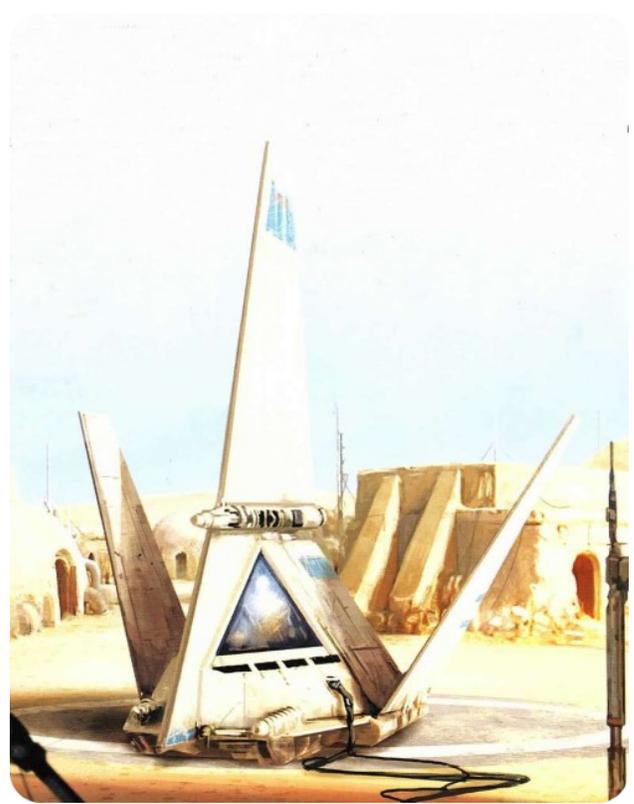
T-16 SKYHOPPER

Craft: Incom T-16 Skyhopper
Type: Skyhopper
Scale: Speeder
Length: 5.2 meters
Skill: Repulsorlift operation: skyhopper
Crew: 1
Cargo Capacity: 25 kilograms
Cover: Full
Altitude Range: Ground level-300 km
Cost: 7,100 credits (new), 300/day (rental)
Maneuverability: 3D
Move: 450; 1,300 kmh
Body Strength: 2D+1
Customization Points: 2
Weapons:
4 Stun Lasers (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 0D
Range: 50-300/800/1.5 Km
Damage: 2D (Stun damage only)
Source: Starships and Speeders (p.20), Vehicle Stats (p.94)

T-47 AIRSPEEDER

Craft: Incom T-47 (civilian)
Type: Airspeeder
Scale: Speeder
Length: 6.3 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-250 meters
Cost: 10,000 (used)
Maneuverability: 3D
Move: 225; 650 kmh
Body Strength: 2D
Source: Starships and Speeders (p.21), REUP (p.410), Vehicles Stats (p.85)

REBEL SNOWSPEEDER

Craft: Modified Incom T-47 (Rebal Alliance)
Type: Airspeeder
Scale: Speeder
Length: 5.5 meters
Skill: Repulsorlift operation: airspeeder
Crew: 1; gunner: 1 (can coordinate)
Passengers: No
Cargo Capacity: 10 kilograms
Cover: Full
Altitude Range: Ground level-250 meters
Cost: 50,000 (used only, black market only)
Maneuverability: 3D
Move: 350; 1,000 kmh
Body Strength: 3D
Cutstomization Points: 2
Weapons:
Double Laser Cannon (fire-linked)
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-300/800/1.5 Km
Damage: 4D+2
Power Harpoon
Fire Arc: Rear
Crew: 1 (co-pilot)
Skill: Missile weapons
Fire Control: 2D
Range: 25-50/100/200
Damage: 3D (none if tow cable and fusion disk is used)
Source: REUP (p.410), Vehicles Stats (p.96)

X-34 LANDSPEEDER

Craft: SoroSuub X-34 Landspeeder Ground Vehicle
Type: Landspeeder
Scale: Speeder
Length: 3.4 meters
Skill: Repulsorlift operation: landspeeder
Crew: 1
Passengers: 1
Cargo Capacity: 10 kilograms
Cover: 1/2
Altitude Range: Ground level-2 meters
Cost: 10,550 (new), 2,500 (used)
Maneuverability: 2D
Move: 115; 330 kmh
Body Strength: 2D
Source: Starships and Speeders (p.22), REUP (p.406), Vehicles Stats (p.21)

GROUND VEHICLES
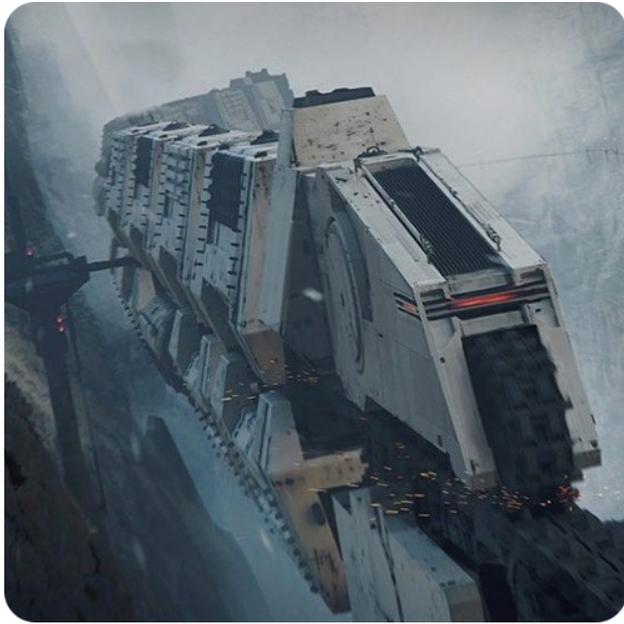
20-T RAILCRAWLER CONVEYEX TRANSPORT

Craft: Kuat Drive Yards ATD-C45 Conveyex Engine
Type: Tracked rapid transport
Scale: Walker
Length: 25.4 meters
Skill: Track Vehicle Operation
Crew: 2 (drive, co-driver/engineer)
Passengers: No
Cargo Capacity: 200 kilograms
Cover: Full
Altitude Range: Ground track
Cost: 140,000
Maneuverability: 0D
Move: 30; 90 kmh
Body Strength: 3D
Customizatiion Points: 2
Game Notes:

1. *Trackbound:* As a rail train, a Railcrawler is severely restricted in its mobility compared to other vehicles. A Railcrawler can only move along its track. but it can change to a different track if one is available. In order to reverse direction, a Railcrawler must first reduce its current speed to 0.

Caboose With Stabilizer Bars
Scale: Walker
Length: 12.8 meters
Passengers: 2
Cargo Capacity:
Cover: Full
Body: 3D
Weapons:
2 Medium Repeating Laser Cannons (fire-linked)
Fire Arc: Rear
Skill: Vehicle blaster
Scale: Walker
Fire Control: 1D

Range: 3-50/120/300
Damage: 4D
Double Anti-Aircraft Laser
Fire Arc: Turret
Skill: Vehicle blasters
Scale: Speeder
Fire Control: 2D
Range: 50-100/300/1.2 km
Damage: 4D

Cargo Container
Scale: Walker
Length: 12.8 meters
Passengers: 6
Cargo Capacity:
Cover: Full
Body: 3D
Game Notes:

1. High security containers are accessible with quantum-switch code keys, which contain shape-shifting data lattices and contact terminals, and signatures of their wearers (Very Difficult (25) Security check).

Source: Starships and Speeders (p.24), Solo: A Star Wars Story D6 (p.xx), D6 mechanics by Oliver Queen

48 ROLLER WHEEL BIKE

Craft: Gallis-Tech 48 Roller Wheel Bike
Type: Wheeled Vehicle
Scale: Speeder
Length: 15 meters
Skill: Ground Vehicle Operation
Crew: 1
Crew Skill: Varies widely
Passengers: No
Cargo Capacity: 100 kilograms
Cover: No
Cost: 750 (used)
Maneuverability: 2D
Move: 45; 130 km/h

Body Strength: 2D+2
Customization Points: 0
Sources: Starships and Speeders (p.25), Star Wars: Droids (p.xx)

Source: Starships and Speeders (p.26), Rebellion Era Campaign Guide D6 (p.5)

ALL TERRAIN ANTI-AIRCRAFT

Craft: Rothana Heavy Engineering All Terrain Anti-Aircraft Platform
Type: Heavy artillery platform
Scale: Walker
Length: 18 meters
Skill: Walker operations: AT-AA
Crew: 3 (pilot, gunner, commander)
Crew Skill: Missile weapons 3D+1, walker operation 3D
Cargo Capacity: 250 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 0D
Move: 21; 60 kmh
Body Strength: 4D+1
Customization Points: 0
Weapons:
Twin Light Flak Canon (fire-linked)
Fire Arc: Turret
Crew: 1
Skill: Missile weapons
Fire Control: 2D
Range: 50-500/1.5/3 Km
Blast Radius: 20 meters
Damage: 7D
Light Missile Launcher (36 missiles)
Fire Arc: Turret
Crew: 1
Skill: Missile weapons
Fire Control: 2D
Range: 50-200/500/1 Km
Damage: 7D
Game Notes:
1. Electronic Countermeasures: Missile or torpedo attack rolls against the AT-AA suffer a -2D penalty.

ALL TERRAIN ARMORED CARGO TRANSPORT

Craft: Kuat Drive Yards All Terrain Armored Cargo Transport
Type: Assault cargo walker
Scale: Walker
Length: 31.85 meters tall, 34.90 meters long
Skill: Walker operation: AT-ACT
Crew: 2, skeleton: 1/+10
Crew Skill: vehicle blasters 5D, walker operation 5D
Passengers: None
Cargo Capacity: 5,000 metric tons (modular cargo container)
Cover: Full
Cost: Not available for sale
Move: 26; 75 kph
Body Strength: 5D
Weapons:
2 Heavy Laser Cannons
Fire Arc: Front
Crew: 1 (co-pilot or commander)
Scale: Walker
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1.5/3 km
Damage: 6D
Game Notes:
1. The AT-AT walker's head is mounted on a pivoting neck, which can turn to face left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).
2. To give the knee joints extra strength when carrying cumbersome loads, an electromagnetic tensor field

keeps the overstressed motive assembly in smooth alignment. If the assembly is targeted and Heavily damaged or better, the assembly will lock up, half Move, 13. If a spectacular success is achieved there is a chance the entire assembly will tear itself apart, Move reduced 1 and Maneuverability to -2D.

Source: Starships and Speeders (p.27), Rogue 1 Sourcebook (p.xx), D6 mechanics by +Oliver Queen.

ALL TERRAIN ARMORED TRANSPORT

Craft: All Terrain Armored Transport
Type: Assault walker
Scale: Walker
Length: 20.6 meters long, 15.5 meters tall
Skill: Walker operation: AT-AT
Crew: 5, skeleton: 3/+10
Crew Skill: vehicle blasters 5D, walker operation 5D
Passengers: 40 (troops) or 2 AT-STs
Cargo Capacity: 1 metric ton
Cover: Full
Cost: 150,000
Move: 21; 60 kmh
Body Strength: 6D
Customization Points: 2
Weapons:
2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-500/1.5/3 Km
Damage: 6D
2 Medium Blasters (fire-linked)
Fire Arc: Front
Crew: 1 (co-pilot or commander)
Skill: Vehicle blasters
Fire Control: 2D
Range: 50-200/500/1 Km
Damage: 3D
Game Notes:
1. The AT-AT walker's head is mounted on a pivoting neck, which can turn to face left, front and right fire arcs. An AT-AT may move its head one fire arc per turn (from left to front, right to front, front to right, or front to left).

Source: Starships and Speeders (p.28), REUP (p.403), Vehicles Stats (p.59)

ALL TERRAIN DEFENSE POD

Craft: All Terrain Defense Pod
Type: Medium walker
Scale: Walker
Length: 6.4 meters
Skill: Walker operation: AT-DP
Crew: 3 (pilot, gunner, commander); skeleton: 1/+15
Crew Skill: Walker Operations 4D, vehicle blasters 4D+2, walker operation 5D
Cargo Capacity: 200 kilograms
Cover: Full
Cost: Not available for sale
Maneuverability: 1D
Move: 45; 100 km/h
Body Strength: 2D+2
Customization Points: 2
Weapons:
Heavy Laser Cannon
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 4D
Game Notes:
1. Narrow slits along sides of vehicle compartment allows personnel to fire their weapons if the AT-DP becomes flanked.

Source: Starships and Speeders (p.29), Star Wars Rebels Season 1 Sourcebook (p.74-75), D6 mechanics by +Oliver Queen

ALL TERRAIN DEFENSE TURRET

Craft: Rothana Heavy Engineering All Terrain Defense Turret
Type: Light walker
Scale: Walker
Length: 12.82 meters tall
Skill: Walker operation: AT-DT
Crew: 1 (pilot/gunner)
Cargo Capacity: 200 kilograms
Cover: Full
Cost: 44,000
Maneuverability: 1D
Move: 14; 40 kmh
Body Strength: 4D
Weapons:
Heavy Projectile Launcher (50 shells carried)
Fire Arc: Front
Skill: Missile weapons
Scale: Walker
Fire Control: 2D
Range: 200-800/1.8/3.5 Km
Damage: 6D (5 meter area)
Twin Laser Cannon
Fire Arc: Forward
Skill: Vehicle blasters
Scale: Speeder
Fire Control: 2D
Range: 20-100/150/250
Damage: 3D+1
Game Notes:
1. If fired while moving, driver must make a Very Difficult (25) Walker Operation check and gunner's difficulty is doubled. To avoid this, the walker must be stationary for

one round. Front armor plate, +2D vs damage to front arc.
Source: Starships and Speeders (p.30), Solo: A Star Wars Story D6 (p.xx), D6 mechanics by Oliver Queen

ALL TERRAIN RECONNAISSANCE TRANSPORT

Craft: Kuat Drive Yards All Terrain Recon Transport
Type: Recon walker
Scale: Walker
Length: 3.2 meters tall
Skill: Walker operation: AT-RT
Crew: 1
Passengers: No
Cargo Capacity: 100 kilograms
Cover: 1/4
Cost: 8,000 (used)
Maneuverability: 3D
Move: 25; 70 kmh
Body Strength: 1D+2
Customization Points: 2
Weapons:
Heavy Repeating Blaster
Fire Arc: Front
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 3D
Source: Starships and Speeders (p.31), Vehicles Stats (p.53)

Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Missile weapons: grenade launcher
Fire Control: 1D
Range: 10-50/100/200
Damage: 3D
Source: Starships and Speeders (p.32), REUP (p.404), Vehicles Stats (p.55-56)
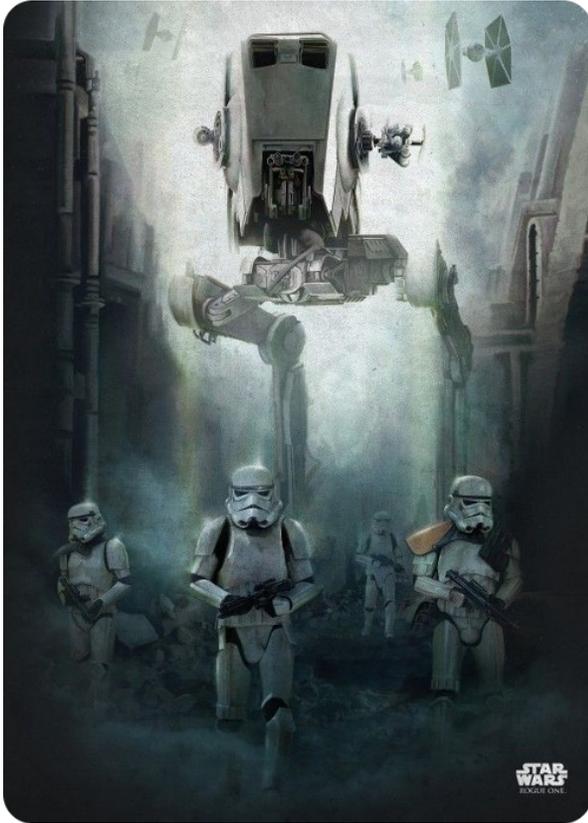
ALL TERRAIN SCOUT TRANSPORT

Craft: All Terrain Scout Transport
Type: Medium walker
Scale: Walker
Length: 6.4 meters long, 8.6 meters tall
Skill: Walker operation: AT-ST
Crew: 2 (pilot, gunner); skeleton: 1/+15
Crew Skill: Missile weapons 4D, vehicle blasters 4D+2, walker operation 5D
Cargo Capacity: 250 kilograms
Cover: Full
Cost: 75,000
Maneuverability: 1D
Move: 30; 90 kmh
Body Strength: 3D
Customization Points: 1
Weapons:
Twin Blaster Cannon
Fire Arc: Front
Crew: 1 (pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-200/1/2 Km
Damage: 4D
Twin Light Blaster Cannon
Fire Arc: Front
Crew: 1 (co-pilot)
Skill: Vehicle blasters
Fire Control: 1D
Range: 50-300/500/1 Km
Damage: 2D
Concussion Grenade Launcher

BONGO SUBMARINE

Craft: Otoh Gunga Bonmeken Cooperative Tribubble Bongo
Type: Submarine
Scale: Speeder
Length: 15 meters
Skill: Watercraft operation: submarine
Crew: 1 pilot
Crew Skill: Varies
Passengers: 2
Cargo Capacity: 1,600 kilograms (800 kilograms per cargo bubble)
Cover: Full
Depth: up to 500 meters
Cost: 10,000
Maneuverability: 1D
Move: 80; 230 kmh
Body Strength: 4D
Customization Points: 0
Source: Starships and Speeders (p.33), Vehciles Stats (p.5)

CORELLIA MINING CORP. DIGGER CRAWLER

Type: Modified Corellia Mining Digger Crawler
Scale: Walker
Length: 120 meters long, 20 meters tall
Skill: Ground vehicle operation: sandcrawler
Crew: 50 (miners, engineers, vehicle technicians, or 100 jawas); skeleton: 3/+20
Crew Skill: Varies widely
Passengers: 30 (or 60 Jawas)
Cargo Capacity: 40 metric tons
Cover: Full
Cost: 50,000
Maneuverability: 1D
Move: 10; 30 kmh
Body Strength: 3D
Customization Points: 5
Source: Starships and Speeders (p.34), Vehicles Stats (p.45 Jawa Crawler)

HCVW A9 TURBO TANK

Craft: Kuat Drive Yards' HAVw A9 transport
Type: Heavy transport
Scale: Speeder
Length: 21.8 meters

