



The Ultimate Star Wars RPG Internet Source Book

VERSION 2.5

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APPENDIX I: Additional Rules & Stuff

Chapter 1: Weapons & Equipment

Weapon Name:	ASSUALT RIFLE	Scale:	CHARACTER
Damage:	4D+1	Stun Damage:	0
Ammo:	50	Rate of Fire:	4
Avail:	2	Restrictions:	F
Range:	3-30/90/270		
Cost Range:	640-1150		

Weapon Name:	CRYOBAN GRENADE	Scale:	CHARACTER
Damage:	5D	Stun Damage:	0
Ammo:	1	Rate of Fire:	1
Avail:	2	Restrictions:	R
Range:	3-6/18/36		
Cost Range:	180-385		

Weapon Note: This grenade explodes and fills a 5m area with Detrolin spores. These spores soak up heat in the general facility and drop the temperature down to -20 degrees Celsius.

Weapon Name:	D-8 NEEDLER PISTOL	Scale:	CHARACTER
Damage:	4D	Stun Damage:	0
Ammo:	20	Rate of Fire:	3
Avail:	2	Restrictions:	R
Range:	3-10/20/40		
Cost Range:	250-440		

Weapon Note: This weapon fires slivers of plastic and ceramic at very high speeds. The block of ammunition only last for 20 shots before needing to be replaced.

Weapon Name:	E-11 NEEDLER RIFLE	Scale:	CHARACTER
Damage:	4D+2	Stun Damage:	0
Ammo:	30	Rate of Fire:	4
Avail:	2	Restrictions:	R
Range:	3-20/40/80		
Cost Range:	450-700		

Weapon Note: This weapon fires slivers of plastic and ceramic at very high speeds. The block of ammunition only lasts for 30 shots before needing to be replaced.

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=====
Weapon Name:  HEAVY CROSSBOW      Scale:CHARACTER
Damage:       3D                  Stun Damage:      0
Ammo:        12                  Rate of Fire:     1/2
Avail:       1                   Restrictions:     F
Range:       3-10/30/50
Cost Range:  160-290
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Weapon Name:  HEAVY RIFLE      Scale:CHARACTER
Damage:       3D+2             Stun Damage:      0
Ammo:        8                 Rate of Fire:     2
Avail:       2                 Restrictions:     R
Range:       3-30/100/300
Cost Range:  240-430
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Weapon Note:This weapon fire a metal projectile at extremely high velocities. The damage listed above is for normal ammunition, armor piercing rounds add +1D damage only against armored targets.

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Weapon Name:  HEAVY SLUGTHROWER PISTOL  Scale:CHARACTER
Damage:       3D+1              Stun Damage:      0
Ammo:        10                 Rate of Fire:     2
Avail:       2                 Restrictions:     R
Range:       3-15/40/110
Cost Range:  240-420
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=====
Weapon Name:  HOVRAN GD-13 HOLD-OUT PISTOL  Scale: CHARACTER
Damage:       5D                Stun Damage:5D
Ammo:        2                  Rate of Fire:     2
Avail:       3                  Restrictions:     X
Range:       1-2/4/8
Cost Range:  440-790
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Weapon Note:This small pistol is easily concealed in the palm of your hand. It is easy to hide in loose clothing.

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=====
Weapon Name:  HOVRAN GYROJET PISTOL  Scale:CHARACTER
Damage:4D+2   Stun Damage:          0
Ammo:10       Rate of Fire:          1
Avail:       3                   Restrictions:     R
Range:       3-15/50/150
Cost Range:  350-600
=====

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Weapon Note:This weapon fires small rockets that home in on a targets heat signature. When fired at targets that generate a heat signature the firer gains a bonus of +5 to hit.

