

STAR WARS

Role Playing Game

The Starship Challenge

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The Starship Challenge

This PDF is a conglomeration of concept designs from a thread entitled "Calling All Starship Engineers." The thread held a series of contests for starship designers using the Starships of the Galaxy sourcebook by Wizards of the Coast for the d20 system. Some designs from the original thread are not in this project because not everyone could be reached through their contact information. However, if you are interested in some of the original designs, including contest rules and judge's commentary, then go to [Calling All Starship Engineers](#).

Concept TIE Fighters

When the Empire updates its principal starfighter, a number of concept designs reach the Emperor's table for evaluation. The following are concept designs for the new TIE fighter at various points in its evolution from the TIE/IN, the TIE Advanced, the TIE Interceptor and the TIE Defender. Siemar created prototypes of each concept design for field trials and it is conceivable that a few went to the auction block or gather dust in storage.

Siemar Fleet Systems' Prototype TIE

By Red5_5

Class: Starfighter

Crew: 1 (Skilled +4)

Size: Diminutive (6.3 m long)

Initiative: +8 (+4 crew, +4 size)

Hyperdrive: None

Maneuver: +8 (+4 size, +4 crew)

Passengers: None

Defense: 24 (+4 size, +10 armor)

Cargo Capacity: 65 kg

Shield Points: None

Consumables: 1 Day

Hull Points: 60 (DR 10)

Cost: 60,000 (new)

Maximum Speed in Space: Ramming (Average, 10 squares/action)

Atmospheric Speed: 1200 km/h (20 squares/action)

Weapon: Light Laser Cannon (2, 1 fire-linked in sets of 2); Fire Arc: Front;

Attack Bonus: +8 (+4 size, +2 crew, +2 fire control); Damage: 4d10x2;

Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Small Proton Torpedo Launcher (4 missiles); Fire Arc: Front;

Damage: 9d10x2; Missile Quality: Ordinary (+10).

The designers have kept the basic design of the TIE fighter, but have downgraded the laser cannons and added a small proton torpedo launcher. Now the Empire's TIE force will have the ability to attack enemy capital ships with weapons that will cause more damage.

Seinar Fleet Systems Prototype TIE Dart

By Einar "Errin Orwin" Richter

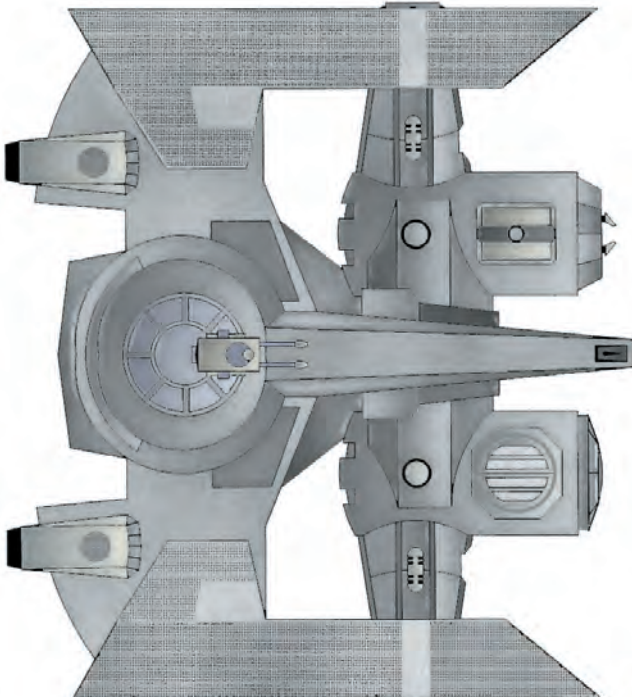
Class: Starfighter
Size: Fine (4.9 m long)
Hyperdrive: None
Passengers: None
Cargo Capacity: 65 kg
Consumables: 1 day
Cost: 60,000 (new)
Maximum Speed in Space: Attack (8 squares/action)
Atmospheric Speed: 950 km/h (16 squares/action)
Weapon: Laser Cannon; Fire Arc: Front; Attack Bonus: +12 (+8 size, +2 crew, +2 fire control); Damage: 4d10x2; Range Modifiers: PB/S +0, M/L n/a.

The TIE Dart was given its name because of its wedge shaped pilot module. It uses solar panels similar in shape though smaller than those found on the Tie Interceptor design.

Seinar Fleet Systems Prototype TIE Escort

By Thomas E. McCarthy

Class: Starfighter
Size: Diminutive (9.2 m long)
Hyperdrive: None
Passengers: None
Cargo Capacity: 65 kg
Consumables: 1 day
Cost: 94,800 (new)
Maximum Speed in Space: Attack (8 squares/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)
Weapon: Escort Quad Laser Cannon; Fire Arc: Turret; Attack Bonus: +10 (+4 size, +2 crew, +4 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S/M -2, L n/a.
Weapon: Small Proton Torpedo Launcher (4 Missiles) Fire Arc: Front; Damage: 9d10x2; Missile Quality: Ordinary (+10).



Designed to provide cover fire for Capitol Ships, and to counter the freighters that seem to accompany Rebel fighters into combat. The TIE Escort was named both for its function, and its primary weapon: the Escort Quad Cannon.

The TIE Escort is not built on the standard TIE Frame. The exterior hull looks a bit like a TIE Bomber, with a TIE Advanced shoved up its back side. The central pod (the one from the TIE Advanced) houses its turret.

The other unusual quality this TIE possesses (the turreted cannon being

the first) is that it requires a pilot and a gunner to crew. This makes for cramped quarters but allows a savings in automation costs and increases the efficiency of its primary weapon. Like the original TIE, the Escort has no life support, and requires all crewmembers to wear full life support gear.

Seinar Fleet Systems' Prototype TIE Gunship

By Admiral Atredies

Class: Starfighter
Size: Diminutive (7.9 m long)
Hyperdrive: None
Passengers: None
Cargo Capacity: None
Consumables: 1 day
Cost: 53,000 (new)
Maximum Speed: Attack (8 squares/action)
Atmospheric Speed in Space: 1,000 km/h (17 squares/action)
Weapon: Light laser cannon (2, fire-linked) Fire Arc: Front; Attack Bonus: +8 (+4 size, +2 crew, +2 fire control); Damage: 3d10x2; Range Modifiers: PB +0, S -2, M/L n/a.
Weapon: Proton torpedo launcher (4 torpedoes); Fire Arc: Front; Damage: 9d10x2; Missile Quality: Ordinary (+10).

The TIE Gunship is a new starship for a new era. The earlier TIE/In models were like stingflies off a Bantha's back compared to the Incom fighters, but the Gunship represents a new class in Imperial technology and thinking. By further reducing the unneeded amenities such as life support, consumables, and hyperdrives, engineers at Seinar Fleet systems came up with a design that, while lacking the darting speed of previous ships, made up with a more advanced arsenal of weaponry, including a Proton Torpedo launcher (something not seen in the baseline TIEs of yesteryear). The TIE Gunship can compete with the larger, more heavily armed ships of the Rebel terrorists, with greatly improved armor. The larger TIE, which accommodates both a pilot and optional gunner, is designed and integrated to work with the new Star Destroyers and would be the basis fighter of a new, stronger, Imperial Navy.

Seinar Fleet Systems' Prototype TIE Howler

By Terras Jadeonar and Vanger Chevane

Class: Starfighter
Size: Diminutive (8 m long)
Hyperdrive: None
Passengers: None
Cargo Capacity: None
Consumables: 1 Day
Cost: 60,000 (new)
Maximum Speed in Space: Ramming (Average, 9 squares/action)
Atmospheric Speed: 1200 km/h (20 squares/action)
Weapon: Light Laser Cannon (2); Fire Arc: Front; Attack Bonus: +8 (+4 size, +2 crew, +2 fire control); Damage: 3d10x2; Range Modifiers: PB +0, S -2, M/L n/a.
Weapon: Small Concussion Missile Launcher (2, 8 missiles each); Fire Arc: Front; Damage: 8d10x2; Missile Quality: Ordinary (+10).

The test pilots over at Seinar Fleet systems nicknamed this Tie prototype the Howler for obvious reasons - the S-foiled solar panels while in high speed atmospheric flight make a howling sound like a castrated rancor, enough to raise the hairs on the back of anyone's neck upon flyby.

From the S-foil mechanism to the lasers & concussion missile launchers, the engineering team's goal was to mimic the infamous X-wing for its multi role durability, as well as keeping both the speeds and nimbleness of the original Tie Interceptor. Some test pilots were as bold to comment this fighter handles more like a Tie Advanced.

While this fighter is just within maximum budgetary limits, the strong hull and adequate shielding, the engineers assure this fighter will be cheaper in the long run - bringing home its pilots after the battle.

Seinar Fleet Systems' Prototype TIE Howler Light

By Terras Jadeonar

Class: Starfighter
Size: Diminutive (8m long)
Crew: 1 (Skilled +4)
Initiative: +8 (+4 crew, +4 size)

Hyperdrive: None
Passengers: None
Cargo Capacity: None
Consumables: 1 Day
Cost: 54,000 (new)
Maximum Speed in Space: Ramming (Average, 9 squares/action)
Atmospheric Speed: 1200 km/h (20 squares/action)
Weapon: Light laser cannon (2); **Fire Arc:** Front; **Attack Bonus:** +8 (+4 size, +2 crew, +2 fire control); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Howler Light is a slightly stripped down and cheaper variant. Lacking the concussion missiles and shield generators, it does have a slightly tougher hull. This brings the proto-type as a more than equivalent replacement to the Interceptor at half the cost. (albeit at half the firepower capability), and even under prices the standard Tie fighter with better protection and performance.

Sienar Fleet Systems' Prototype TIE Little Stinger

By Red5_5
Class: Starfighter
Size: Fine (3 m long)
Hyperdrive: None
Passengers: None
Cargo Capacity: None
Consumables: 1 Day
Cost: 59,750 (new)
Maximum Speed in Space: Ramming (Average, 10 squares/action)
Atmospheric Speed: 1,200 km/h (20 squares/action)
Weapon: Light blaster cannon (2, fire-linked); **Fire Arc:** Front; **Attack Bonus:** +12 (+8 size, +2 crew, +2 fire control); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

The designers feel that the hull could be weakened a bit with the downsizing of the fuselage; it will take an ace pilot to hit these little ships. With the downsizing there is no room for extra baggage, the pilot is on his own in a survival situation. The speed is the same as the TIE/ln so it can keep up with those pesky Rebel fighters. The idea behind this design is that with a smaller size the Empire will be able to fit more fighters onto their impressive Star Destroyers. The weapons are not much because these ships will use swarm like tactics.

