

ShadowCat

CORRELLIAN HT-2200



Craft	Correllian Engineering Corporation HT-220
Type	Medium Freighter
Scale	Starfighter
Length	54.8 meters
Skill	Space Transports
Crew	2
Passengers	8
Cargo Capacity	Original: 800 tons in four cargo bays Modified: 400 tons in two cargo bays
Consumables	3 months (10 people)
Cost	240,000 (new), 110,000 (used)
Hyperdrive Multiplier	Original: x2 / Modified: x ½
Hyperdrive Backup	x12
Nav Computer	Yes
Space	Original: 3D / Modified: 4 D Ion Drive / 4D Thrusters
Atmosphere	206; 750 kmh
Hull	Original: 5D / Modified: D6
Shields	Original: 1D / Modified: 3D

Sensors	Electro-Photo Receptors / Full Spectrum Transceivers Passive: 10/0D / Scan: 25/1D / Search: 40 / 2D Focus: 2/3D Dedicated Energy Receptors / Crystal Gravfield Traps Hyperway Signal Interceptors / Life Form Indicators x5 Sensor Decoys / Signature Disguise
Droids	R2D2 2 Heavy Maintenance Droids K-2SO R6D2 – Daske R6D2 – Hackney 2 x R6D2 – parts K-2SO – upper body less head Droidika – body (damaged) 2 Mouse Droids
Weapons	Top Turret: Heavy Laser Cannon / Heavy Ion Cannon Fire Arc: Turret Skill: Starship Gunnery Fire Control: 2D Laser / 4D Ion Cannon Space Range: .2 – 5 km/5-25 km/25 – 50 km / .5-5 km / 5-15 km / 15-75 km Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D Heavy Laser / 4D Ion Cannon Secondary Top Turret: Tractor Beam Fire Arc: Turret Skill: Starship Gunnery Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 1-10 km/10-30 km/30-60 km Damage: 5D Heavy Laser Bottom Turret: Heavy Laser Cannon / Heavy Ion Cannon Fire Arc: Turret Skill: Starship Gunnery Fire Control: 2D Laser / 4D Ion Cannon Space Range: 2 – 5 km/5-25 km/25 – 50 km / .5-5 km / 5-15 km / 15-75 km Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D Heavy Laser / 4D Ion Cannon Forward Turret: 2 x Heavy Laser Cannon Cannons Linked to Pilot Station Fire Arc: Turret / Forward Skill: Starship Gunnery / Starship Piloting Fire Control: 2D Space Range: 1-3/12/25 Atmosphere Range: 100-300/1.2/2.5 km Damage: 5D Each Drone Ejection Tube (rear facing) Forward Firing Proton Torpedo: Fire Control 2D / Damage 9D 12 Torpedoes Rear Firing Proto Torpedo: Fire Control 2D / Damage 9D 12 Torpedoes

Crew Accommodations	Don Kipo: Pilot's Cabin (24) Erik: Co-pilot's Cabin (25) Wulff: Crew Cabin (16) / Diszt: Crew Cabin (16) Hackney: Crew Cabin (16) / Maurice: Crew Cabin (a) Mike & Mark: Crew Cabin (b) / Marcus & Marcel: Crew Cabin (c) Yonda: Crew Cabin (16) / Chop-Chop: Special quarters in Cargo Bay 3 Rip: Crew Cabin (16)
Cargo Bay 3 – reconfigured for variety of purposes	Bacta Tank and supporting medical area Environment Unit for Wookiee Carbonite Unit 5 tons hidden storage / Scanner Resistant Workshop (Droids, weapons, other equipment) [above hidden storage] Solid Fuel Converter (used) Processing equipment for atmosphere/fluid scoop CNC Machine (ne) 20 Fuel Cells Beskar Forge (powered by Ion engine) 2 Pulse Laser Canons (unmounted) 12 x Proton Torpedoes Heavy Laser (unmounted) Knockout Gas Tanks for anti-boarding system Wulff's Landspeeder Daske's Landspeeder Space Suits (Daske, Diszt, Wulff, Yonda, Kip, Erik) Exo-Space Suits (Erik, Chop-Chop) 7 Bantha Hides Leatherworking tools/equipment ¼ ton Liquor
Cargo Bay 4 – reconfigured as slip for Dask's ship	Bay reconfigured with ship launch/retrieval equipment and storage for small craft Wulff's Delta Fighter Delta – Hyperring Daske's ARC-170 Two Gunship/Landers
Cargo – Cargo Bays 1 & 2	Damaged Navigation Computer Misc armor plates (extensive) 2 Heavy repulsor lift

Corellian Medium

Deckplan Key

1. Cockpit
- a. Pilot's Station
- b. Co-pilot's Station
- c. Technical Station
- d. Shields/Weapons Station
2. Life Support Systems Station
3. Ship's Main Computer
4. To Upper Airlock
5. To Upper and Lower Gunwells
6. Cargo Bay 1
7. Cargo Bay 1 Environment Controls
8. Cargo Bay 2
9. Cargo Bay 2 Environment Controls
10. Cargo Bay 3
11. Cargo Bay 3 Environment Controls
12. Cargo Bay 4
13. Cargo Bay 4 Environment Controls
14. Medical Bay
15. Common Room
16. Crew Quarters
17. Cargo/Entry Ramp
18. Engineering Section
19. Refresher
20. Galley
21. Sublight Engines
22. Repulsorlift Engines
23. Escape Pods
24. Pilot's Cabin
25. Co-pilot's Cabin