Skill: Ground vehicle operation: HAVw A9
Crew: 6 (pilot, co-pilot/technician, commander); gunners: 2
Crew Skill: Ground vehicle operation 4D+2, vehicle blasters 4D+1
Passengers: 125 (depending on configuration)
Cargo Capacity: 1 metric ton
Cover: Full
Cost: 180,000
Maneuverability: 0D
Move: 45; 130 kmh
Body Strength: 5D
Customization Points: 2
Weapons:
Rotary Laser Cannon
Fire Arc: Turret (dorsal)
Skill: Vehicle blasters
Scale: Speeder
Fire Control: 1D
Range: 50-250/750/1.5 Km
Damage: 5D
2 Twin Heavy Repeating Blasters
Fire Arc: Front
Skill: Vehicle blasters
Scale: Character
Fire Control: 2D
Range: 30-100/200/300
Damage: 5D
Source: Starships and Speeders (p.35), Rogue One Sourcebook (p.xx)m D6 mechanics by +Olive Queen.
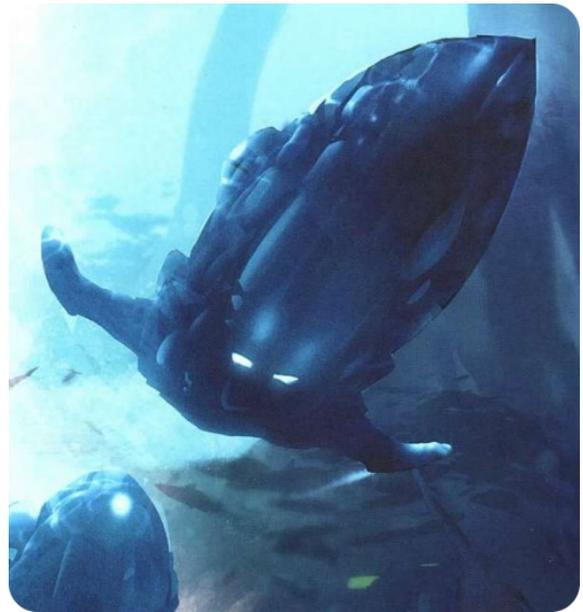
KEELKANA-CLASS ATTACK SUBMERSIBLE

Type: Mon Calamaris Subworks Keelkana-class Attack Submersible
Scale: Speeder
Length: 15 meters
Skill: Watercraft operation: submarine
Crew: 1
Crew Skills:
Passengers: No

Cargo Capacity: 50 kilograms
Cover: Full
Altitude Range: Sea level-down to 2,500 meters
Cost: 32,000
Maneuverability: 1D
Move: 70; 200 kmh
Body Strength: 3D+2
Customization Points: 3
Sensors:
Passive: 5/0D
Scan: 10/1D
Search: 15/2D
Focus: 2/3D
Weapons:
Twin Torpedo Launcher (6 torpedoes)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 2D
Range: 50-100/500/1 Km
*Damage:*5D
Heavy Blaster Cannon (outrigger-mounted)
Fire Arc: Turret (front, left, right)
Skill: Vehicle blasters
Fire Control: 2D
Atmosphere Range: 25-100/300/500
Damage: 5D
Source: Starships and Speeders (p.36), D6 mechanics by +Oliver Queen

TX-225 GAVW "OCCUPIER" COMBAT ASSAULT TANK

Craft: Rothna Heavy Engineering TX-225 GAVw Combat Assault Tank
Type: Assault tank
Scale: Speeder
Length: 7.3 meters
Skill: Ground vehicle operation: TX-225
Crew: 3 (commander, pilot, gunner/technician)
Crew Skill: Ground vehicle operation 5D, vehicle blasters 4D
Cargo Capacity: 1 metric ton
Consumables: 1 week
Cover: Full (inside); 1/2 (commander hatch); 3/4 (driver hatch)
Cost: 45,000
Maneuverability: 1D+1
Move: 25; 72 kph/ 16; 45 kph (offroad)
Body Strength: 4D
Customization Points: 2
Weapons:
2 Double Medium Laser Cannons
Fire Arc: Front
Crew: 1
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 2D
Range: 10-50/200/500
Damage: 5D+1
Medium Laser Cannon
Fire Arc: Front
Crew: 1
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 2D
Range: 3-50/120/300
Damage: 4D
Source: Starships and Speeders (p.37), Rogue One Sourcebook (p.xx), D6 mechanics by +Oliver Queen.

STARFIGHTERS & SHUTTLES

AGGRESSOR ASSAULT FIGHTER

Craft: Trilon, Inc. Aggressor Assault Fighter
Type: Patrol boat
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Aggressor
Crew: 1
Crew Skill: Astrogation 3D+2, space transports 3D+2, starship gunnery 3D+2, starship shields 3D
Passengers: 8
Cargo Capacity: 500 kilograms
Consumables: 3 months
Cost: 160,000 (new)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 2D
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Twin Medium Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 Km
Damage: 4D
Twin Medium Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
Light Tractor Beam Projector
Fire Arc: Front
Scale: Starfighter

Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-550/1.5/3 Km
Damage: 4D
Game Notes:
1. *Safety Limiters:* As an action, the pilot of an Aggressor can shut off the automatic safety limiters and inertial dampers. This gives the craft a +1D modifier to maneuverability, but requires a Strength vs 3D at the beginning of each additional round.

Sources: Starships and Speeders (p.39), D6 mechanics by +Oliver Queen

IG-2000

Craft: Modified Trilon, Inc. Aggressor Assault Fighter
Type: Transport
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Aggressor
Crew: 1
Crew Skill: Astrogation 4D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D
Passengers: 8 (prisoners)
Cargo Capacity: 465 kilograms
Consumables: 1 week
Cost: Not for sale (650,000 estimated)
Hyperdrive Multiplier: x1
Nav Computer: Yes
Maneuverability: 2D+1
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 5D
Shields: 3D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D297
Weapons:
2 Assault Lasers (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 8D

Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
2 Tractor Beams
Fire Arc: Front
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Game Notes:
1. *Safety Limiters:* As an action, the pilot of an Aggressor can shut off the automatic safety limiters and inertial dampers. This gives the craft a +1D modifier to maneuverability, but requires a Strength vs 3D at the beginning of each additional round.
2. *IG-2000 Droid Brains:* IG-2000 can perform vehicle actions and maneuvers and provide assistance on checks and has all ship related skills at 3D+2. In structured gameplay, IG-2000 performs its action immediately following its pilot each round.

Sources: Starships and Speeders (p.40), Starships Stats (p.296-297)

ALPHA-CLASS XG-1 "STAR WING" ASSAULT GUNBOAT

Craft: Cignus SpaceWorks Alpha Class Xg-1 Star Wing
Type: Assault fighter/gunboat
Scale: Starfighter
Length: 15 meters
Skill: Starfighter piloting: Assault Gunboat
Crew: 1
Cargo Capacity: 40 metric tons
Consumables: 3 days

Cost: 135,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: No
Nav Computer: Limited to 4 jumps
Maneuverability: 1D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+2
Customization Points: 2
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Ion Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 3D
2 Concussion Missile Launchers (fire linked, 16 salvos)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere 50-100/300/700
Damage: 8D
Sources: Starships and Speeders (p.41), Starships Stats (p.49)

AUZITUCK-CLASS GUNSHIP

Craft: Appazanna Engineering Works Auzituck gunship
Type: Gunship
Scale: Starfighter
Length: 14.7 meters

Skill: Space transports: Auzituck
Crew: 2 (pilot, co-pilot/gunner); skeleton: 1/+10
Crew Skill: Varies
Passengers: 8
Cargo Capacity: 750 kilograms
Consumables: 1 month
Cost: 95,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Navigation Computer: Yes
Maneuverability: 2D+2
Space: 6
Atmosphere: 330; 950 km/h
Hull: 4D
Customization Points: 3
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
Weapons:
3 Twin Medium Laser Cannon
Fire Arc: 1 Forward, 1 forward + right, 1 forward + left
Skill: Starship gunnery
Fire Control: 2D+1
Space Range: 2-5/15/25
Atmosphere Range: 200-500/1.5/2.5 km
Damage: 5D
Source: Starships and Speeders (p.42), Star Wars Rebels Season 1 Sourcebook (p.75-76), D6 mechanics by +Oliver Queen

RZ-1 A-WING LIGHT INTERCEPTOR

Craft: Kuat Yards RZ-1 A-Wing Interceptor
Type: Interceptor and multi-purpose starfghter
Scale: Starfghter
Length: 6.9 meters
Skill: Starfghter piloting: A-wing
Crew Skill: Starfghter piloting 5D, starship gunnery 4D+2, starship shields 3D+1
Crew: 1
Cargo Capacity: 25 kilograms
Consumables: 1 week
Cost: 150,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Yes (limited to 2 jumps)
Maneuverability: 4D

Space: 12
Atmosphere: 450; 1,300 kmh
Hull: 2D+2
Customization Points: 1
Shields: No
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
*Space Range:*1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Medium Concussion Missile Launchers (12 missiles)
Fire Arc: Front
Crew: 1 (pilot)
Scale: Starfghter
Skill: Starship gunnery
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 8D
Source: Starships and Speeders (p.43), Star Wars Rebels Season 2 Sourcebook (p.119), D6 mechanics by +Oliver Queen

A/SF-01 B-WING HEAVY FAST ATTACK STARFIGHTER

Craft: Slayn & Korpil B-Wing
Length: 16.9 meters
Skill: Starfighter piloting: B-wing
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1
Cargo Capacity: 45 kilograms
Consumables: 1 week
Cost: 150,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Yes (limited to 2 jumps)
Maneuverability: 1D+1

Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D
Customization Points: 1
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Weapons:
Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 7D56
2 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
3 Medium Ion Cannons
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/7/15
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
2 Auto Blasters
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-8/25/40
Atmosphere Range: 100-800/2.5/4 km
Damage: 3
Source: Starships and Speeders (p.44), REUP (p.423-424), Starships Vehicles (p.55-56)

DELTA-CLASS T-3C SHUTTLE
Craft: Sienar Fleet Systems Delta-class T-3c shuttle
Type: Executive shuttle
Scale: Starfighter
Length: 14.39 meters long, 25.1 meters high
Skill: Space transports: T-3c
Crew: 5 (pilot, co-pilot, navigator, comm operator, engineer); gunners: 1
Passengers: 30
Consumables: 3 months
Cost: 160,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D*
Space: 5
Atmosphere: 350; 1,000 kph
Hull: 4D
Customization Points: 2
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/2D+2
Weapons:
3 Laser Cannons (fire-linked)
Fire Arc: Front
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Twin Laser Cannons (fire-linked)
Fire Arc: Front
Crew: 1 (pilot or co-pilot)

Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-4/12/25
Atmosphere Range: 100-400/1.2/2.5 km
Damage: 4D
Game Notes:
1. In atmosphere, if the T-3c has its winged deployed, it maneuvers better than normal (+2 modifier to maneuverability skill checks).

Source: Starships and Speeders (p.45), Rogue One Sourcebook (p.xx), D6 mechanics by +Oliver Queen

MANDALORIAN PROTECTORATE "FANG" STARFIGHTER

Craft: Fang Fighter
Type: Mandalorian Protectorate starfghter
Scale: Starfghter
Length: 10.2 meters
Skill: Starfghter piloting: Fang fghter
Crew: 1
Crew Skill: Starfghter piloting 5D, starship gunnery 4D+2, starship shields 3D+2.
Cargo Capacity: 25 kilograms
Consumables: 3 days
Cost: 175,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 3D+2
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Customization Points: 1
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1.0/1.7 km
Damage: 6D
Proton Torpedo Launcher (6 torpedoes)
Fire Arc: Front

Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
Game Notes:
1. *Narrow Attack Profile:* When an enemy ship at close range targets a Fang starfighter, treat it as though at moderate range.
2. The proton torpedo launcher is in a hidden bay residing in the belly of the Fang fghter. While recessed, scans to detect this weapon are at a +3D dificulty modifer.

Source: Starships and Speeders (p.46), Star Wars Rebels Season 2 Sourebook (p.118), D6 mechanics by +Oliver Queen

FIRESPRAY SYSTEM PATROL CRAFT

Craft: Kuat Systems Engineering Firespray-class Patrol Vessel
Scale: Starfighter
Length: 21.5 meters
Skill: Space transports: Firespray patrol/attack craft
Crew: 1; gunners: 2
Passengers: 4
Cargo Capacity: 70 metric tons
Consumables: 1 month
Cost: 80,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Customization Points: 4
Shields: 1D

Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 50/1D+1
Focus: 2/2D
Weapons:
2 Twin-Mounted Autoblasters Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/2 km
Damage: 4D
Tractor Beam
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/4/7
Atmosphere Range: 10-100/400/700
Damage: 4D
Source: Starships and Speeders (p.47), REUP (p.442), Starships Vehicles (p.171)

SLAVE I
Craft: Modified Kuat Systems Engineering Firespray-class
Type: Modified sublight patrol and attack craft
Scale: Starfighter
Length: 21.5 meters
Skill: Space transport: Firespray
Crew: 3 (pilot, 2 guards)
Crew Skill: Astrogation 6D+1, space transports 7D, starship gunnery 8D, starship shields 6D
Passengers: 6 (prisoners)
Cargo Capacity: 40 metric tons
Consumables: 2 months
Cost: 125,650
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+2
Customization Points: 4 (0 available)
Shields: 2D+2
Sensors:
Passive: 35/0D
Scan: 60/1D

Search: 100/2D
Focus: 3/2D+1
Weapons:
2 Twin-Mounted Auto-blasters (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/2 km
Damage: 4D
Concussion Missile Launcher (3 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 7D
2 Proton Torpedo Launcher (fire-linked, 3 missiles)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D
Light Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 Km
Damage: 3D+2
Seismic Charge Launcher (4 charges)
Fire Arc: Rear
Skill: Starship gunnery
Fire Control: 2D
Fire Rate: 1/3
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 7D (5 space areas diameter)
Tractor Beam Projector
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-8/15/20
Atmosphere Range: 100-800/1.5/2 km
Damage: 5D
Game Note:
1. *Sensor Jamming:* When activated, adds +3D to difficulty to identify Slave I, but -2D+2 to difficulty to detect ship.
2. The concussion missile launchers are hidden in recesses flush into the hull of Slave I. While recessed, scans to detect this weapon are at a +3D difficulty modifer.
Source: Starships and Speeders (p.47-48), Starships Vehicles (p.310), changes and D6 mechanics by +Oliver Queen

G-1A HEAVY STARFIGHTER

Craft: Craft: Byblos Drive Yards G-1A Heavy Starfighter
Type: Heavy starfighter
Scale: Starfighter
Length: 15 meters
Skill: Space transports: G-1A
Crew: 2 (pilot, co-pilot/gunner)
Crew Skill: All skills 3D
Passengers: 3
Cargo Capacity: 1 metric ton
Consumables: 3 days
Cost: 130,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Customization Points: 4
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 4D+2
Concussion Missile Launcher (fire-linked, 4 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control:
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
Source: Starships and Speeders (p.49), based on Starships Stats "Mist Hunder" (p.303), D6 mechanics by +Oliver Queen

MIST HUNTER

Craft: Craft: Modified Byblos Drive Yards G-1A Transport
Type: Modified transport
Scale: Starfighter
Length: 15 meters
Skill: Space transports: G-1A
Crew: 1 or 2
Crew Skill: All skills 3D
Passengers: 8 (in concealed compartment)
Cargo Capacity: 1 metric ton
Consumables: 1 month
Cost: 162,900
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 3D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Weapons:
2 Assault Lasers (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 8D
Tractor Beam
Fire Arc: Turret
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D

1. *Astrogation Droid Brain:* Mist Hunter's astrogation droid brain can make astrogation 3D+2 checks, or provide assistance, with an astrogation skill.

Source: Starships and Speeders (p.49-50), Starships Stats (p.303)

Skill: Starship gunnery
Firce Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 Km
Damage: 4D
Source: Starships and Speeders (p.51), Rebellion Era Campaign Guide D6 (p.24)

KIHRAXZ LIGHT STARFIGHTER

Craft: TransGalMed Industries Kihraxz Fighter
Type: Light fighter
Scale: Starfighter
Length: 11 meters
Skill: Starfighter piloting: Kihraxz
Crew: 1
Crew Skill: Starfighting piloting 3D+2, starship gunnery 4D
Cargo Capacity: 130 kilograms
Passengers: No
Consumables: 2 days
Cost: 70,000 (new), 45,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 3D
Customization Points: 5
Shields: +2
Sensors:
Passive: 10/0D
Scan: 20/+2
Search: 40/1D+2
Focus: 3/2D+1
Weapons:
2 Light Blaster Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10//17
Atmosphere Range: 100-500/1/1.7 Km
Light Concussion Missile Launcher (2 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D
Light Ion Cannon
Fire Arc: Front

M12-L KIMOGILA HEAVY STARFIGHTER

Craft: MandalMotors M12-L "Kimogila" Heavy Hutt Fighter
Type: Heavy fighter
Scale: Starfighter
Length: 12 meters
Skill: Starfighter piloting: M12 Kimogila
Crew: 1
Crew Skill: Varies widely
Consumables: 2 week
Cost: 150,000
Cargo Capacity: 110 kilograms
Passengers: No
Nav Computer: Yes
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computers: Yes
Maneuverability: 1D+2
Space: 6
Move: 330; 950 kmh
Hull: 5D
Customization Points: 2
Shields: 2D
Sensors:
Passive: 10/1D
Scan: 20/2D
Search: 40/3D
Focus: 3/4D
Weapons:
Tripel Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Proton Torpeso Launcher (12 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7

Atmosphere Range: 50-100/300/700
Damage: 8D
Source: Starships and Speeders (p.52), Starships Stats (p.28)

KOM'RK-CLASS "GAUNTLET" FIGHTER

Craft: MandalMotors Kom'rk-class Combat Transport
Type: Combat transport
Scale: Starfighter
Length: 68.1m x 52.4m x 13.23m or 52.3m x 52.4m x 13.23m
Skill: Space transports: Kom'rk-class
Crew: 4 (pilot, co-pilot, navigator, engineer)
Crew Skill: Astrogation 3D+2, Space Transports 5D, Starship Gunnery 4D+2
Passengers: 24 (troops)
Cargo Capacity: 150 metric tons
Consumables: 2 months
Cost: 190,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 3D
Space: 7
Atmosphere: 350 1,00 kph
Hull: 4D+2
Customization Points: 2
Shields: No
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Twin Laser Cannons (fire-linked)
Fire Arc: 1 Front, 1 Rear
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Source: Starships and Speeders (p.53), Star Wars Rebels Season 3 Sourcebook (p.xx), D6 mechanics by +Oliver Queen
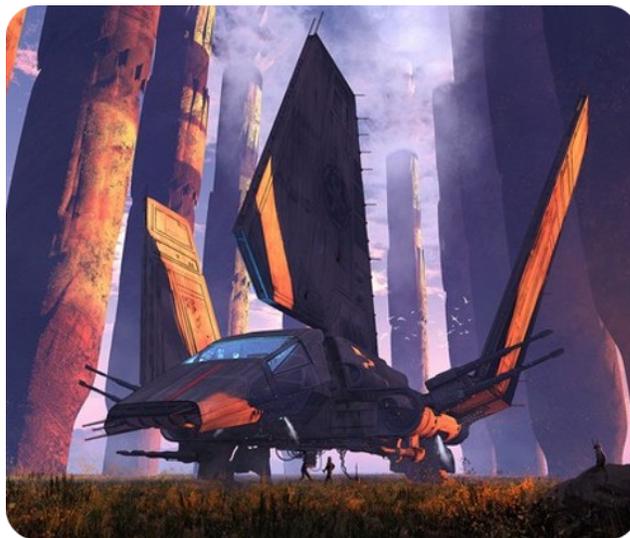
LAMBDA-CLASS T-4A LONG RANGE SHUTTLE

Craft: Sienar Fleet Systems Shuttle
Type: Lambda-class Shuttle
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Lambda Shuttle
Crew: 2 (pilot, co-pilot, navigator, comms, engineer); gunners: 1, Skeleton: 1/+10
Crew skill: Space transports 5D, starship gunnery 5D, starship shields 4D
Passengers: 20
Cargo capacity: 80 metric tons
Consumables: 2 months
Cost: 140,000
Hyperdrive multiplier: x1
Hyperdrive backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Customization Points: 2
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/2D+2
Weapons:
3 Twin Light Blaster Cannons (fire-linked)
Fire arc: 2 Front, 1 back
Skill: Starship gunnery
Fire control: 2D
Space range: 1-3/12/25
Atmosphere range: 100-300/1.2/2.5 km
Damage: 4D
2 Twin Light Laser Cannons (fire-linked)
Fire arc: Front
Crew: 1
Skill: Starship gunnery
Fire control: 3D+1
Space range: 1-4/12/25

Atmosphere Range: 100-400/1.2/2.5 km
Damage: 4D
Game Notes:
1. The rear facing twin light blaster cannon is retractable, +3D difficulty to scan.