Concept Star Destroyers

The immense cost of Star Destroyers and the Empire's growing trouble with the Rebellion prompted a number of starship designers to pitch the next evolution of the feared battleship. The Empire wanted new ideas and "fresh thinking." While most of these designs exist only on the draft board, a few prototypes were field tested. The needs of the Empire included a lower cost while retaining the Star Destroyer's efficacy. Some designs are meant to shoulder the ISD's roles entirely, while others are meant to supplement and reinforce an ISD fleet.

Corellian Engineering Corporation Rapier-class Star Destroyer

By Iain Kysler, Jedi Apprentice
Class: Capital ship
Size: Large (248 m long)
Hyperdrive: x1 (backup x4)
Passengers: 4,000
Cargo Capacity: 1,000 tons
Consumables: 5 Years
Cost: 28,040,000 (new)
Maximum Speed in Space: Cruising (Average, 4 sq/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)
Weapon: Medium turbolaser cannons (12); **Fire Arc:** 1 battery front, 1 battery left, 1 battery right; **Attack Bonus:** +12 (-1 size, +2 crew, +8 Fire Control, +3 Battery Fire); **Damage:** 5d10x5; **Range; Modifiers:** PB -6, S -4, M -2, L +0
Weapon: Heavy ion cannons (8); **Fire Arc:** 1 battery front, 1 battery left, 1 battery right, 1 battery rear; **Attack Bonus:** +10 (-1 size, +2 crew, +8 fire control, +1 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4,

M -2, L +0;
Weapon: Point laser cannons (4); **Fire Arc:** Turrets; **Attack Bonus:** +9 (-1 size, +2 crew, +8 fire control); **Damage:** 2d10x2; **Range Modifiers:** PB +0, S/M/L n/a.
Weapon: Tractor beam projectors (2); **Fire Arc:** 1 front, 1 rear; **Attack Bonus:** +9 (-1 size, +2 crew, +8 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

*Backup shield generators restore shield points at double the normal rate per minute (16 instead of 8).

The Rapier-class Star Destroyer, submitted by Corellian Engineering Corporation, can be constructed in 41.25 weeks and is intended as a low-cost, non-personnel-intensive design. Most may look at the vessel's smaller size and be put off by this. However, when one compares the stats of the Rapier and other comparable vessels, survivability is much improved. With heavier shields than a Nebulon-B frigate, matching those of an Interdictor-class cruiser and an ISD and surpassing specs from the Imperial-II-class star destroyer, this design is meant to take a pounding. The flight wing of 48 TIE fighters and its ability to carry 4,000 troops with all of their heavy equipment allows a flexible mission profile. The hypertransceiver allows fast, efficient communication and the military grade hyperdrive ensures rapid deployments from almost any base. Also integrated into the ship is an excellent maneuvering system. Fully stocked, this design still has room for 300 metric tons of additional cargo.

Kuat Drive Yards' Prototype Interceptor Star Destroyer

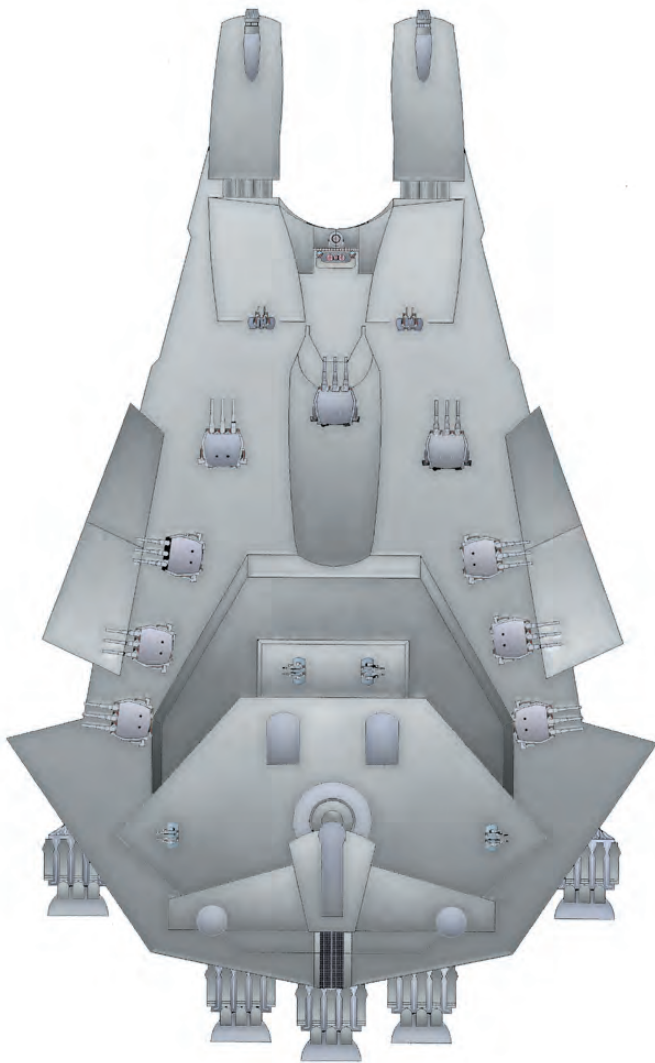
By Thomas E. McCarthy
Class: Capital ship
Size: Gargantuan (987m long)
Hyperdrive: x.75 (backup x12)
Passengers: 1,500 (troops)
Cargo Capacity: 9,800 tons
Consumables: 3 Years
Cost: 57,065,014 (new)
Maximum Speed in Space: Attack (Average, 8 squares/action)
Atmospheric Speed: 500 km/h (8 squares/action)
Weapon: Turbolasers (36); **Fire Arc:** 2 batteries front, 2 batteries left, 2 batteries right; **Attack Bonus:** +10 (-4 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 7d10x5; **Range Modifiers:** PB -6, S -4, M -2, L +0.
Weapon: Point escort quad laser cannons (30); **Fire Arc:** 2 batteries front, 2 batteries left, 2 batteries right; **Attack Bonus:** +10 (-4 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S/M/L n/a.
Weapon: Heavy ion cannons (15); **Fire Arc:** 1 battery front, 1 battery left, 1 battery right, one battery rear; **Attack Bonus:** +8 (-4 size, +2 crew, +8 fire control, +1 battery fire); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L +0.
Weapon: Tractor beam projectors (6); **Fire Arc:** 2 front, 2 left, 2 right; **Attack Bonus:** +10 (-4 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** Special; **Range Modifiers:** PB +0, S/M/L n/a.
Weapon: Assault concussion missile tubes (2, 30 missiles each); **Fire Arc:** Front; **Damage:** 9d10x5; **Missile Quality:** Ordinary (+10).
 * The Interceptor Star Destroyer is equipped with a +2 Maneuvering System +2, a Comm. System, Holonet Tranceiver and a Good (+6) Sensor Mask.

The Interceptor Class Star Destroyer is built by Kuat Drive Yards and takes 26 weeks to build.

While designed for fast assault tactics against Rebel ships, it also works quite well as a fighter support ship for a fleet of Star Destroyers. The Interceptor's weapon systems are comparable in strength to its older cousin the Victory Star Destroyer, and defensive systems comparable to the bigger Imperial Star Destroyer.

The big bonuses of this class in comparison to its older cousins are its speed, maneuverability, and fighter capacity. With an x.75 Hyperdrive, and a sub-light speed more than twice its predecessors it can quickly close the gap with an enemy fleet. The Interceptor's fighters though are its real strength; It can carry more than twice the fighters of an Imperial Star Destroyer.

Also due to the concerns expressed by the Imperial Judges Newly Revised Interceptor Class SD now carries almost as many troops as the Victory II Class Star Destroyer. Also the number of fighter craft has been revised downward (Cut by about a third) to allow for a small mechanized landing force of 10 AT-ATs and 6 AT-STs. The Interceptor also has enough space for 1 wing of TIE Interceptors, 1 wing of TIE Bombers and 50 TIE Escort (see TIE Concept Designs page 3) fighters.



-INTERCEPTOR STAR DESTROYER

Kuat Drive Yards' Prototype Light Assault Star Destroyer

By Andy "Rouge8" Freeland

Class: Capital ship
Size: Huge (500 m long)
Hyperdrive: x1 (backup x10)
Passengers: 7,000 (troops)
Cargo Capacity: 20,000 tons
Consumables: 4 Years
Cost: 47,110,000** (new)
Starship Compliment: 48 Fighters 10 Shuttles
Maximum Speed in Space: Attack (Average, 8 squares/action)
Atmospheric Speed: 350 km/h (6 squares/action)
Weapon: Turbolasers (24); Fire Arc: Batteries Any; Attack Bonus: +12 (-2 size, +2 crew, +8 fire control, +4 battery fire); Damage: 7d10x5; Range Modifiers: PB -6, S -4, M -2, L +0.
Weapon: Heavy ion cannons (8); Fire Arc: 1 battery front, 1 battery left, 1 battery right, 1 battery rear; Attack Bonus: +6 (-2 size, +2 crew, +5 fire control, +1 battery fire); Damage: Special; Range Modifiers: PB -6, S -4, M -2, L n/a.
Weapon: Assault concussion missile tubes (5, 30 missiles each); Fire Arc: Front; Damage: 8d10x2; Missile Quality: Ordinary (+10).

*Backup shield generators restore shield points at double the normal rate per minute (16 instead of 8).
 ** The Light Assault Star Destroyer is equipped with a Hibridium Cloaking Device and an Amazing (+8) Sensor Mask.

