

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.

Stats by FreddyB, Descriptive Text from WookieePedia

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