

Heavy

Lifter

Type: Corellian Engineering Corporation

Heavy Cargo Lifter

Scale: Starfighter

Length: 90 Meters

Skill: Starship Piloting: Heavy Lifter

Crew: 10, Skeleton: 3/+15

Crew Skill: Astrogation 4D+1, Starship

Piloting 5D+2, Starship Shields 4D+1,

Starship Gunnery 5D+2, Sensors 5D

Passengers: 20

Cargo Capacity: 500 Tons (an additional external cargo pod can carry 5,000 tons)

Consumables: 6 Months

Cost: 1 Million (new), 0.3 Million (used) (50,000 per external cargo pod)

Hyperdrive Multiplier: X3

Hyperdrive Backup: X15

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 330, 950kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 30/1D

Scan: 60/2D

Search: 90/3D

Focus: 3/4D

Weapons:

Tractor Beam Projector

Scale: Starfighter

Fire Arc: Front

Fire Control: 2D

Space: 1-2/6/12

Atmosphere: 1/12/24 km

Damage: 4D



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Description: The Heavy Lifter was originally conceived as a cargo vessel, with a small internal cargo hold,

but the capability of carrying larger cargo pods externally. With the capability of landing on a planetary surface the Heavy Lifter can drop a cargo pod off, and lift back into space without tying up the starship until the cargo can be unloaded, this was seen as a bonus in busy starports. However in practicality, the cost of the cargo pods, combined with the fact that the pod was still tying up a starport until another lifter could move it, with starport facilities being more in demand than starships, led to the ship not selling particularly well. However the Heavy Lifter capabilities for transporting cargo has led to its massive success in other areas, such as salvage where the Lifter can dock with other ships and easily carry them through hyperspace with it. The Rebellion used Heavy Lifters to transfer vehicles onto the battle field, dropping them off using its powerful tractor beams and allowing Rebel forces the same flexibility as dropships allowed the Empire.

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