The Light Assault Star Destroyer was developed by Kuat Drive Yards was built for stealth, agility and power. The designers took advantage of advances in stealth technology, equipping this ship with a cloaking device and sensor mask. They also put the most powerful engines they could find on this relatively small frame. A smaller size was a must for the design team, as that dropped production costs, and the vessel could maneuver quicker. The drawback of a lighter frame was a weaker shield generators. The ship

is sturdier than the standard Imperial Star Destroyer, and has just as much shield power. The designers were still concerned about its lasting power, as this model has fewer weapons than its predecessor, so multiple shield generators were added. This ship is an ideal ship for escort, because with the stealth capabilities it can maneuver towards the weak spots of a Rebel cruiser and open up with its weaponry.

Kuat Drive Yards' Prototype Star Dominator

By Einar "Errin Orwain" Richter

Class: Capital ship
Size: Huge (350 m long)
Hyperdrive: x1 (x8 backup)
Passengers: 15,000
Cargo capacity: 5,000 tons
Consumables: 4 years
Cost: 49,575,000 (new)
Maximum Speed in Space: Attack (8 squares/turn)
Atmospheric Speed: 1000 km/h (17 squares/turn)
Weapon: Turbo quadlasers (25); Fire Arc: 1 battery forward, 2 batteries left, 2 batteries right; Attack Bonus: +8 (-2 size, +2 crew, +4 fire control, +4 battery fire); Damage: 6d10x5; Range Modifiers: PB +0, S -2, M -4, L -6.
Weapon: Assault concussion missile tubes (10, 30 missiles each); 300; Fire Arc: Front; Damage: 9d10x5; Missile Quality: Ordinary (+10).

In an effort to produce a new class of capital ship to replace the aging Victory Class Star Destroyers, a Kuat Drive Yards design team drew up the Star Dominator. The ship is small enough to enter a planet's atmosphere to deliver its 15,000 troops (and 4,500 tons of AT-ATs and other support equipment); possesses a strong hull and shields as well as a formidable weapons array that includes 48 TIE/IN fighters; 24 TIE Bombers; and 2 Lambda class shuttles. The Star Dominator does not carry any Ion Cannons as the designers felt that it was better to maximize its firepower by fielding as many Turbo Quadlasers and Assault Concussion Missile tubes as possible while the TIE fighters protect the ship from close-in attacks. The Star Dominator looks very much like a scaled-down Imperial class Star Destroyer with the exception that the bottom of the vessel is curved outward instead of the classic angular bottom.

Kuat Drive Yards' Prototype Light Star Destroyer

By Red5_5

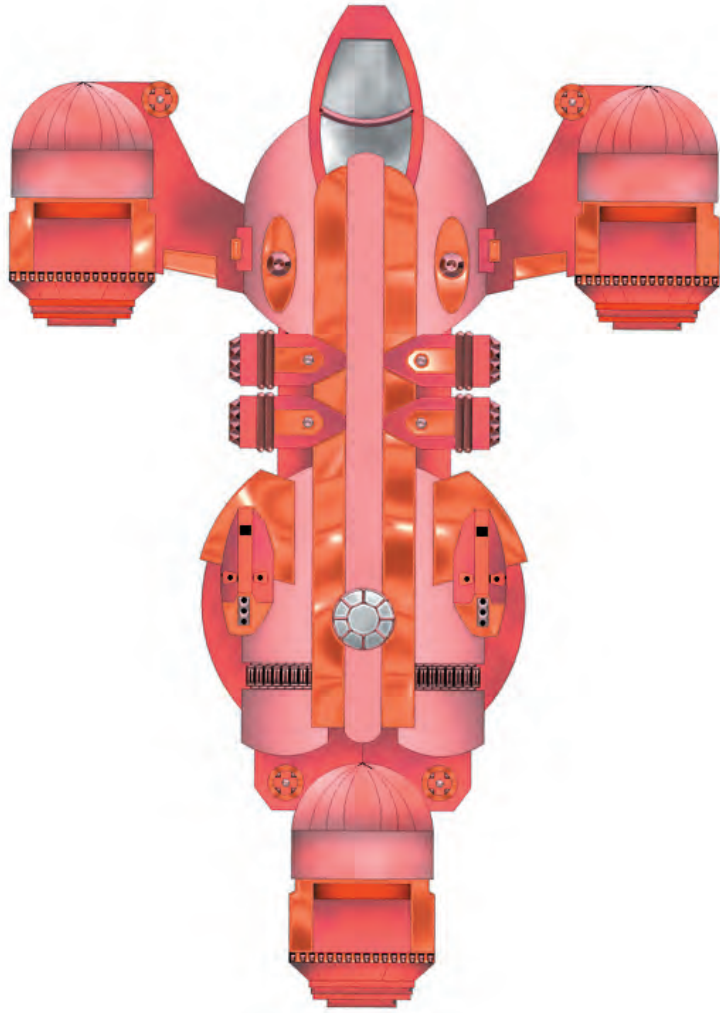
Class: Capital ship
Size: Huge (500m long)
Hyperdrive: x1 (backup x4)
Passengers: 16,000 (troops)
Cargo Capacity: 500 tons
Consumables: 6 Years
Cost: 36,610,000 (new)
Maximum Speed in Space: Cruising (Average, 4 squares/action)
Atmospheric Speed: 300 km/h (5 squares/action)
Weapon: Ion cannons (5); Fire Arc: Turret; Attack Bonus: +8 (-2 size, +2 crew, +4 fire control, +4 battery fire); Damage: Special; Range Modifiers: PB -2, S/M +0, L n/a.
Weapon: Turbolasers (20); Fire Arc: Turret; Attack Bonus: +12 (-2 size, +2 crew, +8 fire control, +4 battery fire); Damage: 7d10x5; Range Modifiers: PB -6, S -4, M -2, L +0.
Weapon: Assault concussion missile tubes (10, 30 missiles each); Fire Arc: Turret; Damage: 8d10x2; Missile Quality: Ordinary (+10).

Built by Kuat Drive Yards, it takes the shipyard 28 weeks to build a Light Star Destroyer. The designers have beefed up the armor plating and downgraded the shields. Since this is less than half the size of a Star Destroyer, it is able to fly into the atmosphere and deploy its troops. The Light Destroyer doesn't carry many weapons, but it adds ten assault missile tube launchers. It has a maneuvering system making it more agile on the battlefield. It carries 36 TIE fighters, half the amount a regular Star Destroyer can field. It carries a little 6,000 more troops than an Imperial Star Destroyer, making it a major troop carrier.

Concept Freighters

With the multitude of personal starship manufacturers, only a few models

really make an impact on the marketplace. The CEC YT-1300 is a prime example, but behind every trendsetter is a long line of concept designs. Some designs had limited production runs and others were built by customer specifications. The following freighters had a few things in mind for the average freighter captain; cost, reliability and a product niche.



-CEC CU-37 COURIER SHIP

CEC CU-37 Courier Ship

By Thomas E. McCarthy

Class: Starfighter

Size: Tiny (18.66 m long)

Hyperdrive: x2 (backup x12)

Passengers: 2

Cargo Capacity: 50 tons

Consumables: 1 month

Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 100 km/h (8 squares/action)

Cost: 92,000 (new)

Crew: 2 (normal +2)

Initiative: +2 (+2 crew, +2 size)

Maneuvers: +2 (+2 crew)

Defense: 20 (+10 armor)

Shield Points: 20 (DR 10)

Hull Points: 90 (DR 10)

CEC CU-37 Courier Ship originally provided a source of quick communications for low level Republic officials. It was also used for Jedi, and even Senators, on occasion when a larger CEC Republic Cruiser was impractical for various reasons. Although the original design was unarmed, as the ships were sold out of public service, many of their new owners added weapon systems and upgraded defensive systems.

CEC DSE-30 Starlight Class Deep Space Explorer

By Thomas E. McCarthy

Class: Space transport

Size: Medium (63.5m long)

Hyperdrive: x3 (backup x12)

Passengers: 30

Crew: 5 (Normal +2)

Initiative: +2 (+2 crew)

Maneuvers: +2 (+2 crew)

Defense: 20 (+10 armor)

Cargo Capacity: 200 tons

Consumables: 1 year

Maximum Speed in Space: Cruising (4 squares/action)

Atmospheric Speed: 100 km/h (4 squares/action)

Cost: 275,000 (new)

Weapon: Escort quad laser cannon (1); Fire Arc: Turret; Attack Bonus: +4 (0 size, +0 crew, +4 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S /M -2, L N/A.

Shield Points: 30 (DR 30)

Hull Points: 240(DR 30)

CEC DSE-30/M Starlight Class Deep Space Explorer

By Thomas E. McCarthy

Class: Space transport

Size: Medium (63.5m long)

Hyperdrive: x1 (backup x12)

Passengers: 30

Cargo Capacity: 200 tons

Consumables: 1 year

Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 100 km/h (8 squares/action)

Cost: 782,500 (new)

Weapon: Escort quad laser cannon (2); Fire Arc: Turret; Attack Bonus: +4 (0 size, +0 crew, +4 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S /M -2, L N/A.

Weapon: Concussion missile launcher (1); Fire Arc: Front; Damage: 8d10x2; Missile Quality: Ordinary (+10).

Crew: 5 (Normal +2)

Initiative: +2 (+2 crew)

Maneuvers: +2 (+2 crew)

Defense: 20 (+10 armor)

Shield Points: 30 (DR 30)

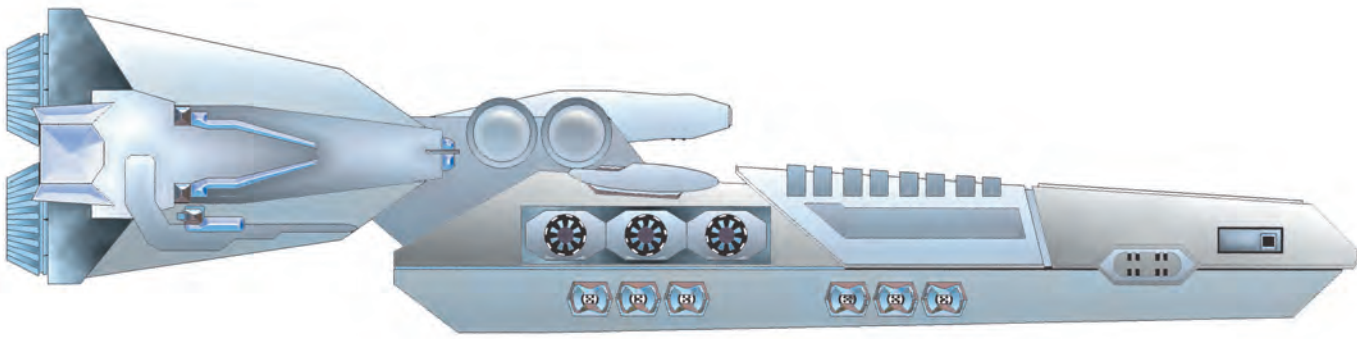
Hull Points: 240 (DR 30)

The CEC DSE-30 is a holdover from a long gone era of galactic exploration. Originally built to explore new space lanes and develop trade routes during the glory days of the Old Republic. Back then, CEC's market strategy fed upon new space lanes and dependable ships. The production of the DSE-30 design dwindled as expansion of the Republic slowed. Even if the most horrible of circumstances occur with deep space exploration, the ship's two escape pods and a hypertransceiver dramatically increase the survivability ratios for the crew.