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=====
Weapon Name:  HOVRAN GYROJET RIFLE  Scale:CHARACTER
Damage:       5D+2              Stun Damage:      0
Ammo:        20                 Rate of Fire:     1
Avail:       3                 Restrictions:     R
Range:       3-30/100/300
Cost Range:  700-1200
=====

```

Weapon Note:This weapon fires small rockets that home in on a targets heat signature. When fired at targets that generate a heat signature the firer gains a bonus of +5 to hit.

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=====
Weapon Name:  LIGHT SLUGTHROWER  Scale:CHARACTER
Damage:       3D                  Stun Damage:      0
Ammo:        12                  Rate of Fire:     4
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Avail:	1	Restrictions:	R
Range:	3-15/45/125		
Cost Range:	220-400		

Weapon Name:	MINI FUEL AIR EXPLOSIVE	Scale:	CHARACTER
Damage:	6D	Stun Damage:	0
Ammo:	1	Rate of Fire:	1
Avail:	3	Restrictions:	R
Range:	3-5/15/35		
Cost Range:	400-795		

Weapon Note: This weapon, when thrown, sprays a fine mist of highly flammable liquid. When this liquid is ignited by the device, it explodes in a large ball of flame. The device causes damage three ways:

- 1) The heat from the flames
- 2) The concussion from the blast
- 3) The blast sucks oxygen from the area

Weapon Name:	SHOTGUN	Scale:	CHARACTER
Damage:	4D+2	Stun Damage:	0
Ammo:	5	Rate of Fire:	2
Avail:	2	Restrictions:	R
Range:	3-15/30/50		
Cost Range:	320-580		

Weapon Note: These statistics are for a single barreled pump action shotgun.

Weapon Name:	SUBMACHINE	Scale:	CHARACTER
Damage:	4D	Stun Damage:	0
Ammo:	25	Rate of Fire:	4
Avail:	3	Restrictions:	R
Range:	3-30/80/240		
Cost Range:	480-860		

Weapon Name:	VORIN RAIL PISTOL	Scale:	CHARACTER
Damage:	5D	Stun Damage:	0
Ammo:	12	Rate of Fire:	2
Avail:	4	Restrictions:	R
Range:	3-20/60/180		
Cost Range:	600-1000		

Weapon Note: One blaster pack powers 6 shots.

Weapon Name:	VORIN RAIL RIFLE	Scale:	CHARACTER
Damage:	6D	Stun Damage:	0
Ammo:	12	Rate of Fire:	2
Avail:	4	Restrictions:	X
Range:	3-30/90/270		
Cost Range:	800-1300		

Weapon Note: One blaster pack powers 4 shots.

Type:	Bolar Projectile's Deviant/Slugthrower		
Damage:	2D+1		
Range:	1-5/10/25		
Availability:	2		
Ammo:	2		
Fire rate:	2		
Cost:	50/clips 5		

Capsule: Bolar Projectile's, once the galaxy's finest provider of weapons, created this weapon as a cheap way to provide civilians with self defense. Both barrels fire jointly. Basically ineffective against armored opponents, this weapons was made to use against thugs or common thieves at close quarters. This weapon was "cheaply" priced but often malfunctioned making it a favorite amongst cheaper criminals or colonists in the fringe.

=====

Type:	Bolar Projectile's Model 5 Return Fire/Slugthrower
Damage:	3D
Range:	3-10/25/105
Availability:	1/2
Ammo:	10
Fire Rate:	1
Cost:	150/clips 10

Capsule: The most common of Slugthrower pistols this was a much more reliable weapon than the deviant. It held more ammo and packed a better punch. Though the model does not have armor piercing rounds available, it can deal with lighter armored troops and criminals. It is still used in the fringe as a military or police backup weapon. Earlier models than the five are available but tend to be lower in ammo and reliability.

=====

Type:	Magnar's Offensive/Defensive Precision 10/Slugthrower
Damage:	3D+2
Range:	5-20/40/130
Availability:	2/3
Ammo:	20
Fire Rate:	1
Cost:	250/20 clips

Capsule: The Precision 10 is what put Magnar into the competitive scene with Bolar. This Slugthrower rifle still sees active use by fringe military organizations, assassins and bounty hunters. This rifle did not offer much of a punch or armor piercing rounds, but used laser aiming technology for precision (add 1D to operators skill or 2D if one round is used for preparation) and stream line needle bolts for smaller ammo cartridges and further range. Its aiming capabilities make it both an effective defensive weapon when holed up or an effective offensive weapon if taking out operators of heavy equipment or uncovered drivers of vehicles.

=====

Type:	Peacemaker's Submission Bolter/ Slugthrower
Damage:	5D/3D/1D
Blast Radius:	1-3/4/5-8
Range:	2-8/15/40
Availability:	R
Ammo:	3
Fire Rate:	1
Cost:	500/bolts 50 per bolt (This weapon is rarely found off Black Market)

Capsule: The Bolter was Peacemaker's only successful weapon model. This weapon fired an explosive cylinder that was superheated as it left the weapon. This weapons fire is often mistaken for blaster fire. The weapon was originally intended for military usage in assaulting small or medium sized vehicles. However due to its unreliability (the tendency to blow up in the operator's face) and short range it never found its place in legal organizations. Though smugglers, pirates and other lowlives flocked to purchase this weapon, which lead to it's being restricted. It is still available on the black market at an inflated price and is used most commonly by outlaws and pirates.

=====

Type:	Bolar Projectiles's Flank Cover Machine Weapon/ Slugthrower
Damage:	4D
Range:	5-15/35/100
Availability:	R
Ammo:	80
Fire Rate:	20
Cost:	900/clips 80

Capsule: The Flank Cover Machine Weapon explains itself; it was made for a single operator to cover the rear of an operation team or troop squad from multiple opponents. This weapon is not prized for its accuracy but for flooding and area with slugs for a few seconds. When characters use this weapon they role thier skill for the first found. Any one in the weapons frontal arc must make a dodge role, if

they are successful it is assumed they found cover or got out of the weapons arc. (the weapon uses a 45 degree arc, assuming the character is strafing the area in front of him) If the person failed his dodge roll he did not take cover, couldn't find it or was unable to get out of the weapon's arc, he takes damage for that round. Next round the person who made the dodge roll may either stay in his cover or try to fire on the character. Attempting to fire on the character requires a successful dodge roll against the character's original roll, if that dodge fails the person has come out of cover to shoot only to be hailed on by slugs. The person who failed the dodge roll (if he is not killed or incapacitated) must make another roll to see if he found cover, if he fails again he takes damage a second time. This process repeats for four rounds (when the person firing runs out of ammo) or whenever the person firing decides to stop. The weakness of this weapon is that anyone outside the gunner's arc does not have to worry about being hit, the gunner may stretch his arc but suffers a -1D penalty to his skill roll for every 10 added on to the arc (if you don't like calculating things just estimate quickly if a person is in or out of the firing range, don't make a big deal about it). That makes this weapon more effective in narrow spaces, such as corridors and hallways. If the corridor is only a meter wide the gunner's targets may have no cover to take.

=====

Type: Mangar's Shoot & Slice Long Rifle/ Slugthrower
 Damage: 3D for gun/Str+1D+2 for pike blade
 Range: 3-10/50/180
 Availability: 1
 Ammo: 10
 Fire Rate: 1
 Cost: 300/slugs 20 for box of 100

Capsule: The Slice & Shoot Long Rifle is an almost ancient weapon, being one of the first mass produced slugthrower rifles. It was 1.8 meters long, yet was easy to manipulate due to the use of light weight alloys, and had a nasty pike blade at the end of the barrel. This rifle featured affordability, good accuracy, and the fact that it served as a pike as well as a rifle. The downside to this weapon was that it could only be loaded a single slug at a time (takes four rounds to fully load, moderate skill roll to load in two rounds/difficult skill roll to load in one, failure of these rolls indicates a jam in the loading system). This feature was compensated for by the fact that the weapon was also a pike, but the length of the weapon made it useless in small rooms or tight corridors (in a tight corridor the weapon can fire forward, or be used to jab forward, however can not be easily brought to bare on foes to the rear, the only thing to be done is jab with the back of the rifle doing Str+2 damage). This weapon is more commonly the choice of scouts, prospectors, nomads, fringe soldiers and outlaws. The reason outlaws like the weapon is that it is readily available but is not commonly used enough in crime to require a permit.

=====

Type: Bolar Projectile's Shredder/ Slugthrower
 Damage: 4D (+2D to damage if attacking and armored target/if using armor piercing rounds)
 Range: 1-10/20/45
 Availability: R
 Ammo: 20
 Fire Rate: 4
 Cost: ,1000/clips 100(armor piercing) 50(slugs)

Capsule: This is a more recent slugthrower dating back only 30 years before "A New Hope". This weapon was used in the clone wars, towards the end. It was built on planets that did not have gas available for blasters but had metals for the weapon, and chemicals for the explosive rounds. Without the explosive rounds it is just a powerful slugthrower. With the exploding rounds it becomes a dangerous weapon, capable of destroying even modern armor. The reasons for it not being used in modern military organizations, though it is still produced in many parts of the galaxy, are: short range, jamming, and occasional backfire. One too many times did this weapon prove unreliable for military usage. Outlaws and pirates have used this weapon in assault of imperial troops and many a stormtrooper has fallen with his armor torn to pieces by this savage weapon.

Needlebeamer

An ancient style laser weapon whose energy is concentrated in a thin ray of light energy, the needlebeamer is a primitive energy weapon, easily defeated by prismatic aerosols and reflective or mirrored surfaces. Used because it is cheap, it is powered by a backpack energy source connected to the weapon by a half meter cable.

Model: Tandishin NB-88
 Scale: Character
 Skill: Needlebeamer
 Ranges: 1-10/20/50
 Damage: 2D+2
 Fire rate: 2 (actually represents a continuous beam effect)

Ammo: 25
Availability: R
Cost: 200

Sources: Han Solo's Revenge, Han Solo and the Lost Legacy, Guide to the Star Wars Universe.

DL-50 Semi-Automatic blaster rifle1

This rifle is slightly better quality than the Sorosuub Storm-1 Imperial blaster rifle.

Range: 3-35/110/320

Damage: 4D+2

Cost: 1200

A-HP Gatling Grenade Launcher1

This is a rapid fire grenade launcher, which Blastech has manufactured very few of.

Range: 3-10/30/120

Damage: Grenade damage rating

Cost: 20,000

Availability: Rare

COVERT WEAPONS

Since weapons were first invented, there has been a need for weapons that can not be found and/or can be used with a minimal risk of detection. Lately, the need for a compact weapon that was as powerful as a larger one came to the fore. Today, with the current state of open Rebellion against the Emperor, the proliferation of criminals and gangsters, and the increasingly cold bloodedness of industry have combined to make hidden weapons a major interest.

Today, these weapons may be found in the hands of couriers (governmental, corporate and private), Intelligence agents (Imperial, Rebel and corporate), secret police, terrorists, criminals and those citizens who must have personal protection. There are several schools of thought about covert weapons, ranging from weak cancelable weapons that can be quickly found with detectors, to those that are very powerful and small and have no sensor or firing signature. Many are blasters, but others are little more unusual, including monomolecular daggers, slugthrowers and vibroedged blades.

To even further confuse things, there is a wide assortment of cybernetic implants available that only the most determined sensor scans can determine are not a normal replacement limb. Out of respect of the manufacturers' wishes (and their strike teams), we will not explore this topic today. Perhaps, at a latter date, we will do so, with full approval and permission of the parties involved. Also, much of these weapons are improvised by whatever agency is involved, and are used once, as secret that is partially breached is like being only partially pregnant.

RANGED WEAPONS

Many less advanced planets have manufactured a huge assortment of sound suppressed slugthrowers. Only a very few of these will be discussed, as the ammunition for slugthrowers is often a proprietary chambering, making ammunition resupply a gold-plated problem once you leave the planet of origin. After all, most of the universe uses energy weapons, so there are a very few standardized slugthrower chamberings.

BlasTech Last Resort

