Starships D6 / The Fondor (Luthen Raels Mod



Name: The Fondor
Type: Modified Fondor Haulcraft
Class: Transport
Length: 24 meters
Skill: Space transports: Fondor Haulcraft
Crew: 1
Crew Skill: Varies widely
Passengers: 3 (Luxury Cabins)
Cargo Capacity: 40 metric tons
Consumables: 6 months
Hyperdrive Multiplier: x1
Hyperdrive Backup: x8
Nav Computer: Yes
Space: 7
Atmosphere: 600; 900 kmh
Hull: 4D+2
Shields: 3D
Sensors:
- Passive: 40/1D
- Scan: 60/2D
- Search: 80/3D
- Focus: 3/4D

Weapons:
- Double Laser Cannon
  - Fire Arc: Front
  - Crew: 1
  - Skill: Starship gunnery
  - Fire Control: 2D
  - Space Range: 1-10/20/25
  - Atmosphere Range: 10-1km/2/2.5 km
  - Damage: 4D
- Laser beams
  - Fire Arc: Sides {fixed firing arc can only be targeted by manoeuvring the ship)
  - Crew: 1
  - Skill: Starship gunnery
  - Fire Control: 0D
  - Space Range: 1/2/5
  - Atmosphere Range: 10m/20m/50m
  - Damage: 6D
- Hidden laser cannon turret
  - Fire Arc: Turret
  - Crew: 1
  - Skill: Starship gunnery
  - Fire Control: 3D

Space Range: 1-10/20/25
Atmosphere Range: 10-1km/2/2.5 km
Damage: 4D

Equipped With:
Name: Droid Mod
DEXTERITY 0D
KNOWLEDGE 2D
MECHANICAL 3D
Astrogation 5D, Communications: 5D, Sensors 5D, Space Transports 6D, Starship Weapons: 5D
PERCEPTION 2D
Search 4D
STRENGTH 0D
TECHNICAL 2D
Equipped With:
- Human-range visual and audio sensors, Vocabulator, Tight-band comlink
Concealed Chambers:
Contains Wardrobe and disguises, +1D to Disguise checks when using it.
Autonomous targeting computer:
The ship contains advanced targeting systems, which allow the gunner, or even the ships Droid Mod intelligence to gain a bonus +3D fire control when operating the weapons.
Projectile launcher:
A rear mounted cannister launcher, this can be used to deploy chaff (+2D to avoid missiles), hazardous shrapnel (3D physical damage to any vessel following the Fondor, or anti-tractor beam cannisters which are pulled in by the tractor beam and detonate causing 4D Capital Scale damage to the Tractor Beam only.
1 x Speeder Bike:
Luthen carries his personal Speeder Bike aboard the vessel.
Stealth Technology:
The Fondor is treated with anti sensor detection equipment, which increases the difficulty of detecting the vessel by one level.
Modifiable Transponder System:
By making a difficult sensors roll, the transponder signal of the Fondor can be changed to any within it's databanks or which have been scanned. Changing the ships identity to scanning vessels. Due to the fact that a transponder signal changing would be a give away of this deception, the transponder is usually switched off, which may alert authorities to some irregularity in the vessel.
Security Systems:
Keyed to it's owners voice pattern, the Fondor is secured by advanced security systems, which increase the difficulty to access the vessel or operate it when unauthorised by 2 levels.

Description: A heavily modified version of a Fondor Haulcraft was in use by Luthen Rael in 5 BBY. The ship, which Rael referred to as "the Fondor," had an added droid Mod serving as a co-pilot as well as multiple hidden countermeasures such as laser beams and a projectile launcher.

Characteristics
Serving as rebel spymaster Luthen Rael's personal ship, this modified Fondor Haulcraft featured a spacious luxury interior in addition to significant combat-focused modifications, reflecting its owner's double role. Its cockpit was modified to include a droid Mod, an artificial intelligence functioning as Rael's copilot and navigator, and the living quarters included a hidden compartment

behind a fake wall which included various disguises, allowing Rael to perfect his image as a rich antique collector. The Mod could take full control of the transport, communicate in Galactic Basic Standard, recognize Rael's whistle as a signal to unlock and activate the ship and guard it against trespassers. Rael considered the ship a closely guarded secret and rarely allowed anyone to enter it, carefully storing it behind his shop in Coruscant.

