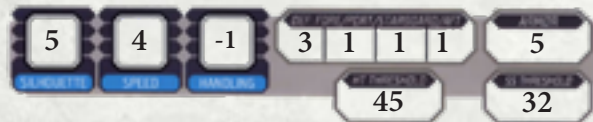




**TARGRIM'S BLADE**

The flagship of the Riders armada is a *Prowler-class* Fast Attack Corvette purchased by Big Jak from the black market on Starforge Station. The vessel has been refitted with modern systems and has replaced the quad-laser turret with ion cannons to help disable craft in the Maelstrom. The ship has also been modified to dock up to four of the Rider's Zebra-class starfighters on external clamps.

The acquisition of this ship allowed the Riders to effectively raid the larger cruise ships and transports that move through the Maelstrom, effectively jumping them up from minor raiders to infamous pirates. In addition to *Targrim's Blade*, the Riders operate handful of up-gunned freighters and around two squadrons of starfighters at anytime.



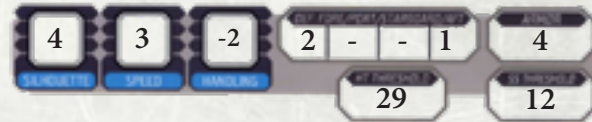
**Hull Type/Class:** Corvette.  
**Manufacturer:** Republic Siemar Systems.  
**Hyperdrive:** Primary: Class 2, Backup: Class 18.  
**Navicomputer:** Yes.  
**Sensor Range:** Medium.  
**Ships Complement:** 81 officers and crew.  
**Starfighter Complement:** 4 Zebra Starfighters.  
**Encumbrance Capacity:** 800.  
**Passenger Capacity:** Up to 100 pirates.  
**Consumables:** Six Months.  
**Customization Hard Points:** 0.  
**Weapons:**  
 Four Forward Mounted Medium Turbolaser Cannons (Fire Arc: Forward; Damage: 10; Critical: 3; Range [Long]; Breach 3, Linked 3, Slow-firing 1)  
 Two Forward Mounted Twin Light Turbolaser Cannons (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-firing 1)  
 Ventral Turret-Mounted Twin Medium Ion Cannon (Fire Arc: All; Damage: 6; Critical: 4; Range [Short]; Breach 2, Ion, Linked 1)



**STORMCHASER**

The *Stormchaser* was an early prize of the Riders and has been completely overhauled into a deadly gunship at their hands. The cockpit module has been entirely replaced after the original was heavily damaged during a raid. The ventral turret has been converted into an assault boarding hatch while the original docking port was outfitted with a corvette-grade ion cannon turret.

The forward hold has been gutted to make room for additional shield generators, power relays, and a massive suite of targeting sensors. On top of all of this, the ships already formidable armor plating has been internally reinforced. All of these modifications come at a price beyond credits; the ships energy grid is constantly red-lined and the ship's handling suffers from the extensive structural changes.

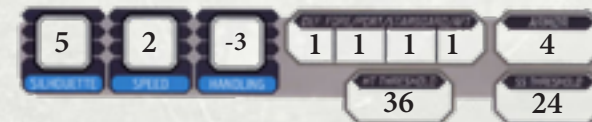


**Hull Type/Class:** Light Freighter.  
**Manufacturer:** Corellian Engineering Corporation.  
**Hyperdrive:** Primary: Class 2, Backup: Class 12.  
**Navicomputer:** Yes.  
**Sensor Range:** Short.  
**Ships Complement:** One pilot, one co-pilot, two gunners.  
**Encumbrance Capacity:** 40.  
**Passenger Capacity:** Up to 20 pirates.  
**Consumables:** Two months.  
**Cost/Rarity:** Not available for sale.  
**Customization Hard Points:** 0.  
**Weapons:**  
 One Dorsal Turret-Mounted Twin Medium Laser Cannon (Fire Arc: All; Damage: 6; Critical: 3; Range [Close]; Linked 1)  
 Forward-Mounted Twin Medium Laser Cannon (Fire Arc: Fore; Damage: 6; Critical: 3; Range [Close]; Linked 1)  
 One Port Turret-Mounted Twin Medium Ion Cannon (Fire Arc: All; Damage: 6; Critical: 4; Range [Short]; Breach 2, Ion, Linked 1)  
**Special Equipment:**  
*Advanced Targeting Array:* The pilot of this ship upgrades the ability of Gunnery checks when firing mounted weapons by 1.