The Last Resort microblaster is a marvel of engineering. Designed for those that must always be armed, but can not reveal that they are armed, even to those security officials who run the check point, the Last Resort is nearly undetectable to an active sensor search or frisk, and invisible to passive sensors. A four shot, ultra short range weapon, the Last Resort is common with couriers and corporate agents. There is even a Kewokian Monkey-Lizard in the employ of the Rebellion who uses an upgraded one as a sidearm (this a rumor only, and should be taken with a grain of salt). To minimize size, the powercell is internally mounted as a piece of the frame, and the gas chamber holds just enough gas for four shots. After these are expended, it must be refilled by the user, which costs around 60 credits from a certified BlasTech dealer or service shop.

type: microblaster
skill: Blaster: micro
availability: 2 R,X
cost: 300
range: 1/2/5
ammo: 4
damage: 2D+1
notes: Very Difficult Search roll of characters or sensors to locate through active measures, Heroic for passive searches.

BlasTech Persuader

The Persuader is a compact, yet quite powerful blaster pistol designed as a backup and concealed carry weapon for those who can not afford to use a lesser weapon. Being only 16.8cm long, 2.3 cm wide and 10.2cm high, this five shot powerhouse produces wound equal to the much larger DL-18. It has been engineered to accept a wide variety of sighting accessories, with integral mounting rails in front of the trigger guard. As a BlasTech product, it has been designed with the utmost in reliability, accuracy, and ease of maintenance in mind. It is being evaluated by several law enforcement agencies, including the Corellian Security Force, and the Imperial Scouttrooper Legions.

type: Holdout Blaster

skill: Blaster: holdout
availability: 2 R,X
cost: 430 (25)
range: 2-4/5/10
ammo: 5
damage: 4D

BlasTech Stinger

Built on the same frame, and sharing many of the same parts, as the Persuader, the Stinger is a popular, less lethal choice in many areas. Firing a very weak beam that succeeds only in stinging the opponent, it has become popular with citizens in areas where owning a weapon is forbidden, are faced with a daily criminal threat and cannot afford to go around leaving bodies for police to find. It has, with extensive modification to the energizing system, had some interest from couriers, as it has an incredible ammunition capacity for such a small weapon.

type: low-power holdout blaster
skill: Blaster: holdout
availability: 2 F,R,X
cost: 250 (25)
range: 2-4/8/12
ammo: 12
damage: 2D+1

Budgetline 3.0/12

Like all Budgetline models, the 3.0/12 is a piece of crap. It has few saving graces, except that it is common, cheap, sterile (untraceable), disposable and safe (unlike some others). It has been found with criminals, illegally armed and poor civilians, and covert operatives that need disposable weapons or must find them cheaply just before the operation. It is most popular with those poor souls, who for whatever reason, must live in scumholes so scary that even Imperial Stormtroopers afraid to go into in less than platoon strength- during the daytime (at night, you're on your own). It has the drawbacks of poor sights, horrible human engineering, cheap construction and a formidable trigger pull. Still, in a firefight, you can't always be choosy.

type: cheap holdout blaster
skill: Blaster: holdout
availability: 2 R,X
cost: 250 (25)
range: 1-2/4/12 (+5 difficulty to hit past 8m)
ammo: 6
body: 1D+1
damage: 3D

Gee-Tech XL-34

The GT XL-34 dart shooter is typical of this class of weapon. Firing a small (.25mm by 5mm) metal sliver coated with a toxin, via a high tension spring. This allows for nearly silent firing, but the projectile must hit exposed skin. By using a detachable magazines, an agent may carry several sticks loaded with a variety of agents ranging from near instant neurotoxins to long incubation bacteria to truth serums. About the same size as a typical holdout blaster, and having no electrical systems or powercells, it has a very small sensor signature. It has one serious drawback: you must hit an unarmoured area. Even light clothing, such as a spacer's vest, will stop the slivers fired by a dart shooter.

type: microdart spring gun
skill: Missile Weapon: dart shooter
availability: 1 F
cost: 350 (30)
range: 2-4/8/10
ammo: 30
damage: varies by serum type

HK-3 "Hushpuppy" Silenced Slug Pistol

No one has ever taken credit for this pistol, but many feel that a manufacturer friendly to the Rebellion Against the Emperor, if not the criminal Rebellion itself. It is a typical, small caliber semi-automatic pistol, that can be fitted with a sound/flash suppressor muzzle can of a baffle design. For increase effectiveness, the suppressor has been fitted with what has been described as an "inverted and phased white noise generator" which negates all remaining noise from the bullet's passage through the baffles. The slide release lever may also be used with a slidelock notch to keep the pistol closed, meaning that there is no noise from the nonmoving slide. In fact, the only noise is the sound of the firing pin hitting, and only the shooter is that close. The propellant is a near smokeless nitrocellulose compound, and it does not even have a laser pointer or tritium sight inserts, to give it zero energy signature. It has a totally synthetic construction, meaning that simple magnometric sensors and x-ray diffusion sensing systems have a great deal of difficulty in detecting it. To further security in transit, it breaks down into about two dozen pieces (including ammunition), which are enough unlike energy] weapon parts that most customs officials will not recognize them. (thanks for the excellent design Mike)

type: covert slugthrower
skill: Firearms: pistol
availability: 4 X
cost: blackmarket, 5000+ (200+ for a box of 25 rounds)
range: 1-5/15/45
fire rate: 2, 1 if used with slide lock
ammunition: 12 +1 in the chamber
damage: 3D+2

notes: Slide Lock: if the slide lock is used, it is totally quiet, but chambering the next round is a manual, nonrolled action.
 Sound Suppressor: If the slide lock is not activated, there is some mechanical noise. Make a PERC roll to locate the noise,
 using the following difficulties:
 under 5m - Easy
 5m - 10m - Moderate
 10m-15m - Difficult
 15m-30m - V. Difficult
 30-50m - Heroic

Minas Cardsharp Deck

The Cardsharp Deck is a weapon that does not appear as a weapon, nor does it function as one at all times. They appear as a slightly thicker than average deck of Sabacc card-chips. They function as such, having a full deck of 76 of totally functional cards with beveled, silvery edges. These edges are actually vibroedged metal that is activated by centrifugal force, much like a vibrostar. They come in a perfectly normal looking box to assist in the illusion.

type: covert throwing blades
 skill: Thrown Weapons: vibrostar
 availability: 3 R
 cost: 1000 (for the full set)
 range: 2-3/5/10
 damage: STR+1D

Minas Mighty Pen

Another concealed weapon from the folks at Minas, the Mighty Pen is a single shot, disposable laser. It is the size of a large barreled stylus or laser pointer, which it is intended to look like. It actually IS a laser pointer, which is activated by pressing down on a side switch. The other end is blunt stylus of the kind used on pressure sensitive screens and datapads. When the tip is twisted in the right manner, it arms a separate subcircuit, which fires the laser at lethal force when the side switch is pressed. When it has been fired, the focusing crystal and power source are fused, rendering it unusable hunk of scrap. This is popular with couriers, as it has totally innocent appearance. Should the power source and focus system be noticed by scanners, it is explainable as a laser pointer and stylus, which can be proven.

type: single shot laser pen
 skill: Blaster: laser pen
 availability: 3 X
 cost: 1000
 range: .5-1/2/4
 damage: 3D

SoroSuub Q-2 and Q-2-H Heavy Holdout Blasters

The Q-2 is among the best, and most widely copied, holdouts in the galaxy. Even the powerhouse of Merr-Sonn makes an INFERIOR copy. The Q-2 has approximately 90% of the throughput of the larger BlasTech DL-18 and Merr-Sonn M-44 blaster pistols, in a package small enough to conceal in a pocket. It has a six shot capacity and a thoroughly acceptable twelve meter range, making it a serious weapon for all but open combat. It is a compact, reliable package that is readily customizable. This ease of customizability has lead to a special variant designated the Q-2-H Heavy for their executives, bodyguards and couriers. The Q-2-H has the power of a Stormtrooper 1 blaster rifle, but this extra power draw restricts it to a three shot capacity. This is still suitable for it's intended bodyguard duties (one shot for the attacker, one for the primary and one for yourself).(stats for the Q-2-H are in parenthesis)

type: holdout blaster
 skill: Blaster: holdout
 availability: 2 R,X (4 X)
 cost: 350 (25) (950 [25])
 range: 2-3/8/12 (2-3/8/14)
 ammo: 6 (3)
 damage: 3D+2 (5D)

SoroSuub Q-3 and Q-3-S High-Capacity Holdout Blaster

The Q-3 Hi-Capacity is based on the Q-2, but has a port for a standard powercell on the bottom of the grip, making it a little less cancelable than it's parent, but has an incredible supply of firepower. Many well known carriers of the Q-3 have taken to carrying it with the powercell detached, and attaching it quickly when drawn. In addition to the regular sized powercell, the Q-3-S is further enhanced by the addition of a selective fire blaster, being capable of either single shot or fully automatic fire. Due to the size, it has an incredibly high cyclic rate of approximately 200r/m. This weapon is being examined by the Imperial Security Bureau, as it has the firepower of a squad of Stormtroopers in a shoulder holster. (stats for the Q-3-S are in parenthesis) type: selective fire, high capacity holdout blaster

skill: Blaster: auto holdout (Blaster: auto holdout; see the briefing on

Automatic Blasters for these rules)

availability: 3 R,X (4 X)
 cost: 420 (25) (1020 [25])
 range: 2-3/8/12
 (modes: semi-auto and full auto [50 shot/long burst])
 ammunition: 150
 damage: 3D+2

SurvivaTec Crossbow

This weapon is popular with special operations troops who rely on stealth to accomplish their missions. A repeating crossbow, the SurvivaTec Crossbow feeds from a 10 shot detachable box and has a horizontal pump forearm to recock the bow (which is quite noisy, so most users take the time to recock the bow manually without the lever). For transport, the arms and stock fold down along the body of the bow, and are locked into firing position via several screws. There are several types of bolts available, including the typical "target" point (which has wonderful armour penetration), broadheads and "bird" or stun tips. It is fitted with a low magnification red-dot scope, carry case (with room for two magazines) and sling swivels as a standard issue, and many popular models of aiming device are adaptable to it.

type: combat crossbow
 skills: Bows: crossbows
 availability: 2 F
 cost: 200 (10)
 range: 3-10/30/100
 ammo: 10
 fire rate: 2 (1/2 for truly quite operation)
 damage: "target" points 3D (+1D against rigid armour, like stormtrooper kit)
 broadheads 3D+2, must make a Difficult Stamina roll every minute,
 or suffer 3D damage from blood loss.
 stun heads 2D Stun
 note: Scope: +1D to hit if used for 1 round of aiming.

typical Suicide Special

These are made by many underground manufactures, but they all have basic capabilities. They are, simply put, trash that poses nearly as much danger to the user as the target. They are, however, popular due to their disposable nature and total intractability. The fact that they are single shot weapon is not a problem to most couriers, who really only need one shot (destroy the package). The fact that they are such pieces of trash means that if it must be ditched, there really is no money lost. Their cheapness is also a big consideration to the destitute, indigent and poor, along with criminals.

type: one-shot holdout blaster
 skill: Blaster: holdout
 availability: 2 X
 cost: 100
 range: 2-4/6/10
 ammo: 1, non-reloadable
 damage: 4D
 note: if Wild Die rolls "1", weapon explodes, doing 5D damage to the shooter

CLOSE COMBAT WEAPONS

It should be noted that most nonpowered melee weapons (axes, knives, etc.) can and are made out of nonmetallic polymers and ceramics. These should be remembered, along with the collection of more specialized weapons below.

Locris Syndicates Mono-3

The Locris Mono-3 is a typical specimen of molecular stiletto. Having a blade constructed of single, extremely large molecule, molecular stilettos are incredibly strong and compact. Having a blade only a few millimeters wide and about ten centimeters long, it can be easy to concealed in a boot or sleeve, or the hilt decorated and used for a hair or lapel pin. This particular model is composed of a carbon/silicon compound that is nearly indestructible, but other models use different compositions. They are hard to craft, expensive and rare, but they have no passive sensing signature, and never jam or run out of ammunition or energy, and produce minimal noise.

