G U R P S

STAR WARS

The Imperial Sourcebook

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The Unofficial

G U R P S STAR WARS

The Imperial Sourcebook

--Second Edition--

A completely free and unofficial online sourcebook for the Imperial Empire in the Star Wars Universe

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Some material taken from the Completely Unofficial Star Wars Encyclopedia

Cover Art by R. Jason Kidd

Important Note

When we started to write GURPS rules for the Star Wars universe we began our work as a pure hobby. Though it might (we hope that) look very professional now, we would like to emphasize that the following book is still not more than a hobby. We love Star Wars and we love RPGing – that was the only intention to write this book. Two things we would like to emphasize:

1. We do not earn money with the writing and/or online-publishing of this book.
2. We did not "steal" information or material of official sources. All quoted sources were asked for permission before we dared to use it. A detailed list of the used sources can be found in the Bibliography section in the end of this book. We just tried to transform the wonderful universe created by George Lucas in the GURPS system to make it playable in the universal rules, created by Steve Jackson Games.

If you find any material published that belongs to official Lucas Arts sources and want this information removed from this book, please contact us.

Disclaimer

The material used in this book is drawn from the works of George Lucas, his collaborators and other Sci-Fi authors who have helped the Star Wars phenomenon to grow since its birth in the late 70s. Most of the material referred to in this book is owned under copyright laws by George Lucas (Lucasfilms Ltd) and/or/either 20th Century Fox. ALL NAMES; TRADEMARKS AND LOGOS USED IN THIS BOOK ARE USED WITHOUT PERMISSION EITHER GIVEN OR IMPLIED BY THE COPYRIGHT OWNERS.

I hope they would like what they see in this book.

About GURPS

GURPS is a registered trademark of Steve Jackson Games Inc. All reference to their works used in this book are used without their permission given or implied. We hope that this book is in the sense of SJ games – it mirrors the endless possibilities one has with this great RPG system and a little bit imagination and good will! If you have made it this far, you know about GURPS and Steve Jackson Games Inc. Your are familiar with their works and the wonderful RPG system they have created. You know what it is about and you like it… As everybody involved in the project does!

Introduction

During the writing this book I had to realize that the material of the SW Empire needs years to be collected, judged, changed, sorted out or included. Although this book is not considered to be absolutely completed now, I decided to publish it anyways – because it was intended to be a guide and help to all players who want to play GURPS in the SW universe. Have fun!
--Michael

Welcome

"If you only knew the power of the dark side…" These words are justification enough for a separate sourcebook on the Empire. What would STAR WARS be without the tyranny of the Empire? The perfection of the cold working evil war machine where individuals are expandable fascinated me from the first moment on when I saw the movies as a child. Evil can be very fascinating, too, which explains why kids nowadays love to play rather Darth Maul than Ani Skywalker…

This book should give the GURPS GM or player a deeper look into the structural background of the Empire and it should provide all players with detailed information on the giant war machine of the Empire. Though there are tons of material one can use to write a book like this, one will not be able to cover everything. Therefore I concentrated on presenting the information for the basic understanding of the imperial SW universe. Especially the ships, walkers and weapons section will lack much of the material it could potentially present. I hope that probably some day somebody fills this space with another sourcebook…

Instead of just presenting weapons, suggestions will be made how to use the Imperial machinery in a game, either as NPCs or as PCs. I hope that I managed to convey the complicate mechanisms in the perfect clockwork of such a huge organisation as the Empire. In 1989 West End Games published a book called "Imperial Sourcebook". I have to admit that this book fell into my hands while I was already working on this book. It is a very good book that fits directly in the STAR WARS RPG by WEG. Though I had a look at that book I want to point out that I did not intend to simply copy it. A lot of new information about the Empire has been invented by various authors since 1989. This book tries to include all the new data from novels, new movies, WWW sources, comics and of course the classic movies. The information I gathered for this book is mostly taken from sources I call "Unofficial Official Sides". All information sources were able to bring up reference from the data they used. Therefore I hope that the information presented in this book contains only facts which are based on official Lucas Arts sources, such as WEG, Bantam Books and Lucas Arts computer games.

Anyway, I hope you have fun reading the following, and keep in mind: Stormtroopers aren't gun-fodder – they are tough guys with blasters!

If you like what you see, feel free to mail me under:

gekami@gmx.de

This supplement is for free. But please write me what you think about it and if it was useful for your game. This helps us a lot to improve the unofficial products and to come up with new stuff. For any suggestions or comments we are always thankful! This includes as well game experiences!

About the SW project and the project team

Of course nobody writes a book like this alone. It is the result of the Star Wars Project Team, a world wide project group, united through the www with the same interest: Star Wars and GURPS roleplaying. Many people helped me in the construction of this book, provided me with material, suggestions, critics and kind words. I doubt that I can list all of them. Some of them I know only as pseudonyms and have never seen in my whole life. Anyway – thanks to all of you! This is your book!

About the principal authors of this book

Michael Siersleben

Michael has been fascinated by Star Wars since saw “The Empire strikes back” as a child. During his studies of English and German literature and linguistics and Greek philosophy he stumbled over the SW project during doing internet researches. Michael wrote the Campaigning section, the cinematic section and the Jedi Martial Arts section in the SW sourcebook. Though he has plans to become a teacher as soon as possible, a part of his heart belongs to sports, that’s why he earned his living as a gym instructor for TaeKwon-Do, Thairobic and Aerobics.

Jason Kidd

Jason is from the US, and he currently lives in Pittsburgh, PA, with his wife Melanie. He is 27 years old and is currently working as a photographer. Jason's interests include Roleplaying, Philosophy, Music (Both listening and playing), and Sociology. Jason has been gaming since he was twelve and has been a Star Wars fanatic most of his life (Since Episode IV first came out in '77). For this book he did almost as much as I did. He designed the ship section and re-designed the insignita section and the cover art. The second edition of this book would not be the same without his help. Thanks Jason!

Collaborator:

Francis Martel

Francis Martel, from Montreal, Canada. Francis is 30 years old and lives with his wife Stefanie and their two children Marc-Antoine and Marie-Sophie (and as well with a shape shifting cat named “Willy”). Francis is a role-player since he was 15, which means that he has gathered endless character points for his gaming-skills! Furthermore he is the founder of the *SW project* and principal author and editor of the first SW sourcebook. Francis currently works for ConnecTalk Inc. in Montreal and developes IT solutions for the customers.

New paths – things which are different from the GURPS SW soucebook!

Every book differs a little bit from the ones published before. This is the same with this book. Game experience, new ideas and many discussions helped us to think over the basic rules we once created under the Argus eyes of Francis Martel. This sometimes means that there have to be made changes for playability reasons. But as well these changes are not made easily.

Enough chatter. The light dims, the curtain opens and reveals a universe filled with thousands of stars while under the 20th century fox fanfare the words »***A LONG TIME AGO IN A GALAXY FAR FAR AWAY***« appear.

Check your blaster and prepare to take a step to the dark side…

If you like the things we changed you can keep in mind that they are the achievement of the SW project team – if you do not like them, consider me, Michael Siersleben, as the responsible person because I had the last word in the creation of this book…

Everybody makes mistakes! That includes us – if you find any errata we would be very thankful if you could send us an e-mail to inform us.

Imperial History

Before it was called the Old Republic no recorded memory of the Old Republic's inceptions existed, nor was any needed. It's founders had faded into the dust of history. They had built the only galactic community ever known, a community that had always served its citizens well and faithfully. New worlds came to share its beneficial guidance as the centuries passed. Planets, which found themselves in jeopardy due to natural disaster or rebellious uprising, could turn to their neighbours for help. All races, all sentient species, all peoples were equal under the law and lived their lives with rights that guaranteed both opportunity and freedom

The guardians of this Republic were the Jedi Knights, a bold and fearless Order that, numbering in the hundreds of thousands, served to defend and protect the people of the Republic. Their wisdom, bravery and strength had become a legend. Drawing their common strength from the Force, the Jedi maintained peace through out the galaxy for generation upon generation, and passed their ways along to those who had proven themselves both capable and worthy of knighthood.

By banding together, the Old Republic had made itself impervious to any outside attack. No other known galactic powers dared move against them for to do so meant certain failure. The people of the Old Republic slept securely in their beds, safe within their political walls.

Attack did come, however. But, as with many democratic societies, it came not by outside force, but from within.

Decay finally set in as more and more worlds joined the Old Republic. Local officials became susceptible to influence and bribery, bowing most often to the wishes of those involved in the dealings of interstellar commerce. The Senate, weakened by so many centuries of peace and complacency, became dangerously careless. Political overthrow was unthinkable, but inevitable.

An ambitious and unscrupulous senator named Palpatine rose quickly and geometrically to power, aided by those in the lower regions of the Senate who began to crave more power and authority for themselves. Promising to clean up the galaxy and return the Republic to the excitement of its more vital and ambitious days, Palpatine was elected President of the Republic, and surrounded himself with these greedy and power-hungry officials, who had swept him into power.

What they did not know was that Palpatine drew his power and charisma form the dark side of he Force. He had far greater ambitions than the mere office of President would allow him, and those who had redden his coattails onto the upper places of the political power were soon to find themselves left behind, imprisoned, or crushed beneath the heavy hand of Palpatine as he ruthlessly sought his ultimate goal. Under Palpatine's orders, the new Empire began a military build-up unlike any in recorded galactic history. Immense vessels with incredible fire power sprang from the drawing boards and into existence seemingly overnight. The resulting technological boom brought about the creation of a whole new science of war.

The core systems were the first to fall. their planetary governments were forcibly disbanded as martial law swept form world to world.

Secure in his position, surrounded by a military core that feared him, Palpatine declared himself Emperor. For the first time in uncounted centuries, the worlds of the Old Republic found themselves ruled by one man. All personal rights became subject to the whims of the Emperor, and early uprisings against Palpatine were wiped out almost before they began. The Jedi were systematically hunted down and summarily executed. The Jedi found themselves being abandoned, betrayed and

even murdered by those whom they had protected for so long

The puppet Senatethat had been kept in place was permanently disbanded, and direct rule was given to those regional governor's appointed by Palpatine. The creation of a terrible weapon, one capable of destroying an entire planet with a single blast, kept the terrified leaders of each world in line under pain of annihilation. This Death Star was Palpatine's last word- the final assurance of his stronghold over the billions that he ruled.

The political structure of the Empire – an analysis of a government

Forms of a Republic – a Platonic View

According to Platon there are three possible forms of the republic: *One* ruler, *some* rulers or *all* rule the republic.

In other words these are the descriptions of dictatorship, representative democracy and total democracy. None of the systems is the best, according to Platon – and even in a completely objective point of view. A good and wise King can rule his reign alone better than an incompetent parliament. Again everything is a question of attitudes…

There is no moral fault in a dictatorship or monarchy. No system is better than the other – they are … different. The ambition of the ruler(s) and their capability to rule are the only thinks after which a government can be treat. And even in a dictatorship people have rights as personal protection within the system and duties as to obey the law and to uphold the order.

Dictatorship – law, peace and arbitrariness

Webster's Encylopedea defines a dictatorship as a government, form of government, or country in which absolute power is held by a dictator or a small clique.

The Emperor has this absolute power. His word is law. The policy of the Empire is easy to understand: explore, conquer and rule! This imperialistic policy is necessary to strengthen continuously the power of the Empire. Many worlds have chosen right to follow the words of the Emperor. A unique law, not bound to the borders of a planet, means one justice and it is the *only* chance to give the universe the peace it deserves. But only when all worlds in the galaxy follow the paths of the Emperor there will be peace. As long as there are disturbing forces who try to break the universal law of the Empire there will be no peace in the galaxy. Everybody who is not for us - is against us!

This is the basic attitude of the imperial policy. And it is propaganda with a spark of truth in it. The policy of the Emperor is easy. Suppress all worlds who do not co-operate by force and make them accept the leadership of the Empire. Once in this position all reigning leaders are replaced by Imperial forces that will guarantee the enforcement of imperial law.

Greed, anger, bloodlust and megalomania were the motives of Emperor Palpatine. They are characteristic for the power of the dark side of the Force. Total control of the galaxy is the main goal of the Empire – one man and one ruler with the force to rule arbitrary over life and death of whole races. The Empire itself is no cruel government – it is the dark side of the force that makes it cruel.

But the Empire is more than just a large military war machine. Although it is a militaristic government which bases on dictatorship, its organisation contains diplomats, governors and skilled academics. To build a working government it needs more than just soldiers! They are the instrument, not the basis of a government…

Policy of the Empire

How to rule a universe when you can't be everywhere at the same time

After the dissolution of the Imperial Senate (A New Hope) Palpatine wiped out the last bit of democracy in the Imperial Galactic Regime. Democracy means confusion and irritation. The Emperor stopped the ineffective endless discussions of the Senate. Efficient action restored the peace in the galaxy. Fear and terror were supposed to keep the order in the different sectors. Therefore the construction of the Death Star and the giant Armada of the Imperial Navy were necessary to symbolize the Emperor's power.

The problem was to carry the will of the Emperor in any corner of the galaxy and to ensure that imperial law won't be broken. Permanent presents of imperial forces was necessary to do this in a satisfying manner.

Emperor

Palpatine knew that he would not live forever. But he knew his Empire would. Therefore the constitution of the Empire is based on the government of a single person – the Emperor. Emperor is a title, a political position that defines a single individuum as the absolute leader of the Empire. This Emperor has many advisors, all of them greedy for might and power and only a few who dare to hope to become Emperor themselves after the death of the current Emperor. Nobody knows who will become the new ruler after the death of the old Emperor. This reaching for power causes many intrigues and again the policy of the Empire is not based on trust but greed…

Sector control

The galaxy was devided into many strategic **sectors**, political regions that include several thousand inhabited worlds ruled directly by imperial governors**.** These sectors include as well many worlds who lack any life and need therefore no special attention. Precise calculations were made to designate a certain number of troops needed to control a sector. The surpreme commander of a sector group is a **Moff**, a military official who is responsible for the political government of a sector. Every Moff governs the sector he is responsible for, politically as well as martially.

Sector policy

Demonstration of power and deterrence was the basic policy of the Moffs. To rule all the worlds in such a huge sector, the Moffs had to rule with an iron fist to ensure law and order on every planet. **Priority sectors** were designated wherever imperial authority was demanded or the Emperor himself has a special interest in. In these priority sectors imperial forces are concentrated by number and equipment to ensure the policy of the Empire.

Imperial Law

The Imperial Law is a document which laid down the specifics in Emperor Palpatine's New Order. It contains the rights and duties of every imperial citizen. Every planet in a sector of the Empire is automatically under Imperial Law. To uphold the law under any circumstances was part of the iron-fist-policy of the sector command.

Every individual living being, no matter what race, species or sex is considered full citizen. As a full citizen these beings have certain rights and duties. They have the right on the protection of the Empire against any criminal activity and anti-imperial terror-groups. Furthermore the citizens have the right to live a peaceful life under imperial government on their home world. On the other hand they are obliged to imperial law and will have to face imperial court trials if they dare to break it. Though imperial law differs a little bit from world to world, the main policy of the Empire is situated in the main directives of the law on every world.

Special imperial doctrines are part of the law book on every world. These doctrines include that every citizen stands in a dept to the Empire and has to pay some tribute to it. So, special obligations can force the population to unwilling recruitment by

imperial forces in the case of emergency or can mean the spontaneous confiscation of all goods if the policy of the Empire demands it.

Administration

The political government of a sector group works after the following chain of command.

The Governors

The Planetary governors represent the authority of the Empire on a single world or a star system with several worlds around a single star. The governor has the command over all Imperial troops stationed on the planet. The job of a governor is politics. He has to maintain the peace on the planet and is responsible for the welfare of the planet.

When other troops of Navy or Army are required in the orbit or surface of the planet they are supposed to contact the governor to organize their action with the political affairs. Although the governors are in command of military forces, the rank of a governor is not a military one.

The Moffs

The Moffs are in command over a whole sector. They are also in command of the governors who have to obey their order without questioning. A Moff is getting regularly reports from the governors and has to observe any political activity in the sector. Therefore communications and logistics are one of the most required skills of a Moff. Often a Moff is as well a governor of a single planet.

The Grand Moffs

The Grand Moffs have a very powerful position in the Empire. They are sent to priority sectors with full authority over any resources of the Empire.. A Grand Moff is supposed to be the right arm of the Emperor himself therefore he enjoys all privileges as the Emperor himself and he is in command of any imperial member within his reach. The only person the Grand Moff is responsible for is the Emperor. Nobody else is in the position to give him any orders.

Backhand Forces

In addition to the armed forces attached to a particular regional government or sector group, there exist naval and military assets which are deployable in the Empire as a whole. More 10 percent of the Empire's forces are kept in reserve, placed all over the galaxy. *All forces are at the disposal of the Emperor, his twelve Grand Admirals, the Grand Moffs or for deployment in elite roving commands such as Darth Vader.*

The whole system is based on the strict functioning of the chain of command. Every commander has a superior commander who is responsible for his actions. The punishment for failure was draconic and therefore fear was the ambition of every commander to control his troops. The fastest way for immediate action was to send an Imperial Garrison to the focus of revolution against authority.

Imperial Garrison

The Imperial Garrison is the fastest way for establishing an occupation force and an Imperial presence on distant worlds. (WEG) The I.G. is carried aboard Star Destroyers and other Imperial vessels and can be ready within a few hours. Often the I.G. has to re-establish Imperial Law on planets which government fell victim to a putsch of the Rebellion or the native anti-Empire-movements.

Fear and Punishment

The destruction of Aderaan was a strategic necessity to symbolise the power of the Empire and the consequences for those who dare to anger the Emperor.

If some government or group succeeds to resist the Emperor's will others will follow. That is the reason for the fear-and-punishment-policy of the Empire. *Deterrence* is the key-word. Resistance must not only be fought – it must be punished hard to demonstrate what consequences it might have. When a governor fails in keeping the peace on a planet his commanding Moff will immediately take actions to get the situation under control. Often the "replacement" of the current governor is

used as an example to “motivate” the new governor to more efficient action – for his own sake.

Imperial Garrisons are the first method for immediate action against anti-imperial-movements in the galaxy. Fortunately Star Destroyers are able to take these first occupation forces to most planets, before imperial law is completely undermined and then the enemies of the Empire will learn the true meaning of the fear-and-punishment policy.

Officers Chain of command

In a military based organsation like the Empire the chain of command is a necessary instrument to plan and organise action of any kind. It is ladder which everybody wants to climb above to gain more power. The higher one rises in the hierarchy, the more “underlings” one has to command. But this power goes hand in hand with responsibility. The higher one is in this hirarchie of power, the deeper can be ones fall!

In no other organisation promotion and degradation is as fast and arbitrary than in the Empire. Lord Darth Vader had the tendency to be grateful in giving promotions – but to be merciless in degradation if one turns out to be not able to handle this responsibility.

The table on the right shows the possible officers ranks for the political and military government of a sector group.

An exception to the chain of command is always the last word of the Emperor. So is a commanding Sith Lord who has his orders directly from the Emperor in a higher position than the highest commanding officer. The whole system is based on the direct command of the Emperor.

A more detailed table for the career in the troops can be found at the end of this book. That table contains all possible ranks within the hierarchy of the military forces.

Rank	Class	Navy	Army	Starfighter	ISB
7	1	[Emperor or nominated executor or proxy][4]			?
	2	Grand Admiral	Grand General		
	3				
	4		Supreme Moff[3]		
	5		Grand Moff		
	6		Moff		
6	1	High Admiral[7]	Surface Marshal[5]	High Marshal[8]	?
	2	"	"	"	
	3	Fleet Admiral[6]	High General[7]	Force Marshal	
	4	"	"	"	
5	1	Admiral	General	Chief Marshal	General
	2	"	"	"	
	3	Vice Admiral	Lieutenant General	Marshal	
	4	"	"	"	
4	1	Rear Admiral	Major General	Vice-Marshal	?
	2	Commodore	Brigadier	Commodore	
	3	"	"	"	
	4	Line Captain[1]	High Colonel[1]	-	
3	1	Captain	Colonel	Group Captain	Colonel
	2	Commander	Lt Colonel	Wing Commander	
	3	Lt Commander	Major	Squadron Leader	
	4	"	"	"	
2	1	Lieutenant	Captain	Flight Lieutenant	Lieutenant
	2	Sub-Lieutenant	[First] Lieutenant	Flying Officer	
	3	"	"	"	
	4	"	"	"	
1	1	Acting Sub-Lt	Second Lt	Pilot Officer	?
	2	-	-	-	
	3	-	-	-	
	4	-	-	-	

From the Republic Senate to the Imperial Doctrines

Every law needs verification. Imperial bureaucracy includes rules for everything. Literally! Social behaviour, crime and law-obedience, decoration and degradation, trade and custums, research and education – every daily life situation is considered in the law books of the Empire. Whenever a law is broken punishment follows at Imperial courts, under the rules, set up by the Emperor. Only the highest ranked officers, advisors or Lords can dare to make up their own rules, and have to take the responsibility for it in front of the Emperor himself.

But law is made from people for people. In the old republic a Senate had this duty. In the New Order this was Palpatine. The following sub-groups are to give an overview over the governmental institutions, basic documents and influencing elements of galactic law, from the old Republic to the New Order.

Imperial Senate

The Imperial Senate was the ruling body of the Old Republic. It was a representation of senators from the Old Republic's major worlds, who decided many of the laws and basic beliefs. Some of these senators were Garm Bel Iblis, Mon Mothma, and Bail Organa (founders of the Alliance to Restore the Republic); princess Leia Organa; and Palpatine.

Palpatine usurped the support of various parties who wanted to reform the Old Republic and established his New Order. Shortly before the Battle of Yavin Palpatine permanently dissolved the Imperial Senate and transferred admistrative power directly to his planetary governors and military leaders to rule the Galaxy alone with a huge army. (SW, DFR)

The Imperial Charter

This document includes the complete rules and agreements set forth by the Empire. It is used as the basis for planetary governments under the Empire. Every planetary governor is familiar with the rules and the main goals of the Empire's policy. This charter formed the basis for the tyranny of Palpatine after the dissolution of the Imperial Senate. (SME)

Imperial Ruling Council

The "IRC incident" took place after Palpatine's death at the Battle of Endor the Empire needed re-formation and re-organization. The IRC rose in order to restore the Empire to its former power. Originally led by Sate Pestage intrigues caused his fall, arranged by Ysanne Isard who desired control of the Council. But the Council voted Paltr Carvin as its new leader and Isard had to proceed with her intrigues to gain control. Again mistrust, greed and double play were the politics of the imperial leaders. Part of her plans was to enable the Republic to retake Coruscant – which makes this incident's political importance. Isard got short control of the Council but was defeated by Rogue Squadron at Thyferra. The Council was abandoned shortly after this battle by the warlords who fragmented the Empire. The historical importance of this incident comes from loss of Coruscant and the political influence this affair had on the Empire. (XWMR)

Imperial Justice Court

In the New Republic this justice court was used in important trials. The judge's bench sits atop a large, black slab of marble, and gives the judge an ominous appearance. Often the trial is only a formal session while the judge already knows what penalty the accused person will retrieve. Many historical trials took place in the IJC and many revolutionary leaders lost were got death penalty for subversive activity against the New Order. (KT)

Imperial Law

This is the original document which carefully describes the specifics in the New Order. This document is the basis for every government in the Empire and leaves little room for interpretation. It is a collection of rights and duties of all institutions

and citizens from a single being to the population of a whole sector group. (SCRE)

Imperial City

This huge Metropolis grew during the early years of the Old Republic and had the name “Republic City”. It grew fast and inevitable until in covered most of the surface landmass of the planet Coruscant. When there was on place to grow on the surface the architecture grew in height with buildings some kilometres high. Then some architects began to create living areas below the surface of the planet – in the crust of Coruscant. When Palpatine took over the government and made himself Emperor he renamed it to Imperial City. (HTTE)

Imperial Palace

The Imperial Palace is substance of many tales and legends. It is a huge governmental building where the leaders of the galaxy have ruled for thousands of generations. The palace sprawls across the face of Imperial City and dominates the skyline with its huge pyramidial outline.

The upper levels: they contain house hangars and delivery bays that can accommodate large transport ships. Landing platforms and defence mechanisms are integrated in the upper level.

The remaining levels above ground: they contains many banquet halls and living quarters for the all races and cultures that have been part of the Old and New Republics.

Below ground levels are made up of audience halls and conference rooms.

The lowest levels: These are the support and service areas, including kitchens, atmosphere circulation, heating and cooling, and waste disposal.

In all, there are more than 50 connected structures that make up the Palace, encompassing some 20,000 rooms and chambers. It is easy to get lost within the complex structure of the building.

Rumors & Legends: Many rumors and legends are connected with the history of the Palace. There are several stories of construction workers who were lost and never found; of chambers without doors; of sections of a hundred or more rooms that have never been occupied.

The hidden treasure room: There is even a belief that there is a hidden chamber that contains the treasure of Tolpeh-Sor.

When the New Republic retook Coruscant for good, they used the Palace as their base, and tried unsuccessfully to change its name to the Capitol and Republic House, but none of them ever seemed appropriate. (DE1, HTTE, JS, ISU, TT, IJ)

THE POLITICAL STRUCTURE OF THE EMPIRE

Introduction

The Empire is a huge military organization. But because of its seize it need steady development, support and organisation. The larger an organization is the more complicated its individual branches become. Administration means organization – and therefore the Empire came up with several non-military branches as research and development, social organisations to control education and media control. The militaristic branches of the Empire work hand in hand with the non-militaristic ones. Spies and internal affairs control every individual of this machine, mind conditioning and mind control is a prime maxime - and everybody involved in this machinery knows that thrust is a luxury…

Commission for the Preservation of the New Order

COMPNOR was formed shortly after the fall of the Old Republic and the birth of the New Order. Palpatine formed this institution in order to define ethic of the New Order and to observe and prevent any other kind of thinking. Nobody exactly knows how many members COMPNOR has – its number varies constantly and often members of COMPNOR are as well official agents of the Imperial Security Bureau. It is said that COMPNOR is a branch of the military ISB – only that it works also on civilian levels. COMPNORs mission is easy to define: Mind conditioning and mind control. They define what kind of education is loyal to the system and wipe out ill-loyal and subversive elements within the system. They monitor the activity of any society, control art and education, organize motivation and recruitment of young talents for the troops or academics, decide what technical developments are for public use and have even influence on the development of whole sectors.

The following branches for Research and Education, Social Departments and Resources, Industry and Economy are heavily influenced by COMPNOR.

Research and Education

Education

The Imperial Academy

The famous Imperial Academy is responsible for any kind of education within the Empire. It covers all branches of the militaristic education system of the Empire. All educations include political education as a part of the mind conditioning education system of the Empire. During the New Order the Academy was the best chance to get a good education for a career within the Empire. Status and wealth was not important at the Academy – only talent and hard-work counted. For many young men and women the Academy was the only way to escape their bad social environment and make a career.

The Imperial Institute of Higher Studies

This academy is situated on the planet Ferrhast, and is one of the premier learning facilities during the New Order. Promising students get the opportunity to study all kind of topics there under the tight observation of imperial teachers. This control of academic education is the basis of mind conditioning. Pro-imperial attitudes were supported during these studies and any anti-regime ideas were observed, controlled and if necessary wiped out. (SWAJ)

The Imperial Prime University

This is the most prestigious university founded by Emperor Palpatine during the New Order. The most talented students got the opportunity to study here for the progress of the Empire. This University produced some of the greatest geniuses, strategic advisors and weapon designers of the Empire. (TME)

Imperial Board of Culture

Controlled censorship is the basis of the IBC. It is responsible for reviewing and censoring any kind of art and cultural influence. Only pro-imperial work gets the permission to be published. So

called “scarlet” works were disregarded, the artists under observation, but it was not forbidden. Any anti-imperial art was banned and the artists got the internal mark “enemy of the system”. (GG9)

Research

Imperial Biological Research Center

The IBRC complexes are built on such worlds where the flora and fauna presents opportunity for exploitation. Worlds with high mineral resources were mined and all material studied for usefulness. Najarka is a good example for an IBRC. All IBRC facilities were top-secret and only a few chosen scientists knew everything about the ongoing projects.

Imperial Biological Weapons Division

this division was founded to discover ways to use biological weapons, such as deadly viruses and spreading diseases. Part of the exploration was to test the time a bio-weapon needs to wipe out a whole population. Furthermore it was their order to explore or develop new forms of life eliminate opposing peoples or cultures. (GOF3)

Imperial Biological Welfare Division

this institute was a cover for the Biological Weapons Division. The Biological Welfare Division claimed to be working to ensure that species weren't decimated by diseases. Of course this statement was cover for the fact that the species was victim of unethical experiments of viruses and other biological warfare. Often the IBWD put a planet under quarantine to test the effect of a new virus without the danger of being discovered. (GOF3)

Imperial Department of Military Research

The imperial war machine is always developing new weapons and military technology. Projects like the cloaking device, clone chambers, death star technology are as well part of their work as developing better armour or heavier weapons. (CTD)

Imperial Medi-Center

this is one of the primary medical research facilities of the Empire, during the New Order. The IMC constantly improves Bacta technology, develops new immune serums and medical cyborg technology. (GCQ)

Social Departments

Imperial Entertainment Guild

This guild is symbolized by a superimposed mask on a sunburst. It provides various outposts with entertainment shows, holographic or life events. The control of entertainment has as well a political function. Especially workers on outposts or mining corporations are not interested in political affairs but are looking for entertainment. The IEG has a key position to those peoples minds. (HSE)

Imperial News Bureau

Censorship is important for the creation of the public attitude. This intergalactic holonews service provides the galaxy with news. Of course it is constantly controlled by ISB agents or Inteligence. (MTS)

Imperial HoloVision

the largest and most powerful news agency of the Outer Rim Territories. Formerly known as Republic News, back in the days of the Old Republic it was re-organized in the New Order and was given an Imperial warrant to report controlled news of the New Order. (GG9)

Resources, Industry and Economy

Imperial Arms

manufacturers of small blaster weapons, like the 22T4 holdout blaster. (GG9)

Imperial Customs

this branch of the Empire was responsible for defining and enforcing the rules and regulations regarding interstellar trade, and the transport of goods across system and sector boundaries. (SWJ9)

Imperial Department of Resources

The Empire’s production facilities are always in need of more resources or new and better material. This is the division of the Empire

responsible for the procurement and distribution of natural resources. (SME)

Imperial Exports

This is the official shipping company of the Empire. It combined efforts with Galactic Exotics to fund the dome over Plawal. It is responsible for the transport of huge amound of goods, technology and resources between star systems. Usually the Empire transports its goods in convoys of 8 to 60 ships, depending on the seize of the transporter. These convoys are often protected by frigates or single star destroyers. (COJ)

Imperial Machines

An Imperial corporation manufacturing any kinds of machines, from a number of detonation devices to non-militaristic machines for farming or mining. (DF)

Imperial Stock Exchange

the primary financial trading institution on Coruscant. (KT)

THE MILITARY ORGANISATION OF THE EMPIRE

4 Branches of the Military organisation

To uphold a huge reign like the Empire it needs a good working military machine. To enable the imperial forces to show presents at every corner of the universe it needs not only men with blasters, but excellent logistic.

The Emperor's military devides into 4 organisations: The Imperial Army, The Imperial Navy, The Security Bureau and Imperial Intelligence. Each branch has a certain function in the structure of the Empire. The ***Imperial Army*** is responsible for holding the territories of the Empire. They shall guarantee law and order on planets after the Emperors will. The ***Imperial Navy*** provides the Army with new forces and transports whole legions to the battlefields of the Empire. Furthermore the Navy ensures the security of space and represents the Empire in the vast emptiness of the universe. The ***Imperial Security Bureau*** is the intelligence and security organisation within the Empire. To observe the population of planets, keep an eye on resistance movements in the underground and to control the attitudes of the Imperial personnel are the main orders of the ISB. The ISB also has special departments that control the education system on planets, the media, correspondence and other sources that influence the public attitude. ***Imperial Intelligence*** is another secret organisation within the Empire. Sometimes the fields of work are the same with the ISB but Intel also deals with espionage and analysis.

All four organisations work closely together through a perfect working system of logistics and communication.

Upholding the Law – Enforcement Troops

2 executive enforcements

The *Stormtroopers* are the elite strike force of the Empire. They support Army and Navy in their missions and are known as loyal and efficient forces. Although they officially belong to the Army they can be as well be found on Spaceships.

The *Starfighters* enforce law and order in space. They are the pilots and commanders of the feared TIE fighters or transport high officers with their Lambada shuttles.

Both, the Stormtroopers and the Starfighters, are the executive instruments of the Empire. They undergo a long training at the Imperial Academy and gather experience and practice as apprentices on starships or outposts until they gain the military rank of a Stormtrooper or Starfighter. The executive forces are the key to the total control of the galaxy. They appear where pure imperial policy does not work. If necessary whole legions of troopers are posted on planets or a whole armada of starfighters is stationed in the orbit of a planet to maintain a blockade.

The Imperial Army

"Come to the Army – see the galaxy!"

This is the slogan that can be read on the posters of the recruitment bureaus of the Empire. Often this propaganda works with the romantic aspect of the Army. See other planets, meet exotic beings, make a career.

The Imperial Army has the order to restore or maintain imperial law on planets and outposts. They are supposed to eliminate any threat to the Empire on any ground. No longer the Army's battleground is only the planetary surface. The Army has a great amount of troops on every larger imperial vessel to intercept any danger. The Army offers many careers. Specialists work in spacesuits, AT-AT commanders command giant walkers, artillery gives area clearing fire – only a part of the Army really consists of stormtroopers.

On small outposts the Army helps local governors to uphold the law, to secure endangered environment and to fight subversive groups. But most of the work of an imperial garrison is routine action and training.

Commando structure of the Army

- **Army Officer [service uniform]**
  - Olive-grey trousers and double-breasted tunic.
- **Army Officer [battle dress uniform]**
  - Olive-grey trousers and double-breasted tunic.
- **Army Suboffi cer (NCO)**
  - Possibly similar to the Naval suboffi cer uniform
- **Armoured Vehicle Crewman [invasion gear]**
  - Grey flight-suit overalls.
- **Armoured Vehicle Crewman [garrison gear]**
  - Grey overalls.
- **Soldier [battle dress uniform]**
  - Light-grey overalls.
  - Olive grey open blast helmet.
  - Combat vest armour [optional, in RPG sources].

Order of the Army

The job of the Army is to eliminate any military threat to the Empire. In consideration of the many threats in the galaxy the Army has many jobs.

Offensive Action

Whenever a planet refuses to accept imperial law the Army is on the plan. When diplomacy fails, force is necessary to guarantee peace in a sector. Usually diplomats try to convince the leaders of the hostile government to retreat and to surrender to the Empire. When they refuse to do so one possible solution is an offensive war. The Army lands its elite troops first to destroy tactical structures as communication systems, anti-air defences, planetary shield generators and the main power supply. After having destroyed the main defence system and supply of the enemy, the main troops land to take over the planet. During the operation the Army is supported by the Navy that can support the Troops with environment bombing or strategic missles. Furthermore the Navy keeps enemy ships from escaping and secures the orbit.

Garrison duty

An established garrison often has the function to observe a certain hostile environment or to keep an imperial outpost on a planet for strategic reasons. Garrisons which are considered “highly important” are provided by many Army troops that keeps the environment under close observation through scout troops and eliminate any danger. Most garrisons are like fortresses and the Army is the line of defence of the post.

Starship Troopers

Many Army people serve on starships as Starship Troopers. They have the order to serve as “Backhand Forces” and as “Imperial Garrisons”. Furthermore they are onboard to capture hostile ships in docking maneuvers. Their prime order is to guarantee immediate action by maintaining their offensive vessels like AT walkers or repulsorcraft vehicles. Routine duty means drill action, maintainance of equipment and minor day to day security jobs for the Navy. Another priority is that the Army is responsible for the security of the vessel of the Navy in the case of defense action. Therefore Army officers are often authorized to command Navy personnel as well.

Stormtroopers

The proud of the Army is embodied in the white armoured and masked stormtroopers. They are the best of the best. Special trained elite soldiers who are put under special command for special purposes. Although today the stormtroopers do not belong only to the Army, they have their roots there. Every stormtrooper was recruited by the Army, trained by it and finally released for the special training of the stormtrooper training center.

Organisation of the Army

The Army is known a the best working organisation in the Galaxy. The logistic is a task

for everybody whose job is organisation. The chain of command is the law, to climb it the ambition of everybody who chose to work in the Army.

When you need to control and organize a huge organisation, perfect logistics is a must. It is certainly not enough to drop a lot of soldiers on a planetary surface and let them seek their enemy. Every single squad needs perfect organisation, a special task and somebody who is responsible for it. The education of the military leaders from Sergeant to Grand Admiral is very hard and only the best skilled and gifted men make it to the top. The key words for the organisation of the Army are Total Control and Responsibility.

The leading officers at the strategy tables need to know every time about the current position, the status and the situation of every single squad involved in a battle. Therefore the chain of command can be followed to the smallest unit to report, the squad leader, who reports regulary to his platoon leader whose job is it to give the information to the leading captain of the company… and so on. This chain of information makes it possible to react on every situation that can influence a battle, from a hidden sharp shooter to mine fields – the leading officers can react on every situation that is considered in the strategic plan of the Admirals.

Responsibility is the key to ambition. A successful leader will be promoted soon, a unsuccessful leader will loose his rank or life soon. There are key situations when a leader has to decide whether he can cope with the situation during a battle or whether he should inform the next higher officer in the chain of command. An experienced squad leader can decide whether to infiltrate a building with a supposed sniper in and get the reward for the success or whether the situation requires support and the HQ should be informed.

During the academic education and the gaining of combat experience, leader in every position learn fast when to decide themselves or when to inform the next officer. Many rules exist and are learned that tell the leader how to react in standard situations but the best rule for a leader is the easiest: Follow the chain of command and your own instincts.

The Importance of Support

During a battle it is the soldiers who gain honour, but it takes more than soldiers to win a war! The organisation of the Army includes many helping hands, mechanics that maintain the vehicles, staff that refuels and reloads the weapons, communication officers, medics…

To work efficient during combat the organisation of the Army has one commanding officer per 8 soldiers and several mechanics and support staff for every vehicle or larger equipment. Furthermore rather often robots take minor functions as repair droids, med. droids, communication support droids, etc.

Battle Units

Squad

The Squad is the smallest and most manoeuvrable line unit of the Army. A squad usually consists of *8 men* and is commanded by a *sergeant*. Every man in a squad has a special function and a special rank. If the squad leader gets killed, automatically the next soldier in the chain takes over. The squad leader is mostly as well the communications officer to hold a connection to the supporting officer at HQ. There are many different specializations of squad teams with differences of men and equipment for many different purposes. There are demolition teams, sniper squads, Stormtrooper squads and even mechanic squads.