**AGING ACKLAY & RATHTAR'S RESPITE**

The Raiders operate a pair of aging YV-865 Aurore-class freighters that been refitted with fore and aft quad-laser turrets. They use these ships to transport boarders once a ship has been disabled and for taking goods and prisoners captured during raids to market after the raid is complete. Additionally, each ship has been modified with a pair of ventral external clamps to dock Zebra starfighters.

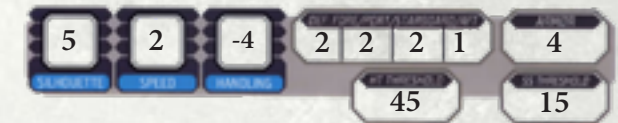


**Hull Type/Class:** Medium Freighter.  
**Manufacturer:** MandalMotors.  
**Hyperdrive:** Primary: Class 3, Backup: 12.  
**Navicomputer:** Yes.  
**Sensor Range:** Short.  
**Ships Complement:** One pilot, one co-pilot, two gunners.  
**Starfighter Complement:** 2 Zebra Starfighters.  
**Encumbrance Capacity:** 400.  
**Passenger Capacity:** Up to 100 pirates or prisoners without cargo.  
**Consumables:** Two months.  
**Customization Hard Points:** 0.  
**Weapons:**  
 One Forward and One Aft Mounted Quad Laser Cannon (Fire Arc: Fore or Aft; Damage: 5; Critical: 3; Range [Close]; Accurate, Linked 3)



**GOVERNESS'S FANCY**

The *Governess's Fancy* is a Action VI bulk freighter that has been converted into a carrier for the Rider's Zebra starfighters. The ship's defenses have been extensively upgraded over the years but the crew is under strict orders from Jak to keep it well away from combat at all times.

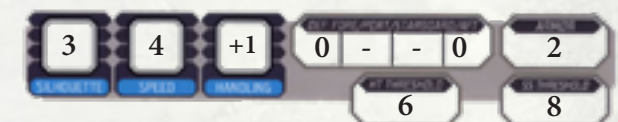


**Hull Type/Class:** Bulk Freighter.  
**Manufacturer:** Corellian Engineering Corporation.  
**Hyperdrive:** Primary: Class 3, Backup: 20.  
**Navicomputer:** Yes.  
**Sensor Range:** Medium.  
**Ships Complement:** 20 crew, 12 pilots.  
**Starfighter Complement:** 12 Zebra Starfighters.  
**Encumbrance Capacity:** 300.  
**Passenger Capacity:** None.  
**Consumables:** Three months.  
**Customization Hard Points:** 0.  
**Weapons:**  
 Two Dorsal Turret-Mounted Heavy Laser Cannons (Fire Arc: All; Damage: 6; Critical: 3; Range [Short])



**ZEBRA STARFIGHTER**

The Zebra starfighter was a basic and inexpensive single-pilot starfighter manufactured by Hyrotil Vehicle Works. The fighters lack heavy armor, shields, or hyperdrive, but were easy to maintain and pilot. Additionally, their laser cannons were above standard power ratings, due to being tapped directly into the engines.



**Hull Type/Class:** Multi-Role Starfighter.  
**Manufacturer:** Hyrotil Vehicle Works.  
**Hyperdrive:** None.  
**Navicomputer:** None.  
**Sensor Range:** Close.  
**Ships Complement:** One pilot.  
**Encumbrance Capacity:** 4.  
**Passenger Capacity:** None.  
**Consumables:** One day.  
**Cost/Rarity:** 30,000 credits (used only)/5.  
**Customization Hard Points:** 1.  
**Weapons:**  
 Forward-Mounted Medium Laser Cannons (Fire Arc: Forward; Damage: 6; Critical: 3; Range [Close]; Breach 1, Linked 1)