

## Heroes' Ship

The ship offered to the heroes is a heavily modified Suwantek TL-1200 freighter. A rich Corellian explorer named Derrend Montis used the ship as his personal transport. Wanting a vessel that was both well armed and inconspicuous, Montis went to great lengths to increase the ship's combat capabilities while concealing any outward sign of its modifications. While in his care, the ship was named *Shadowfire*. The ship was used as a deep space exploration vessel until Montis died, at which time it was sold to a shipping company. The company went bankrupt a few years later, and *Shadowfire* moved from owner to owner until Popara confiscated it as payment on a defaulted loan.

The ship isn't pretty, but it packs a punch. Under its scarred, dented hull are hidden military-grade engines, sensors, weapons, and shield generators. It also carries a hyperspace transceiver, two escape pods, and lateral maneuvering jets. It can cant' eight passengers in excellent accommodations, double that in fair comfort, and as many as a hundred if the cargo holds are used. The ship was overhauled ten years ago (and the old name scrubbed off), but it has seen some hard service since then. A single pilot can fly the ship, but it has additional crew positions for an astrogator, copilot, sensor operator, and two gunners. The sensor operator station has access to the ship's powerful scanning computer, granting a +4 equipment bonus to anyone making a Computer Use check to operate sensors.

The ship's weapons have been upgraded to include two turreted quad lasers, a pair of ion cannons in a pop-down belly turret, a tractor beam projector, and two concussion missile launchers. Except for the quad lasers, all weapons are concealed when not in use. Any crew member can operate the weapons, but if someone not in a gunwell fires the quad lasers, they suffer a -2 penalty on attack rolls. The ship has external docking rings, allowing it to carry up to four starfighters against its upper hull.

Craft: Heavily Modified Suwantek TL-1200 Freighter

Class: Space transport

Cost: Not for sale (likely to be valued at 1,428,000)

Size: Medium-size (52 m long)

Initiative: +0

Crew: 1 minimum

Passengers: 100

Cargo Capacity: 150 metric tons

Consumables: 3 months

Hyperdrive: x1.5 (backup x12)

Maximum Speed: Attack

Maneuver: +2 (+2 maneuver jets)

Defense: 20 (+10 armor)

Shield Points: 90

Hull Points: 150

DR: 10

Weapon: Quad laser cannons (2); Fire Arc: Turrets; Attack Bonus: +6 (+6 fire control); Damage: 6d 10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: Ion cannons (2 fire-linked); Fire Arc: Turret; Attack Bonus: +6 (+6 fire control); Damage: Special; Range Modifiers: PB +0, S/M/L n/a.

Weapon: Concussion missile launchers (2, 8 missiles each); Fire Arc: 1 front, 1 rear; Attack Bonus: +4 (+4 fire control); Damage: 8d 10x2; Range Modifiers: PB +0, S/M/L n/a.

Weapon: Tractor beam projector; Fire Arc: Turret; Attack Bonus: +4 (+4 fire control); Damage: Special; Range Modifiers: PB +0, S/M/L n/a.