



Craft: Sith Personnel Carrier; **Class:** Space transport; **Cost:** not available for sale; **Size:** Large (215 m long); **Crew:** 12 (Skilled +4); **Passengers:** 360 (troops) or 24 (mounted Sith mammoths); **Cargo capacity:** 1,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** x6 (x12 backup); **Maximum speed:** Cruising; **Defense:** 21 (-1 size, +12 armor); **Shield Points:** None; **Hull Points:** 375; **DR:** 20.

Weapon: 8 light blaster cannons; **Fire Arc:** 1 front, 3 left, 3 right, 1 rear; **Attack Bonus:** +6 (+2 fire control, +4 crew); **Damage:** 1d10x2; **Range Modifiers:** PB +2, S +0, M/L n/a.

SITH GUNSHIP

Sith gunboats were the hammer to the Sith battleships' anvil during the Great Hyperspace War. While the flying fortresses were slow and heavily armed and armored, the escort gunships were fast, maneuverable, and not without firepower of their own. Approximately one-third the length of a battleship, Sith Lords Naga Sidow and Ludo Kresh each had several hundred of these ships under their command.

Sith gunships encountered during the time of the Sith Empire were typically employed as escorts for battleships or personnel carriers. Naval maneuvers typically included a battleship carrying 24 Sith starfighters, two troop carriers, and four escort gunships.

Craft: Sith Escort Gunship; **Class:** Capital ship; **Cost:** not available for sale; **Size:** Medium-sized (75 m long); **Crew:** 18 (Skilled +4); **Passengers:** 30; **Cargo capacity:** 250 metric tons; **Consumables:** 1 year; **Hyperdrive:** x4 (x12 backup); **Maximum speed:** Attack; **Defense:** 22 (+12 armor); **Shield Points:** None; **Hull Points:** 350; **DR:** 15.

Weapon: 6 autoblaster; **Fire Arc:** 3 front, 1 left, 1 right, 1 rear; **Attack Bonus:** +8 (+4 fire control, +4 crew); **Damage:** 3d10x2; **Range Modifiers:** PB/S +0, M/L n/a.

SITH STARFIGHTER

The small, bulbous Sith starfighters zipping around massive Sith battleships were a common sight throughout the Great Hyperspace War. From the beginning to the bitter end of the Sith Empire, Sith starfighters provided the first line of defense.

Sith battleships can carry a complement of 24 starfighters. Lacking hyperdrive capability, Sith starfighters are never alone.

Craft: Sith Starfighter; **Class:**

Starfighter; **Cost:** not available for sale; **Size:** Small (45 m long); **Crew:** 1 (Normal +2); **Passengers:** None; **Cargo Capacity:** 0.5 metric tons; **Consumables:** 5 days; **Hyperdrive:** None; **Maximum speed:** Ramming; **Defense:** 23 (+1 size,

+12 armor); **Shield Points:** None; **Hull Points:** 180; **DR:** 10.

Weapon: Triple blaster cannon;

Fire Arc: front; **Attack Bonus:** +5 (+1 size, +2 fire control, +2 crew); **Damage:** 2d10x2; **Range Modifiers:** PB/S +0, M/L n/a.

Droids

The schematics for a Sith sentry, Sith warbot, or Sith slayer can be found in most Sith holocrons. Though the inner workings are far inferior to droids produced thousands of years later, the alchemically treated Sith armor plating is the equal of a low-powered shield generator. It's unlikely that any of these ancient droids have been active since the fall of the Sith Empire.

SITH SENTRY, SECURITY DROID

Realizing early on the advantages of automated troops, the Sith Empire manufactured several different models of combat droids. The Sith sentries, the smallest and most common of these automated troops, were used as low-security guards. These droids were typically found pulling guard duty that organics would have bored quickly of.

Sith palaces, factories, warehouses, shipyards all commonly employed at least a handful of sentry droids. They also served onboard Sith battleships, gunboats, and troop carriers. In emer-

A Note About Eras of Play

The statistics provided here are for many items that were in common use during the Sith Empire. During most eras of play, these objects would be extremely rare, if they existed at all. The most likely places to find these items include ancient Sith sites of worship, long-forgotten regions of open space, and on the worlds most closely associated with the ancient Sith Empire or the newly-revealed Sith—Darth Maul and Darth Sidious.

The Sith personnel carrier, gunship, and starfighters, along with the Sith battleship provided in *The Dark Side Sourcebook* could reasonably be found in the deep reaches of space which used to be the Sith Empire. Whether they are operated by remnants of the ancient Sith Empire is up to the GM. Whether they are deserted and in disrepair, mysteriously

preserved, or operated by a Sith droid crew, an encounter with them could make an excellent side trek.

Similarly, Sith droids might be found guarding the tomb of a long dead Sith Lord, or reactivated by an unwitting scholar studying Sith ruins. Sith scrolls could sensibly be the reward for vanquishing the dark side spirit guarding them or the subject of an escort mission during any era of play. Not really knowing what the heroes have in their possession, this could be an excellent way to introduce ancient Sith secrets and Sith villains into your campaign. Locating a long-lost focusing chamber could also provide the seed for an epic adventure; especially if the heroes aren't the first to find it.

These statistics can also be used to jump-start a campaign set in the ancient Sith Empire.