Platoon

Usually four squads form a platoon. That makes a minimum of *32 soldiers* plus extra officers and support staff. The platoon is the smallest unit on a tactical scheme developed for a battle. Platoons are furthermore the smallest unit that can requested fire support by other units like artillery. In practice the platoon is the most flexible unit in the Army. The commanding officer for a platoon is a *lieutenant* for the organisation of the platoon and

a *second lieutenant* as his adjutant. There are many different kinds of platoons:

Name	Group formation	Minimum Number of men	Special equipment
Assault platoon	2 line squads, 2 heavy weapons squads	Total 42: 32 soldiers, 4 communication officers, 1 commanding officer, 1 adjutant, 4 battle support staff	Special; demolition equipment, gatling lasers, heavy guns
Artillery platoon	4 artillery squads	Total 38: 32 soldiers, 4 communication officers, 1 commanding officer, 1 adjutant	8 light artillery guns or 4 heavy or 4 medium artillery guns
Repulsorcraft platoon	4 repulsorcraft squads	Total 54: 32 soldiers, Commando crew: 4 communication officers, 1 commanding officer, 1 adjutant 16 support staff & technicians	4 repulsorcraft vehicles, technicians
AT platoon	4 heavy vehicles or 8 medium or light vehicles	Total 34 to 42: 3-4 men crew/vehicle, Commando crew: 4 communication officers, 1 commanding officer, 1 adjutant 10 men extra support and supply, 3 men/vehicle special service	AT-AT, AT-ST, 1 extra command vehicle, 2 extra heavy transporters for spare parts and resupply Up 50 soldiers can be transported in an AT-AT
Special missions platoon	special	Minimum 38 men: 32 soldiers, Commando crew: 4 communication officers, 1 commanding officer,	special

Scout platoon	2 lances à 5 scouts	1 adjutant Total 29 men: 20 scouts Commando crew: 2 communication officers, 1 commanding officer, 6 support staff	Speeder and technical support station (mostly inside a command station (see garrison))

Company

The Company is the unit of the Army that gets its strategic importance of its organisational status. The Company is the smallest structure that can operate completely on its own. It consists of a minimum of 4 platoons and can be expanded to 8 platoons per Company. In addition it contains all command elements it requires and enough support personnel and sometimes extra Squads for special services. It is commanded by a *Captain* who is supported by *4 staff officers (Corporal or Sergeant)* and sometimes by two additional Lieutenants. So a company has a minimum of: 5 command officers, at least 128 soldiers, 24 platoon leading officers, at least 40 men support staff and 118 droids.

The number of total men in a company can vary very much because of the function of the Company. Usually every Company contains several heavy weapons and ATs. There are several specialiszations of Companies. Assault Companies contain more troops (mostly 4 additional assault platoons) than usual, Artillery Companies have up to 32 artillery guns, Heavy weapons platoons 32 AT walkers – the exact equipment and organisation of squads and platoons in a company is planed before every single combat situation by the commanding officer and his adjutants.

The standard equipment of the troops in a Company is a standard blaster rifle and an armoured vest for the troops and a blaster gun for the officers. The exact equipment and uniform can be found under the individual rank descriptions.

Battalion

The Battalion is the next highest level of the chain of command. A single Battalion contains 4 to 8 Companies, depending on the mission. It contains from 512 (4 companies à 4 platoons) to 2048 (8 companies à 8 platoons) troops, plus command structure and support staff.

The commando level gains more importance here than the mere firepower. Logistics and Commando are together in a separate HQ, mostly far enough from the battlefield to become not involved in the battle. The HQ is furthermore supported by an extra security platoon and several heavy weapon squads (AT-AT, AT-ST, repulsorcraft, artillery) to secure no disturbance through enemy activity. The Battalion is lead by a Major who is supported by at least 4 staff officers and 4 lieutenants. Though there are special formations for a Battalion (Artillery Battalion, Assault Battalion, AT Battalion), most Battalions are created for all purpose use. To re-form a Battalion usually takes a lot of time because of the many troops. More often the special requirements of a Battalion are considered by putting special Companies under the commando of a Battalion.

On the Battalion level it is common that Army officers hold close contact to Navy officers in case to organize support fire for Companies or Platoons.

Regiment / Legion

A Regiment or also called Legion contains of 4 to 8 battalions and is lead by a Lieutenant Colonel or a Colonel. The HQ is rarely on the planet were the battle takes place. It is more likely to be onboard of a Star Destroyer or station in orbit to control the actions on the planet. The commando structure is similar to that of a battalion but it contains even more commanding officers in the chain of command and an even more complicated logistics. A regiment is always required when the activity of the enemy is spread over a wide area. It delegates the battalions to their battlefields and establishes a strategic warfare. One must imagine that a Regiment can include 16384 fighting troops with walkers, repulsorcraft vehicles, artillery and scouts! And this does not include the reserve forces, support staff and logistics. To lead a regiment is one of the highest duties a normal officer can dream of. The education of the commanding officers is not only highly academic but also combat experienced. Failure is not an option for the officers – and paws sacrifices like squads or whole platoons are calculated for the achievment of the great goals for a much bigger victory.

Battlegroup

A Battlegroup contains of 4 to 8 regiments and is commanded by a High Colonel with at least 6 staff officers and 4 sub-staff officers. Battlegroups are sent whenever major resistance has to be broken. Offensive battlegroups are supported by the Navy, either for transportation, by air support or orbital fire support.

Corps

A Major General leads a Corps. He is supported by 6 staff officers who have 2 staff officers themselves to organize things. The Corp contains 4 to 8 Battlegroups and a huge number of support staff. A Corps is sent whenever a whole planet is supposed to be taken. The perfect organisation of the Corps enables it to fight even stronger enemies with less good organisation. Only one Company is stationed for the protection of the HQ. Furthermore a Corp gets full support by the Navy. Often the missions of a Corp are as well Navy jobs.

Army

An Army consists of 4 to 8 Corps and is commanded by a General. The HQ contains a security company, 6 patrol platoons and over 200 ISB agents. The army as a unit does rarely see action, it organises the action of the Corps and reports directly to the Emperor. On an organisation level an Army has to represent Imperial Law in a sector or sector group.

The Army in the Game

When you create an Army group for a game first consider whether it really makes sense to build up the whole Army for your game. During a game the PCs will deal more often with Squads or a Platoon. Higher units are very unlikely, though in a game that deals with a major offensive the organisation of the troops can be much fun. When the PCs are infiltrating a garrison post on a desolate planet to steal information or blow it up, it is most likely that the whole organisation of the sector Army does not matter to the game. It is more likely that there is a small regiment or only a few platoons protecting the outpost – depending on its importance for the Empire.

Before you start “throwing” Army groups in the game think of the background of the mission. Always consider why the Empire chose to place an Army group on a planet – and what seize it needs to secure the fulfilling of the demanded task. A few squads will not be enough to infiltrate a station, the Empire likes to outnumber their enemies if possible – but on the other hand a Battlegroup would be too much afford to protect an average single outpost.

There are a few points to be considered when you create the Army for your campaign.

1. What kind of Army group does make sense in the situation of the game?
2. Are there specialized groups like an artillery platoon or a scout squad?
3. Why is the chosen unit where it is? What is their prime order?

4. How many “fighting troops” does the mission need? Often mere technicial squads are required to uphold a station.
5. What kind of equipment does the unit use?
6. What are the commanding officers like?

The last question is very important. When you decide to have an experienced senior officer commanding a platoon he will be experienced and foresee many weak points of his troops or post. To him the prime mission has absolute priority! Probably he will even let the enemies escape when he knows that a strategic loss is better than a daring pursuit. A young ambitious officer will try to make points by smart action to impress his superiors and can be a dangerous enemy because of unforeseeable actions. He may even ignore his prime orders to the idea to do greater work for the Empire, probably to catch a rebel leader in contrast to his orders. Ambition can be very dangerous in the Empire – to its officers and to the enemies of the Empire.

Stormtroopers

Adored in the Empire. Feared by their enemies. Trained by the Army.

Slogan on a recruitment poster

Commando structure of the Stormtroopers

- **Stormtrooper Officer [service uniform]**
    - Black trousers and double-breasted tunic.
- **Stormtrooper Officer [battle dress uniform]**
    - Stormtrooper armour and helmet appropriate to unit and environment.
    - When present, a coloured pauldron at right shoulder indicates rank.
- **Stormtrooper [battle dress uniform]**
    - Stormtrooper armour and helmet appropriate to unit and environment.
    - When present, a colourless pauldron at right shoulder indicates rank.

The white armour of the Imperial Stormtroopers stands for the destructive power of the Empire. It stands for the executive force of Imperial law and the outstretching hand of the Emperor from little outposts to whole planets. Absolute effectiveness and emotionless rational action are the typical assoziations with the white armoured foot soldiers of the Empire all over the galaxy. The great power of the Imperial forces is known and feared in the whole galaxy.

The military branch of the Empire devides into 4 main sections: The *Imperial Army,* the *Imperial Navy* ,the *Imperial Security Bureau* and *Imperial Intelligence*. While Army and Navy are often directly assoziatied with the direct enforcement of imperial policy, *ISB* and *Intel* are more considered to espionage, secret service and internal affairs.

But any of the 4 branches need executive special forces – the stormtroopers. In contrast to the average imperial soldier in their light-grey uniforms, the stormtroopers are the elite forces of the Empire. They are specially trained for any task, and failure is not an option for them. They are equipped for any environment: water, desert, mud, jungle or snow – and they will follow any orders without questions. They serve by the thousands in fearsome Legions aboard starships, starbases, outposts and countless worlds.

The Stormtroopers do not only belong either to the Army or the Navy, they are an separate

branch in the Empire's organisation. Although they are counted officially to the Army they do often work outside the safe structure of it.

To work as efficient as possible with as less bureaucracy as possible, stormtroopers can be put under temporary direct commando of the operation officer. This can either be the Army, the Navy, ISB or Intel. From time to time, when the Imperial policy demands it, this can even be a single civilian (a politician or even a crimelord). This obedience is only cancelled when a direct order from the Empire (most times through the next highest officer in the chain of command) gives new orders.

While standard stromtroopers are most common, the Empire also utilise specilised stormtrooper units, including snowtroopers, sandtroopers, spacetroopers (or Zero G troopers), scout troopers, airtroopers, seatroopers, tunneling underminders, Magma troopers and Dark troopers. The Storm Commandos are highly trained scout troopers who wear black armour, while radtroopers work in radiation zones. The fearsome Dark troopers are so well-equipped that they constitute powerful self-contained weapons platforms. Finally, truly elite stormtroopers may be selected to join the Emperor's Royal Guard.

Stormtrooper Officers

The Stormtrooper Officer is the commanding officer in a Stormtrooper squad. He wears either his service uniform with black trousers and a double-breasted tunic or his combat armour with a coloured pauldron at his right shoulder that indicates his rank.

The squad leader is trained in tactics, strategy and warfare. His job is to guarantee to achieve the mission goals and to organize the soldiers in his group. Before a soldier is given the rank of a Stormtrooper Officer, he must have gathered long combat experience and undergo tests and training of loyality and discipline.

Ranks of a STORMTROOPER

Private..... Corporal..... Sergeant..... Master Sergeant..... 2nd Lieutenant..... 1st Lieutenant..... Captain..... Major..... Lt. Colonel..... Colonel..... Brigadier General..... Major General..... Lt. General..... General

Stormtroopers

These strike forces are stationed on all Imperial starships, spacestations and worlds throughout the galaxy, to quell uprisings and enforce the Emperor's will.

A standard stromtrooper wears a white suit, consisting of 18 individual pieces of hardened plastoidcomposite armour, over a black body glove. These suits have temperature controls and built-in life-support systems, allowing stormtroopers to brave a wide range of hostile environments. The armour also provides limited protection from blaster fire. The helmet of the stromtrooper is equipped with polarised lenses, transmitters and sensor arrays. The suit can be sealed so it can have a self-contained air supply, allowing these units to survive in the vacuum of space for brief periods of time.

The utility belt contains emergency batteries, extra ammunition, a swingline and other survival gear. On the back of the belt is a thermal detonator with unlabeled code keys to prevent enemies from using stolen ordnance against Imperial forces. Each stromtrooper also carries both a blaster pistol and blaster rifle, and some stormtroopers officers wear coloured shoulder pads.

Personal Data

- Species: Human
- Height: Varies
- Homeworld: Varies
- Affiliation: Imperial Stormtrooper

Sandtroopers

Sandtroopers are a special kind of stormtroopers that is assigned to desert worlds. On Tatooine,stormtroopers are challenged by such dangers as krayt dragons and Tusken Raiders. To survive, sandtroopers wear standard stormtrooper armour with a heat-reflective coating and an advanced temperature-controlled body glove. The

helmet includes a filtered breathing mask for use during sandstorms. Polarised lenses, and a built-in comlink. Sandtroopers carry a long-range comlink in their utility belts for emergency use. Along with the standard issue BlasTech E-11 blaster rifle, sandtroopers utilise a wide range of weapons, including concussion grenade launchers and repeating blasters.

Personal Data

- Species: Human
- Height: Varies
- Homeworld: Varies
- Affiliation: Imperial Sandtroopers
-

Snowtroopers

A special forces core inside the Imperial Army. Imperial Snowtroopers are trained to fight and survive on snow covered worlds. This first-strike force is designed to suppress any opposition as quick as possible and to enable the Imperial Navy to land the troops.

They are special stormtrooper units that are successful due to their advanced suits. These armoured suits contain durable heated pants and shirt. A snowtrooper's helmet includes a face mask with a breath heater. Polarised snow goggles, a wrist comlink, and an insulating cape completes the outfit. The entire suit is powered by a power cell located on the trooper's backpack. Snowtroopers can service for up to two weeks in even the harshest frozen worlds or moons.

Snowtroopers carry E-11 blaster rifles as their standard sidearms, but are also trained to usethe E-Web heavy repeating blasters and other large weapons.

Personal Data

- Species: Human
- Height: Varies
- Homeworld: Varies
- Affiliation: Imperial Snowtroopers

Scout Troopers

Biker-Scouts are assigned to garrison posts. Their duty consists mostly of bike patrols and reconnaissance missions.

Unlike other stormtroopers, scout troopers are ipped to perform missions far form re-supply by Imperial forces. As such, their personal transports are stocked with a survival kit and extra gear. His backpack has a portable power unit. They are also lightly armoured, allowing them to move quickly through most areas. They carry food supplies, micro profiles and specialised gear designed for specific mission profiles and terrain.

They are trained to operate independently, but travel in squads, or lances, consisting of four soldiers led by a sergeant commander. While travelling at dangerous velocities on their Speeder bikes, they wear specialised helmets equipped with build-in macrobinoclular viewplates and sensor arrays. These devices feed into a small computer capable of instantaneously analysing the surrounding terrainto aid the trooper in navigation. The Storm Commandos are an elite and highly trained unit of scout troopers who wear black armour.

Personal Data

- Species: Human
- Height: Varies
- Homeworld: Varies
- Affiliation: Imperial Scout Troopers

Aqua Troopers

Aqua Troopers are rare special forces which are trained for combat on worlds covered in water, such as Calmari. They are trained in huge water tanks on basic camps as well as on water planets. They wear a flexible light armour like the scout troopers with a oxygen tank that contains as well the power cell pack and the propulsion system for faster movement under water. The sealed helmet contains communication systems, sensor array and a macrobinocular viewplate. Instead of the standard blaster they carry a high tech harpoon and underwater demolition sets. Often they are supported by the powerful AT-AT swimmers.

The standard mission for the Aqua Troopers is to force hidden underwater bases to dive up by initialising demolitions in their hull or to manipulate life support systems or to prepare the landing of the main troops. When they have force the enemy to leave the secure environment surface troops take over and infiltrate the bases.

Personal Data

- Species: Human
- Height: Varies
- Homeworld: Varies

Affiliation: Imperial Aqua Troopers

Zero-G Troopers

The Zero-G Troopers or spacetroopers are special forces within the elite fighters. They wear a sealed vac-suit that enables them to work and fight in space. The zero-G-troopers are equipped to disable ships, manipulate satellites, crack station hulls, enable or disable mines and perform terrorist actions.

Whenever a standard docking operation on a disabled ship is not possible the zero-G-troopers serve as well as infiltration and storm unit. Several modifications of the suit are possible: Higher armoured suits for storm units, special tools for technical units and individual variations for squad leaders, demolition experts and computer specialists. The zero-G-troopers are the highest trained stormtroopers, their training includes not only combat and strategy training but also academic skills like ship design and computer hacking.

Imperial Royal Guard

The best elite stormtroopers have a chance to become Royal Guards, the personal protectors of

the Emperor. They receive the best training and only a hand-picked group of a few stormtroopers makes it to Imperial Royal Guards. They are the best trained and loyal stormtroopers, willing to give their lives for the Emperor without hesitation.

The elite Royal Guard are in constant presence alongside the Emperor. Although trained in the use of a number of weapons, the Royal Guard typically wielded two-meter force pikes. They also kept heavy blasters and combat armour concealed beneath their ceremonial robes and were masters of unarmed combat.

The most elite members of the Royal Guard became Imperial Sovereign protectors, who served as Palpatine's personal bodyguards. At least one remained near the Emperor at all times. The Sovereign Protectors wore as more ceremonial version of the Royal Guar's read armour and were taught minor dark-side techniques by senior Dark Side Adepts in the Emperor's service.

Personal Data

- Species: Unknown
- Height: Varies
- Homeworld: Varies
- Affiliation: Serve and protect the Emperor

Ranks of an *Imperial Guard*

Imperial Guard—Inductee..... Imperial Guard—Cadet..... Imperial Guard—General..... Imperial Guard—Admiral..... Imperial Royal Guard..... Imperial Sovereign Protector

The Imperial Navy

The Imperial Navy. The dark space suit of the fighter pilots is associated with honour and courage. The TIE fighters, bombers and interceptors are the notorious vehicles that scare every pirate who dared to come in their way. This chapter will deal with the organisation of the Navy, according to various sources. But as well a gunner on an Imperial Corvette or a Technician for the Hyperdrive of a Star Destroyer belongs to the Navy.

Because some of the official sources do differ a little bit (WEG, LA X-Wing, ROTJ) I decided to combine them in what I think to be a reasonable system that covers most of these sources without contradiction.

Commando structure of the Navy

- **Naval Officer: Grand Admiral [dress uniform]**
  - White trousers and double-breasted tunic.
- **Naval Officer [service uniform]**
  - Olive-grey trousers and double-breasted tunic
- **Naval Suboffi cer (NCO)**
  - Black trousers and double-breasted tunic.
- **Naval Guard (junior NCO)**
  - Black trousers and double-breasted tunic.
- **Naval Guard**
  - Black trousers and single-breasted tunic
- **Gunnery Crewman**
  - Black overalls
- **Technician/Specialist**
  - Light grey overalls.
- **Crewman (sailor)**
  - Light grey overalls.

Order of the Navy

The main mission of the Navy is to do in space what the Army does on a planetary surface: To uphold the imperial order. This means a lot of routine work like the patrolling around common travel routes, the checking of freighters and stations. This work can be very dangerous, therefore the education of the Imperial Navy personnel is challenging and professional to train the cadets for every known situation – and belong…

Mission procedure

Mission Goals

A mission is an organized strategic action following a greater scheme. Every unit involved in a mission gets a mission briefing before the mission starts. This does not mean that every pilot knows about the strategic value of the mission. Often the pilots only get a briefing about their particular function during the mission.

Some missions have various mission goals. *Primary mission goals* are the ones that have absolute priority. When they are fulfilled there are *secondary mission goals* which have less priority, and it is up to the leader whether he decides to go for these goals or whether he decides to return to the mother-ship. Mission goals can change during the mission. When the situation requires it, the priority of the mission goals can be changed or set in different order of importance. This is up to the officer who is responsible for the mission and depends on the situation which can change immediately during a battle.

Line

A line is the term for a number of vehicles working together in space. This can be from 1 to 20 ships, or even more in major offensives.

Waves

The main tactic of successful warfare is to send the troops out in strategic waves. It is not wise to let the enemy know about ones resources – so the main tactic of the commanding officers is to send out as much fighters as necessary, but as little as possible. Furthermore often logistics

requires some time to make all fighters ready for take of. The number of docking bays is limited on major ships and during defense modus only a limited number of fighters is ready immediately. This is the reason why the Empire turned to the strategy of fighting in waves.

Standard Missions

Space superiority

During space battles space superiority is one of the most important goals. Reduce the number of enemy fighters and increase the influence of your own fighters that way. To face the enemy in this way is the best kind of mission, according to many pilots. The Empire is mostly better equipped than its opponents and the mission goals are easy to fulfil with enough ships and several waves as support.

Ground support

Ground support can reach from bombardment missions to the supply of the troops with additional equipment or men. Transports are thereby protetected by fighters during ground support missions. Often these missions greatest danger is the anti-air artillery and ground to air rockets that can damage or destroy the ship.

Reconnaissance

To explore unknown terrain is as well part of the reconnaissance missions as the spying of enemy fleets. Often reconnaissance is the key to strategic combat. To know everything about ones enemy is the difference between success and failure. Therefore Intelligence and the ISB is very interested in reconnaissance missions. These missions are very dangerous because the pilots of the recon vehicle do not know what expects them and with what enemy they will deal.

Escort

The escort of bigger ships or convoys are some of the most important missions. Although a convoy usually travels without being disturbed by rebel scum or pirates, the Empire insists on the protection of the values they transport. Again the unexpected enemy is the biggest danger and most attacks on convoys start with an ambush that starts to take out the escort.

Transport

To take goods or people from planet A to planet B is the basic goal of the transport mission. But bigger transport and shuttles are very clumsy to steer and can not really stand against the fast space superiority fighters of the rebels. The transport pilots have to trust the abilities of the escort pilots and have to rely on the chosen route for the transport.

Navy Units

Line types

Standard line

1 to 20 ships. This is the standard line in the Navy. It may contain one or two major ships (like the corvette) and some smaller craft to protect it.

Attack line

3 to 6 ships. Contains of Tie Fighters, Bombers or Boats. The average tactic of an attack line is the 3-ship-formation with one leader and two wingmen. The order is easy to describe. Attack and destroy or disable all enemy craft.

Heavy attack line

4 to 8 ships. The ships of a heavy attack line are usually better equipped and have shields. The TIE Advanced fighter is an example for a heavy attack line. Their order is not only to fight enemy ships but to fulfil special mission goals like spying, disabling or destroying specific ships or ship parts.

Pursuit line

4 to 10 ships. To hunt the enemy down until the last ship is destroyed is the easy description of the pursuit line. It consists of fast fighters, often equipped with rocket or torpedo launchers to disable or destroy the enemy at long range.

Recon line

2 to 4 ships. These fast and maneuverable ships in the recon line work together as a perfect team. Recon lines are often little armed but contain better shields additional sensors, long range communication systems and always a hyperdrive to jump back in the secure hyperspace after the mission is fulfilled.

Cover line
2 to 6 ships. The mission goal of the cover line is to protect a certain vehicle under any circumstances. Most cover line fighters are standard TIE fighters.

Torpedo line
To deliver their deadly fright to the enemy ship is the dangerous mission of a torpedo line. It consists of either TIE bombers, Gunboats or Rocket boats. Rarely bigger ships like the Dreadnaught are modified to serve as a gunboat. The Torpedo mission does not need to destroy the enemy completely. Sometimes Ion Torpedos, or Mag Pulse Torpedos are used instead of the standard Proton Torpedo.

Troop line
A troop line always consists of two transports, often supported by a cover line. These two transports fly in a tight formation and split only if they are under direct attack. Most transports have little weapons but better shields. To dock on a station or to drop on a planet is the main goal of a troop line.

Star Destroyer
The mighty Star Destroyers are considered as base line on their own. Usually the S.D. contains the commanding officers and sends out as many fighters as possible instead of attacking themselves. The powerful Turbo Lasers can deal with most enemy major ships and extra modifications like the gravity reactor of the Interdictor class make the S.D. the most feared star ship in the galaxy.

Squadron
A squadron is under Admiral command, and contains14 to 60 ships, devided in lines. Many different squadrons are possible.

The Battle squadron
It consists of one or two Star Destroyers and several support ships like the corvette, frigate or dreadnaugt. Of course the Star Destroyer carries many fighters and bombers and other ships to support the battle mission.

The Light squadron
consists of one Star Destroyer or several smaller carriers like frigates. Usually it contains standard TIE vehicles and Lambada class shuttles.

The Heavy squadron
consists of 2 Star Destroyers and several support ships. The fighters are usually supported by Advanced Tie lines and Gunboats.

The Bombard squadron
contains either one or two Star Destoyers and modified major vehicles like the Dreadnaught with additional Torpedo tubes or Turbo Lasers. The Fighters are supported by extra Topedo Gunboats or Attack Transports. Bombard squats to not try to involve the enemy in direct battle. The main goal is to destroy or disable the enemy at a secure range with Torpedos while the Fighters deal with the enemy fighters.

System force
The System force has a minimum of 90 ships and always 3 Star Destroyers and additional major ships. It is responsible for military action within a system and usually under command of an Admiral.

Fleet
The Fleet is available for action within the whole sector. It contains of 4 system forces and 6 Star Destroyers. 400 other combat spaceships are available for the Fleet Commander.

Sector Group
A High admiral or Moff is in command of a Sector Group. The control of a whole sector is the responsibility of the S.G. It contains of 2400 ships, 24 Star Destroyers and 1600 other ships. To command a sector group is the highest honor for a member of the Navy. The leaders are chosen by the Emperor himself or by a Grand Admiral instead.

Personnel: Starfighters

The Starfighters are the space equivalent of the Stormtroopers. What the trooper is on the planetary battlefield, the Starfighter is in space.

The education of the Starfighter is long and hard. The training contains not only flying skills, but as well tactics and formations, strategy, mechanics, astrogation, computer operation, surviving on different planet forms and team action.

Again there is a wide variation of Starfighters. They are specialized in different vessels and the possible tactical maneuvers of these vehicles. So is a TIE Advanced Pilot trained in aggressive interception maneuvers and the usage of different weapon systems while a Transporter pilot is specialized in docking maneuvers under worst circumstances and evasive actions.

Furthermore the Starfighters require a rich demand of supply and logistics. Part of the Starfighters are as well technicians and communications officers.

Fighter Pilot

The sealed black space-suit is the trademark of the Fighter Pilots. It contains a life support system in the case the pilot must leave the fighter. Most Imperial Fighters do not have deflector shields but high maneuverability. The advantage is at hand: the production of a single craft is cheaper and the basic tactic is to outnumber the enemy with ongoing waves of fighters. Therefore the Fighter pilots are skilled in many standard maneuvers to evade being hit by the enemy. Team action is considered to give another factor of safety for the pilots. If a pilot must leave his vessel in the case of emergency, he is trained to remain calm and wait until he is re-collected by rescue-teams after the battle.

Therefore Fighter Pilots are trained in both

the physical and psychological conditions. Again total obedience is the prime directive. Only 10%of the pilots succeed to complete the training and are enlisted into the Imperial Navy. Part of their training is to learn and realise that the mission is far more important than any other concerns. The safety of a wingman or even self-preservation only the second directive.

Fighter pilots realise that they are expendable, which is sign enough of their intelligence. But they are trained to come over personal interests and to take pride in their role as one of the most important facets of the Imperial war machine.

Personal Data

- Species: Human
- Height: -
- Homeworld: -
- Affiliation: Imperial TIE Fighter Pilot

Starfighter Pilot

In contrast to the Fighter Pilots, the Starfighter Pilots do not wear sealed suits. Their ships are mostly equipped with shield generators and often with a life-pod and therefore the sealed suit is not necessary. The main vessels of Starfighter Pilots are Lambada shuttles, rocket boats and assault boats.

In battle their mission is mostly to follow a tactical prime order, e.g. to “deliver” a squadron of Stormtroopers in a docking operation. Therefore they are oftern considered as a primary target in the enemies target computers – a fact that makes them pride. Although their crafts are often inferior to the enemy fighters, they are mostly protected by a few TIE Fighters.

The psychological training of the Starfighter Pilot contains to learn to trust the team action and to keep calm in strategic missions.

Pilot Officer

The Pilot Officer wears a service uniform with olive-grey or black trousers. The Pilots Officer has to co-ordinate the forces during the attack, control the mission goals and keep contact to the crew of any involved ship. Furthermore he has to modify, change or keep the strategy in the mission. Therefore the Pilots Officers are trained in logistics, tactics and strategy.

To keep in contact with the Naval Command and the Starfighter Pilots is the main function of the PO. Before their academic education every PO was a Starfighter Pilot for at least a term or two. During their education they learned about the necessity of communication and logistics during military missions. The job of a PO is connected with high responsibility because of the privilege to give direct orders to the involved pilots. Wrong decisions which cost lives and material are often punished hard.

Pilot Officers are responsible for at least 1 squadron, consisting of a minimum of 3 ship, a leader and 2 wingmen. Often POs are found at a communication station on a capital ship to guarantee the optimal network of communication between POs and Naval Officers. But they can as well be on a Starfighter, involved directly in the battle if the mission demands a PO there.

Starfighter NCO

The Starfighter Suboffi cer (NCO – Non-commanding-officer) is the link in the chain of command between the non-commanding-ranks and the commanding officers. He wears black trousers and a double-breasted tunic.

A typical position of a NCO is on the commando chair of a shuttle, holding communication to the PO on the capital ship. In this case the NCO would be responsible for the direct orders for the Starfighter Pilot and his wingmen. Although the NCO is supposed to simply repeat the orders of the PO he has a very strategic position. Often he becomes the commanding officer, when the PO is either dead or the communication system fails. His position enables him to judge the tactical situation often better then the PO. Therefore new POs often trust the judgement of an experienced NCO.

Technician/Specialist

The Technicians/Specialists wear light grey overalls and black caps. Their job is to support the pilots and vessels of the Starfighters. Technicians are considered to do the basic maintainance, refuelling and reloading. Specialists are (as the name says) specialized in certain working-fields as communication systems, weapon computers, hydraulics, hull integrity, etc.

Technicians and Specialists are usually organized in teams responsible for a certain number of vessels in a hangar. In this team a leading specialist is responsible for the work of his team. During their education, T&S specialize on certain crafts and working-fields.

During a battle T&S are responsible for re-fuelling and reloading, as well as fast repairs of incoming fighters. Many missions require a good working T&S team to guarantee the optimal supply necessary to complete a strategic mission.

Imperial Security Bureau

- **ISB Officer [service uniform]**
    - Cream-white double-breasted tunic and black trousers.

Imperial Intelligence

- **Ubiqtorate Official [service uniform]**
    - Red tunic and trousers.
    - Black belt.
    - Black boots.
- **Police Liason Officer [service uniform]**
    - Black tunic; colour of trousers is unknown.
    - Black boots.

A table of ranks and uniforms for the military forces, including insignata and medals can be found in the appendix.

The Sith – prophets of their Lord

On the Sith

The Sith are an old culture that has its roots 100,000 years before Star Wars A New Hope. Today they are assoziated with hate, fear and arbitrary terror. Figures like Darth Vader and Darth Maul created the dark picture of the Sith. The long history of the Sith from foundation to the internal struggle is told in a separate chapter later in this book.

Their power is what makes a Sith a strong ally. The Emperor uses them to demonstrate the power of the dark side – a power that is finally represented by the Emperor himself. The Sith are the counterpart of the Jedi – and they seek to destroy them!

Special status of the Sith

The loyal servants of the Emperor are given a special status within the Empire. The Emperor is sure that he can trust the Sith completely - and he is right. Before he gives a Sith a commando he tests in person his loyality. He studies his apprentices and educates them in the Force and they have to learn to trust their hate and their basic instincts. During the training the loyality of the apprentice is tested again and again – and finally the Emperor decides whether the Sith is worth his trust or whether he should better be killed. Only a faithful and loyal Sith gains the Emperor's confidence and gets in commando of any troops.

Although not every Sith has a military rank, they are often in command of the most powerful star destroyers or most important bases. They do not have the military education like the Grand Admirals or the Grand Moffs, but their intuition and their fearlessness makes them the brothers of mind of the Emperor. Their effectiveness is notorious and their cruelty is known all over the galaxy. The usual status of a Sith is right hand to the Emperor himself, they are the prophets of their Lord and will fulfil his word! Usually Sith commanders are on special missions which are considered very important by the Emperor and which must not fail! Often an experienced commanding officer is given under direct command of the Sith-Lord to support him during the mission. After the mission the Sith returns to the Emperor to report to him personally and to be trained, tested and observed again and again…

The Lord

The rank or status of a Sith is the title *Lord.* This title shows everybody in the Empire that he deals with Sith who has not only the extraordinary powers of the Force, but also the Emperor's faith. Most Lords are cruel leaders, often with a sadistic tendency who are willing to serve the Emperor under any conditions.

The Power of the Dark Side

The Sith are like the Jedi in possession of the Force. They have unimaginable power – the power of the dark side. A detailed chapter on GURPS Force rules is given in the GURPS SW sourcebook. Besides the psionic power of the Force, many Sith-Lords are well trained fighters and martial artists. The basic attributes for a Sith is cunning, overconfidence, sadism, intolerance and bloodlust.

The Executive – Enforcement of current law

Law and Order – the necessity of enforcement

What good is law when you do not have the means to keep it up? The Empire has come up with many different weapons to maintain the order in the galaxy. From blasters, over TIE fighters to the Death Stars – the Empire developed the equipment for their soldiers to guarantee the security of their forces.

Vehicles of the Empire

The executive forces (Stormtroopers and Starfighters) of the Empire need soldiers, equipment and war-machines to enforce the will of the Emperor. Because of the different hostile environments one finds on the endless planets of the galaxy the design of the vehicles has to fullfill the requirements of any possible task. There are vehicles for almost every purpose: the high maneuverability of the all-terrain-Walkers for planetary missions or the Interdictor class Star Destroyers with their huge gravity generators to force enemy ships out of hyperspace.

Weapon tables for the different weapon systems described in this chapter are given in the SW sourcebook. Furthermore this chapter will include only a few of the many different vehicles the Empire uses. It contains only the major vehicles, the most common ships and will not describe subgroups of different classes or modifications. To offer more vehicles of the SW universe we work at the TECHNICAL MANUAL - which is so far still under development.

WALKERS

The concept of the military walker was developed to create a vehicle that can operate in almost every environment. The name of these vehicles contains “all terrain”, and this is the basic idea of the military walker. Walkers can handle extremely variable terrain with many obstacles – where the faster standard repulsorlift vehicle is not flexible enough.

The flexibility of a walker enables the troops to deal with *every* environment, even locations where repulsorcraft do not work because of unusual gratitational or magnetic conditions. There are many different designs of walkers for any purposes. From heavy armoured personnel carriers to smaller high mobile guns. Only the big resources of the Empire make the construction of these expensive vehicles in endless numbers possible.

The disadvantage of the use of military walkers is that their seize is their weak point. The heavier armoured and larger they are, the easier they are to discover on open terrain. Therefore calculation of the armour, energy shields and weapon systems as well as the formation of several walkers and the strategy of the mission is very important. On the other hand walkers have a very detailed view of the battlefield and own an arsenal of powerful weapons and high-tech sensor systems to shoot and destroy every target they discover.

The standard military walkers are the AT-AT and the AT-ST. Of course there are many other designs, as mentioned before, but this chapter contains only the two standard military walkers. A technical manual is in development, where more vehicles can be found.

AT-ST Imperial Walker

Ihe AT-ST is a relatively lightweight vehicle and a vital component of the Imperial ground forces due to its speed, manoeuvrability and precise weaponry. Each scout walkeris manned by a pilot and gunner, who enter the command pod via a small hatch on the topside of the armoured module.

The scout walker issued to protect and support the ground troops and guard the flank and vulnerable under belly of the AT-AT walkers. An

AT-ST can also employ the sharp claws on each foot to slice through barricades and other obstacles.

Unfortunately the scout walker has several limitations, the vehicle's gyro balance system is highly susceptible to damage, and its thin legs have difficulty navigating steep terrain. Thus enemy troops have found methods of toppling the AT-ST by using hidden trenches and other traps aimed at the legs.

Technical Data

- Imperial All Terrain Scout Transport Walker
- 8.6 Meter tall
- Speed is 90 kilometer per hour over even terrain
- 1 pilot, 1 gunner,and 200 kilograms assorted cargo
- Weapons, 1 twin blaster cannon, 1 light blaster cannon, 1 concussion grenade launcher, 2 durasteel feet with claws
- Durasteel alloy armoured hull

AT-AT Imperial Walker

In designing it's primary ground assault vehicles, the Empire knew that fear and superstition would play a big part in destroying the moral of those who might oppose it's ground forces. To this end, Palpatine approved a series of vehicles that resembled, more than anything else, massive beasts that dwarfed any repulsor lifts of crawlers in use by the worlds of the Old Republic. Awesome when on the move, shaking the ground with each step, these walkers in stilled fear into even the most hardened enemy troops.

The Imperial All Terrain Armoured Transport (AT-AT) is a formidable battle field vehicle. Assembled at the Kuat Drive Yards to exacting specifications, the AT-AT is the lagers of the walkers designs, and can preform equally well in desert, forest or snow conditions. Controlled by pilots in the forward "head" section of the vehicle, this impressive metal monster moves along at a rapid and unstoppable rate towards it's target, crushing any thing and everything in its path beneath its massive durasteel feet. The great height from which it is controlled allows the AT-AT crew to see over obstacles that might hamper other vehicles, such as trees or the low buildings that would be encountered during urban battle situations. The AT-AT's head section is connected to the main body by a flexible armoured tunnel resembling a neck, and this flexibility permits the control cockpit to swing from side to side and up and down as if the beast were peering around for its victims

The standard crew consists of an AT-AT Commander, a pilot and a co-pilot, who is primarily responsible for weapons.

Two fixed heavy laser cannons, targeted via head movement, are mounted beneath the "chin" area of the control head. On the cockpit's sides are mounted steerable medium blasters that can be brought to bear by computer-aided targeting. This allows the AT-AT to fire in multiple directions, at multiple targets, at once.

AT-AT walkers load and drop the troops they carry by "kneeling" to allow the use of a ramp in the main body. In this way, battle ready stormtroopers "hit the ground running, weapons drawn, initially shielded from enemy fire by the massive bulk of the walker above and around them. Side-mounted hatches allow personnel to enter or exit the vehicle via the boarding ramps of imperial landing platforms.

Technical Data

- Vehicle class is All Terrain Armoured Transport
- Height is 16 meters, speed is 60 Kilometers per hour (over even terrain)
- Crew is 3, troop capacity is 40
- Weapons Two Heavy laser cannons, two fire-linked medium blasters

Imperial Starships

The TIE Twin Ion Engine Craft

The Twin Ion Engine Craft is the major design of the Imperial Starfighters. Their high maneuverability and flexibility makes them a fearful enemy. The highly-skilled pilots are trained in many different standard maneuvers and formations.

Although most of them are only poorly armoured and only a few are provided with deflector shields the main strategy of the empire was generally successful. The first generation of TIE-fighters followed the strategy to outnumber the enemy with many cheap and maneuverable fighters instead of counting on a few highly armoured and very expensive starships which lack the maneuvability of the TIE. This strategy was based on the fact that the Empire had an uncountable amount of pilots. The clone-wars made it possible to re-create the most skilled and best trained pilots in cloning chambers and in combination with the cheap production of the first generation of TIE fighters they made an all-deadly combination.

Please read also the rules for space battle contained in this book. Some rules / stats differ a little bit from the original GURPS rules – therefore it is recommended to get the new information before using the ships in a game.

Weapons for Spacecraft

Most of the following chapter is mostly created by Jason Kidd from the GURPS SW Team and absolutely remarkable. It contains all the weapons and the deadly fighters of the Empire generally uses. The GURPS BASIC set should be used as reference if questions occur concerning the contents of the table or the calculations of damage and other rules…

When calculating damage of missiles, consider that the number in brackets (in the weapon list) is the Armor divisor – DR of the enemy ship is divided by this number!

