

About 30 years ago, Corellian Engineering Corporation decided to produce a larger model freighter based on the aesthetic design of earlier YT-series models, but with increased cargo capacity, a sturdier structure, and heavier armaments.

Thus, the YTS-3500 Heavy Transport was born. Capable of hauling a far greater amount of cargo (or, to haul much larger objects such as star fighters, which was one of the primary design goals), while providing a much better defended vessel with very adequate weaponry, the YTS-3500 follows a long line of Corellian ships in that it is very modular, and can therefore be easily modified to suit the needs of the user at a low cost. However, because of its higher-powered shield generators and the factory-mounted escort quadlasers, the owner of a YTS-3500 is required to register their vessel, though this was not often done, and Corellian authorities did little to enforce this.

Notable features include the aforementioned superstructure and shield generators, impressive non-military weapons array, a high-quality primary and backup hyperdrive, and 500 metric tons of storage space. Also, the hull has been further modified to more readily accept vessel armoring. Design concepts which received positive feedback from customers were incorporated into the smaller YT-4400 transport CEC just released.

Corellian Engineering Corporation YTS-3500 Heavy Transport

Class: Space Transport	Crew: 5 (Skilled +4)
Size: Medium (Ing 90 m)	Initiative: +4 (Crew)
Hyperdrive: x2 (backup x4)	Manuever: +4 (Crew)
Passengers: 10	Defense: 20 (+10 armor)
Cargo Capacity: 500 metric tons	Shield Points: 150
Consumables: 6 months	Hull Points: 240 (DR 15)
Cost: 635,500 (new), 410,000 (used)	Construction Points: 105
Maximum Speed in Space: Attack (4 squares/action) (M: Average)	
Atmospheric Speed: 8 squares/action	

Weapon: Escort Quadlaser Cannons (2 sets of 2; fire linked); **Fire Arc:** Turret; **Attack Bonus:** +4 (+2 crew, +2 fire control); **Damage:** 5d10x2 (can do Autofire); **Range Modifiers:** PB +4; S +2; M +0; L n/a.

Weapon: Ion Cannon (4; fire linked); **Fire Arc:** Front; **Attack Bonus:** +4 (+2 crew, +2 fire control); **Damage:** 7d10x2 (Special); **Range Modifiers:** PB +4; S +2; M +0; L n/a.

Additional Equipment: Hypertransceiver.

400 years ago, just before the start of the Yuuzhan Vong war, Luke Skywalker cut a deal with Corellian Engineering Corporation for a completely custom-built Star Shuttle variant, the *Halcyon I*, to be built as the Jedi's primary training and diplomatic convoy ship. Despite the aging design of the vessel, the CEC officials were glad to have one of their vessels christened as the "flagship" of the Jedi, and the good business from the Jedi order over the centuries has only strengthened. So, when the current Jedi Council sought to add another Corellian vessel to their assorted starships, CEC was again proud to have their ships represented by the Jedi.

This time, the Jedi chose the newer YTS-3500 model, and contracted a very distinct custom construction, removing the need for extensive modification to an existing hull. This new vessel, the *Solo I*, was built for the same purposes as the *Halcyon I*; a primary training and docking ship for Jedi with piloting ability in starfighters and space transports, a remote command ship while important Jedi are away on a mission, and as the primary diplomatic envoy of the Jedi, intended to intimidate the light-hearted, defend against the powerfully armed, and act as a high-profile transport. Among the Jedi, the *Solo I* is thought of as part of a very important legacy started by the founder of the New Jedi Order, and is treated with great respect and care.

The *Solo I* features a bit more automation than a standard YTS-3500, and can travel faster and last longer on deep space missions. However, the real improvements to the vessel come in the form of upgraded armor, a much larger array of weaponry (including upgraded lasers and proton torpedoes), a much sturdier hull with a hugely expanded shield generator system, maneuvering systems (to counteract the increased bulk of the extra armor), and the new HoloComputer technology.

Solo I

Custom-Built Corellian Engineering Corporation YTS-3500 Heavy Transport

Class: Space Transport	Crew: 4 (Expert +8)
Size: Medium (Ing 90 m)	Manuever: +7 (+8 Crew, +3 Mnv Sys, -4 Armor)
Hyperdrive: x1 (backup x4)	Initiative: +7 (+8 Crew, +3 Mnv Sys, -4 Armor)
Passengers: 12	Defense: 25 (+15 armor)
Cargo Capacity: 435 metric tons	Shield Points: 250
Consumables: 1 year	Hull Points: 360 (DR 20)
Cost: Not for sale (valued at 5,223,200)	Construction Points: 175
Maximum Speed in Space: Attack (8 squares/action) (M: Average)	
Atmospheric Speed: 15 squares/action	

Weapon: Turbo Quadlasers (2 sets of 2; fire linked); **Fire Arc:** Turret; **Atack Bonus:** +8 (+4 crew, +4 fire control); **Damage:** 7d10x5 (can do Autofire); **Range Modifiers:** PB +8; S +6; M/L n/a. **Notes:** 1 Dorsal, 1 Ventral

Weapon: Proton Torpedo Launchers (4; 16 missiles each); **Fire Arc:** 2 Front, 2 Rear; **Damage:** 9d10x2; **Missile Quality:** Ordinary (+10)

Weapon: Ion Cannons (4; fire linked); **Fire Arc:** Front; **Atack Bonus:** +8 (+4 crew, +4 fire control); **Damage:** 7d10x2 (Special); **Range Modifiers:** PB +8; S +6; M +4; L n/a.

Additional Equipment: Backup Shield Generators, Hyper Transceiver, HoloComputer, HoloNet Transceiver, Maneuver Systems +3