



Part of the Republic's new effort against pirates in the Outer Rim, the "Ranger" Gunship is serving admirably against the Hutt-sponsored mercenary starfighters and transports terrorizing those regions of the galaxy. With three dorsal and three ventral powerful turbo quadlaser cannon turrets, and four hi-track quad laser cannon turrets, the Ranger can take on most any small to mid-sized ship. Despite its heavy armament and sturdy structure, however, it lacks the ion cannons and proton torpedo launchers to make it a serious threat against larger capitol ships, and so the Ranger is typically either reserved for smaller scouting missions, or escorted by fighters or heavier capitol ships, such as the Bothan A-II Command Cruiser.

Republic Fleet Systems Mark I "Ranger" Gunship

Class: Capitol Ship	Crew: 72 (Skilled +4)
Size: Large (135 m long)	Initiative: +3 (-1 size, +4 Crew)
Hyperdrive: x1 (backup x10)	Manuever: +3 (-1 size, +4 Crew)
Passengers: None	Defense: 19 (-1 Size, +10 Armor)
Cargo Capacity: 60 metric tons	Shield Points: 200
Consumables: 3 months	Hull Points: 330 (DR 20)
Cost: not available for sale (valued at 2,377,000)	Construction Points: 143
Maximum Speed in Space: Cruising (4 squares/action) (M: Average)	
Atmospheric Speed: 8 squares/action	

Weapon: Turbo Quadlasers (16, fire-linked in sets of 4); **Fire Arc:** 4 front, 4 rear, 4 right, 4 left; **Attack Bonus:** +5 (-1 size, +2 crew, +4 fire control); **Damage:** 8d10x5 (can do Autofire); **Range Modifiers:** PB +5; S +3; M +1; L -1.

Weapon: Quadlaser Cannons (4 fire linked); **Fire Arc:** Turret; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** 8d10x2 (can do Autofire); **Range Modifiers:** PB +5; S +3; M/L n/a.