type: monomolecular stiletto
 skill: Melee Combat: molecular stiletto
 availability: 3 R,X
 cost: 450
 body: 10D (due to monomolecular construction)
 difficulty: Moderate
 damage: STR+1D+2 (max 5D+2)

Talex-Delcor SKE/4 Ballistic Knife

This is a standard, ceramic composite fighting/throwing dagger, with a twist. It may be used normally, but it may also be used as a silent ballistic weapon. By grasping the butt cap and twisting to the right 90 degrees, you unlock the blade retention spring and extend the trigger from out behind the cross guard. Just point and pull. When the spring breaks, it contains nearly 100kg of stored force, which all go into hurling the knife blade forward. For a really interesting effect, fire it into the opponent's forehead and leave. His comrades will be wondering three things, 1) where is the rest of the knife, 2) who is strong enough to shove a knife through a person's skull, and 3) is that person still around?

type: ballistic knife
 skill: Melee Combat: knife
 Missile Weapons: ballistic knife
 Thrown Weapons: knife
 availability: 2 R
 cost: 70
 range: (if fired) 2-4/10/15
 (if thrown) 2-3/5/10
 difficulty: (if used as a melee weapon) Very Easy
 damage: (melee) STR+2 (max 6D)
 (thrown) STR+2 (max 5D)

(fired) 3D

typical Garrote

A garrote is simply a piece of line or (better) wire attached to two toggles or wrapped around your hands (not advisable with wire). To use, you approach your target from the rear and lower the garrote over his head and around his neck. Quickly spread or close your arms (depending on how you work), causing the wire to dig into your target's neck like a blade, and either pull him back and off balance, or slam your knee into it's back. Hold it for as long as it takes. The garrote is nice, as it can be improvised under almost any circumstances and can be concealed almost anywhere or in anything.

type: wire garrote

skill: Melee Weapons: garrote

availability: 1

cost: about 5-10 credits to improvise

difficulty: Moderate

damage: STR+1D+2, STR for each additional round. (max 5D first round, 4D

each additional round)

notes: must make opposed Sneak roll to approach your target.

typical Vibroshiv

The vibroshiv is the smallest vibroblade that is large enough to be used in combat. They consist of a 5 to 7.3cm long vibroblade with a punch dagger configuration. They contain a miniature powercell to activate the microserrations on the blade, and is usually tuned to a frequency well above the human hearing range. They are small enough to conceal as part of a belt buckle, in a boot heel, or up a sleeve.

type: vibroshiv

skill: Melee Combat: vibroshiv

availability: 2 R,X

cost: 150 (varies by quality and damage)

difficulty: Easy

damage: STR+1D (range: STR+1 to STR+2D; max 6D)

INCENDIARY WEAPONS

Most intelligent species first feared fire. They still do. Even though the taming of fire is lost in prehistory to most, the little animal that lives in the base of our brain still fears being burned. Even with this fact in mind, few military forces use incendiary weapons today.

Originally, an incendiary weapon meant a torch made of combustible materials was used to wallop someone over the head with, or the surrounding terrain was lit on fire. Later, pools and jars of burning grease and vegetable oils were used against enemy troops and equipment. In time, these were replaced with hydrocarbon-based compounds.

This, along with advances in metallurgy and pressurization systems, allowed the forerunners of modern flame throwers to be invented. Little more than a tank of flammable liquid attached to a nozzle and a smaller flame, these first flamers were as dangerous to the user as they were to the intended target. A burst tank could be ignited, turning the carrier into a living torch until his nervous system overloaded or some merciful soul shot him.

Flame throwers became safer over time, and were eventually replaced with incendiary rockets and grenades, but as is usually the case, conflict after conflict showed places where a traditional flame thrower would be much more suitable. Today, Imperial forces maintain a small number of "dragon" squads, as do many corporate and mercenary forces. It should be noted that even though they are easy to construct, and terrifyingly effective, the Rebellion rarely uses them, for PR reasons.

THE WEAPONS

Sunfire ML-144 Mk IV

the Sunfire Corporation is one of the most prolific manufacturers of incendiary weapons today. Their ML-144 Mk IV is probably their most conventional, and popular, design, consisting of large packframe-mounted tanks and a projector wand fitted with a conventional pistol grip and an adjustable nozzle. For safety reasons, they have fitted the ML-144 with an electric igniter, which is triggered from a thumb switch mounted along the left side of the trigger group. This has the added bonus of allowing the user to release a pool of fuel on the ground for later ignition. They have also made the system highly adaptable to different kinds of fuel, reducing the second most common problem with flame throwers, keeping them fueled.

type: Heavy Incinerator Unit

skill: Flamethrower: heavy

availability: 2 R,X

cost: 900 (50)

range: 3-4/7/10

area of effect: 2m

fire rate: 1

ammunition: 50

damage: 5D+1, 3D next five rounds

notes: Bulky: -1D DEX

Tanks: If pack struck, tanks explode if the damage is equal to a Wounded result. Does 10D damage, 3D next 5 rounds per every ten shots of fuel left in tank, 6m area of effect.

Sunfire ML-152 MkII

The Sunfire ML-152 MkII is probably one of the more demented ideas to hit the field of weapons technology in a long time. Nearly every culture has a myth about some sword whose blade was sheathed in flame. This is the closest you are going to come.

Consisting of a light vibroblade fitted with a thermal generator, the ML-152 is in some ways a humane weapon- the target rarely bleeds to death, as the wounds are almost always cauterized.

type: fireblade
skill: Melee Combat: vibroblade
availability: 3 R,X
cost: 1250
difficulty: Moderate
damage: STR+1D (+3D fire) [max 9D], does 2D damage for the next two rounds

Sunfire ML-194 Mk IX

The ML-194 Mk IX is the newest addition to the Sunfire line, essentially a vibrowhip fitted with the same thermal generator as found in the ML-152. It consists of five meter vibroedged lash, laced with thermal conductive mesh. For safety reasons, the vibroedge is controlled by a grip safety, while the thermal generator is activated by a thumb switch.

type: firewhip
skill: Whips: vibrowhip
availability: 3 R,X
cost: 1400
range: 1-2 (difficult)/3 (moderate)/4 (Difficult)
damage: STR+1D (+2D Fire), does 1D damage for next 2 rounds.
notes: If the roll fails, the user is struck. If the roll beats the

target roll (either attacking or parrying) by +10, the whip wraps around the target, doing 3D damage per round.

BlasTech F3 and F3C

The F3, and it's slightly smaller brother, the F3C, are BlasTech's first expedition into the manufacture of flamethrowers in over a hundred years. Being of fairly modern design, they both use a small tank of fuel that is attached to the underside of the "barrel", and connected via a threaded socket to a pump housed before the standard pistol grip. The F3 is the larger of the two, and is fitted with a carrying handle/sight assembly, a heavy insulated forearm and a full shoulder stock, along with vertically mounted fuel bottle. The F3C is smaller, about the same size as the E11 blaster rifle, and lacks the shoulder stock and carrying handle, instead fitted with a LED "bead"-type sight at the muzzle and a horizontally mounted fuel bottle, eliminating the need for a forearm. It is small enough to be fitted under the barrel of some of the larger blaster rifles, such as the BlasTech A280 or EKX-10, or the Merr-Sonn Tracker 16, but not the newer, carbine sized weapons such as

the Stormtrooper One or the E11. [stats for the F3C appear in brackets]

type: flame rifle [flame carbine]
skill: Flamethrower: rifle [carbine]
availability: 2 F,R,X
cost: 700 (25) [500 (20)]
range: 3-5/7/10 [3-4/5/7]
area of effect: 1m [1/2m]
fire rate: 1 [1/2]
ammunition: 15 [10]
damage: 5D+1 [5D], both do 3D damage for the next five rounds

Merr-Sonn F-93 Flame Thrower

The F-93 is one of the heaviest flamethrowers available for personal carry and operation. It consists of the traditional pack-mounted tanks, but the weapon itself is constructed more like a rifle, complete with stock and holographic reflexive sight. Using a new formula of Liquid Plastic-Fire (LPF), it is one of the few, if the only, truly all terrain incinerators available. Composed of magnesium-oxide and thermite suspended in a semi-liquid, hydrocarbon based gel, this fuel provides its own oxygen, making the possibility of vacuum and underwater operations a strong one. (However, to the best of Merr-Sonn's, and this writer's, knowledge no one has been brave enough to try it out, meaning no one knows if it actually works. If anyone actually does so (in combat), and has a confirmable visual recording of the incident, Merr-Sonn will give them a 75,000cr salary (plus expenses) to become a the spokesperson for the design.) This high viscosity, along with incredibly high tank pressures, make this one of the few incinerator that can hit anything much beyond the range of a thrown shockball.

type: heavy incinerator unit
skill: Flamethrower: heavy
availability: 3 X
cost: 1000 (120)
range: 3-10/30/100
area of effect: 2m
rate of fire: 1/2
ammunition: 20
damage: 6D, does 4D damage for next 10 rounds.
notes: LPF: Will function in vacuum and underwater (-1D damage, -50% of

range when submerged)

Bulky: -1D+2 DEX

Tanks: If pack struck, tanks explode if the damage is equal to a Wounded

result. Does 14D damage, 4D next 15 rounds per every ten shots of fuel left in tank, 10m area of effect (due to high pressure).

Sorr-Suub F-34 Hand Incinerator

More a glorified torch than a true flamethrower, the F-34 is one of the best flame pistols on the market today. Not much larger than a blaster pistol, the F-34 is bulkier, due to the canister of pressurized gases slung under the barrel. When fired, the nozzle releases a jet of gas, which it then flash ignites, covering roughly an area one meter wide and five long. Many famous bounty hunters have added

modified F-34s to their suits, including (possibly) Boba Fett himself. No more powerful than a heavy blaster, and much lower ammunition, the F-34 stands out in the realm of civilian, urban self-defense. All intelligent beings fear being burnt, and the F-34 makes a rather flashy display of its capabilities, in addition to having a very short range with no chance of a missed shot traveling past 5 meters.

type: flame pistol
skill: Flamethrower: pistol
availability: 2 F,R
cost: 300 (30)
range: 1-2/3/5
area of effect: 1m
damage: 5D

Merr-Sonn Industrial Foam Gun

Perhaps an odd choice for a discussion on flame throwers, the MSI Foam Gun is one of the most common fire suppressant devices on the market today. I have chosen to include it here, as any squad that includes a flamethrower should have something like this at 1:3 ratio of flamers and extinguishers. Similar in construction to the BlasTech F3C, the MSI FG is built of fairly rugged polymers, but not one that are capable of being converted into a flamer body (at the request of the Imperial Military Equipment Certification Board, as some other models have been thusly rebuilt). Having a good range, and firing a nonconductive, smothering foam. Despite its price, it can be found almost anywhere, including roughly 10% of the homes surveyed by the Imperial Insurance Corporation, and nearly 30% of the civilian starships, due to its reliability and long, positive history.

type: fire extinguisher
skill: Flamethrower: carbine
availability: 1
cost: 200 (50)
range: 3-5/7/12
area of effect: 5m
fire rate: 1
ammunition: 25

damage: Roll 5D against the fire's damage code. -1D from fire's damage per level of damage done to the fire. When the fire's damage equals 0D, the fire is extinguished.

GAME NOTES

Some special notes should be made about the nature of fire. When a target has received cumulative damage done to the target equals 10, modified for the target's nature (for example, Wookiee fur ignites if the damage exceeds the STR roll by 3, but a permacrete wall ignites if the damage exceeds 20 [note: most structural, exterior walls are a speeder scale target]). The amount of damage done by this new fire is up to the GM (based on such variables as the oxygen content of the air, the flammability of the target, and other such randomness). When the target has had five Killed damage results done to it, it is totally consumed by the fire, and is no more. Feel free to ignore the technical aspects of this, and use it more as a roleplaying device (I do).

EXPANDED SKILL DESCRIPTION