Source: Starships and Speeders (p.54), REUP (p.444-445), Starships Stats (p.162-163)

M3-A SCYK INTERCEPTOR

Craft: MandalMotors M3-A Scyk Light Hutt Fighter
Type: Light fighter
Scale: Starfighter
Length: 10 meters
Skill: Starfighter piloting: M3-A Scyk
Crew: 1
Crew Skill: Varies widely
Passengers: No
Cargo Capacity: 12 kilograms
Consumables: 2 days
Cost: 5,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 3D+2
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 2D
Customization Points: 1
Shields: 1D
Sensors:
Passive: 10/1D
Scan: 20/2D
Search: 40/3D
Focus: 3/4D
Weapons:
Twin Light Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Concussion Missile Launcher (6 missiles)
Fire Arc: Front

Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
Twin Light Ion Cannons
Fire arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 Km
Proton Torpedo Launcher (4 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
Game Notes:
1. The M3-A Scyk has three optional weapon suites: concussion missile launcher, twin light ion cannons, or proton torpedo launcher.

Source: Starships and Speeders (p.55), Starships Stats (p.27)

SENTINEL-CLASS LANDING CRAFT

Craft: Sienar Fleet Systems Sentinel-class troop carrier
Type: Heavily armed landing craft
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Sentinel-class shuttle
Crew: 2; 2 can coordinate, gunners: 3 , skeleton: 1/+10
Crew Skill: Space transports 5D, starship gunnery 5D, starship shields 4D
Passengers: 54 (troops)
Cargo Capacity: 180 metric tons
Consumables: 1 month

Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+2
Shields: 3D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/2D+2
Weapons:
Medium Laser Cannon Battery (retractable, fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Twin Light Ion Cannon (fire-linked, retractable)
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
Heavy Repeating Blaster (retractable)
Fire Arc: Turret
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 4D
Atmosphere Range: 1-50/100/250
Damage: 3D+2
2 Concussion Missile Tubes (fire-linked, 9 missiles)
Fire Arc: Front
Skill: Missile weapons
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 100/300/700
Damage: 9D
Game Notes:
1. *Modular Cargo Module:* The Sentinel-class landing craft can be fitted with a large cargo module, allowing it to transport larger payloads, including ground vehicles, While this module is attached.

Source: Starships and Speeders (p.56), Starships Stats (p.159)

HH-87 STARHOPPER STAR FIGHTER

Craft: MandalMotors HH-87 Starhopper
Type: Starfighter
Scale: Starfighter
Length: 6.8 meters
Skill: Starfighter piloting: HH-87 Starhopper
Crew: 1 (pilot)
Passengers: None
Cargo Capacity: 100 kg
Consumables: 2 days
Cost: 50,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: None
Nav Computer: Yes
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Customization Points: 2
Shields: 2D
Sensors:
*Passive:* 40/0D
Scan: 70/1D
Search: 80/2D
Focus: 3/3D
Weapons:
2 Twin Light Laser Cannons (fire-linked)
Fire Arc: Forward
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12-25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Source: Starships and Speeders (p.57), Lords of Nal Hutta D6 (p.xx), D6 mechanics by +Oliver Queen
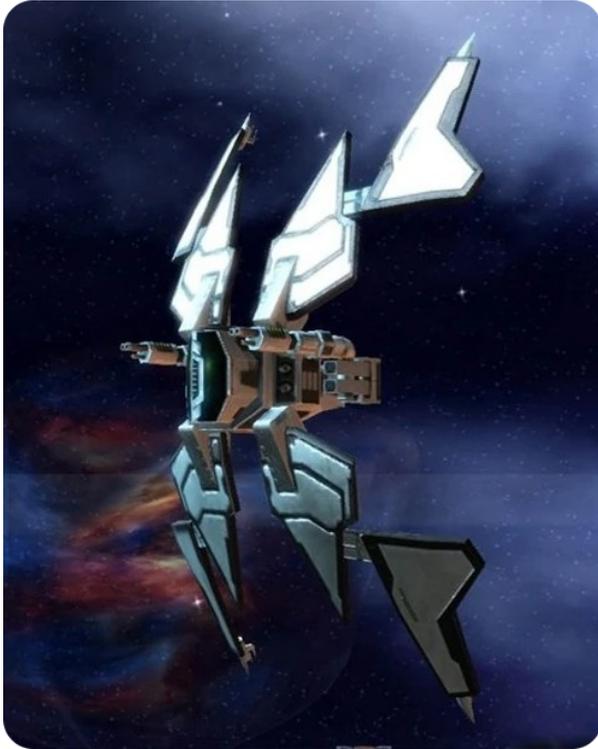
STARVIPER-CLASS ATTACK PLATFORM

Craft: MandalMotors StarViper Assault Fighter
Type: Assault fighter
Scale: Starfighter
Length: 21 meters
Skill: Starfighter piloting: StarViper
Crew: 1
Passengers: None
Cargo Capacity: 1 metric ton
Consumables: 1 week
Cost: 350,000 (new). 160,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: None
Nav Computer: Yes
Maneuverability: 3D+2 (1D in atmosphere with wings extended)
Space: 11
Atmosphere: 435; 1,200 kmh
Hull: 6D (front), 3D (back)
Customization Points: 0
Shields: 1D (front), 4D (back)
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Weapons:
2 Double Heavy Laser Cannons (fire-linked)
Fire Arc: Front (wings retracted); wings extended: 1 front/left/back, 1 front/right/back
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

2 Proton Torpedo Launchers (fire-linked, 6 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
Source: Starships and Speeders (p.58), Starships Stats (p.26)

TIE ADVANCED V1

Craft: Sienar Fleet Systems TIE Advanced v1
Type: Space superiority starfighter
Scale: Starfighter
Length: 7.2 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 6D, starship gunnery 5D
Cargo Capacity: 165 kilograms
Consumables: 2 days
Cost: 150,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 2D
Space: 10
Atmosphere: 415, 1,200 kmh
Hull: 2D+2
Customization Points: 0
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Multiple-Ordinance Missile Launcher (2 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: Dependent on ordinance
Atmosphere Range: Dependent on ordinance

Damage: Dependent on ordinance

XX-23 S-Thread Tracker Missile
Type: Vehicle tracking system
Cost: 3,000
Availability: F
Skill: Starship gunnery
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: Special
Skill: Astrogation
Game Notes:
1. Tracker may make one Difficult astrogation roll per hour to track a tagged ship.
2. In hyperspace, only the general direction of the ship may be found.
3. Once in normal space, the ship may be tracked to within one parsec.
4. Tracker is too powerful at ultra-high frequencies to find exact location, and system in question must be searched with conventional means.
5. Tracker is a 10 cm long tube. May be easily destroyed if found. In no way interferes with normal communications or cannot be detected by such means.

Source: Starships and Speeders (p.59), Star Wars Rebels Season 1 Sourcebook (p.77-78,61-62), D6 mechanics by +Oliver Queen

TIE ADVANCED X1
Craft: Sienar Fleet Systems TIE Advanced x1
Type: Space superiority starfighter
Scale: Starfighter
Length: 7.8 meters
Skill: Starfighter piloting: TIE
Crew: 145
Crew Skill: Starfighter piloting 6D, starship gunnery 5D
Cargo Capacity: 150 kilograms
Consumables: 5 days
Cost: 180,000
Hyperdrive Multiplier: x4
Nav Computer: limited to 10 jumps
Maneuverability: 1D+1
Space: 10
Atmosphere: 415, 1,200 kmh
Hull: 3D
Customization Points: 1
Shields: 1D+1
Sensors:
Passive: 20/0D

Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Medium Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Concussion Missile Launchers (fire-linked, 12 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
Game Notes:
Vader's TIE Advanced:
1. Life-Support Suit Integration: When piloted by Darth Vader, his TIE Advanced x1 increases its Maneuverability to 2D+1.

TIE/LN STARFIGHTER
Craft: Sienar Fleet Systems TIE/ln
Type: Space superiority fighter
Scale: Starfighter
Length: 6.3 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 65 kilograms
Consumables: 2 days
Cost: 60,000 (new), 25,000 (used)
Maneuverability: 2D

Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 2D
Customization Points: 0
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Source: Starships and Speeders (p.61), REUP (p.427-428), Starships Stats (p.42-43)

TIE/AG "AGGRESSOR" STARFIGHTER

Craft: Santhe/Sienar Fleet Systems TIE/ag
Type: Heavy fighter/bomber
Scale: Starfighter
Length: 7.8 meters
Skill: Starfighter piloting: TIE
Crew: 1: gunners: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 5D
Cargo Capacity: 75 kilograms
Consumables: 1 week
Cost: 75,000
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: No
Maneuverability: 2D
Space: 9
Atmosphere: 400, 1,150 kmh
Hull: 3D
Customization Points: 0
Shields: 1D+1
Sensors:
Passive: 0/0D
Scan: 35/1D

Search: 50/2D
Focus: 3/3D
Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D+1
Twin Light Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D+1
Game Notes:
1. Legends version of the TIE/ag from the Rebellion Era Campaign Guide has a concussion missile launcher:
Concussion Missile Launcher
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D
Source: Starships and Speeders (p.61), Starship Stats (p.45)

TIE/SA TACTICAL BOMBER

Craft: Sienar Fleet Systems TIE Bomber
Type: Dedicated light space bomber
Scale: Starfighter
Length: 7.8 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Missile weapons 4D+1, starfighter piloting 4D, starship gunnery 5D
Cargo Capacity: 15 metric tons (bomb bay)
Consumables: 2 days
Cost: 110,000
Space: 6
Atmosphere: 295; 850 kmh
Hull: 4D+1
Sensors:
Passive: 20/0D
Scan: 35/1D

Search: 50/2D
Focus: 3/2D+2
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
Concussion Missiles Launcher (12 missiles)
Fire Arc: Front
Skill: Starship gunnery
*Fire Control:* 3D+2
Space Range: 1/3/7
Atmosphere Range: 50-100/1/5 km
Damage: 9D
Proton Release Chute (16 bombs)
Fire Arc: Down (can only be used against suface targets)
Skill: Missile weapons
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
Source: Starships and Speeders (p.62), REUP (p.428-429), Starships Stats (p.47)

TIE/RB "BRUTE" HEAVY STARFIGHTER

Craft: Sienar Fleet Systems TIE/rb
Type: Heavy starfighter
Scale: Starfighter
Length: 8.9 meters
Skill: Starfighter piloting: TIE
Crew: 1
Cargo Capacity: 65 kilograms
Consumables: 2 days
Cost: 180,000
Space: 9
Atmosphere: 400, 1,150 kmh
Hull: 3D
Customization Points: 0
Sensors:

Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
Twin Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D+2
Game Notes:
1. *MGX-300 Droid Brain:* The TIE brute's droid brain can make checks and provide assistance to the pilot. It has starfighter piloting 3D and starship gunnery 3D. During structured gameplay. the droid brain takes a turn directly following the pilot's turn.

Source: Starships and Speeders (p.62-63), Solo: A Star Wars D6 (p.xx), D6 mechanics by Oliver Queen

TIE/D "DEFENDER" MULTI-ROLE STARFIGHTER

Craft: Sienar Fleet Systems' TIE Defender
Type: Multi-role starfighter
Scale: Starfighter
Length: 7.2 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Astrogation 4D, sensors 4D+2, Starfighter piloting 6D, starship gunnery 5D, starship shields 4D
Cargo Capacity: 200 kilograms (can be modified depending on missions)
Passengers: No
Consumables: 1 week
Cost: 300,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 6D
Space: 17
Atmosphere: 520; 1,550 kmh
Hull: 4D
Customization Points: 0

Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D+1
Weapons:
4 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
2 Ion Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
2 General Purpose Warhead Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7 for missiles and torpedoes, 1/2/5 for rockets and bombs
Atmosphere Range: 50-500/1/5 km for missiles, 30-100/300/700 for torpedoes
Damage: 9D for concussion missiles or proton torpedoes, 10D for heavy rockets, 11D for heavy proton bombs
Tractor Beam Projector
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-8/15/20
Atmosphere Range: 100-800/1.5/2 km
Damage: 5D
Source: Starships and Speeders (p.63-64), Starships Stats (p.51-52)

TIE/IN INTERCEPTOR

Craft: Sienar Fleet Systems TIE Interceptor
Type: Space superiority starfighter
Scale: Starfighter
Length: 6.6 meters
Skill: Starfighter piloting: TIE
Crew: 1
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2
Cargo Capacity: 75 kilograms
Passengers: No

Consumables: 2 days
Cost: 120,000 (new), 75,000 (used)
Maneuverability: 3D+2
Space: 11
Atmosphere: 435; 1,250 kmh
Hull: 3D
Customization Points: 0
Sensors:
Passive: 25/1D
Scan: 40/2D
Search: 60/2D
Focus: 4/3D+2
Weapons:
4 Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Source: Starships and Speeders (p.64), REUP (p.429), Starships Stats (p.46)
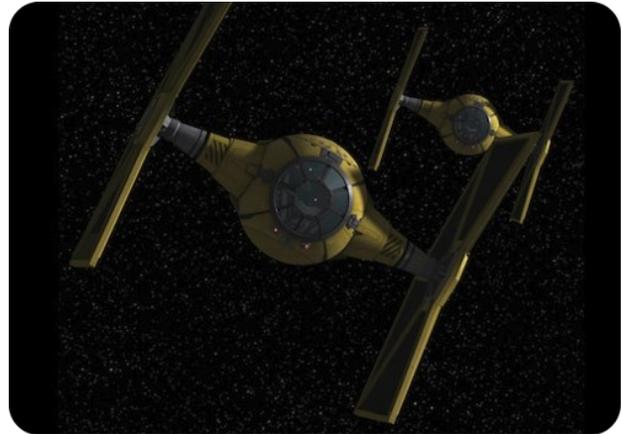
TIE/MG MINING GUILD STARFIGHTER

Craft: Modifed Sienar Fleet Systems TIE/mg
Type: Space superiority fghter
Scale: Starfghter
Length: 8.99 meters
Skill: Starfghter piloting: TIE
Crew: 1
Crew Skill: Starfghter piloting 3D+1, starship gunnery 3D
Cargo Capacity: 65 kilograms
Consumables: 1 day
Cost: 40,000 (new), 25,000 (used)
Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 2D
Sensors:
Passive: 10/0D
Scan: 20/1D
Search: 40/2D
Focus: 1/3D
Weapons:
2 Laser Cannons (firel-inked)

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 4D

Source: Starships and Speeders (p.65), Star Wars Rebels Season 2 Sourcebook (p.118-119), D6 mechanics by +Oliver Queen

TIE/PH "PHANTOM" MULTI-ROLE STEALTH STARFIGHTER

Craft: Sienar Fleet Systems V-38 TIE
Type: Strategic fighter
Scale: Starfighter
Length: 14.6 meters
Skill: Starfighter piloting: V-38 TIE
Crew: 2 (pilot, co-pilot/gunner)
Cargo Capacity: 50 kilograms
Consumables: 2 weeks
Cost: 365,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Limited to 5 jumps
Maneuverability: 3D
Space: 11
Atmosphere: 415; 1,000 kmh
Hull: 2D
Shields: 1D+2
Sensors:
Passive: 40/3D
Scan: 80/5D
Search: 130/5D+2
Focus: 7/6D
Weapons:
3 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Game Notes:
1. *Stygium Cloaking Device:* Activating the cloaking device

on a TIE phantom requires the pilot to spend an action. Once activated, the cloaking device makes the phantom almost impossible to detect, requiring anyone attempting to spot it to make a Heroic (30+) search or sensor check. Once detected, any attacks made against the Phantom while the cloaking device remains active count having cover, +4D difficulty. Using the cloaking device does come with some severe side effects for the phantom. While the cloaking device is active, the TIE phantom has its space speed reduced to 5. Additionally, the phantom pilot cannot use active scanners, comms, or weapons while the cloak is active. The pilot can turn off the cloaking device by spending an action.

Source: Starships and Speeders (p.65-66), Starships Stats (p.48)

TIE/CA "PUNISHER" STAR FIGHTER

Craft: Sienar Fleet Systems TIE/ca "Punisher" Star Fighter
Type: Space superiority fighter
Scale: Starfighter
Length: 11.7 meters
Skill: Starfighter piloting: TIE/ca
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 25 kilograms
Consumables: 2 days
Cost: 253,000
Maneuverability: 2D
Space: 10
Atmosphere: 415; 1,200 kph
Hull: 2D
Customization Points: 0
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 5D
Proton torpedo launchers or Concussion missile launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D/9D
Proton Bomb Release Chute
Fire Arc: Down (can only be used against suface targets)
Skill: Missile weapons
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
Game Notes:
Source: Starships and Speeders (p.66-67), D6 mechanics by +Oliver Queen

TIE/RP "REAPER" ASSAULT TRANSPORT

Craft: Sienar Fleet Systems TIE/rp "Reaper" Troop Transport
Type: Troop transport/dropship
Scale: Starfighter
Length: 24.2 meters
Skill: Space transports: TIE/rp
Crew: 1
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 2 metric tons (depending on configuration)
Passengers: 10 (troops)
Consumables: 5 days
Cost: 253,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kph
Hull: 3D
Customization Points: 0
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Light Laser Cannons (fire-linked)
Fire Arc: Front

Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 5D
Game Notes:
1. *Electronic Countermeasures:* The TIE Reaper's sophisticated comm systems give a +2D modifier to checks to spoof missiles or jam enemy communications.
Source: Starships and Speeders (p.67), D6 mechanics by +Oliver Queen

TIE/SK "STRIKER" MULTI-ROLE FIGHTER

Craft: Sienar Fleet Systems TIE/sk x1 Experimental Air Superiority Fighter
Type: Air superiority fighter
Scale: Starfighter
Length: 17.18 meters
Skill: Starfighter piloting: TIE/sk
Crew: 2 (pilot, gunner/bombardier)
Crew Skill: Starfighter piloting 4D+1, starship gunnery 4D
Cargo Capacity: 500 kilograms
Consumables: 1 day
Cost: 50,000
Maneuverability: 2D+2
Space: 5
Atmosphere: 520; 1,500 kph
Hull: 2D
Customization Points: 0
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D+2
2 Heavy Laser Cannons
Fire Arc: Front
Scale: Walker

Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

1 Proton Bomb Chute (15 bombs)
Fire Arc: Front
Scale: Walker
Skill: Vehicle blasters
Fire Control: 2D
Atmosphere Range: 100-500/1.2/2.5 km
Area of Effect: 0-10/20/30
Damage: 8D/6D/4D

Game Notes:
1. *Optimized for Atmosphere:* While in space, the maneuverability of the TIE/sk is 0D and speed is reduced to 2.
2. *Multi-Role Fighter:* The TIE/sk can also be fitted to deploy proton bombs in a ground assault role from a ventral-mounted ejector.