Recently CEC officials have decided to pull this old design out of mothballs and start production again. The CEC DES-30/M possesses upgraded weapons and engine systems. While its original exploration is no longer of great concern, growing instability in the galaxy has let to the market for a long range transport with more space for cargo and personnel



-CEC DSE-30



-CEC MT-100 LONG HAUL

than the YT series possesses. The extra space allotted to sensor and communications equipment (leftover from the original exploration specs) also makes this ship popular as a covert communications and command ship for both Rebel and Imperial forces.

Corellian Engineering Corporation – MT-100 Long Haul

By Thomas E. McCarthy

Class: Space transport	Crew: 5 (Normal +2)
Size: Medium (98 m long)	Initiative: +2 (+2 crew)
Hyperdrive: x2 (backup x12)	Maneuver: +2 (+2 crew)
Passengers: 11	Defense: 20 (+10 armor)
Cargo Capacity: 200 tons	Shield Points: 10 (DR 30)
Consumables: 2 month	Hull Points: 180 (DR 30)
Maximum Speed in Space: Cruising (4 sq/action)	
Atmospheric Speed: 250 km/h (4 squares/action)	
Cost: 222,000 (new)	
Weapon: Laser cannons (2); Fire Arc: Turret; Attack Bonus: +2 (+0 size, +2 fire control, +0 crew); Damage: 4D10x2; Max Range: PB +0, S -2, M/L n/a.	

* The CEC MT-100 Long Haul is equipped with a Comm. and Subspace Transceiver.

After the success of CEC's YT series (the most popular light freighters on the past 100 years), and its success in the small Capitol Market (the Republic Cruisers, Corellian Corvette, & Gunship), CEC has decided to enter the market in between: Medium Bulk Freighters. The MT-100 Long Haul is the first step in that direction.

The MT-100 comes standard with enough cargo space to make a profit hauling most cargo, engine systems fast enough to make deliveries on time, and a set of twin laser cannons to give any pirates it might encounter pause before attacking.

More important than what the MT-100 has, is what it can have. The MT series continues the flexibility of its YT cousins. Its cargo capacity is divided into three holds. Two of the holds are in large pontoon like structures forward and either side of the cockpit. The third (50 metric tons) is positioned directly below the engine compartment. This allows for easy (and significant) expansion of Hyperdrive, sunlight engines, reactor, shield, and maneuvering systems. The existing weapons turrets are designed for weapons to be easily replaceable (Including extra power lines for larger weapons systems). Also power and control connections are run to forward hard points that could easily be configured for either missile launchers or forward mount laser cannons.

Finally...the life support systems of the MT-100 are modular, and easily moved to any of the cargo holds. This allows the normal mounting position to carry disguised cargo (approximately 10 metric tons).

Corellian Engineering Corp ZE-101 Transport

By Browwiv

Class: Space transport	Crew: 1 to 2 (Normal +2)
Size: Small (40 m long)	Initiative: +3 (+1 size, +2 crew)
Hyperdrive: x3 (backup x12)	Maneuver: +1 (+1 size, +2 crew)
Passengers: 8	Defense: 21 (+1 size, +10 armor)
Cargo Capacity: 100 tons	Shield Points: None
Consumables: 2 months	Hull Points: 150 (DR 20)
Cost: 119,000 (new)	
Maximum Speed in Space: Attack (8 squares/action)	
Atmospheric Speed: 800 km/h (13 squares/action)	
Weapons: 32 open Emplacement Points.	

The ZE series of ships moves away from CEC's more recent saucer shaped vessels to a no-nonsense, three part linear layout. The cockpit (still in the

ever-popular truncated cone fashion) is situated in the front, preceding the mid-ship "belly." This portion, containing the cargo hold and crew living areas, is shaped in an elongated octagon reminiscent of the venerable Corellian Corvette and Corellian Space Cruiser. The third and final portion of the craft is the engineering and engines section. The engines are comprised of three cylindrical, high output thrusters situated in a traditional "A stack." Though the ship comes equipped with no weapons, two pre-installed turrets are located in the exact central axis of the ship on the dorsal and posterior hulls.

After an exhaustive three hundred-year study of the aftermarket applications and modifications of their most popular light freighters (such as the YT-1300 and YT-2400) the Corellian Engineering Corp came to a rather disturbing conclusion. Few CEC light freighters we're more than sixty percent stock compatible three years after their purchase. CEC knew that their ships were desirable due to their solid design that allowed for easy customization, but they didn't realize that owners were literally tearing them apart and putting them back together. After the ranting, raving, and accusations ended in the CEC design offices, cooler heads prevailed and realized that there was a whole new market and consumer population to exploit: the Aftermarket Gearhead. So was born the ZE series.

The ZE-101 is the first in a new line of innovative light freighters. The ZE combines everything that is desirable about the YT-1300 and similar models--such as cargo capacity, speedy engines, durable hull, and ease of modification--and leaves out everything that the owner will want to change anyway. The three main systems to be replaced or modified in a freighter are the shields, weapons, and hyperdrive and thus the ZE-101 is manufactured with a marginal hyperdrive, no shields, and plenty of empty weapon slots. The x3 hyperdrive can be removed in less than an hour with no special tools and the hyperdrive compartment itself is large enough to accommodate a x.75 unit. Though there are no shields, there is ample space to install up to the Empire's legal limit (60 shields points, though more can be shoe-horned in with little consternation). The ZE-101 has 32 open emplacement points, allowing for a varied and powerful weapons configuration. The three hundred-year study also concluded that most owners install double turrets and thus the ZE-101 comes equipped with two pre-installed turret mounts (the actual turret assembly is included, for sake of clarification). In the case that the owner does not install turret weapons in these mounts they are capped with observation blisters.

Siemar Fleet Systems Mercuric-Class Light Courier

By Browwiv

Class: Space transport	Crew: 1 (Normal +2)
Size: Small (23 m long)	Initiative: +3 (+1 size, +2 crew)
Hyperdrive: x2 (x12 backup)	Maneuver: +3 (+1 size, +2 crew)
Passengers: 3	Defense: 21 (+1 size, +10 armor)
Cargo Capacity: 50 tons	Shield Points: 30 (DR 20)
Consumables: 2 months	Hull Points: 90 (DR 20)
Cost: 119,500	
Maximum Speed in Space: Ramming (12 squares/action)	
Atmospheric Speed: 1,050 km/h (18 squares/action)	
Weapon: Quad laser cannon; Fire Arc: Turret; Attack Bonus: +5 (+1 size, +0 crew, +4 fire control); Damage: 6d10x2; Range Modifiers: PB +0, S -2, M/L n/a.	

The Mercuric-Class Light Courier's sleek design is reminiscent of Siemar's long standing military and civilian heritage. The ship's layout is a spherical cockpit/living quarters that tapers into a long, billed fuselage. The ship's incredible propulsion is provided by two elegantly curving ion engines -- inspired by the seminal TIE Interceptor-- that hug the cockpit. Everything about the Mercuric speaks speed, from it's flowing lines to chromium outer hull. [Author's Note: it looks like a Sith Interceptor with a larger fuselage to

accommodate the increased cargo hold].

The Mercuric is intended to be a primarily Core to Outer Core vessel. The refined captain who pilots this ship will not be hauling google-tons of seed grain and scrap parts to dingy Outer Rim colonies, but transporting expensive luxury goods--wines, rare cuisine, or fabrics, possibly-- to the Empire's best and brightest citizens within the safety of the Core regions. In the inexplicably and unimaginable event that some barbarous pirate craft should make it past Lord Vader's protective veil of Star Destroyers and patrol craft, the Mercuric's fantastic speed and respectable quad-laser cannon will see even the below-average pilot through the encounter and into the safety of Hyperspace.

Designer's Note taped to top of press release - We totally realize that no self-respecting Mid-to-Outer Rim freighter pilot or smuggler would pilot this pansy as-is. We designed the Mercuric with the Core Region's filthy rich inhabitants in mind. Sure, some entrepreneur with more cash than common sense might use this thing to haul wine and 'rare cuisine' in between Coruscant and Corulag, but our target consumer is typical rich Moff's son or nobleman that want's to impress his peers with a ship that could go nose to nose with a TIE Interceptor. You know how many requests we get a month from the private sector for weapons-stripped and customized Interceptors? One guy wanted a wood panel and leather interior in one. Yeesh!

No, no, the Mercuric should net us a healthy profit from the wealthy and bored population. It should hit it off really well with the teenagers: what vac-brain sixteen-year-old wouldn't want a ship that pulls twelve space units? Our market research even indicates that a sizable portion will buy the ship just to be the only guy at the club with a quad-laser cannon. It should also be mentioned that the cargo bay's entry ramp has been designed to accommodate most of the popular high end luxury speeders.

Let's just hope none of them get brave enough to take a Light Courier outside of the safe and well-patrolled space lanes of the Core Regions. Because of the massive amounts of conduit and space that the engines and power plant take up we couldn't find a place to shoe-horn in an escape-pod...

Roughneck class light freighter

By Einar "Errin Orwain" Richter

Class: Space transport
Size: Small (38 m long)
Hyperdrive: x2 (x12 backup)
Passengers: 12
Cargo Capacity: 100 tons
Consumables: 2 months
Cost: 120,000 (new)
Maximum Speed in Space: Attack (8 squares/turn)
Atmospheric Speed: 800 km/h (13 squares/turn)
Weapon: Laser cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +3 (+1 size, +0 crew, +2 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB/S +0, S +0, M/L n/a.

