

# RPGGamer.org Starships D6 / Botajef Shipyards SS-54

Name: Botajef Shipyards SS-54 assault ship  
Scale: Starfighter  
Length: 24.19 meters  
Skill: Starfighter Piloting - SS-54 assault ship  
Crew: 3  
Crew Skill: Space Transports 5D, Starship Gunnery 3D,  
Starship Shields 4D+2  
Passengers: 1  
Consumables: 1 Month  
Cargo Capacity: 1 Ton \*  
Hyperdrive Multiplier: x1  
Hyperdrive Backup: N/A  
Nav Computer: Yes  
Space: 7  
Atmosphere: 350; 950kmh  
Maneuverability: 2D  
Hull: 4D  
Shields: 2D  
Sensors:  
    Passive: 20/0D  
    Scan: 40/1D  
    Search: 60/2D  
    Focus: 3/3D



## Weapons:

4 x laser cannons  
    Fire Arc: Front  
    Fire Control: 1D  
    Space: 1-3/12/25  
    Atmosphere Range: 100-300/1.2/2.5km  
    Damage: 4D  
Double Laser Turret  
    Fire Arc: Rear (arc)  
    Fire Control: 2D  
    Space: 1-3/12/25  
    Atmosphere Range: 100-300/1.2/2.5km  
    Damage: 5D

\*: The SS-54 has an external coupling for carrying cargo much like the LAAT/C, allowing it to life tanks, walkers or 50 tonne cargo pods.

Description: The SS-54 assault ship was a gunship model developed by Botajef Shipyards during the Clone Wars. Originally designed for Planetary Security Forces, it was misclassified as a light freighter-earning the name SS-54 light freighter-due to a clerical error. Subsequently, many assault ships were sold without clearance from Galactic Republic authorities.

The Halo, a ship belonging to the bounty hunter crew led by Sugi, was a SS-54.

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