This expands on the information posted on Wen., 11-13-96. Most people just hold the flamethrower on a particular target. This is not always the best way to do this. To spread the fuel around, one fans the muzzle of the flamer around. (No difficulty modifier, but it must be in the same range. If it changes from, say, short to medium range, use the medium range difficulty.) There are two ways to do this:

method 1: The area of effect is not necessarily a circular one. Reduce the depth of the area to expand the breadth to it by the same percentage. Example: Ungor the Gammorean has a Merr-Sonn F-93, with a 2m area of effect. He wants to cover an area 4m wide. His area is now four meters wide, but only one meter deep.

method 2: The area may be expanded by one area of effect's worth of linear space for every two additional rounds of damage that you are willing to give up. Example: Ungor doesn't want to lose the depth of his fire. As a result, he lays his fire stream out six meters wide and two meters deep, but it no longer does 4D damage for the next 10 rounds. It now does 4D damage for the next 6 rounds.

These rules may be combined. It should also be noted that the blowtorches, like the SoroSuub F-34, can not have their damage modified in this manner. They are essentially just an aerosol spray fitted with an igniter.

FLAMETHROWER TACTICS

Flamers are a very special weapon. It is best used to hit a large number of concentrated troops or vehicles at one time. It also has a large number of dangers to the user that most other weapons don't have, like a habit of turning the shooter and anyone within a few meters of him into screaming candles if the tank is hit in combat. This is why I say that there should always be extinguishers of some sort with units equipped with flamers.

In many ways, the flamethrower is a psychological weapon. As I have oft stated, nearly all intelligent beings are reluctant to be burned. These weapons produce horrific injuries, possibly the worst that anyone has ever inflicted upon another living thing. This is why most professional warriors have really serious dislike of anyone with a flamethrower, including their own comrades. Most snipers will, if they have choice, consider an individual with a flame thrower to be a higher priority target than most officers or an enemy sniper or heavy weapon team.

Despite their drawbacks, incinerator units are a weapon that has many uses. Especially if you'd enjoy sending your PCs out on a bug hunt.

MISC WEAPONS

Faldorian Sword

A weapon of superb workmanship from the feudal-tech world of Faldor, this sword is composed of a lightweight crystalline material that holds and edge finer than the sharpest steel. The weapons are a swirling pattern of melted and blended crystals, and each one is individual in makeup. The weapon is light and easy to swing, making it a masterpiece of fighting. The weapon is considered a hand-and-a half or bastard swordÑthe wielder may fight single or two handed.

Model: Faldorian Glasnakk

Scale: Character

Skill: Melee combat

Difficulty: 11

Ranges: close combat

Damage: STR+2D+1

Fire rate: n/a

Ammo: n/a

Availability: 3

Cost: 400

Sources: Personal

Gumgun.

A tubular, single-shot weapon that fires a projectile the size of a man's fist. The shot has a timer with a maximum of ten seconds that causes it to explode into a grey sphere 2m in diameter with the consistency of bubblegum. Its main use is to clog engine intakes of ground/hover/repulsorlift vehicles, but it has been known to suffocate individual sentients (Moderate STR roll or die in 15 rounds)

=====

The Force Lash.

This weapon was relatively uncommon during the heyday of the Old Republic. In the days of the Star Wars movies, it is extremely rare. Force lashes were used by Jedi-in-training, although some favored it over the light- saber. The force lash looks much the same as a lightsaber handle, perhaps slightly longer and thinner. When the button is pressed, metal telescopes out from the handle like a car aerial for about 80cm and is encompassed in a glowing cylinder of energy. The metal (and hence the energy around it) has some flexibility, though not enough to wrap around something. The result is basically a less powerful, floppy lightsaber (4D + Special, difficulty 15).

=====

Energy Bow.

This Archaic Weapon is related to the Bowcaster, firing a missile wrapped in an energy cocoon, but is shaped as a circuit-covered shortbow. Favoured by certain swoop gangs such as the Red Engines of the Buutil system.

DAM 3D+2 RANGES 3-15 40 60

=====

Electrospurs.

Used to control certain mounts, these simple circuits are either built into or clipped onto footwear.

STUN 3D

=====

Blastech NB-2 Needlebeamer.

A thin barrelled blaster that has an advantage of range over the standard blaster pistol, but does less damage.

DAM 3D+1 RANGES 3-25 50 180

=====

Blastech Snap-3.

A stumpy blaster carbine, simple to make and use. Usually comes with a removable stock and bayonet.

DAM 4D+2 RANGES 3-25 50 220

=====

Th'Ta Manufacturing, Inc. TA-11

(Riot Gun)

This is a powerful cut down weapon intended to subdue large numbers of people at a time. There are 2 versions, a long and a short barrel version. The long barrel has a 15 degree fire arc (+-7.5 degrees around boresight), while the short barrel is cut down and has a 30 degree arc of fire (+-15). Anything in the arc must dodge or take damage. They are great for taking out a bar. Just do a couple of shots into the bar and watch everybody turn to ash.

Price: 1500 for the long barrel, 1750 for the short (and, no you can't just cut the long one down)

Availability: Large cities on important planets or at and Military or police installation

Legal: X (military only Riot gun)

Stats:

Damage: 4D

Range : 5/20/40 for the short version; 10/30/60 for the long version

Ammo : 6 shots (full round burst only) (I would even think about reducing it)

Vibrowhip:

Class: F2

Cost: 300

Damage: Melee + 1D+2

Difficulty: 15

Monowhip:

Class: F2

Cost: 200

Damage: Melee + 1D+1

Difficulty: 10

Stun Whip:

Class: F2

Cost: 200

Damage: Melee + 1D (stun)

Difficulty: 15

The idea for the whip series comes from Shadowrun and their monowhip. These whips have the same problem as the Shadowrun whips -- if you do not exceed the difficulty with your to hit roll, you got hit by it and you get to take the damage. Why would anyone use one? Well, they are really easily concealed (after all, who would suspect that your belt was a deadly weapon?) and they can do some large amounts of damage. A whip can be used for a parry, but rather than trying to block the weapon, you try to snatch the weapon away or out of position. A vibrawhip can be used to try to cut metal, the difficulty is based on the metal's strength.

Light Dagger:

Class: X4

Cost: You ain't buying it

Difficulty: 20

Damage: 2D + 2 + Control

Basically a smaller version of the lightsaber. Used typically to help train or for other sundry purposes.

ARMOR

Gloves/Gauntlets-

Model: Typical Leather/Synthetic Gloves

Type: Typical Glove

Cost: 10

Availability: 1

Game Effect: +2 From physical (covers hands)

Capsule: This type of armor is more useful then one might think. In brawling these help to keep weapons in your hands and out of the enemy's. They are easy to get a hold of and can have just what it takes to turn the tide of a fight.

Model: Modelar Appendage Heavy Protection

Type: Military Gauntlet

Cost: 100

Availability: 2

Game Effect: +2D+2 From physical, +1D+1 from energy -1D from DEX skills

involving hands and arms. (covers hand and forearm)

Capsule: This armor piece was invented to keep the hands and arms of soldiers in heavy fighting safe from shrapnel or energy blasts. Though a direct hit from a blaster cannot be deflected easily the gloves can take some wear and tear.

Model: Peacemaker's Offensive/Defensive Gauntlet

Type: Dual Use Gauntlet

Cost: 225/power packs 10 credits

Availability: 3

Game Effect: +1D From physical, +2 from energy, does STR+2D damage, power cell lasts for 10 hits (Covers Hands)

Capsule: This armor piece was originally intended for riot control use. It mostly appealed to bounty hunter's and Mercenaries for the fact that it was an often concealed weapon. Due to the fact that this is still an uncommon item it still surprises many people. This glove releases a high powered charge upon impact. This glove has been known to "shock its owner" doing 2D damage. If the person struck is wearing armor apply the physical resistance to the characters strength and energy resistance to the 2D.

Model: Merr Sonn's Shielder

Type: Electronic Glove

Cost: 400

Availability: R

Game Effect: Adds 2D from energy for 2 rounds, must rest for 2 rounds after being used.

Capsule: This shield operates under the characters DEX; and may be increased under the skill: shield parry. This is resolved like a melee parry or partial dodge. The character rolls his DEX or shield parry skill, this becomes the difficulty for the person firing on the character. If the character is successful in parrying the shot he rolls STR plus 2D against the damage. This can only be used for two consecutive rounds and then it must recharge for two rounds. It is suggested that this only be used as a last resort.

Corselets/Body Armor

Model: Magnar's Field Vest

Type: Combat Protective Vest

Cost: 150

Availability: 1

Game Effect: +1D from physical (covers torso front and back)

Capsule: This Protective vest was made in a time when slughtrowers and melee weapons were the primary weapons. It has no resistance to energy. This thin layer of tough material can absorb high amounts of impact. Making it effective against any physical attacks.

Model: Shandulian Spiked Armor

Type: Plate Armor

Cost: 200/ can be traded for

Availability: 3

Game Effect: Adds +1D+2 from physical, +2 from energy, does STR+1D damage (covers torso front and arms)

Capsule: This black armor is intimidating when looked at. It is made by the Shanduls of Barenia, a planet located in the same sector as Tatooine and has a similar reputation; it is also known for its armor. This plate protection is covered with nasty barbs and spikes. If a someone attempts to brawl a person wearing this armor he will take 1D damage if he strikes and armored area.

Model: Damorind's Impact Resistance Suit

Type: Full body armor

Cost: 200

Availability: 2

Game Effect: +2D from physical to all locations -1D to Dex

Capsule: Once again this suit of armor was made to repel impact not energy. It is, however a cheap way to fully armor yourself. In a close quarters battle this suit can withstand as much physical abuse as stormtrooper armor.

Model: Rodian Ring Mail

Type: Ring Mail Body Armor

Cost: 300

Availability: 2

Game Effect: +1D from physical, +2 from energy (covers everything except hands head)

Capsule: Rodian Ring Mail (try saying that 10 times fast) is an ancient but useful armor. The nonconductive nature of the metal used in this armor makes it somewhat blast resistant. It can also be worn under clothing; making the individual appear unarmored. (You never know it might have saved Greedo had he been wearing it.)

Model: Reflec Armor - DeShanti Glazesuit

Type: Body Glove

Scale: Character

Game Effect: +2D to torso, legs from light laser or needlebeamer weapons only, +2 vs. blasters, +0D vs. physical

Availability: 2

Cost: 50

Easily worn under clothing, this was common armor 5,000 or so years ago. The design has stayed around to compensate for light laser weapons, but the particle bolt fired by a blaster cuts right through the material, and modern heavy lasers burn through in no time.

Helmets & Shields

Model: Shandulian Spiked Helmet

Type: Plate Helmet

Cost: 50/can be traded for

Availability: 3

Game Effect: +1D from physical, +1 from energy, does STR+2 damage (covers head)

Capsule: The helmet adds the final touch to making a character look like he is going to kill you. Wearing the armor with the helmet adds 1D to a character's intimidation roll.

Model: Magnar's Spot & Shoot Helmet

Type: Modified protective helmet

Cost: 100

Availability: 1

Game Effect: +1D from physical, +1 from energy, Infared vision for darkness. Macrobinocular plate view reduces range by one (thus long range is Medium, Medium is short)

Capsule: The Spot & Shoot was a very popular model amongst assassins. It provides night vision aslo with a magnified view of the target. It also provides defense for fleeing the scene.

Steel Shield

Model: Gamorrean BigShield

Scale: Character

Protection: used as parrying device, adds +2 to roll

Skill: Melee parry or Brawling parry

Availability: 3

Cost: 10

An ugly, round shield designed to strike fear into opponents with its graphic colors and hideous carvings, this round shield is medium in size.

PERSONAL ARMOUR

Ever since the first sentient found he could bust open his neighbor's head with a rock, his neighbor's next of kin have searched for ways to protect themselves from harm. This first was a layer of uncured hide, then a more rigid layer of tanned leather. Today, Bantha hide jackets and lava lizard scale armour have been popularized by the media. An alternative that was used early on was the use of several layers of cloth, something that remains in use today for protection during sparring and hand to hand and improvised weapons training.