The Roughneck was designed for independent trader captains who desire a light transport with enough speed; endurance; and firepower to escape pirate attacks (and Imperial Entanglements) that are all too common in these troubled times. Unlike most freighters the Roughneck requires a crew of three to function properly, the vessel can be flown solo if the captain desires, but such action would reduce the laser cannon turrets to hood ornaments. The vessel has its cockpit located front and center, with a triangular section extending to the rear of the vessel 45 degrees to a width of 20 meters where the ship extends straight back to the ion engines that occupy the last 3 meters of the ship; curving to form one-third of a circle.

SoroSuub's V-R800

By Red5_5

Class: Space transport
Size: Small (35 m long)
Hyperdrive: x2 (backup x6)
Passengers: 6
Cargo Capacity: 100 tons
Consumables: 3 Months
Cost: 118,000 (new)
Maximum Speed in Space: Attack (Average, 8 squares/action)
Atmospheric Speed: 800 km/h (13 squares/action)

Crew: 2 (Normal +2)
Initiative: +3 (+1 size, +2 crew)
Maneuver: +3 (+1 size, +2 crew)
Defense: 21 (+1 size, +10 armor)
Shield Points: 30 (DR 20)
Hull Points: 120 (DR 20)

Weapon: Light laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +3 (+1 size, +0 crew, +2 fire control); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

SoroSuub hopes to start off its new line of light freighters with a great hit. It has the same hull points as the YT-1300, with the added protection of a shield generator. It moves at the same speed as a 1300, but it doesn't have the same offensive punch. It has a faster backup hyperdrive, but the main hyperdrive is the same as a 1300. It has more consumables and the same cargo capacity. This ship is the right choice for pilots that want survivability over offensive power.

Concept Capital Class Defender

Not every planetary system can afford an ISD or even an outdated dreadnought. Inner system traffic still requires an amount of firepower equal to the task of defending against pirates or greedy corporations intent on "hostile takeovers." Planetary defense forces use a varied fleet of starfighters and capital class warships. These designs are meant to protect a single world or several worlds. While an ISD has a military grade hyperdrive, it can't be everywhere at the same time. Several manufacturers offer an alternative warship for planetary defense, several from the days of the Old Republic when member worlds were responsible for their own defense.

CEC System Defense Cruiser

By Einar "Errin Orwain" Richter

Class: Capital ship
Size: Large (240 m long)
Hyperdrive: x2 (backup x12)
Passengers: 500
Cargo Capacity: 500 tons
Consumables: 9 months
Cost: 4,696,200 (new)
Maximum Speed in Space: Attack (8 squares/turn)
Atmospheric Speed: 950 km/h (16 squares/turn)
Weapon: Medium turbolasers (15); **Fire Arc:** 1 Battery front, 1 left, 1 right; **Attack Bonus:** +9 (-1 size, +0 crew, +6 fire control, +4 battery fire); **Damage:** 5d10x5; **Range Modifiers:** PB +0 S -2 M -4 L -6.
Weapon: Assault Concussion missile tubes (2, 30 missiles each); **Fire Arc:** Forward; **Damage:** 9d10x5; **Missile Quality:** Ordinary (+10).

The System Defense Cruiser is an attempt by Corellian Engineering Corporation to enter the lucrative market of Anti-Piracy Starships. The System Defense Cruiser is designed to be more than a match for the most common pirate ships in use in the galaxy, the Corellian Corvette and Corellian Gunship. It appears to be an oversized Corvette at first glance; however the 15 Medium Turbolasers; 2 Assault Concussion Missile Tubes; 500 troops and landing/launch bay for a full squadron of starfighters [normally the CEC SS-1 Starfighter] make this ship a tough opponent for most pirate ships. Even loaded with the starfighters, this design still has room for 200 metric tons of cargo. With a cost of just under 4.7 million credits most systems that attract repeated pirate attacks can afford two or more of these ships to give even a small pirate fleet a nasty surprise. System Defense Cruisers also carry 6 escape pods in case of emergency [the designer felt that any catastrophe that would cause the ship to be abandoned would likely result in less than 48 survivors].

Incom SH-1000 Shield Class Planetary Defender

By Thomas E. McCarthy

Class: Capital ship
Size: Large (248 m long)
Hyperdrive: x3 (backup x12)
Passengers: 300
Cargo Capacity: 4,982 tons
Consumables: 2 months
Cost: 4,131,200 (new)
Maximum Speed in Space: Attack (Average, 8 squares/action)
Atmospheric Speed: 500 km/h (8 squares/action)
Weapon: Medium turbolasers (12); **Fire Arc:** 1 batteries front, 1 batteries left, 1 batteries right; **Attack Bonus:** +11 (-1 size, +0 crew, +8 fire control, +4 battery fire); **Damage:** 5d10x5; **Range Modifiers:** PB -2, S/M

+0, L -2.

Weapon: Assault concussion missile tubes (3, 30 missiles each); **Fire Arc:** front; **Damage:** 8d10x2; **Missile Quality:** Ordinary (+10).

*The Incom SH-1000 is equipped with a Holonet Transceiver and 20 Escape Pods.

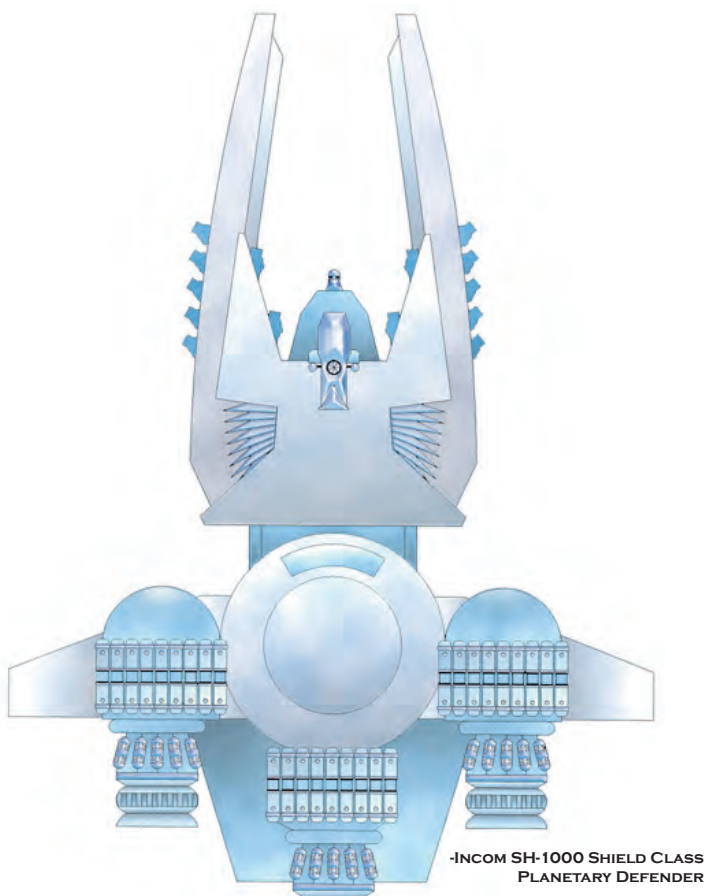
The SH-1000 Shield Class Planetary Defender is INCOM's newest solution to System Defense. While not a particularly large ship, the SH-1000 should be quite capable of handling most pirate threats, and even slowing a full scale invasion fleet long enough to call for assistance. But in this era of Imperial prosperity, how often does a law abiding system see an invasion fleet?

With as much armor and shielding as a ship this size can carry without impeding it's maneuverability, the SH-1000 should be able to stay in the fight as long as necessary. Its 12 Medium Turbolasers, and 3 Assault Concussion Missile launchers (along with their impressive targeting systems) should be enough to destroy all but the most heavily armored pirate ships in short order.

The SH-1000 also has room for 300 troops to board enemy vessels.

Finally the SH-1000 carries fighter craft. While it can be retrofitted to provide hanger space for most starfighters, the SH-1000 is designed to carry INCOM's CR-14 or CR-14/H Twin Pod Interceptor Starfighters (as detailed on page 9-10). These fighters are small, fast, and pack a punch. More importantly their size allows the SH-100 to carry 300 of them. This is 4 times the size of the fighter wing found on an ISD.

With this combination of protection, firepower, and fighters, the SH-1000 will make an excellent planetary defense craft for any system.



KSE Bastion-class Planetary Defense Cruiser

By Zunishahd

Class: Capital ship
Size: Large (242 m long)
Hyperdrive: None

Crew: 70 (Normal +2)
Initiative: +1 (-1 size, +2 crew)
Maneuver: -2 (-1 size, +2 crew, +3 maneuvering system, -6 armor)
Defense: 24 (-1 size, +15 extra armor)
Shield Points: 200* (DR 40)
Hull Points: 480** (DR 50)

Passengers: 50 (troops)
Cargo Capacity: 340 tons
Consumables: 1 month
Cost: 4,713,000 (new)
Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 950 km/h (16 squares/action)

Weapon: Heavy turbolasers (2 fire-linked) **Fire Arc:** Turret; **Attack Bonus:** +7 ; (-1 size, +0 crew, +8 fire control); **Damage:** 11d10*5; **Range Modifiers:** PB -6, S -4, M -2, L+0.

Weapon: Light turbolasers (8) **Fire Arc:** 1 battery left, 1 battery right; **Attack Bonus:** +10 (-1 size, +0 crew, +8 fire control, +3 battery fire); **Damage:** 4d10*5; **Range Modifiers:** PB -2, S/M +0, L-2.

Weapon: Heavy ion cannons (10) **Fire Arc:** 4 Front, 2 left, 2 right, 2 rear; **Attack Bonus:** +7 (-1 size, +0 crew, +8 fire control); **Damage:** 7d10x2; **Range Modifiers:** PB -6, S -4, M -2, L n/a.

Weapon: Proton torpedo launchers (5, 16 torpedoes each); **Fire Arc:** 2 front, 1 left, 1 right, 1 rear; **Damage:** 9d10*2; **Missile Quality:** Ordinary (+10).