Source: Starships and Speeders (p.68), Rogue One Sourcebook (p.xx), D6 mechanics by +Oliver Queen
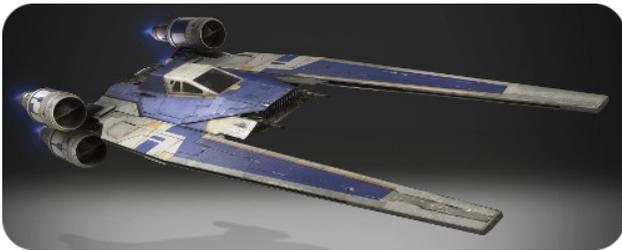
UT-60D U-WING TROOP TRANSPORT

Craft: Incom's UT-60D "U-Wing"
Type: Multi-Role Combat Shuttle
Scale: Starfighter
Length: 17.5 meters
Skill: Space Transports: U-Wing
Crew: 2 (pilot, co-pilot/engineer); door gunners: 2; Skeleton: 1/+5
Passengers: 8
Consumables: 2 weeks
Cost: 65,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D+1
Space: 6
Atmosphere: 330; 950 kph
Hull: 4D
Customization Points: 3
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/3D
Weapons:
2 Heavy Laser Cannon (fire-linked)
Fire Arc: Front
Crew: 1 (pilot or co-pilot)

Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D

2 Medium Repeating Blasters
Fire Arc: 1 Front/Left, 1 Front/Right (+5 Difficulty to Hit in Front Arc)
Crew: 1
Scale: Character
Skill: Blaster
Fire Control: None (manually aimed by Gunner)
Atmosphere Range: 3-50/150/400
Rate of Fire: 2D Auto-Fire
Damage: 6D
Game Notes:
1. Can only be fired if the U-Wing's side doors are open, which is only possible in atmosphere. When the doors are open, the door gunner receives the equivalent of 1/4 Cover.

Source: Starships and Speeders (p.69), D6 mechanics by +Charles McNeill

VT-49 DECIMATOR

Type: Sienar Fleet Systems VT-49 Decimator Assault Transport
Scale: Starfighter
Length: 38 Meters
Skill: Space Transports: Decimator
Crew: 4 (pilot/commander, co-pilot/navigator); Gunners: 2, skeleton 2/+10
Passengers: 6
Consumables: 1 month
Cost: 160,000
Cargo Capacity: 80 metric tons
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 5
Atmosphere: 340; 975 kmh
Maneuverability: 1D+2
Hull: 5D
Customization Points: 1
Shields: 3D
Sensors:
Passive: 25/1D
Scan: 50/2D

Search: 100/3D
Focus: 2/4D
Weapons:
2 Quad Laser Cannons
Fire Arc: Turrets
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
3 Twin Concussion Missile Launchers (40 missiles)
Fire Arc: 2 Rear, 1 front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 km
Damage: 9D
Source: Starships and Speeders (p.70), D6 mechanics by +Oliver Queen

T-65B X-WING MULTI-ROLE STARFIGHTER

Craft: Incom T-65B X-Wing
Type: Space superiority fighter
Scale: Starfighter
Length: 12.5 meters
Skill: Starfighter piloting: X-wing
Crew: 1 and astromech droid (can coordinate)
Crew Skill: Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D
Cargo Capacity: 110 kilograms
Consumables: 1 week
Cost: 120,000 (new)
Hyperdrive Multiplier: x1
Nav Computer: No (uses astromech droid programmed with 10 jumps)
Maneuverability: 3D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
Weapons:

4 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
2 Proton Torpedo Launchers (fire-linked, 6 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 9D
Source: Starships and Speeders (p.71), REUP (p.429-430), Starships Stats (p.54)

BTL-S3 Y-WING ATTACK STARFIGHTER

Craft: Koensayr BTL-S3 Y-wing
Type: Attack starfighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter piloting: Y-wing
Crew: 1; gunners: 1
Crew Skill: Astrogation 3D+2, starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D
Cargo Capacity: 110 kilograms
Consumables: 1 week
Cost: 135,000 (new), 85,000 (used)
Hyperdrive Multiplier: x1
Nav Computer: No (uses astromech droid programmed with 10 jumps)
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Customization Points: 1
Shields: 1D+2
Sensors:
Passive: 20/0D
Scan: 35/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Light Ion Cannons (fire-linked)
Fire Arc: Turret (may be fixed to forward to be fired by pilot at only 1D fire control)
*Skill:* Starship gunnery

Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Proton Torpedo Launchers (fire-linked, 8 torpedoes)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700 m
Damage: 9D
Source: Starships and Speeders (p.72), REUP (p.430-431), Starships Stats (p.23)

BTL-A4 "LONGPROBE"

Craft: Koensayr BTL-A4 Y-Wing (LP)
Type: Long-range reconnaissance fighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter piloting: Y-wing
Crew: 1, 1 Astromech droid (can coordinate)
Crew Skill: Astrogation 3D+2, sensors 4D, starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 3D
Cargo Capacity: 80 kilograms
Consumables: 3 weeks
Cost: 142,000 (new), 73,500 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+1
Shields: 1D
Sensors:
Passive: 40/0D
Scan: 70/1D
Search: 80/2D
Focus: 4/3D
Weapons:
2 Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 9D
2 Light Ion Cannons (fire-linked)
Fire Arc: Must be fixed to one facing: front, left, right or

back.
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
Source: REUP (p.430), Starships Stats (p.54)

Z-95-AF4 HEADHUNTER

Craft: Incom/Subpro Z-95-AF4 Headhunter
Type: Multi-purpose starfighter
Scale: Starfighter
Length: 11.8 meters
Skill: Starfighter piloting: Z-95
Crew: 1
Crew Skill: Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1
Cargo Capacity: 50 kilograms
Consumables: 1 day
Cost: 55,000 (new)
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Nav Computer: No
Maneuverability: 1D
Space: 5
Atmosphere: 365; 1,050 km/h
Hull: 4D
Customization Points: 2
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Weapons:
Light Laser Cannons (fire-linked)
Fire Arc: Front

Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Concussion Missiles (6 misiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 7D
Source: Starships and Speeders (p.73), Starships Stats "Z-95 Headhunter" (p.21)


ZETA-CLASS HEAVY CARGO SHUTTLE

Craft: Telgorn Corporation Zeta-class cargo shuttle
Type: Cargo shuttle
Scale: Starfighter
Length: 35.5 meters
Skill: Space transports: Zeta-class cargo shuttle
Crew: 2 (pilot, co-pilot/navigator); Skeleton: 1/+5
Passengers: 50 (depending on cargo configuration)
Cargo Capacity: See below
Consumables: 2 weeks

Cost: 95,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+1
Space: 2
Atmosphere: 248; 700 kph
Hull: 4D
Customization Points: 1
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Double Heavy Laser Cannons (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Dual Laser Cannon (fire-linked)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Game Notes
1. Integrated main ramp leads to holding bay and cargo pod's nested airlock. Ventral cargo craddle. Typical cargo container attaches to the spaceframe, drawing power from the Zeta's reactor, providing power for sepcific cargo needs; refrigeration, life support, etc. Typical universal cargo containers have a 30 metric ton capacity.

Source: Starships and Speeders (p.74), Rogue One Sourcebook (p.xx), D6 mechanics by +Oliver Queen

FREIGHTERS

ACTION VI BULK TRANSPORT

Craft: Corellian Action VI Transport
Type: Medium bulk freighter
Scale: Capital
Length: 125 meters
Skill: Space transports: Action VI transport
Crew: 20, skeleton: 6/+10
Crew Skill: Astrogation 3D, capital ship shields 2D+2, space transports 3D
Cargo Capacity: 90,000 metric tons
Passengers: 5
Consumables: 3 months
Cost: 200,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: X20
Nav Computer: No (uses droid or starport computations)
Maneuverability: 0D
Space: 2
Atmosphere: 225; 650 kmh
Hull: 3D
Customization Points: 4
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 30/1D
Search: 40/1D+1
Focus: 1/2D
Source: Starships and Speeders (p.76), Starships Stats (p.129)

ARK ANGEL

Craft: Modified Hoersch-Kessel Drive, Inc. Bellicose-class Heavy Duty Lifter
Type: Heavy duty lifter
Scale: Starfighter
Length: 44 meters
Skill: Space transports: Bellicose
Crew: 3 (pilot, co-pilot, engineer); gunners: 4
Crew Skill:
Cargo Capacity: 144 metric tons
Passengers: 5
Consumables: 3 months
Cost: 525,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 5
Atmosphere: 295; 850 kph
Hull: 3D+2
Customization Points: 4
Shields: 2D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/3D
Weapons:
2 Twin Heavy Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-2/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 4D
Twin Concussion Missile Launchers (fire-linked, 8 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D

Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D
Game Notes:
1. *Achaeological Tech Bay:* Characters using this facility recieve a +1D modifier when making computer and Technical skill checks related to ancient technology.
2. Note that pictures show four turrets.

Source: Starships and Speeders (p.77), Starships and Speeders (p.77), D6 mechanics by +Oliver Queen

Grappling Turret
Fire Arc: Rear
Skill: Missile weapons
Scale: Character
Fire Control: 2D
Range: 3-10/30/100
Damage: 5D grappling (requires 4 rounds to reel back into cargo bay area)
Source: Starships and Speeders (p.78), D6 mechanics by +Oliver Queen

AURORE-CLASS FREIGHTER

Craft: Corellian Engineering Corporation YV-865 Aurore-class Freighter
Type: Heavy duty lifter
Scale: Starfighter
Length: 52.3 meters
Skill: Space transports: YV-865
Crew: 6 (pilot, co-pilot, engineer, comm/sensor, 2 loadmasters); gunners: 4
Crew Skill: Astrogation 3D, sensors 3D, starship shields 3D, space transport piloting 3D+2, starship gunnery 4D
Cargo Capacity: 100 metric tons (depending on configuration)
Passengers: 15 + 100 prisoners
Consumables: 2 months
Cost: 240,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800 kph
Hull: 4D
Customization Points: 4
Shields: 2D+2
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/3D
Weapons:
Twin Medium Laser Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 Km
Damage: 4D+1

BARLOZ-CLASS MEDIUM FREIGHTER

Craft: Corellian Engineering Corporation Barloz-class Freighter
Type: Medium freighter
Scale: Starfighter
Length: 41 meters
Skill: Space transports: Barloz freighter
Crew: 2 (pilot, co-pilot/navigator); skeleton: 1/+5
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 120 metric tons
Consumables: 2 months
Cost: 70,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Customization Points: 4
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/2D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
Source: Starships and Speeders (p.79), Starships Stats (p.75-76)

CEC DEEP SPACE RECOVERY VESSEL L-2783

Craft: Corellian Engineering Corporation L-2783 Bulk Cruiser
Type: Bulk Cruiser
Scale: Starfighter
Length: 82 meters
Skill: Space transport piloting
Crew Skill: Varies
Crew: 100 officers and enlisted crew; Skeleton: 25/+10
Passengers: 100
Cargo Capacity: 200 metric tons
Consumables: 1 year
Cost/Rarity: 6.5 million/3
Hyperdrive Multiplier: x4
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 480; 800 kmh
Hull: 3D+2
Customization Points: 7
Shields: 2D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 60/2D
Focus: 2/3D
Customization Points: 7
Weapons:
Light Turbolaser Cannon
Fire Arc: Turret (dorsal)
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
2 Medium Laser Cannons
Fire Arc: Turret (1: front, right, rear; 2: front, left, rear)
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-300/1.2/1.7 km
Damage: 4D
Heavy Tractor Beam Array

Fire Arc: Front (ventral)
Scale: Starfighter
*Skill:* Starship gunnery
Fire Control: 1D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 km
Damage: 4D
Game Notes:
1. *Vehicle Complement:* 50 maintenance/scavenger pods, 4 cargo shuttles
source: Starships and Speeders (p.80), Special Modifications D6 (p.xx)

ETA-CLASS SUPPLY BARGE

Craft: Telgorn Corporation Eta-class Supply Barge
Type: Cargo shuttle
Scale: Starfighter
Length: 1,420 meters
Skill: Space transports: Eta-class cargo shuttle
Crew: 3 (pilot, co-pilot/navigator, engineer); Skeleton: 1/+10
Passengers: 2 (depending on cargo configuration)
Cargo Capacity: See below
Consumables: 2 weeks
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+1
Space: 2
Atmosphere: 248; 700 kph
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Game Notes:
1. Integrated main ramp leads to holding bay and cargo pod's nested airlock. Ventral cargo craddle. Either 50 large cargo containers or a single super cargo container may be attached to the spaceframe, drawing power from the Zeta's reactor, providing power for sepcific cargo needs; refrigeration, life support, etc. Typical large universal cargo containers have a 100 metric ton capacity. A single large container is 600 metric tons of cargo capacity.
Source: Starships and Speeders (p.81), Rogue One Sourcebook (pg.xx), D6 mechanics by +Oliver Queen

GHTROC 720 LIGHT FREIGHTER

Craft: Ghtroc Industries class 720 Freighter
Type: Light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: Ghtroc freighter
Crew: 2 (pilot, co-pilot)
Crew Skill: Varies widely
Passengers: 10
Cargo Capacity: 135 metric tons
Consumables: 2 months
Cost: 112,000 (new), 23,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 3D+2
Customization Points: 4
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 50/3D
Focus: 2/4D
Weapons:
Double Laser Cannon
Fire Arc: Front
Crew: 1
Skill: Starship gunnery
Fire Control: 1D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Source: Starships and Speeders (p.82), REUP (p.442-443), Starships Stats (p.84)

GR-75 MEDIUM TRANSPORT

Craft: Gallofree Yards Transport
Type: Medium transport
Scale: Capital
Length: 90 meters
Skill: Space transports: Gallofree Yards transport
Crew: 6 (pilot, co-pilot, engineer, cargo master, 3 crew); skeleton: 3/+10
Crew Skill: Astrogation 4D, space transports 4D, starship gunnery 3D+1, starship shields 3D
Cargo Capacity: 19,000 metric tons (100 or more pods)
Consumables: 6 months
Cost: 350,000 (new), 180,000 (used)
Hyperdrive Multiplier: x4
Hyperdrive Backup: x15
Nav Computer: Yes
Space: 2
Atmosphere: 225; 650 kmh
Hull: 2D
Customization Points: 2
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
4 Twin Laser Cannons (fire-linked)
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Game Notes:
1. A version modified by the Rebel Alliance has four twin laser cannons:
Source: Starships and Speeders (p.83), REUP (p.445), Starships Stats (p.136)

GX1 SHORT HAULER
Craft: Converted Lantillian ShipWrights GX1 Short Hauler
Type: Starbus
Scale: Starfighter
Length: 37.8 meters
Skill: Space transports: GX1
Crew: 2 (pilot, co-pilot/engineer, 2 stewards/cargo hands)
Crew Skill: Astrogation 4D, communication 4D, sensors 4D, space transports 4D
Passengers: 6 (24 in starbus configuration)
Cargo Capacity: 85 metric tons
Consumables: 1 month
Cost: 85,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Customization Points: 5
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/2D
Weapons:
Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
Game Notes:
    1.   Hyperspace-equipped escape craft.
Source: Starships and Speeders (p.84), Star Wars Rebels Season 2 Sourcebook (p.122-123), D6 mechanics by +Oliver Queen

HWK-290 LIGHT FREIGHTER
Craft: Corellian Engineering Corporation HWK-290 light freighter
Type: Freighter
Scale: Starfighter
Length: 29 meters
Skill: Space transports: HWK-290 light freighter
Crew: 2 (pilot, co-pilot)
Crew Skill: Typically 3D in pertinent skills
Passengers: 6
Cargo Capacity: 5 metric tons
Consumables: 3 months
Cost: 70,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 10/1D
Scan: 20/2D
Search: 40/3D
Focus: 2/4D
Source: Starships and Speeders (p.85), D6 mechanics by +Oliver Queen

JUMPMASTER 5000
Craft: Corellian Engineering JumpMaster 5000
Type: Scout Ship
Scale: Starfighter
Length: 20.1 meters
Skill: Space transports: JumpMaster 5000
Crew: 1

Crew Skill: Space transports 4D, starship gunnery 4D+1, starship shields 4D, sensors 4D+2
Passengers: 1
Cargo Capacity: 50 metric tons
Consumables: 2 months
Cost: 110,000 (new), 55,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+2
Space: 10
Atmosphere: 415; 1,200 kmh
Hull: 4D
Customization Points: 2
Shields: 1D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/4D
Weapons:
Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Source: Starships and Speeders (p.86), The Unknown Regions D6 (p.23)

PUNISHING ONE

Craft: Modified Corellian Engineering JumpMaster 5000
Type: Scout Ship
Scale: Starfighter
Length: 20 meters
Skill: Space transports: JumpMaster 5000
Crew: 1
Crew Skill: Starship gunnery 4D+2, other skills 2D+2
Passengers: 1
Cargo Capacity: 500 kilograms
Consumables: 2 months
Cost: Not for sale (416,500 estimated)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes

Maneuverability: 1D+2
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D
Shields: 5D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 60/2D
Focus: 3/4D
Weapons:
Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
Quad Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Game Notes:
1. *Integrated R2 Droid Gunner:* The Punishing One integrated R2 droid can fire the quad laser cannon with starship gunnery 4D. During structured gameplay, the droid gunner takes a single action directly following the pilot's turn.

Source: Starships and Speeders (p.86-87), Starships Stats (p.308)

KALEVALAN STAR YACHT

Craft: Kalevala Spaceworks Nau'ur-class Star Yacht
Type: Star yacht
Scale: Starfighter
Length: 125 meters
Skill: Space transports: star yacht
Crew: 3 (pilot, co-pilot, engineer); gunners: 2, skeleton: 2/+10
Crew Skill: Varies greatly
Passengers: 40
Cargo Capacity: 350 metric tons
Consumables: 6 months
Cost: 850,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 0D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 2D
Customization Points: 4
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 70/2D
Focus: 3/3D
Weapons:
2 Quad Laser Cannons (retractable)
Fire Arc: Front
Skill: starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
atmosphere Range: 100-300/1.2/2.5 Km
Damage: 4D
Source: Starships and Speeders (p.88), D6 mechanics by +Oliver Queen

LANCER-CLASS PURSUIT CRAFT

Craft: Lancer-class pursuit craft
Type: Freighter
Scale: Starfighter
Length: 20 meters
Skill: Space transports: Lancer-class pursuit craft
Crew: 2 (pilot, co-pilot)
Crew Skill: Varies greatly
Passengers: 4
Cargo Capacity: 2 metric tons
Consumables: 3 months
Cost: 120,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 3D
Space: 7
Atmosphere: 350; 1,000 km/h
Hull: 4D
Customization Points: 3
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 20/1D
Search: 30/2D
Focus: 3/3D
Weapons:
Triple Laser Cannon Turret
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Twin Light Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Tractor Beam Projector

Fire Arc: Front
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.3/2.5 km
Damage: 4D
Game Notes:
1. *Mk IV FCS:* As an action, the pilot may activate or deactivate the Mk. IV FCS. While the system is active, the ship's forward-mounted twin light laser cannons' gains a +1D skill modifier vs one target in the front arc, but only this weapon system can be fired.

Source: Starships and Speeders (p.89), D6 mechanics by +Oliver Queen

MINSTREL-CLASS SPACE YACHT

Craft: Ubrikkian Minstrel-class Space Yacht
Type: Interstellar pleasure craft
Scale: Capital
Length: 160 meters
Skill: Space transports:
Minstrel-class space yacht
Crew: 37; gunners: 2, skeleton: 10/+10
Crew Skill: All skills 4D
Passengers: 75
Cargo Capacity: 90 metric tons
Consumables: 1 year
Cost: 1,750,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 2D
Customization Points: 3
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Weapons:
6 Light Turbolaser Batteries
Fire Arc: 3 (front, right, rear), 3 (front, left, rear)
Skill: Starship gunnery

Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 5D
6 Ion Cannons
Fire Arc: 3 (front, right, rear), 3 (front, left, rear)
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Tractor Beam Projector
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 5D
Game Notes:
1. Starfighter Complement: 6 starfighters, typically HH-87 Starhoppers, M3-A Scyks, or Z-95 Headhunters.
2. Vehicle Complement: 2 shuttles.
3. The turblaser batteries are concealed, inceasing scanning dicculty by +4D.

