

After proving the original Bothan Assault Cruisers an extremely worth-while and successful investment after the invasion of the Yuuzhan Vong, the Bothans, now one of the independent ship contractors to the Republic Security Bureau, decided to update their venerable but still very much dependable design for the recent epidemic of piracy raids throughout the outer rim.

The result, the retrofitted A-II Command Cruisers, have a larger, longer hull to accommodate the room for non-military passengers (such as governmental officials wishing to oversee the status of the battle with the pirates, or as a very heavily armored diplomatic envoy), a slightly improved cargo capacity (allowing the ship to carry a greater amount of starfighters, or simply as additional cargo space for the expanded living quarters), and a much-improved superstructure and shield generation system. The vessel also features backup shield generators, a sensor mask system and enhanced maneuverability, and the highly acclaimed new HoloComputer system, greatly enhancing the speed and capability of the original computer systems. Otherwise, the Command Cruiser's weaponry is identical to that of the original Assault Cruiser.

Thus far, the existing A-II Command Cruisers have seen moderate service as heavy patrol vessels on known piracy and illegal trafficking lanes, but most of their service takes place far away from the Core worlds, sufficing—for now—to intimidate the Hutt mercenaries into an activity level the Republic is complacent with.

Bothan A-II Command Cruiser

Class: Capitol Ship	Crew: 1,240 (Skilled +4)
Size: Gargantuan (950 m long)	Initiative: +0 (-4 size, +4 crew)
Hyperdrive: x1 (backup x4)	Maneuver: +2 (-4 size, +4 crew, +2 man sys)
Passengers: 500 (250 troops and pilots, 250 guests)	Defense: 16 (-4 size, +20 armor)
Cargo Capacity: 6,000 metric tons	Shield Points: 550
Consumables: 2 years	Hull Points: 800 (DR 25)
Cost: Not available for sale (valued at 106,877,000)	Construction Points: 624
Maximum Speed in Space: Cruising (4 squares/action) (M: Average)	
Atmospheric Speed: Not Applicable	
Weapon: Turbolasers (20); Fire Arc: 8 front, 4 left, 4 right, 4 rear; Attack Bonus: +6 (-4 size, +4 crew, +6 fire control); Damage: 7d10x5; Range Modifiers: PB +6; S +4; M +2; L +0.	
Weapon: Heavy Double Turbolaser cannons (24); Fire Arc: 1 battery front, 2 batteries right, 2 batteries left, 1 battery rear; Attack Bonus: +9 (-4 size, +4 crew, +6 fire control, +3 battery fire); Damage: 4d10x5; Range Modifiers: PB +9; S +7; M +5; L +3.	
Weapon: Ion cannons (10); Fire Arc: 4 front, 3 right, 3 left; Attack Bonus: +4 (-4 size, +4 crew, +4 fire control); Damage: 5d10x2 (Special); Range Modifiers: PB +4; S +2; M +0; L N/A.	
Weapon: Proton Torpedo Launchers (20 launchers, 16 torpedoes each); Fire Arc: 10 front, 5 right, 5 left; Damage: 9d10x2; Missile Quality: Ordinary (+10).	
Weapon: Tractor Beam Projectors (4); Fire Arc: 1 front, 1 right, 1 left, 1 rear; Attack Bonus: +0 (-4 size, +2 crew, +2 fire control); Damage: Special; Range Modifiers: PB +0; S -2; M/L N/A.	
Additional Equipment: Backup Shield Generators, Hypertransceiver, HoloComputer, Holonet Transceiver, Maneuvering Systems +2, Sensor Mask (+4 DC).	