Starship Weaponry

Spaceship weapons table:

Imperial Space Craft Missile Weapons												
Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
Concussion Missiles (CMIS)	Crit.	Exp.	6dx100	15	16	-	3.2	0.5	-	-	-	2
Proton Torpedo Launcher (PTL)	Ver.	-	*n/a*	-	-	-	-	250	6	1	15	3
Proton Torpedo (PTORP)	Ver.	A/M	6d200(10)	11	16	-	.7	35	1	-	-	3
Rocket Launcher (RL)	Crit	-	*n/a*									
Rocket (ROCK)	Crit											
Space Bomb Launcher (SBL)	Crit	-	*n/a*	-	-	-	-	300	6	½	15	2
Space Bombs (SB)	Crit	Cr.	6dx600 (10)	9	8	-	.4	45	2	-	?	0

Imperial Space Craft Laser & Blaster Weapon Systems

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
Arakyd LRB "zipper" Light Repeating Blaster	Crit	Cr	6dx50	30	28	1.2 km	2.5 km	150	2	4	1000	3
Borstel NK-3 Ion Cannons Heavy	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
Borstel XNK-66 Ion Cannon	Crit	Spc	6x50	30	28	1.2 km	2.5 km	150	2	4	1000	4
BWxHtE9 Heavy Turbo Lasers	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
KDY A-9x Heavy Turbo Laser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
RSS LL1 Light Blaster Cannon	Crit	Cr	6dx50	30 1D+2	28	1.2 km	2.5 km	150	3	2	1000	3
SFS L-s1 Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
SFS DL-s1 Double Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
SFS L-s1.1 Laser Cannon	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4
SFS L-s3 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	600	30	2	2000	4
SFS L-s9.3 Laser Cannons	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	1	2500	3
Taim & Bak KX5 Laser Cannons	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	2	2500	4

Special Devices of Spacecrafts

Hull Cutting Airlock

Most Attack Transports use Hull Cutting Airlocks to gain access to the boarded enemy ship. Depending on the hull armor of the enemy ship to final access can need some time. The cutting airlock is computer supported and needs only a successful docking maneuver by the pilot. The plasma torch within the airlock makes *6dx25* damage (DMG is between 150 and 900 HP) and needs one turn to be turned on and one to be turned off. Shields do not protect against the HCA but armor does. This procedure is either initiated by the pilot or manual by the airlock operator. Once initiated the GM rolls every turn to calculate the damage the HCA does. When the DR of the hull armor (not the HT of the ship) reaches 0 the airlock of the enemy ship is down and can be opened when the boarding team is ready. The Hull Cutting Airlock is a help for assault teams as Stormtroopers and can only be connected with other (compatible) airlocks – therefore the standard HCA cannot be used to cause damage at any other part of other ships.

E.g.: To cut the airlock of a Corellian Corvette (DR 18480) with the HCA would need 20 seconds if it makes maximum damage every turn.

Improved Sensors

Some ships have improved sensors for special use. Recon missions rely on this technology. Mostly these sensors have an extra long range by improving the capacity of the seach rays. The pilot gains an additional +4 to any active sensor roll and a +2 to any passive sensor reading.

Interdictor Gravity Well Projector

Interdiction fields are very important for tactical and strategic space warfare. A strong Interdiction field can keep any ship from entering hyperspace and will bring one out off hyperspace with drastic results. The Interdictor Cruisers are equipped with powerful gravity well generators to create a large gravity field across a ships path, preventing it from staying in hyperspace. When a ship travels in hyperspace and crosses on of these fields it is forced to leave hyperspace and comes back to “normal” space.

Depending on the power of the field projector the radius around the Interdictor determines the area in which no craft can enter hyperspace. *Usually each gravity well projector of an Interdictor has the power to create a field radius of 15 km. This is cumulative – therefore a ship with 4 generators would cover an area of 60 km*.

E.g.: An enemy ship that re-entered realspace 10 km away from the Interdictor would need 8 minutes and 20 seconds (or 500 seconds) to run out of the area of the field to enter hyperspace again if it tries to escape with 100 MGLT (100 meters per second). This shows that it is very difficult it is to run away from an Interdictor Class vessel…

When the ship made it to get out of range of the Interdictor, the pilot needs to calculate the whole hyperspace jump again because the computer system needs updated information on the position in the galaxy to enter hyperspace. Of course this can be performed while fleeing from the Interdictor field and the pursuing fighters…

Tractor Beam

Most major ships use tractor beams to force either smaller ships to land in their hangar or to stop medium sized ships from escaping. The tractor beam is activated from a generator and aimed by a gunner. Therefore the skill rolled against is gunnery/tractor beam. If the roll is successful the enemy ship is caught by the ray. The effect of a tractor beam depends on the seize of a ship and the maximum thrust of the caught ship. There are two different classes of tractor beams: medium and heavy tractor beams.

Medium tractor beams: they have a reach of 2000 meters.
Heavy tractor beams: they have a reach of 1000 meters

Once caught by a tractor beam a ships captain has the chance to make a piloting roll at –4 against the skill of the tractor beam operator. It is a contest of skills. If the pilot makes it he manages to escape the beam for THIS turn. If he fails the roll modifier is cumulative. The next turn the escape roll would be at –5, the next turn at –6....

Cloaking Device

The cloaking device produces an energy field that interacts with any known sensor technology, pretending to be not there… Usually only small ships use cloaking devices for it needs a lot of power to uphold the cloaking field. The cloaking effect depends also on the speed of the ship. Fast flying ships usually have a higher emission of EMP or radiation from the thrusters. The faster a ship moves the easier it is for passive sensors to read the emission in space.
Cloaking devices are able to absorb any active sensor search and are therefore invisible to them.
Passive sensors can still search for emissions of the thrusters. The following table shows the effectiveness of the cloaking device.

0-30 MGLT	no detection possible
31-50 MGLT	passive sensor penalty –6
50-60 MGLT	passive sensor penalty –5
61-70 MGLT	passive sensor penalty –4

The passive sensor roll also depends on the awareness of the sensor operator. An operator looking for an invisible craft will work with the penalties above. Somebody who does not know that a cloaked ship is around will most likely not recognize it. Once a ship is detected the following sensor rolls get a bonus of +1 to the penalty – if somebody knows what he has to search for it is easier to find it.

Firing rockets at a cloaked ship is almost useless because the seeker will not find it. Laser or blaster fire is still possible.

Droid Flight Control

Some ships have either cyborg or droid supported controls. Cyborg ship control means that the pilot of the ship might be human but has been directly connected to a robot brain or ship systems. Droid support means that the pilot is a droid. The idea to substitude human beings by machines is not new. Unfortunately artificial intelligence still lacks the ability of improvisation which is sometimes an advantage in a space battle. On the other hand computer brains can rely on thousands of different strategic patterns that were collected in the databases of the imperial NAVY.
A standard computer brain supported ship has the following stat improvements:
Piloting –14
Tactics –18
Strategy-18
Gunnery-12

Detachable Cargo Hold with Hyperspace ability

Some vehicles have a kind of fire-and-forget cargo hold system. This means that they are able to leave containers somewhere dead in space. These containers are little ships of their own, able to perform a hyperspace jump to a destination that is programmed to the computer before. This ability is useful when transporters leave containers at a meeting point for their contacts. If the contact (smuggler, trader) does not appear within a certain time schedule, the container is able to “jump” back to another point is space where it can be collected in. Escpecially when dealing with criminal element this ability is useful for it enables the trader to leave cargo behind without being a the meeting point at the same time.

Ion Cannos

The Ion Cannon is a special use weapon. It does not damage the enemy ship but attacks all electronic systems and the shields. Therefore after every attack of an Ion Cannon the enemy ship must roll against critical failure to see whether major ship systems are damaged.

The damage caused by the Ion Gun is reduced from the shield DR until it reached zero. After the shields are down it is reduced from the ships HT. When the shields are gone the enemy ship has to roll against a critical –2 that means that not only a roll of 16 would be a critical failure. After 50% of the HT gone the critical value is at –3 (a roll of 15 or more) and now for any 10% of HT gone it gets another penalty of –1 for any critical roll. If it fails the critical rolls electronic damage according to the damage table in the GURPS SW 1st ed. Sourcebook happens. When HT reaches 10% or less the systems of the ship except the life support are gone. When it reaches zero all electronic systems including light and life support are gone

Example Sheet

picture	*Era*			PD/DR (Shields)					
	In Use By			PD/DR (Hull)					
	Length			HT/HP					
	Crew			MGLT / Acceleration					
	Troops/Passengers			Atmosphere Speed					
	Cargo Capacity			Standard Combat Missile Load					
	Consumables			Cost					
	Hyperdrive Rating			Hyperdrive Backup Rating					
	Life Support			Ejection System					
	Sensors	Focus	km	Passive	km	Scan	km	Search	km

Special Design Features

Weapons												
Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC

Description

Some of the categories used for our starship design probably need some further explanation.

Era – the time of the major use or first appearance of the ship in the SW saga.
In Use By – the polical party that uses the ship: Empire, New Republic, Neutrals...
Length – the length in metric meters
Crew – the minimal crew to maneuver the ship
Troops/Passengers – some ships are able to carry troops or transport passengers
Cargo Capacity – the mass of possible stored cargo in metric kilogramms
Consumables – for longer flights some ships have food on board. The amount of the consumables is given in days.
Hyperdrive Rating – some hyperdrive reactors are faster than others. When a standard hyperdrive lane allows a ship with a rating of x1 to reach the destination in 1 week, a ship with a rating of x2 would do it in half of the time.

Life Support – especially the cheap fighters do not have a life support system. Therefore the pilots wear special suits that allows them to survive within the cockpit.

Shields – see chapter spaceships in the game

Hull - see chapter spaceships in the game

HT/HP - see chapter spaceships in the game

MGLT / Acceleration – the speed of a vehicle is given in MGLT. This is the number of meters a vehicle does in one second. Fighters can perform a 45 degree change of direction within 1 turn at this given maximum speed. For shuttles and larger vehicles special values are given in brackets behind the MGLT value to show how many turns they need to perform a 45 degree change with the "nose". Acceleration shows that more maneuverable fighters are able to speed up or slow down faster than other ships. For combat this is very important.

Atmosphere Speed – the speed within an atmosphere similar to Earth. Not all ships are able to land on a planet. **Standard Combat Missile Load** – The number of rockets or torpedos carried on a standard ship of this kind.

Cost – self explanatory

Hyperdrive Backup Rating – if the hyperdrive is damaged (see Episode I) a ship still has the chance to make a run for the next planet. The rating shows how fast this can be done.

Ejection System – some ships have this life-saver, some not.

Sensors – every ship has sensors of different types. To use them the pilot has to make a sensor roll. See the chapter Ships in the Game to get a better impression how the sensors work.

Focus: The operator of the sensors recieves a +3 to his sensor roll when focusing his sensors on a specific area in space. The sensors are blind to all other areas in space.

Passive: The operator of the sensors recieves +0 to his sensor roll. These sensors are always up.

Scan: The operator of the sensors recieves a +1 to his sensor roll. Scans the area in the ships scan radius.

Search: The operator of the sensors recieves a +2 to his sensor roll. Scans only a 45 degree area. The ship is blind to all other areas where the scan is not taking place.

To determine how successful the scan was...

The player/NPC made the roll by...

0 - the exact target number - Something is out there

1 to 2 below the target number - Ships class

3 to 5 below the target number - Speed and shields

6 or more below the target number - reads the ships transponder codes (What the ships carrying, the crafts name, and who it is registered to etc...)

Weapons: The weapons given in the tables refer only to the standard ship type of the described vehicle. Depending on the gunnery support software or targeting system this can differ by modified ships of this kind. If you want modified ships, change the values that it suits your game. Bonuses on gunnery skills are also possible when the ship has a newer targeting system or is supported by a droid.

Fighters

Byss Worx / Imperial Bureau of Military Research SHD-66 - Shadow Droid

Byss Worx / Imperial Bureau of Military Research SHD-66 - Shadow Droid

Era	New Republic	**PD/DR (Shields)**	4 / 2100
In Use By	Empire	**PD/DR (Hull)**	4 / 800
Length	10.2 meters	**HT/HP**	10 / 2500
Crew	Cyborg brain	**MGLT / Acceleration**	135 / 25
Troops/Passengers	None	**Atmosphere Speed**	506 / 1620 km/h
Cargo Capacity	1 cubic meter	**Standard Combat Missile Load**	12 Concussion Missiles and 8 Proton Torpedoes
Consumables	2 days	**Cost**	N/A
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	No	**Ejection System**	No

Sensors	**Focus**	.3 km	**Passive**	1.0 km	**Scan**	2.5 km	**Search**	5.5 km

Special Design Features

A cyborg brain controls these fighters. The skill levels for these brains are listed in the description.

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
Dual BWxHtE9 Heavy Turbo Lasers – (Front - Fixed on arms)	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
Single Arakyd LRB "zipper" Light Repeating Blaster – (Front - Fixed on arms)	Crit	Cr	6dx50	30	28	1.2 km	2.5 km	150	2	4	1000	3
Single Borstel XNK-66 Ion Cannon - Front	Crit	Spc	6x50	30	28	1.2 km	2.5 km	150	2	4	1000	4
1 Concussion Missile Launcher	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
Concussion Missiles	Crit.	Exp.	6dx100	15	16	-	3.2	0.5	-	-	-	2
1 Proton torpedo launcher	Ver.	-	*n/a*	-	-	-	-	250	6	1	15	3
Proton Torpedoes	Ver.	A/M	6d200(10)	11	16	-	.7	35	1	-	-	3

Description

This was one of the Empires most secret projects for some time. The Byss Worx SHD-66 Shadow Droid Cyborg assault fighter is an extremely deadly weapon for its small size, sporting almost as much raw fire power as some blast & missile boats developed in the earlier days of the Empire. These machines are cybernetic starfighters piloted by surgically implanted organic brains of incapacitated TIE fighter Pilots. The precious brains are very carefully biologically maintained in nutrient baths.

For many civilians in the Galactic Empire, these Cyborg Starfighters and the technology which they carry, may seem very horrifying or revolting. Some people would also say that they feel sorry for the pilots whose brains are now connected to a military tactical computer. But these civilians are not aware of the great honor and pride that many Imperial TIE Fighter Pilots see in serving the Galactic Empire, even beyond their own deaths. It is only the best Imperial Pilots who, by their own free will of course, can ever get this fine opportunity to fly the Shadow Droid. The Starfighter is designed by the Emperor himself and the famous Imperial engineer Umak Leth.

Shadow Droids were officially introduced into the Battle of Balmorra and have since been stationed in the hanger bays of some of the more well known Star Destroyers cruising the Known Galaxy

Maneuverability: 166 DPF

Cygnus Spaceworks Alpha Class Xg-1 Assault Gunboat

Cygnus Spaceworks Alpha Class Xg-1 Assault Gunboat

Era	Galactic Empire	**PD/DR (Shields)**	4 / 2100
In Use By	The Empire	**PD/DR (Hull)**	4 / 1000
Length	15 Meters	**HT/HP**	11 / 2800
Crew	1 Pilot	**MGLT / Acceleration**	90 / 20
Troops/Passengers	1 Passenger	**Atmosphere Speed**	336 / 1,080 km/h
Cargo Capacity	110 kg	**Standard Combat Missile Load**	16 missiles (8 in each launcher)
Consumables	3 days	**Cost**	N/A
Hyperdrive Rating	x1; 4 jumps	**Hyperdrive Backup Rating**	x15
Life Support	Yes	**Ejection System**	Yes

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	3.5 km	**Search**	5.0 km

Special Design Features

Five wing design adjustable to various conditions. One wing can get shredded and fighter temporarily spins out of control, but the Assault Gunboat can still regain control and re-enter combat. (Rule: Any piloting roll –4 if 1 wing is lost)

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
Dual Taim & Bak KX5 Laser Cannons (linkable) - Front	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	2	2500	4
Dual Borstel NK-3 Heavy Ion Cannons (linkable) - Front	Crit	Spc	6dx200	30	28	1.2 km	3.0 km	600	4	2	4500	2
Concussion Missile Launcher	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
Concussion Missile	Crit.	Exp.	6dx100	15	16	-	3.2	0.5	-	-	-	2

Description

The result of the success of the highly effective Lamda Class Shuttles, caused the empire to award a new contract to Cygnus Spaceworks to develop an assault fighter. This venture, by one of the Empires finest manufacturers in military weaponry, produced one of the most effective fighter craft available in the Imperial arsenal, the Xg-1 Assault Gunboat. Released for production shortly before the Battle of Yavin, It soon became quite popular among its pilots and production grew to the point where most Imperial Class Star Destroyers were equipped with one squadron of Assault Gunboats. The combination of the unique five-wing design and a revolutionary computer system designed by Miradyne, the Xg-1 Assault Gunboat can easily adjust to many conditions.

While at home in space and in the atmosphere, the Alpha Class Xg-1 Assault Gunboat was primarily designed for offensive strike missions against enemy convoys and fleet craft. It's firepower and heavy shielding make it ideal for escort roles as well, and in combination with an Assault transport, it's deadly arsenal becomes more effective.

Just before the Battle of Yavin, the Empire began to employ these Gunboats in hit and fade tactics, very similar to the tactics used by the Rebel Alliance. Operating in small independent groups, they were also used in conducting armed reconnaissance, and are often forshadow major Imperial attacks. The Assault Gunboat was the first general deployment Imperial starfighter designed with shields and hyperdrive. The Assault Gunboat's targeting computer is located in its nose, while the sensor system is located behind the cockpit. Its thruster control jets are located on the back edges of its wings and its twin ion engines are right behind the Concussion Missile Launchers. When these starfighters land, their five wings fold upward, just like the Lambda-class Imperial Shuttle. These five winged starfighters are excellent multi-role craft, their weaponry and durability allows them to be able to do a variety of missions.

Cygnus Spaceworks Gamma Class XM-1 Missile Boat

Cygnus Spaceworks Gamma Class XM-1 Missile Boat

Era	Galactic Empire	**PD/DR (Shields)**	4 / 2550
In Use By	The Empire	**PD/DR (Hull)**	4 / 650
Length	15 Meters	**HT/HP**	11 / 1900
Crew	1 Pilot	**MGLT / Acceleration**	*122 / 21
Troops/Passengers	1 Passenger	**Atmosphere Speed**	454 / 1460 km/h
Cargo Capacity	40 kg	**Standard Combat Missile Load**	**See Description
Consumables	1 Week	**Cost**	N/A
Hyperdrive Rating	x1	**Hyperdrive Backup Rating**	x15
Life Support	Yes	**Ejection System**	Yes

Sensors	**Focus**	.4 km	**Passive**	2.0 km	**Scan**	3.5 km	**Search**	5.5 km

Special Design Features

Sub-Light Acceleration Motor (SLAM System) - An overdrive system that doubles speed of Missile Boat, power is rapidly drain from stored laser cannon energy to power SLAM. (Rule: 5 seconds to activate SLAM.)

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
Laser Cannon	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	1	2500	3
2 Concussion Missile Launchers	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
Concussion Missiles	Crit.	Exp.	6dx100	15	16	-	3.2	0.5	-	-	-	2
General Purpose Warhead Launcher	Crit.	-	*n/a*	-	-	-	-	260	4	Var.	1	2

Description

Using the standard Xg-1 Assault Gunboat as a basis for design, the Missleboat is extremely fast, maneuverable, and heavily armed. The Xm-1 Missleboat has two dedicated advanced concussion missile launchers that can hold up to 40 missiles total. Two general purpose warhead launchers are also installed on the fighter, and it can carry an equal capacity of concussion missiles, or 35 proton torpedoes each, or 20 heavy proton rockets each, or ten heavy concussion bombs each.

Truly the most impressive feature of the Missleboat is the SLAM (Sub-Light Acceleration Motor) overthruster. Using this highly advanced engine technology, the Missileboats speed can be increased by up to 200%, by drawing immense amount of energy from the laser cannons to the engines. Since the Missile Boat had only one laser cannon, this energy didn't last very long, but it allowed the fighter to achieve speeds in excess of 244 MGLT.

The Xm-1 Missile Boat is an extremely manueverable and fast fighter. The XM-1 Missile Boat was designed and constructed to counter the TIE Defender, since the traitor former Imperial Admiral Zaarin was using the TIE Defender for his treacherous purposes. Zarrin could have continued his war against the Empire for some time, thanks to his technological edge, granted by his fleet of TIE Defenders, but this promted Imperial officials to begin construction of the Missleboat.

The Missile Boat came into service quite some time after the Battle of Hoth, but shortly before Admiral Thrawn was promoted to Grand Admiral. The Missile Boat was still considered experimental when it entered service. This was so due to the dire circumstances surrounding the treacherous former Admiral Zaarin's coup attempt. Unfortunately, Zaarin was able to get his hands on a few of the Empire's Missile Boats. Just before the Battle of Endor one of Zaarin's top personnel, Commander Namuura Din wanted to defect to the Rebels with his VSD *Zeplin*, in exchange he would hand over to the Rebellion one of Zaarin's few Missile Boats. The Empire was able to capture Din and his VSD, but the Rebels were able to escape with the Missile Boat. However, with the Battle of Endor imminent the ISD *Garrett* was able to track down the missing Missile Boat to a Rebel Stronghold, where the Empire was able to recapture its missing starfighter. Very few, Missile Boats were ever produced by Cygnus Spaceworks, but they ultimately brought the downfall of Admiral Zaarin's forces once and for all.

* See Special Design Features

** 2 Dedicated Advanced Concussion Missile Launchers – 20 missiles each, 2 General Purpose Warhead Launchers – 20 concussion missiles each, 35 proton torpedoes each, 20 heavy proton rockets each, or 10 heavy concussion bombs each.

Incom Corporation I-7 Howlrunner

Incom Corporation I-7 Howlrunner

Era	New Republic	**PD/DR (Shields)**	4 / 2100
In Use By	Empire (various others)	**PD/DR (Hull)**	4 / 450
Length	11.4 meters	**HT/HP**	10 / 1400
Crew	1 Pilot	**MGLT / Acceleration**	105 / 18
Troops/Passengers	None	**Atmosphere Speed**	392 / 1260 km/h
Cargo Capacity	80 kilograms	**Standard Combat Missile Load**	None
Consumables	2 days	**Cost**	
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support		**Ejection System**	yes

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	5.5 km

Special Design Features

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS L-s3 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	600	30	2	2000	4

Description

The I-7 Howlrunner has been nicknamed for the Kamarian Howlrunner. The short range I-7 Howlrunner has a streamlined, fixed wing design (it resembles a streamlined T-47 airspeeder in shape) and is at home in deep space and planetary atmospheres. Unlike most Imperial fighters, the I-7 Howlrunner has dedicated shield generators, giving the ship the ability to take as much punishment as the Rebels X-Wing.

The ship's low mass gives it excellent maneuverability, meaning that an I-7 Howlrunner can decimate a heavy assault ship such as a B-Wing in a head-to-head battle. The ship measures 11,4 meters in length, and is armed with a pair of laser cannons. It is the first major starfighter design to come from the nationalized Incom Corporation, in response to the Kuat Drive Yards A-9 Vigilance Interceptor and the FreiTek E-Wing.

Kuat Drive Yards A-9 Vigilance

Kuat Drive Yards A-9 Vigilance

Era	New Republic	**PD/DR (Shields)**	None
In Use By	Empire / New Republic	**PD/DR (Hull)**	4 / 600
Length	7.4 meters	**HT/HP**	10 / 1600
Crew	1 pilot	**MGLT / Acceleration**	115 / 21
Troops/Passengers	None	**Atmosphere Speed**	429 / 1380 km/h
Cargo Capacity	55 kilograms	**Standard Combat Missile Load**	None
Consumables	1 day	**Cost**	180,000 credits (New)
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	Yes	**Ejection System**	Yes

Sensors	**Focus**	.3 km	**Passive**	1.0 km	**Scan**	3.5 km	**Search**	6.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
2 KDY A-9x Heavy Turbo Laser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4

Description

The A-9 Vigilance Interceptor is Kuat Drive Yard's crack at the Imperial fighter market. The A-9 Vigilance is a sleek, stripped down fighter. Like other Imperial models, it lacks both hyperdrive and shields to cut all extraneous mass. In addition, it pares down the hull and escape systems. Reduced cockpit complexity makes the A-9 Vigilance one of the easiest fighters to learn. The A-9 Vigilance is a very small craft, trading off mass for maneuverability, making it popular with elite pilot corps. The fighter's weaponry incorporates 2 laser cannons, that can be fired independently or linked.

Kuat Drive Yards produced prototypes of the A-9 Vigilance before the Battle of Endor, but the death of the Emperor and the deterioration of the Empire limited the potential market for the fighters. Thus, they were not produced in any significant quantity until the resurrected Emperor Palpatine came to power.

Republic Sienar Systems T.I.E. Fighter

Republic Sienar Systems T.I.E. Fighter

Era	Old Republic	**PD/DR (Shields)**	None
In Use By	The Old Republic Navy and later the Imperial Navy	**PD/DR (Hull)**	4 / 300
Length	6.3 meters	**HT/HP**	9 / 900
Crew	1 Pilot	**MGLT / Acceleration**	
Troops/Passengers	None	**Atmosphere Speed**	
Cargo Capacity	45 kilograms	**Standard Combat Missile Load**	None
Consumables	1 day	**Cost**	
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

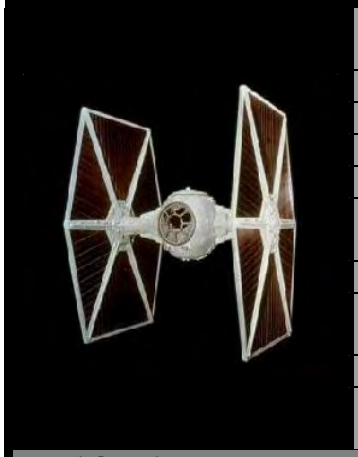
Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
2 RSS LL1 Light Blaster Cannons (Front - Fixed)	Crit	Cr	6dx50	30	28	1.2 km	2.5 km	150	3	2	1000	3

Description

The RSS T.I.E. Fighter was the original Twin Ion Engine starfighter produced by Republic Sienar Systems. The Fighter sported no shields, and only held one pilot, much like the later models of Tie Fighters. It had Twin Ion Engines, and its speed was comparable to a Y-Wing. The cockpit was only designed to fit a single pilot, and the fighter was only armed with a Double Blaster Cannons. This fighter is important, due to the fact that it's design was the basis for the SFS Ties after the fall of the Old Republic.

Sienar Fleet Systems TIE Fighter (TIE)

Sienar Fleet Systems TIE Fighter (TIE)



Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 300
Length	6.3 meters	**HT/HP**	9 / 900
Crew	1 pilot	**MGLT / Acceleration**	80 / 15
Troops/Passengers	None	**Atmosphere Speed**	298 / 960 km/h
Cargo Capacity	65 kilograms	**Standard Combat Missile Load**	None
Consumables	2 days	**Cost**	
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

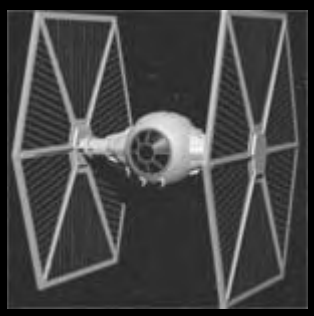
Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS DL-s1 Double Laser Cannon (Front – Fixed)	Ver.	Imp.	6dx50(2)	30	28	1.2 km	2.5 km	800	15	2	1500	4

Description

The TIE Starfighter is the predecessor to the TIE/ln which serves the Galactic Empire with distinction. This second generation of TIE Fighter can still be found in the flight decks of some remote Imperial garrisons and outlying Imperial Navy Fleets. This second generation of TIE Fighter was an upgrade from the original Old Republic T.I.E. Fighter and is the base from which TIE variants were built. This upgraded model cost the Empire hundreds of trillions of credits, but at about one third the estimated cost of a long-range fighter. Not only is this fighter in use by the Empire, it is also in use by corporate security forces, local system governments and warlords

Sienar Fleet Systems TIE/ln Fighter

Sienar Fleet Systems TIE/ln Fighter



Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 300
Length	6.3 meters	**HT/HP**	***9 / 900***
Crew	1 Pilot	**MGLT / Acceleration**	100 / 20
Troops/Passengers	None	**Atmosphere Speed**	373 / 1200 km/h
Cargo Capacity	65 kilograms	**Standard Combat Missile Load**	None
Consumables	2 days	**Cost**	Not normally available for sale (NEW 60,000 Credits USED 25,000 Credits)
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
2 SFS L-s1.1 Laser Cannon (Front – Fixed)	Ver.	Imp.	6dx80(2)	30	28	1.2 km	2.5 km	750	30	1	2000	4

Description

The TIE Fighter is fast and highly maneuverable, and is a powerful tool and symbol of Imperial power. The TIE/ln has no hyperdrive unit, shield generators, launcher systems or life support systems, which would add to the mass of the fighter. So the pilot must wear their fully sealed flight suits with self-contained atmosphere converters to use these starfighters. These modern fighters are short range and are the third generation of TIE Fighters. The TIE/ln has many improvements to its predecessors used in the Old Republic and early Imperial Navies. The armored hexagonal solar array panels absorb solar radiation to help power the fighter, so minuscule amounts of fuel is needed and they also help protect the fuselage from incoming fire. The fighter draws much of its energy from solar radiation absorbed by the array wings. After the first few hours of combat, the TIE Fighter must refuel.

This fighter presents a small target from front and back. Its small profile combined with its speed and maneuverability makes this starfighter difficult to target in combat. The TIE Starfighter matches well against the X-Wing and shows some superiority over the Y-Wing. In the hands of a skilled pilot, the TIE Fighter can be quite deadly. The massive quantities of TIE Fighters make up for any design deficiencies. The TIE Fighter serves on board the smallest cruisers to the most remote garrison bases of the Empire. They are used for fleet escort, reconnaissance, patrol, barrier and perimeter defense, hunter/destroyer and other types of support missions. This starfighter serves as the backbone of the Imperial starfighter forces. The pilot is strapped into a high-gee shockcouch and is protected by crash webbing (main view port) and a repulsorlift antigravity field. The foot yokes control speed and maneuvering. While the hand-control yoke affect precise maneuvering, targeting, navigation and fire control.

There is a minimum of 4.6 million TIE Starfighters in service in the Galactic Empire, the exact number in service and the total number of TIE Fighters ever produced is a closely guarded secret, by both the Empire and Sienar Fleet Systems. Ever since the TIE/ln became the standard starfighter for Imperial forces, before the introduction of the X-Wing to the Rebellion, the average Rebel losses during their retreats had grown dramatically, therefore causing costly defeats for the Rebellion. The Rebels could expect to lose 60 to 70 percent of their starfighters and at least 30 percent of their transports during their retreats from the might of the TIE/ln. Thousands of new TIE Fighters are manufactured each year and casualties are deemed inconsequential as long as military objectives are completed. The TIE/ln is tremendously effective against ground targets. They are typically used against infantry, armor and artillery positions when it comes to planetary attack.

Sienar Fleet Systems Tie Reconnaissance Fighter (TIE/rc)

Sienar Fleet Systems Tie Reconnaissance Fighter (TIE/rc)

Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4/300
Length	6.3 meters	**HT/HP**	***9/900***
Crew	1 Pilot	**MGLT / Acceleration**	100 / 20
Troops/Passengers	None	**Atmosphere Speed**	373 / 1200 km/h
Cargo Capacity	65 kilograms	**Standard Combat Missile Load**	None
Consumables	2 days	**Cost**	N/A
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.6 km	**Passive**	3.0 km	**Scan**	6.0 km	**Search**	9.0 km

Special Design Features

Advanced Communications and Highly Sensitive Sensors (Rule: +4 to any active sensor roll)

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS L-s1.1 Laser Cannon (Front – Fixed)	Ver.	Imp.	6dx80(2)	30	28	1.2 km	2.5 km	750	30	1	2000	4

Description

The TIE/rc Fighter sports upgraded thrusters making this fighter as fast, but more maneuverable to the TIE/ln. This TIE variant is used for starfighter wing and fleet scouting missions. Its upgraded sensors allow the TIE/rc to make fast passes at considerable range and escape, or to range ahead of a main starfighter force and relay vital pre-engagement data to the wing's assault force. The TIE/rc is equipped with sensitive sensors and long-range communications equipment. In summary this special recon fighter is lightly armed and is meant for sensor and communications reconnaissance duty, not combat.

Sienar Fleet Systems TIE/fc Fighter – Tie Fire Control

Sienar Fleet Systems TIE/fc Fighter – Tie Fire Control

Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 300
Length	6.3 meters	**HT/HP**	***9 / 900***
Crew	1 pilot	**MGLT / Acceleration**	88 / 18
Troops/Passengers	None	**Atmosphere Speed**	329 / 1060 km/h
Cargo Capacity	65 kilograms	**Standard Combat Missile Load**	None
Consumables	2 days	**Cost**	
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.6 km	**Passive**	3.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

Target-designating sensor

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS L-s1.1 Laser Cannon (Front – Fixed)	Ver.	Imp.	6dx80(2)	30	28	1.2 km	2.5 km	750	30	1	2000	4

Description

The TIE/fc variant is primarily used to improve the fire effectiveness of long-range capital ship guns, although its secondary purpose is to improve fire accuracy of other TIE models. Other TIEs are used to lining up their own targets, while capital ship guns constantly rely on sensor information from a variety of sources. The fire controler in the TIE/fc uses a target-designating sensor to guide precision shots, known as "painting" or "illuminating" a target. The TIE/fc is also one of the most maneuverable fighters in the series, which can be a nasty shock to Alliance pilots used to having the maneuvering edge. The TIE/fc is 20 percent slower than the TIE/ln, but the considerable range of its sensors helps make up the difference.

Sienar Fleet Systems TIE/gt Fighter

Sienar Fleet Systems TIE/gt Fighter

Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 300
Length	6.3 meters	**HT/HP**	***9 / 900***
Crew	1 pilot	**MGLT / Acceleration**	75 /
Troops/Passengers	none	**Atmosphere Speed**	280 / 900 km/h
Cargo Capacity	65 kilograms	**Standard Combat Missile Load**	8 concussion missles
Consumables	2 days	**Cost**	
Hyperdrive Rating	none	**Hyperdrive Backup Rating**	none
Life Support	none	**Ejection System**	none

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

Weapons

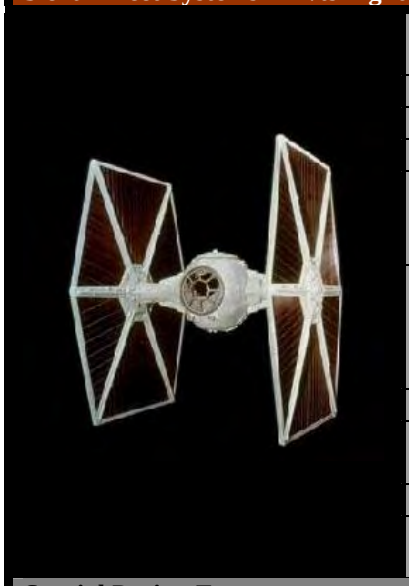
Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
1 Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
1 Concussion Missile Launcher	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
Concussion Missiles (CMIS)	Crit.	Exp.	6dx100	15	16	-	3.2	0.5	-	-	-	2

Description

A spin-off of the TIE/ln, this is the Empire's first "TIE bomber". It is essentially a TIE/ln with a large warhead launcher attached to the bottom. Due to the added mass, the TIE/gt is slower and less maneuverable than the TIE/ln, but has an increased offensive capability that the Empire lacked in its other starfighters at the time of production. After only a few years of mass production, Sienar Fleet Systems started producing the much more successful TIE Bomber - a double hulled variant that is incredibly deadly in combat.

Sienar Fleet Systems TIE/ts Fighter – Tie Trainer

Sienar Fleet Systems TIE/ts Fighter – Tie Trainer



Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 300
Length	6.3 meters	**HT/HP**	***9 / 900***
Crew	1 pilot	**MGLT / Acceleration**	80 / 12
Troops/Passengers	1 (trainer or priority personnel)	**Atmosphere Speed**	298 / 960 km/h
Cargo Capacity	45 (+ 100 if no passengers are carried) kilograms	**Standard Combat Missile Load**	None
Consumables	1 day	**Cost**	
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS DL-s1 Double Laser Cannon (Front – Fixed)	Ver.	Imp.	6dx50(2)	30	28	1.2 km	2.5 km	800	15	2	1500	4

Description

While most Imperial training takes place in simulators, there is still a point at which a pilot must have a real craft with real vacuum around him, while not yet being ready to solo. The TIE/ts Fighter uses an slightly extended fuselage of the one on the TIE/gt Fighter (the cockpit pod has been extended by 21 cm), and replaces the concussion missile launcher with a (very cramped) seat for an instructor pilot. It also serves as a short range (intra-fleet and surface-to-orbit) shuttle. While it can carry a second pilot, among the instructors at fighter academies, being assigned to "back seat" students is seen as a punishment, because of the minuscule seating.

Maneuverability: 100 DPF

Sienar Fleet Systems TIE/sr - Lone Scout-A

Sienar Fleet Systems TIE/sr - Lone Scout-A

Era	Galactic Empire	**PD/DR (Shields)**	4 / 450
In Use By	Empire	**PD/DR (Hull)**	4 / 1400
Length	24 meters	**HT/HP**	11 / 4200
Crew	1 pilot	**MGLT / Acceleration**	70 / 10
Troops/Passengers	3 troops	**Atmosphere Speed**	261 / 840 km/h
Cargo Capacity	150 metric tons	**Standard Combat Missile Load**	None
Consumables	1 year	**Cost**	N/A
Hyperdrive Rating	x2	**Hyperdrive Backup Rating**	x15
Life Support	Yes	**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	5.0 km	**Search**	8.0 km

Special Design Features

*The Lone Scout-B has two Laser Cannons

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS L-s1 Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4

Description

A hyperdrive capable scout and reconnaissance TIE craft, that was one of the many vessels being used throughout the unexplored and untamed regions of the galaxy, to expand the Empires Frontier. The ship was especially used by the Imperial Survey Corps (ISC) in the processes of cataloging the galaxy.

The unipod hull is much longer and thicker than that of the smaller TIE/ln fighters, but the front end is the same standard command pod cockpit. In order to support the large radiator wings, the wing pylons are the thicker, sturdier kind, similar to those of the TIE X1 fighter.

The wings are bent, but unlike the wings of a bomber or boarding craft, there is only one bending edge. The wing area is above the midplane of the ship, this is to keep the wings clear of the ground during independent planetary landings. As a scout craft, this ship should be able to land in places other than the conventional ceiling rack of a garrison base or warship. The TIE Scout also has retractable landing pads like the larger TIE transports and TIE X1 Fighters.