Source: Starships and Speeders (p.90), D6 mechanics by +Oliver Queen

VCX-100 LIGHT FREIGHTER

Craft: CEC VCX-100 Light Freighter
Type: Light transport
Scale: Starfighter
Length: 44 meters
Skill: Space transports: VCX-100
Crew: 4 (pilot, co-pilot/engineer, 2 crew); gunners: 2; Skeleton: 1/+5
Crew Skill: Varies
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 1 month
Cost: 155,000 (New), 70,000 (Used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D+1
Space: 5
Atmosphere: 295; 850 km/h
Hull: 5D
Customization Points: 5
Shields: 1D
Sensors:
Passive: 10/0D

Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Source: Starships and Speeders (p.91), Star Wars Rebels Season 1 Sourcebook (p.81-82), D6 mechanics by +Oliver Queen

VCX-Series Auxiliary Starfighter
Craft: CEC VCX-series Auxilliary Craft Assault Shuttle
Skill: Space Transports
Length: 12 meters
Crew: 1
Passengers: 8
Consumables: 1 day
Hyperdrive Multiplier: No
Hyperdrive Backup: No
Navigation Computer: No
Cargo Capacity: 550 kilograms
Cost: 22,000
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Customization Points: 3
Shields: 1D+2
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/4D
Weapons:
Twin Light Laser Cannon
Fire Arc: Front
Crew: 1 (pilot)
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Light Laser Cannon
Fire Arc: Turret (dorsal)
Crew: 1 (pilot)
Fire Control: 2D
Space: 1-5/10/17
Atmosphere Range: 1-500/1/1.7 km
Damage: 4D
Source: Starships and Speeders (p.91), Star Wars Rebels Season 1 Sourcebook (p.81-82), D6 mechanics by +Oliver Queen

GHOST (as of Season 3)

Craft: Modifed Corellian Engineering Corporation VCX-100 Light Freighter
Type: Light freighter
Scale: Starfghter
Length: 43.9 meters
Skill: Space transports: VCX-100
Crew: 2 (pilot, co-pilot/engineer, 2 crew); gunners: 2
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 1 month
Cost: 155,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Atmosphere: 365; 1,025 kph
Hull: 5D
Customization Points: 5 (0 available)
Shields: 2D
Sensors:
Passive: 20/1D
Scan: 40/2D
Search: 50/3D
Focus: 3/4D
Weapons:
2 Twin Laser Cannon
Fire Arc: 1 forward, 1 turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
2 Proton Torpedo Launchers (fire-linked, 5 salvos)
Fire Arc: Front
Crew: 1 (pilot, co-pilot)
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 30-100/300/700
Damage: 9D
Game Notes:

1. Signal Modulator: currently broadcasting as the Tontine.
2. Engines are baffled, energy dampeners, and static jammers to make the Ghost hard to detect. 3. These features and over eighty-seven illegal upgrades to the stealth systems allow the freighter to mimic solar fluctuations or cosmic radiation on most sensors. This requires the Ghost to move at Cautious speed (increase opposed sensor task difficulty by two levels).
3. Docking Ring (starboard and port).
4. External Cargo Ring (ventral).
5. "Phantom II" can be used as an additional weapon emplacement. Only the twin laser cannon may be used for this purpose and in the rear fre arc only.

Source: Starships and Speeders (p.91-92), Star Wars Rebels Season 3 Sourcebook (p.xx), D6 mechanics by +Oliver Queen

PHANTOM II

Craft: Modified Trade Federation Sheathipede-class Lapiz Cutter Shuttle
Type: Transport shuttle
Scale: Starfighter
Length: 14.4 meters
Skill: Space transports: Sheathipede shuttle
Crew: 2 (pilot, co-pilot/sensors operator)
Passengers: 8
Consumables: 1 week
Cost: 114,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Navigation Computer: Astromech
Cargo Capacity: 1 metric ton
Maneuverability: 1D
Space: 5
Atmosphere: 435; 1,250 kph
Hull: 4D
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 25/1D
Search: 40/2D
Focus: 1/2D
Weapons:
2 Twin Light Laser Cannon (fire-linked)
Fire Arc: Front, rear
Skill: Starship gunnery

Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D
Game Notes:
1. Astromech Socket: Located on the port side of the shuttle's shortened dorsal fin. This allows th astromech to perform exterior repairs, control of the ion drives, hyperdrive, maneuvering jets, repulsorlif engines as well as other various ship-wide systems.

Source: Starships and Speeders (p.92), Star Wars Rebels Season 3 Sourcebook (p.xx), D6 mechanics by +Oliver Queen
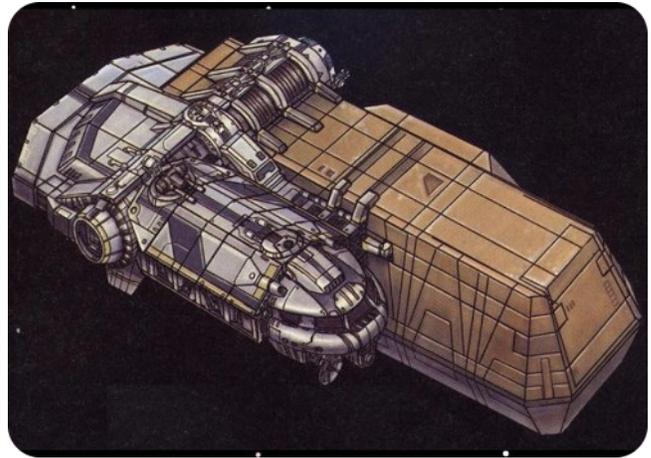
WAYFARER-CLASS MEDIUM FREIGHTER

Craft: Kuat Systems Engineering Wayfarer-class Medium Transport
Affiliation: General
Era: Old Republic
Type: Space transport
Scale: Starfighter
Length: 82 meters
Skill: Space transports: Wayfarer
Crew: 8, gunners: 2, skeleton: 2/+5
Crew Skill: All appropriate skills at 4D
Passengers: 6
Cargo Capacity: 220 metric tons
Consumables: 3 months
Cost: 202,500 (new), 120,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 kmh
Hull: 5D+1
Customization Points: 5
Shields: 2D
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 50/2D
Focus: 3/3D
Weapons:
Laser Cannon

Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Quad Laser Cannon
Fire Arc: Left
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Source: Starships and Speeders (p.93), Starships Stats (p.80)

XIYTIAR-CLASS HEAVY TRANSPORT

Craft: TransGalMeg Xiytiar-class Transport
Affiliation: General
Era: Rise of the Empire
Type: Large transport
Scale: Starfighter
Length: 164.8 meters
Skill: Space transports: Xiytiar transport
Crew: 10 (pilot, co-pilot, engineer, loadmaster, 6 crew)
Crew Skill: Varies widely
Passengers: 2
Cargo Capacity: 5,000 metric tons
Consumables: 6 months
Cost: 200,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x16
Nav Computer: Yes
Space: 3
Atmosphere: 280; 800 kmh
Hull: 4D+2
Customization Points: 2
Shields: 4D
Sensors:
Passive: 20/0D
Scan: 35/1D+1
Search: 40/3D
Focus: 2/3D
Source: Starships and Speeders (p.94), Starships Stats (p.135)

YT-1000 LIGHT FREIGHTER

Craft: Corellian Engineering Corporation YT-1000 Transport
Type: Light freighter
Scale: Starfighter
Length: 28 meters
Skill: Space transports: YT-1000
Crew: 2 (pilot, co-pilot/engineer); gunners: 1
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 75 metric tons
Consumables: 2 months
Cost: 75,000 credits new, 20,000 used
Hyperdrive Multiplier: x3
Hyperdrive Backup: x16
Nav Computer: Yes
Space: 4
Atmosphere: 460; 740 kmh
Hull: 4D
Customization Points: 5
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Twin Light Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Source: Starships and Speeders (p.95), Enter the Unknown D6 (p.64-65), Corellian Engineering Corporation Sourcebook (p.8)

YT-1210 LIGHT FREIGHTER

Craft: Corellian Engineering Corporation YT-1210 Transport
Type: Light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: YT-1210
Crew: 1; gunners: 1
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: 120,000 (new), 20,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:106
Medium Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range:
100-300/1.2/2.5 km
Damage: 4D
Source: Starships and Speeders (p.96), Starships Stats (p.105-106)

YT-1250

The YT-1250 is little more than an upgraded YT-1210. To represent a YT-1250, use the YT-1210 profile with a cost of 130,000 credits and the fol lowing changes:

YT-1250 Light Freighter
Craft: Corellian Engineering Corporation YT-1250 Transport
Type: Light freighter
Scale: Starfighter
Length: 35 meters
Skill: Space transports: YT-1250
Crew: 1; gunners: 1
Crew Skill: Varies widely
Passengers: 4
Cargo Capacity: 80 metric tons
Consumables: 3 months
Cost: 120,000 (new), 30,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 280; 800 kmh
Hull: 4D
Shields: 1D+1
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Twin Medium Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Source: Starships and Speeders (p.96), Scum and Villainy D6 (p.10)

YT-1300 LIGHT FREIGHTER

Craft: Corellian Engineering Corp. YT-1300 Transport
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300
Crew: 1 (1 can coordinate), gunners: 1
Crew Skill: Varies widely
Passengers: 6; 9 (YT-1300p); None (YT-1300f)
Cargo Capacity: 100 metric tons; 50 (YT-1300p); 150 (YT-1300f)
Consumables: 2 months
Cost: 100,000 (new), 25,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 480; 800 kmh
Hull: 4D
Customization Points: 6
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Medium Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range:
100-300/1.2/2.5 km
Damage: 4D
Source: Starships and Speeders (p.97), REUP (p.446-446), Starships Stats (p.106-107)

YT DART

Craft: Corellian Engineering Corporation YT-Dart
Type: Tugboat
Scale: Starfighter
Length: 12.4 meters
Skill: Space transports: YT Dart
Crew: 1
Passengers: 3
Cargo Capacity: 500 kilograms (depending on configuration)
Consumables: 3 days
Cost: 9,000
Maneuverability: 2D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Customization Points: 2
Sensors:
Passive: 10/0D
Scan: 25/1D
Search 40/2D
Focus: 2/3D
Source: Starships and Speeders (p.97), D6 mechanics by +Oliver Queen

LANDO CALRISSIAN'S MILLENNIUM FALCON

Craft: Modified Corellian Engineering Corporation YT-1300 Transport
Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300 transport
Crew: 2 pilot, co-pilot/engineer); gunners: 2, skeleton: 1/+5
Crew Skill: Lando Calrissian (as of The Dark Times)
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: 265,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 4D+2
Customization Points: 6 (2 available)
Shields: 2D
Sensors:
Passive: 20/1D
Scan: 40/1D+2
Search: 45/2D
Focus: 2/3D
Weapons:
2 Heavy Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12-25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Source: Starships and Speeders (p.99), D6 mechanics by +Oliver Queen

Lando Calrissian's YT Dart
Craft: Corellian Engineering Corporation YT Dart
Scale: Starfighter
Length: 12.4 meters
Crew: 1

Skill: Space transports: YT Dart
Passengers: 3
Cargo Capacity: 500 kilograms (depending on configuration)
Consumables: 3 days
Cost: 16,000
Hyperdrive Multiplier: x4
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D
Customization Points: 2 (0 available)
Sensors:
Passive: 10/0D
Scan: 25/1D
Search 40/2D
Focus: 2/3D
Sources: Starships and Speeders (p.99), D6 mechanics by +Oliver Queen

HAN SOLO'S MILLENNIUM FALCON

Craft: Modified Corellian Engineering Corporation YT-1300 Transport
Type: Modified light freighter
Scale: Starfighter
Length: 26.7 meters
Skill: Space transports: YT-1300 transport
Crew: 2 (pilot, co-piot/engineer); gunners: 2, skeleton: 1/+5
Crew Skill: Han Solo (as of The Dark times)
Passengers: 6
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: 425,000
Hyperdrive Multiplier: x0.5
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 8
Atmosphere: 365; 1,050 kmh
Hull: 5D+2
Customization Points: 6 (1 available)
Shields: 2D+1
Sensors:
Passive: 20/1D
Scan: 40/1D+2
Search: 45/2D

Focus: 2/3D
Weapons:
2 Quad Laser Cannons
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12-25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
2 Concussion Missile Tubes (fire linked, 8 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
Blaster Cannon (retractable)
Fire Arc: Turret
Scale: Speeder
Skill: Vehicle blasters
Fire Control: 4D (fired from cockpit)
Atmosphere Range: 1-50/100/250
Damage: 3D+2
Source: Starships and Speeders (p.99), Starships Stats (p.301-303)

YT-2400 LIGHT FREIGHTER

Craft: Corellian YT-2400 Transport
Type: Stock light freighter
Scale: Starfighter
Length: 21 meters
Skill: Space transports: YT-2400
Crew: 2 (pilot, co-pilot/engineer); gunners: 1, skeleton: 1/+10
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 2 months
Cost: 130,000 (new), 32,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 4
Atmosphere: 480; 800 kmh
Hull: 5D
Shields: 2D

Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
Twin Medium Laser Cannon
Fire Arc: Turret
Crew: 1
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range:
100-300/1.2/2.5 km
Damage: 4D
Source: Starships and Speeders (p.100), REUP (p.447-448), Starships Stats (p.111)

YV-560 LIGHT FREIGHTER

Craft: Corellian Engineering Corporation YV-560 Light Freighter
Type: Light freighter
Scale: Starfighter
Length: 30.1 meters
Skill: Space transports: YV-560
Crew: 2 (pilot, co-pilot/engineer)
Passengers: 5
Cargo Capacity: 20 metric tons
Consumables: 8 months
Cost: 120,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Consumables: 6 months
Maneuverability: 1D+2
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Customization Points: 4
Shields: None
Sensors:
Passive: 20/0D
Scan: 40/1D
Search: 80/2D
Focus: 4/3D
Weapons:
Twin Medium Laser Cannon
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Source: Starships and Speeders (p.101), D6 mechanics by +Oliver Queen

YV-666 LIGHT FREIGHTER

Craft: Corellian Engineering Corporation YV-666 Light Freighter
Type: Light freighter
Scale: Starfighter
Length: 41 meters
Skill: Space transports: YV-666
Crew: 2 (pilot, co-pilot); gunners: 1
Passengers: 6
Cargo Capacity: 20 metric tons
Consumables: 3 months
Cost: 480,000 (new), 132,000 (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x14
Nav Computer: Yes
Consumables: 6 months
Maneuverability: 1D+2
Space: 7
Atmoshere: 350; 1,000 kmh
Hull: 4D
Customization Points: 6
Shields: None
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/4D
Weapons:
Quad Laser Cannon (retractable)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2/2.5 Km
Damage: 4D
Twin Light Laser Cannon
Fire Arc: Front
Skill: Starfighter gunnery
Fire Control: 1D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 3D+2
Game Notes:
1. Maneuvering Fins: in atmosphere Maneuverability: 2D+1.

HOUND'S TOOTH

Craft: Modified YV-666 Light Freighter
Type: Transport
Scale: Starfighter
Length: 62 meters
Skill: Space transports: YV-666
Crew: 1
Crew Skill: Astrogation 5D+1, space transports 7D+1, starship gunnery 6D+1, starship shields 4D+1
Passengers: 4 (prisoners)
Cargo Capacity: 20 metric tons
Consumables: 3 months
Cost: 415,000
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D+2
Space: 7
Atmosphere: 350; 1,000 km/h
Hull: 6D
Customization Points: 6 (3 available)
Shields: 4D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 4/4D
Weapons:
Quad Laser Cannon (retractable)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 6D
Ion Cannon
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
Concussion Missile Launcher (6 missiles)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1/3/7

Atmosphere Range: 50-100/300/700
Damage: 8D
Game Notes:
1. Maneuvering Fins: in atmosphere Maneuverability: 2D+1
2. *X10-D Droid Brain:* The droid brain can perform piloting chekcs for the Houd's Tooth with a 3D. It may be commanded via comlink with an authorized voiceprint.
3. The Hound's Tooth carries the Z-95 Headhunter "Nashtah Pup".

Source: Starships and Speeders (p.102-103), Star Wars Rebels Season 1 Sourcebook (p.36), D6 mechanics by +Oliver Queen

YV-929 LIGHT FREIGHTER

Craft: Corellian Engineering Corporation YV-929 Armed Freighter
Type: Light freighter
Scale: Starfighter
Length: 22 meters

Skill: Space transports: YV-929
Crew: 2 (pilot, co-pilot); gunners: 2
Crew Skill: Varies widely
Passengers: 6
Cargo Capacity: 150 metric tons
Consumables: 6 months
Cost: 380,000 (new), 100,000 (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 350; 1,000 kmh
Hull: 1D
Customization Points: 1
Shields: 4D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 40/2D
Focus: 2/3D
Weapons:
2 Triple Light Blaster Cannons (fire-linked)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D+2
2 Twin Light Ion Cannons (fire-linked)
Fire Arc: Front, left, right
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D+1
3 Concussion Missile Launchers (10 missiles each)
Fire Arc: 2 front, 1 rear
Skill: starship gunnery
Fire Control: 1D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
Source: Starships and Speeders (p.104), Starships Stats (p.120)

CRUISERS AND FRIGATES

ARQUITENS-CLASS LIGHT CRUISER

Craft: Kuat Drive Yards Arquitens-class Command Cruiser
Type: Light Cruiser
Scale: Capital
Length: 325 meters
Skill: Capital Ship Piloting
Crew: 750 (officers, enlisted crew, pilots); gunners: 26, skeleton: 32/+10
Crew Skill: Astrogation 4D, Capital Ship Gunnery 4D+1, Capital Ship Piloting 4D, Capital Ship Shields 3D
Passengers: 100 (troops)
Cargo Capacity: 300 metric tons
Consumables: 3 months
Cost: 5,000,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Hull: 3D+2
Customization Points: 2
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 80/1D+1
Search: 120/2D
Focus: 5/3D
Weapons:
4 Twin Light Turbolaser Batteries
Fire Arc: Turret
Crew: 2
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 10-300/300/700 km
Damage: 6D
8 Quad Laser Batteries
Fire Arc: 4 Left, 4 right
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 4D

4 Concussion Missile Launchers (10 each)
Fire Arc: Front
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 7D
Medium Tractor Beam Array
Fire Arc: Front
Skill: Starship gunnery
Fire Control:
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 Km
Damage: 4D
Game Notes:
1. *Complement:* 3 TIE/ln fighters or 2 TIE/sa or 1 Sentinel-class landing craft. Assorted small shuttles, landspeeders, and ship's boats.
2. Two docking collars.
3. Eight escape pods.

