

Official Wizards of the Coast Saga RPG Stat Block
(originally posted on the Star Wars RPG web site October 25, 2007)

Bengel Shipbuilders XQ2 Platform
Colossal (station) space station
Init -10; Senses Perception +5

CL 16

Defense Ref 10 (flat-footed 10), Fort 70; +15 armor
hp 2,500; DR 20; SR 200; Threshold 570

Speed fly 0 squares (starship scale)
Ranged 3 turbolaser batteries +2* (see below) and
2 point-defense laser cannon batteries +2 (see below)
Fighting Space 2 x 2 (starship scale); Cover total (crew)
Base Atk +0; Grp +80

Abilities Str 131, Dex 0, Con —, Int 18
Skills Initiative -10, Mechanics +5, Perception +5, Pilot -10, Use Computer +5

Crew 1,598 (normal); Passengers 10,000
Cargo 100,000 tons; Consumables 5 years; Carried Craft 36 starfighters (any type),
20 cargo shuttles
Availability Restricted; Cost 30,000,000 (18,000,000 used)
* Apply a -20 penalty on attacks against targets smaller than Colossal in size.

Turbolaser battery (5 gunners)
Atk +2 (-18 against targets smaller than Colossal); Dmg 4d10 x 5

Point-defense laser cannon battery (3 gunners)
Atk +2; Dmg 3d10 x 2

Design Notes:

I wanted the XQ2 to be a cheap
Fighter-launching alternative to the
Droid Control Ship. The Dark Side is
really lacking good Fighter Launch pieces,
so I feel this is a good niche for the XQ2.
I have not game-tested these stats, so I
really can't vouch that they are truly
balanced.

Special thanks to:

LucasArts for making X-Wing Alliance (from
where I stole the XQ2 model)

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