STAR WARS
ROLEPLAYING GAME

More Starships!

A *Starships of the Galaxy* Web Enhancement

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The long-awaited *Starships of the Galaxy* contains new ship descriptions and rules for making ship-to-ship combat a vital element of your games. This web enhancement provides three all-new ships for use with the book: the TIE defender, the YT-1930 freighter, and the shieldship. It also demonstrates how to modify each one of them to create unique vessels tailored to the needs of your campaign. Accompanying each modified starship description and stat block is a set of game stats for the ship's pilot as well, so you can introduce these new vessels into your campaigns without delay.

This bonus material is exclusive to the Wizards of the Coast website: `www.wizards.com/starwars`.

TIE Defender

The TIE defender was developed shortly before the Battle of Endor, but its high cost, as well as various political considerations, prevented it from seeing widespread deployment. Originally, Imperial tacticians decided to deploy TIE defenders in wings of four ships, which could then use their hyperdrives to patrol large areas of space. Had the Empire not begun to collapse following the Battle of Endor, these ships would no doubt have inflicted serious damage to the Alliance.

The defender is a radical departure from previous TIE designs, with three sets of solar collection panels, a pair of Novaldex shield generators, a hyperdrive, and a proton torpedo launcher. To make the ship more effective against the armed freighters popular with the Rebellion, medium ion cannons were squeezed into the frame as well.

The TIE defender has an advanced targeting system that allows the pilot to fire the ship's ion cannons simultaneously with its lasers. (Use a single attack roll when firing the lasers and ion cannons together.) A triple array of maneuvering jets connected to the defender's ion engines makes it one of the most agile fighters in existence, granting its pilot a +3 equipment bonus to all Pilot checks and attack rolls.

Craft: Seinar Fleet Systems TIE defender; **Class:** Starfighter; **Cost:** 200,000; **Size:** Diminutive (6.6 m long); **Initiative:** +8 (+4 size, +4 crew); **Crew:** 1 (Skilled +4); **Passengers:** None; **Cargo Capacity:** 65 kilograms; **Consumables:** 2 days; **Hyperdrive:** x2; **Maximum Speed:** Ramming; **Maneuvers:** +11 (+4 size, +4 crew, +3 engine quality); **Defense:** 24 (+4 size, +10 armor); **Shield Points:** 60; **Hull Points:** 100; **DR:** 5.

Weapon: Laser Cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +14 (+4 size, +4 crew, +6 fire control); **Damage:** 6d10 x2; **Range Modifiers:** PB +0, S +0, M/L n/a

Weapon: Medium Ion Cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +14 (+4 size, +4 crew, +6 fire control); **Damage:** Special; **Range Modifiers:** PB +0; S +0, M/L n/a

Weapon: Small Proton Torpedo Launcher (2 fire-linked, 4 missiles each); **Fire Arc:** Front; **Attack Bonus:** +12 (+4 size, +4 crew, +4 fire control); **Damage:** 10d10 x2 (proton torpedoes); **Range Modifiers:** PB +0; S/M/L n/a

**The special firing system that allows the defender to fire its laser cannons and ion cannons together qualifies as a minor system. It costs 10,000 credits and takes 2 construction points.*

After the Battle of Endor and a bloody conflict with the Ssi-ruusk, Imperial tacticians deployed only a few squadrons of TIE defenders to patrol the newly defined boundaries of the Imperial Remnant. Because its heavy armament and use of shields did not fit with the philosophies of the Imperial Navy, the ships remained politically unpopular, as did the tacticians who deployed them.

Countess Iran Ryad was one of the few politicians with the influence and experience to argue in defense of this unusual ship. Throughout her career as a politician, she had always been obsessed with starfighters, military politics, and the Imperial Navy. With wealth, influence, and the ability to call in favors, she could afford a rather expensive "hobby": training as a starfighter pilot. After the Battle of Endor, and the death of many of the Empire's most skilled pilots, she relinquished her role as a politician to become an Imperial pilot, eventually requisitioning and modifying her own personalized starfighter. For over a year, she personally led a wing of four TIE defenders patrolling the Coreward boundaries of the Remnant.

By completing a dozen successful patrols—and scoring a respectable number of kills—Countess Ryad gained command of Red Star Squadron, a small unit of TIE pilots who supported her idea of preying on any ship foolish enough to enter Imperial space unannounced. Her brief reign of terror ended when she was accused of treason, hunted down, and eventually destroyed by her most fervent rival, Baron Soontir Fell.

