

HAMMERHEAD-CLASS CRUISER

Through many corporate identities over the centuries, the shipwrights of Rendili contribute whole fleets of ships to the Republic and, later, the Galactic Empire. In this era, Rendili Hyperworks finds commercial success selling hundreds of *Hammerhead*-class cruisers to a Republic eager to regain control of the spaceways.

Nearly too large for the frigate classification, the 315-meter-long *Hammerhead*-class cruiser is more than a match for most capital ships of the time. Its ability to make planetfall gives it a second calling as a cargo carrier; its capacity is not as large as ships designed for the role, but the craft are so numerous that a dozen or more might be used in the same operation. The *Hammerhead*-class cruiser's success comes at a cost, however, as its data systems are unable to cope with the logistical challenges of large fleet actions. That flaw is redressed with the *Inexpugnable* line.

Synchronized Systems: When an *Inexpugnable*-class command ship is within 10 squares of this ship and both ships are in a normal state (no conditions), the system operator of this ship can use a standard action to link its systems to the command ship's computer system, using the *Inexpugnable*-class's Use Computer skill modifier instead of its own for all purposes. This effect ends when the cruiser goes out of range, when either craft moves down the condition track, or if the system operator terminates the link.

Tactical Fire: The *Hammerhead*-class cruiser is the most prevalent ship in the Republic fleet, and has proven itself capable of fulfilling multiple roles in combat. As a standard action, a *Hammerhead*-class blockade runner can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships within that area gain a +2 bonus to attack rolls, Reflex Defense or Fortitude Defense (as determined by the commander of the *Hammerhead*-class cruiser at the time this ability is activated).

Rendili Hyperworks Hammerhead-class Cruiser CL 18

Colossal (frigate) capital ship

Init –2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 36; +12 armor

hp 1,000; **DR** 20; **SR** 125; **Threshold** 136

Speed fly 3 squares (starship scale)

Ranged 4 double light turbolaser batteries +12* (see below) and 2 medium turbolaser batteries +12* (see below) and 2 point-defense light laser cannon batteries +12 (see below) and tractor beam battery +8* (see below)

Fighting Space 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +48

Abilities Str 63, Dex 15, Con —, Int 15

Skills Initiative –2, Mechanics +6, Perception +6, Pilot –2, Use Computer +6 (+12**)

Crew 300 (skilled); **Passengers** 400

Cargo 4,000 tons; **Consumables** 8 months; **Carried Craft** 12 Aurek tactical strikefighters, 2 *Ministry*-class orbital shuttles, various support craft

Hyperdrive x2; navicomputer

Availability Military; **Cost** not available for sale (estimated value 10 million credits)

* *Apply a –20 penalty against targets smaller than Colossal size.*

** *When communications are established with an Inexpugnable-class tactical command vessel within 10 squares, use this skill modifier instead.*

Double light turbolaser battery (5 gunners)

Atk +12 (–8 against targets smaller than Colossal), **Dmg** 4d10x5

Medium turbolaser battery (5 gunners)

Atk +12 (–8 against targets smaller than Colossal), **Dmg** 5d10x5

Point-defense light laser cannon battery (5 gunners)

Atk +12 (+7 autofire), **Dmg** 3d10x2

Tractor beam battery (3 gunners)

Atk +8 (–12 against targets smaller than Colossal), **Dmg** — (grapple +48)

INEXPUGNABLE-CLASS TACTICAL COMMAND VESSEL

Known to crews as the "Inexies," *Inexpugnable*-class tactical command vessels are designed to serve as important pieces of a larger tactical puzzle. With dozens of the Rendili *Hammerhead*-class cruisers protecting the same lines during the run-up to the Mandalorian Wars, fire-control coordination is a key concern. Enter the Vanjervalis Systems computer conglomerate, which proposes a colossal computer to be fitted to a Rendili warship frame. Using the native software codes in a *Hammerhead*-class cruiser, a single tactical command vessel can transmit commands instantaneously and simultaneously to as many as 64 *Hammerhead*-class cruisers, managing their combat systems from a single headquarters.

As much flying space stations as warships, the 3,100-meter-diameter *Inexpugnable*-class ships move slowly, safely defended by the dozens of cruisers in the vicinity. Helmsmen refer to the peculiar bridge configuration as the "wishing well" because it merges visual and electronic data by suspending holographic images over a transparent deck.

Adapting the proof-of-concept *Swiftsure*, the Republic produced less than half a dozen prototypes before the Mandalorians attacked in force. One, *Courageous*, is helmed by then-Captain Karath at the Battle of Vanquo. Even though he loses the *Courageous* in the escape from Serroco, he helps Rendili/Vanjervalis incorporate the knowledge gained into the refit of *Swiftsure*, his next command, which would become the template for the entire production model.

AN INEXPUGNABLE-CLASS TACTICAL COMMAND VESSEL IN FORMATION WITH THREE HAMMERHEAD-CLASS CRUISERS



Tactical Fire: The *Inexpugnable*-class tactical command vessel is designed to function as a platform from which the actions of an entire fleet are coordinated. As a standard action, an *Inexpugnable*-class tactical command vessel can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied ships within this radius may move 1 square in any direction at the beginning of that ship's turn.

“THE MILITARY’S
LIKE LIFE. YOU GO
WHERE IT TAKES
YOU.”

—CARTH ONASI

Rendili Hyperworks Inexpugnable-class Tactical Command Vessel

CL 19

Colossal (cruiser) capital ship

Init -3; Senses Perception +6

Defenses Ref 15 (flat-footed 14), Fort 55; +14 armor

hp 2,050; DR 20; SR 150; Threshold 255

Speed fly 2 squares (starship scale)

Ranged 5 double turbolaser batteries +15* (see below) and

5 light turbolaser batteries +15* (see below) and

2 point-defense light laser cannon batteries +15 (see below) and

2 tractor beam batteries +11* (see below)

Fighting Space 2x2 squares (starship scale); Cover total

Base Atk +2; Grp +67

Abilities Str 101, Dex 13, Con —, Int 21

Skills Initiative -32, Mechanics +6, Perception +6, Pilot -3,
Use Computer +12

Crew 4,300 (skilled); Passengers 2,000 (troops)

Cargo 50,000 tons; Consumables 2 years; Carried Craft 144 Aurek tactical strikefighters; 24 *Chela*-class starfighters; 24 *Conductor*-class short-haul landing craft; 6 *Ministry*-class orbital shuttles; various support craft

Hyperdrive x2 (backup x10), navicomputer

Availability Military; Cost not available for sale (estimated value 70 million)

*Apply a -20 penalty against targets smaller than Colossal size.

Double turbolaser battery (5 gunners)

Atk +15 (-5 against targets smaller than Colossal), Dmg 6d10x5

Light turbolaser battery (5 gunners)

Atk +15 (-5 against targets smaller than Colossal), Dmg 3d10x5

Point-defense light laser battery (5 gunners)

Atk +15, Dmg 3d10x2

Tractor beam battery (3 gunners)

Atk +11 (-9 against targets smaller than Colossal), Dmg — (grapple +67)