Source: Starships and Speeders (p.106), Star Wars Rebels Season 2 Sourcebook (p.130), D6 mechanics by +Oliver Queen

ASSAULT FRIGATE MARK II

Craft: Rendili StarDrive Assault Frigate Mk II
Type: Modified Dreadnaught
Scale: Capital
Length: 700 meters
Skill: Capital ship piloting: assault frigate
Crew: 4,820: gunners: 118, skeleton: 1,500/+20
Crew Skill: Capital ship gunnery 4D+2, capital ship piloting: Assault Frigate 5D, capital ship shields 4D, sensors 3D
Passengers: 100 (troops)
Cargo Capacity: 7,000 metric tons
Consumables: 1 year
Cost: 12,500,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 2D
Space: 7
Hull: 5D
Customization Points: 2
Shields: 3D (+2D booster)
Sensors:
Passive: 20/1D
Scan: 50/2D
Search: 80/3D
Focus: 5/4D

Weapons:
15 Heavy Laser Cannons
Fire Arc: 5 front, 5 left, 5 right
Crew: 1(4), 2(8), 3(3)
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 2D+1
10 Light Quad Turbolasers
Fire Arc: 3 (front, left, rear), 3 (front, right, rear)
Crew: 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 4D
15 Heavy Laser Cannons
Fire Arc: 5 front, 5 left, 5 right
Crew: 1(8), 3(7)
Skill: Capital ship gunnery
Fire Rate: 1/3
Fire Control: 2D
Space Range: 3-10/30/60
Atmosphere Range: 300-1/3/6 km
Damage: 6D
Game Notes:
1. Advanced Mon Calamari-designed deflector shield subsystems can increase overall shield output for limited stints without burning out the shield projectors. A Moderate capital ship shields roll is necessary to boost the shields to full output. The difficulty increases one level for every 3 rounds the shields remain boosted, failing this roll means the shields flicker out for one round, and can't be boosted again for the duration of the encounter.
2. *Complement:* 3 starfighters or one shuttle/landing craft. Assorted landspeeders, sall shuttles, and ship's boats.

Source: Starships and Speeders (p.107), Starships Stats (p.266-267)

BRAHA'TOK-CLASS GUNSHIP

Craft: Dornean Braha'tok Fleetworks Conglomerate Braha'tok-class Gunship
Type: Anti-starfighter gunship
Scale: Capital
Length: 90 meters
Skill: Capital ship piloting: Braha'tok gunship
Crew: 70, gunners: 40, skeleton: 10/+10
Passengers: 15
Cargo Capacity: 200 metric tons
Consumables: 8 months
Cost: 1,400,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D+2
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Customization Points: 3
Shields: 2D
Sensors:
Passive: 25/1D
Scan: 50/2D
Search: 80/3D
Focus: 3/2D+1
Weapons:
2 Proton Torpedo Launchers (3 torpedoes each)
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 9D
4 Concussion Missile Launchers (3 missiles each)
Fire Arc: Front
Crew: 3
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 9
2 Twin Light Turbolaser
Fire Arc: 1 left, 1 right
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D+1
Space Range: 3-15/35/75
Atmosphere Range: 300-1.5/3.5/7.5 km
Damage: 4D+2
8 Quad Laser Cannons
Fire Arc: Turret
Skill: Capital ship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 4D
Source: Starships and Speeders (p.108), Starships Stats (p.227)

CANTWELL-CLASS ARRESTOR CRUISER

Craft: Kuat Drive Yards Cantwell-class Arrestor Cruiser
Type: Cruiser
Scale: Capital
Length: 800 meters
Skill: Space transports: Lancer-class pursuit craft
Crew: 2,770; skeleton: 252/+15
Crew Skill: Varies greatly
Passengers: 144 (troops)
Cargo Capacity: 4,050 metric tons
Consumables: 1 year
Cost: 2,200,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 5
Atmosphere: 295; 850 kmh
Hull: 4D
Customization Points: 1
Shields: 3D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 70/2D
Focus: 3/3D
Weapons:
3 Turret-Mounted Twin Heavy Ion Cannons
Fire Arc: left, right, turret
Fire Control: 1D
Skill: Capital ship gunnery
Scale: Capital
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 5D
12 Light Laser Cannons
Fire Arc: 3 front, 3 left, 3 right, 3 rear
Skill: Starship gunnery
Scale: Starfighter
Fire Control: 2D
Space Range: 1-2/7/15
Atmosphere Range: 100-200/700/1.5 km
Damage: 4D
3 Repulsor-Tractor Beam Emitters
Fire Arc: 1 front, 1 left, 1 right
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 100-500/1.5/3 Km

Damage: 4D
Game Notes:
1. *Docking Bays:* 2
2. *Complement:* 24 starfighters, numerous shuttles, landing craft, and utility vehicles.
Source: Starships and Speeders (p.109), D6 mechanics by +Oliver Queen

CR90 CORVETTE

Craft: Corellian Engineering Corporation Corvette
Type: Mid-sized multi-purpose vessel
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: Corellian Corvette
Crew: 30 to 165, depending upon configuration
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1
Passengers: Up to 600, depending upon configuration
Cargo Capacity: 3,000 metric tons, depending on configuration
Consumables: 1 year
Cost: 3.5 million (new), 1.2 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 kmh
Hull: 4D
Customization Points: 4
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D
Weapons:
2 Twin Medium Turbolaser Battery
Fire Arc: Turret
Crew: 1 (3), 3 (3)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D+2
4 Light Turbolasers
Fire Arc: 2 left, 2 right
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 Km
Damage: 4D
Source: Starships and Speeders (p.110), Starships Stats (p.220)

C-ROC GOZANTI-CLASS LIGHT CRUISER

Craft: C-ROC Gozanti-class Cruiser
Type: Cruiser transport
Scale: Starfighter
Length: 41.8 meters
Skill: Space transports: Gozanti
Crew: 7 (pilot, co-pilot, engineer, comms/sensors, 2 loadmasters); gunners: 6; skeleton: 1/+5
Passengers: 20
Cargo Capacity: 100 metric tons
Consumables: 2 months
Cost: 190,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 3
Atmosphere:260; 750 kmh
Hull: 4D
Customization Points: 6
Shields:1D
Sensors:
Passive: 10/0D
Scan: 25/1D
Search: 50/2D
Focus: 3/3D
Weapons:
Quad Laser Cannon (retractable)
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
Game Notes:
1. The "wings" on either side of the cruiser have magnetic plates to carry cargo. A favorite tactic used by smugglers is to quickly dump the cargo and try to escape. Four plates are placed on both wings, each can hold one Class-D cargo container.
Source: Starships and Speeders (p.111), Star Wars Rebels Season 1 Sourcebook (p.78), D6 mechanics by +Oliver Queen
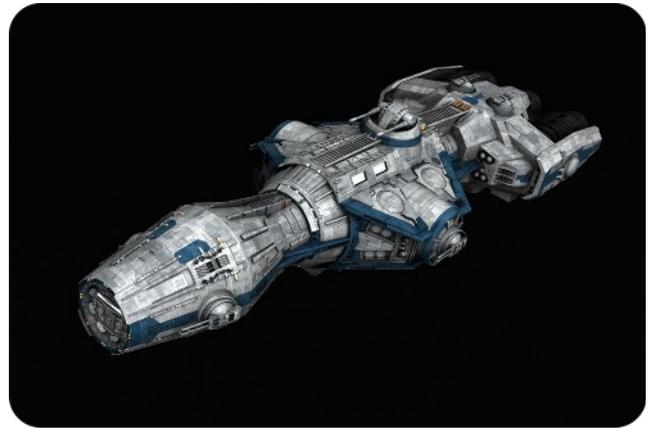
DP20 GUNSHIP

Craft: Corellian Engineering Corporation Gunship
Type: Mid-sized anti-starfighter warship
Scale: Capital
Length: 120 meters
Skill: Capital ship piloting: Corellian Gunship
Crew: 91, gunners: 46, skeleton: 10/+15
Crew Skill: Astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D
Cargo Capacity: 300 metric tons
Consumables: 8 months
Cost: 3.2 million (new), 2.4 million (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D+1
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D+2
Customization Points: 1
Shields: 2D+1
Sensors:
Passive: 20/0D
Scan: 40/0D
Search: 80/1D
Focus: 2/2D
Weapons:
8 Twin Light Turbolaser Cannons
Fire Arc: 2 front, 3 left, 3 right
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 300-1.5/3.5/7.5 km
Damage: 4D+2
6 Quad Laser Cannons (retractable)
Fire Arc: Turret
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-5/10/17
Atmosphere Range: 100-500/1/1.7 km
Damage: 5D
4 Concussion Missile Tubes (10 missiles each)
Fire Arc: 2 left, 2 right
Skill: Capital ship gunnery
Fire Control: 3D

Space Range: 2-12/30/60
Atmosphere Range: 200-1.2/3/6 km
Damage: 9D
**Source:** Starships and Speeders (p.112), Starships Stats (p.224-227)

DREADNAUGHT-CLASS HEAVY CRUISER

Craft: Rendili StarDrive's Dreadnaught
Type: Heavy cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: Dreadnaught
Crew: 9,000-16,000; gunners: 97, skeleton: 9,000/+15
Crew Skill: Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D
Passengers: 3,000 (troops)
Cargo Capacity: 9,000 metric tons
Consumables: 1 year
Cost: 7,200,000
Hyperdrive Multiplier: x4
Hyperdrive Backup: x18
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 5D+2
Customization Points: 4
Shields: 2D+1
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/3D
Focus: 4/3D204
Weapons:
10 Twin Medium Turbolaser Batteries
Fire Arc: 5 (front, left, rear), 5 (front, right, rear)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-10/30/60
Damage: 7D
20 Quad Light Turbolasers
Fire Arc: 10 left, 10 right
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-20/40/80
Damage: 4D
10 Heavy Laser Cannons

Fire Arc: 5 left, 5 right
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Damage: 2D
Game Notes:
1. *Complement:* 12 starfighters
Source: Starships and Speeders (p.113), Starships Stats (p.203-204)
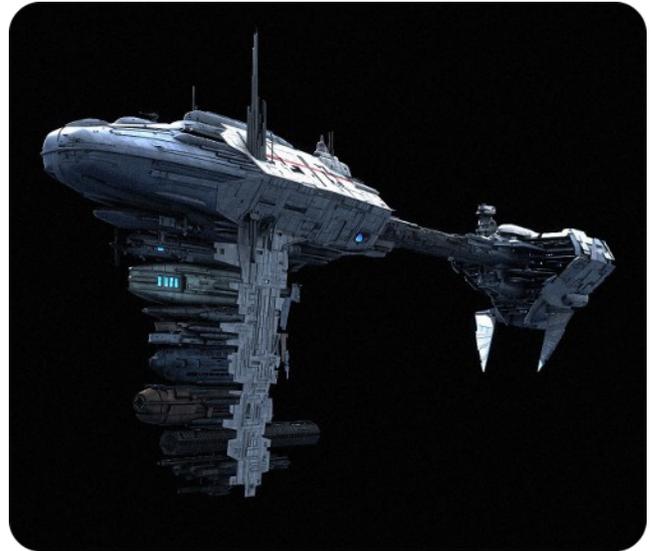
EF76 NEBULON-B FRIGATE

Craft: Kuat Drive Yards' Nebulon-B Frigate
Type: Escort starship
Scale: Capital
Length: 300 meters
Skill: Capital ship piloting: Nebulon-B
Crew: 920, gunners: 66, skeleton: 307/+10
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1
Passengers: 75 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 2 years
Cost: 8,500,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 850 kmh
Hull: 3D+2
Customization Points: 2
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 75/2D
Search: 150/3D
Focus: 4/4D+2
Weapons:
12 Medium Turbolaser Batteries (retractable)
Fire Arc: 6 (front, left, rear), 6 (front, right, rear)
Skill: Capital ship gunnery

Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
12 Light Laser Cannons (retractable)
Fire Arc: 3 front, 3 left, 3 right, 3 back
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 2D
3 Heavy Tractor Beam Projectors
Fire Arc: Front
Crew: 12
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Game Notes:
1. *Complement:* 24 starfighters
Source: Starships and Speeders (p.114), Starships Stats (p.208)

GOZANTI-CLASS ARMED TRANSPORT

Craft: Imperial Gozanti-class Cruiser
Type: Freighter transport
Scale: Starfighter
Length: 63.8 meters
Skill: Space transports: Gozanti Cruiser
Crew: 3 (pilot, co-pilot, engineer, comms/sensors, loadmaster); gunners: 6
Passengers: 12 (troops)
Cargo Capacity: 75 metric tons
Consumables: 1 month
Cost: 200,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D+2
Space: 3
Atmosphere: 140; 400 kmh
Hull: 6D
Customiztion Points: 4
Shields: 1D
Sensors:
Passive: 15/0D
Scan: 30/1D
Search: 55/2D

Focus: 4/4D
Weapons:
2 Twin Heavy Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 5D
Game Notes:
1. Four underside-mounted docking clamps.
2. May carry: 2 AT-AT or 2 AT-DP or 4 AT-ST or 4 TIE/ln starfighters.
Source: Starships and Speeders (p.115), Star Wars Rebels Season 1 Sourcebook (p.78-79), D6 mechanics by +Oliver Queen

HAMMERHEAD CORVETTE

Craft: Alderaan Royal Engineers Hammerhead Corvette
Type: Corvette
Scale: Capital
Length: 118 meters
Skill: Capital ship piloting: Hammerhead corvette
Crew: 35 (pilot, co-pilot, 10 others), gunners: 3, Skeleton: 2/+10
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1
Passengers: 30 (depending on confguration)
Cargo Capacity: 80 metric tons
Consumables: 6 months
Cost: 1,000,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Atmosphere: 330; 950 km/h
Hull: 3D+2
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 100/3D
Focus: 5/4D
Weapons:
Heavy Laser Cannon
Fire Arc: Front
Scale: Starfighter
Skill: Capital ship gunnery
Fire Control: 2D

Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
*Damage:* 4D
Twin Light Turbolaser Battery
Fire Arc: Turret
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D+1
Game Notes:
1. *Designed to Ram:* When a Hammerhead makes a head-on impact, it is always treated as a minor collision for this vessel and so subtracts 4D from the damage roll. The enemy vessel always treats this as a major collision and rolls normal damage.

Source: Starships and Speeders (p.116), Star Wars Rebels Season 2 Sourcebook (p.127-128), D6 mechanics by +Oliver Queen
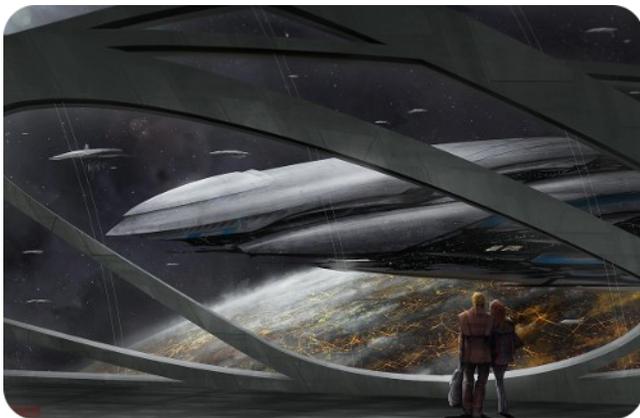
INDULGENT-CLASS LUXURY STARLINER

Craft: Leonore Luxury Libers, Incorporated Indulgent-class Luxury Liner
Type: Starliner
Scale: Capital
Length: 360 meters
Skill: Capital ship piloting: Indulgent
Crew: 850; skeleton: 52/+10
Crew Skill: Astrogation 2D+2, capital ship gunnery 3D+2, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1
Passengers: 1,500
Cargo Capacity: 300 metric tons
Consumables: 6 months
Cost: 25,500,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 0D
Space: 3
Atmosphere: 260; 750 kmh
Hull: 2D
Customization Points: 1
Shields: 2D+2
Sensors:
Passive: 40/0D

Scan: 80/1D
Search: 100/2D
Focus: 5/3D
Weapons:
2 Twin Heavy Ion Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 2D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 Km
Damage: 5D
Source: Starships and Speeders (p.117), D6 mechanics by +Oliver Queen
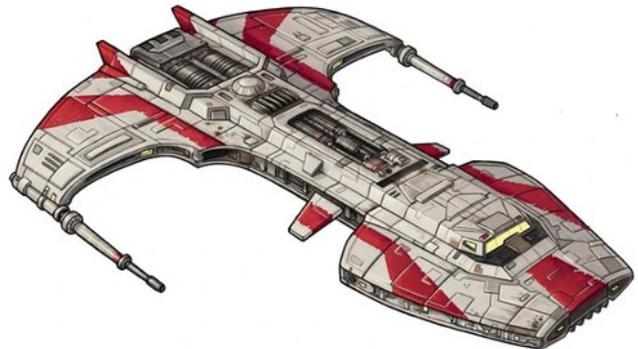
MARAUDER-CLASS ASSAULT CORVETTE

Craft: Republic Sienar Systems Marauder-class Corvette
Type: Light combat cruiser
Scale: Capital
Length: 195 meters
Skill: Capital ship piloting: Marauder
Crew: 177; gunners: 48, skeleton: 52/+10
Crew Skill: Astrogation 2D+2, capital ship gunnery 3D+2, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1
Passengers: 80 (troops)
Cargo Capacity: 300 metric tons
Consumables: 3 months
Cost: 3,000,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: No
Nav Computer: Yes
Maneuverability: 2D+1
Space: 5
Atmosphere: 295; 850 kmh
Hull: 3D+2
Customization Points: 1
Shields: 2D+1
Sensors:
Passive: 40/1D
Scan: 80/1D+2
Search: 100/2D+2
Focus: 5/3D+1
Weapons:
8 Light Double Turbolaser Cannons
Fire Arc: 4 front, 4 turret
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/70

Atmosphere Range: 300-1.5/3.5/7 km
Damage: 5D
3 Tractor Beam Projectors
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Game Notes:
    1.   *Complement:* 12 starfighters, 2 shuttles
Source: Starships and Speeders (p.118), Starships Stats (p.199)

MC30C FRIGATE
Craft: Mon Calamari Shipyards MC30c Frigate
Type: Frigate
Scale: Capital
Length: 580 meters
Skill: Capital ship piloting: MC30a
Crew: 820
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D, sensors 3D
Passengers: 95 (troops)
Cargo Capacity: 8,600 metric tons
Consumables: 2 years
Cost: 36,610,000 (new), 9,500,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 2
Atmosphere: Not applicable
Hull: 3D+2
Customization Points: 2
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D
Weapons:
2 Heavy Proton Torpedo Launchers (10 torpedoes)
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
16 Medium Turbolasers
Fire Arc: 8 Turret (front, left, rear), 8 turret (front, right, rear)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75

Atmosphere Range: 300-1.5/3.5/7.5km
Damage: 5D+1
16 Twin Medium Laser Cannons
Fire Arc: 8 front, left, rear), 8 (front, right, rear)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 4D
4 Cluster Bomb Launchers (6 bombs each)
Fire Arc: 1 front, 2 left, 2 right, 1 rear
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmoshphere Range: No
Damage: 5D
Game Notes:
    1.   *Cluster Bombs:* The standard MC30c is equipped with cluster bombs, which are dispersed by launchers to destroy and deter enemy fighters. When the ship fires its cluster bombs treat as a grenade for deployment and scatter. They cluster bombs stay deployed and remain in that area until destoyed or the ship moves. Whenever a ship enters enters of a cluster bombs area, it is exposed to the devices. The pilot of such a ship must succeed on a Difficult (20) piloting skill check or suffer 5D damage. If the MC30c moves away from the area where it deployed the cluster bombs, those bombs remain as a hazard at that location, and a new field of bombs must be deployed if the MC30c wishes to maintain that defense.
Source: Starships and Speeders (p.119), D6 mechanics by +Oliver Queen

