**The Bounty II**

**Captain**: Chinto Demarre.

**Craft**: Corellian Engineering Corporation YT-2400 Space Transport

**Type**: Modified Light Freighter

**Scale**: Starfighter

**Length**: 21 meters

**Skill**: Space Transports

**Crew**: 2 skeleton: 1/+10 gunners: 2

**Passengers**: 10

**Cargo Capacity**: 77 metric tons

**Holding Cells**: 6

**Consumables**: 6 months

**Hyperdrive Multiplier**: x1/2

**Hyperdrive Backup**: x2

**Nav Computer**: Yes

**Maneuverability**: 3D+1

**Space**: 8

**Atmosphere**: 365, 1050 kph

**Hull**: 6D+1

**Shields**: 3D, +3D of back-up shields

**Sensors**: Passive: 10 / 0D

 Scan: 25 / 1D

 Search: 40 / 2D

 Focus: 5 / 4D

**Weapons**:

 **2 Quad Laser Cannons** (fire link capable)

 Fire Arc: Turret

 Crew: 1 (gunner)

 Fire Control: 2D (0D if fire-linked)

 Skill: Starship Gunnery

 Scale: Starfighter

 Space Range: 1-3 / 12 / 25

 Atmosphere Range: 100-300 / 1.2 km / 2.5 km

 Damage: 5D (6D if turrets are linked)

 **2 Concussion Missile Launcher** (fire-linked)

 Fire Arc: Front

 Crew: 1 (pilot or copilot)

 Fire Control: 1D

 Skill: Starship Gunnery

 Scale: Starfighter

 Space Range: 1 / 3 / 7

 Atmosphere Range: 50-100 / 300 / 700

 Magazine: 10 missiles per launcher

 Damage: 9D