Sienar Fleet Systems TIE/bm - Tie Bomber

Sienar Fleet Systems TIE/bm - Tie Bomber

Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 900
Length	7.8 meters	**HT/HP**	***10 / 2800***
Crew	1 pilot	**MGLT / Acceleration**	80 / 12
Troops/Passengers	None	**Atmosphere Speed**	298 / 960 km/h
Cargo Capacity	15 metric tons (Bomb bay)	**Standard Combat Missile Load**	8 Proton Torpedoes
Consumables	2 days	**Cost**	N/A (Not normally for sale but costs 90,000 Credits)
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

May also be fitted with space bomb or orbital mine launchers

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
1 SFS DL-s1 Double Laser Cannon (Front – Fixed)	Ver.	Imp.	6dx50(2)	30	28	1.2 km	2.5 km	750	15	2	1500	4
2 Concussion Missile Launchers	Crit.	-	-	-	-	-	-	200	4	2	1	4
4 Concussion Missiles	Crit.	Exp.	6dx100	15	16			15	0.5	-	-	4
2 Proton Torpedo Launcher (PTL)	Ver.	-	*n/a*	-	-	-	-	250	6	1	15	3
Proton Torpedo (PTORP)	Ver.	A/M	6d200(10)	11	16	-	.7	35	1	-	-	3

Description

The Tie Bomber was developed to replace the T.I.E./gt Bomber about 3 years before the battle of Yavin. It featured a double-hull capable of carrying a lethal load of warheads, orbital mines, or free-falling thermal detonators. It officially replaced the T.I.E./gt, after a gradual two year replacement program was completed and soon became the primary space bomber of the Imperial Fleet. The T.I.E./Bm excels at surgical placement of ordinance, and selectively destroying military targets, while leaving surrounding commercial or other assets untouched. It's small size and speed enables it to slip past defense perimeters and eliminate targets before the enemy even realizes it is even there. As with the Interceptor, Admiral Zaarin implemented upgrades on the fighters, which included the placement of shield generators on the craft, during his attack on the Imperial Fleet.

Maneuverability: 86 DPF

Sienar Fleet Systems TIE/bmt – Tie Bomber Trainer

Sienar Fleet Systems TIE/bmt – Tie Bomber Trainer

Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 900
Length	7.8 meters	**HT/HP**	***10 / 2800***
Crew	1 pilot	**MGLT / Acceleration**	80 / 12
Troops/Passengers	1 (Trainer or Priority Personnel)	**Atmosphere Speed**	298 / 960 km/h
Cargo Capacity	15 metric tons (Bomb bay)	**Standard Combat Missile Load**	8 Proton Torpedoes
Consumables	1 day	**Cost**	N/A (Not normally for sale but costs 90,000 Credits)
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

May also be fitted with space bomb or orbital mine launchers

Weapons

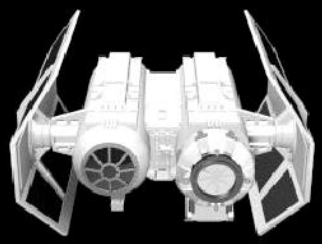
Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
1 SFS DL-s1 Double Laser Cannon (Front – Fixed)	Ver.	Imp.	6dx50(2)	30	28	1.2 km	2.5 km	750	15	2	1500	4
2 Concussion Missile Launchers	Crit.	-	-	-	-	-	-	200	4	2	1	4
4 Concussion Missiles	Crit.	Exp.	6dx100	15	16			15	0.5	-	-	4
2 Proton Torpedo Launcher (PTL)	Ver.	-	*n/a*	-	-	-	-	250	6	1	15	3
Proton Torpedo (PTORP)	Ver.	A/M	6d200(10)	11	16	-	.7	35	1	-	-	3

Description

The TIE Bomber Trainer is a "modified" version of the original TIE Bomber. Just behind the pilot's seat, an extra (very cramped) seat for an instructor pilot is installed. From this place the instructor can monitor the cadets flying abilities and take over control of the craft if necessary. The TIE Bomber Trainer can also serve as a short range priority personnel shuttle in emergency situations.

Maneuverability: 86 DPF

Sienar Fleet Systems TIE/bc – Tie Boarding Craft



Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 1400
Length	7.8 meters	**HT/HP**	***10 / 2800***
Crew	1 Pilot	**MGLT / Acceleration**	80 / 12
Troops/Passengers	10 + 4 (trooper squad + passengers)	**Atmosphere Speed**	298 / 960 km/h
Cargo Capacity	15 metric tons (troop compartment)	**Standard Combat Missile Load**	
Consumables	2 days	**Cost**	150,000(new), 75,000(used)
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support		**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	3.5 km	**Search**	5.0 km

Special Design Features

Hull-Cutting Airlock , Plasma Torch Boarding Device

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
Dual SFS DL-s1 Laser Cannon (Front – Fixed)	Ver.	Imp.	6dx50(2)	30	28	1.2 km	2.5 km	800	15	2	1500	4
1 Hull-Cutting Airlock	Crit.	Cut.	6dx25	-	-	-	-	1400	50	1	-	-

Description

These bent-wing vessels are one of the oldest common TIE models, dating back to the earliest days of Emperor Palpatine's rule. The Imperator I Class Star Destroyer was designed to carry six of these ships. The TIE Boarding Craft were also a major part of the hangar complement of the Death Star I battle station, where 806 TIE Boarding Craft were carried.

The wings and hull design are similar to those of a TIE Bomber and TIE Shuttle Craft, but the vertical segment is somewhat larger, and has radiator panels on its inner surface as well. The starboard pod contains the cockpit, but has space for more occupants. The portside pod is designed to carry a squad of navy troopers or stormtroopers for boarding operations. The forward end of the port pod bears a docking clamp, and has a general-purpose airlock and automatic cutting torches to breach the enemy ship or space station. This mechanism can be extensible beyond the vessel's wings to facilitate mating with a wider variety of docking ports.

Sienar Fleet Systems TIE/sh – Tie Shuttle Craft

Sienar Fleet Systems TIE/sh – Tie Shuttle Craft

Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 900
Length	7.8 meters	**HT/HP**	***10 / 2800***
Crew	1 Pilot	**MGLT / Acceleration**	80 / 12
Troops/Passengers	2 (priority personnel)	**Atmosphere Speed**	298 / 960 km/h
Cargo Capacity	17 + 1 metric tons (passenger pod + cargo space)	**Standard Combat Missile Load**	None
Consumables	2 days	**Cost**	
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	Yes	**Ejection System**	None

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS L-s1.1 Laser Cannon	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4

Description

The first offshoot of the Bomber was a simple, short-range shuttle to replace the TIE/st Fighter. It is little more than a TIE Bomber, with the weapons targeting systems removed, and the weapons drum replaced with a pair of passenger seats, and enough room for a cubic meter cargo. While the seating is not overly luxurious, it really isn't a problem for intra-fleet transportation. The passenger seats are on a removable pallet, allowing them to be removed to make way for a fairly large cargo for such a small craft (roughly 17 tons), or for a pair of spacetroopers or a short squad of navy troopers or stormtroopers who must stand. Eventually, it is planned that each Imperator Class Star Destroyer will carry 2 of these.

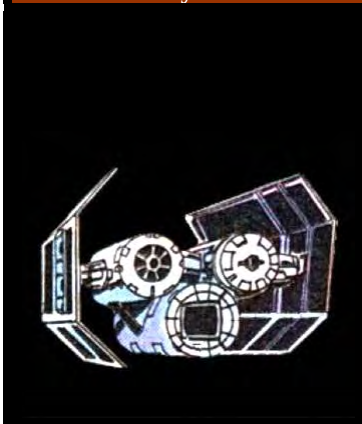
The ill-fated Captain Needa was carried to Lord Vader's Super Class Star Destroyer Executor from he's Imperator Class Star Destroyer Avenger in a TIE Shuttle Craft.

This TIE variant is a specialized priority shuttle, used to quickly ferry command rank officers or other priority cargo ship-to-ship. Although not intended for combat, the TIE shuttle is able to protect its important passengers. There is typically one TIE shuttle on each ship in a line carrying TIE fighters. Lower ranking officers use other shuttles and higher ranking flag officers usually use the larger Lambda-class shuttle.

Maneuverability: 86

Sienar Fleet Systems TIE/lc – Tie Landing Craft

Sienar Fleet Systems TIE/lc – Tie Landing Craft



Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 900
Length	7.8 meters	**HT/HP**	***10 / 2800***
Crew	2	**MGLT / Acceleration**	80 / 12
Troops/Passengers	18	**Atmosphere Speed**	298 / 960 km/h
Cargo Capacity	500 kilograms (+ 17 metric tons if no troopers are carried)	**Standard Combat Missile Load**	None
Consumables	1 day	**Cost**	
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	Yes	**Ejection System**	No

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS L-s1.1 Laser Cannon	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4

Description

The TIE Lander Craft is a more specialized version of the TIE Shuttle Craft. The TIE Lander Craft has an additional pod mounted on the underside of the basic TIE Bomber hull. The solar panels are also a bit larger, but otherwise, the craft is almost identical to the TIE Shuttle Craft. The TIE Lander Craft is typically used to quickly deploy a small number of ground troops into a combat zone without presenting a large target profile for the delivering ship. The TIE Lander Craft is also used to deploy a large scouting party, or Tech crew without the need of more specialized craft. TIE Lander Crafts are fairly common throughout the Imperial Fleet.

Maneuverability: 86 DPF

Sienar Fleet Systems TIE/ad – Tie Advanced or Tie Avenger

Sienar Fleet Systems TIE/ad – Tie Advanced or Tie Avenger

Era	Galactic Empire	**PD/DR (Shields)**	4 / 850
In Use By	Empire	**PD/DR (Hull)**	4 / 550
Length	7.5 meters	**HT/HP**	10 / 1400
Crew	1 pilot	**MGLT / Acceleration**	133 / 30
Troops/Passengers	None	**Atmosphere Speed**	497 / 1600 km/h
Cargo Capacity	80 kilograms	**Standard Combat Missile Load**	8 concussion missles
Consumables	1 week	**Cost**	
Hyperdrive Rating	x2	**Hyperdrive Backup Rating**	x 15
Life Support	none	**Ejection System**	Yes

Sensors	**Focus**	.4 km	**Passive**	2.5 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
4 SFS L-s9.3 Laser Cannons	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	1	2500	3
2 Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
Concussion Missiles (CMIS)	Crit.	Exp.	6dx100	15	16	-	3.2	0.5	-	-	-	2

Description

The TIE Advanced is often described as a cross between the TIE X1/X2 and the TIE Interceptor. In reality, it is an improvement over both of them. Combining heavy firepower, high speeds, a strong strong hull, shields and a hyperdrive, this ship is a suitable successor to all of it's parents. It is equipped with four laser cannons and a pair of general purpose launchers and is very maneuverable. The TIE Advanced was used in series of classified campaigns to prevent pre-Endor warlordism from shattering the Empire. This is why the Empire never brought more of these forces into the search for the Rebel Fleet after the Battle of Hoth. The TIE Advanced is nicknamed "TIE Avenger", because this craft was the TIE pilots vehicle for revenge against the hated X-Wing and A-Wing space superiority fighters.

*With some minor modifications the concussion missile launchers can be replaced with other types of missiles, torpedoes, rockets, or space bombs.

Sienar Fleet Systems TIE/in – Tie Interceptor

Sienar Fleet Systems TIE/in – Tie Interceptor

Era	Galactic Empire	**PD/DR (Shields)**	None
In Use By	The Empire	**PD/DR (Hull)**	
Length	7.5 meters	**HT/HP**	
Crew	1 Pilot	**MGLT / Acceleration**	111/21
Troops/Passengers	None	**Atmosphere Speed**	413 / 1330 km/h
Cargo Capacity	75 kilograms	**Standard Combat Missile Load**	4 Concussion Missiles
Consumables	2 days	**Cost**	N/A (Not normally for sale but costs 100,000 Credits)
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.4 km	**Passive**	2.5 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

Two extra Laser Cannons can be added on the Chin hard points or Shields can be added after the Battle of Endor

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
4 SFS L-s9.3 Laser Cannons	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,500	30	1	2500	4
Concussion Missile Launcher	Crit.	-	-	-	-	-	-	200	4	2	1	4
4 Concussion Missiles	Crit.	Exp.	6dx100	15	16			15	0.5	-	-	4

Description

The TIE Interceptor is the direct result of advancements made from Darth Vader's TIE Advanced x1 Prototype and takes its best qualities from it. The TIE Interceptor uses the TIE Starfighter fuselage, drive pod and wing braces. The solar array panels have been elongated and bent for extra power. The forward section of the solar array panels are "Dagger Shape" so the pilot's field of vision is not obscured. While at the same time making the TIE Interceptor far more intimidating and at the same time giving this starfighter a smaller profile than the TIE Advanced x1, thereby making it harder to hit. It has no hyperdrive unit, launcher systems, shield generators or life support. So the pilot must wear fully sealed flight suit.

The TIE Interceptor are primarily deployed with Imperial or Super Star Destroyers and key Star Bases, such as the ship yards in Kuat and Fondor. The TIE Interceptor was introduced shortly before the Battle of Yavin, but was not put to general use until before the Battle of Endor. These starfighters were designed to counter the design advantages of the X-Wing. The TIE Interceptor is one of the Empire's best dogfighters. The targeting software has been upgraded so the pilot has a greater firing accuracy even during complex manoeuvres. The Empire intended the TIE Interceptor to eventually replace the TIE/ln (TIE Fighter), but by the Battle of Endor only about 20 percent of Imperial starfighters in service were TIE Interceptors. Also the TIE Interceptor uses the same type of ion engines that the TIE Advanced x1 uses. The TIE Interceptor uses a new type of ion stream projector allowing Imperial Pilots to execute tight turns and rolls. Twin-port deflectors can be manipulated individually for fine control and counter-balancing, thereby making this Imperial starfighter a superior choice for dogfights against Rebel ships. In the hands of a skilled pilot, the TIE Interceptor can literally fly circles around X-Wings.

*With some minor modifications the concussion missile launchers can be replaced with other types of missiles, torpedoes, rockets, or space bombs.

Sienar Fleet System TIE/df – Tie Defender

Sienar Fleet System TIE/df – Tie Defender

Era	Galactic Empire	**PD/DR (Shields)**	4 / 2100
In Use By	Empire	**PD/DR (Hull)**	4 / 500
Length	7.2 meters	**HT/HP**	10 / 1400
Crew	1 pilot	**MGLT / Acceleration**	144 / 21
Troops/Passengers	None	**Atmosphere Speed**	538 / 1730 km/h
Cargo Capacity	100 kilograms	**Standard Combat Missile Load**	8 Concussion Missiles
Consumables	1 week	**Cost**	300,000 credits (New)
Hyperdrive Rating	x1, 2 jumps	**Hyperdrive Backup Rating**	x15
Life Support	No	**Ejection System**	yes

Sensors	**Focus**	.4 km	**Passive**	2.5 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
4 SFS L-s9.3 Laser Cannons	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	1	2500	3
2 Borstel NK-3 Ion Cannons Heavy	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

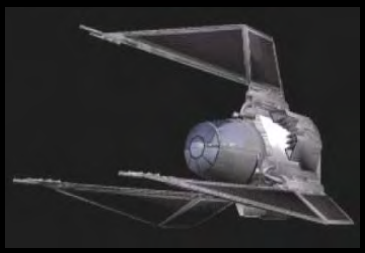
The Tie Defender is an advanced form of Tie Fighter that employs an arsenal of weaponry and shields. Designed by the traitorous Admiral Zaarin, the fighter is fast, complete with a hyperdrive, and heavily armed. This design is capable of engaging several opponents at once with deadly results. The fighter is close to 10 meters long, and it has the bent wing design similar to a Tie Interceptors, accept it has three wings. The fighter is propelled by the newer P-sz9 7 twin ion engine, and is equipped with a Novaldex shield generators. The TIE Defender was produced at a cost of over 300,000 credits per fighter - about five times the cost of a TIE/ln. This, plus the political upheaval created by the Battle of Endor and the fact that it had an aft blindspot created by the wing placement, led to the demise of the TIE Defender as a widely-accepted starfighter.

*With some minor modifications the concussion missile launchers can be replaced with other types of missiles, torpedoes, rockets, or space bombs.

Shields: 100 SBD (Forward/Rear projecting Novaldex Shields)
Manuverability: 110 DPF

Imperial Department of Military Research TIE/– Tie Phantom

Sienar Fleet Systems / Imperial Department of Military Research TIE/phn Fighter – Tie Phantom



Era	New Republic	**PD/DR (Shields)**	4 / 1700
In Use By	Empire	**PD/DR (Hull)**	4 / 650
Length	14.3 meters	**HT/HP**	10 / 2000
Crew	1 pilot, 1 gunner	**MGLT / Acceleration**	145 / 21
Troops/Passengers	None	**Atmosphere Speed**	541 / 1740 km/h
Cargo Capacity	26 kilograms	**Standard Combat Missile Load**	None
Consumables	1 week	**Cost**	N/A
Hyperdrive Rating	x1	**Hyperdrive Backup Rating**	x15
Life Support	yes	**Ejection System**	yes

Sensors	**Focus**	.4 km	**Passive**	3.0 km	**Scan**	5.0 km	**Search**	7.5 km

Special Design Features

Imperial Cloaking Device. Cloaking device takes 1 round to engage, and 1 round to disengage.

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
2 medium laser Cannons	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	1	2500	3

Description

After the battle of Yavin and the destruction of the Death Star, the Rebels proved that they were a serious threat to the Empire. The Empire forced to take that threat seriously, responded with new technology and weapons such as the Dark Trooper project and the TIE Phantom. The TIE Phantom research, under the direction of Admiral Sarn, was conducted in the Dreighton Nebula. The Nebula, the site of a major battle in the Old Republic was rumored to be haunted and the source of ships mysteriously disappearing. This provided perfect cover for development of a top secret stealth starfighter.

The TIE Phantom packs slightly above normal firepower for a starfighter of it's class. However the main improvement of the ship was a cloaking device. With the stealth shield in place, short and long range delectability of the ship was almost nonexistent. Should the Phantom have gone into wide production, the Empire would certainly have had the upper hand.

Sigma Squadron, the first wave of these deadly TIE fighters, came within mere hours of launch before the construction facility on Imdaar Alpha was destroyed, along with the Empire's stockpile of the ship. Admiral Sarn's command ship, the Super Star Destroyer Terror was also eliminated along with the base. The admiral was retired from active duty personally by Lord Vader. The Rebel strike team, commanded by Ru Murleen captured one of the precious vessels, but the fighter was destroyed at a rebel base due to Imperial security fail-safe measures.

Shields: 80 SBD

Sienar Fleet Systems TIE/sc – Tie Scimitar Bomber

Sienar Fleet Systems TIE/sc – Tie Scimitar Bomber

Era	New Republic	**PD/DR (Shields)**	4 / 650
In Use By	Empire	**PD/DR (Hull)**	4 / 1200
Length	13.8 meters	**HT/HP**	10 / 3400
Crew	1 pilot / 1 bombardier	**MGLT / Acceleration**	90 / 15
Troops/Passengers	None	**Atmosphere Speed**	336 / 1080 km/h
Cargo Capacity	200 kilograms	**Standard Combat Missile Load**	16 missiles (1 missile in each launcher)
Consumables	2 days	**Cost**	N/A
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	Yes	**Ejection System**	yes

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
2 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4
16 Concussion Missile Launchers	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
1 Proton Torpedo, Orbital Mine, or Thermal Detonator Launcher	Ver.	-	*n/a*	-	-	-	-	250	6	1	15	3

Description

The TIE Scimitar is named after the Scimitar Assault Wing, one of the most highly decorated TIE Bomber ground assault units in the Empire, who are reportedly responsible for it's design. The Scimitar actually uses a single ion engine, but it is still faster than the TIE Bomber. The pilot has been joined by a bombardier / co-pilot, and both are housed in a detachable cockpit module which has it's own life support and power supply, increasing crew survivability. The Scimitar adds a repulsorlift engine, and is specifically intended to support ground forces and attack surface targets, rather than space assaults (which it also has been used for). It has a similar weapons load to the TIE Bomber, but uses a simpler weapons mount. The entire underside of the fuselage may be opened for weapons release, and the drum is driven from a center mounted spindle, rather than the overly complicated, mounted gears of the Bomber. This entire system may be lowered free, allowing the weapons drum to be slid off of the spindle, improving the speed of reloading (particularly in forward areas), and allowing a single TIE Scimitar to function as a scout ship with a target designator and defensive jammers mounted on a special drum.

While the TIE Scimitar Assault Bomber is the only Scimitar ship to have been placed into production, an escort fighter, an interceptor and a heavy bomber have all been designed based off of this basic model. With the development of the TIE Avenger and TIE Defender it is unlikely that these other fighters will ever see the light of day.

2 Laser Cannons(fire linked) Fire Arc: Front Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 3D+1
Concussion Missiles(16 carried) Fire Arc: Front Fire Control: 3D+2 Space Range: 1/3/7 Atmosphere Range: 50-500/1/5 km Damage: 9D

Sienar Fleet Systems TIE/d – Tie Droid Fighter

Sienar Fleet Systems TIE/d – Tie Droid Fighter

Era	New Republic	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 500
Length	6.1 meters	**HT/HP**	10 / 1600
Crew	1 fully automated droid brain	**MGLT / Acceleration**	111 / 25
Troops/Passengers	None	**Atmosphere Speed**	413 / 1330 km/h
Cargo Capacity	None	**Standard Combat Missile Load**	None
Consumables	1 day	**Cost**	170,000 credits
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support	None	**Ejection System**	None

Sensors	**Focus**	.2 km	**Passive**	2.0 km	**Scan**	2.5 km	**Search**	4.0 km

Special Design Features

These fighters are droid controlled. The stats of the droid brains are listed in the description.

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
2 SFS L-s3 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	600	30	2	2000	4

Description

The pilotless TIE Droid unit fighters run by onboard droids, designed by Arndall Lott following the Battle of Endor. Lott used the Katana fleet as an inspiration, seeing that the automated systems could work if implemented correctly. Lott originally automated the AT-AT Walkers, but his early work suffered from lack of computer power.

The TIE Droid has received the best automation the Empire can afford, and can be used as independent fighters or computer-slaved squadrons. However, the initial TIE Droids are not very powerful, and are only effective in large numbers. The TIE Droid measures 6,1 meters, and resembles the center section of a TIE Fighter with squared-off TIE Interceptor-like wings, which were flat and tilted.

The TIE Droids are armed with a pair of laser cannons, and lackes a hyperdrive. A Cybot Galactica Ace-6 combat droid brain is the heart of the ship, but is shown to be greatly inferior to human pilots. The TIE Droid, although produced in large volumes to overwhelm New Republic starfighters, were originally produced by the nuclear furnaces and factories of World Devastators.

Maneuverability: 120 DPF

Sienar Fleet Systems Toscan Fighter

Sienar Fleet Systems Toscan Fighter

Era	Galactic Empire	**PD/DR (Shields)**	4 / 1450
In Use By	Empire and Various	**PD/DR (Hull)**	4 / 800
Length	15 meters	**HT/HP**	12 / 2300
Crew	1 pilot	**MGLT / Acceleration**	87 / 14
Troops/Passengers	None	**Atmosphere Speed**	1040 km/h
Cargo Capacity	110 kg	**Standard Combat Missile Load**	8 concussion missiles
Consumables	1 week	**Cost**	
Hyperdrive Rating	x2	**Hyperdrive Backup Rating**	None
Life Support	Yes	**Ejection System**	Yes

Sensors	**Focus**	.2 km	**Passive**	1.5 km	**Scan**	2.5 km	**Search**	5.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
4 Laser Cannons	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	1	2500	3
2 Ion Cannons	Crit	Spc	6x50	30	28	1.2 km	2.5 km	150	2	4	1000	4
2 Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

The Toscan Fighter was one of the first advanced space superiority fighters manufactured by Sienar Fleet Systems for use in the Imperial Navy. This craft is slower and less maneuverable than the Rebels X-Wing, but it has superior shielding and firepower that makes it overall tougher. It can however, despite of it poor maneuverability, easily outmaneuver the B-Wing starfighter.

The Toscan Fighter is an excellent fighter, but due to its high cost, Naval Command has chosen not to purchase these craft in large quantities. The advanced fighters of the TIE series are cheaper to produce and much more popular with Imperial pilots. Many allies of the Empire though, such as the former Xizor Transport Systems company, use the Toscan Fighter as their standard fleet fighters.

*With some minor modifications the concussion missile launchers can be replaced with other types of missiles, torpedoes, rockets, or space bombs.

Maneuverability: 72 DPF

SoroSuub Corporation Preybird Class Starfighter

SoroSuub Corporation Preybird Class Starfighter

Era	New Republic	**PD/DR (Shields)**	4 / 1000
In Use By	Various	**PD/DR (Hull)**	4 / 600
Length	21 meters	**HT/HP**	10 / 1800
Crew	1 pilot; 1 gunner	**MGLT / Acceleration**	100 / 20
Troops/Passengers	None	**Atmosphere Speed**	1200 km/h
Cargo Capacity	15 kg	**Standard Combat Missile Load**	3 missiles per launcher
Consumables	4 days	**Cost**	200,000 credits
Hyperdrive Rating	x3; 5 jumps	**Hyperdrive Backup Rating**	None
Life Support	Yes	**Ejection System**	Yes

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	4.0 km	**Search**	6.0 km

Special Design Features

Fire Arc of Missile Launcher: 1 front, 1 rear

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
Taim & Bak KX5 Laser Cannons	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	2	2500	4
Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

Zsinj Development Incorporated TIE/rpt Fighter – Tie Raptor

Zsinj Development Incorporated TIE/rpt Fighter – Tie Raptor

Era	New Republic	**PD/DR (Shields)**	None
In Use By	Empire	**PD/DR (Hull)**	4 / 550
Length	6.8 meters	**HT/HP**	10 / 1600
Crew	1 pilot	**MGLT / Acceleration**	90 / 20
Troops/Passengers	None	**Atmosphere Speed**	336 / 1080 km/h
Cargo Capacity	65 kilograms	**Standard Combat Missile Load**	8 proton torpedos
Consumables	2 days	**Cost**	N/A
Hyperdrive Rating	None	**Hyperdrive Backup Rating**	None
Life Support		**Ejection System**	

Sensors	**Focus**	.3 km	**Passive**	2.0 km	**Scan**	3.5 km	**Search**	5.0 km

Special Design Features

Some of the earlier models of this star fighter were droid operated. The droids stats are listed in the description.

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
4 SFS L-s3 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	600	30	2	2000	4
2 Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

This starfighter was designed and mass-produced by engineers working under the command of a great Imperial warlord. The name of this Imperial Leader was Zsinj. He was a fine officer and able to firmly entrench in over a third of the known galaxy, bringing peace and order to all the rebellious and terrorized words in the liberated sectors. The TIE Raptor, or TIE/rpt looks like an eyeball, with four photocell, covered half-octagon wings sticking outwards. The starfighter has a very strong hull, compared to the standard TIE/ln, but does not carry any form of energy shielding. It is believed Warlord Zsinj created a number of TIE/rpt prototypes with shields.

The first TIE Raptor models were actually droid fighters, just like the TIE Droid. In combat they were paired with human-piloted TIE Interceptors, a combination, which allowed the humans to lead, and the droids to follow in their wake. They could then make up for any piloting mistakes the humans made. They would have found more widespread usage in the Imperial Navy if they weren't soundly defeated in dogfights during the Battle of Selaggis. The TIE/rpt was eventually modified for flight by a living pilot, shortly before Zsinj's final defeat at the planet Dathomir in the Quelii system.

This ship has not been manufactured since the Zsinj Development Incorporated shutdown, but the some starfighters of this class still se active service in the Imperial Navy.

*With some minor modifications the concussion missile launchers can be replaced with other types of missiles, torpedoes, rockets, or space bombs.

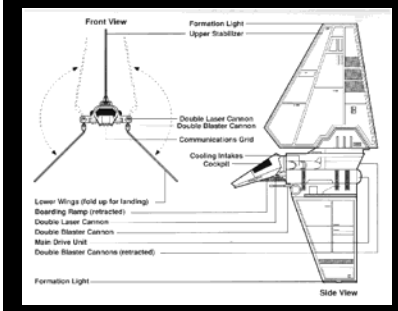
Maneuverability: 166 DPF

Shuttles, Light Freighters, and Light Transports

ATTENTION: Keep in mind that some of these ships are not as maneuverable as fighters. Therefore consider the number in brackets in the MGLT section – it shows the number of turns a ship needs to perform a 45 ° turn!

Cygnus Spaceworks Lambda Class T-4a Imperial Shuttle

Cygnus Spaceworks Lambda Class T-4a Imperial Shuttle



Era	Galactic Empire	**PD/DR (Shields)**	**4 / 210 (100 SBD)**
In Use By	Various	**PD/DR (Hull)**	***4 / 2500 (25 RU)***
Length	20 meters	**HT/HP**	10 / 750
Crew	2-4	**MGLT / Acceleration**	67 MGLT / 15
Troops/Passengers	1-20 (Depending on configuration)	**Atmosphere Speed**	804 km/h
Cargo Capacity	0-120 metric tons	**Standard Combat Missile Load**	n/a
Consumables	2 months	**Cost**	
Hyperdrive Rating	**x1/x10**	**Hyperdrive Backup Rating**	x15
Life Support	yes	**Ejection System / Escape Pods**	n/a

Sensors	**Focus**	.4km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Adjustable stabilizer fins

Weapons

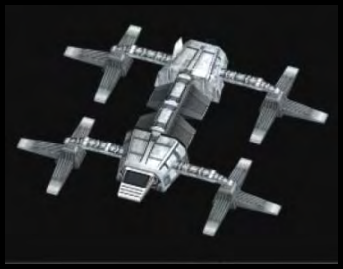
Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
3 RSS LL1 Double Blaster Cannon	Crit	Cr	6dx50	30 1D+2	28	1.2 km	2.5 km	150	3	2	1000	3
2SFS DL-s1 Double Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4

Description

Lambda Class shuttles were first designed by Sienar Fleet Systems as a government transport. Eventually a subcontract has been awarded to Cygnus Spaceworks to produce a much more heavily armed version for military use.
The Lambda Class T-4a Shuttle (sometimes referred to as the "Imperial Shuttle") looks much like an inverted Y. The tri-wing assembly and large surface area makes it excellent for atmospheric use even though it is designed for space travel. And while the large upper stabilizer fin is fixed and static, the port and starboard wings raise to a vertical position when landing and vise-versa when taking off. Boarding is made possible by a telescoping ramp that extends from the lower forward fuselage.
It turned out that Emperor Palpatine took a personal liking to the Imperial Shuttle and he had one equipped with a cloaking device. The stolen Imperial Shuttle "Tydirium" was used just before the Battle of Endor to transport the Rebel agent Han Solo and a Rebel terrorist group to the surface of the Endor moon where they sabotaged and destroyed the shield generator protecting the the Empire's Death Star II the next day.

Cygnus Spaceworks Builder Shuttle Mark 1 and Mark 2

Cygnus Spaceworks Builder Shuttle Mark 1 and Mark 2



Era	Galactic Empire	**PD/DR (Shields)**	
In Use By	Empire	**PD/DR (Hull)**	**4 / 4500(45 RU)**
Length	40 meters	**HT/HP**	11/ 13500
Crew	4	**MGLT / Acceleration**	35 MGLT (2) / 5
Troops/Passengers	n/a	**Atmosphere Speed**	420 km/h
Cargo Capacity	15 metric tons (Mark 2 can hold 400 metric tons)	**Standard Combat Missile Load**	n/a
Consumables	1 week	**Cost**	
Hyperdrive Rating	Mark 1 x1 Mark 2 x10	**Hyperdrive Backup Rating**	none
Life Support	yes	**Ejection System / Escape Pods**	1 pod

Sensors	**Focus**	.4km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.5 km

Special Design Features

4 Adjustable electromagnetic lifter arms

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC

Description

There are standardly one or two Builder Shuttles onboard every ISD. The Craft's main purpose is to deploy prefabricated building and parts for Imperial Army Garrisons. It can carry everything from anti-infantry laser turrets to command center buildings, which is the main and largest building of an Imperial Garrison. The Builder Shuttle descends from space and drops off completely manufactured buildings. The modular building technique used to build Imperial army bases, reflects the linear thinking that is the Imperial trademark.

The newest model of this ship from Cygnus Spaceworks, the Builder Shuttle Mark 2, is equipped for a more universal role. Beside the lifter arms cargo carrying capability, it can transport up to 400 metric tons of cargo in a large cargo hold, placed in the middle of the shuttle. The newer model is also equipped with a class 1 hyperdrive unit. This makes the ship a most formidable container transporter, to be used in deep space operations. Even though it still needs some sort of armed escort, to prevent pirate and Rebel attacks, its is a much faster and cheaper way to transport lager bodies trough hyperspace. It can even be used in deep space rescue missions or fast "Grab and Run" missions

Cygnus Spaceworks Delta Class JV-7 Escort Shuttle

Cygnus Spaceworks Delta Class JV-7 Escort Shuttle

Era	New Republic	**PD/DR (Shields)**	**2520 (120 SBD)**
In Use By	Empire / var.	**PD/DR (Hull)**	***4 / 8925 (85 RU)***
Length	32 meters	**HT/HP**	10 / 26775
Crew	4-6 (Depending on configuration)	**MGLT / Acceleration**	73 MGLT / 15
Troops/Passengers	1-24 (Depending on configuration)	**Atmosphere Speed**	867 km/h
Cargo Capacity	0-120 metric tons	**Standard Combat Missile Load**	n/a
Consumables	2 months	**Cost**	
Hyperdrive Rating	x1/x10	**Hyperdrive Backup Rating**	x15
Life Support	yes	**Ejection System / Escape Pods**	none

Sensors	**Focus**	.4km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Adjustable stabilizer fins.

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
3 Laser Cannons	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
1 Double Turbolaser Cannon	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3

Description

The Delta Class JV-7 "Escort Shuttle" was designed to carry the most valuable cargo - our highest ranking officers and diplomatic personnel - through areas of extreme danger. The Shuttle's wings are bent forward, and it is much more heavily armed than the Lambda Class T-4a Shuttle. The Escort Shuttle may also be deployed for perimeter patrol and as a support craft for missions involving the Lambda Class T-4a Shuttle. The most important weapon aboard the Escort Shuttle is the rear-mounted turbolaser turret witch has taken many enemy craft by surprise.

The JV-7 fulfills it's mission parameters with maximum efficiency and has become invaluable in protecting small convoys from Rebels and pirates alike. Unfortunately a number of Imperial JV-7 shuttles have been stolen and captured and are now being used by both pirates and the Rebel Alliance.

Cygnus Spaceworks Sentinel Class Landing Craft

Cygnus Spaceworks Sentinel Class Landing Craft

Era	Galactic Empire	**PD/DR (Shields)**	4 / 2520 (120 SBD)
In Use By	Empire	**PD/DR (Hull)**	4 / 2800 (28 RU)
Length	38 meters	**HT/HP**	10 / 8400
Crew	5	**MGLT / Acceleration**	71 MGLT / 15
Troops/Passengers	54	**Atmosphere Speed**	852 km/h
Cargo Capacity	180 metric tons	**Standard Combat Missile Load**	16 CMISL
Consumables	1 month	**Cost**	
Hyperdrive Rating	x1/x10	**Hyperdrive Backup Rating**	x 15
Life Support	yes	**Ejection System / Escape Pods**	1 pod

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Adjustable stabilizer fins

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
4 Laser Cannons,	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4
1 Ion Cannon Turret	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
2 Concussion Missile Launchers	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
2 Repeating Blaster Turrets	Crit	Cr	6dx50	30	28	1.2 km	2.5 km	150	2	4	1000	3

Description

The Sentinel-class landing Craft is a primary Imperial landing craft that was derived from the Lambda-class shuttle. As in the standard Lambda design, the ship features a stationary top wing with two folding lower wings. The Sentinel has a larger cargo area, and it is heavily armed and armored to enter combat.

The Sentinel shuttle has a command crew of five, including the pilot, the copilot/sensor officer, the head gunner, and two secondary gunners. The head gunner handles the four retractable laser cannons mounted in pairs on each side of the main troop compartment. One gunner handles the two concussion missile launchers, which draw from individual magazines of eight missiles each. The final gunner handles the ion cannon and rotating repeating blasters. The ion cannon is mounted on a retractable turret in front of the stationary wing and is used to delay and disable enemy vessels. Rotating repeating blasters are deployed upon landing to provide covering fire.

The ship's combat modifications can include armor plating that is nearly 25 percent heavier than standard Lambda armor. Four deflector shield generators, mounted fore and aft in pairs, supplement the hull's protection. Cygnus HD7 engines that match those found aboard Imperial Alpha Class XG-1 Star Wing allow the ship to reach atmospheric speeds of 1,000 kilometers per hour, while sublight speed is roughly equivalent to that of the Alliance's Y-Wing starfighter. The Cygnus HD7 hyperdrive unit gives the ship a Class One hyperdrive rating, matching the original Lambda's hyperdrive speed, despite the heavier armor.

The ship's troop compartment can carry six squads, for a total of 54 soldiers. The hold behind the troop compartment has room for a dozen repeating blasters as well as six speeder bikes. The Sentinel's removable seating units allow the ship to be converted quickly to a straight combat vehicle delivery vessel or to a combat-ready cargo ship. In this mode, the landing craft can carry three dozen speeder bikes or a dozen compact assault vehicles.

Each Sentinel landing craft is equipped with a reconnaissance speeder bike with a slaved communications terminal; the comm frequency is randomly determined before each mission to prevent opposing techs from intercepting transmissions. The Sentinel Class Landing Craft also has a full comm array for standard fleet and ground-unit communications.

Incom Corporation Y-4 Transport

Incom Corporation Y-4 Transport

Era	Galactic Empire	**PD/DR (Shields)**	4 / 3780 (180 SBD)
In Use By	Various	**PD/DR (Hull)**	***4 / 9450 (90 RU)***
Length	28 meters	**HT/HP**	10 / 28350
Crew	3	**MGLT / Acceleration**	55 MGLT (2) / 10
Troops/Passengers	40	**Atmosphere Speed**	660 km/h
Cargo Capacity	30 metric tons	**Standard Combat Missile Load**	***8 CMIS***
Consumables	1 month	**Cost**	
Hyperdrive Rating	x2/x8	**Hyperdrive Backup Rating**	n7a
Life Support	yes	**Ejection System / Escape Pods**	n/a

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Retractable swing wings

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
2 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4
SFS DL-s1 Double Laser Cannon Turret	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

The original Y-4s were developed by the Incom Corporation shortly before the company's Imperialization. Despite being a formidable craft, the Y-4s were slow to gain popularity in the Imperial Navy, primarily because of Incom's perceived "Rebel" leanings. Few years after the Battle of Endor, the Y-4 gained notoriety as the vessels of choice for the great Imperial Warlord Zsinj's elite warriors, the Raptors. The Y-4 gained the nickname "Raptor" in common parlance. The Rebel's Naval personnel have taken to calling them "Raptor Incubators." The shuttle is well-suited to the Raptor attack pattern. It is designed to move fast and hit quickly. It quickly enters the atmosphere of the target world, disgorges its carried troops and vehicles, and provides aerial support for the Raptor's siege missions.

At 28 meters in length, the Y-4 is a small shuttle with a tall vertical profile. Atop its "spine" sits the bridge module, and halfway between the bridge and engine cluster is a dorsal-mounted laser cannon. The Y-4s can carry 40 troops and four AT-ST walkers, as well as smaller craft such as the PX-10 compact assault vehicle and speeder bikes. Built into the tall craft's flanks are three heavy-duty folding assault ramps that allow for debarkation of troops and vehicles.

