

Name: Gios

Type: Longbeam cruiser

Scale: Capital

Skill: Capital Ship Piloting: Longbeam cruiser

Crew: 30; Skeleton Crew: 3/+15

Crew Skill: Astrogation 4D+1, Capital Ship Piloting 5D+2,

Capital Ship Shields 4D+1, Capital Ship Gunnery 5D+2,

Sensors 5D

Passengers: 24

Cargo Capacity: 250 Tons

Consumables: 2 Years

Hyperdrive Multiplier: x2

Hyperdrive Backup: x14

Nav Computer: Yes

Maneuverability: 1D

Space: 6

Atmosphere: 350; 950kmh

Hull: 4D

Shields: 2D

Sensors:

Passive: 40/0D

Scan: 80/1D

Search: 120/2D

Focus: 3/3D

Weapons:

Turbolaser (8)

Scale: Capital

Fire Arc: Front (Turreted)

Fire Control: 2D

Space: 3-15/36/75

Atmosphere: 6-30/72/150 Km

Damage: 4D

Tractor Beam (2)

Scale: Starfighter

Fire Arc: 1 Front, 1 Back

Fire Control: 3D

Space Range: 1-5/15/30

Planetary Range: 2-10/30/60 km

Damage: 4D



Missiles (6)

Scale: Capital

Fire Arc: Front

Fire Control: 3D

Space: 2-10/30/60

Atmosphere Range: 2-10/30/60km

Damage: 7D

Complement:

Valkeri Enterprises Jedi Vector Starfighters

Z-28 Skywings

Description: The Gios was a Longbeam cruiser used by the Galactic Republic during the High Republic Era under the command of Jedi Master Keeve Trennis. Trennis used the Gios to fight an insurgent on the edge of the Republic. The cruiser shared its name with Jedi Master Stellan Gios, who died during the destruction of Starlight Beacon.

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