The Haulcraft's hidden advantage against attackers were its extensive offensive and defensive modifications. It featured a targeting computer which was able to lock and engage targets autonomously with a hidden laser cannon turret which could be deployed from the Haulcraft's roof, as well as a rear-mounted projectile launcher which could launch myriads of tiny projectiles against a target. Additionally, Rael had added two side-mounted laser beam projectors which once activated would project two powerful laser beams, one from each side of the transport to slice through targets. Although requiring a lengthy power-up process before they could be used, these countermeasures were ultimately very effective in dispatching enemy starfighters. The Haulcraft also had modified engines which were so strong that required a tractor beam intensity level of at least 5 to immobilise, as well as an unusually highly-rated hyperdrive. Rael had also equipped the transport with passive protection measures including stealth technology which allowed the ship to slip out of tightly patrolled zones undetected, as well as interior space for a single speeder bike. The ship is also fitted with a bottom front hatch, most likely to hold a speeder or cargo.

History

Construction

Luthen Rael's personal transport started its operational life as a standard Fondor Haulcraft transport, a particularly slow ship frequently used by the pirate cells of the galaxy.

Use and modifications by Rael

By 5 BBY, Luthen Rael had acquired the Haulcraft and heavily modified it, adding a multitude of countermeasures and weapons systems, a droid mod as well as surprisingly powerful engines. He had been using his modified Haulcraft for quite some time, resulting in the ship being closely associated with him and well known among his associates.

In 5 BBY, Rael flew the ship to Ferrix to meet Cassian Jeron Andor to recruit him in his spy network for an upcoming high-stakes mission or purchase an Imperial N-S9 Starpath Unit from him. Rael parked his ship in a canyon 2.3 kilometers from the city as advised by his Mod and took a shuttle ferry from a nearby Ferrix shuttle station to the business center Terminal. The ship remained hidden until Rael and Andor, escaping from pursuing Pre-Mor Enforcement corpos returned to the canyon and Rael reactivated it with a whistle. The pair then used the ship to escape the planet and reach Aldhani, where Rael dropped Andor off to join Vel Sartha's team and then used it to return to Coruscant. A month later, he would use the ship again to travel to Segra Milo and meet with Saw Gerrera to discuss an attack on the Spellhaus imperial power station. When Gerrera declined, Rael returned to Coruscant, only to be summoned again two days later when Gerrera changed his mind and asked to join the operation.

Skirmish above Segra Milo

While leaving Segra Milo following this second meeting, the Haulcraft was detected by a Cantwell-class Arrestor Cruiser of the Segra Milo Imperial patrol under the command of captain Elk. Rael had his droid Mod quickly assign fake Alderaanian transponder ID, but while the ship's techs recognized it as valid, Captain Elk had his men prepare a boarding party as part of an impromptu training exercise for his crew. Rael deliberately stalled while his Mod was charging up his ship's countermeasures, but the cruiser ensnared the Fondor in its tractor beam and started pulling it in for boarding. To buy some time, Rael powered up his ship's left booster, prompting Elk to order for

the tractor beam intensity to be raised to a 5, which succeeded in pulling the ship closer to its RT-17 repulsor-tractor beam emitter. With the countermeasures finally ready, Rael activated the ship's projectile launcher and sent a wave of miniature projectiles against the beam, which pulled them directly against the emitter, shattering it and freeing the Haulcraft. The cruiser immediately deployed three TIE/ln starfighters and a TIE Boarding Craft against it, but Rael swiftly dispatched the boarding craft with the hidden laser cannon turret and sliced the fighters with its laser beams. Finally free of pursuers, Rael jumped to hyperspace.

Later use
Rael utilized the ship to travel to Ferrix for Maarva Carassi Andor's funeral in hopes of encountering Cassian Andor there to kill him as he considered the rogue rebel to be a loose end. Andor would infiltrate the ship while Rael was distracted by the riot on Rix Road and deactivate the Droid Mod to prevent it from warning Rael. When the spymaster returned to the ship, Andor presented him with the ultimatum of either killing him or letting him join his network. Rael smiled and accepted Cassian's offer.

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