*Backup shield generators restore shield points at double the normal rate per minute (16 instead of 8).
** The Bastion-class Planetary Defense Cruiser is equipped with Extra Armor, Comm. System, 6 Escape Pods, an Amazing (+8) Sensor Mask and is Droid Automated (60, +4 droids).

A Bastion cruiser can be flown by a Command Crew of 10 people. If more Skilled crew are available or security personnel necessary, the craft can accommodate 120. The ship is basically a mobile space station, designed to wait in orbit for the enemy to come to it, hopefully gaining the edge with its sensor mask. It has two cargo bays, a 240 metric ton starfighter cargo bay and a standard 100 metric ton cargo bay.

Concept Starfighter Class Defender

Every military manufacturer has some kind of starfighter and eager design teams to create the next Z-95 or TIE. Not every design sees full production or huge military contracts. Customers often review a small series run of a design before it orders a thousand or more fighters for its needs.

CEC SS-1 Starfighter

By Einar "Errin Orwain" Richter

Class: Starfighter
Size: Tiny (12.5 m long)
Hyperdrive: x2
Passengers: None
Cargo Capacity: 65 kg
Consumables: 3 days
Cost: 143,400 (new)
Crew: 1 (Skilled +4)
Initiative: +6 (+2 size, +4 crew)
Maneuver: +6 size (+2 size, +4 crew)
Defense: +22 (+2 size, +10 armor)
Shield Points: 60 (DR 10)
Hull Points: 150 (DR 10)

Maximum Speed in Space: Ramming (12 squares/turn)

Atmospheric Speed: 1,120 kph (19 squares/turn)

Weapon: Assault laser cannons (2 fire-linked); **Fire Arc:** front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Range Modifiers:** PB 0/S -2/M/L n/a; **Damage:** 8d10x2.

Weapon: Small proton torpedo launcher (2 fire-linked, 4 missiles each); **Fire Arc:** front; **Damage:** 9d10x2 each; **Missile Quality:** Ordinary (+10).

The SS-1 Starfighter (or Space Superiority Starfighter Mark 1) is designed to compliment the CEC System Defense Cruiser (see Concept Capital Class Defender page 8). The fighter contains an excellent weapons package, a strong hull, good shields, fast sublight drives and a Class Two Hyperdrive. It also has a small amount of cargo space for a survival kit. The SS-1 has a wedge shaped pilot module that extends to the engine section while the wings on the SS-1 angle forward 45 degrees from the engine section to give the fighter an eight meter wing-span.

INCOM CR-14 & CR-14/H Twin Pod Interceptor Class Fighter

By Thomas E. McCarthy

Class: Starfighter
Size: Fine (4.8 m long)
Hyperdrive: x1 (CR-14/H)
Crew: 1-2 (Skilled +4)
Initiative: +12 (+8 size, +4 crew)
Maneuver: +16 (+8 size, +4 crew, +4 engine quality)
Defense: 28 (+8 size, +10 armor)
Shield Points: 60 (DR 10)
Hull Points: 120 (DR 10)
Passengers: None
Cargo Capacity: 65 kg
Consumables: 1 day
Cost: 178,600 Cr (CR-14/H); 323,600 Cr

Maximum Speed in Space: Ramming (14 squares/action)

Atmospheric Speed: 1,300 km/h (22 squares/action)

Weapon: Heavy laser cannon (2 fire-linked); **Fire Arc:** front; **Attack Bonus:** +16 (+8 size, +2 crew, +2 fire control, +4 equipment bonus); **Damage:** 7d10x2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Proton torpedo launcher (2, 16 torpedoes each); **Fire Arc:** front; **Damage:** 9d10x2; **Missile Quality:** Ordinary (+10).

* The CR-14 Twin Pod Interceptor is equipped with a +4 Ion Engine.

The Incom CR-14 Twin Pod Interceptor Class Fighter is quite likely the smallest craft (other than a life pod) to carry 2 people. It's definitely the smallest to do so with this combination of firepower, speed, durability, and maneuverability.

The ship has a central core with 2 cockpits. Flanking the core are twin engines that are similar to those found on the A-wings used by the Rebels. Finally off one side is a wing that contains much of the power conversion hardware needed for the laser cannons, as well as the 2 Torpedo launchers and their ammunition.

Along with the pilot, the CR-14 can carry a SIO (Sensor Intercept Officer). While the SIO is capable of piloting the ship and firing the weapons from his controls, his primary job is to monitor the power systems, sensors, and shields for the ship. This allows the interceptor to monitor and scan incoming starship traffic, while allowing the pilot to concentrate completely on his flying. The second cockpit also makes the ship particularly good for training missions, allowing an experienced SIO to take the controls if a trainee needs assistance.

The only thing the CR-14 lacks is a Hyperdrive, but its intended role in system defense doesn't require it. Although the size of the ship makes hyperdrive difficult INCOM's Research and Development division is currently working on the CR-14/H, which contains a small hyperdrive. It is expected to have an x1 Hyperdrive (the test pilots are joking that it will be towed on a cable behind the fighter) and cost approximately 184,000 Credits.

While the cramped nature of the design will make after-market hyperdrive add ones extremely difficult and expensive, Systems that purchase the CR-14 for their Defense fleets will likely be able to purchase Hyperdrive upgrades kits from INCOM for them within the year. These Hyperdrives will be specially designed for the CR-14, so as to fit where a standard hyperdrive wouldn't.

With the armor and shielding of an X-wing, and speed and maneuverability better than an A-wing the CR-14 should be able to deal with any starfighter in the air.

Terrapin-class Patrol Fighter

By Zunishahd

Class: Starfighter

Size: Tiny (18 m long)

Hyperdrive: None

Passengers: None

Consumables: 1 day

Cargo Capacity: 30 kg

Cost: 138,000 (new)

Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 900 km/h (15 squares/action)

Weapon: Blaster cannons (2 fire-linked) Fire Arc: turret; Attack Bonus: +10 (+2 size, +2 crew, +6 fire control); Damage: 5d10x2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Proton torpedo launchers (2 fire-linked); Fire Arc: front; Damage: 10d10x2; Missile Quality: Average (+15).

*Backup shield generators restore shield points at double the normal rate per minute (16 instead of 8).

** The Terrapin Patrol Fighter is equipped with a +2 Maneuvering System.

These dedicated defense starfighters are comparable to the vaunted X-Wing series starfighters. The fighters cannot give chase into hyperspace, but the design is well regarded in some circles.

Other Concept Designs

Not all concept designs were shopped around the entire marketplace. Some were adaptations of current designs or researched for individual needs.

INCOM CR-2 Starfighter

By Thomas E. McCarthy

Class: Starfighter

Size: Diminutive (8.4 m long)

Hyperdrive: x3

Passengers: None

Cargo Capacity: 65

Consumables: 1 day

Maximum Speed in Space: Attack (8 squares/action)

Crew: 1 (skilled +4)

Initiative: +8 (+4 size, +4 crew)

Maneuver: +8 (+4 size, +4 crew)

Defense: 24 (+4 size, +10 armor)

Shield Points: 10 (DR 10)

Hull Points: 90 (DR 10)

Atmospheric Speed: 900 km/h

Cost: 70,750 (new)

Weapon: Triple Blaster Cannon (2 fire-linked) Fire Arc: front; Attack Bonus: +10 (+4 size, +2 crew, +4 fire control); Damage: 2d10x2 (Multifire).

Although quite popular in its day (about 30 years before INCOM started the first run of the Z-95 Headhunter) the CR-2's original configuration is now a bit outdated. Fortunately it is easily modified to improve weapons, engines and shields. While it was originally used as an assault fighter, now it's most common roles are planetary defense for systems that can't afford more modern ships (and don't merit Imperial protection), or support fighters for pirate groups.

Mon Calamari MC40a

By Einar "Errin Orwain" Richter

Class: Capital ship

Crew: 3758 (Skilled +4)

Size: Gargantuan (505 m long)

Initiative: +0 (-4 size, +4 crew)

Hyperdrive: x1 (backup x9)

Maneuver: +0 (-4 size, +4 crew)

Passengers: 650 (troops)

Defense: 16 (-4 size, +10 armor)

Cargo capacity: 8,600 tons

Shields: 200 (DR 50)

Consumables: 1.5 years

Hull Points: 350 (DR 50)

Cost: 36,215,000 (new)

Maximum Speed in Space: Cruising (4 squares/turn)

Atmospheric Speed: Not applicable

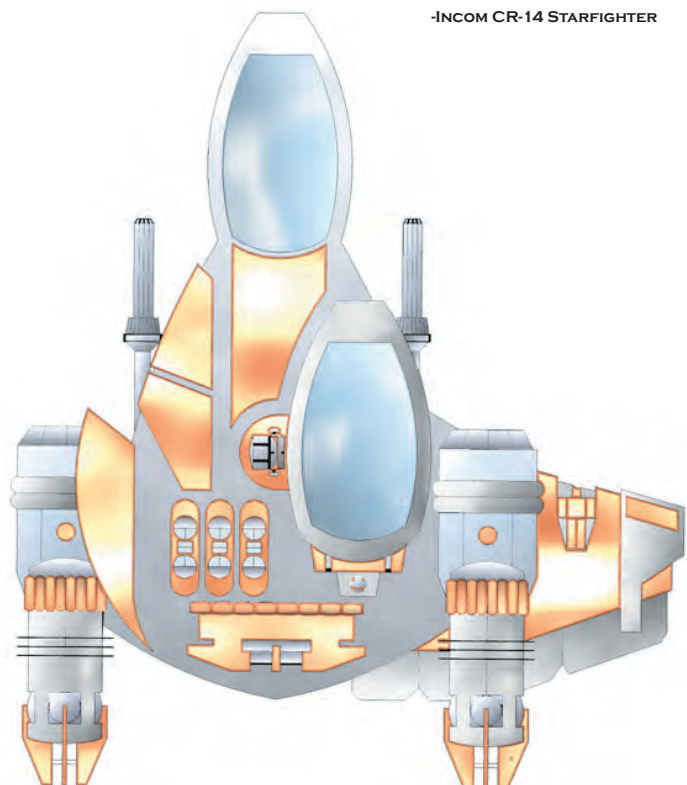
Weapon: Light turbolasers (32 in 8 batteries of 4); Fire Arc: 2 batteries front, 2 batteries left, 2 batteries right, 2 batteries rear; Attack Bonus: +5 (-4 size, +2 crew, +4 fire control, +3 battery fire); Damage: 4d10x5; Range Modifiers: PB -6, S -4, M -2, L +0.

