Starships D6 / Marauder {as of The Bad Batch



Name: Marauder
Manufacturer: Cygnus Spaceworks
Model: Modified Omicron-class attack shuttle
Class: Attack shuttle
Modified by: Clone Force 99
Scale: Starfighter
Length: 23 meters
Skill: Space Transports: Omicron-class attack shuttle
Crew: 2+1 Gunner; Skeleton: 1/+5
Crew Skill: Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D, Astrogation 4D
Passengers: 20
Cargo Capacity: 35 metric tons
Consumables: 1 month
Cost: Not for sale to civilians
Hyperdrive Multiplier: x1
Hyperdrive Backup: na
Nav Computer: Yes
Maneuverability: 1D
Space: 7
Atmosphere: 350; 1050 kmh
Hull: 4D
Shields: 1D
Sensors:
- Passive: 25/0D
- Scan: 45/1D
- Search: 85/2D
- Focus: 3/3D

Weapons:
- Laser Cannons (2)
  - Fire Arc: Front
  - Skill: Starship Gunnery
  - Fire Control: 1D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5 km
  - Damage: 5D
- Twin Laser Cannon Turret
  - Fire Arc: Back
  - Skill: Starship Gunnery
  - Fire Control: 2D
  - Space Range: 1-3/12/25
  - Atmosphere Range: 100-300/1.2/2.5 km
  - Damage: 4D

Equipped With:

Modifiable Transponder: Allows the Marauder to disguise itself as other vessels to slip through blockades.

Signal Jammer: Jams Communications, +2D to Communications skill to block all other communications in the area.

Sensor Disrupter: Blocks sensors, adding +2D to the difficulty to detect the Marauder.

Advanced Communications Suite: Allows galaxy wide communcations and recording, +2D to encryption and decryption skill rolls.

Description: The Marauder was a modified Omicron-class attack shuttle that served as the personal starship of Clone Force 99, also known as the "Bad Batch." The craft was unique compared to other Grand Army of the Republic starships, so it was used for the Bad Batch's covert and undercover missions throughout the Clone Wars.

History

The Marauder was utilized by Clone Force 99 during the Clone Wars. After the execution of Order 66 and the end of the war, the "Bad Batch" returned to the clone homeworld Kamino. However, the group fled from the Galactic Empire's new reign aboard the Marauder, losing their companion CT-9904 "Crosshair," who joined the Empire after having his behavioral modification biochip's effects enhanced, and gaining one in Omega, a young, enhanced clone who had previously spent her days as a medical assistant to the Kaminoan Nala Se.

After traveling to Saleucami to meet with Cut Lawquane, Tech and Echo decided to get the ship intentionally impounded by Imperial forces as part of their plan to help Cut and his family escape the planet. The ship would suffer damage in their escape, which caused them to drop out of hyperspace and make repairs on the Ordo Moon. As repairs were made on the exterior of the ship, Wrecker took the opportunity to work on the inside, fashioning the Bad Batch's newest companion, Omega, a room of her own by reconfiguring the ship's gunner's nest.

As the group worked on their next move, Echo informed them that he had overheard comm chatter placing the ship on the wanted list. They made for the moon Pantora to refuel, resupply, and scramble the ship's signature, but the ship was recognized by the Sullustan Raspar Six, who informed the bounty hunter Fennec Shand of their presence. After a chase, Hunter and Omega escaped the bounty hunter and the group quickly departed Pantora.

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