Countess Ryad's personally modified ship, the *Red Star 1,* flaunted conventional ideas almost as much as she did. While most tacticians believe that TIEs should attack in large waves, Ryad's ship is more defensive, relying on an enhanced shield generator and a vastly improved ion engine for maximum maneuverability. Her finely-tuned fire control systems allow her the capability to take out multiple poorly shielded ships. These modifications, like her beliefs, carried a considerable cost—one that only an eccentric ace like Ryad would dare pay.

As for the Countess herself, her game statistics combine the political features of an 8th-level noble with the combat capabilities of a 1st-level starfighter ace.

Craft: *Red Star 1* (modified TIE defender); **Class:** Starfighter; **Cost:** 262,500; **Size:** Diminutive (6.6 m long); **Initiative:** +5 (+4 size, +1 crew*); **Crew:** 1 (Pilot +18*); **Passengers:** None; **Cargo Capacity:** 65 kilograms; **Consumables:** 2 days; **Hyperdrive:** x2; **Maximum Speed:** Ramming; **Maneuvers:** +26 (+4 size, +18 crew*, +4 ion engines); **Defense:** 26 (+4 size, +10 armor, +2 class); **Shield Points:** 60; **Hull Points:** 100; **DR:** 5

Weapon: Laser Cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +23 (+4 size, +7 crew*, +8 fire control, +4 equipment bonus); **Damage:** 6d10 x2; **Range Modifiers:** PB +0, S +0, M/L n/a

Weapon: Medium Ion Cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +23 (+4 size, +7 crew*, +8 fire control, +4 equipment bonus); **Damage:** Special; **Range Modifiers:** PB +0; S +0, M/L n/a

Weapon: Small Proton Torpedo Launcher (2 fire-linked, 4 missiles each); **Fire Arc:** Front; **Attack Bonus:** +20 (+4 size, +8 crew*, +4 fire control, +4 equipment bonus);

Damage: 10d10 x2 (proton torpedoes); **Range Modifiers:** PB +0; S/M/L n/a

**When Countess Ryad pilots this ship, its initiative modifier includes her Dex modifier; its maneuver modifier includes her Pilot skill modifier; and each of its weapons' attack bonuses includes her base ranged attack bonus.*

Countess Iran Ryad (Human Noble 8/Starfighter Ace 1): Init +1 (+1 Dex); Defense 18; Spd 10 m; VP/WP 36/10; Atk +5/+0 melee (1d4, knife), +7/+2 ranged (3d4, holdout blaster pistol); SQ Bonus class skill (Pilot), call in a favor 4, command +4, inspire confidence +2, starfighter defense; SV Fort +3, Ref +6, Will +7; SZ M; FP 4; Rep 7; Str 8 Dex 13, Con 10, Int 14, Wis 12, Cha 15
Skills: Astrogate +9, Computer Use +8, Diplomacy +8, Knowledge (spacer lore) +8, Knowledge (galactic politics [Imperial]) +7, Pilot +18, Repair +7, Sense Motive +6
Feats: Gearhead, Skill Emphasis (Pilot), Spacer, Starship Dodge, Starship Operation (starfighter), Weapon Group Proficiency (starship weapons)

YT-1930

The ubiquitous YT line of freighters was one of the most successful series of space transports ever developed by the Corellian Engineering Corporation. Dozens of examples can be found throughout the galaxy. Although the YT-1300 is the most famous design, other YT designs may actually be somewhat superior. One of those most commonly touted as the height of the YT-series is the YT-1930, which came into production shortly before the Emperor disbanded the Senate.

The YT-1930 has at its core the same saucer section that identifies most YT designs—it's just as adaptable here as in other ships of the YT line. However, it places its cockpit in the center of the saucer section (between the loading mandibles) rather than off to one side, as most YT designs do. It also breaks from the saucer design toward the rear of the ship. Instead, two large wedge-shaped cargo areas allow a YT-1930 to carry twice the cargo of a YT-1300 without sacrificing speed or durability. Most YT-1930s come equipped with a single laser cannon turret operated from a gun well, but many owners soon upgrade to more powerful weaponry.