Later, layers of rigid metal and metal rings were used to protect warriors from their counterparts' swords and spears, with were supplemented with layers of padding. When chemical explosive-powered slug throwers took the prime position in military forces, armour dropped off in popularity. Metal helmets entered into service to protect individuals from shrapnel when hand grenades where perfected. But other than these, personal armour suffered from a degree of stagnation.

Later, vests of incredibly tough synthetic fibers and ceramic plates became common. Eventually, they became efficient enough to stop all but the most powerful projectiles, but the kinetic energy could still break a person's spine or stop their heart.

As energy weapons advanced, ablative armours were developed. There are two major line of design in this realm. The first, and oldest, is the use of energy absorbent fibers, which are used in layers, along with ceramic plates and ballistic fibers, to produce blast vests. The other is the use of rigid, ablative materials that "evaporate" when struck by energy weapons, such as the classified plastoids used to form the various armours of the Stormtrooper Legions.

When powersuit technology and armour design became compact enough, it seemed natural to mate the two. Unfortunately, the powered systems are bulky and relatively delicate. This has stopped this system from become accepted by any major military force, with the exception of Spacetroopers, but not in the shadow world. Bounty hunters, pirates and mercenaries have all enjoyed the added protection and power of powered armour, and have been willing to take the time needed to use the armour as easily as their own bodies. It has also been used by combat engineers and various disaster relief teams for the same reasons.

Armour suits do not stop with the passive protection and added strength. Armour users all find it "necessary" to add extra sensors, weapons, jetpacks and other gizmos to their suits, making a booming market for those armoursmiths who can rebuild a suit around a new system.

ARMOUR CLASSES

There are the two traditional, basic forms of armour protection, physical and energy. But there are other forms of armour for specialized protection, or those that are commonly ignored. The most common of these are non-penetrating physical, flame and acid. They way that modern armour works depends on what one is trying to do.

For basic physical protection, layers of ballistic cloth are sandwiched together, while non-penetrating protection can consist of almost any kind of padding. Or various kinds of plastoid, metallic and composite rigid armours may be used. Acid protection is achieved much the same way, but the fibers or plates are either chemically treated or composed of especially acid resistant material.

Most protection from energy weapons is achieved from using several layers of ablative material, which burn away with each hit. The typical blast vest is composed of several, interwoven layers of ablative/ballistic cloth. But the protection needed for working in areas of great conflagrations calls for non-combustive, insulative and/or reflective material. For the most part, this consists of several layers of nonflammable fibers, but those units designed for the hottest fires includes cooling systems.

types:

physical

non-penetrating physical (batons, clubs, unarmed combat) (if not listed, use the basic physical measure)

acid (if not listed, use the basic physical measure) energy

fire (if not listed, use the basic energy measure)

THE ARMOUR

Bantha Hide Jacket

Popular with swoop riders, pilots and those who trying to look good, the Bantha hide jacket (and similar garments) are suprisingly good armour. They do very little to protect against energy weapons, or even primitive clubs, they are nearly impossible to cut through. This makes them popular on worlds where the most common weapon used in an attack is a knife or sword. They are also incredibly difficult to burn through, and those that have insulated linings are sometimes used by gangers and guerrillas with improvised flamethrowers. They come in a wide variety of colors and styles, and often have the symbols of various groups painted on them, especially those worn by pilots.

type: Leather Jacket

availability: 1

cost: 60

protection: +1D Physical, +1 Non-penetrating Physical, +1 Fire

Sparring Armour

This is simply layers of impact-absorbant padding. The most common locations for it are the torso and the head. It used by martial artists and others during unarmed combat sparring and staff training. It provides some protection against cutting and thrusting weapons, but very little.

type: sparring armour

availability: 1

cost: 30

protection: +1 Physical, +1D Non-penetrating Physical. Covers head and torso.

Lava Lizard Scale Armour

This is one of the rarest and most exotic armours available. It is composed of the scale of a lizard-like creature that lives in the molten mantel of Paragok VI. The armour is then cut with heavy industrial lasers, and molecularly welded to form a back-and-breast, greeves and vambraces. It s highly reflective of energy weapons, but noticeably less effective against impacts and cutting. It has a vibrant red-orange color, and is somewhat heavy compared to the modern plastoids. Two of the largest scales are more than enough to form a suit of this armour, allowing a single lava lizard to make several score of suits. However, lava lizards are seen maybe once a year, and hunting them is a very dangerous activity. Despite this, hundred of hunters flock to the planet every year, to be part of the team to take the first lizard since before the Clone Wars. A small number of similar suits have appeared on the market, leading some to believe that a similar species

has been found elsewhere.

type: energy reflectant, animal hide armour

availability: 4 X

cost: 1,000,000 (the last price paid at an auction of the Most Honorable Guild of Armourers)

basic suit: +2D Physical, +6D Energy and Acid, -2D DEX. Covers torso, arms and legs.

note: Raise all repair difficulties by three levels, cost 10x the normal amount. Protection can not be increased (except non-penetrating physical).

Corellian FireSuit

A modified version of the popular Corellian PowerSuit, the FireSuit is increasingly seeing use by fire fighting forces, especially those in industry and forest protection services. It is even said that the teams assigned to the Imperial Palace on Coruscant use the FireSuit (the truth is classified). It has foam guns, thermal imagers, life form detectors and a self-contained atmosphere installed, and has a high degree of protection from heat. It is claimed that a human can stand in a fire hot enough to melt transparisteel, and feel no permanent effects. The Empire has actually been willing to classify this a Restricted item, available to municipalities and corporations. Usually, this kind of suit would be a Banned, military only item.

type: Firefighter's powersuit
skill: Powersuit Operation: Corellian PowerSuit
availability: 3 R
cost: 3,300
basic suit: +2D Phys, +1D Energy, +3D Fire, -1D DEX. Covers all areas.
servo systems: +1D STR skills, brawling and melee damage
sensor pod: +1D Search within 50m
envirofilter: Filters out harmful molecules in atmosphere. May seal and run off one hour of internal air.
thermal imaging system: Allows vision in all conditions, so long as there is temperature variations. May be used to see through walls (PERC vs. cover STR+2D) if there is thermal variations on the other side.
foam guns: uses Armour Weapons skill. 1-2/4/7, mounted on forearms. If an Incapacitated damage level is reached, fire does -1D damage for the next 2D rounds. When the damage reaches 0D, the fire is out. 10 shots per gun, area of effect 1m.
comlink: uses standard civilian frequencies, specially designed to cut through ionization associated with large fires. Also has public address mode, with amplifier.

MilTech Tactical Helmet

MilTech is a small, but growing, provider of armour and combat electronics. Their designs are highly customizable, effective and reasonably priced. Their helmet is one of the best on the market today. An atmospheric recycler, comlink and macrobinoculars are considered standard equipment on the Tac Helmet. As they value their customers' opinions, one has the choice between a passive light enhancement system or a thermal imaging system. Targeted towards the bounty hunters and mercenaries, this design is easily modifiable, being constructed of a series of microplates. This also means that it is easily repaired. It has linkups for their tactical armour, allowing the helmet display system to also be used to interface with various other systems (see below), but it may also be adapted to other armours.

type: combat helmet
availability: 2 R,X
cost: 950
basic helmet: +1D Energy/Physical. Head only.
comlink: VOX comlink
atmosphere recycler: Recycles Type I atmosphere for up to 10 hours between recharges (25cr)
macrobinoculars: +2D Search past 50m.
choose one:
passive light enhancement: +2D in lo-lit conditions, fitted with anti-flash filter.
thermal imaging system: Allows vision in all conditions, so long as there is temperature variations. May be used to see through walls (PERC vs. cover STR+3D) if there is thermal variations on the other side.

MilTech Tactical Back-and-Breast

This is, without argument, one of the best torso armours on the market today. It has very little bulk, yet it is quite protective. It has an integral shoulder holster that may be adjusted to fit over 85% of the blaster pistols, slug throwers, dart guns, stun guns, heavy blasters, sporting blasters and similar weapons on the market today. It also features a highly effective motion detector, a climbing/rappelling harness and a combat harness, containing variously sized pouches for carrying the assorted tools, weapons, explosives and survival devices that are the stock in trade of the MilTech's intended market. Using the same microplate construction as the Tac Helm, it can be readily modified to accept a wide variety of MilTech armour accessories, such as computer modules, directional transponders, biometric transmitters and assorted sensors. To use these modules, one must have a Tac Helm to form a display.

type: torso combat armour
availability: 2 R,X
cost: 1050
basic armour: +1D En/Phys, covers Torso only.
universal shoulder holster: Adjustable to fit most handguns (except BlasTech DH-16 and DH-43). Can not fit carbines. (a second may be added for an additional 40cr)
motion sensor: +1D Search against moving targets under 50m. May be programmed to sound audible alarm (with helmet or headset comlink).
rappelling/climbing harness: +1D (A) Mountaineering under appropriate conditions.
combat harness: covered with various sized of pouches

MilTech Tactical Greeves

This leg armour is designed to interface directly with the company's Back-and-Breast, but may be worn alone. They are fitted with the (for MilTech) usual assortment of pouches, holsters, sheaths and gizmos.

type: modular leg armour
availability: 2 R,X
cost: 800 (base cost)
basic armour: +2 phys/energy
pick one of the following, or two from the second group (or several pouches) for the thigh piece:

universal carbine holster: Can be adjusted to fit most stockless (or folding stock) carbines and some of the smaller folding stock rifles (ie: the E11) on the market, along with nearly all of the full sized handguns.
 personal distress beacon: Has power for 10 days, 60km signal range. (+20cr to cost of armour)
 Pick one of these, or several pouches, for the calf armour:
 universal pistol holster: Adjustable to fit most handguns (except BlasTech DH-16 and DH-43). Can not fit carbines.
 automatic medpac: Functions as three medpacs, activated when user is Incapacitated or may be manually triggered. Has skill of 5D to apply medpac. Costs 350cr to refill. (+50cr to cost of armour)
 universal sheath: May be adjusted to fit most knives and vibro-edges up to 27cm blade length. May be adjusted to fit popular shock batons and other devices.

MilTech Tactical Vambraces

This is the upper body counterpart of the Tac Greeves. These are relatively light, but they provide as efficient protection as the Imperial Scout Armour. They contain wrist mounted glowrods as standard equipment, and have the normal selection of equipment options found in MilTech products.

type: modular arm armour
 availability: 2 R,X
 cost: 700 (base armour)
 basic protection: +2 En/Phys, no DEX penalties.
 glowrods: one glowrod mounted on each wrist.
 Pick one of these or several small pouches for the upper arm:
 automatic medpac: Functions as three medpacs, activated when user is Incapacitated or may be manually triggered. Has skill of 5D to apply medpac. Costs 350cr to refill. (+50cr to cost of armour)
 personal distress beacon: Has power for 10 days, 60km signal range. (+20cr to cost of armour)
 Pick one of these for each forearm:
 universal miniholster: adjusts to fit most popular holdout sized handguns
 universal minisheath: adjusts to fit most bladed weapons w/ blades between 5 and 13cm long.
 mini datapad

Incom TS-43 Marauder Space Battle Suit

The Incom TS-43 is one of the better armoured space suits available today. It lacks the powered systems of the Imperial Spacetrooper armour, but it is still a powerful system. It incorporates a wide variety of systems, including armour penetrating rockets, a laser cutter and a very potent rocket pack. It was first designed to provide security to those troopers stationed at Incom's vacuum docks and construction stations. It has since been sold to KDY, Sienar and a small number of mercenary forces.

type: space combat suit
 availability: 3 X
 cost: 8,000
 basic suit: +3D Phys, +2D Energy, -1D+2 DEX. Cover all areas.
 grapple: 3-30/100/300 (space: 0/1/3), fitted with fusion disk. Missile Weapons skill. Fitted to left forearm. Attached to high speed winch (spools in at 50m per round)
 laser cutter: does 4D Starfighter scale damage, uses Melee Combat skill (Moderate difficulty). Fitted to right forearm.
 wrist blasters: uses Armour Weapons skill. 3-10/30/50 (space: 0), does 4D damage. Twenty shots, fitted to each forearm.
 light rockets: 3-50/100/500 (space: 0/1/5), uses missile weapons skill. Does 10D damage, 2 carried on back.
 rocket pack: Uses Rocket Pack Operation skill, move of 1. Has thirty bursts. Will not function in atmosphere.
 life support: has air and energy for two hours.

SoroSuub Devistator Suit

This old design dates from the late Clone Wars. It has numerous weapons systems, and was originally meant for use as a fire support chassis. Each arm carries a powerful, selective-fire blaster carbine. It also adds a flamethrower and ion gun. The pack contains a massive rocket launcher, a compact automatic grenade launcher and a powerful gyro stabilizer (needed to stay upright). The back and legs contain the servo systems that would be needed just move under the heavy load. The rocket launcher may be loaded with 10 armour piercing or fragmentation rockets. It finally went out of production, as it was just too slow- all the wearers were getting shot.

type: fire support suit
 skill: Powersuit Operation: Devistator
 availability: 4 X
 cost: 50,000+ (black market)
 basic protection: +2D physical/energy, -2D DEX
 move: half all normal movement rates. May not attempt any Hide, Sneak, Swim or Running rolls, due to weight.
 targeting system: +2D to hit with the suits weapons systems.
 rocket launcher: uses Missile Weapons skill. 3-40/120/400, 10 rockets carried. Anti-Armour: 10D damage; Anti-Personnel: 5D (0-2)/4D (8)/3D (14)/20 (20)
 grenade launcher: Uses Missile Weapons skill. 3-30/100/300, carries 50 shells. Uses any standard 35x40mm grenade. May be fired single shot or full auto (fires 10 shells, roll scatter individually).
 2 blasters: Armour Weapons, 1 mounted on each forearm. 3-30/80/200, 4D damage. May be fire single shot or in 20 shot burst (as per normal full auto rules)
 ion gun: Armour Weapons, mounted on left forearm. 3-10/30/120, 5D Ion.
 flame thrower: Armour Weapons, mounted on right forearm. 3-4/7/20, 5D+1. Does 3D for the next 5 rounds, area of effect 2m. Has 25 shots, fire rate 1.

Merr-Sonn Personal Shield

The Merr-Sonn Personal Shield is meant to provide a high degree of protection against ranged weapons, without the bulk and inconvenience or armour. It consists of a medium sized belt unit that is easily concealed inside of robes and cloaks. Popular with nobility,

it projects a concussion/ray energy shield of approximately 1 meter diameter. It has the drawbacks of being highly noticable and having a high power draw. When used in conjunction with power generators, it has seen some use with shock troops and raiders.

type: personal shield

availability: 3 R

cost: 2000 (powercell: 50)

basic protection: 7D, in a one meter radius. Has three minutes service life with standard powercell.

SKILLS IMPORTANT TO ARMOUR USERS:

DEX: Armour Weapons: Difficulty figured by range. This is used for energy weapons, slugthrowers and flamethrowers mounted on armour.

MECH: Powersuit Operation: Used to operate powered armours. Explained in the SWRPG (all versions)

Jetpack Operation: Used to fire jetpacks mounted on the armour. Explained in SWRPG2.1

TECH: Armour Repair: Used to repair and improve the protective armour. Electronics Repair: Used to repair and add the various sensors, imaging systems and communicators found in armour suits.

Powersuit Repair: Used to repair and improve the servos and gyros used in powersuits. The protective armour uses the Armour Repair skill. the various Weapons Repair skills: Used to repair and incorporate various weapons systems into a suit of armour.

MISC EQUIPMENT

Alex Edge's Guide to Blaster & Firearm Accesories

Hold-Outs cannot accept any accesories, Pistols can mount one barrel and one top-mounting accesory only, and Rifles can mount one barrel, one top-mounting and one under-barrel accesory

Laser Sight

Mount: Under-Barrel or top-mounting Game Effects: Adds +1D to Blaster or Firearms skill roll

Cost: 100 credits

Notes: The laser sight sends out a beam of laser energy which marks the spot where the shot will hit with a small red dot (Range 3-30/100/300)

Hair Trigger

Mount: None (replaces trigger) Game Effects: Adds +2 to Blaster or Firearms skill roll

Cost: 250 credits (includes installation)

Concealable Holster

Game Effects: Adds +1 to +2D or more to Hide rolls to conceal a Pistol-Size or smaller on the body Cost: 50-300 credits (depending on quality)

Quickdraw Holster

Game Effects: Adds +1 to +2D or more to Blaster or Firearms in Quickdraw situations

Cost: 100-500+ credits (depending on quality)

Imaging Scope

Mount: Top Game Effects: Magnification adds +1D to Blaster for long range or more shots, Infrared negates darkness vision modifiers and adds +1D to search in darkness, and Low-Light negates darkness vision modifiers Cost: 200 for magnification, 400 for Low-Light and 600 for IR

Grenade Launcher

Mount: Under-barrel Game Effects: Adds a grenade launcher to the rifle

Ammo: 10 Damage: As grenade Cost: 900 credits

Astromech Sunsatt.

A recent innovation, this is a fusion radiator that can be placed in planetary orbit to provide light to sunless planets or night-light for any number of commercial production or military applications. A typical Sunsatt will provide light for one standard month, though some of the better ones can provide both light and heat for almost a year. The Sunsatt can also be turned on/off via transmitter

VEHICLES

Ubrikkian K444 Grav Explorer

A top-notch model for planetary exploration, the K444 features a near orbit flight ceiling (allowing to depart from the hold of a ship still in orbit), a one-man advanced airlock, fresher, on-board bunks, water and waste processors, area illumination banks, and a sophisticated life form and energy sensor net. It's microfusion power plant can be refuelled with any water source (it has a hydrogen cracker) and the only limit to the vehicle's duration is the crew's determination and limited food supplies. The smooth lines of the craft convey an almost organic look, and the outer hull has a chameleon surface for use in disguising the vehicle during close range observations.

Craft: Ubrikkian K444	Move: 150; 300 KMH
Type: Exploration grav vehicle	Maneuverability: 0D
Skill: Repulsorlift ops	Body Strength: 3D+1
Crew: 1	Weapons: none, a top-mounted coupla is available for a light weapon
Passengers: 10	Altitude range: Close orbit
Cover: Full	Cost: 65,000 credits (new)
Cargo Capacity: 500 kg, 2 cu meters	

Armored Hovercraft

Craft: Sinear Fleet Systems XL-30 Armored Hovercraft	Move: 70
Personnel Carrier	Hull: 7D
Type: Land Hovercraft	Sensors: 20/0D Passive
Scale: Starfighter	30/1D Scan
Length: 25 meters	45/2D Search
Skill: hovercraft, demolition, vehicle blasters	2/3D Focus
Crew: 6, gunners: 2	Weapons: 2 Triple Blasters
Crew Skill: hovercraft operation 4D+2, demolition 3D+3, vehicle blasters 4D	Fire Arc: Front
Passengers: 264(troops)	Skill: vehicle blasters
Cargo Capacity: 0 (no cargo hold)	Fire Control: 3D
Consumables: 1 day	Atmospheric Range: 15/40/65
Cost: 700,000 credits	Damage: 4D

RT-AT

Rough Terrain - Assault Transport

Imperial RT-ATs or "Roughies" were created for use on unsettled worlds with rough mountainous terrain. Slightly taller than AT-ATs, these transports can travel relatively fast on rough terrain, thanks to its support/balance thrusters.

RT-AT Walker

Craft: Rough - Terrain Assault Transport	Crew: 1
Type: Light Assault Walker	Skill: Vehicle Blasters
Scale: Walker	Fire Control: 1D
Size: 7.4 meters long, 8.8 meters tall	Range: 50-300/550/1km
Skill: Walker Operation: RT-AT	Damage: 5D
Crew: 4, skeleton: 2/+10	2 Laser Cannons (fire-linked)
Crew : Vehicle Blasters 5D+2, Walker Operation 5D	Fire Arc: Front
Cargo Capacity: 350 kilograms	Crew: 1 (pilot)
Cover: Full	Skill: Vehicle Blasters
Cost: N/A	Fire Control: 1D+2
Maneuverability: 1D	Range: 50-450/1/1.8km
Move: 28; 85 kmh	Damage: 5D
Body Strength: 4D	
Weapons:	
1 Turbolaser	
Fire Arc: Turret	

Aratech XK-6000 scout speeder bike

Craft: Aratech XK-6000

Type: Scout Speeder Bike

Scale: Speeder

Length: 5 meters

Skill: Repulsorlift Operation: speeder bike

Crew: 2, skeleton: 1/+5

Crew Skill: Varies

Cargo Capacity: 5 kilograms

Cover: 1/4

Altitude Range: Ground level - 20 meters

Cost: 8,000 (new), 6,800 (used)

Maneuverability: 2D+2

Move: 180; 620 kmh

Body Strength: 1D+2

Chapter 2:Ships

Galaxy Guide 6 Modifications Tables

Hyperdrive Upgrade

Multiplier	Cost	Wt
x1/2	30000	20t
x1	15000	18t
x2	10000	15t
x3	7000	12t
x4	4000	10t
x5	2000	8t

Ion Drives

Power	Cost	Wt.
7D	1000000	28t
6D	500000	24t
5D	100000	18t
4D	50000	16t
3D	20000	12t
2D	10000	10t
1D	300	8t

Improved Thrust: At the time of installation, a captain can decide to install an ion engine with more thrusting power and less speed, to increase his ship's cargo capacity. For every die of speed he take less than an engine's rating, add 20 tons of cargo capacity. (This, of course, does not increase the ship's hold's size, but it can carry heavier stuff in the hold.)

Lateral Thrusters: Maneuver Rating Increase

To increase a ship's maneuverability by one pip (or from 0D to 1D), multiply the ship's hull rating (rounded down), times the die of maneuverability to be achieved (rounded down), times 100 credits. Each pip of increase must be purchased separately. Cost: hull rating x dice of maneuverability desire x 100. Note that thrusters have no appreciable weight.

Hull:

Improving a ship's hull strength by armoring it makes it that much more difficult to damage. It's also quite expensive indeed. To increase a ship's hull by one pip, multiply the ship's hull rating to be achieved (rounded down) times 1000 credits. Each pip of increase must be purchased separately. Cost: hull rating desired x 1000.

Note that increasing a ship's hull by one pip decreases the ship's maneuverability by one pip as well. Treat any maneuverability of less than 1D as zero.

Sensors	Cost	Wt.
Electro-Photo Receptors	300	0
Full Spectrum Transceivers	500	0
Dedicated Energy Receptors	600	0
Crystal Garvfield Traps	3000	0
Hyperway Signal Interceptors	2000	0
Life Form Indicators	800	0
Sensor Jammer	1500	1t
Sensor Decoys (each)	1000	3t
Cloaking Device	Billions	20t

All sensors are described in the Sourcebook

Weapons:

Weapon	Fire Control	Damage	Cost	Wt.
Linking Weapons (each Link)		100		
Blaster Cannon	1D	1D	1000	1t
Laser Cannon	2D	2D	1500	2t
Heavy Laser Cannon	2D	5D	3000	4t
Turbolaser	3D	7D	9000	5t
Light Ion Cannon	1D	2D	1000	.5t
Medium Ion Cannon	2D	3D	1500	1t
Heavy Ion Cannon	4D	4D	3000	2t
Proton Torpedo Launcher 2D	9D	2500	2t	
Proton Torpedoes		Launchers hold 12	800	0
Concussion Missile Launc 1D	8D	3500	3t	
Concussion Missles		Launchers hold 10	500	0

Different Levels of Fire Control and Damage Ratings will be found on different ships. (Depending on Price Increases and Decreases)

Shields:

Power	Cost	Wt
3D	20000	10t
2D	10000	8t
1D	4000	6t

Other Items:

Item	Cost	Wt
Solid Fuel Converter	8000	5t
Scoop	15000	15t
Solar Converters	12000	10t
Tractor Beam	8000	15t
Secret Cargo Compartments	(may only take up 20% of Cargo Space)	
Concealed		200/ton
Hidden		400/ton
Scanner Resistant		1000/ton
Automatic Cargo Jettisoning	1000	1t
Passenger Conversion	400/person	10t/person
Refrigeration Equipment		100/ton converted
Escape Pod and Launcher	1200	5t
Navigation Computer	2000	0
Environmental Converters	4000	4t

COBRA - personal transport

Craft: Sienar Fleet Systems - Cobra delux personal transport
 Type: Heavy, multi-purpose personal transport
 Scale: Starfighter
 Length : 60
 Skill: Space Transports - cobra transports
