



# The Sith Compendium

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ILLUSTRATED BY ANTHONY WATERS

## Starships

It is unlikely that many of these ancient starships survived for very long after the Great Hyperspace War. Though the information required to build one can most likely be found in Sith holocrons and scrolls, their ancient technology is inferior to that which surfaced 3,000 years before the Battle of Yavin IV.

### SITH PERSONNEL CARRIER

Throughout the Great Hyperspace War, the Sith Empire employed these transports for acquiring and maneuvering landing forces. During a battle, the personnel carrier would descend into the deployment zone's lower atmosphere and jettison its six troop containers. Upon impact, the containers spring open and unleash whatever forces are inside.

Outside of battle, the troop containers are lowered on massive chains while the starship hovers about 100 meters above the ground. Hoisting the containers up takes several minutes, during which time the personnel carrier is vulnerable to attack.

Each troop container can hold 60 troops, one Sith Slayer, or two Sith war behemoths. When dropped during combat, the single accessway allows eight troops or one Sith war behemoth to exit at a time. Passengers of a troop container delay their actions until the container accessway is fully open. The accessway opens one turn after the containers are released from the carrier, using the carrier's initiative count.

While in descent, troop containers can be targeted by starship weapons. They

have a Defense of 26 (+2 size, +2 speed, +12 armor), 90 Hull Points, and DR 5. Once landed, they may likewise be targeted by starship weapons with a Defense of 20 (+2 size, -4 speed, +12 armor) or by character or vehicle weapons with a Defense of 9 (-8 size, -5 Dex, +12 armor). Until all of the container's Hull Points are gone, it provides one-quarter cover to troops inside.

While still attached to the starship, troop containers can still be attacked, but destroying one does no damage to the starship (other than reduce the number of troops that it can carry). They use the starship's Defense + 3. If an attack targeting a troop container misses by three or less, the starship has been successfully hit instead.