The vessel requires a crew of one pilot and two main gunners. An astromech droid supplements the ship's nav computer. The vessel has a maneuverability comparable to most space transports. In an atmosphere, a pair of gliding wings emerge from slots along the vessel's flanks to aid in maneuvers and emergency braking. The ship has a fire-linked set of double laser cannons set under the bridge. These guns are controlled by the chief gunnery officer. The second gunnery officer controls the turret-mounted double laser cannons located on the ship's spine. Most Raptors have a concussion missile launcher housed just below the bridge. The Y-4 Raptors are protected by impressive shielding systems and strong hull platings. These protect the transports during high orbital drops and landing runs. A one-meter thick heat shield covers the Y-4s, with additional protection afforded by spray-on ablative coating.

Meller & Dax MT/191 Drop-Ship

Meller & Dax MT/191 Drop-Ship

Era	Galactic Empire	**PD/DR (Shields)**	4 / 252 (12 SBD)
In Use By	Empire	**PD/DR (Hull)**	***4 / 4500*** 4 / 9450 during drop
Length	52.5 meters	**HT/HP**	10 / 13500
Crew	1	**MGLT / Acceleration**	55 MGLT (2) / 5 100 MGLT (2) / 15 during drop
Troops/Passengers	160	**Atmosphere Speed**	660 km/h
Cargo Capacity	200 metric tons	**Standard Combat Missile Load**	***none***
Consumables	1 day	**Cost**	
Hyperdrive Rating	none	**Hyperdrive Backup Rating**	none
Life Support	yes	**Ejection System / Escape Pods**	none

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

VACX shield

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
SFS L-s1 Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4

Description

These ships are used for rapid transport of ground troops from ship to planet during combined assaults. Deploying an entire Army Trooper Company in battle. They serve double duty as cargo vessels and shuttle craft when not in service as transport for assault troops.

Although the MT/191 can approach a planet normally, it is designed to drop in a rapid powerdive to a planet's surface, landing in a controlled manner at the end of the fall. Before drop, the ship is covered with VACX, an ablative coating which raises the the hull's resistance rating. By planetfall, the VACX has burned off.

The laser cannon is located directly above the cockpit. It is functional only when extruded from the the ships body. The cannon is intended only to be a mild deterrent if needed during shuttle runs in combat zones, and is never in a ready position during drops.

Meller & Dax AT Barge

Meller & Dax AT Barge

Era		**PD/DR (Shields)**	
In Use By		**PD/DR (Hull)**	**4 / 4500 (45 RU)**
Length	50 meters	**HT/HP**	10 / 13500
Crew	3	**MGLT / Acceleration**	**20 MGLT (2)**
Troops/Passengers		**Atmosphere Speed**	**240 km/h**
Cargo Capacity	20,000 metric tons	**Standard Combat Missile Load**	***none***
Consumables	1 day	**Cost**	
Hyperdrive Rating	none	**Hyperdrive Backup Rating**	none
Life Support	yes	**Ejection System / Escape Pods**	none

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC

Description

The AT Barge or AT-AT Barge is a craft capable of carrying large units down to a planet's surface. They are found onboard Star Destroyers and other capital ships with hangers large enough to contain these huge space barges. An AT Barge lands on a battlefield, deploys the units, and quickly ascends back to the planets orbit. They are unarmed and very light armored. That's why they are very dependent on the units already ground based to find and secure safe landing sites.

There are 20 AT-AT Walkers and 30 AT-ST walkers onboard each ISD, but only 12 AT Barges. This means that during full scale ground assaults, the AT Barge crews have to work very quick. It takes allot of training, but normally the AT Barge only have to be ground based for about 10-20 seconds, before returning to high orbit to pick up yet another set of ATs.

The AT Barge's cargo hold can contain many deferent types of military walkers and other vehicles. But here are some of the most common:

1 All Terrain Ultra-Heavy Transport (AT-UT) or
2 All Terrain Armored Transport (AT-AT) or
4 All Terrain Anti-Aircraft (AT-AA) or
6 All Terrain Scout Transport (AT-ST) or
8 All Terrain Personal Transport (AT-PT).

Telgorn Corporation Delta Class Dx-9 Transport

Telgorn Corporation Delta Class Dx-9 Transport

Era	Galactic Empire	**PD/DR (Shields)**	4 / 1680 (80 SBD)
In Use By	The Empire	**PD/DR (Hull)**	***4 / 4000 (40 RU)***
Length	20 meters	**HT/HP**	10 / 12000
Crew	3-5	**MGLT / Acceleration**	55 MGLT / 10
Troops/Passengers	30 (or 10 Zero-G troopers)	**Atmosphere Speed**	660 km/h
Cargo Capacity	100 metric tons	**Standard Combat Missile Load**	***16 PTORP***
Consumables	1 week	**Cost**	
Hyperdrive Rating	x2/x18	**Hyperdrive Backup Rating**	x15
Life Support	yes	**Ejection System / Escape Pods**	none

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
8 SFS L-s1 Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
4 Borstel XNK-66 Ion Cannon	Crit	Spc	6x50	30	28	1.2 km	2.5 km	150	2	4	1000	4
2 Proton Torpedo Launcher (PTL)	Ver.	-	*n/a*	-	-	-	-	250	6	1	15	3

Description

Telgorn's first Delta-class transport ship. The Delta Class Dx-9 Transport or "Stormtrooper Transport" is an assault vehicle designed to take over enemy ships. With only 3-5 crewmembers, it can ferry up to 30 stormtroopers, or 10 Imperial Zero-G stormtroopers - all highly trained assault and boarding units of the Imperial Navy. Delta Class Dx-9 Transports feature very strong shielding and it also carries a variety of weapons.

Telgorn Corporation Delta Class Dx-9s Transport

Telgorn Corporation Delta Class Dx-9s Transport

Era	Galactic Empire	**PD/DR (Shields)**	4 / 294 (114 SBD)
In Use By	The Empire	**PD/DR (Hull)**	***4 / 8190 (78 RU)***
Length	18 meters	**HT/HP**	10 / 24570
Crew	3-5	**MGLT / Acceleration**	56 MGLT / 10
Troops/Passengers	30-40 (Depending on configuration)	**Atmosphere Speed**	672 km/h
Cargo Capacity	100 metric tons	**Standard Combat Missile Load**	***none***
Consumables	1 week	**Cost**	
Hyperdrive Rating	x2/x18	**Hyperdrive Backup Rating**	x10
Life Support	yes	**Ejection System / Escape Pods**	none

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Hull-cutting Airlock

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
2 SFS L-s1 Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
1 Hull-Cutting Airlock	crit.	special										

Description

Telgorn's second-generation Delta Class transport ship. The Delta Class Dx-9s Transport or "Stormtrooper Transport II" is used for delivering boarding parties in hostile battle zones. Using a universal docking mechanism, it can attach itself to most ships, or it can bore its own hole in the hulls of most enemy vessels. The ship features stronger hull and shielding compared to the "Stormtrooper Transport I" but as its primary function is boarding, already disabled or surrendered vessels, the armament is lighter.

Telgorn Corporation Gamma Class Assault Shuttle

Telgorn Corporation Gamma Class Assault Shuttle

Era	Galactic Empire	**PD/DR (Shields)**	4 / 3780 (180 SBD)
In Use By	The Empire	**PD/DR (Hull)**	***4 / 8925 (85 RU)***
Length	29 meters	**HT/HP**	10 / 26775
Crew	5	**MGLT / Acceleration**	67 MGLT /10
Troops/Passengers	40 (Zero-G Assault Stormtroopers)	**Atmosphere Speed**	804 km/h
Cargo Capacity	5 metric tons	**Standard Combat Missile Load**	***8 CMIS***
Consumables	1 week	**Cost**	
Hyperdrive Rating	x2/x18	**Hyperdrive Backup Rating**	x10
Life Support	yes	**Ejection System / Escape Pods**	2 pods

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Special equipment: Tractor Beam, harpoon gun

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
4 SFS L-s1.1 Laser Cannon Turrets	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4
Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
1 Tractor Beam Projector	Crit.	Spec.	Special									

Description

Not technically a capital ship, Imperial assault shuttles regularly engage capital ships in combat or are used to ferry Zero-G stormtroopers aboard an engaged vessel. These heavily-armored vehicles come complete with tractor beam generators, full sensor suites, power harpoon guns, a concussion missile launcher, and automatic laser cannons.

Assault shuttles are divided into tree sections. The first section contains the command crew cockpit. Here the five-man crew can monitor the actions of the spacetroopers as well as handle the operation of the shuttle and all its systems. The second section of the craft is the main body. In this section, 40 spacetrooper armor shells are stored until the troopers plug into them. The armor is constantly being recharged and powered up while in its place in the shuttle. This compartment is lined with fold-away launch doors that swing open to disgorge the spacetroopers. The rear portion of the craft houses the engines and power generators.

In a standard operation, an assault shuttle will hold a given target in a tractor beam or with magnetic harpoons. Sometimes it will also cripple the target with a few well-placed laser cannon shots. Then it will open up and let its spacetrooper platoon loose.

Assault shuttles are among the most-heavily shielded vessels in the Imperial fleet. Most combat starship funnel approximately 25 % of their total power through the shield generators. An assault shuttle uses up to 62 % power on shields. This allows the shuttle to withstand even the most concentrated barrage of fire for at least a short time.

These craft are both atmospheric and space capable. Most Imperator Class Star Destroyers carry a Gamma Class Assault Shuttle, along with the necessary spacetrooper platoon. Other ships are supplied with these units as needed and available.

Telgorn Corporation/KonGar Ship Works Beta Class ETR-3 Transport

Telgorn Corporation/KonGar Ship Works Beta Class ETR-3 Transport

Era	Galactic Empire	**PD/DR (Shields)**	**4 / 5250 (250 SBD)**
In Use By	The Empire	**PD/DR (Hull)**	***4 / 13965 (133 RU)***
Length	43 meters	**HT/HP**	10 / 41895
Crew	15	**MGLT / Acceleration**	**60 MGLT (2) / 12**
Troops/Passengers	60	**Atmosphere Speed**	**720 km/h**
Cargo Capacity	900 metric tons	**Standard Combat Missile Load**	***16 PTORP***
Consumables	2 months	**Cost**	
Hyperdrive Rating	**x2/x18**	**Hyperdrive Backup Rating**	x10
Life Support	yes	**Ejection System / Escape Pods**	none

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	5.0 km

Special Design Features

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
5 Heavy Double Turbo Lasers	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	3
2 Borstel NK-3 Ion Cannons Medium	Crit	Spc	6dx100	30	28	1.2 km	2.5 km	600	4	2	4500	2
2 Proton Torpedo (PTORP)	Ver.	A/M	6d200(10)	11	16	-	.7	35	1	-	-	3

Description

The Beta Class ETR-3 Transport was originally designed to escort construction vessels when establishing planetary outposts on unpacified worlds. Cargo space was often used to house a squadron's worth of speeder bikes.

In space, the Beta Class ETR-3 Transport can be used for a variety of operations, offensive and defensive. With its heavy armament it is capable of striking larger vessels and provides excellent anti-starfighter defense. It can carry up to 60 troops and its strong shielding and armor make it an excellent boarding craft.

The Gamma Class ATR-6 Assault Transport was partially based on the Beta Class ETR-3 Escort Transport's design.

Telgorn Corporation/KonGar Ship Works Gamma Class ATR-6 Assault Transport

Telgorn Corporation/KonGar Ship Works Gamma Class ATR-6 Assault Transport

Era	Galactic Empire	**PD/DR (Shields)**	4 / 4200 (200 SBD)
In Use By	The Empire	**PD/DR (Hull)**	***4 / 14910 (142 RU)***
Length	44 meters	**HT/HP**	11 / 44730
Crew	15	**MGLT / Acceleration**	67 MGLT (2) / 10
Troops/Passengers	60	**Atmosphere Speed**	804 km/h
Cargo Capacity	400 metric tons	**Standard Combat Missile Load**	***16 PTORP***
Consumables	2 months	**Cost**	
Hyperdrive Rating	x2/x18	**Hyperdrive Backup Rating**	x10
Life Support	yes	**Ejection System / Escape Pods**	none

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	5.0 km

Special Design Features

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
4 Heavy Double Turbo Lasers	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	3
2 Borstel NK-3 Ion Cannons Medium	Crit	Spc	6dx100	30	28	1.2 km	2.5 km	600	4	2	4500	2
2 Proton Torpedo (PTORP)	Ver.	A/M	6d200(10)	11	16	-	.7	35	1	-	-	3

Description

Developed by KonGar Ship Works and produced by KonGar and the Telgorn Corporation, the Gamma Class ATR-6 was designed as a heavy assault transport for use in capturing, boarding, and destroying enemy vessels. Originally designed for the Empire, Assault Transports have now become available for all nations of the galaxy.

Based on the Beta Class ETR-3 Transport and the Delta Class Dx-9 Transport, the Assault Transport is heavily armed and can carry a large force of 60 stormtroopers. The warhead launchers can carry a large arsenal of proton torpedoes making it an excellent craft for use against capital starships. The turbolaser batteries are also quite deadly, particularly against starfighters. They are accurate and fire fairly rapidly.

Overall, the Gamma Class ATR-6 Transport is a formidable weapon in the fight for peace and security in the galaxy

Sienar Fleet Systems Guardian Class Cruiser

Sienar Fleet Systems Guardian Class Cruiser

Era	Galactic Empire	**PD/DR (Shields)**	4 / 2520 (120 SBD)
In Use By	The Empire	**PD/DR (Hull)**	***4 / 9240 (88 RU)***
Length	42 meters	**HT/HP**	10 / 27720
Crew	20	**MGLT / Acceleration**	75 MGLT (2) / 15
Troops/Passengers	None (some of the crewmembers are navy troopers)	**Atmosphere Speed**	900 km/h
Cargo Capacity	200 metric tons	**Standard Combat Missile Load**	***none***
Consumables	3 months	**Cost**	
Hyperdrive Rating	x1/x10	**Hyperdrive Backup Rating**	x12
Life Support	yes	**Ejection System / Escape Pods**	4 pods

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
2 SFS L-s1.1 Laser Cannon	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4
2 SFS L-s9.3 Laser Cannons Turrets	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	1	2500	3

Description

A common Imperial system patrol craft, it is quite capable of handling common freighter and smuggler traffic, although it is totally outclassed when sent up against capital ships. These ships are common in lightly populated, isolated systems where the Empire needs to maintain a presence without underwriting the expense of assigning a larger vessel to patrol duty.

Sienar Fleet Systems Gat-12h Skipray Blastboat

Sienar Fleet Systems Gat-12h Skipray Blastboat

Era	Galactic Empire	**PD/DR (Shields)**	4 / 2142 (102 SBD)
In Use By	Empire	**PD/DR (Hull)**	***4 / 6100 (61 RU)***
Length	25 meters	**HT/HP**	10 / 18300
Crew	2	**MGLT / Acceleration**	91 MGLT / 15
Troops/Passengers	none	**Atmosphere Speed**	1092 km/h
Cargo Capacity	20 metric tons	**Standard Combat Missile Load**	***8 PTORP, 8 CMIS***
Consumables	1 month	**Cost**	
Hyperdrive Rating	x2	**Hyperdrive Backup Rating**	none
Life Support	yes	**Ejection System**	yes

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Ventral and dorsal stabilizer fins for atmospheric flight, which can rotate 180 degrees to a horizontal landing configuration.

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
2 SFS L-s3 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	600	30	2	2000	4
3 Borstel XNK-66 Ion Cannon, medium	Crit	Spc	6x100	30	28	1.2 km	2.5 km	150	2	2	1000	4
Proton Torpedo Launcher (PTL)	Ver.	-	*n/a*	-	-	-	-	250	6	1	15	3
Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

Blastboats are assault gunships used by the Empire. They are larger and far more powerful than starfighters but are small enough to be carried aboard capital ships. The most prominent line of blastboat is the Sienar Fleet Systems GAT series, which includes the 12h, the 12i, and the 12j models.

The 12h was released shortly before the destruction of the first Death Star, while the 12j upgrade was released only weeks after the death of Emperor Palpatine. Its most significant additions is larger ammunition bays for the proton-torpedo and concussion-missile launchers, increasing the capacity to twelve torpedoes and eighteen missiles, respectively.

When the Empire chose not to purchase the Gat-12h Skipray in large quantities, Sienar Fleet Systems began to sell the ships on the open market, so many can be found in corporate, mercenary, pirate, and smuggler fleets.

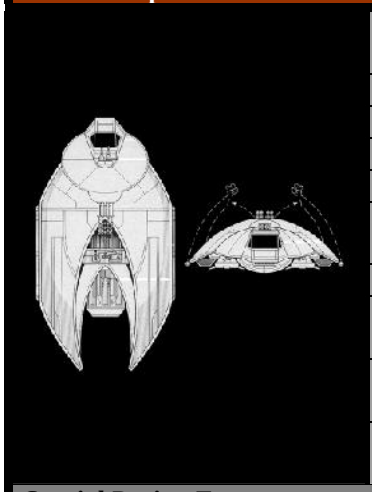
The ships are only twenty-five meters long yet have an incredible weapon array, including three capital ship medium ion cannons, a proton-torpedo launcher, two laser cannons, and a concussion-missile launcher. The ion cannons gives the Skipray a reasonable chance of disabling larger combat ships. The hull plating is so heavy that most starfighter lasers would have a tough time penetrating the armor, making the ship impervious to all but the most powerful fighter weapons.

The Skipray's ventral and dorsal stabilizer fins assist the ship's atmospheric flight and rotate 180 degrees to a horizontal landing configuration. Blastboats are more maneuverable in atmosphere than in vacuum, and have a top atmospheric speed of 1,200 kilometers per hour. Skiprays are equipped with hyperdrives and a nav computer, allowing them to operate independently of larger base ships.

The Skipray normally carries a crew of four; the pilot, the copilot and sensor officer, and two gunnery offices. In an emergency, the vessel can be flown by a single person. Blastboats are used for system patrol duty, point defense, or fire support for larger capital ships. They are normally deployed in pairs so that the ships can cover each other. Imperial commanders know that they can send these ships into the middle of a battle and expect them to come back.

Silviut Corporation Svelte Class Imperial Shuttle

Silviut Corporation Svelte Class Imperial Shuttle



Era	New Republic	**PD/DR (Shields)**	4 / 2100 (100 SBD)
In Use By	Empire	**PD/DR (Hull)**	***4 / 5300(53 RU)***
Length	17 meters	**HT/HP**	10 / 15900
Crew	6	**MGLT / Acceleration**	60 MGLT / 15
Troops/Passengers	15	**Atmosphere Speed**	720 km/h
Cargo Capacity	50 metric tons	**Standard Combat Missile Load**	***none***
Consumables	2 months	**Cost**	
Hyperdrive Rating	x1/x5	**Hyperdrive Backup Rating**	x10
Life Support	yes	**Ejection System / Escape Pods**	none

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Adjustable stabilizer fins

Weapons

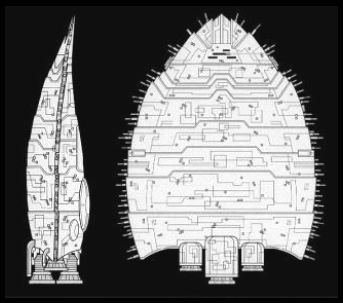
Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
SFS DL-s1 Double Laser Cannon	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
2 Double Blaster Cannons	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	3

Description

This Imperial shuttle was built by Silviut Corporation after the tragic death of Grand Admiral Thrawn. A sleek, fast, and highly maneuverable ship, the Svelte Class Shuttle was beetle-shaped and coated with gloss black plating. Measuring 17 meters in length, it requires a pilot and co-pilot, 4 gunners, and it can accommodate 15 passengers. The wings of the Svelte Class Shuttle can be raised, and they serve a similar function as the fins of the the Lambda Class Shuttle. The shuttle is armed with a pair of double blaster cannons and a pair of laser cannons. They were also equipped with hyperdrives.

Silviut Corporation Vibre Class Assault Cruiser

Silviut Corporation Vibre Class Assault Cruiser



Era	Galactic Empire	**PD/DR (Shields)**	4 / 13187 (622 SBD)
In Use By	The Empire	**PD/DR (Hull)**	***4 / 26985 (257 RU)***
Length	100 meters	**HT/HP**	11 / 80955
Crew	45	**MGLT / Acceleration**	70 MGLT / 5
Troops/Passengers	60	**Atmosphere Speed**	840 km/h
Cargo Capacity	500 metric tons	**Standard Combat Missile Load**	***none***
Consumables	5 months	**Cost**	
Hyperdrive Rating	x1/x15	**Hyperdrive Backup Rating**	x5
Life Support	yes	**Ejection System / Escape Pods**	10 pods

Sensors	**Focus**	.4 km	**Passive**	2.4 km	**Scan**	4 km	**Search**	6.0 km

Special Design Features

Stealth equipment

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
4 Laser Cannons Turrets	Ver.	Imp. cut.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4
4 Ion Cannons	Crit	Spc	6x100	30	28	1.2 km	2.5 km	150	2	4	1000	4
2 Tractor Beam Projectors	crit.	special										

Description

Following the cowardly Destruction of Imperial I Death Star, Imperial commerce raiders and privateers has become as big a problem for the so called "New Republic" as Rebel privateers and starfighter raids had been for the Galactic Empire. One of the most effective ships used by Imperial forces in this period is the Vibre Class Assault Cruiser, designed specifically for privateering and introduced shortly before Mon Mothma's resignations as Chief of State. The Vibre typically uses its stealth equipment to sneak within strike range of larger Rebel capital ships, then pounds the prize with ion cannons and uses cutting lasers to open the other ship's hull. A squadron of Zero-G spacetroopers is then disgorged into the larger ship. They will then within minutes take control of it.

Mesens Corporation Imperial Scout Craft

Mesens Corporation Imperial Scout Craft

Era	Galactic Empire	**PD/DR (Shields)**	4 / 4200
In Use By	Empire	**PD/DR (Hull)**	4 / 3990
Length	75 meters	**HT/HP**	10 / 11970
Crew	4	**MGLT / Acceleration**	78 (2) / 10
Troops/Passengers	8	**Atmosphere Speed**	936
Cargo Capacity	500 metric tons	**Standard Combat Missile Load**	
Consumables	1 year	**Cost**	
Hyperdrive Rating	x1	**Hyperdrive Backup Rating**	x10
Life Support	Yes	**Ejection System / Escape Pods**	Yes

Sensors	**Focus**	.6 km	**Passive**	3.4 km	**Scan**	4.5 km	**Search**	7.0 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
1 BWxHtE9 Heavy Turbo Lasers	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
2 Turbolaser Turrets	Ver.	Imp	6dx100(2)	30	28	1.2 km	2.5 km	1,000	30	1	2500	3

Description

The Imperial Scout Craft is a long-range reconnaissance vessel, and it is commonly used for deep space patrols on the far edges of planetary systems. The 75 meter long ship is used by the Empire to quickly reconnoiter an area and report back to its base or main fleet. They are armed with only 1 Heavy Turbolaser and 2 Turbolaser, but are well shielded. They are also fast for a large ship, having been rated at a top speed of 78 MGLT.

Hull: 114 RU
Shields: 200 SBD

Medium Ships

ATTENTION: Keep in mind that most of these ships are not as maneuverable as fighters. Therefore consider the number in brackets in the MGLT section – it shows the number of turns a ship needs to perform a 45 ° turn!

Corellian Engineering Corporation Corellian Gunship

Corellian Engineering Corporation Corellian Gunship

Era	Galactic Empire	**PD/DR (Shields)**	4 / 8820 (416 SBD)
In Use By	The Empire and Various others	**PD/DR (Hull)**	***4 / 18480 (176 RU)***
Length	119 meters	**HT/HP**	11 / 55440
Crew	91	**MGLT / Acceleration**	29 (3) / 7
Troops/Passengers	None	**Atmosphere Speed**	1000 km/h
Cargo Capacity	300 metric tons	**Standard Combat Missile Load**	40 CMIS
Consumables	8 months	**Cost**	
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X16
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.2 km	**Passive**	2 km	**Scan**	4 km	**Search**	8 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
8 Double Turbolaser Cannons (2 Forward, 3 Left, 3 Right)	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
6 Quad Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	4	2000	4
4 Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

The Corellian Gunship is used as an escort vessel and patrol ship. These small vessels pack as much fire power as larger vessels. It is one of the few military designs that C.E.C. produces. These dedicated combat ships were designed to be fast and deadly. More than half of the interior structure of the ship is devoted to the engines, while weapons, computers and shield generators take up most of the rest of the ship and thus this ship has small crew quarters. With a small command crew, tech staff and many gunners, the Corellian Gunship is an excellent anti-starfighter platform.

Onboard Craft

Corellian Engineering Corporation CR90 Corvette

Corellian Engineering Corporation CR90 Corvette

Era	Old Republic	**PD/DR (Shields)**	4 / 8480 (400 SBD)
In Use By	The Empire and Various others	**PD/DR (Hull)**	***4 / 19740 (188 RU)***
Length	153 meters	**HT/HP**	11 / 59220
Crew	30-165 (depending upon configuration)	**MGLT / Acceleration**	22 (3) / 5
Troops/Passengers	1-600 (depending upon configuration)	**Atmosphere Speed**	950 km/h
Cargo Capacity	3,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	1 year	**Cost**	
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	None
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.5 km	**Passive**	4 km	**Scan**	8 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
4 Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
2 Double Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4

Description

The Corellian Corvette is used as a troop transport, light escort, cargo or passenger carrier by the Imperial Navy. A nick name for this vessel is the Blockade Runner. The Corvette has four escape pods per side, they are located under the the turbolaser turrets on the sides of the vessel. These eleven engine vessels were favoured by many members in the Imperial Senate before it was disbanded by the order of the Emperor. They used the corvettes as diplomatic couriers. Most of the corvettes owned by the members of the Imperial Senate have been sold off to private companies. This vessel is one of the most versatile craft in the galaxy. Also this is a multi-purpose craft, unlike most vessels that tend to be more specialized ships. Unfortunately, throughout the Galactic Civil War the Rebels managed to destroy a large number of Imperial CR90 Corellian Corvettes.

Onboard Craft

Corellian Engineering Corporation Assassin Class Corvette

Era	Galactic Empire	**PD/DR (Shields)**	4 / 8480 (400 SBD)
In Use By	The Empire and Various others	**PD/DR (Hull)**	***4 / 23940 (228 RU)***
Length	153 meters	**HT/HP**	11 / 71820
Crew	46	**MGLT / Acceleration**	22 (3) / 5
Troops/Passengers	1-100 (depending upon configuration)	**Atmosphere Speed**	263 km/h
Cargo Capacity	500 metric tons	**Standard Combat Missile Load**	none
Consumables	1 year	**Cost**	
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	none
Life Support		**Escape Pods**	20 pods

Sensors	**Focus**	.5 km	**Passive**	4 km	**Scan**	8 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
4 Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
2 Double Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
2 Tractor Beam Projectors, heavy												

Description

Onboard Craft

6 TIE Series Fighters or 2 Light Transports

Sienar Fleet Systems IPV 1 System Patrol Craft

Sienar Fleet Systems IPV 1 System Patrol Craft

Era	Galactic Empire	**PD/DR (Shields)**	4 / 8480 (400 SBD)
In Use By	The Empire	**PD/DR (Hull)**	***4 / 29925 (285 RU)***
Length	153 meters	**HT/HP**	11 / 99775
Crew	12	**MGLT / Acceleration**	78 MGLT (3) / 5
Troops/Passengers	10	**Atmosphere Speed**	no atmospheric flight
Cargo Capacity	200 metric tons	**Standard Combat Missile Load**	none
Consumables	3 months	**Cost**	
Hyperdrive Rating	none	**Hyperdrive Backup Rating**	none
Life Support	yes	**Escape Pods**	yes

Sensors	**Focus**	.5 km	**Passive**	4 km	**Scan**	8 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
4 Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3

Description

System patrol craft are any of a number of capital ship design that fall between the 100 meter minimum and 250 meters, although some larger ships are relegated to this duty due to lack of available vessels. System patrol craft follow the primary directive to apprehend smuggling vessels, but they also serve as a star system's first line of defense against pirates, rebels, and hostile aliens as well.

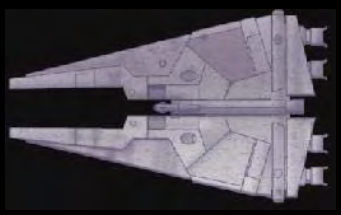
Most of the vessels that fall into this class are either designed or modified for speed and fire power. Built to engage in "pre-jump" combat, patrol craft make maximum use of speed and maneuverability to catch fleeing vessels before they can escape to hyperspace. System patrol craft typically contain no hyperdrive engines, instead relying on powerful sublight engines to make their way within a system.

Often, the crew of system patrol craft spends long periods off-world in their vessel, patrolling the borders of their star system. They are called upon to respond quickly to any ships leaving the system with stolen or smuggled goods, so the crews must be constantly on watch for threats from within their system as well as from beyond

Onboard Craft

Rendili StarDrive Imperial Customs Corvette

Rendili StarDrive Imperial Customs Corvette



Era	Galactic Empire	**PD/DR (Shields)**	4 / 8141 (384 SBD)
In Use By	The Empire	**PD/DR (Hull)**	***4 / 18480 (176 RU)***
Length	180 meters	**HT/HP**	11 / 55440
Crew	58	**MGLT / Acceleration**	83 MGLT (3) / 6
Troops/Passengers	20	**Atmosphere Speed**	996 km/h
Cargo Capacity	500 metric tons	**Standard Combat Missile Load**	none
Consumables	2 months	**Cost**	
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X8
Life Support	yes	**Escape Pods**	16 pods

Sensors	**Focus**	.5 km	**Passive**	4 km	**Scan**	8 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
6 Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4

Description

The Empire normally uses light corvettes as customs vessels. These 180 meters long ships patrol Imperial space and perform spot inspections of merchant vessels to look for contraband or other undeclared cargo. Armed with six turbolaser batteries, these ships can handle most of the smuggler vessels they can catch up with.

Onboard Craft

Kuat Drive Yards Lancer Class Frigate

Kuat Drive Yards Lancer Class Frigate

Era	Galactic Empire	**PD/DR (Shields)**	4 / 12211 (576 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 31920 (304 RU)
Length	250 meters	**HT/HP**	11 / 95760
Crew	850	**MGLT / Acceleration**	83 MGLT (4) / 6
Troops/Passengers	40	**Atmosphere Speed**	N/A
Cargo Capacity	300 metric tons	**Standard Combat Missile Load**	N/A
Consumables	1 week	**Cost**	N/A
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X15
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.3 km	**Passive**	3.5 km	**Scan**	6 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
20 Quad Laser Cannons	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4

Description

The Lancer Frigate was designed and put into service after the destruction of the first Death Star. While the Empire didn't face as many Rebel Starfighter attacks as predicted, the Lancer proved its worth in its first few encounters. These frigates can more than hold its own against enemy starfighters and were specifically designed to combat the threat of Rebel starfighters. Unfortunately the Lancer costs as much as a heavy cruiser, yet it is only suitable for repelling starfighter attacks. The number of Lancer Frigates in service in the Empire is limited and it proved impossible to assign these ships to protect every convoy. Also these ships were best put to use when attacking Rebel starfighter bases, although the opportunities for these missions are rare. The 20 Corellian AG-2G Quad Laser Cannons are specifically calibrated for use against high-speed, and manoeuvrable starfighters. The weapons have superior tracking and targeting capabilities and are mounted on elevated towers to provide an increased field of fire. Each bank of quad lasers is fed by a single power generator.

This four engine vessel has no weapons for engaging other combat or capital starships and it also has little defence against them as well. Also they are slow at sublight speeds, so starfighters with a small lead were often able to outrun these ships. The armour plating and the shields are insufficient to stand up to the punishment most capital starships can dish out. The dishes on the dorsal and ventral parts of the Lancer are the Targeting Computer Arrays. The Computer/Sensor Control is located above the bridge. A docking port is located on the forward dorsal section of the Lancer, behind it is a retractable quad laser cannon (tower mounted). The two deflector shield projectors are located on either side of the ship, appearing to be on either side of the forward dorsal docking port.

The hanger bay is on the forward ventral side of the vessel. There are 12 power storage capacitor bays that ring the drive engines. Located in that area are the power core overload chambers. Originally Lancers were placed on the outer perimeter of Imperial fleets to ward off fighter attacks, but they were vulnerable to other capital ships attacking them and the Rebels capital ships found them to be easy targets, so they were assigned to flank Star Destroyers and other large capital ships. Where the guns of the Lancer protected the ship from mass starfighter attacks, while the larger ships weapons could protect the Lancer from other capital ships.

Onboard Craft

None

20 Corellian AG-2G Quad Laser Cannons (5 Forward, 5 Left, 5 Right, 5 Aft)
Crew: 1 Gunner per laser cannon for 5 laser cannons, 2 Gunners per laser cannon for other 10 laser cannons, 3 Gunners per laser cannon for remaining laser cannons
Atmospheric Range: 2.5 km

Kuat Drive Yards Nebulon-B Frigate

Kuat Drive Yards Nebulon-B Frigate

Era	Galactic Empire	**PD/DR (Shields)**	4 / 54528 (2560 SBD)
In Use By	The Empire, The New Republic/Rebel Alliance, and various others	**PD/DR (Hull)**	4 / 167200 (1520 RU)
Length	300 meters	**HT/HP**	11 / 501600
Crew	920	**MGLT / Acceleration**	16 (4) / 4
Troops/Passengers	75	**Atmosphere Speed**	800 km/h
Cargo Capacity	6,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	2 years	**Cost**	
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X12
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.4 km	**Passive**	4.0 km	**Scan**	7.5 km	**Search**	15 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
12 Taim & Bak XI 7 Turbolasers *6 front, 3 left, 3 right*	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
12 Borstel RH8 Laser Cannons *6 front, 2 left, 2 right, and 2 back*	Crit	Imp	6dx100 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
2 Phylon-Q7 Tractor Beam Projectors *2 front*	crit.	special										

Description

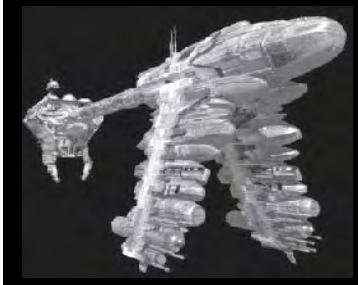
The Nebulon-B Escort Frigate are used to protect Imperial convoys. The powerful weapons and shields on this ship, makes this vessel a formidable escort ship that makes the enemy think twice about attacking the convoys that these ships protect. They are designed with several docking fixtures for light and medium freighters. Also the Nebulon-B has sophisticated sensors and deep-space, multifrequency antennas, allowing them to function as long-range scouts or relay battle information to a command ship. These ships were commissioned do to the Rebel Alliance's significant success in attacking Imperial convoys which happened early in the Rebellion. Since the Imperial Navy began assigning these vessels to escort duty, the rebels found it deadly attacking Imperial convoys. The rebels have now resorted to lightning fast hit and run tactics against our cargo or transport ships, even then they are taking great casualties because of the prolonged dogfights with the frigate's two TIE Starfighter squadrons which are supported by the frigate's weapons.

Onboard Craft

24 TIE Series Fighters (2 Squadrons) and 4 Light Transports for an Imperial Vessel. 1 X-Wing Squadron, 1 A-Wing Squadron, or 1 Y-Wing Squadron for an Rebel Alliance/New Republic Vessel.

Kuat Drive Yards Nebulon-B2 Frigate

Kuat Drive Yards Nebulon-B2 Frigate



Era	The Galactic Empire	**PD/DR (Shields)**	4 / 54528 (2560 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 167200 (1520 RU)
Length	253 meters	**HT/HP**	12 / 501600
Crew	1,120	**MGLT / Acceleration**	17 (4) / 4
Troops/Passengers	150	**Atmosphere Speed**	n/a
Cargo Capacity	8,500 metric tons	**Standard Combat Missile Load**	n/a
Consumables	3 years	**Cost**	
Hyperdrive Rating	X1.5	**Hyperdrive Backup Rating**	X10
Life Support	yes	**Escape Pods**	yes

Sensors	**Focus**	.4 km	**Passive**	4.0 km	**Scan**	7.5 km	**Search**	15 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
18 Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
22 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	600	30	2	2000	4
4 Phylon-Q7 Tractor Beam Projectors	crit.	special										

Description

The Nebulon-B2 Frigate is a modified version of the original Nebulon B design. The Nebulon B is designed to add protection via escort and patrol duties.

Designers at Kuat Drive Yards experimented with improving the Nebulon B, with minimal complication. KDY decided to brace two arm sections to the main fuselage, in an inverted V shape, as well as modifying the power plants and drive system. The extra arm added to the vessel allowed for a great deal more firepower, not to mention the capacity for extra cargo and troops.

The Modified frigate quickly saw a limited production run, and after the first few prototypes, It has been produced in larger numbers. The "Modified frigate" is built more for straight assault missions than escort duties, and with it's added firepower and increased shielding, it more than lives up to expectations. The "Modified Frigate" also carries a slightly larger number of starfighters and Light Transports.

KDY has also legitimately sold a few "Modified Frigates" to nations other than the Empire. Unlike the Nebulon-B, the B2 has never captured by the Rebellion or any other enemy of the Empire.

Onboard Craft

24 TIE Series Fighters and 4 Light Transports

Kuat Drive Yards Star Galleon Class Frigate

Kuat Drive Yards Star Galleon Class Frigate

Era	Galactic Empire	**PD/DR (Shields)**	4 / 6720 (320 SBD)
In Use By	The Empire	**PD/DR (Hull)**	**4 / 23940 (228 RU)**
Length	298 meters	**HT/HP**	11 / 71820
Crew	150	**MGLT / Acceleration**	18 (4) / 4
Troops/Passengers	300	**Atmosphere Speed**	n/a
Cargo Capacity	100,000 metric tons	**Standard Combat Missile Load**	many CMISL
Consumables	6 months	**Cost**	74.000.000
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X15
Life Support	yes	**Escape Pods**	

Sensors	**Focus**	.4 km	**Passive**	4.0 km	**Scan**	7.5 km	**Search**	10 km

Special Design Features

Detachable cargo-hold with hyperspace capability.

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
10 Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
1 Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

As more and more cargo freighters suffer capture and destruction at the hands op pirates and Rebels, the Empire decided to experiment with a new class of capital ship. This new vessel contains enough storage capacity to make it function as a transport ship, but also has the added benefit of sophisticated weaponry and shield. In essence, this vessel can serve as both transport and escort - simultaneously.

The Star Galleon Class Frigate takes the place of two ships, thus saving the Empire credits. Previous Imperial transports were unarmed or lightly armed cargo ships that could not compete against starfighters or powerful capital ships. They needed the protection of escort frigates or some other type of combat craft.

The Star Galleon Class Frigates can carry equivalent amounts of goods while protecting themselves from the ravagers of space lanes. A combination of concussion missiles and turbolaser cannons creates a decent fire perimeter. In addition, the vessels are designed to repel invaders intent on capturing their store of goods.

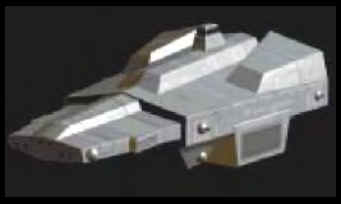
Up to 300 troopers are stationed aboard a Star Galleon Class Frigate. The troopers, for example, can make use of fortress like emplacements that line the inner hallways and corridors from which to defend their ship. Individual sections can be sealed and held by the defenders, creating pockets within a Star Galleon Class Frigate.