Weapon: Ion cannons (10 in 2 batteries of 5); Fire Arc: 1 battery left, 1 battery right; Attack Bonus: +6 (-4 size, +2 crew, +4 fire control, +4 battery fire); Damage: 4d10x2; Range Modifiers: PB -6, S -4, M -2, L n/a.

Weapon: Tractor beam projectors (2); Fire Arc: 1 left, 1 right; Attack Bonus: +2 (-4 size, +2 crew, +4 fire control); Range Modifiers: PB -6, S -4, M/L n/a.

The MC40a was designed shortly after the Battle of Hoth to serve as a support ship for its larger cousin the MC80. The MC40a carries a squadron of T-65C-A2 Starfighters for anti-starfighter defense and had room in its hanger bay for up to four light transports (size class small). Even fully loaded, the MC40a has at least 8,000 metric tons of cargo space.

-INCOM CR-14 STARFIGHTER



Kuat Drive Yards' Deep Space Utility Vessel

Class: Space transport
 Size: Medium (84 m long)
 Hyperdrive: x2 (backup x12)
 Crew: 4 (Normal +2)
 Initiative: -2 (+2 crew, -4 size)
 Maneuver: -4 (-4 size, +2 crew, -2 armor)
 Defense: 21 (-4 size, +15 armor)
 Shield Points: 80 (DR 40)
 Hull Points: 200 (DR 40)

Passengers: 100
 Cargo Capacity: 3,000 tons
 Consumables: 5 months
 Cost: 752,000 (new), 602,000 (used)
 Maximum Speed in Space: Attack (Average, 8 squares/action)
 Atmospheric Speed: 650 km/h (11 squares/action)
 Weapon: Magnetic Tow Cable System (4, 2 fire-linked in sets of 2); Fire Arc: Back; Attack Bonus: +12 or +8/+8 (+2 or -2/-2 crew, +4 fire control, +6 equipment bonus); Damage: Special; Range Modifiers: PB +2, S +0, M -3, L -6.
 Weapon: Blaster Cannon (2); Fire Arc: Front; Attack Bonus: +8 or +4/+4 (+2 or -2/-2 crew, +6 equipment bonus); Damage: 4d10x2; Range Modifiers: PB +0, S -2, M/L N/A.

* The KDY Deep Space Utility Vessel comes with 1 DSUV Command Shuttle

Medium freight hauler, border patrol cruiser, rescue vessel, salvage vessel, exploration vessel, reconnaissance vessel... Enter KDY's Deep Space Utility Vessel...

KDY went back to the drawing boards on this vessel design, and it really shows. They needed a ship that could fill multiple market roles with little or no customization from stock. The highly utilitarian design allows for easy customization, built with standard parts that could be found at any starport. As KDY is known for its remarkable ships including those owned by famous bounty hunters, this is KDY's official attempt to compete with the renowned Corellian Engineering Corp at their own game.

The first feature of the DSUV are the 3 unique massive "Bartrone Cheyenne Superduty" engines, accounting for 40% overall length of the

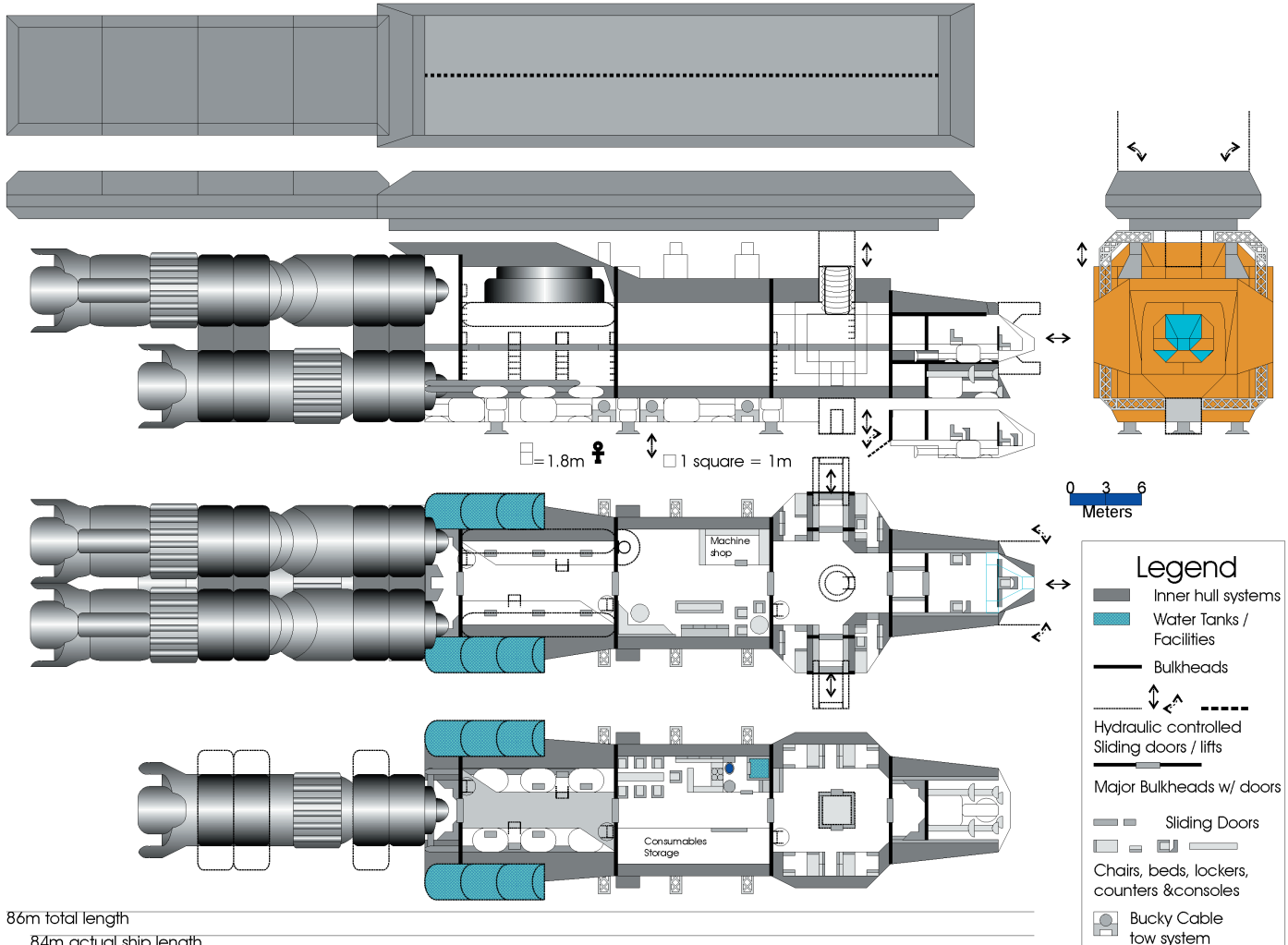
84m ship. This allows for towing of vessels several times larger than itself and for generous cargo hauling capacities. Without cargo, the engines can rapidly accelerate the vessel to high velocity - at maximum burn in a straight line, can reach attack speeds - making for great intercepts, insertions, and getaways. Excerpt from pilot's manual: "Any knowledgeable pilot captain will understand the vessel loses maneuverability at such high speeds." While its stock sublights are turbocharged rockets, it's hyperdrive is a meager 2x with a 15x backup. KDY feels it's an adequate balance in price and travel time for its excessive hauling power. Though aftermarket hyperdrive speed upgrades are not uncommon for this vessel.

Secondly, there are port, broadside and topside airlocks with extendable docking tubes for unsurpassed docking capability. For rescue and salvage operations, this vessel can extend its life-support when docked. Life support is capable for up to 100 passengers, including with main cargo pod attached. For towing and salvage purposes, rather than using costly tractor beam systems, the ship has 3 sets of 2 magnetic tow cable launchers located at the underside aft section of the ship, attached to the superstructure mounts.

Forgoing escape pods, the bridge compartment of the DSUV is a detachable "command shuttle". The main body is slaved to the shuttle, or can be piloted from engineering. See sidebar for shuttle info.

Predominant on the exterior of the main hull are 3 sets of superstructure support beams. These allow for a variety of cargo pod mountings for up to half of the ship's mass. The ship does come with a sealed cargo module that's nearly the full length of the ship. The pod has a top opening split center door, for easy loading. Includes an airlock access hatch in floor with full life support-connectivity. Salvage operations make extensive use of the top opening cargo doors for loading large chunks of debris for sorting. This also includes easy access to EVA gear or other vehicles being stored in the cargo pod. Rescue missions can include "cusping" smaller out of control craft or life pods into its cargo pod. Such feats require pilots with nerves of

Kuat Drive Yards' Deep Space Utility Vessel (D.S.U.V)



steel, iron balls, and it makes for great stories later at port! On a side note, it also allows for rapid deployment of various equipment. Other Cargo pod modular installable options include:

- optional side hatch doors
- additional weapon systems, including laser or missile based
- variable snub fighter launch rack
- Massive, powerful sensor arrays, as such found on Nebulon-B frigates.
- Snub Fighter Docking cradles and Ordinance loader mechanism

Only needing a minimal of 4 crewmembers, the 7 double bunked quarters can accommodate up to 11 additional crew or passengers. The interior of the vessel has actually taken several steps backwards in design - promoting a pure utilitarian functionality idealism. Standard grey metal walls and deck plating, compartmentalized sections with sealing bulkhead doors. The ship has 2 1/2 decks, which includes the cockpit, 4 crew cabins, all three airlocks, lounge, and machine shop on upper deck. Aft engine room has a catwalk that provides access to lower engineering as well as life-support in an overhead compartment. Lower deck contains forwards sensor compartment, elevator ground entry access, additional cabins, refresher, galley and consumables stowage compartment. In fore and aft compartments of the ship are ladderwells for upper and lower deck accessibility, including the topside airlock.