Craft: Corellian Engineering Corporation YT-1930 Freighter; **Class:** Space transport; **Cost:** 135,000 credits; **Size:** Small (35 m long); **Initiative:** +3 (+1 size, +2 crew); **Crew:** 2 (Normal, +2); **Passengers:** 6; **Cargo Capacity:** 200 metric tons; **Consumables:** 4 months; **Hyperdrive:** x2 (x12 backup); **Maximum Speed:** Cruising; **Maneuvers:** +3 (+1 size, +2 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 150; **DR:** 10.

Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S +0, M/L n/a.

The unusual design of the YT-1930, including its expanded cargo space, makes it an attractive ship for a wide array of demanding pilots. One of the most notable is the bounty hunter Zan Ransom, a specialist known for acquiring rare and unusual specimens of exotic creatures from the Outer Rim and Wild Space.

Zan Ransom's ship, the *Wild Menagerie*, has a vastly improved hyperdrive for traveling to the most far-flung regions of known space. Unlike most space transports, his YT's cargo space is equipped with a fully functioning life-support system, designed for the creature comforts of his living cargo. In addition, because his illegal trade routinely places him in jeopardy with local authorities, he has upgraded his ship's weaponry and fire control systems as well. Expensive security systems (to keep his precious cargo contained) and a belly gun set to stun (for knocking down large animals) round out the *Wild Menagerie*'s modifications.

Zan Ransom's stats are based on the generic 8th-level bounty hunter (with a few minor changes), but also include one level of the big game hunter prestige class from the *Alien Anthology* supplement for the *Star Wars Roleplaying Game.*

Craft: Wild Menagerie, modified Corellian Engineering Corporation YT-1930 Freighter; **Class:** Space transport; **Cost:** 208,000 credits; **Size:** Small (35 m long); **Initiative:** +7* (+1 size, +6 crew); **Crew:** 1 (Pilot +9); **Passengers:** 1 (plus containment space in the cargo bay); **Cargo Capacity:** 200 metric tons; **Consumables:** 4 months; **Hyperdrive:** x1 (x12 backup); **Maximum Speed:** Cruising; **Maneuvers:** +10* (+1 size, +9 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 30; **Hull Points:** 150; **DR:** 10

Weapon: Quadlaser Cannon; **Fire Arc:** Turret; **Attack Bonus:** +18* (+1 size, +9 crew, +8 fire control); **Damage:** 6d10x2; **Range Modifiers:** PB +0/S +0/M-L n/a

**When Zan Ransom pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and its weapon's attack bonus includes his base ranged attack bonus.*

Zan Ransom (Human Scout 4/Scoundrel 2/Bounty Hunter 2/Big Game Hunter 1): Init +6 (+2 Dex, +4 Improved Init); Defense 22 (+10 class, +2 Dex); Spd 10 m; VP 55/12; Atk +7/+2 melee (2d6 dmg, vibroblade), +9/+4 ranged (3d8 dmg, blaster carbine); SQ Better lucky than good, illicit barter, sneak attack +1d6, target bonus +1, trailblazing, uncanny dodge; SV Fort +6, Ref +10, Will +7; FP 2; Rep 2; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 10
Skills: Astrogate +6, Bluff +4, Computer Use +5, Gather Information +8, Handle Animal +3,Hide +13, Intimidate +11, Listen +7, Move Silently +13, Pilot +9; Repair +5, Ride +4, Search +5, Spot +7, Survival +7
Feats: Animal Affinity, Improved Initiative, Point Blank Shot, Quick Draw, Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiency (light, medium, heavy)

Shieldship

Shieldships are unusual vessels designed to act as shields against the massive heat of a star, allowing ships to move much closer to the solar surface than would normally be safe. The primary use of such ships is to allow planets very near their sun to be approached without hiding behind a heavily armored shield. Because shieldships are not hyper-space capable, they are generally constructed in the systems where they work. Living conditions aboard a shieldship are cramped and uncomfortable, but crews generally don't stay aboard for more than a few days at a time.

In the years after the Battle of Endor, Lando Calrissian's Nomad city was able to mine on the planet Nkllon, a super-hot world rich in metals, because shieldships could escort huge ships to the planet's surface. Nkllon's shieldships could protect any craft up to Huge-size from the sun's heat, as long as the two vessels stayed within point-blank range of each other.