One of the more interesting features of a Star Galleon Class Frigate is the cargo hold. Placed in the very center of the craft, the hold is actually a separate vessel that can detach and be jettisoned into hyperspace for collection at later time. A built-in homing device allows Imperial agents to track the hold as it randomly jumps across the hyperlanes.

Onboard Craft

Mesens Corporation Imperial Assault Transport

Mesens Corporation Imperial Assault Transport



Era	Galactic Empire	**PD/DR (Shields)**	4 / 19080 (900 SBD)
In Use By	The Empire	**PD/DR (Hull)**	**4 / 44415 (423 RU)**
Length	345 meters	**HT/HP**	11 / 133245
Crew	275	**MGLT / Acceleration**	26 (3) / 6
Troops/Passengers	2,389	**Atmosphere Speed**	312 km/h
Cargo Capacity	2,000 metric tons	**Standard Combat Missile Load**	none
Consumables	2 months	**Cost**	120,000,000
Hyperdrive Rating	X0.5	**Hyperdrive Backup Rating**	X10
Life Support	yes	**Escape Pods**	yes

Sensors	**Focus**	.4 km	**Passive**	4.0 km	**Scan**	7.5 km	**Search**	12 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
12 Heavy Turbolaser Turrets	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
10 Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3

Description

Imperial Assault Transports are designed to deliver assault troops anywhere in the galaxy quickly and with little or no escort. The transport is capable of carrying an entire regiment of troopers, and has the firepower, speed, and maneuverability to attack lightly defended star-systems without any support form other Naval vessels. Additionally, Imperial Assault Transport are equipped with the fastest hyperdrive systems available in the Imperial Starfleet.

Onboard Craft

Damorian Manufacturing Corporation *Carrack Class Cruiser*

Damorian Manufacturing Corporation Carrack Class Cruiser

Era	Old Republic	**PD/DR (Shields)**	4 / 18656 (880 SBD)
In Use By	The Empire and Alliance/New Republic	**PD/DR (Hull)**	4 / 50400 (480 RU)
Length	353 meters	**HT/HP**	11 / 151200
Crew	1,092	**MGLT / Acceleration**	16 (4) / 4
Troops/Passengers	142	**Atmosphere Speed**	1, 050
Cargo Capacity	3,500 metric tons	**Standard Combat Missile Load**	N/A
Consumables	1 year	**Cost**	N/A
Hyperdrive Rating	X1	**Hyperdrive Backup Rating**	X12
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.4 km	**Passive**	3 km	**Scan**	5 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
10 Heavy Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
20 Laser Cannon	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	750	30	1	2000	4
5 Tractor Beam Projectors.												

Description

The Carrack Cruiser has been part of the Imperial Navy since the earliest days of the New Order. The Carrack's excellent design makes it competitive even against newer ships and even though it is considered a light cruiser they are quite heavily armed. The onboard weaponry gives this cruiser enough firepower to engage most Rebel capital ships. Its twenty ion cannons can be replaced with laser cannons, making this ship an excellent anti-starfighter cruiser. A major drawback of this ship is that it has no hanger bay. Small external racks carry four TIE Starfighters for courier, recon or patrol duty. This makes the Carrack rely on other ships or planetary bases for TIE support. To compensate for the lack of starfighter support, the ship has powerful sublight engines making it one of the fastest cruisers in the Imperial Navy.

These ships feature an unusual compartmentalization system, giving the ship great resistance to hull damage, unfortunately this system takes up a large percentage of interior space, but it also increases crew survival rates. Since these ships are constructed in a modular fashion, with a compartmentalization system for maintaining life-support. On many occasions, Imperial rescue crews found crewmen alive inside the drifting wreckage. The biggest weakness of this ship is insufficient armour plating around the power generators. A direct hit just aft of the mid line has a good chance of disabling the vessel. Despite its small size, this light cruiser can survive attacks that would cripple many larger ships, due mostly to the layered bulkheads integral to the vessel's design. In the event of serious damage to one section of the Carrack, the bulkheads automatically seal off that portion, allowing the vessel to continue normal operation.

This vessel's primary mission profile is to serve as the Imperial answer to the Corellian Corvette. Carrack Cruisers are well suited for a variety of escort and combat missions. Older Carrack Cruisers are used to as private transports for planetary governors, Sector Moffs and other dignitaries. Imperial Protocols call for the Carrack to be a support cruiser, usually assigned to sector patrol in pacified Imperial sectors. But they may be also assigned to rear guarding vessels for fleet actions. The Imperial Navy was slow to retire these durable and capable craft (note that Carrack Cruisers are still in use in the Empire).

Unfortunately, the Rebels possess several Carrack Cruisers. However, the Rebels lost a few of them during the time when Grand Admiral Thrawn was assigned to hunt down and destroy the traitor, former Admiral Zaarin.

Onboard Craft

Loronar Strike Class Cruiser

Loronar Strike Class Cruiser

Era	Galactic Empire	**PD/DR (Shields)**	4 / 54528 (2560 SBD)
In Use By	The Empire and Alliance/New Republic	**PD/DR (Hull)**	
Length	450 meters	**HT/HP**	11 / 501600
Crew	2,112	**MGLT / Acceleration**	16 (4) / 4
Troops/Passengers	340	**Atmosphere Speed**	N/A
Cargo Capacity	6,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	1.5 years	**Cost**	N/A
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X12
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.4 km	**Passive**	3 km	**Scan**	5 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
20 Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
10 Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
10 Tractor Beam Projectors												
10 Ion Cannons.	Crit	Spc	6x80	30	28	1.2 km	2.5 km	150	2	4	1000	4

Description

The Strike-class Cruiser is the Empire's best kept secret and is unique by its modular design. It was designed to be mass produced in a limited amount of time due to the prefabricated component sections. This reduces construction time and it also dramatically lowers the cost of each vessel. It was a triumph of Imperial modular technology. Built around a central skeleton that bound the bridge to the engines, their other components are completely modular. The interiors of the prefabricated sections can be easily modified for specific missions such as troop transport, planetary assault, prefabricated garrison base deployers or carrying a full squadron of starfighters after a short stay at a spaceyard. Therefore, allowing the Empire to change the mission profile of the vessel without the need to build entire new classes of ships to fill needed roles. The weakness of this vessel is that entire systems or weapon batteries can be knock out by well placed shots as the modular connections fail. Or in combat, if the parts of the Strike Cruiser's internal structure are destroyed the vessel will break itself apart. At the time of the Strike Cruiser's design, the warship's weakness was considered only a minor flaw. These ships are tough, versatile and well armed. The shields are very capable and the ship is often deployed in large numbers. These ships were in service before the Battle of Yavin.

Unfortunately, the Rebels and several other groups have been able to obtain a few of these ships for their terrorist or pirate uses. The Rebels lost a number of these stolen ships after the Battle of Hoth. The most notable pirate group to have Strike Cruisers in their possession were the Rneekii Pirates, who captured the Chief TIE Defender Scientist. The Empire was able to get the scientist back and destroyed one of two of the Rneekii Pirate's Strike Cruisers. Another notable group that possessed a Strike Cruiser were the Nami, a nomadic warrior peoples who were led by Ali Tarrak. They lost their Strike Cruiser when the Empire struck back, to stop them from selling any TIE Defenders to the Rebels.

Onboard Craft

1 Squadron (Note that the one squadron is carried if the cruiser is not configured to carry 5 AT-ATs), OR 3 Squadrons [Strike Cruiser must be configured with 2 hanger bays] (Note that most likely planetary equipment was removed to make room)

Heavy Ships

ATTENTION: Keep in mind that most of these ships are not as maneuverable as fighters. Therefore consider the number in brackets in the MGLT section – it shows the number of turns a ship needs to perform a 45 ° turn!

Kuat Drive Yards Imperial Escort Carrier

Kuat Drive Yards Imperial Escort Carrier

Era	Galactic Empire	**PD/DR (Shields)**	4 / 61344 (2880 SBD)
In Use By	The Empire and Alliance/New Republic	**PD/DR (Hull)**	4 / 149600 (1360 RU)
Length	501 meters	**HT/HP**	11 / 448800
Crew	3,505	**MGLT / Acceleration**	16 MGLT (5) / 4
Troops/Passengers	800	**Atmosphere Speed**	N/A
Cargo Capacity	500 metric tons	**Standard Combat Missile Load**	N/A
Consumables	9 months	**Cost**	N/A
Hyperdrive Rating	X1	**Hyperdrive Backup Rating**	X12
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.4 km	**Passive**	3 km	**Scan**	5 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
10 Twin Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	600	30	2	2000	4
OR 10 Taim & Bak H8 Dual Laser Cannons 1 Krupx VL-6 Warhead Launch System												

Description

The Escort Carrier carries an entire TIE wing and it augments the overall starfighter strength of whatever fleet it is attached to. These ships provide a hyperspace platform for TIE fighters, thus giving the starfighters a method for quick travel via light speed. Escort Carriers do not generally involve themselves directly in combat. They are armed, but they are not considered offensive weapons and their whole function is to launch starfighter support at a distance. In combat, these ships prefer to stay as far away from the battle as possible, serving as a refuelling and supply point for the TIEs it carries. Also, each Escort Carrier has limited field repair facilities. After the diabolical at the Battle of Ton-Falk, where two Imperial Frigates and a Dreadnaught were destroyed by the Rebels and to fill the demand for TIE fighter combat support. Imperial High Command determined that these ships could have been saved if adequate TIE support was present at the battle. So Kuat Drive Yards was commissioned to design and build the a TIE carrier, and the Escort Carrier was the result. In the cavernous bays holds the TIE wings which it carries, while additional smaller bays hold the support craft. It is standard practice to have at least one TIE Interceptor Squadron in the mix of starfighters carried.

Onboard Craft

72 TIE Series Fighters and 6 Light Transports.

Rendili StarDrive Dreadnaught Class Cruiser

Rendili StarDrive Dreadnaught Class Cruiser

Era	Old Republic	**PD/DR (Shields)**	4 / 54528 (2560 SBD)
In Use By	The Empire and Alliance/New Republic	**PD/DR (Hull)**	4 / 133760 (1216 RU)
Length	572 meters	**HT/HP**	12 / 401280
Crew	16,210	**MGLT / Acceleration**	12 (5) / 3
Troops/Passengers	3,000	**Atmosphere Speed**	N/A
Cargo Capacity	9,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	2 years	**Cost**	N/A
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X18
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.4 km	**Passive**	3 km	**Scan**	5 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
10 Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
20 Quad Turbolaser Cannons	Crit	Imp	6dx80 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
10 Turbolaser Batteries.	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4

Description

The Dreadnaught was originally designed and commissioned by the Old Republic. And at their time, they were the largest heavy cruiser class in service in the Old Republic. The Dreadnaught first came into existence before the start of the Clone Wars. They were among the largest ships in the Old Republic Navy before the Victory-class Star Destroyer was created. A number of Dreadnaughts had been refitted for service for the Empire over the years. The standard Dreadnaught in the Imperial Navy is not significantly different from the original used in the Old Republic's. The ship maintained its weaponry. Even after refitting, this ship's sublight speed barely matched the speed of the Victory I-class Star Destroyer and still required the extremely large crew. The reason for the large crew was that this ship made little use or no use of droid assistance. The Empire was able to construct flight decks in most of its Dreadnaughts because the Old Republic never had flights deck on their version.

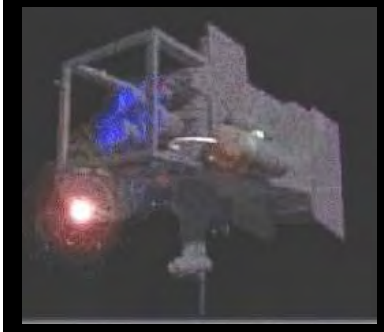
These six engine ships were normally assigned to patrol in the remote sectors of the Empire or they were used to protect supply convoys due to their relatively slow speed. They have also been regulated for prisoner transportation for captured Rebels and later Bothan spies. By modern standards, these ships are slow, poorly shielded and lightly armed. The deflector shield projector bays are located in two of the blisters on either side of the ship. While the other blisters contain some of the Dreadnaught's weapons. The forward docking port is located in the ventral bulge in the forward section of the ship and the main cargo hold is located behind that. Its flight deck/hanger bay is located between the main cargo hold and the reserve power generators. Above those generators is a docking port. After the generators comes the power core housing and then the engines. The Dreadnaught also comes equipped with a dorsal primary sensor transceiver and a ventral secondary sensor transceiver.

Onboard Craft

12 TIE Series Fighters and 4 Light Transports.

Rendili StarDrive Lictor Class Dungeon Ship

Rendili StarDrive Lictor Class Dungeon Ship



Era	Old Republic	**PD/DR (Shields)**	4 / 21094 (995 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 100800 (960 RU)
Length	764 meters	**HT/HP**	11 / 302400
Crew	906	**MGLT / Acceleration**	4 MGLT (5) / 1
Troops/Passengers	400 (security wardens), 8,000 (prisoners in standard cells), 1,000 (prisoners in special holding cells)	**Atmosphere Speed**	50 km/h
Cargo Capacity	1,500 metric tons	**Standard Combat Missile Load**	none
Consumables	2 months	**Cost**	n/a
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	none
Life Support	yes	**Escape Pods**	yes

Sensors	**Focus**	.4 km	**Passive**	3 km	**Scan**	5 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
10 Quad Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
2 Tractor Beam Projectors.												

Description

Imperial dungeon ships were introduced at the height of the Purge in an attempt to control Jedi Knights and other dangerous prisoners. Originally designed by the Mandalorians, the majority of the ships cells are devoted to common prisoners. Sections are partitioned off to allow for variable gravity, lighting, atmosphere and other factors - often prisoners are held under uncomfortable (such as heavier than normal gravity) conditions to keep them docile during the prisoner transfer. Other tactics of control includes mild electric shocks (painful but causing no permanent damage), sirens and hallucinogenic gases.

Prisoners are guarded by droids along with normal organic guards (who are heavily armed and ordered to maintain order no matter what happened). Since the prisoners know that disobedience means death, there are few uprisings aboard the dungeon ships.

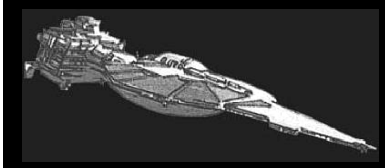
When it comes to Jedi Knights, the prison ships are designed on the principle that the best way to keep a Jedi Knight under control is to keep him disoriented and preoccupied with survival. Traditional restraints are useless against those who can call upon the force. Super dense alloys makes out the walls in each cell to prevent any physical escape and, it is hoped, to screen out any telepathy. Eventually the energy shields used on the Universal Energy Cages have to be installed around the perimeter of the cells to prevent the Jedi from using their abilities. Life support settings are set extremely low to force the Jedi into hibernating for the duration of the voyage.

To prevent prisoners from commandeering vessels, the dungeon ships lack a normal nav computer. The computer can only hold two sets of coordinates at any given time: the jump to the prisoner transfer planet and the final destination. If a jump ship has to make multiple jumps, it would have to get new jump coordinates at each stopover. The bridge is located at the bottom of the ship in a self contained and detachable command chamber equipped with emergency rations and a signal beacon.

Onboard Craft

Tagge Industries Shipyards Modular Taskforce Cruiser

Tagge Industries Shipyards Modular Taskforce Cruiser



Era	Galactic Empire	**PD/DR (Shields)**	4 / 40702 (1,920 SBD)
In Use By	The Empire and the New Republic	**PD/DR (Hull)**	4 / 104370 (994 RU)
Length	1,150 meters	**HT/HP**	11 / 313110
Crew	1,600-3,700 (varies according to mission profile)	**MGLT / Acceleration**	6 /1
Troops/Passengers	1-3,300 (Varies according to mission profile)	**Atmosphere Speed**	n/a
Cargo Capacity	(Varies according to mission profile)	**Standard Combat Missile Load**	
Consumables	6 months	**Cost**	
Hyperdrive Rating	X3	**Hyperdrive Backup Rating**	X7
Life Support		**Escape Pods**	

Sensors	**Focus**	.4 km	**Passive**	3 km	**Scan**	5 km	**Search**	10 km

Special Design Features

None, Stats depend on the module configuration

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
15 Medium Turbolasers	Crit	Imp	6dx100 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4

Description

Manufactured by Tagge Industries Shipyards, the Modular Taskforce Cruiser has an underlying structure that allows it to be built fast, in any numbers and to serve any purpose. Basic functional modules can be added to a single framework, making the ship economical for everyone. The basic structure includes the drive system, crew quarters, life support, and command compartments. The functional modules include a hospital module, a survey module, an observation module, a rescue module, and an inquisition module. The basic frame is 1,150 meters long, and is armed with fifteen medium turbolasers. The crew of a taskforce cruiser depends upon its configuration.

The hospital module is used in planetary disasters, antiterrorist clean up functions, and space battle recovery. The hospital module can handle any number of disasters from combat to radiation leaks. Equipment includes thousands of medpacks, repulsorlift stretchers, five shuttles for transporting casualties, and a centralized medical computer.

The survey module is used for the rapid exploration of planets and entire systems. Besides the crew, the module contains over 100 exploration airspeeders for rapid surveys, 500 exploration droids, and six Skipray Blastboats and six TIE Bombers for defense. The module has a centralized computer for quick analysis of all gathered data. This module and its crew can completely analyze a planet within a standard 24 hour day and determine likely colony sites, and mineral and agricultural resources. The computer and its techs can also calculate likely astrogation routes from any nearby trade routes.

The observation module is used for espionage and long range observation for intelligence gathering. The cruiser itself does not infiltrate enemy territory since it would be easily detected by enemy sensors. Instead, the ship is equipped with 500 probots and observation droids, which are deployed around the perimeter of enemy holdings for passive observation. The probots can run the standard light/energy spectrum analysis and eavesdrop on communications frequencies. Some specially equipped probots can scan very localized hyperspace with cross-channeled radiation. With the subspace link-up, the probots can be deployed up to 30 light years away and still have instantaneous communication with the cruiser. The ship has TIE/ln Fighters for defense.

The rescue module is used for space battle clean-up and repair. When a cruiser is dispatched to a battle scene, it is loaded with a variety of replacement parts for the ships that were involved in the battle. Doctors search any wrecks that were not already checked for survivors. The primary mission of the techs is to repair what ships they can so that they can be flown back to dockyards for complete repairs. Those ships that cannot be repaired are analyzed and the techs note what must be done to the ship so that it can be returned to the nearest Imperial shipyard. Military planners at the shipyard will then determine whether repairs will be attempted or simply scuttled.

The inquisition Module is the most recent addition and it is used for punitive action against insurgents and rebellious worlds. Aboard the module's cavernous cargo holds are 15,000 pre-fabricated disintegration chambers, two garrison bases, an Orbital Data Net Eraser unit, probes with sterilization spores, five cluster bombs with Magnetic Pulse Cluster Bombs (Mag Pulse system), and a complete orbital Nightcloak system.

Onboard Craft

The hospital configuration carries 5 Lambda Class T-4a Imperial Shuttle, the survey configuration carries 6 TIE Bombers and 6 Skipray Blastboats and the observation configuration carries 12 TIE/ln Fighters.

Rendili StarDrive Demolisher Class Cruiser

Rendili StarDrive Demolisher Class Cruiser

Era	Galactic Empire	**PD/DR (Shields)**	4 / 33920 (1,600 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 79800 (760 RU)
Length	538 meters	**HT/HP**	11 / 239400
Crew	3,053	**MGLT / Acceleration**	16 (5) / 4
Troops/Passengers	800	**Atmosphere Speed**	n/a
Cargo Capacity	4,050 metric tons	**Standard Combat Missile Load**	none
Consumables	3 years	**Cost**	
Hyperdrive Rating	X1	**Hyperdrive Backup Rating**	X15
Life Support	yes	**Escape Pods**	

Sensors	**Focus**	.4 km	**Passive**	3 km	**Scan**	5 km	**Search**	10 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
20 Double Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4

Description

Rendili StarDrive designed this warship using the standard design aesthetics of a Victory Class Star Destroyer and an Imperator Class Star Destroyer. The command tower is large in proportion to the rest of the ship and it is also as wide and long as its support structures.

Instead of the three large primary sublight thruster nozzles of an Imperator Class Star Destroyer, the Demolisher has only two. Each of these is smaller than the equivalent part of a star destroyer, though the thruster mechanisms partly protrude from the superstructure as twin ridges on the dorsal hull.

The single docking bay is somewhat smaller than the primary bay of a star destroyer, and it is located at the prow of the starship, effectively cutting the usual dagger-like point into a pair of mandibles. The main hangar extends to nearly the entire width of the bay, making it significantly broader and more voluminous than the smaller but more numerous hangars of the primary bay of an Imperator Class Star Destroyer. The standard fighter compliment of this ship is two TIE Series squadrons.

Onboard Craft

24 TIE Series Fighters and 6 Light Transports

Sienar Fleet Systems / Kuat Drive Yards Enforcer Class Cruiser

Era	Galactic Empire	**PD/DR (Shields)**	4 / 47488 (2,240 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 100800 (960 RU)
Length	598 meters	**HT/HP**	11 / 302400
Crew	3,065	**MGLT / Acceleration**	10 MGLT (5) / 2
Troops/Passengers	300	**Atmosphere Speed**	n/a
Cargo Capacity	10,000 metric tons	**Standard Combat Missile Load**	
Consumables	2 years	**Cost**	
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X10
Life Support	yes	**Escape Pods**	yes

Sensors	**Focus**	.4 km	**Passive**	4.0 km	**Scan**	7.5 km	**Search**	15 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
20 Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
10 Quad Laser Cannons	Crit	Imp	6dx100 (2)	30	28	1.2 km	2.5 km	4500	5	4	4500	4
6 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
4 Tractor Beam Projectors												

Description

The Enforcer class Heavy Cruiser uses the same hull as the Interdictor Class Cruiser. The main difference is that it lacks gravity wells, while the propulsion systems and armaments have been much upgraded. While this "cheap" vessel is not as heavily armed and armored as a Star Destroyer, it is more than capable of dealing with smaller cruisers, frigates and corvettes, and has seen much action with anti-pirate and anti-smuggling taskforces, often in conjunction with it's sister, the Interdictor Class Cruiser.

Onboard Craft

24 TIE Series Fighters and 4 Light Transports

Sienar Fleet Systems Interdictor Class Cruiser

Sienar Fleet Systems Interdictor Class Cruiser

Era	Galactic Empire (Near the End)	**PD/DR (Shields)**	4 / 47488 (2,240 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 100800 (960 RU)
Length	598 meters	**HT/HP**	11 / 302400
Crew	2,807	**MGLT / Acceleration**	8 MGLT (4) / 1
Troops/Passengers	80	**Atmosphere Speed**	N/A
Cargo Capacity	5,500 metric tons	**Standard Combat Missile Load**	N/A
Consumables	1.2 years	**Cost**	N/A
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X8
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.5 km	**Passive**	3 km	**Scan**	7.5 km	**Search**	15 km

Special Design Features

Four Gravity Well Projectors

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
20 Quad Laser Cannons	Crit	Imp	6dx100 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
4 Gravity Well Projectors	crit.	special										

Description

The Interdictor Cruiser is used by the Empire to prevent ships from entering hyperspace or to pull ships out of hyperspace into realspace into an ambush or customs inspection. Interdictors are placed on the perimeter of a battle area or potential battle area, so this would give the captains of the Interdictors a clear view of the battle, so they can precisely target the placement of gravity wells to prevent Rebel ships from escaping into hyperspace. Interdictors can also be found in high security areas. Interdictor Cruisers came into existence many months after the Battle of Yavin. After the Empire learned that it was possible to generate an artificial gravity well after an accidental discovery in the Sedri System after the Battle of Yavin, the data collected was researched for many months. Finally Imperial scientists discovered how to create gravity well generators, which were then mounted in the newly constructed Interdictor Cruisers.

This three-engine ship is built on a heavy cruiser hull and it carries a gravity well generator. Each of the four globes house a single gravity well projector. The 20 Quad Laser Cannons are for short-range combat against other capital ships. The designers of this vessel, have used a hull which can be fitted with a wide variety of weapons, for several heavy cruiser designs. the hull and ships systems are easily converted fro custom mission duties. The biggest weakness of this vessel is that the gravity well generator can take more than a minute to power up, thus giving quick reacting enemies the time they need to escape the Empire's grasp. Its hull has proved to a reliable design and also the Empire favours this vessel due to its close resemblance to the Imperial Star Destroyer. Like the Star Destroyer, the bridge is located in the centre of the command tower. On top of the command tower are two communication towers. The main computer core is located at the base of the command tower. The main reactor is located in the ventral aft section of the vessel. And similar to the Star Destroyer series, the Interdictor has a primary and a secondary launch bay.

Onboard Craft

12 TIE Series Fighters and 4 Light Transports.

Rendili StarDrive Victory I Class Star Destroyer

Rendili StarDrive Victory I Class Star Destroyer

Era	Old Republic	**PD/DR (Shields)**	68160 (3,200 SBD)
In Use By	The Empire	**PD/DR (Hull)**	167200 (1,520 RU)
Length	898 meters	**HT/HP**	11 / 501600
Crew	5,200	**MGLT / Acceleration**	8 MGLT (5) / 1
Troops/Passengers	2,040	**Atmosphere Speed**	800 km/h
Cargo Capacity	8,100 metric tons	**Standard Combat Missile Load**	CMISL
Consumables	4 years	**Cost**	N/A
Hyperdrive Rating	X1	**Hyperdrive Backup Rating**	X15
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.4 km	**Passive**	4 km	**Scan**	7 km	**Search**	15 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
10 Quad Turbolaser Batteries	Crit	Imp	6dx100 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	3
40 Double Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	3
80 Concussion Missile Launcher (CMISL)	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
10 Tractor Beam Projectors	crit.	special										

Description

The Victory-I class Star Destroyer was designed near the end of the Clone Wars, and these ships formed the core of the Imperial Navy after the turbulent era. The concept of a massive, highly destructive starship was first researched during the Clone Wars. When it first went into service, it was considered the ultimate combat starship design and it was the largest vessel ever constructed. As more Imperial-class Star Destroyers were built, Victory Star Destroyers were being reassigned to planetary defence or moved to reserve fleets deep in the Galactic Core. These ships proved to be an important part of the Imperial Navy even though they are over three decades old. The Empire eventually decided to have 520 Victory Star Destroyers to be decommissioned from the 27th Denarian Fleet to make room for the newer Imperial-class Star Destroyers. Few VSDs still serve in the Imperial Navy. Most of the remaining Victory Star Destroyer that were decommissioned were sold off to planetary defence forces and the rest were purchased by the C.S.A. The Corporate Sector Authority purchased 250 these ships.

These ships have three mission profiles in mind: planetary defence, planetary assault and ground troop support, and ship-to-ship combat. The Victory's biggest weakness is ship-to-ship combat, its three LF9 ion engines cannot produce sufficient speed for deep-space combat and most modern combat starships can simply outrun them. Due the the fairly slow speed of the VSD, it relies on its tractor beams to gain the advantage in combat. For success, the captains on the Victory must first establish a superior position. They can best surmount their shortcomings if they are assigned Interdictor Cruisers, Escort Frigates, or Light Cruisers for support. This vessel is excellent for planetary actions because it is one of the largest capital ships that can operate effectively in a planetary atmosphere and thus bring the battle directly to the enemy on the surface. While most newer vessels are restricted to orbital bombardment, thus gives the Victory a tactical and a psychological advantage, since they can deliver accurate and devastating bombardments in the atmosphere of a planet.

The two rods that jut out of the command tower are forward observation stations. Similar to the Imperial Star Destroyer, two shield generators on top of the command tower provide protection for the ship. The third smaller dome which is set behind the shield generators is actually the aft targeting systems. The communication tower is also located on the command tower, unlike the ISDII, the communication tower is perpendicular to the hull. In the centre, extended outward like a beak from the command tower is the bridge for the VSD. Also similar to the Imperial series, is the two distinctive Primary and Secondary Launch Bays and the solar ionization reactor which are located on the ventral part of the ship. Toping all this off is the two atmospheric manoeuvring surfaces on the flanks the VSD.

Onboard Craft

24 TIE Series Fighters and 4 Light Transports.

Rendili StarDrive Victory II Class Star Destroyer

Rendili StarDrive Victory II Class Star Destroyer

Era	Old Republic	**PD/DR (Shields)**	4 / 61344 (2,880 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 149600 (1,360 RU)
Length	898 meters	**HT/HP**	11 / 448800
Crew	6,107	**MGLT / Acceleration**	8 MGLT (5) / 1
Troops/Passengers	1,600	**Atmosphere Speed**	N/A
Cargo Capacity	8,100 metric tons	**Standard Combat Missile Load**	N/A
Consumables	4 years	**Cost**	N/A
Hyperdrive Rating	X1	**Hyperdrive Backup Rating**	X15
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.4 km	**Passive**	4 km	**Scan**	7 km	**Search**	15 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
20 Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
20 Double Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
10 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
10 Tractor Beam Projectors												

Description

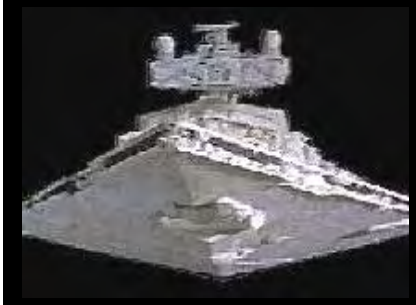
The Victory-II Class Star Destroyer was not in service until after the Clone Wars had ended and consequently only a handful ever saw completion. Yet this Star Destroyer did make an impact on the age of newer Star Destroyer designs. This vessel was designed with deep space combat in mind. This vessel was outfitted with powerful Hoersch-Kessel engines that added significantly to this ship's speed and manoeuvrability. It was also outfitted with Ion Cannons and enhanced Tractor Beam Projectors, in combination with their ability to disrupt the normal performance of the enemy vessel and the destructive weaponry found on board the VSDII, leaves the enemy craft vulnerable to this warship. Since these vessels work well as a patrol or blockade starship, the main duty of these small number of warships is sector patrol. In pairs or with other ships, these ships regularly move into suspected areas or areas of high level of Rebel or Pirate activity with orders to pacify the sector. Although the VSDII has the same distinctive atmospheric manoeuvring surfaces at its flanks, this vessel is incapable of entering the atmosphere. The VSDII also trades off its firepower, shield and hull strength as well as its troop capacity to gain its speed advantage over the Victory-I class Star Destroyer.

Onboard Craft

1,600 Troops, ? Landing Barges, 10 AT-ATs, 15 AT-STs , OR 10 Juggernauts, 5 Mobile Command Bases

Kuat Drive Yards Imperator I Class Star Destroyer

Kuat Drive Yards Imperator I Class Star Destroyer



Era	Galactic Empire	**PD/DR (Shields)**	4 / 102240 (4,800 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 102240 (2,272 RU)
Length	1,600 meters	**HT/HP**	11 / 749760
Crew	37,085	**MGLT / Acceleration**	6 (5) / 2
Troops/Passengers	9,700	**Atmosphere Speed**	N/A
Cargo Capacity	36,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	6 years	**Cost**	N/A
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X8
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.6 km	**Passive**	5 km	**Scan**	10 km	**Search**	20 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
60 Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
60 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
10 Tractor Beam Projectors	Crit.	Spc										

Description

The Imperial-I Class Star Destroyer can easily hold a star system within its grip. It is the most prominent symbol of Imperial might and they also form the core of the Imperial Navy. They frighten worlds into submission, since the mere presence of such a vessel is orbit is often enough to quell uprisings on Rebel sympathetic worlds. Imperial Star Destroyer commanders can engage whole Rebel Fleets and still expect victory. The Imperial Navy is organized into fleets, which are composed of one Imperial Star Destroyer accompanied by support and lesser combat ships. However, ISDs can be combined in Task Forces of 3 ISDs, Sector Squadrons of 6 ISDs or a Sector Group (aka Regional or Territorial Fleets) of 24 ISDs. Half of the ISDs are held in reserve in the Galactic Core to protect vital military and industrial centres, while an equal number are deployed throughout the Galaxy. It is unusual for more than one to occupy the same star system, except for ceremonial purposes. Such concentrations of force in an area is rarely necessary since, there are few things that can seriously challenge even one Star Destroyer.

There are over 25,000 Imperial Star Destroyers in service in the Empire and they are well designed for space combat. When Lira Wessex, the daughter of the designer of the Victory-class Star Destroyer proposed to the Empire to produce the Imperial-class Star Destroyer, bickering between the Imperial Navy's military strategists, the Imperial Military Oversight Commission and the Senate Budgetary Committee (since disbanded) almost destroyed the Empire. Some believed that the ISD was too expensive, some believed it was too unwieldy, while others believed that it was an engineering impossibility. The Imperial Navy relished the thought of the ISD and through a combination of bribes, political pressure and a rash mystery of crushed tracheas, it slowly brought others into line. Years later, when the first Imperial-class Star Destroyer lumbered out of dry dock and assumed active duty, the Imperial Navy was proven correct in its belief. The ISD was only 50 million credits over budget. The Emperor ordered the construction of ISDs at a rate that forced all normal safety precautions to be discarded.

Unfortunately, this warship doesn't have a raw material recycling facilities like other ships do, most captains eject the debris and waste materials before going into hyperspace. The ventral side features the Primary Docking Bay which can hold ships up to 150 metres long. It is used for capturing smaller vessels, launching fighters and probes and it holds the bulk of the ISDs support craft. It is equipped with boarding tubes, a control room, magnetic field projectors, docking suspension field projectors and an electromagnetic paralysing pincer crane to hold a captured ship in place. While the Secondary Launch Bay is used for launching shuttles and planetary invasion equipment and it holds the landing barges. It is also used to launch or land TIE fighters in the event that the main docking bay is disabled. Between the main docking and secondary bay is the storage sections, which are connected by massive lift shafts.

The shield generators on top of the command tower provide protection for this mighty ship. The shield generators are contained in armoured shells and the deflector screen projectors and shield relays are spread across the hull. Before the Battle of Yavin, the Rebels first discovered the shield weakness of the ISD when they were planning the destruction of the ISD *Intrepid*, which was unfortunately destroyed. The weakness was the vulnerability of the armoured shield generators. The Empire had this problem resolved by having all remaining ISDs subjected to time consuming and expensive shield system upgrades after the destruction of the ISD *Kotiate*. Which was the last time the Rebels could take advantage of the weakness. Between the two shields generators on the command tower is the tractor beam targeting array.

The command tower contains the main bridge, the nerve centre of the ISD, which is located in the centre of the tower's forward face. The bridge controls navigation, weapons, defences, troop and starfighter deployment, tactical manoeuvres and hyperspace jumps. The bridge features large view ports which provide a spectacular view of the space beyond and of the massive forward hull while, the bridge crew work in the sunken data pits. Besides that, the command tower also houses essential systems and computer controls. Much of the warship's interior is consumed by personal quarters and recreational facilities for off duty personnel. The large crew is needed to run the ISD at peak efficiency.

The massive solar ionization reactor powers the ISD's hyperdrive systems, sublight drives, weapons, powerfeed networks, computer and life-support systems at maximum levels and still retains a substantial energy reserve, thus providing more than enough focused power for any task facing the ISD. Interconnected subsystems are also used in the ISD, Imperial Engineers pride themselves on building redundant engine and electrical subsystems. If one system is knocked out or fails, another immediately takes its place. If for some strange reason a system requires more power, power from other systems can easily be routed to the system that requires the extra power. The ISD's huge hyperspace field generator is the largest such generator to be ever constructed. The solar ionization reactor is literally a miniature sun, the ISD expends more raw energy in a single hyperspace jump than many planetary nations used throughout their entire history.

There are whole star systems whose gross domestic product is less than the cost of one ISD. These weapon platforms are expensive to produce but their ability to maintain peace and order is immense. A Mon Calamari Cruiser can cause trouble for a Star Destroyer, and two such ships could perhaps defeat the Imperial-class Star Destroyer. Unfortunately, when an ISD loses a shield, it cannot divert power to back-up shield systems like a Mon Calamari Cruiser can. However it can refocus its remaining shields to compensate. Star Destroyers are the Emperor's weapon which he uses to rule the Galaxy. The Prefabricated Garrison Base can be deployed from the ISD and installed on a planet within days. The ISD possesses enough firepower to take on a fleet of enemy ships and can reduce a planet's surface to smoking rubble in a matter of hours.

Turbolasers and ion cannons are mounted in five-gun batteries. Each battery contains three turrets, two of which are double-mounted and single-mounted. The turrets can jointly target a single enemy ship to concentrate firepower or fire independently to engage multiple targets. Unfortunately, the placements of the batteries is a weakness since, there are few overlapping fields of fire at close range. Its drawback is when the ISD is fighting small and highly manoeuvrable ships, which can dart under its guns. The turbolaser fire causes the turbolaser barrels to reach such high temperatures that three separate cryogenic cooling systems are necessary to keep the weapons within safe thermal limits. These ships use gunnery control stations (Targeting Control) to concentrate fire from several ion cannons against a single target, which often disables a target vessel with the opening volley. Some Star Destroyer commanders use the ship's tractor beams to hold the ionized vessel immobile so that it can be destroyed by turbolasers before it sends out a distress signal.

Deploying an Imperial Star Destroyer and support craft to a system, the Empire can virtually destroy any opposition that it may face. Full planetary invasions on major industrialized worlds often requires a full fleet, normally six Star Destroyers, heavy and light cruisers and carrier ships. It is impossible to garrison every system in the Empire, however the ISD allows the Emperor to project his power anywhere in the Galaxy for a short period of time. More than a mobile weapons platform, these warships' duties include: planetary defence, planetary assault, ship-to-ship combat, being a mobile space station, dry dock and

Onboard Craft
72 TIE Series Fighters, 5 Alpha Class XG-1 Star Wings, 15 Delta Class Dx-9 or Dx-9s Transports , 8 Lambda Class T-4a Shuttles, 1 Gamma Class Assault Shuttle and 1 TIE Shuttle Craft. Full Standard Stormtrooper Division (9,700 Troops) , 12 Landing Barges, 20 AT-ATs, 30 AT-STs, 1 Prefabricated Garrison Base, ? Probe Droids

Kuat Drive Yards Imperator II Class Star Destroyer

Kuat Drive Yards Imperator II Class Star Destroyer

Era	Galactic Empire	**PD/DR (Shields)**	4 48167 (2,272 RU)
In Use By	The Empire	**PD/DR (Hull)**	4 / 633600 (5,760 SBD)
Length	2,000 meters	**HT/HP**	11 / 1900800
Crew	37,085	**MGLT / Acceleration**	10 (5) / 2
Troops/Passengers	9,700	**Atmosphere Speed**	N/A
Cargo Capacity	36,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	6 years	**Cost**	N/A
Hyperdrive Rating	X1	**Hyperdrive Backup Rating**	X8
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.6 km	**Passive**	5 km	**Scan**	10 km	**Search**	20 km

Special Design Features

None

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
50 Heavy Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
50 Heavy Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
20 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
10 Tractor Beam Projectors												

Description

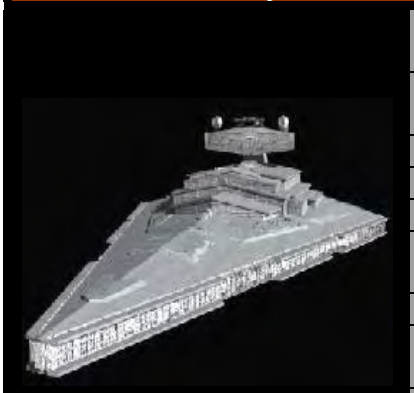
The Imperial-II Class Star Destroyer has a heavily reinforced hull (stronger hull) and stronger shields than the Imperial-I class Star Destroyer and not to mention much heavier firepower. They began to appear in service several months after the Battle of Yavin. Instead of a tractor beam-targeting array between the shield generators, the ISDII has a communications tower there. Also, the ISDII's ventral Secondary Docking Bay looks far different than that found on the Imperial-I class Star Destroyer. Also in combat, gunners can eject if their station is about to be destroyed. Its transparisteel view ports on the main bridge can resist an impact of a concussion missile launched from a Victory-class Star Destroyer. However, it won't protect the bridge from the concussion missile's detonation. These ships are also capable of being operational, after being hit by all the ion cannons on a broadside exchange with a Super-class Star Destroyer. But the interior layer will crack and shoot off a crystalline fragment hail storm over the crew pits. This Star Destroyer takes less crew than its predecessor, however due to of its weapons gunnery crew needs, the total crew aboard both ships is the same.

