

Name: The Phantom  
 Model: Corellian Engineering Corporation VCX-series auxiliary starfighter  
 Type: Defense Starfighter/Shuttlepod  
 Scale: Starfighter  
 Length: 11.63 meters  
 Skill: Starfighter Piloting - VCX-series auxiliary starfighter  
 Crew: 1  
 Passengers: 8  
 Consumables: 1 Day  
 Cost: 22,000 credits  
 Cargo Capacity: 1 Tonne  
 Hyperdrive Multiplier: x2  
 Hyperdrive Backup: x15  
 Nav Computer: Uses Astromech  
 Space: 7  
 Atmosphere: 400;1200kmh  
 Maneuverability: 1D  
 Hull: 3D  
 Shields: 2D  
 Sensors:

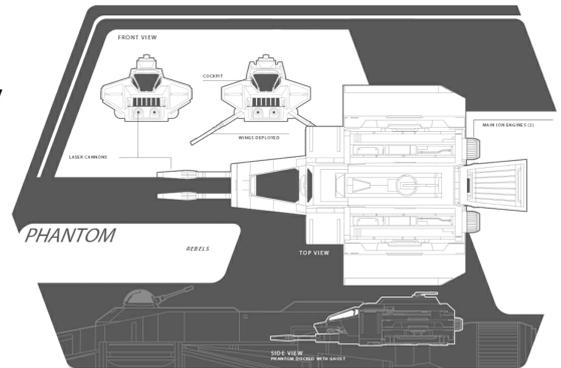
Passive: 20/0D  
 Scan: 35/1D  
 Search: 50/2D  
 Focus: 1/2D+2

Equipped With:

Sensor jammer: -3D to sensors against this vessel  
 Droid Socket: Allows Astromech to be used as Navicomputer and to maintain vessel in flight.

Weapons:

1 Taim & Bak MS-2B twin laser cannon  
 Fire Arc: Front  
 Fire Control: 2D  
 Space: 1-3/12/25  
 Atmosphere Range: 100-300/1.2/2.5km  
 Damage: 5D  
 1 Taim & Bak KX4 dorsal laser turret  
 Fire Arc: Turret  
 Fire Control: 1D  
 Space: 1-3/12/25



Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D

Description: The Phantom was a modified VCX-series auxiliary starfighter that could dock with its mothership, the Ghost. The Phantom was widely used by the crew of the Ghost, who were also known as the Spectres. The Phantom was used by these rebels on numerous missions against the Galactic Empire.

The Phantom was a modified VCX-series auxiliary starfighter that was attached to the VCX-100 light freighter known as the Ghost. Both vessels were manufactured by the Corellian Engineering Corporation. The auxiliary ship was armed with a Taim & Bak MS-2B twin laser cannon and a Taim & Bak KX4 dorsal laser turret. The Phantom had a former starfighter cockpit that had been sourced during an earlier raid. It was also equipped with four swinging seats which could be folded to make way for goods. The Phantom also had a hatch which led down to the Ghost's ship ladder.

The Phantom was capable of doubling as both a starfighter and shuttle; something that was maximized by its crew. On at least two occasions, the Phantom sustained damage but was repaired to full operational capacity. The Phantom was also equipped with a jammer that allowed it to conceal its presence. The rebel Sabine Wren painted a Sando aqua monster on the Phantom's hull. The Phantom was upgraded to include a hyperdrive by a Mon Calamari shipbuilder named Quarrie. However the hyperdrive required an Astromech in order to function. In addition, the Phantom's autopilot was also programmed to fly back to the mothership. This was a mechanism designed to counter thefts.

Because of the Phantom's secondary role as a shuttle, it was larger, heavier, and less agile than dedicated starfighters like the TIE/In space superiority starfighter used by the Galactic Empire. This was compensated for by its durability, shielding, aft armament, versatility, and sophisticated avionics systems. In addition to its duties as a fighter and shuttle, the laser cannons allowed it to be used as an aft-facing gun turret for the Ghost when docked in reverse.

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Stats by FreddyB, descriptive text from WookieePedia

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