Craft: Shieldship; **Class:** Capital; **Cost:** 13,180,000 credits; **Size:** Gargantuan (550 m long); **Initiative:** –2 (–4 size, +2 crew); **Crew:** 16 (Normal +2); **Passengers:** 0; **Cargo Capacity:** 20 metric tons; **Consumables:** 3 months; **Hyperdrive:** None; **Maximum Speed:** Cruising; **Maneuvers:** –8 (–4 size, +2 crew, –6 additional armor); **Defense:** 21 (–4 size, +15 armor); **Shield Points:** 300; **Hull Points:** 600; **DR:** 35.

Super-hot worlds don't attract only miners and prospectors—wealthy sentients who insist on privacy also seek them out. The thought of a hidden base that's accessible only with the assistance of a specialized shieldship is attractive to reclusive dilletantes, easily ruffled scientists, and the criminal element. Neen Niuv is a crimelord who easily fits into this last category. Safely hidden within the gutted remains of a mining colony in Hutt Space, the paranoid Sullustan demands that anyone approaching him for an audience negotiate with his majordomo on the *Penumbra*, a specially modified shieldship capable of escort duty, last-ditch defense efforts, and treacherous acts of piracy.

The *Penumbra* has modifications for each of these functions. When expected guests arrive, they may be invited to board by docking sleeve and enjoy the ship's lavish accommodations while their ship is towed to Niuv's hidden base. If guests arrive without proper displays of etiquette and protocol, the ship's cargo capacity has been modified to hold a wing of eight battered old I-7 Howlrunners, which can be deployed quickly to harass or destroy craft that don't immediately power down their weapons. Visitors who refuse to "come along quietly" may find themselves trapped by the unexpected activation of the ship's tractor beam. Of course, its primary duty is to protect escorted or captured ships down to Niuv's hidden base, where they might be gutted and looted for valuable parts.

Because Niuv doesn't fully trust his crew, or his Twi'lek majordomo, he often pilots the *Penumbra* himself, disguised as the ship's Sullustan pilot. He's paranoid enough that he may also assume this persona when dealing with powerful visitors (like the heroes in your game) or while spying on his own hirelings. As a last resort, Niuv has prepared one further surprise: The ship has a limited hyperdrive, should he need to abandon his base of operations in a hurry. Of course, he's the only person who has the security codes to activate it.

Neen Niuv's stats have been modified from the 8th-level generic crimelord in the *Star Wars Roleplaying Game* core rulebook.

Craft: Shieldship; **Class:** Capital; **Cost:** 13,254,000 credits; **Size:** Gargantuan (550 m long); **Initiative:** –3* (–4 size, +1 crew); **Crew:** 16 (Normal +2; Pilot +11*); **Passengers:** 0; **Cargo Capacity:** 20 metric tons; **Consumables:** 3 months; **Hyperdrive:** x1 (no backup); **Maximum Speed:** Cruising; **Maneuvers:** +1* (–4 size, +11 crew, –6 additional armor); **Defense:** 21 (–4 size, +15 armor); **Shield Points:** 300; **Hull Points:** 600; **DR:** 35.

Weapon: Tractor beam; **Fire Arc:** Front; **Attack Bonus:** +6* (–4 size, +6 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB +0/S +0/M-L n/a.

**When Neen Niuv pilots this ship, its initiative modifier includes his Dex modifier; its maneuver modifier includes his Pilot skill modifier; and its weapon's attack bonus includes his base ranged attack bonus.*

Neen Niuv (Sullustan Scoundrel 5/Noble 2/Crimelord 1); Init +1 (+1 Dex); Defense 20 (+9 class, +1 Dex); Spd 10 m; VP/WP 22/9; Atk +5 melee (knife, 1d4 dmg), +6 ranged (holdout blaster, 3d4 dmg); SQ Better lucky than good, Call in a favor (1), darkvision, illicit barter, inspire confidence +1, sneak attack +2d6; SV Fort +0, Ref +8, Will +7; FP 2; Rep 7; Str 10, Dex 14, Con 8, Int 14, Wis 13, Cha 16.
Skills: Appraise +12, Astrogation +3, Bluff +13, Climb +2, Computer Use +6, Diplomacy +13, Disguise +10, Entertain (acting) +5, Gather Information +14, Hide +7, Intimidation +11, Knowledge (streetwise) +13, Listen +9, Move Silently +5, Pilot +11, Read/Write Basic, Read/Write Sullustese, Search +4, Sense Motive +11, Speak Basic, Speak Sullustese, Spot +7.
Feats: Alertness, Infamy, Mimic, Skill Emphasis (Pilot).

About the Authors

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