Onboard Craft

72 TIE Series Fighters, 5 Alpha Class XG-1 Star Wings, 15 Delta Class Dx-9 or Dx-9s Transports , 8 Lambda Class T-4a Shuttles, 1 Gamma Class Assault Shuttle and 1 TIE Shuttle Craft.
Full Standard Stormtrooper Division (9,700 Troops), 12 Landing Barges, 20 AT-ATs, 30 AT-STs, 1 Prefabricated Garrison Base, ? Probe Droids

Kuat Drive Yards Imperator III Class Star Destroyer

Kuat Drive Yards Imperator III Class Star Destroyer



Era	New Republic	**PD/DR (Shields)**	4 / 143136 (6,720 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 249920 (2,272 RU)
Length	1,600 meters	**HT/HP**	11 / 749760
Crew	5,268	**MGLT / Acceleration**	12 (5) / 3
Troops/Passengers	10,000	**Atmosphere Speed**	N/A
Cargo Capacity	40,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	7 years	**Cost**	N/A
Hyperdrive Rating	X1	**Hyperdrive Backup Rating**	X5
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.6 km	**Passive**	5 km	**Scan**	10 km	**Search**	20 km

Special Design Features

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
36 Double Turbolaser Cannons	Ver.	Imp.	6dx50(2)	30 2D	28	1.2 km	2.5 km	800	15	2	1500	4
30 Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
20 Heavy Turbolaser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
50 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
10 Tractor Beam Projectors	Crit	Spc										
6 Concussion Missile Tubes	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2

Description

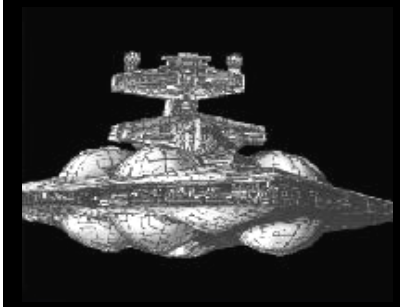
Development of this new class of Star Destroyer took place on a secret planet by Kuat Drive Yards. The Imperator III Class ship is built from the Imperator I Class design, with several key modifications. Much of the ship's systems are automated, reducing the crew requirements down to 5,005, with 263 gunners.

Onboard Craft

72 TIE Series Fighters, 12 A-9 Vigilance, 5 Alpha Class XG-1 Star Wings, 15 Delta Class Dx-9 or Dx-9s Transports , 8 Lambda Class T-4a Shuttles, 1 Gamma Class Assault Shuttle and 1 TIE Shuttle Craft.
Full Standard Stormtrooper Division (9,700 Troops), 12 Landing Barges, 20 AT-ATs, 30 AT-STs, 1 Prefabricated Garrison Base, ? Probe Droids

Kuat Drive Yards Dominator Class Star Destroyer

Kuat Drive Yards Dominator Class Star Destroyer



Era	Galactic Empire (More common during the New Republic)	**PD/DR (Shields)**	4 / 81792 (3,840 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 249920 (2,272 RU)
Length	2,000 meters	**HT/HP**	11 / 749760
Crew	24,724	**MGLT / Acceleration**	10 (5) / 2
Troops/Passengers	5,000	**Atmosphere Speed**	n/a
Cargo Capacity	20,000 metric tons	**Standard Combat Missile Load**	
Consumables	4 years	**Cost**	n/a
Hyperdrive Rating	X1	**Hyperdrive Backup Rating**	X8
Life Support	yes	**Escape Pods**	yes

Sensors	**Focus**	.6 km	**Passive**	5 km	**Scan**	10 km	**Search**	20 km

Special Design Features

Four Gravity Well Projectors.

Weapons

Weapon Type	Malf	Type	DMG	SS	Acc	1/2D	Max	Wt	Vol	Rof	Kw	LC
40 Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	4
40 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
20 Laser Cannons	Ver.	Imp.	6dx80(2)	30 2D	28	1.2 km	2.5 km	600	30	2	2000	4
6 Tractor Beam Projectors	crit	spc										
4 Gravity Well Projectors	crit	spc										

Description

This vessel has similar dimensions and proportions to the standard Imperator Class Star Destroyer, and the basic hull and infrastructure is also same. Yet it also mounts four gravity well generators for suppressing hyperdrive travel within its vicinity. These projectors are a major structural feature, and the ship is Kuat Drive Yard's answer to the early development of the diminutive Immobilizer 418 Interdictor Class Cruiser built by the competitor Sienar Fleet Systems.

The Dominator Class Star Destroyer has a somewhat more versatile role than the specialized Immobilizer 418, which is not intended to engage in heavy combat. Instead, this interdictor Star Destroyer seems to combine the offensive role of a well-armed and durable Star Destroyer with the Interdictor Class Cruiser's hyperspace blockade capability. The Dominator Class Star Destroyer can stage its own ambushes and prevent the escape of its prey. The Dominator Class Star Destroyer has somewhat weaker shielding than the Imperator Class Star Destroyer. The four gravity well generators is a great power drain, and that accounts for this shield power deficiency.

The first Dominator Class Star Destroyers saw active service few months after the cowardly destruction of the Imperial I Death Star, but did not become a common vessel in the Imperial Navy before the return of Grand Admiral Thrawn.

Onboard Craft

48 TIE Series Fighters, 10 Delta Class Dx-9 or Dx-9s Transports , 5 Lambda Class T-4a Shuttles, 1 Gamma Class Assault Shuttle and 1 TIE Shuttle Craft.

Command Ships

Super Class Star Destroyers

Loronar/Rendili StarDrive/Sienar Fleet Systems and Kuat Drive Yards Super Class Star Destroyers

Era	Galactic Empire	**PD/DR (Shields)**	4 / 2.044.800 (96,000 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 5.028.320 (45,712 RU)
Length	12,800 meters	**HT/HP**	12 / 15.084.960
Crew	280,734	**MGLT / Acceleration**	4 MGLT (8) / 1
Troops/Passengers	11,875-83,838	**Atmosphere Speed**	N/A
Cargo Capacity	250,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	6 years	**Cost**	N/A
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	x10
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	.8 km	**Passive**	7.5 km	**Scan**	15 km	**Search**	30 km

Special Design Features0

None

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
250 Turbolaser Batteries 100 front, 75 left, 75 right	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	4
250 Heavy Turbolaser Batteries 100 front, 50 left, 50 right, 50 back	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
250 Concussion Missile Tubes 50 front, 75 left, 75 right, 50 back	Crit.	-	*n/a*	-	-	-	-	200	4	2	1	2
250 Ion Cannons 100 front, 50 left, 50 right, 50 back	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
40 Phylon Q7 Tractor Beam Projectors 20 front, 10 left, 10 right	Crit	Spc										

Description

The Super Class Star Destroyer are assigned only to the most important missions. The first two Super Star Destroyers were built at Fondor and Kuat. The SSDs became operational shortly after the Battle of Yavin. Both shipyards claimed to be building the SSD *Executor*, however SSD built at Fondor became Lord Vader's SSD, while the one at Kuat was renamed *Lusankya* and was secretly buried underneath the Imperial Centre. Meanwhile, the SSD *Executor* became the flagship to the newly formed Imperial Death Squadron, whose mission was to hunt down the Rebels. Four Super Star Destroyers were in service by the Battle of Hoth. Several more were under construction. The number of these ships that were completed and in service is classified. The SSD terrorized worlds beyond the capability for resistance, thus it could conquer without firing a shot and so win the battle before engaging the enemy. Several Imperial Admirals saw the SSD as a blatant bid for power by Lord Darth Vader and they tried to sabotage the SSD *Executor* while it was still under construction at Fondor by informing the Rebels about it. In the end, the Rebels were not successful and the treacherous Admirals were eliminated by Lord Vader.

In the midway point in the command tower is located the senior officer's suite. Also, there is a large reception room with a massive transparisteel viewport that looks out over the SSD's bow. These 13 engine ships have enough fire power to destroy entire fleets alone and are also used as command ships for Imperial Navy Fleets or planetary invasions. These vessels have a docking point at the base of the command tower and they also have an auxiliary bridge to take control of the vessel in the event the main bridge is taken out. SSDs also have been equipped with raw material recycling facilities, unlike the Imperial-class Star Destroyer. In a military sense, these vessels are somewhat impractical, since a smaller ship could fulfil its mission duties. Instead, the SSD symbolized the Emperor's unlimited power and resources. Super Star Destroyers are the largest class of ship to be ever constructed with the sole exception of the Death Star Battle Stations.

Onboard Craft and Troops

Kuat Drive Yards Sovereign Class Star Destroyer

Kuat Drive Yards Sovereign Class Star Destroyer

Era	New Republic	**PD/DR (Shields)**	4 / 2.044.800 (96,000 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 5.531.130 (50,283 RU)
Length	49213 ft.	**HT/HP**	12 / 16.593.390
Crew	605,745	**MGLT / Acceleration**	4,5 MGLT (8) / 1
Troops/Passengers	130,100	**Atmosphere Speed**	n/a
Cargo Capacity	400,000 metric tons	**Standard Combat Missile Load**	
Consumables	5 years	**Cost**	
Hyperdrive Rating	X3	**Hyperdrive Backup Rating**	X8
Life Support	Yes	**Escape Pods**	Yes
Sensors	**Focus** km	**Passive** km	**Scan** km **Search** km

Special Design Features

Five Gravity Well Projectors and one Planet annihilating "superlaser" with a firing range of 31,375,000 km.

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
400 Heavy Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
400Heavy Laser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
75 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
100 Tractor Beam Projectors												
10 Gravity Well Projectors												
1 Superlaser	Cirt	Spc	spc.	30	28	-	10 km	6000	9	spc	n/a	n/a

Description:

The Sovereign Class Command Ship is basically a scaled-down version of the larger Eclipse Class ship. It has fewer weapons, a slower hyperdrive, and carries a smaller complement of starfighters. Like the larger Eclipse Class, the Sovereign Class mounts an axial superlaser weapon, which has insufficient power to achieve complete disruption of a terrestrial planet, but it is quite capable of rendering a world uninhabitable. To stop fleeing enemy ships or set up traps for vessels traveling through hyperspace it is equipped with five Gravity Well Projectors. Two full legions of stormtroopers, and 5 full garrison bases stowed on board are used to meet any planetary assault needs.

Four of this ship has been built: the Sovereign, Autarch, Heresiarch, and Despot. However, they were all sabotaged and destroyed by the Rebel scum within a year. Many Engineers, technicians and civilians were killed in these terrorist acts. Nevertheless, Naval Command has planed to build New Sovereign Class Star Destroyers, but no public announcement has yet been released.

Onboard Craft

300 TIE Series Fighters, 60 I-7 Howlrunner Fighters, 60 Alpha Class XG-1 Star Wing Fighters, 48 A-9 Vigilance Interceptor, 12 Gamma Class XM-1 Missile Boat Fighters and 200 Light Transports.

Kuat DriveYards Eclipse Class Star Destroyer

Kuat DriveYards Eclipse Class Star Destroyer

Era	New Republic	**PD/DR (Shields)**	4 / 2.896.800 (136,000 SBD)
In Use By	The Empire	**PD/DR (Hull)**	4 / 8.548.100 (77,710 RU)
Length	52493 ft. (Prototype Length: 57415 ft.)	**HT/HP**	12 / 25.644.300
Crew	712,645	**MGLT / Acceleration**	6 MGLT (8) / 1
Troops/Passengers	150,000	**Atmosphere Speed**	N/A
Cargo Capacity	600,000 metric tons	**Standard Combat Missile Load**	N/A
Consumables	10 years	**Cost**	N/A
Hyperdrive Rating	X2	**Hyperdrive Backup Rating**	X6
Life Support	Yes	**Escape Pods**	Yes

Sensors	**Focus**	7.5 km	**Passive**	25 km	**Scan**	35 km	**Search**	50 km

Special Design Features

Ten Gravity Well Projectors and one Planet annihilating "superlaser" with a firing range of 31,375,000 km.

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
550 Heavy Turbolaser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
500 Heavy Laser Cannons	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	2	4500	4
75 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
100 Tractor Beam Projectors												
10 Gravity Well Projectors												
1 Superlaser	Cirt	Spc	spc.	30	28	-	10 km	6000	9	spc	n/a	n/a

Description

The Eclipse-class Super Star Destroyer was first planned following the Battle of Hoth. The vessel was under construction before the Battle of Endor. The Eclipse Super Star Destroyer was commissioned by the Emperor himself and was designed to meet his exact specifications. This vessel was designed to inspire dread and hopelessness in every opponent, for a frightened enemy is a defeated enemy. And so this vessel easily achieved its objective of demoralizing enemy troops. The solid black hull of this monstrous sized warship resembled that of the naval warships of long passed eras. The enormous hangers were large enough to hold a Victory-class Star Destroyer. The ESSD had two hangers, the Fore Launch Bay, which was the largest and the smaller Aft Launch Bay. The communication tower, main communications array and the main sensor array were mounted on the command tower. The command tower also held the bridge and deflector shield command of this huge vessel.

When the Eclipse Super Star Destroyer was finally completed six years after the Battle of Endor, it became the reborn Emperor's flagship. The ESSD incorporated all of the significant weapons improvements of the past few decades, including gravity well projectors to prevent the enemy from escaping into hyperspace, improved ion cannons and a new enhanced hyperdrive and sublight engines for maximum reaction speed. All of the troops onboard this vessel were specially selected. The Emperor also added a cadre of Sovereign Protectors as his personal bodyguards. In combat, the ESSD's hull and shields were so strong that it could ram enemy vessels without hesitation. It could engage entire New Republic Fleets.

The ESSD was also intended to devastate entire planets. Its main weapon was a superlaser. The power of this weapon was two-thirds of that of the first Death Star's superlaser. Unlike the Death Star which used eight individual lasers to combine into one superlaser, the ESSD used a single laser. Thus this weapon is much more powerful than the units used on the Death Star, this was made possible with recent focussing and generator advances. The weapon was capable of cracking the crust of a planet and was able to shatter the most powerful planetary shields and sear whole continents in a flash. Only two of these vessels were ever constructed, the *Eclipse* and the *Eclipse II*. Both of these vessels were unfortunately destroyed.

Onboard Craft and Trrops
444 TIE Series Fighters, 72 I-7 Howlrunner Fighters, 72 Alpha Class XG-1 Star Wing Fighters, 72 A-9 Vigilance Interceptor, 36 Gamma Class XM-1 Missile Boat Fighters and 400 Light Transports. 150,000 Troops (Includes-1 Royal Guard Legion and 1 COMPForce Assault Battalion) , 100 AT-ATs , 5 Prefabricated Garrison Bases

Space Stations

The First Death Star

The First Death Star

Era	Galactic Empire	**PD/DR (Shields)**	spc. / deflector shield
In Use By	Empire	**PD/DR (Hull)**	spc.
Length	120km diameter	**HT/HP**	spc.
Crew	774,576 crew, 27,048 officers, 378,685 support staff	**MGLT / Acceleration**	10 MGLT (10 turns at total stop) / 0.1
Troops/Passengers	25,984 troops, 7,000 TIE Fighter Squadrons	**Atmosphere Speed**	n/a
Cargo Capacity	1,000,000kt cargo	**Standard Combat Missile Load**	n/a
Consumables	5 years	**Cost**	n/a
Hyperdrive Rating	Class 4	**Hyperdrive Backup Rating**	n/a
Life Support	yes	**Escape Pods**	yes

Sensors	**Focus**	.4 km	**Passive**	4.0 km	**Scan**	7.5 km	**Search**	15 km

Special Design Features

Superlaser

Weapons

Weapon Type	**Malf**	**Type**	**DMG**	**SS**	**Acc**	**1/2D**	**Max**	**Wt**	**Vol**	**Rof**	**Kw**	**LC**
1 Imperial Superlaser	crit.	spc.	spc.	-	spc	n/a	n/a	n/a	n/a	1 / 20 reloading	-	-
5000 Turbo-Laser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
5000 Heavy Turbo-Laser Batteries	Crit	Imp	6dx200 (2)	30	28	1.2 km	2.5 km	4500	5	1	4500	3
2500 Ion Cannons	Crit	Spc	6dx200	30	28	1.2 km	2.5 km	600	4	2	4500	2
768 Tractor Beam Projectors	Spc.	Spc.										

Description

The Imperial code name for the project became Death Star. A new, frighteningly powerful super laser system was created, one which required an energy supply so huge that it demanded, intensive, an artificial planetoid to house it. All Imperial estimates showed that a single blast from the Death Star cannon would equal the combined fire power of the entire Imperial fleet.

At the true equator of the station was a deep trench, encircling the Death Star like as straight, endless canyon some 376 kilometers in length. Here were housed the station's primary hanger bays, drive thrusters, heat exhausts, primary sensor arrays and tractor beam systems. Lining this trench were thousands of turbolasers turrets for defence against starfighter attack.

At 120 kilometers in diameter, the first Death Star was the single largest object ever built. Its officers and crew served within a self-sustaining world, complete with leisure resources and private living communities. Parks, shopping centers and entertainment establishments were provided for those aboard the station, for their terms of service were generally to average six years with no outside shore leave..

In addition to the humanoid crew of the station, the Death Star had a support "crew" of more than 400,000 droids. These robotic servants range from sophisticated R2 units to "mouse" droids and fill a variety of roles, including: protocol, medical assistance, domestic service, local transportation and sanitation.

The station's surface was covered with hundreds of thousands of "city sprawls," manned stationdedicated primarily to defence. Here were found the majority of the Death Star's shield projectors and communications arrays. While the interior decks of the station were designed and built with artificial gravity dedicated to the poles, The personnel of the outer surface sprawls were provided gravity of a planetary nature.

Onboard Craft

25,000 stormtroopers, 7,000 TIE Fighter Squadrons

The Conversion System

Armor & Shields:

Converting the vehicle stats given by LucasArts sources was hard work. For those who are interested how I did it I will publish the conversion key here. Probably you want to convert other vehicles, too and need a conversion that works with the GURPS system.

Translation tables

Translating Hull stats:

Lucas Arts	DR
1 to 75 RU	Multiply RU by 100
76 to 1000 RU	Multiply RU by 105
1001 to .... RU	Multiply RU by 110

Translating Shields:

Lucas Arts	DR of Shield
1 to 350 SBD	Multiply by 21
351 to 2500 SBD	Multiply by 21,2
Over 2501 SBD	Multiply by 21,3

Passive Defense

Passive Defense (PD), using Gurps Vehicles as a reference, is based on the DR of the ship. To sum the rule up, it says that anything with a DR over 16 is automatically PD4 (The maximum gained by just armor). Passive Defense will usually 4, but if a ship is described as having extra armor, or being unusually or extremely durable, you may set the number higher than PD4.

Damage Resistance

Damage Resistance (DR) is roughly equal to 1/3 of the converted HP rating from the hull of the ship. To get the HP rating multiply the DR rating of the hull by 3.

Translating MGLT Speeds to km/h:

Lucas Arts and WEG give speed ratings in MGLT. However if a player should prefer another rating, such as km/h we have an alternative here…

For the Atmosphere rating use the following translation to determine a rough estimation of speeds in the atmosphere. It must be noted that these speeds will most likely differ from the West End Games rules.

The official sources say that 1 MGLT is a value that gives the number of meters a vehicle passes in one second. *E.g. 100 MGLT are 100 meters per second*. If you prefer km/h ratings, here they are:

1 MGLT = 1 meter per second in space

MGLT Rating x 36 km/h = Speed in Space

Keep in mind that this conversion is for space flight, only. For atmospheric flight see the conversion hint below.

1 MGLT = 36 km/h

10 MGLT = 360 km/h

100 MGLT = 3600 km/h

Divide this number by 3 to determine Atmosphere rating.

Armor rules:

Most armor available for spaceships will be manufactured of high-tech composite materials. Because of the dangers inherent to space travel, current regulations forbid the use of certain types of armor plating that might be considered a risk to navigation.

All armor is considered to be somewhat ablative and requires maintenance on a regular basis

(mostly due to the rigors of space travels like meteorites and other space dusts encounters). As a rule of thumb, figure that a refit (cost of 15% of the armor value and requiring about 1hr per 100DR) is required after every 20 trips.

Deflector Shield rules:

The basic defence against attack for ships, installations and many planets, the Deflector Shield represents a deflective protection rather than a blocking protection (like the force screens). Deflector Shields always offer a constant degree of protection, and are not affected by the amount of attacks they deflect.

Force Screens in the game:

All force screens are considered variable (according to GURPS Vehicles 2nd ed.) and can be combined with the Deflector Shields option. All Force Screens (Providing DR) are ablative and will loose 1DR per 10 points worth of damage received. Under normal use, shields will regenerate damages done at a rate of 10DR per rounds. The shield will need refitting if reduced to 0 DR. Crew engineers can accomplish this in dry dock or on the fly if the ship is equipped with a workshop. In both cases, dismantling of the shield generator unit is required, thus withdrawing any defenses from that particular side. All shields and screens are legality class 1.

(Example #1: a DR2000 shield receives 300 points of damage. It resists, but looses 30DR, becoming a DR1970 shield. On the next round, it regenerates up to DR1980, if no more damage is done. Example #2: a DR850 shield receives 1000 points of damage. It does resists some but let 150 points of damage go through to damage to spacecraft. Also, that shield looses 85 points of DR and becomes a DR765 Shield. On its next round, it will regenerate up to DR775).

Spaceships in the Game

Space battle – the ultimate experience for every gamer! We do remember the awesome starship battles in the SW movies or the games! But how can one play a fast battle without being bored by playing every single second or being nerved by the complex calculations of real battles...?

Semi-realism is the key word. SW is a space opera – therefore realistic battle rules are not necessary. We like to hear ships explode or like fast and high maneuverable spaceships. Well, decide yourself whether you like the following or whether you prefer to play the great rules by SJ games. The following rules are not in contrast to SJ games – in contrary they are a useful interpretation of existing rules…

2 Dimensional game vs Vector calculations

Space has 3 dimensions: length, wide and height. That makes a lot of difficulties for the gamer, how experienced he might be! Vector calculations are complex and always need a lot of time and some calculators. This is the reason why we decided to play on a board like a table top game. The 3. dimension height is not considered but can be kept in mind when 2 vehicles cross. When 2 vehicle cross determine how close they come and let the players make a roll against piloting (+/- penalty or bonus for every 0.5 meters they are in danger to collide) whether they have contact or not. See the rules in GURPS Vehicles, 2nd edition for details.

For our SW space combat simply use a map with hexes where you can place counters for the involved vehicles. *All movements are considered to be 2 dimensional to make it easier to play* fast and fair. This rule does not interfer with the individual advantages or disadvantages of the spaceships because every craft obeys the same rules.

MGLT, g-force or mp/h ?

Again reality vs. game fun. In the real universe G-forces are the only law. Speed does not matter, but acceleration. There are very good rules already written in several GURPS books.

But why do the SW vehicles have an attack speed or in the computer game a maximum speed? Because it is easier to play. We will rely on two interpretations of speed and decide yourself what you prefer in your game. The first speed term is MGLT and the other mp/h. MGLT is the speed unit used in the X-Wing games by Lucas Arts, mp/h, well look at your car! See the conversion rules above to choose what suits best to your game.

Of course every vehicle has a certain acceleration and deceleration that determines how fast the craft can reach the speed the pilot intends to achieve. The Attack speed expresses how fast a vehicle can go to perform a 45° turn in one game round. Larger vessels probably need more than one round to do that. This is indicated by a number in brackets after the max. speed or attack speed. Max. speed: 200MGLT (2) means that the craft has a maximum speed of 200MGLTs but needs 2 turns to perform a 45° turn. If not all vehicles contain such a hint rely on the table in the ship section that explains the maneuverability of a ship.

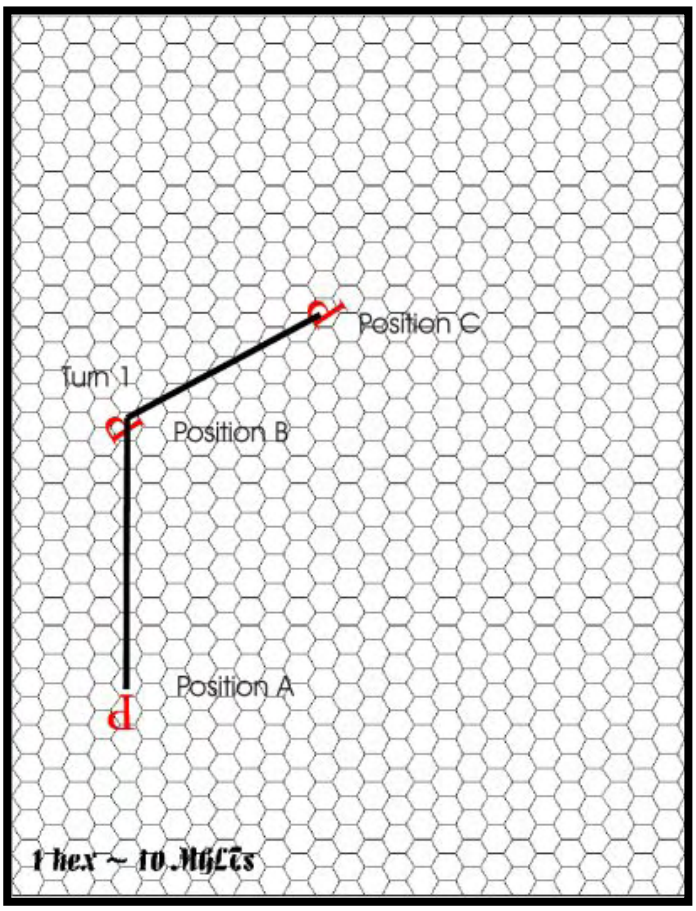
Speed Vector

The speed vector shows where the vehicle will be at the beginning of the next turn. This “simulates” physical law in the universe. You can not decide to move a vehicle arbitrary. The speed vector is always in relation to the acc./dec ability of the vehicle and to the current speed. This shows why A-Wings are more maneuverable than a Star Destroyer – they can increase speed faster or slow down faster than a STDS. See the graphic below to understand. The example is given in the MGLT system, but it does as well work in mp/h system.

Position A: Tim flies his P-Wing, a modified freighter. His speed is 100 MGLT – that means he makes 10 hexes per turn. At the beginning of his turn he decides that he wants to make a fast 45° turn to the left. But he is very fast and has to go another 10 hexes before his P-wing moves.

Position B: Because he was so fast, his speed vector allows pilot Tim to perform Turn 1 only at this position. He decides that he slows down as fast as possible, which is 2 MGLT/turn. So he has to move another 8 hexes in the selected direction…

Position C: . . . .



Maneuvers

Maneuvering a starship this way may be more difficult than you think. So let the players try it on a training course before you send them into a battle…

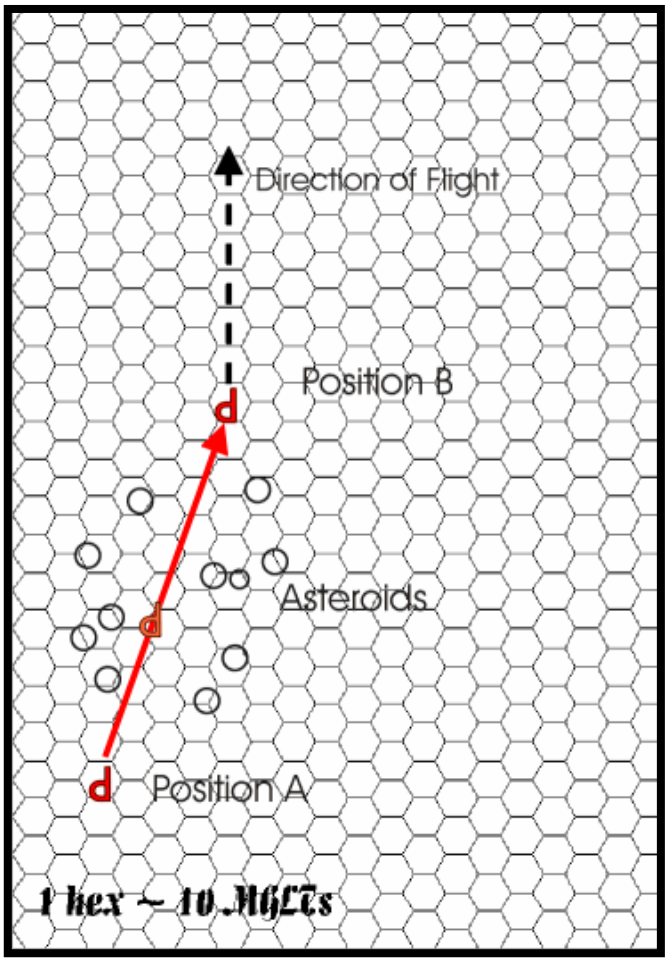
Most vehicles can accelerate and decelerate much faster, this defines a factor of maneuverability.

Sliding

A slide is a maneuver where the vehicle does not change the direction it moves to, but only the position by giving energy to the side thrusters. The vehicle can still slow down or accelerate by using the main thrusters but does not have to change the flight direction. When pilots want to fly through asteroid fields without loosing the main

point out of sight where they want to go to they use the slide maneuver.

The maneuverability of the slide depends on the



current speed of the vehicles. It is supposed to be *MGLT divided by 25* unless it has a modified value given. See the expample below.

Position A: Spaceman Tim comes out of Hyperspace with 100 MGLTs. He is surprised to see the Asteroid field in front of him. If he tried to change the direction of his P-Wing he would crush in the first rock before his vehicle would move. Therefore he decides to perform a slide in the hope to avoid death this time. Because his speed is 100 MGLT his maximum move for the slide is 4 to the side. But he still moves forward!

Position B: As you see his direction of flight is still forward, but he dodged the rocks by the slide. During the slide a pilot can still increase speed or slow down! The advantage of the slide is that the pilot still can face his target or perform fast "side-step" maneuvers.

DR / PD and HT

Shields

The energy shields of the SW vehicles are mostly ablative force screens. That means that every hit of the shield damages it and makes it easier for the attacker to damage the craft with the next hit. For every 10 points of damage absorbed by the shield, the shield looses 1 point of DR.

Example: A cruiser with shields DR 1000 is hit by the cannons of Tim's B-Wing. His 2 light laser cannons make a damage of 6d x 50. He hits the cruiser with a damage roll of 900 points. This time the cruiser was lucky because no damage came through the shields, but his 900 points damaged the shields with DR-1 per10 points of damage. With his roll of 900 damage this makes minus 90 points to the DR of the cruiser's shields. The next attack the cuiser will face with only a DR of 910.

Hull damage

When the shields can not absorb all the damage points, the ship looses HT. The mentioned cuiser has a HT of 3000. Tim's next attack was better than his first. He makes 1200 points of damage. The DR of the cruiser's shields absorb 910 points. That means that 210 points come through and damage the cruiser's hull or even important systems. Considering he did not hit an important life system the cruiser looses 210 points of HT. The next turn the cruiser will have only 2790 HT and only 790 DR! When the HT of the cruiser reaches 0 the hull is destroyed completely and the cruiser is lost. Do not forget to refer the table at the SW sourcebook, 1st edition to see what partial damage a vehicle takes when being hit.

Game Turns – Standard Time Unit

How long is a game turn? Well, the diplomatic answer is – a standard time unit. As long as all players and NPCs obey the same rules it does not matter whether a game turn is 5 seconds long or

15 seconds. There are only a few rules to consider when you use the STU.

1. All involved characters act within the same time unit.
2. Let the characters do their actions.
3. Fill the sequence with descriptions of what happens around the characters

I found out that it is useful not to refer to the exact time, but to the turn the vehicle does. When a complicated dodge maneuver is performed it is unlikely that the PC does some repair on the Hyperdrive at the same time. During a calm situation, everything else goes. Time is relative – action counts! Keep in mind that more maneuverable vehicles can change their direction faster than larger ships.

Crosswire the system

Most vehicles can be crosswired. That means that they are allowed to transfer a maximum of 25% of their energy to other systems. But that also means that they loose this energy somewhere else. The transfer is considered as full turn action and no other action is allowed during this turn (except flying the ship, of course!) No weapon systems are available during this turn. It takes another turn until the transfer is complete. All systems can be used within this time but the intended advantage is available only the next turn. All energy taken to increase a certain system must be taken from another system!

The following transfers are possible:

Shield energy

The DR of the shield can be increased up to 25% of the maximum.

Firepower

The energy provided by the cannon for the shot can be increased up to 25%, but as well the danger to “hotshot” the cannon increases. For any 5% more power add a –1 to the negative critical roll. Example: That means that usually a malfunction of the weapon occurs at a 18. When you increase the power of the weapon by 15% the weapon will already hotshot at a roll of 15! The additional damage is calculated by adding 15% to the usual damage roll.

Sensors (special)

Power can be used to increase the sensor systems capacity but not drawn from the sensors! Additional energy in the sensors allows better information and longer range.

The following grafic shows how the sensors of a ship work:

Sensors – every ship has sensors of different types. To use them the pilot has to make a sensor roll. The sensors are able to scan a special area.

Focus: The operator of the sensors recieves a +3 to his sensor roll when focusing his sensors on a specific area in space. The sensors are blind to all other areas in space.

Passive: The operator of the sensors recieves +0 to his sensor roll. These sensors are always up.

Scan: The operator of the sensors recieves a +1 to his sensor roll. Scans the area in the ships scan radius.

Search: The operator of the sensors recieves a +2 to his sensor roll. Scans only a 45 degree area. The ship is blind to all other areas where the scan is not taking place.

To determine how successful the scan was...

The player/NPC made the roll by...

0 - the exact target number - Something is out there

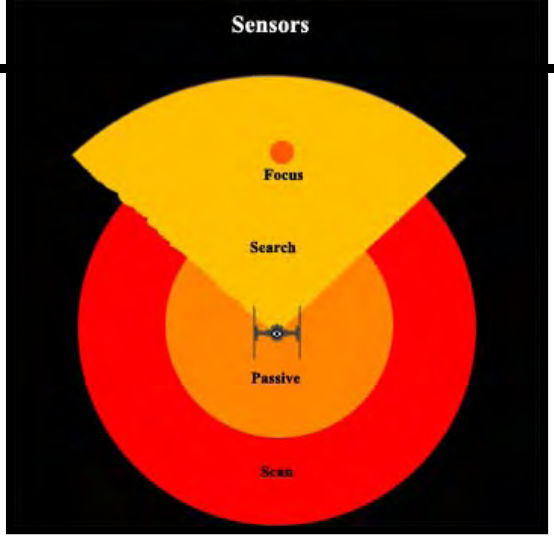
1 to 2 below the target number - Ships class

3 to 5 below the target number - Speed and shields

6 or more below the target number - reads the ships transponder codes (What the ships carrying, the crafts name, and who it is registered to etc...)

Speed

The speed of the vehicle can exceed maximum speed! But per 2% increase of speed the piloting



skill is at –1. Keep in mind that only with combat speed a vehicle can perform 45° turns!

Combat!

Three skills are important for space combat! Piloting, Tactics and Gunnery.

When a pilot decides to engage another craft, he has to be in weapons range and have the enemy ship in front of him. That does not mean that the ship has to be directy in front of him. A fast move with the “nose” can let the pilot aim on the enemy fighter. The following shows a combat between two fighters of the same class.

1. A successful piloting roll is necessary to bring the cannons in direction of the enemy. The enemy fighters rolls against piloting two. The two results are compared and the difference is added/substracted to the gunnery roll.
2. A successful gunnery roll is necessary to shoot at the enemy. If the enemy made a better piloting roll than the attacker, the difference of the two rolls is substracted of the result.
3. Defense action: The pilot has a chance to dodge with 1/3 his piloting skill. A successful tactics roll lets the defender analyse the attack. The difference of the result and the skill is added to the defense/dodge roll.

Of course a freighter moves different to a fighter and can not dodge that easy. The speed of the attacker and the defender are important, too. Another factor is the distance of the two vehicles. I would encourage all GMs to make arbitrary decisions and to give bonuses regarding these factors. But of course you can handle this with rules, too. In the GURPS BASIC SET, 3rd edition you will find the speed/range table you need for the calculations for the bonuses. Furthermore I recommend the GURPS VEHICLES, 2nd edition for outstanding additional rules and suggestions for gaming.

Weapons and Equipment of the Empire

The Empire supports its troops with the best equipment available in the galaxy to guarantee a maximum of efficiency. The following tables include Armour and Weapons of the Imperial forces.

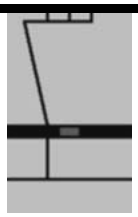
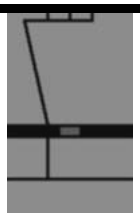
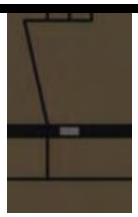
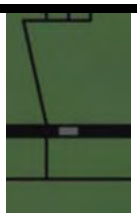
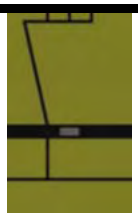
Weapon	Malf.	Type	DMG	SS	Acc.	1/2D	Max.	Wt.	Rof	Shots	ST	LC	RCL	Cost
Blaster	Ver.	Cr.	6d(3)	10	6		300	3.5	3~	20/C	0	2	0	$500
Imperial Rifles (blaster)	Ver.	Cr.	12d(3)	12	9	300	800	7	3~	12/C	10	5	0	$1,200
Imperial Rifles (stun)		Cr.	4d(3) fatigues	12	9		50		1			5	0	
Laser Pistol	Ver.	Imp.	5d(2)	9	9	300	650	2	2	30/C	0	2	0	$300
Naval Blaster	Ver.	Cr.	10d(3)	12	9	300	800	4.5	2~	18/C	0	4	-1	$850
Riot Gun	Ver.	Cr.	3d(3) fatigues	12	9		75	10	2	12/C	0	3	0	$1,200
Thermal Detonators	Crit.	Expl.	6dx5	15	1	ST	ST+5	0.25	N/a	N/a	N/a	5	N/a	$120
Repeater Guns	Crit.	Imp.	4d	10	5	500	1200	8	12	20	10	3	-2	$800

Table of Imperial Armor and Shields:

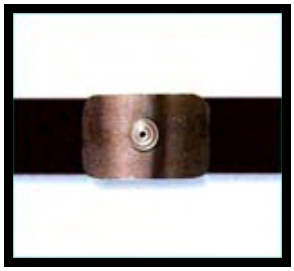
Type	PD	DR	Cost	Weight	*Notes*
Blast Helmet	3	20	$80	1.5lbs	Includes a Commlink. Protects only the head.
Blast Vest	3	20	$100	12lbs	Protects only the torso.
High-G Suit	2/1	30/2	$500	30lbs	Used by fighter pilots doing high-G maneuvers.
Vacc Suit (Utility)	3	40	$5,000	125lbs	Used by Zero-G shipyards worker, engineers and technicians.
Vacc Suit (Pilot)	2	25	$3,000	80lbs	Typical suit worn by space fighter pilots.
Storm trooper	4	60	$12,000	60lbs	Commlink, NBC Filters, mini life-support, spinneret with hook. Protects all area of the body.
Snow trooper	4	50	$10,000	50lbs	As above, but is not vacuum-sealed.
Space trooper	4	85	$25,000	120lbs	Armored Vacc suit with thruster pack.
Imperial Naval	3	40	$8,000	40lbs	
Imperial Scout	3	30	$9,000	40lbs	
Duraweave Battledress	2/1	30/2	$4,000	35lbs	Everyday military protection
Heavy Battledress	2	30	$8,500	50lbs	
Riot Control Gear	2	15	$1,500	60lbs	
Planetary Shields	8	200,000	$750,000,000	500,000lbs	Protects planets from bombardment.