MC40A LIGHT CRUISER

Craft: Mon Calamari Shipyards MC40a Light Cruiser
Type: Light Star Cruiser
Scale: Capital
Length: 505 meters
Skill: Capital ship piloting: MC40a
Crew: 3770
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D, sensors 3D
Passengers: 650 (troops)
Cargo Capacity: 8,600 metric tons
Consumables: 2 years
Cost: 36,610,000 (new), 15,500,000 (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 2
Atmosphere: Not applicable
Hull: 3D+2
Customization Points: 4
Shields: 2D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 100/2D
Focus: 4/3D
Weapons:
14 Medium Turbolasers
Fire Arc: 7 (front, left, rear), 7 (front, right, rear)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 300-1.5/3.5/7.5km
Damage: 5D+1
2 Concussion Missile Launchers (10 missiles each)
Fire Arc: Front
Skill: Capital ship gunnery

Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
18 Medium Ion Cannons
Fire Arc: 4 front, 5 left, 5 right, 4 rear
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 4D
6 Heavy Tractor Beam Arrays
Fire Arc: 1 front, 2 left, 2 right, 1 rear
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60km
Damage: 4D
Game Notes:
1. Complement: 12 starfighters
Source: Starships and Speeders (p.120), Starship Challenge (p.15)

PHOENIX HOME

Craf: Modifed Kuat Drive Yards Pelta-class frigate
Type: Multi-purpose frigate
Scale: Capital
Length: 200 metersChapter 10: Starship Profiles
Skill: Capital ship piloting: Pelta-class frigate
Crew: 900, gunners: 56, skeleton: 118/+5
Crew Skill: Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1
Passengers: 200 (troops)
Cargo Capacity: 20 metric tons
Consumables: 5 months
Cost: 7,265,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D
Space: 5
Atmosphere: 295; 850 km/h
Hull: 3D+2
Customization Points: 2
Shields: 2D+2
Sensors:
Passive: 35/1D
Scan: 70/2D
Search: 90/31D+2

Focus: 4/4D
Weapons:
2 Twin Light Turbolaser Batteries
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 3D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 3D
3 Twin Heavy Laser Cannons
Fire Arc: 1 front, 1 left, 1 turret
Scale: Starfghter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300.1.2/2.5 km
Damage: 4D
2 Light Tractor Beam Projector
Fire Arc: Front, right
Skill: Capital ship gunnery
Fire Control: 4D+2
Space Range: 1-5/15/30
Atmosphere Range: 1-5/15/30 km
Damage: 4D+2
Game Notes:
1. *Complement:* 8 RZ-1 A-wing interceptors.
2. *Docking Bays:* 1

Source: Starships and Speeders (p.121), Star Wars Rebels Season 2 Sourcebook (p.136-137), D6 mechanics by +Oliver Queen

Space: 5
Hull: 3D+2
Customization Points: 4
Shields: 1D
Sensors:
Passive: 30/1D+1
Scan: 60/2D
Search: 90/2D+1
Focus: 3/3D+1
Weapons:
2 Light Turbolasers Batteries
Fire Arc: Lef/front/right
Scale: Starfighter
Skill: Capital ship gunnery
Fire Control: 1D+2
Space Range: 1-5/10/14
Damage: 3D
2 Medium Tractor Beam Emitters
Fire Arc: Turret (front, left, right)
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Damage: 4D
Game Notes:
1. *Complement:* 4 squadrons (48 fighters), various shuttles, utility/landing craft.
2. *Docking Bays:* 4

Sources: Starships and Speeders (p.122), Star Wars Rebels Season 3 Sourcebook (p.xx), D6 mechanics by +Oliver Queen

QUASAR FIRE-CLASS ESCORT CARRIER

Craft: SoroSuub Quasar Fire-class Cruiser-Carrier
Type: Cruiser/carrier
Scale: Capital
Length: 340 meters
Skill: Capital ship piloting: Quasar Fire cruiser-carrier
Crew: 250, gunners: 8, skeleton: 14/+10
Crew Skill: Capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, starship gunnery 4D
Passengers: 140 (starfighter technicians)
Cargo Capacity: No
Consumables: 1 year
Cost: 1,750,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D

RAIDER-CLASS CORVETTE

Craft: Kuat Drive Yards Raider-class Corvette
Type: Anti-fighter corvette
Scale: Capital
Length: 150 meters
Skill: Capital ship piloting: raider-class
Crew: 92
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D, sensors 4D+1
Passengers: 30 (troops)
Cargo Capacity: 300 metric tons
Consumables: 3 months
Cost: 3,000,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D+1
Space: 6
Atmosphere: 330; 950 kmh
Hull: 3D+2
Customization Points: 2 (0 with hangar bay modification)

Shields: 3D
Sensors:
Passive: 50/1D
Scan: 90/1D+2
Search: 100/2D+2
Focus: 5/3D+1
Weapons:
Twin Light Turbolaser
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/32/75
Atmosphere Range: 6-30/72/150 km
Damage: 5D
6 Twin Heavy Laser Cannons (retractable)
Fire Arc: 3 (front, left, rear), 3 (front, right, rear)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/45
Atmosphere Range: 100-500/1.5/4.5 km
Damage: 5D
Battleship Ion Cannon
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-5/10/15
Atmosphere Range: 100-500/1/1.5 km
Damage: 5D
Concussion Missile Launchers (20 missiles)
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
Game Notes:
1. *Hangar Bay Modification:* 2 starfighter.
Source: Starships and Speeders (p.123), D6 mechanics by +Oliver Queen

RENDILI STARDRIVE NEUTRON STAR-CLASS BULK CRUISER

Craft: Rendili StarDrive's Neutron Star-class bulk cruiser
Type: Modified bulk cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: bulk cruiser
Crew: 2,200; gunners: 57, skeleton: 840/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 3D+2, starship gunnery 4D
Passengers: 250 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 1 year
Cost: 6.5 million (new), 2.8 million (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Hull: 5D
Customization Points: 6
Shields: 2D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 125/3D
Focus: 5/3D+2
Weapons:
24 Heavy Bulk Cruiser Turbolasers
Fire Arc: 4 front, 10 left, 10 right
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/10/17
Atmoshpere Range: 100-500/1/1.7 Km
Damage: 4D
25 Heavy Laser Cannons
Fire Arc: 10 left, 10 right, 5 turret
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5
Damage: 5D
2 Heavy Tractor Beam Emitters
Fire Arc: Front
Crew: 1 (1), 6 (1)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Damage: 4D
Game Notes:
1. *Carrier Conversion:* 36 starfighters, 2 shuttles.
Source: Starships and Speeders (p.124), Starships Stats (p.224)

BATTLESHIPS AND STATIONS
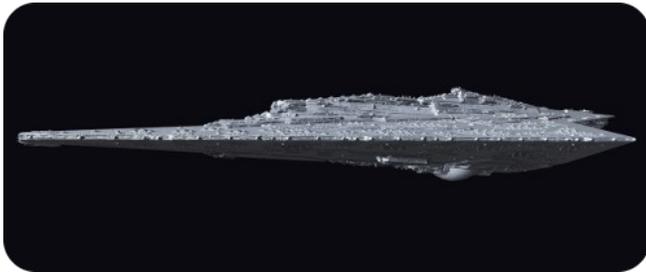
ASSERTOR-CLASS COMMAND DREADNOUGHT

Craft: Kuat Drive Yards' Assertor-class Star Dreadnought
Type: Super Star Destroyer
Scale: Capital
Length: 15,000 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 125,000; gunners: 1,280, skeleton: 30,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D
Passengers: 20,000 (troops)
Cargo Capacity: 145,000 metric tons
Consumables: 3 years
Cost: 1.1 trillion
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Space: 5
Hull: 12D
Shields: 7D
Sensors:
Passive: 75/1D+2
Scan: 150/3D+2
Search: 300/5D
Focus: 8/6D+2
Weapons:
40 Quad Heavy Turbolaser Batteries
Fire Arc: 20 left, 20 right
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 9D
30 quad battleship ion cannon batteries
Fire Arc: 15 left, 15 right
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 k
Damage: 5D
10 dorsal twin heavy turbolasers
Fire Arc: 10 Front
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 8D

30 quad light turbolaser batteries
Fire Arc: 10 front, 10 left, 10 right
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D
20 ventral battleship ion cannons
Fire Arc: 20 front
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 k
Damage: 5D
20 dorsal medium Ion Cannons
Fire Arc: 10 left, 10 Right
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 4D
60 turret mounted quad laser cannons
Fire Arc: 20 forward, 20 left, 20 right
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 4D
90 Concussion Missile Tubes
Fire Arc: 30 forward, 30 left, 30 right
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-5/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D
20 Heavy Tractor Beam Projectors
Fire Arc: 10 front, 5 left, 5 right
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D
Game Notes:
1. *Starfighter Complement:* 60 TIE/ln, 24 TIE Interceptors, 12 TIE Defenders, 24 TIE Bombers, numerous shuttles, landing craft, gunboats, landing barges.
2. *Ground/Air Vehicle Complement:* 15 AT-AT, 25 AT-STs, 1 prefabricated garrison.

Source: Starships and Speeders (p.126), D6 mechanics by Evilnerf

DS-1 DEATH STAR

Craft: Custom Deep Space Battle Station
Type: Deep space mobile battle station
Scale: Death Star
Length: 120 kilometers (diameter)
Skill: Battle station piloting: Death Star
Crew: 1.2 million, gunners: 57,276, skeleton 56,914/+15
Crew Skill: Astrogation 5D+1, battle station piloting 6D, capital ship gunnery 5D
Passengers: 607,360 (troops), 25,984 (stormtroopers), 42.782 (starship support staff), 167,216 (support ship pilots and crew)
Cargo Capacity: Over one million kilotons
Consumables: 3 years
Cost: Not available for sale
Hyperdrive Multiplier: x4
Hyperdrive Backup: x20
Nav Computer: Yes
Space: l
Hull: 15D
Shields: 2D
Sensors:
Passive: 250/0D
Scan: 1,000/ ID
Search: 5,000/2D+2
focus: 40/4D
Weapons:
Superlaser
Fire Arc: Forward
Crew: 168. skeleton 48/+10
Scale: Death Star
Skill: Capital ship gunnery: superlaser
Body: 12D (capital scale)
Space Range: 1-20/ 40/100
Damage: 2D to 16D*
5,000 Turbolaser Batteries
Fire Arc: Turret**
Crew: 3
Scale: Starfighter
Skill: Starship gunnery
Body: 3D (capital scale)

Fire Control: 1 D
Space Range: 1-5/10/15
Damage: 5D
5,000 Heavy Turbolasers
Fire Arc: Turret**
Crew: 4
Scale: Starfighter
Skill: Starship gunnery
Body: 4D (capital scale)
Fire Control: ID
Space Range: 1-7/ 15/30
Damage: 7D
2,500 Laser Cannons
Fire Arc: Turret**
Crew: 3
Scale: Capital
Skill: Capital ship gunnery
Body: 4D (capital scale)
Fire Control: ID
Space Range: 1-5/10/15
Damage: 7D
2,500 Ion Cannons
Fire Arc: Turret• *
Crew: 4
Scale: Capital
Skill: Capital ship gunnery
Body: 4D (capital scale)
Fire Control: ID
Space Range: 1-3/7/ 10
*Damage:*4D
768 Tractor Beam Emplacements
Fire Arc: Turret**
Crew: 6
Scale: Capital
Skill: Capital ship gunnery
*Body:* 5D (capital scale)
Fire Control: 3D
Space Range: 1-5/10/25
Damage: 5D
Game Notes:
1. The Death Star's power systems can generate 2D of damage per hour. The Death Star's superlaser can only fire at maximum power.
2. Due to the immense size of the Death Star, it is divided into 24 distinct zones, each equally equipped with weapons. Only weapons within the specific zone adjacent to an attacking ship can be brought to bear at any given time; often, the actual number of weapons that can be brought to bear is significantly lower.

Source: Starships and Speeders (p.127-128), Star Wars Trilogy Sourcebook Special Edition (p.)

DS-2 DEATH STAR

Craft: Custom Deep Space Battle Station
Type: Deep-space mobile battle station
Scale: Death Star
Length: 160 kilometers (diameter)
Skill: Battle station piloting: Death Star
Crew: 1.2 million; gunners: 152,276. skeleton 127,850/+15
Crew Skill: Astrogation 5D+ 1, battle s tation piloting 6D, capital ship gunnery 5D, starship gunnery 40+2
Passengers: 1,295.950 (troops), 127,570 (stormtroopers), 75,860 (starship support staff), 334,432 (support ship pilots and crew)
Cargo Capacity: Over one million kilotons
Consumables: 3 years
Cost: Not available for sale
Hyperdrive Multiplier: Not yet enabled
Hyperdrive Backup: No
Nav Computer: Yes
Space: 2
Hull: 18D
Shields: 3D
Sensors:
Passive: 350/ID
Scan: I ,500/2D
Search: 7,500/3D
Focus: 60/40+2
Weapons:
Superlaser
Fire Arc: Forward
Crew: 168, skeleton 48/ + I 0
Scale: Death Star
Skill: Capital ship gunnery: superlaser
Body: 12D (capital scale)
Fire Control: ID
Space Range: 1-20/40/ 100
Damage: 20-16D*
15,000 Turbolaser Batteries
Fire Arc: Turret**
Crew: 3

Scale: Starfighter
Skill: Starship gunnery
Body: 3D (capital scale)
Fire Control: ID
Space Range: 1-5/10/15
*Damage:*5D
15,000 Heavy Turbolasers
Fire Arc: Turret• •
Crew: 4
Scale: Starfighter
Skill: Starship gunnery
Body: 4D (capital scale)
Fire Control: ID
Space Range: 1-7/ 15/30
*Damage:*7D
7,500 Laser Cannons
Fire Arc: Turret**
Crew: 3
Scale: Capital
Skill: Capital ship gunnery
Body: 4D (capital scale)
Fire Control: ID
Space Range: 1-5/ 10/ 15
Damage: 7D
5,000 Ion Cannons
Fire Arc: Turret**
Crew: 4
Scale: Capital
Skill: Capital ship gunnery
Body: 4D (capital scale)
Fire Control: ID
Space Range: 1-3/7/10
*Damage:*4D
768 Tractor Beam Emplacements
Fire Arc: Turret**
Crew: 6
Scale: Capital
Skill: Capital ship gunnery
Body: 5D (capital scale)
Fire Control: 3D
Space Range: 1-5/ 10/25
*Damage:*5D
Game Notes:

1. The second Death Star's power systems can gene rate 2D of damage per minute, up to a maximum of 16D damage. However. the energy cells in the design can produce 48D per day without severely straining the energy reactors.
2. 2. Due to the immense size of the Death Star, it is divided into 24 distinct zones, each equally equipped with weapons. Only weapons within the specific zone adjacent to an attacking ship can be brought to bear at any given time; often, the actual number of weapons that can be brought to bear is significantly lower.

Source: Starships and Speeders (p.128-129), Star Wars Trilogy Sourcebook Special Edition (p.)
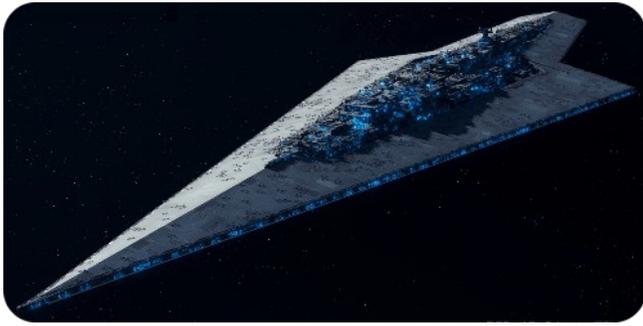
EXECUTOR-CLASS STAR DREADNOUGHT

Craft: Kuat Drive Yards' Executor-class Star Dreadnought
Type: Executor-class Star Destroyer
Scale: Capital
Length: 19,000 meters
Skill: Capital ship piloting: Super Star Destroyer
Crew: 280,732; gunners: 1,590, skeleton: 50,000/+10
Crew Skill: Astrogation 4D, capital ship gunnery 6D, capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D
Passengers: 38,000 (troops)
Cargo Capacity: 250,000 metric tons
Consumables: 6 years
Cost: 325,000,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x10
Nav Computer: Yes
Space: 4
Hull: 10D
Customization Points: 2
Shields: 8D
Sensors:
Passive: 75/1D+2
Scan: 150/3D+2
Search: 300/5D
Focus: 8/6D+2
Weapons:
250 Turbolaser Batteries
Fire Arc: 100 front, 75 left, 75 right
Crew: 1 (100), 2 (150)
Skill: Capital ship gunnery257
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
250 Heavy Turbolaser Batteries
Fire Arc: 100 front, 50 left, 50 right, 50 back
Crew: 2
Skill: Capital ship gunnery
Space Range: 5-20/40/60
Atmosphere Range: 10-20/80/120 km
Damage: 10D
250 Concussion Missile Tubes
Fire Arc: 50 front, 75 left, 75 right, 50 back
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-5/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D

250 Ion Cannons
Fire Arc: 100 front, 50 left, 50 right, 50 back
Crew: 1 (100), 2 (150)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 km
Damage: 4D
40 Tractor Beam Projectors
Fire Arc: 20 front, 10 left, 10 right
Crew: 1
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 9D
100 Point Laser Cannon Batteries
Fire Arc: 25 batteries each arc
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2/2.5 km
Damage: 3D
Game Notes:
1. *Starfighter Complement:* 144 TIE/ln, 24 TIE Interceptors, 24 TIE Bombers
2. *Ground/Air Vehicle Complement:* 200 assault shuttles, tranports shuttles and support craft. 24 AT-AT, 50 AT-STs, 2 prefabricated garrison bases.