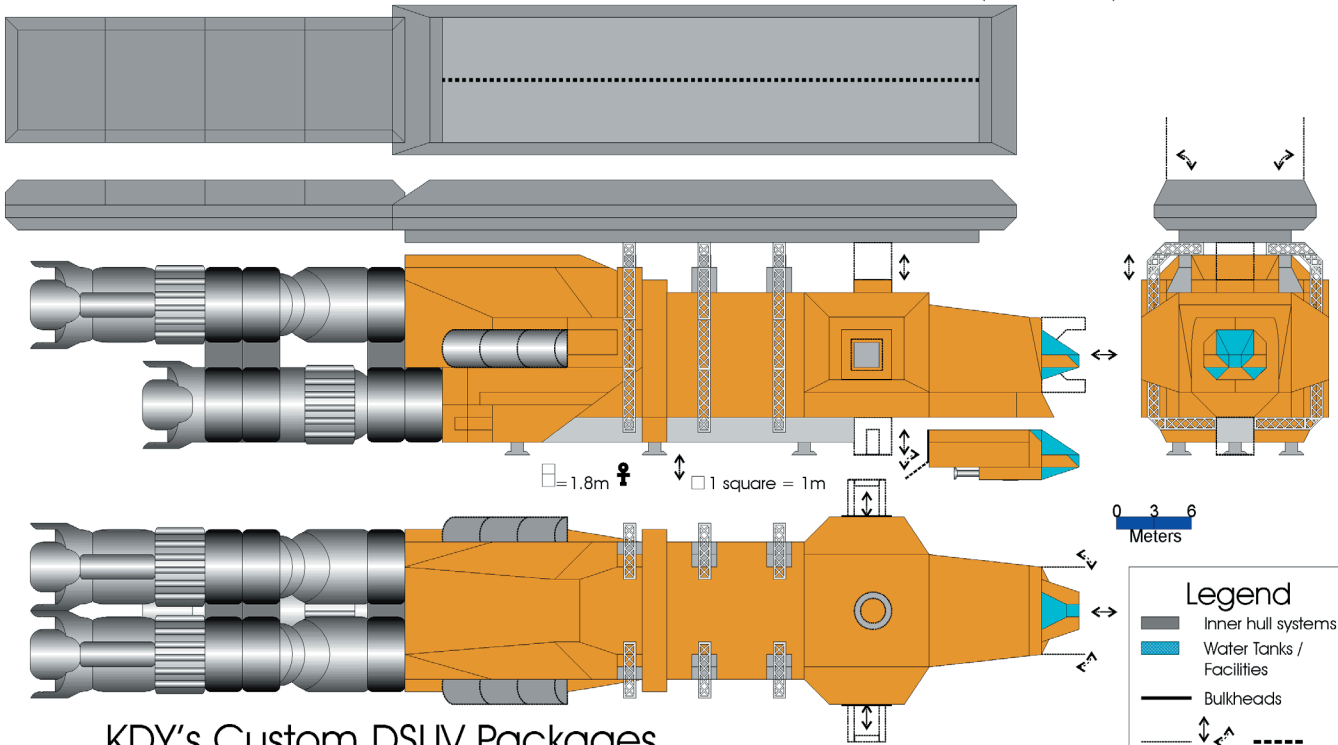
Many private DSUV owners have taken liberty to upgrade their ships by necessity. Usual modifications include two or more quad turrets in the lower deck, converting passenger cabin or locker compartment areas within the stock forward arms (below the airlocks). Most leave the ship's exceptional stock short-range sensor suite alone; they have managed to squeeze in a concealed concussion launcher or illegal sensor jammer. Some have replaced the standard forward blaster cannons with regular grade laser or ion cannons - popular with both salvage crews and pirate raiders. Slavers have also taken a liking to this vessel, fitting the cargo pod with rows of binders, and adding an additional life-support unit to carry 200 slaves. Pirates have been known

to hide "uglies" in the cargo pod for surprise raids. Clever owners also install a rear firing concussion launcher, packing a nasty surprise for any pursuers.

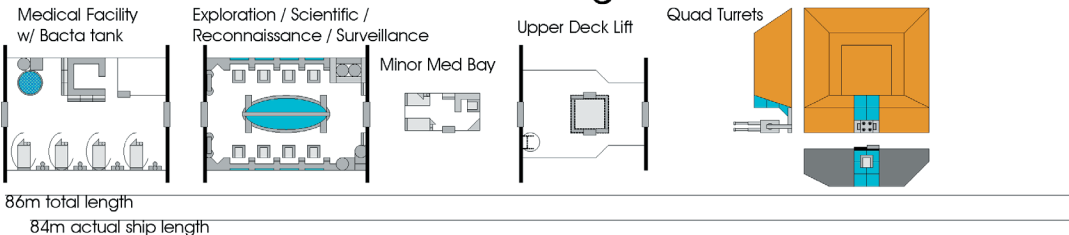
Aside from the usual variety of "illegal" upgrades, KDY also offers custom Packages available at any time for the DSUV vessel. Many of the above mentioned upgrades are for the cargo pod. Purchasers and owners alike may also find interesting the assortment of Interior packages available shown on page 2:

- Extension of elevator lift to upper deck and cargo pod (replaces topside airlock)
- Minor Med Bay (replaces machine shop, or can be placed anywhere at the owner's request). Ideal for any situation, required for search and rescue oriented roles, and with field medic onboard.
- Hidden Storage Compartments (not shown)
- Mobile Medical Center: replaces upper deck lounge with a fully equipped surgical suite including bacta tank and 4 lifeline beds. A 2-1B equivalent droid or licensed surgeon required on hand. Ideal for small task forces or "private" mobile clinics in the outer rims...
- Total Medical Center Conversion (not shown): Converts ship into a mobile hospital, by equipping the cargo pod with 150 beds, supplies, additional life support unit (for a 200 person total capacity) and comes with the extended Deck Lift up to cargo pod. Also removes the topside split doors with a solid sheet. This combo nicely complements Nebulon-B medical frigates, or replaces them when no frigates available, or when not needed for smaller task forces. For non military uses, these ships are often found as mobile specialty clinics/hospitals in the outer rims, often with illegal services available.
- Data Center: upgrades functionality of ship for exploration and scientific duties. When coupled with the massive sensor suite pod, the ship can handle surveillance and reconnaissance missions, as well as become mobile command ships. Many military, government, spy and info organizations have shown interest in such configurations, where previously such extensive sensor arrays and data processing equipment functionality was only available via the costlier Nebulon B Frigates (or larger capital vessels).

Kuat Drive Yards' Deep Space Utility Vessel (D.S.U.V)



KDY's Custom DSUV Packages



Kuat Drive Yards' DSUV Command Shuttle

Class: Starfighter Crew: 1 (Normal +2)
Size: Tiny (12m length) Initiative: +2
Hyperdrive: x15 Maneuvers: +2 (+2 crew)
Passengers: 4 Defense: 20 (+10 armor)
Cargo Capacity: 500 kg Shield Points: 30 (DR 10)
Consumables: 2 weeks Hull Points: 60 (DR 10)
Maximum Speed in Space: Cruising (Average, 4 squares/action)
Atmospheric Speed: 700 km/h (12 squares/action)
Cost: 72,000 (new)
Weapon: Blaster Cannon (2); Fire Arc: Front; Attack Bonus: +4 or +0/+0
(+2 size, +2 or -2/-2 crew); Damage: 4d10x2; Range Modifiers: PB +0,
S -2, M/L n/a.

*Cost of Command Shuttle is included within the price of the DSUV vessel.

An answer to the age old question: What good are escape pods in the middle of uninhabited regions of space?

In place of mandatory escape pods, which are one use and hardly pilotable, KDY experimented with making the bridge of their DSSV its own detachable/re-usable shuttle. This does increase the base price of the DSSV, but increases total functionality several fold. This shuttle features atmospheric flight, sublight and even a minimal hyperdrive. In the event of a disaster in any region of space, the crew can still hyperjump to safety. This is just one of many design implementations of the multi-use DSSV.

New Starship Item

Magnetic Tow Cables
Size: Medium
Fire Control: +4
Battery fire: +0
Damage Num: 0
Damage Type: Special (grapple)
Point Blank: +2
Short: +0
Medium: -3
Long: -6
Emplacement Cost: 3
Cost: 2000 credits

Koensayr's ATF-115 Automated Fighter

By Silas DeBoer
Class: Starfighter Crew: 1 (Skilled +4)
Size: Fine (4.9 m length) Initiative: +12 (+4 crew, +8 size)
Hyperdrive: None Maneuver: +12 (+8 size, +4 crew)
Passengers: None Defense: 28 (+8 size, +10 armor)
Cargo Capacity: None Shield Points: 5 (DR 10)
Consumables: 1 Week Hull Points: 90 (DR 10)
Cost: 66,000 (new)
Maximum Speed: Ramming (Average, 10 squares/action)
Atmospheric Speed: 900 km/h (15 squares/action)
Weapon: Blaster Cannon (4, 1 fire-linked in sets of 4); Fire Arc: Front;
Attack Bonus: +12 (+8 size, +2 crew); Damage: 4d10x2; Range
Modifiers: PB +0, S -2, M/L n/a.

While the Clone Wars raged across the galaxy, the droid armies of the Separatists proved that automated fighters were dangerous and cost efficient. An engineering team at Koensayr developed the ATF-115 (Automated Tactical Fighter) as a prototype for the Republic. After initial interest from several senators, Koensayr financed a limited production run. The fighter would never see combat after the last field trial buried the project; the droid pilot refused orders and instead crashed itself into an asteroid than attack its targets. The engineers protested that a glitch in programming caused the malfunction, but the Republic envoys shook their heads and left. Koensayr wrote it off the project for its taxes.

Until recently, the droid fighters sat in one of Koensayr's warehouses on the Mid-Rim, forgotten amid the rumors of the vice president of research's pending resignation. It is unknown when these machines entered the Black Market, but someone started selling them in ones, twos and threes. The largest purchaser of these nimble craft is a pirate named Caladan Blight, who uses them as probes and additional fire support for his squadron of Uglics.

The craft is slim and triangular shaped with forward facing blaster cannons. When not in use, the cannons retract into the hull, using a full

round to arm or disarm. The ATF-115 came in one basic color, flat black, with a number designation on its side. The craft can operate for 1 week before running out of power and fuel, but is independent of a controller unit, receiving orders from an encrypted communications array (Computer Use DC 30 to read, DC 40 to change).