Imperial Service Uniform (ISU) Colors

The standard Imperial Service Uniform (ISU) comes in several deferent colors. Every person wearing the uniform is a servant of the Galactic Empire, and each of these individuals works daily within one of the many branches of the Imperial infrastructure. The Imperial Army, Imperial Navy, Imperial Intelligence and even COMPNOR, are all some of the different organizations needed to maintain galactic control. As maintaining peace and order throughout the galaxy, is a task requiring close cooperation between the many Imperial organizations, the members blend among each other frequently. This is where the color of the Imperial Service Uniform plays its role. Indicating the branch of the personnel.

			
Imperial Navy Command Personnel	**Imperial Navy Support Personnel**	**Imperial Navy Combat Personnel**	**Imperial Starfighter Personnel**
			
Imperial Army Command Personnel	**Imperial Army Support Personnel**	**Imperial Army Combat Personnel**	**Imperial Stormtrooper Personnel**
			
Imperial Intelligence Personnel	**Imperial Law Enforcement Personnel**	**Imperial Engineering Personnel**	**Imperial Planetary Governor Personnel**
Imperial COMPNOR Personnel	**Imperial Survey Corps Personnel**	**Imperial Medical / Science Personnel**	**Old ISU Design**

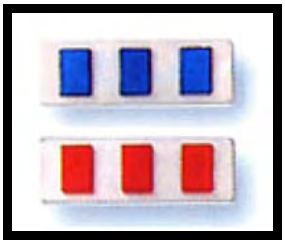
Imperial Service Uniform Cap and Belt



The Imperial Service Uniform Belt is like the standard ISU gloves and ISU boots made from Black plast-leather. It can be fitted with a blaster pistol holster and a variety of utility boxes for datapads, comlinks, emergency rations, survival gear, medkids, flares, ammunition, grenades and even personal shields. A Belt Disk is mounted on the belt buckle, similar to the Cap Disk on the ISU Cap. The disc is actually a code transmitter used to identify rank and personal identification. Stormtroopers can identify officers as well as other stormtroopers rank and number/name, by reading information in their helmets. For more information on the Disc, click on the ISU Cap.

The Imperial Service Uniform Cap with the notable Cap Disc. The disc is actually a code transmitter used to identify rank and personal identification. This is don via electronic scanners placed in several doorways, security areas and installations where an identification of passing personnel is wanted. The Cap Disc's role is not to be confused with the Code Cylinders, which can unlock Doors and lower force fields. Some starship computers can continuously track all crewmen aboard the vessel. A similar Disc is mounted on the belt buckle of the uniform.

ISU Rank Indicator Plaques



Officers use Rank Indicator Plaques on the Imperial Service Uniform. You can se the standard rank system of Imperial Starfleet, Imperial Army and Imperial Starfighter personnel displayed in the "Imperial Chain Of Command" section of the INSD.

Imperial rank plaques with a combination of blue, red and yellow colored rectangular marks, can be used to determine an officers rank and service-role. To determine a rank you would have to know the ranking system of the officer's particular branch. But the service-role and status is indicated by the colors and placement of the rectangular marks. As officers move op the rank system, they get more responsibility and power, and therefore they gain more colored marks.

RED marks, indicates: COMBAT and COMMAND duties.
BLUE marks, indicates: INTELLECTUAL and ADMINISTRATIVE duties.
YELLOW marks, indicates: SECURITY and POLITICAL duties.

The placement of colored marks also plays a vital role. The first marks from the left side of the Rank Indicator Plaque, are the lowest prioritized duties. The Last Marks at the right, are the highest prioritized duties. When

the Rank Indicator Plaque is double rowed like the standard insignia of Starfleet and Army officers, both the top and bottom indicated duties are equally prioritized. But the right side is still higher prioritized than the left.

Imperial Navy Rank and Insignias

Grand Admiral	**High Admiral**	**Fleet Admiral**	**Admiral**	**Vice Admiral**
Rear Admiral	**Commodore**	**Line Captain**	**Captain**	**Commander**
Lieutenant Commander	**First Lieutenant**	**Second Lieutenant**	**Midshipman/Ensign**	**Officer Cadet**
Master Chief Petty Officer	**Chief Petty Officer**	**Petty Officer**		
Master Sergeant Technician	**Staff Sergeant Technician**	**Sergeant Technician**	**Senior Technician**	**Leading Technician**
Technician	**Senior Crewman**	**Leading Crewman**	**Crewman**	

Imperial Army Rank and Insignias

Grand General	**High General**	**Surface General**	**General**	**Lieutenant General**
Major General	**Brigadier General**	**Colonel**	**Lieutenant Colonel**	**Major**
Captain	**First Lieutenant**	**Second Lieutenant**	**Warrant Officer**	**Officer Cadet**
Master Sergeant	**Staff Sergeant**	**Sergeant**	**Corporal**	**Lance Corporal**
Private				

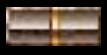
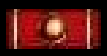
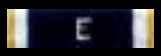
Imperial Stormtrooper Rank and Insignias

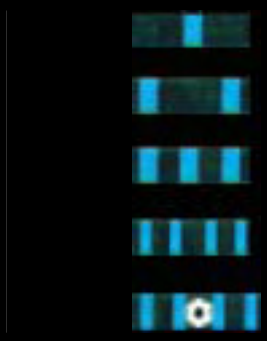
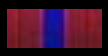
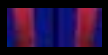
Captain	Flight Lieutenant	Second Lieutenant	Field Officer	Officer Cadet
Master Sergeant	Staff Sergeant	Sergeant	Corporal	Lance Corporal
Private	Private Heavy Weapon Specialist	Private Veteran Trooper		

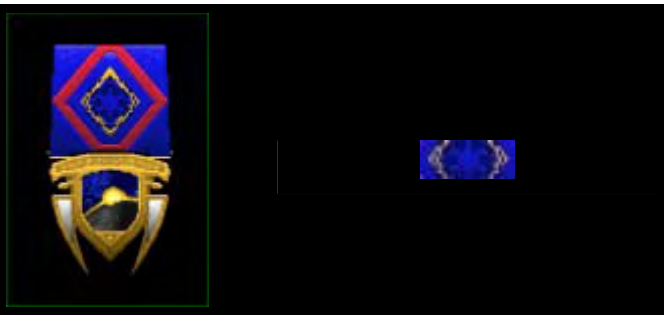
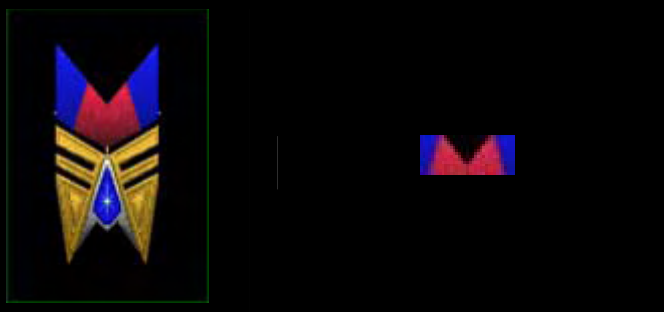
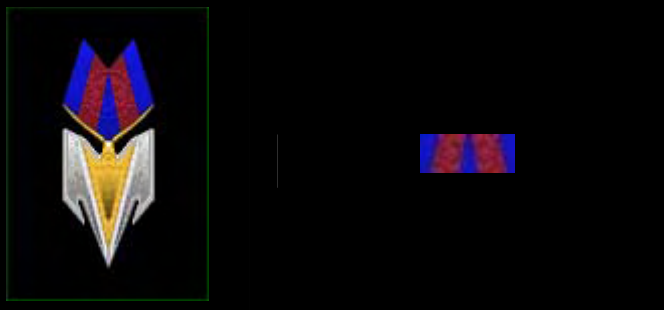
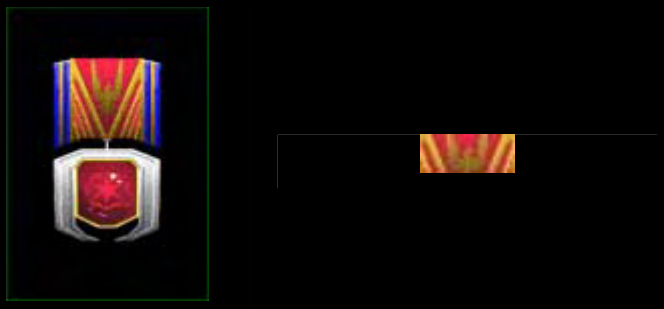
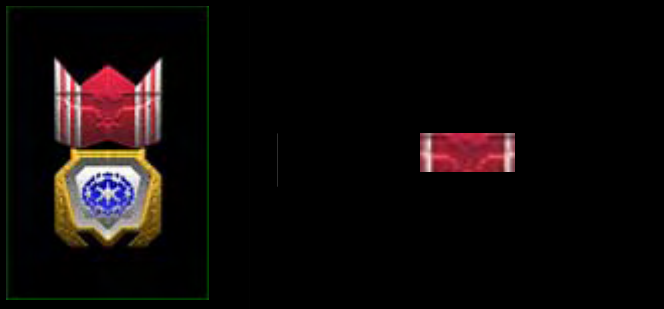
Imperial Starfighter Pilot Rank and Insignias

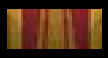
Grand Marshal	**High Marshal**	**Force Marshal**	**Marshal**	**Vice Marshal**
Flight General	**Flight Colonel**	**Flight Major**	**Group Captain**	**Wing Commander**
Flight Captain	**Flight Lieutenant**	**Flight Lieutenant JG**	**Warrant Officer**	**Officer Cadet**
Flight Officer	**Flight Sergeant**	**Flight Cadet**		
Master Sergeant Technician	**Staff Sergeant Technician**	**Sergeant Technician**	**Senior Technician**	**Leading Technician**
Technician	**Senior Spacecraftman**	**Leading Spacecraftman**	**Spacecraftman**	

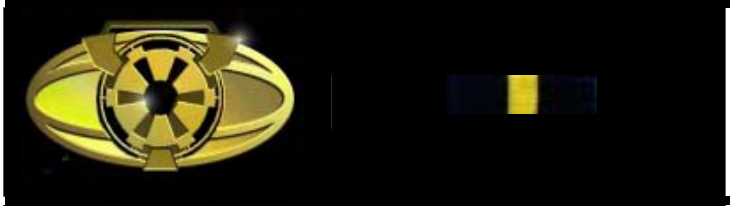
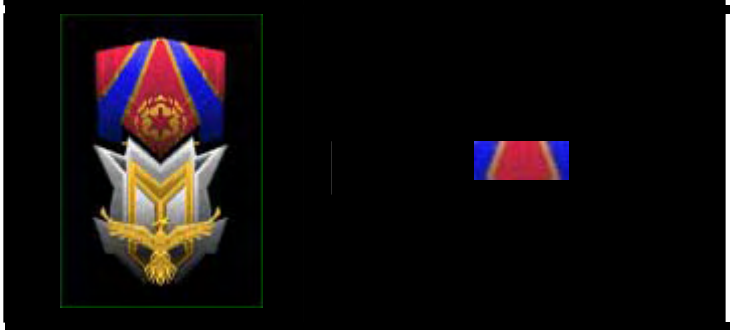
Imperial Service Medals

For use on Imperial Dress Uniforms	Ribbons used Imperial Service Uniforms on special Occasions	Medal Descriptions
		Mission Silver Star for completing all given secondary mission objectives on a combat mission. Fighter Pilots Only.
		Mission Gold Star for completing all given bonus mission objectives on a combat mission. Fighter Pilots Only.
		Copper Bar Ribbon for wining a copper medal in a Combat Simulation Tournament.
		Nickel Bar Ribbon for wining a Nickel medal in a Combat Simulation Tournament.
		Bronze Bar Ribbon for wining a Bronze medal in a Combat Simulation Tournament.
		Silver Bar Ribbon for wining a Silver medal in a Combat Simulation Tournament.
		Gold Bar Ribbon for wining a Gold medal in a Combat Simulation Tournament.
		Adequate Battle Performance Ribbon for completing and winning a space battle with adequate performance.
		Fair Battle Performance Ribbon for completing and winning a space battle with fair performance.
		Good Battle Performance Ribbon for completing and winning a space battle with good performance.
		Excellent Battle Performance Ribbon for completing and winning a space battle with excellent performance.
		Unique Battle Performance Ribbon for completing and winning a space battle with Unique performance.
		Battle Efficiency Award for each member of a winning unit shall be entitled to bear this ribbon.

	Letter of Commendation for recognizing a soldier's performance in Imperial Service. A letter of commendation shall be presented when the recipient has performed WELL above the standards set by his or her branch, and is a means to give recognition where the level of service needed for a medal have not been met. A ribbon may be posted indicating that the recipient has received a LOC, and contains stripes equal to the number of LOCs the soldier has earned. For example, a ribbon with 3 stripes may be displayed after 3 LOCs have been earned, whereas only 1 stripe may be worn if 1 LOC has been earned. A ribbon with 4 stripes and the insignia of the Empire indicates 5 LOCs.
	Imperial Good Conduct Award. This award is intended to recognize that service which has repeatedly and consistently been above that of the recipient's peers. This award is presented after a vote when a soldier has been awarded his 6th Letter Of Commendation.
	Medal of Redemption for successfully completing 1 Tour Of Duty.
	Medal of Unity for successfully completing 2 Tours Of Duty.
	Medal of Progress for successfully completing 3 Tours Of Duty.

	Medal of Order for successfully completing 4 Tours Of Duty.
	Medal of Loyalty for successfully completing 5 Tours Of Duty.
	Medal of Destiny for successfully completing 6 Tours Of Duty.
	Medal of Dignity for successfully completing 7 Tours Of Duty.
	Medal of Futility for successfully completing 8 Tours Of Duty.
	Medal of Horror for successfully completing 9 Tours Of Duty.

	Medal of Liberty for successfully completing 10 Tours Of Duty.
	Medal of Guile for successfully completing 11 Tours Of Duty.
	Medal of Victory for successfully completing 12 Tours Of Duty.
	Imperial Navy Achievement Award. This medal and ribbon shall be presented to a soldier whose performance, in the belief of the Navy commanding officer, has been exemplary and makes the recipient an asset and example in their respective branch. This award is for service decidedly above that needed for a Letter of Commendation, but not appropriate to earn a Cross.
	Imperial Navy Cross. This medal and ribbon shall be presented to a soldier whose performance in the Navy has been at a risk to life and limb. This award is intended for service which exceeds the Achievement Award, but not appropriate for the Imperial Bronze Star.
	Imperial Bronze Star. This award shall be presented to a soldier who has given service that has promoted the goals, mission, and strength of the Empire. This service is well above that of a LOC, and has affected the entire Empire; however, inappropriate for a silver star.

	Imperial Silver Star for service as described for a Bronze Star, but deserving of a silver star status as opposed to a bronze star.
	Imperial Cross. This award shall be presented to a soldier who has taken extraordinary measures, at the risk of his own life, to ensure the safety and security of the Empire.
	Imperial Distinguished Service Medal. This award is given for exceptionally meritorious service to the Emperor or Empire.
	Emperor's Special Award. The Emperor may issue a distinct Emperor’s Award ribbon as an award at his discretion.
	The Emperor's Will Medal. A special Tour Of Duty medal which is presented to a soldier who has taken extraordinary measures, at the risk of his own life, to ensure the safety and security of the Empire. Awarded by the Emperor himself.
	Imperial Medal of Honor. Presented for the conspicuous gallantry and intrepidity at the risk of own life above and beyond the call of duty!! Awarded by the Emperor himself.

Bibliography

The following material was used in designing my view of the Empire as a militaristic organisation. Page references expressed in this book reflect the standard SJ Games/GURPS page notification scheme. Reference to other material will be given after the key in the end of this section. The credits I promised to give will be found here, too. Thanks to all the people who provided me with tons of SW material. If I have forgotten anybody, I apologize, let me know and I will add your name, of course.

GURPS Material

GURPS Basic 3rd edition (B)

GURPS Compendium I (C1)

GURPS Cyberpunk (CP)

GURPS Space 2nd edition (S)

GURPS Star Wars Worldbook (GSW)

GURPS Star Wars Encyclopedia Galactic (SWE)

GURPS Ultratech (U)

GURPS Vehicles 2nd edition (V)

GURPS Robots (R)

GURPS Traveller (TR)

GURPS Martial Arts (MA)

Reference Material

A Guide to the STAR WARS universe, 2nd edition, by Bill Slavicsek

The Art of STAR WARS Episode IV, A New Hope, by Carol Titelman

The Art of STAR WARS Episode V, The Empire Strikes Back, by Deborah Call, Vic Bulluck, Valerie Hoffman

The Art of STAR WARS Episode VI, The Return of the Jedi, by Lawrence Kasdan

Filmscript STAR WARS – The Phantom Menace, by George Lucas

Filmscript STAR WARS – A New Hope, by George Lucas

Filmscript STAR WARS – The Empire Strikes Back, by George Lucas

Fimscript STAR WARS – The Return Of The Jedi, by George Lucas

The STAR WARS Sourcebook, West End Games

STAR WARS Imperial Sourcebook, West End Games

The Empire Strikes Back Galaxy Guide 3, West End Games

The Making of STAR WARS EPISODE ONE, by

Movies and TV Shows

Star Wars Episode I: The Phantom Menace

Star Wars Episode IV: A New Hope

Star Wars Episode V: The Empire Strikes Back

Star Wars Episode VI: The Return of the Jedi

Star Wars Holiday Special

Computer Software and Games

Star Wars Behind the Magic - LucasArts Entertainment Company

Star Wars X-Wing Alliance - LucasArts Entertainment Company

Star Wars Tie Fighter –LucasArts Entertainment Company

Star Wars X-Wing vs. Tie Fighter, LucasArts Entertainment Company

WWW Resources - On the web

All material taken from the WWW is taken from sources which are able to give reference of the source of information they presented. All material on the Empire as seen in the Star Wars universe are therefore (hopefully) considered originally Gerorge Lucas' work.

Jan Jacob Mosselaar

The fantastic website from Jan Jacob Mosselaar provided me with a lot information and suggestions. It is a complete archive about the SW universe and we are very thankful for the permission to "grab" in this box of miracles for our book. Jan Jacob works as a programmer in a large company and designed his page for his own fun in his spare-time. Every SW fan will love this site for its details, complexity and completeness of the shown information.

http://www.intern.hta.nl/php/Jan.Jacob.Mosselaar/pagearch.htm

The Force Net

One of the most detailed SW sites in the WWW! These guys are professionals. When one visits their web page one can see that they really got the spirit of the Star Wars universe. I am very thankful for the permission to proudly pesent some of their material in this book.

www.theforce.net/timetales

The Imperial Navy ship database

Thanks again to Jason for establishing another great contact. This site leaves no question unanswered when you look for technical details. Great page!

http://www.crosswinds.net/~insd/Start.htm

Abbreviation Description of Source Material

ACAmbush at Corellia (novel)**AESB**The Art of The Empire Strikes Back (pictorial)**AIR**Alliance Intelligence Reports (WEG Supplement)**ANA**Star Wars Episode I: Anakin Skywalker (comic one-shot)**ANNOT**Star Wars: The Annotated Scripts (reference)**AS**Assault at Selonia (novel)**ASW**The Art of Star Wars (pictorial)**AT**The Adventures of Teebo (children's book)**BF**Boba Fett (comic series)**BFE**Ewoks: The Battle for Endor (motion picture)**BGS**Battle for the Golden Sun (WEG adventure module)**BI**Black Ice (WEG adventure module)**BTM***Star Wars*: Behind the Magic (computer software)**BTS**Before the Storm (novel)**BW**X-Wing Rogue Squadron: The Bacta War (novel)**CCG**Star Wars: Customizable Card Game - Premiere Edition**CCG2**Star Wars: Customizable Card Game - A New Hope**CCG3**Star Wars: Customizable Card Game - Hoth**CCG4**Star Wars: Customizable Card Game - Dagobah**CCG5**Star Wars: Customizable Card Game - Cloud City**CCG6**Star Wars: Customizable Card Game - Sealed Deck**CCG7**Star Wars: Customizable Card Game - Jabba's Palace**CCG8**Star Wars: Customizable Card Game - Second Anthology**CCG9**Star Wars: Customizable Card Game - Special Edition**CCG10**Star Wars: Customizable Card Game - Endor**CCR**Crisis at Crystal Reef (YA novel)**CE**Crimson Empire (comic series)**CE2**Crimson Empire II: Council of Blood (comic series)**CFG**Cracken's Rebel Field Guide (WEG reference)**COJ**Children of the Jedi (novel)**COTF**Champions of the Force (novel)**CPL**Courtship of Princess Leia (novel)**CRO**Cracken's Rebel Operatives (WEG reference)**CS**The Crystal Star (novel)**CSA**Han Solo and the Corporate Sector (WEG reference)**CSW**Classic Star Wars (comic series)**CSWDW**Classic Star Wars: Devilworlds (comic series)**CSWEA** Classic Star Wars: The Early Adventures (comic series)**CT**Jedi Apprentice: The Captive Temple (YA novel)**CTD**Cracken's Threat Dossier (WEG supplement)**DA** Dark Apprentice (novel)**DARK**The DarkStryder Campaign (WEG Campaign)**DCAR** Droids Cartoon Series (animated TV)**DESB** Dark Empire I Sourcebook (WEG reference)**DE1** Dark Empire I (comic series)**DE2** Dark Empire II (comic series)**DF** Dark Forces (computer game & player's guide)**DF2** Dark Forces II: Jedi Knight (computer game)**DFR** Dark Force Rising (novel)**DFRC** Dark Force Rising (comic series)**DFRSB** Dark Force Rising Sourcebook (WEG reference)**DK** Darkest Knight (young adult novel)**DLS** Tales of the Jedi: Dark Lords of the Sith (comic series)**DOD**Jedi Apprentice: Defenders of the Dead (YA novel)**DOD2** A Decade of Dark Horse, Volume 2 (comic contains "This Crumb for Hire")**DOE** Domain of Evil (WEG adventure module)**DR**Jedi Apprentice: The Dark Rival (YA novel)**DRO** Droids and Droids II (comic series)**DRPC** Droids: The Protocol Offensive (comic book)**DS** Darksaber (novel)**DSTC** Death Star Technical Companion (WEG supplement)**DTO**Dark Tide: Onslaught (novel)**DU** Death in the Undercity (WEG Adventure)**DW**DroidWorks (computer game)**EA** The Ewok Adventure (motion picture)**ECAR** Ewoks Cartoon Series (animated TV)**EE** Empire's End (comic series)**EGC** The Star Wars Essential Guide to Characters (reference)**EGP**The Star Wars Essential Guide to Planets and Moons (reference)**EGV** The Star Wars Essential Guide to Vehicle and Vessels (reference)**EGW**The Star Wars Essential Guide to Weapons and Technology (reference)**EOE**Boba Fett: Enemy of the Empire (comic series)**EP** The Emperor's Plague (YA novel)**ESB** Star Wars: The Empire Strikes Back (motion picture)**ESBN** Star Wars: The Empire Strikes Back (novelization)**ESBR** Star Wars: The Empire Strikes Back (NPR radio series)**ESBSB** Star Wars: The Empire Strikes Back Sketchbook**ESBSE** The Empire Strikes Back: Special Edition (motion picture)**E1A1**Star Wars Episode I Adventures: The Search for the Lost

Jedi (young adult play-along)**E1A2**Star Wars Episode I Adventures: The Bartokk Assassins (young adult play-along)**E1A3**Star Wars Episode I Adventures: The Fury of Darth Maul (young adult play-along)**E1A4**Star Wars Episode I Adventures: Jedi Emergency (young adult play-along)**E1A5**Star Wars Episode I Adventures: The Ghostling Children (young adult play-along)**E1A6**Star Wars Episode I Adventures: The Hunt for Anakin Skywalker (young adult play-along)**FNU** Tales of the Jedi: Freedon Nadd Uprisings (comic series)**FOP**The Far Orbit Project (WEG supplement)**FOSE** The Fall of the Sith Empire (comic series)**GA** Graveyard of Alderaan (WEG Adventure)**GAS** The Golden Age of the Sith (comic series)**GCQ** Game Chambers of Questal (WEG adventure module)**GDV** The Glove of Darth Vader (young adult book)**GF**The Gungan Frontier (computer game)**GG** The Golden Globe (children's story)**GG1**Galaxy Guide 1: A New Hope (WEG supplement)**GG2** Galaxy Guide 2: Bespin and Yavin (WEG supplement)**GG3**Galaxy Guide 3: The Empre Strikes Back (WEG supplement)**GG4** Galaxy Guide 4: Alien Races (WEG supplement)**GG5**Galaxy Guide 5: Return of the Jedi (WEG supplement)**GG6** Galaxy Guide 6: Tramp Freighters (WEG Supplement)**GG7** Galaxy Guide 7: Mos Eisley (WEG supplement)**GG8** Galaxy Guide 8: Scouts (WEG supplement)**GG9** Galaxy Guide 9: Fragments from the Rim (WEG supplement)**GG10** Galaxy Guide 10: Bounty Hunters (WEG Supplement)**GG11** Galaxy Guide 11: Criminal Organizations (WEG Supplement)**GG12** Galaxy Guide 12: Aliens: Enemies and Allies (WEG Supplement)**GLCI**George Lucas: The Creative Impulse (non-fiction)**GMH** Star Wars Gamemaster Handbook (WEG rules companion)**GMK**Star Wars Gamemaster Kit (WEG rules companion**GMS** Star Wars Gamemaster Screen (WEG rules companion)**GOF1** Eaten Alive: Galaxy of Fear Book 1 (young adult novel)**GOF2** City of the Dead: Galaxy of Fear Book 2 (young adult novel)**GOF3** Planet Plague: Galaxy of Fear Book 3 (young adult novel)**GOF4** Nightmare Machine: Galaxy of Fear Book 4 (young adult novel)**GOF5** Ghost of the Jedi: Galaxy of Fear Book 5 (young adult novel)**GOF6** Army of Terror: Galaxy of Fear Book 6 (young adult novel)**GOF7** The Brain Spiders: Galaxy of Fear Book 7 (young adult novel)**GOF8** The Swarm: Galaxy of Fear Book 8 (young adult novel)**GOF9** Spore: Galaxy of Fear Book 9 (young adult novel)**GOF10** The Doomsday Ship: Galaxy of Fear Book 10 (young adult novel)**GOF11** Clones: Galaxy of Fear Book 11 (young adult novel)**GSE** Goroth: Slave of the Empire (WEG Supplement)**HM**Hard Merchandise (novel)**HP**Jedi Apprentice: The Hidden Past (YA novel)**HR** Heroes and Rogues (WEG supplement)**HSE** Han Solo at Stars' End (novel)**HSEC** Han Solo at Stars' End (comic series)**HSL** Han Solo and the Lost Legacy (novel)**HSR** Han Solo's Revenge (novel)**HTF** Heirs of the Force (YA novel)**HTSB** Heir to the Empire Sourcebook (WEG reference)**HTTE** Heir to the Empire (novel)**HTTEC** Heir to the Empire (comic series)**HXW**Star Wars Handbook: X-Wing Rogue Squadron (comic reference)**IA**Instant Adventures (WEG Supplement)**IC**The Isis Coordinates (WEG adventure)**ICS**Star Wars Incredible Cross Sections (book)**IF**X-Wing: Iron Fist (novel)**IG1**Star Wars: Episode I - The Phantom Menace Insider's Guide (computer reference)**IJ**I, Jedi (novel)**IR**X-Wing: Isard's Revenge (novel)**ISB** Imperial Sourcebook (WEG reference)**ISU** The Illustrated Star Wars Universe (art/reference)**IS1**The Phantom Menace Illustrated Screenplay**JAL**Jedi Academy: Leviathan (comic series)**JAS**Star Wars Journal: Anakin Skywalker (YA novel)**JASB** The Jedi Academy Sourcebook (WEG reference)**JDM**Star Wars Journal: Darth Maul (YA story)**JH**Jedi's Honor (WEG solo adventure)**JHS**Star Wars Journal: Hero for Hire (YA story)**JLS**Star Wars Journal: The Fight for Justice (YA story)**JPL**Star Wars Journal: Captive to Evil (YA story)**JQA**Star

Wars Journal: Queen Amidala (YA story)**JS** Jedi Search (novel)**JTH** Jabba the Hutt (comic series)**JUS** Jedi Under Seige (YA novel)**KO** DarkStryder: The Kathol Outback (WEG Campaign Supplement)**KT** X-Wing: The Krytos Trap (novel)**L** Lightsabers (Young adult novel)**LCF** Lando Calrissian and the Flamewind of Oseon (novel)**LCJ** The Lost City of the Jedi (young adult book)**LCM** Lando Calrissian and the Mindharp of Sharu (novel)**LCS** Lando Calrissian and the Starcave of Thon Boka (novel)**LE**Lords of the Expanse (WEG Campaign)**LO** The Lost Ones (YA novel)**LW** Lyric's World (Children's story)**MA**The Mandalorian Armor (novel)**MB**Star Wars Miniatures Battles (WEG Supplement)**MBC**Star Wars Miniatures Battles Companion (WEG Supplement)**MBF**The Making of Baron Fel (comic one-shot)**MC** Marvel Comics Star Wars Adventures**MJEH**Mara Jade: By the Emperor's Hand (comic series)**ML** Mission to Lianna (WEG Adventure)**MM** The Maverick Moon (child's book - not authorized by LucasFilm)**MMY** Mission from Mount Yoda (young adult book)**MOC**Jedi Apprentice: The Mark of the Crown (YA novel)**MRR** The Mystery of the Rebellious Robot (child's book - not authorized by LucasFilm)**MTK** Masters of Teras Kasi (arcade game)**MTS** The Movie Trilogy Sourcebook (WEG reference)**MTSE**The Movie Trilogy Sourcebook Special Edition (WEG reference)**NESB** The Empire Strikes Back Notebook**OE**Operation:Elrood (WEG adventure module)**OS** Otherspace (WEG adventure)**OS2** Otherspace II: The Invasion (WEG adventure)**OWS**The Official Star Wars Website - www.starwars.com**P** Promises (children's story)**PDS** Prophets of the Dark Side (young adult book)**PG** Planet Guide Compendium (WEG reference)**PG1** Planets of the Galaxy, Volume 1 (WEG supplement)**PG2** Planets of the Galaxy, Volume 2 (WEG supplement)**PG3** Planets of the Galaxy, Volume 3 (WEG supplement)**POM** Planet of the Mists (WEG adventure module)**POT** Planet of Twilight (novel)**POC** The Politics of Contraband (WEG Adventure module)**PTR**Prelude to Rebellion (comic series)**QA**Star Wars: Episode I - Queen Amidala (comic one-shot)**QGJ**Star Wars: Episode I - Qui-Gon Jinn (comic one-shot)**QE** Queen of the Empire (young adult book)**RA** Rebel Assault (computer game)**RA2** Rebel Assault II (computer game)**RAC**Star Wars: Episode I - Racer (computer game and strategy guide)**RASB** Rebel Alliance Sourcebook (WEG reference)**RC** SW: RPG Rules Companion (WEG reference)**RD** Rebel Dawn (novel)**REB** Rebellion (computer game)**REV** Revell model kit instructions**RF**Jedi Apprentice: The Rising Force**RJSE** Return of the Jedi: Special Edition (motion picture)**RM** Riders of the Maelstrom (WEG adventure)**ROC** River of Chaos (comic series)**ROE**Rules of Engagements: The Rebel SpecForce Handbook (WEG reference)**ROJR** Return of the Jedi (NPR radio series)**ROM** Return to Ord Mantell (YA novel)**ROTJ** Star Wars: Return of the Jedi (motion picture)**ROTJN** Star Wars: Return of the Jedi (novelization)**RP**Rogue Planet (novel)**RPG** Star Wars: The Roleplaying Game (WEG reference)**RSG**Rogue Squadron (PC/N64 Game)**SA** Shadow Academy (YA novel)**SA1**Star Wars Science Adventures: Emergency in Escape Pod Four**SA2**Star Wars Science Adventures: Journey Across Planet X**SC** Showdown at Centerpoint (novel)**SCRE** Star Wars Screen Entertainment (computer software)**SE** Shadows of the Empire (novel)**SEC** Shadows of the Empire (comic series)**SEE**Shadows of the Empire: Evolution (comic series)**SES**Shadows of the Empire Soundtrack (music CD)**SESB**Shadows of the Empire Sourcebook (WEG reference)**SF** Starfall (WEG adventure)**SFS** Strike Force: Shantipole (WEG adventure)**SGL** Skywalking - the Life and Films of George Lucas**SH** Scavenger Hunt (WEG adventure)**SHA** Shards of Alderaan (young adult novel)**SL**Scoundrel's Luck (WEG solo adventure)**SLS**Slave Ship

(novel)**SME** Splinter of the Mind's Eye (novel)**SN** Supernova (WEG Adventure)**SOA**X-Wing: Starfighters of Adumar (novel)**SOC**X-Wing: Solo Command (novel)**SOL** Shield of Lies (novel)**SOP** Specter of the Past (novel)**SS**Stock Ships (WEG supplement)**SSE** Secrets of Star Wars: Shadows of the Empire (reference)**SSR**Secrets of the Sisar Run (WEG supplement)**SST**Shadow Stalker (comic)**ST** Star Tours (Disney theme park ride)**SW** Star Wars: A New Hope (motion picture)**SWAJ** Star Wars Adventure Journal - unspecified (WEG supplement)**SWCP** Star Wars Campaign Pack (WEG supplement)**SWG** Star Wars Galaxy Magazine**SWH** Star Wars Holiday TV Special**SWI**Star Wars Insider Magazine**SWIJ**From Star Wars to Indiana Jones: The Best of the Lucasflm Archives (book)**SWJ1** Star Wars Adventure Journal Volume 1, Number 1 (WEG Supplement)**SWJ4** Star Wars Adventure Journal Volume 1, Number 4 (WEG Supplement)**SWJ8** Star Wars Adventure Journal Volume 1, Number 8 (WEG Supplement)**SWJ9** Star Wars Adventure Journal Volume 1, Number 9 (WEG Supplement)**SWJ10** Star Wars Adventure Journal Volume 1, Number 10 (WEG Supplement)**SWK**Star Wars Kids (children's magazine)**SWM**Star Wars Monopoly (board game)**SWN** Star Wars: A New Hope (novelization)**SWR** Star Wars: A New Hope (NPR radio series)**SWSB** Star Wars Sourcebook (WEG reference)**SWSE** Star Wars: Special Edition (motion picture)**SWTJ**Star Wars Technical Journal (reference)**SW1**Star Wars: Episode I - The Phantom Menace (motion picture)**SW1S**Star Wars: Episode I - The Phantom Menace Movie Storybook (children’s adaptation)**TA** The Abduction of Crying Dawn Singer (WEG adventure)**TAS**The Annotate Screenplays (reference)**TB** The Truce at Bakura (novel)**TBH** Tales of the Bounty Hunters (collections)**TBSB** The Truce at Bakura Sourcebook (WEG reference)**TCC** Trouble on Cloud City (YA novel)**TEP** The Emperor’s Plague (YA novel)**TFE** Tales from the Empire (collection)**TFNR**Tales from the New Republic (collection)**TGH** The Great Heap (animated TV)**THG** The Hutt Gambit (novel)**TIE** TIE Fighter (computer game)**TJP** Tales from Jabba's Palace (collection)**TJT**The Jabba Tape (comic)**TLC** The Last Command (novel)**TM** Tatooine Manhunt (WEG Adventure)**TME** Tales from the Mos Eisley Cantina (collection)**TMEC** Tales from Mos Eisley (comic book)**TNR** The New Rebellion (novel)**TOD** Twin Engines of Destruction (comic book)**TOJ** Tales of the Jedi (comic series)**TOJC**Tales of the Jedi Companion (WEG reference)**TPM**The Phantom Menace (novel)**TPMC**The Phantom Menace (comic series)**TPS** The Paradise Snare (novel)**TSK** Twins Stars of Kira (WEG Supplement)**TSW** Tales of the Jedi: The Sith War (comic series)**TT** Tyrant’s Test (novel)**TTSB**The Thrawn Trilogy Sourcebook (WEG reference)**UP**Jedi Apprentice: The Uncertain Path (YA novel)**VD1**The Phantom Menace Visual Dictionary**VM** Classic Star Wars: The Vandelhelm Mission (comic)**VOF**Vision of the Future (novel)**VP**Vector Prime (novel)**VQ**Vader's Quest (comic series)**WBC** Wanted By Cracken (WEG sourcebook)**WEG** West End Games' Star Wars Role-Playing Game sourcebooks - unspecified**WEGM**West End Games' Star Wars Role-Playing Game modules - unspecified**WG** X-Wing: Wedge's Gamble (novel)**WS** X-Wing: Wraith Squadron (novel)**WSB** Star Wars: The Wookiee Storybook (child's book - not authorized by LucasFilm)**XVT** X-Wing versus TIE Fighter (computer game)**XW** X-Wing (computer game & player's guide)**XWA**X-Wing Alliance (computer game and player's guide)**XWBT** X-Wing Rogue Squadron: Battleground Tatooine (comic series)**XWES**X-Wing Rogue Squadron: In the Empire's Service (comic series)**XWFT**X-Wing Rogue Squadron: Family Ties (comic series)**XWM**X-Wing Rogue Squadron: Masquerade (comic series)**XWMR**X-

Wing Rogue Squadron: Mandatory Retirement (comic series)**XWN** X-Wing: Rogue Squadron (novel)**XWPA** X-Wing Rogue Squadron: The Phantom Affair (comic series)**XWRS** X-Wing Rogue Squadron: The Rebel Opposition (comic series)**XWRR** X-Wing Rogue Squadron: Requiem for a Rogue (comic series)**XWWP** X-Wing Rogue Squadron: The Warrior Princess (comic series)**X1**Star Wars: Episode I Incredible Cross Sections (book)**YC**Yoda's Challenge (children's computer game)**YJC1**Young Jedi Collectible Card Game - The Menace of Darth Maul**YJC2**Young Jedi Collectible Card Game - The Jedi Council**YS** Yoda Stories (computer adventures)**ZHR** Zorba the Hutt's Revenge (young adult book)