Source: Starships and Speeders (p.132-133), Starships Stats (p.256-257)

GLADIATOR-CLASS STAR DESTROYER

Craft: Kuat Drive Yards' Gladiator-class Star Destroyer
Type: Long-range patrol ship
Scale: Capital
Length: 500 meters
Skill: Capital ship piloting: Gladiator Star Destroyer
Crew: 1,255, gunners: 152, skeleton 420/+15
Passengers: 1,200 (troops)
Cargo Capacity: 6,000 metric tons
Consumables: 2 years
Cost: 34,000,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 4

Atmosphere: 280; 800 kmh
Hull: 5D
Customization Points: 2
Shields: 2D+1
Sensors:
Passive 30/1D
Scan 60/2D
Search 130/2D+2
Focus 4/3D+1
Weapons:
12 Dual Light Turbolasers
Fire Arc: Turret
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
10 Medium Laser Cannons
Fire Arc: Turret
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 4D
10 Assault Concussion Missile Launchers (10 missiles each)
Fire Arc: Turret
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 8D
8 Medium Tractor Beam Emitters
Fire Arc: 4 front, 2 left, 2 right
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Game Notes:
1. *Starfighter Complement:* 24 starfighters
2. *Vehicle Complement:* Numerous shuttles, landing craft and utility vehicles.
Source: Starships and Speeders (p.132), The Force Unleashed D6 (p.20)

GOLAN I SPACE DEFENSE PLATFORM

Craft: Golan Point Defense Station
Type: Light orbital defense station
Scale: Capital
Length: 1,231 meters
Crew: 5,000
Crew Skill: Capital ship gunnery 5D, capital ship shields 5D, sensors 5D
Passengers: 140 (troops)
Cargo Capacity: 5,000 metric tons
Consumables: 2 years
Cost: 26,000,000
Hull: 4D
Shields: 2D
Sensors:
Passive: 25/0D
Scan: 50/1D
Search: 75/2D
Focus: 3/2D+1
Weapons:
28 Medium Turbolasers
Fire Arc: 7 front, 7 left, 7 right, 7 rear
Crew: 2
Scale: Capital
Skill: Capital Ship Gunnery
Fire Control: 2D
Space Range: 1-5/8/12
Damage: 4D+2
5 Proton Torpedo Launchers
Fire Arc: 1 front, 1 left, 1 right, 1 rear, 1 turret
Crew: 2
Scale: Starfighter
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1/3/7
Damage: 7D
6 Tractor Beam Projector
Fire Arc: Dorsal turret
Crew: 1
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/10/15
Damage: 4D
Game Notes:
1. *Hangar Bays:* 2 starfighter, 2 freighter, 1 capital.
2. *Starfighter Complement:* 24 starfighters (2 squadrons), 4 patrol boats, 4 shuttles.
Source: Starships and Speeders (p.133), D6 mechanics by +Oliver Queen
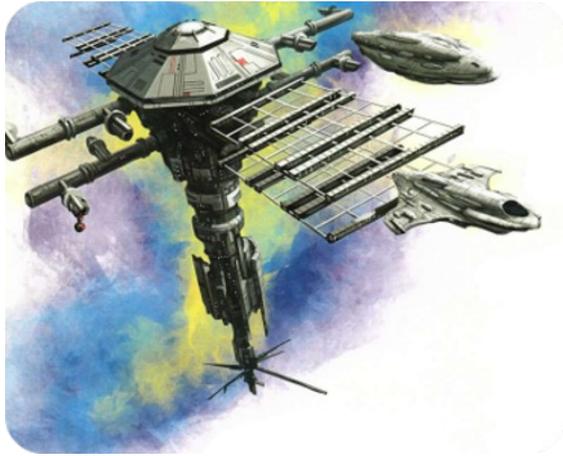
HARBOR-CLASS MOBILE SPACE DOCK

Craft: Rendili StarDrive Harbor-class Mobile Space Dock
Type: Space station/dock
Scale: Capital
Length: 4,846 meters
Skill: Space ship piloting: Harbor
Crew: 4,500; skeleton: 282/+15
Crew Skill: Astrogation 3D+2, space station piloting 4D, capital ship gunnery 4D
Passengers: 8,000
Cargo Capacity:
Consumables: 2 years
Cost: 38,000,000
Hyperdrive Multiplier: x3
Hyperdrive Backup: x16
Nav Computer: Yes
Space: 1
Hull: 5D
Customization Points: 2
Shields: 4D
Sensors:
Passiue: 250/0D
Scan: 1,000/ ID
Search: 5,000/2D+2
focus: 40/4D
Weapons:
12 Twin Light Turbolaser Batteries
Fire Arc: 6 (front, left), 6 (front, right)
Crew: 2
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Damage: 4D
60 Quad Laser Cannons
Fire Arc: Turret
Crew: 2
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
Game Notes:
    1. Numerous shuttlecraft and short range runabouts
Source: Starships and Speeders (p.134), D6 mechanics by +Oliver Queen

IMPERIAL I-CLASS STAR DESTROYER

Craft: Kuat Drive Yards' Imperial I Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 36,810, gunners: 275, skeleton: 5,000/+20
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D
Passengers: 9,700 (stormtroopers)
Cargo Capacity: 36,000 metric tons
Consumables: 6 years
Cost: Not available for sale
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Atmosphere: 115; 330 km/h
Hull: 7D
Shields: 3D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons
20 Heavy Turbolaser Batteries
Fire Arc: 10 (front, left), 10 (front, right)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150 km
Damage: 5D
10 Heavy Turbolaser Batteries
Fire Ar: Turret (front, left, right)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150 km
Damage: 5D
20 Light Turbolasers
Fire Arc: Turret (front, left), 10 (front, right)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/36/75
Atmosphere Range: 6-30/72/150 km
Damage: 4D

20 Battleship Ion Cannons
Fire Arc: 10 (front, left), 10 (front, right)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D+2
10 Ion Cannon Batteries
Fire Arc: Turret (front, left, right)
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D+2
30 Medium Ion Cannons
Fire Arc: 15 (left), 15 (right)
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D
10 Heavy Tractor Beam Emitters
Fire Arc: Turret (front, left, right)
Fire Arc: 6 front, 2 lef, 2 right
Crew: 1 (2), 4 (2), 10(6)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Game Notes:
1. Starship Complement: 72 TIE/LN starfghters, 8 Lambda-class T-4a shuttles, 20 AT-AT walkers, 30 AT-ST or AT-DP walkers, 15 Imperial Troop Transports.
2. Docking Bays: Main landing bay (underneath), rear docking bay
Source: Starships and Speeders (p.135), Starship Stats (p.249)

IMPERIAL II-CLASS STAR DESTROYER

Craft: Kuat Drive Yards' Imperial II Star Destroyer
Type: Star Destroyer
Scale: Capital
Length: 1,600 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 37,085, gunners: 330, skeleton 5,000 /+10250
Crew Skill: Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

Passengers: 9,700 (troops)
Cargo Capacity: 36,000 metric tons
Consumables: 2 years
Cost: 15,000,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x8
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 7D+1
Customization Points: 2
Shields: 2D+2
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+1
Weapons:
8 Octuple Turbolaser Batteries
Fire Arc: 4 (left), 4 (right)
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 10D
40 Light Turbolaser Batteries
Fire Arc: 4 (front, left), 4 (front, right)
20 Medium Turbolasers
Fire Arc: 10 (front, left), 10 (front, right)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
40 Heavy Ion Cannons
Fire Arc: 20 (front, left), 20 (front, right)
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 4D
10 Heavy Tractor Beam Emitters
Fire Arc: Front, left, right
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Game Notes:
1. *Starfighter Complement:* 36 TIE/ln, 12 TIE Interceptors, 12 TIE Bombers, 8 TIE/rc, 4 TIE/fc, 1 Assault Shuttle
2. *Ground/Air Complement:* 20 AT-ATs, 30 AT-ST
Source: Starships and Speeders (p.136), Starship Stats (p.249-251)

INTERDICTOR-CLASS HEAVY CRUISER

Craft: Sienar Fleet Systems' Immobilizer 418
Type: Interdictor-class heavy cruiser
Scale: Capital
Length: 600 meters
Skill: Capital ship piloting: Interdictor Cruiser
Crew: 2,807, gunners: 24, skeleton: 1,500/+10
Crew Skill: Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D
Passengers: 80 (troops)
Cargo Capacity: 5,500 metric tons
Consumables: 16 months
Cost: 15,400,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x12
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 5D
Customization Points: 0
Shields: 3D
Sensors:
Passive: 30/1D
Scan: 75/2D
Search: 150/3D
Focus: 5/4D
Weapons:
16 Quad Laser Cannons
Fire Arc: 5 turret (dorsal), 5 turret (ventral), 4 (front, left), 2 rear (rear, left, right)
Crew: 1
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 2-6/24/50 km
Damage: 4D
Gravity Well Projector
Fire Arc: Turret
Crew: 1
Skill: Capital ship gunnery
Fire Control: 6D
Space Range: 1-5/75/150
Damage: Blocks hyperspace travel
Game Notes:
    1.   Starfighter Complement: 24 starfighters (2 squadrons)
Source: Starships and Speeders (p.137), Starship Stats (p.254)

MC75 STAR CRUISER

Craft: Mon Calamari MC75 Star Cruiser
Type: Star cruiser
Scale: Capital
Length: 1,204.44 meters
Skill: Capital ship piloting: MC75
Crew: 3,255, gunners 246, skeleton: 730/+10
Crew Skill: Capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1, astrogation 4D, capital ship gunnery 5D
Passengers: 1,000 (troops)
Cargo Capacity: 10,000 metric tons
Consumables: 2 years
Cost: 88,000,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 2
Atnosphere: 225; 650 kph
Hull: 5D+2
Customization Points: 2
Shields: 3D (3D)
Sensors:
Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D
Weapons:
12 Medium Turbolaser Batteries
Fire Arc: 6 left, 6 right
Crew: 1 (3)
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
4 Battleship Ion Cannons
Fire Arc: 2 (front, left, rear), 2 (front, right, reat)
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D

20 Twin Heavy Laser Cannons
Fire Arc: 5 (front, left, right), 5 (front, left, rear), 5 (front, right, rear), 5 (back, left, right)
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-3/10/20
Atmosphere Range: 100-300/1/2 km
Damage: 6D
12 Proton Torpedo Launchers (10 torpedoes each)
Fire Arc: 4 front, 4 left, 4 right, 4 rear
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 2-12/30/60
Atmosphere Range: 4-24/60/120 km
Damage: 9D
6 Tractor Beam Projectors
Fire Arc: Turret
Scale: Capital
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Game Notes:
1. Mon Cal star cruisers have 3D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy capital ship shields total, one of the backup die codes of shields can be brought up to increase the shield back to 3D. The ship has a quad-docking located ventral area of the ship.
2. Starfighter Complement: 36 starfighters, numerous shuttles, landing craft and utility vehicles.

Source: Starships and Speeders (p.138), Rogue One Sourcebook (p.xx), D6 mechanics by +Oliver Queen

MC80 LIBERTY TYPE HEAVY STAR CRUISER

Craft: Mon Calamari MC80 Star Cruiser
Type: Star cruiser
Scale: Capital
Length: 1,200 meters
Skill: Capital ship piloting: Mon Calamari cruiser
Crew: 5,156, gunners 246, skeleton: 1,230/+10
Crew Skill: Capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1, astrogation 4D, capital ship gunnery 5D
Passengers: 1,200 (troops)

Cargo Capacity: 20,000 metric tons; 5,000 cubic meters
Consumables: 2 years
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Shields: 3D/3D
Sensors:
Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D
Weapons:
48 Turbolaser Batteries (fire separately)
Fire Arc: 12 front, 12 left, 12 right, 12 back
Crew: 1 to 3
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D
20 Ion Cannons (fire separately)
Fire Arc: 8 front, 4 left, 4 right, 4 back
Crew: 1 to 7
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100 km
Damage: 3D
6 Tractor Beam Projectors (fire separately)
Fire Arc: 4 front, 1 left, 1 right
Crew: 1 to 10
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Source: Starships and Speeders (p.139), Starship Stats (p.267)

MC80A HOME ONE TYPE HEAVY STAR CRUISER

Craft: Mon Calamari MC80a Home One type Command Ship
Type: Cruiser
Scale: Capital
Length: 1,300 meters
Skill: Capital ship piloting: Mon Calamari cruiser

Crew: 5,402, gunners 266, skeleton: 1,230/+10
Crew Skill: Capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1, astrogation 4D, capital ship gunnery 5D
Passengers: 1,200 (troops)
Cargo Capacity: 20,000 metric tons
Consumables: 2 years
Cost: 104,000,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x9
Nav Computer: Yes
Maneuverability: 2D
Space: 6
Hull: 6D
Customization Points: 4
Shields: 3D (6D backup)
Sensors:
Passive: 40/1D
Scan: 60/2D
Search: 120/3D
Focus: 5/4D
Weapons:
29 Quad Battleship Heavy Turbolaser Batteries
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 Km
Damage: 8D
36 Twin Twin Battleship Ion Cannon Batteries
Fire Arc: 12 (front) 12 (left), 12 (right)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 2-15/40/80
Atmosphere Range: 4-30/80/160 Km
Damage: 4D
80 Quad Laser Cannon Batteries
Fire Arc: 20 front, 30 left, 30 right
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
6 Heavy Tractor Beam Emitters
Fire Arc: Turret
Skill: Capital ship gunnery
Fire Control: 2D+2
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 4D
Game Notes:
1. Mon Cal star cruisers have 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy capital ship shields total, one of the backup die codes of shields can be brought up to increase the shield back to 3D.
2. Hangar Bays: 20 (2 can accommodate larger vessels)
3. Starship Complement: 120 starfighters (mix of A-Wings, B-Wing, X-Wings and Y-Wings).
4. Support Complement: Numerous shuttles, landing craft, gunboats, landing bargesassault craft, planetary vehicles.

Source: Starships and Speeders (p.140), D6 mechanics by +Oliver Queen

ONAGER-CLASS STAR DESTROYER

Craft: Rothana Heavy Engineering Onage-class Star Destroyer
Type: Star destroyer
Scale: Capital
Length: 1,204.44 meters
Skill: Capital ship piloting: Onager
Crew: 25,200; skeleton: 730/+10
Crew Skill: Capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1, astrogation 4D, capital ship gunnery 5D
Passengers: 240 (troops)
Cargo Capacity: 16,000 metric tons
Consumables: 1 year
Cost: 376,000,000
Hyperdrive Multiplier: x1.75
Hyperdrive Backup: x6
Nav Computer: Yes
Maneuverability: 1D+1
Space: 3
Hull: 5D+2
Customization Points: 2
Shields: 3D+2 (1D must always be placed front)
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+2
Weapons:
2 Orbital Bombarment Particle Cannons (fire-linked)
Fire Arc: Forward
Scale: Capital
Skill: Capital ship gunnery: superlaser
Fire Control: 0D
Body: 7D (capital scale)
Space Range: 1-10/20/50
Damage: 2D to 12D*
6 Twin Heavy Turbolaser Batteries
Fire Arc: 3 (front, left), 3 (front, right)
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
24 Heavy Turbolasers Batteries
Fire Arc: 12 (front, left), 12 (front, right)
Skill: Capital ship gunnery251
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
20 Point-Defense Twin Laser Cannons
Fire Arc: 5 front, 5 left, 5 right, 5 rear
Scale: Starfighter

Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/10/20
Damage: 4D
Game Notes:
1. The Onager's power systems can generate 2D of damage per 12 rounds (1 minute). The Onager's orbital bombarment particle cannons can only fire at maximum power.
2. Overload Vulnerability: When the particle cannons is Heavy damage or worse and 6 comes up on the wild die, roll whatever energy has been stored against the Strength of the cannons.
3. *Docking Bays:* 2
4. *Complement:* 36 TIE/ln, 6 Lambda shuttles.

Source: Starships and Speeders (p.141), D6 mechanics by +Oliver Queen

SECUTOR-CLASS BATTLECARRIER

Craft: Kuat Drive Yards Secutor-class Battlecarrier
Type: Battlecruiser/carrier
Scale: Capital
Length: 2,200 meters
Skill: Capital ship piloting: Secutor
Crew: 40,000; gunners: 219, skeleton 7,678/+15
Crew Skill: Astrogation 3D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 3D
Passengers: 14,000 (troopers)
Cargo Capacity: 28,000 metric tons
Consumables: 2 years
Cost: 200,000,000
Hyperdrive Multiplier: x2
Hyperdrive Backup: x14
Nav Computer: Yes
Maneuverability: 0D
Space: 6
Hull: 7D+2
Customization Points: 3
Shields: 3D+2
Sensors:
Passive 40/1D
Scan 70/2D
Search 150/3D
Focus 4/3D+2
Weapons:
15 Heavy Turbolaser Batteries
Fire Arc: 5 (front, left), 5 (front, right), 5 (front, left, right)

Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 6D
15 Light Turbolasers
Fire Arc: 5 front, 5 left, 5 right
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 3-15/35/75
Atmosphere Range:
6-30/70/150 km
Damage: 4D
30 Battleship Ion Cannon Turrets
Fire Arc: 5 (front, left), 5 (front, right), 5 (front, left, right)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-50/50/100 k
Damage: 4D+2
16 Medium Ion Cannons
Fire Arc: 8 left, 8 right
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6 km
Damage: 4D
12 Heavy Tractor Beam Emitters
Fire Arc: Turret
Skill: Capital ship gunnery
Fire Control: 4D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 5D
Game Notes:
1. *Hangar Bays:* 2 (ventral).
2. *Starship Complement:* 144 starfighters, landing craft, shuttles, utility vehicles.
3. *Ground Complement:* AT-series walkers, ground assault vehicles.

Source: Starships and Speeder (p.142), posted to Rancorpit Forum by Evilnerf with input from CRMcNeil and ladditional changes by +Oliver Queen

STARHAWK-CLASS BATTLESHIP

Craft: Nadiri Dockyards Starhawk-class Battleship
Type: Battleship
Scale: Capital
Length: 2,400 meters
Skill: Capital ship piloting: Starhawk
Crew: 33,600
Crew Skill: Astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D
Passengers: 7,200 (troops)
Cargo Capacity: 25,000 metric tons
Consumables: 2 years
Cost: 60,000,000
Hyperdrive Multiplier: x1.5
Hyperdrive Backup: x5
Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 8D
Customization Points: 3
Shields: 4D
Sensors:
Passive: 50/1D
Scan: 100/3D
Search: 200/4D
Focus: 6/4D+1
Weapons:
6 Magnite Crystal Tractor Beam Array (fire-linked)
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Damage: 9D
10 Octuple Turbolaser Barbettes
Fire Arc: 5 left, 5 right
Skill: Capital ship gunnery
Fire Control: 0D
Space Range: 3-15/35/75
Damage: 10D
24 Heavy Turbolaser Batteries
Fire Arc: 20 (front, left), 20 (front, right)
Skill: Capital ship gunnery
Fire Control: 0D

Space Range: 3-15/35/75
Damage: 10D
44 Battleship Ion Cannon Batteries
Fire Arc: 40 (front, left, right), 4 (front, left, right)
Skill: Capital ship gunnery
Fire *Control:* 4D
Space Range: 1-10/25/50
Damage: 4D
32 Concussion Missile Launchers (10 missiles each)
Fire Arc: Turret (front, left, right)
Skill: Capital ship gunnery
Fire Control: 3D
Space Range: 2-12/30/60
Damage: 8D
36 Point Defense Heavy Laser Cannons
Fire Arc: Turret (front, left, right)
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 4D
Space Range: 1-5/10/20
Damage: 4D
Game Notes:
1. *Starship Complement:* 36 T-65 X-wings, 24 Rz-1 A-wings, 12 A/SF-01 B-wings, numerous shuttles, landing craft, and utility vehicles.
2. *Docking Bays:* 2+
Source: Starships and Speeders (p.143), D6 mechanics by +Oliver Queen

VICTORY II-CLASS STAR DESTROYER

Craft: Rendili StarDrive's Victory II
Type: Victory-class Star Destroyer
Scale: Capital
Length: 900 meters
Skill: Capital ship piloting: Star Destroyer
Crew: 6,107, gunners: 226, skeleton: 2,100/+10
Crew Skill: Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2
Passengers: 1,600 (troops)
Cargo Capacity: 8,100 metric tons
Consumables: 1 year
Cost: 50,000,000
Hyperdrive Multiplier: x1
Hyperdrive Backup: x15

Nav Computer: Yes
Maneuverability: 1D
Space: 6
Hull: 4D+2
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 70/2D
Search: 150/3D
Focus: 4/3D+2
Weapons:
10 Quad Light Turbolaser Batteries
Fire Arc: 5 (front, left), 5 (front, right)
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 7D
20 Twin Medium Turbolasers
Fire Arc: Turret (front. left, right)
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 5D
20 Assault Concussion Missile Launchers (10 missiles each)
Fire Arc: Front
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700
Damage: 8D
10 Heavy Tractor Beams
Fire Arc: Trurret
Skill: Capital ship gunnery
Fire Control: 2D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60 km
Damage: 6D
Game Notes:
1. Starfighter Complement: 24 starfighters (2 squadrons), numerous shuttles, landing craft, utility vehicles, and AT-series walkers.
Source: Starships and Speeders (p.144), Starship Stats (p.248)

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