 Crew: 6, gunners: 2, skeleton: 2
 Crew Skill: Varies
 Passengers: 10, up to 30
 Cargo Capacity: 210t
 Consumables: 4 months
 Hyperdrive Mod: x1
 Hyper Backup: x15
 Nav Computer : Yes
 Maneuverability : 3D
 Space: 8
 Atmosphere: 200; 1235

Hull: 4D+2

Shields: 3D

Sensors

Passive: 20/1D

Scan : 40/2D

Search: 50/3D

Focus: 2/4D

Weapons:

Two Double Heavy Laser Cannons

Fire Arc: Turret

Crew : 1

Skill: Starfighter Gunnery

Fire Control: 2D

Space Range: 1-3/7/25

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

Damage : 6D+2

Concussion Missile launcher

Fire Arc : Forward
Crew: 1
Skill: Starfighter Gunnery
Fire Control: 1D
Space Range: 1/5/10

Atmosphere Range : 100/500/1k
Damage: 6D
Availability: 3,F
Cost: 800,000 new 350,000 used

This is the ship for the wealthy with enemies. Although designed primarily as an armed transport, it has been very popular with government officials and crime lords as their personal transports. Sporting great defensive capabilities and with a hefty sting in its tail, this craft could quite easily hold off a small starfighter attack.

Designed with the rich in mind, this craft is not lacking in luxury, with a lounge, holosuite and vast hololibrary on board. This all comes at a price however, so much so that the Cobra is a sign of status among the well off.

Corellian Interceptor

Craft: Corellian Engineering Corporation Interceptor
Type: Hyperdrive capable, mid-sized patrol craft
Scale: Capital
Length: 90 meters
Skill: Capital Ship Piloting
Crew: Skeleton: 8 with command 4D; Total crew: 40
Crew Skill: Ship Piloting 3D+1, shields 3D, Sensors 3D+2, astrogation 3D+1, gunnery 4D
Passengers: 20 (brig accommodations for 16)
Cargo Capacity: 1000 metric tons, 500 cubic meters
Consumables: 8 months
Hyperdrive Multiplier: x2
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 2D+2
Space: 7
Atmosphere: 350; 1000 kmh
Hull: 3D+1
Shields: 1D+2

Sensors:

Passive: 30/1D
Scan: 55/2D
Search: 80/3D+2
Focus: 5/4D

Weapons:

Two Double Turbolaser Cannons (fire separately)
Scale: Starfighter
Arc: 2 front
Crew: 2
Fire Control: 3D
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150 km
Damage: 4D+2
Two Ion Cannons (fire separately)
Scale: Starfighter
Arc: 2 Front
Crew: 2
Fire Control: 3D
Space Range: 1-10/25/50
Atmosphere Range: 2-20/50/100km
Damage: 3D

This is the little brother to the much adored Corellian Corvette. They are still used by many small governments, and independent bodies for patrolling systems. They have also been known to be used for piracy, and in transporting high risk goods.

The Corellian Interceptor was first put on the market about 5 years after the Corvette came out. It is a basic patrol craft that has been in service since the Old Republic. They are not that common outside of Corellia as of the Battle of Yavin. However, some very distant systems have produced their own versions. It, like the Corvette, is a workhorse ship easily adapted to many uses. I don't have a plan or sketch of the ship made up. It would go for about 2,000,000 new and 800,000 used. The availability would be 3,R.

KDY CORVETTE

Craft: KDY's Corvette
Type: Mid-sized multi-purpose vessel
Scale : Capital
Length : 180
Skill: Capital ship piloting
Crew: Skeleton : 20 with command 4D, Total Crew : 150
Crew Skill: Starship piloting 4D, starship shields 3D, starship sensors 3D, astrogation 3D, starship gunnery 5D
Passangers : up to 1000 depending on configuration
Cargo Capacity : 4,000t
Consumables: 18months

Hyperdrive mod : x2
Hyper backup: x15
Nav Computer: Yes
Maneuverability : 1D+2
Space: 7
Atmosphere: 350; 1,000kmh
Hull: 4D+1
Shields: 2D+2
Cost: 4,000,000 new 2,000,000 used

Sensors

Passive : 40/1D
Scan: 80/2D

Search:100/3D

Focus: 5/4D

Weapons

8 Double Trubolaser Cannons (fire seperately)

Fire Arc: 4 top turrets, 4 bottom turrets

Crew : 3

Scale : Capital

Skill: Capital starship gunnery

Fire control: 3D

Space range: 3-15/35/75

Atmosphere range: 6-30/70/150k

Damage: 4D+2

This is KDY's answer to the phenominally popular Corellian Corvette. Designed more with armoured transport in mind, this craft has much appeal with planetary fleets and super-corporations. With greater speed, storage capacity and defensive capability than the Corellian corvette, it has a price tag to match. As such it has never really taken off in a big way with the bulk of the market, although it has carved out a niche for itself.

The ship usually operates in one of two configurations. As a mass personnel transport it can ferry 1000 troops and keep them supplied for extended periods of time. Its other prime configuration is as a bulk armed cargo transport, ideal for blockade running. It is often used by the empire or, more usually, by companies with imperial affiliatons or connections when an armed transport is needed. It can, however be adapted for a variety of uses.

The apearance of the craft is, not surprisingly, like a cross between a Nebulon B frigate and a Corellian corvette. The massive sublight engines found on the Neb B give the corvette it's high space speed.

Ch'Doth Scout Ship

Scale: Starfighter

Length: 20m

Occupancy: 4

Crew: 1

Cargo Cap.: 275 kg./1 m3

Consumables: 1 month

Hyperdrive Multiplier: 0.75

Hyperdrive Backup: 8

Nav. Computer: Yes

Maneuverability: 3D+2

Space Speed: 5D

Hull: 3D

Shields: 2D

Sensors:

Passive: 30/0D

Search: 80/2D

Scan: 60/1D

Focus: 5/4D

Weapons:

Double Laser Cannon

Arc: Rear

FC: 3D

Range: 1-5/15/30

Atmos: 100-500/1.5m/3m

Damage: 8D

Four Laser Cannons

Arc: Forward

FC: 2D+1

Range: 1-5/15/30

Atmos: 100-500/1.5m/3m

Damage: 6D

Two Proton Torp Launchers

Arc: Front

FC: 2D+1

Range: 30-150/375/800

Damage: 10D

Ch'Doth Warship

Scale: Capital (Due to Power Output)

Length: 65m

Occupancy: 20

Crew: 4

Cargo Capacity: 1000 kg/3.6 m3

Consumables: 3 months

Hyperdrive Multiplier: 0.3

Hyperdrive Backup: 5

Nav Computer: Yes

Auto-Calc 8D

Maneuverability: 3D

Space Speed: 4D+2

Hull: 4D

Shields: Normal: 2D F/R

Special: 4D Front

Sensors:

Passive: 40/1D

Search: 100/3D

Scan: 80/2D

Focus: 10/5D

Weapons:

Eight Proton Torp Launchers

Arc: 6 Front, 2 Rear

FC: 3D

Range: 25-200/400/900

Damage: 8D

Four Quad-Laser Turrets

Arc: 2 Front/Right/Left/Above

2 Rear/Below

FC: 4D
Range: 1-8/20/35
Atmos: 100-800/2m/3.5m
Damage: 5D

Arc: Forward
FC: 3D
Range: 1-20
Damage: 6

Two Tractor Beam Projectors

Additional Information:

Both the Scout Ship and the Warship are equipped with cloaking devices much more sophisticated than those normally found in the galaxy. Not only can a Ch'Doth ship scan and fire while cloaked (though very limited, -1D to hit and -1D to damage, only allowing two shots or four Search/Focus sensor sweeps), but the cloak itself is more complete and as such, the most information from which one can acquire is simply an unidentifiable distortion field in the area.

The Warship is designed as an attack/bourding vessel. The design of the ship is roughly an oval with a sharp point. The shields can be set for ramming, which allows the Warship to proceed to smash into its opponnent, open up the hatch, and do what they do best--kill up close and personal.

=====

BLADE

Craft : Fast, defended personal transport
Type : Corellian Personal Scout ship
Scale : Starfighter
Length : 25m
Skill : Starfighter piloting 6D
Crew: 1
Crew Skill : Starship shields 5D, Starship gunnery 5D,
Astrogation 5D
Passangers : 5
Cargo Capacity : 1t
Consumables: 3 months
Hyperdrive mod : x1
Hyper backup: x12
Nav Computer : yes
Maneuverability : 3D+1
Space: 8
Atmosphere: 365; 1050kph

Hull: 2D

Shields: 2D

Cost : 275,000

Sensors

Passive : 30/1D

Scan : 50/2D

Search : 75/3D

Focus : 5/4D

Weapons

One double laser cannon

Fire Arc : Turret

Crew: 1 (pilot or gunner)

Scale: Starfighter

Skill : Starship gunnery

Fire control: 1D (2D with gunner)

Space range: 1-3/12/25

Atmosphere range: 100-300/1.2/2/5k

Damage: 5D

This is the personal ship of the Rebel operative Elack. It is a personal scout ship, originally designed for reconnaissance and servelence into non-hostile environments. However, Elack had souped it up, making it faster, more maneuverable and better defended. He uses it for all his transport now, and feels naked without it.

=====

Starship Name:BLACK SHROUD MEDIUM FIGHTER

Type:MEDIUM CLASS STARFIGHTER

Craft:KORVAI BLACK SHROUD CLASS STARFIGHTER

Crew: 1/2 gun

Passengers: 0

Troops: 0

Length: 21.0

Sensor Data:

Passive: 25/0

Scan: 50/

Search: 75/2D

Focus: 4/3D

Cargo Capacity: 0

1DCargo space(m3): 0

Fuel Cells/Reserves: 35 /5

Computer Size: 10D

Cost: 125000

Performance and Misc. Information |

Maneuverability: 2D

Hull: 3D+2

Shields: 2D

Engine: 10

Solid Fuel Converter: N

Scoops: N

Solar Converter: N

Auto Cargo Jettisoning: N

Atmosphere Speed: 415;1,200 KPH

Hyperdrive: x1

Replacement Navicomputer: Y

Escape Equipment: Y

Backup Hyprdrv: x10

Environmental Converter: N

Starship Weapon Information:

Weapon #1: BLASTECH HELLBORE MED LASER
CANNON-QUAD

Number: 1
Fire Control: 3D Firing Arcs: Front
Damage: 6D+1
Skill: GUNNERY-STARSHIP
Rate of Fire: -
Space Range: 1-3/12/25
Atmos. Range: 100-300/1.2km/2.5km
Ammo: -

Fire Control: 2D
Damage: 10D
Skill: GUNNERS-CAPITAL SHIP
Rate of Fire: -
Firing Arcs:
Space Range: 1/3/7
Atmos. Range: 50-100/300/700
Ammo: 24

Weapon #2: Arakyd Hi-Fex Proton Torp Launcher-Dual

Number: 1

Starship Notes: This ship's profile is amorphous looking. Its design is meant to make it harder to target in combat, due to its dark color and its low sensor profile.

Other Notes: This ship's dark color and shape cause others a penalty of -1D to hit in combat, and +1D to evade sensor sweeps.

=====

Starship Name: CROSSBOW LIGHT FIGHTER

Type: LIGHT ATTACK FIGHTER

Craft: RYCEL INDUSTRIES CROSSBOW CLASS FIGHTER

Crew: 1

Passengers: 0

Troops: 0

Sensor Data:

Passive: 25/0
Scan: 50/1D
Search: 65/1D+2
Focus: 3/2D+1

Length: 11.5 Cargo

Capacity: 0

Cargo space(m3): 0

Fuel Cells/Reserves: 35 /5

Computer Size: 5D

Performance and Misc. Information

Maneuverability: 3D+2
Hull: 2D
Shields: 1D+1
Engine: 10
Atmosphere Speed: 415;1,200 KPH
Hyperdrive: x1
Cost: 68000 |
Solid Fuel Converter: N
Scoops: N
Solar Converter: N
Auto Cargo Jettisoning: N

Replacement Navicomputer: N

Escape Equipment: N

Starship Weapon Information:

Weapon #1: RYCEL IND. DEFENDER MISSILE SYSTEM

Number: 2
Fire Control: 4D
Damage: 6D
Skill: GUNNERY-STARSHIP
Rate of Fire: -
Firing Arcs: Front
Space Range: 1-2/8/15
Atmos. Range: 100-200/800/1.5km
Ammo: 10

Weapon #2: INCOM LPP LASER CANNON-DUAL

Number: 1
Fire Control: 3D
Damage: 4D
Skill: GUNNERY-STARSHIP
Rate of Fire: -
Firing Arcs: Front
Space Range: 1-3/12/25
Atmos. Range: 100-300/1.2km/2.5km
Ammo: -

Starship Notes: This ship has a limited nav computer that can hold up to 3 jumps.

=====

Starship Name: HARPOON MEDIUM FREIGHTER

Type: MEDIUM FREIGHTER

Craft: KORVAI HARPOON CLASS FREIGHTER

Crew: 2

Passengers: 6

Troops: 0

Sensor Data:

Passive: 20/1D
Scan: 40/2D
Search: 60/2D+2
Focus: 3/3D+1

Length: 23.7

Cargo Capacity: 200

Cargo space(m3): 80

Fuel Cells/Reserves: 50 /5

Computer Size: 5D

Performance and Misc. Information

Maneuverability: 1D
Hull: 4D+1

Shields: 1D
Engine: 6
Atmosphere Speed: 330;950 KPH
Hyperdrive: x1
Cost: 110000
Solid Fuel Converter: N
Scoops: N
Solar Converter: N
Auto Cargo Jettisoning: N
Replacement Navicomputer: N
Escape Equipment: N

Starship Weapon Information:
Weapon #1: KEONSAYR HBL LASER CANNON
Number: 1
Fire Control: 2D
Damage: 4D
Skill: GUNNERY-STARSHIP
Rate of Fire: -
Firing Arcs: Turret
Space Range: 1-3/12/25
Atmos. Range: 100-300/1.2km/2.5km
Ammo: -

=====

Starship Name: JACKAL RECLAMATION VEHICLE
Type: HEAVY RECLAMATION VEHICLE
Craft: RYCEL JACKAL CLASS SALVAGE VEHICLE

Sensor Data:
Passive: 30/0
Scan: 75/1D+2
Search: 150/2D+2
Focus: 8/4D+1
Crew: 5
Passengers: 2

Troops: 0
Length: 52.7
Cargo Capacity: 2500
Cargo space(m3): 1000
Fuel Cells/Reserves: 50 /5
Computer Size: 10D
Cost: 190000

Performance and Misc. Information

Maneuverability: 0	Hull: 4D
Shields: 2D	Engine: 4
Atmosphere Speed: 280;800 KPH	Hyperdrive: x1
Backup Hyprdrv: x15	Solid Fuel Converter: N
Scoops: N	Solar Converter: N
Auto Cargo Jettisoning: Y	Replacement Navicomputer: Y
Escape Equipment: Y	Environmental Converter: N

Starship Weapon Information:

Weapon #1: Blastech Hellbore Med Laser Cannon-Dual	Number: 2
Fire Control: 3D	Firing Arcs: Turret
Damage: 4D+1	Space Range: 1-3/12/25
Skill: GUNNERY-STARSHIP	Atmos. Range: 100-300/1.2km/2.5km
Rate of Fire: -	Ammo: -
Weapon #2: Kuat Drive Yards Light Tractor Beam	Number: 2
Fire Control: 1D	Firing Arcs:
Damage: 4D	Space Range: 1-5/15/30
Skill: GUNNERS-CAPITAL SHIP	Atmos. Range: 2-10/30/60km
Rate of Fire: -	Ammo: -

Starship Notes: This ship is used to collect space debris and damaged space craft. It uses extremely powerful sensor arrays to track objects.
Other Notes: This ship requires 2 people to pilot and 2 to operate the tractor beams to snag space debris.

=====

Starship Name: Longbow Heavy Fighter
Type: Long Range Heavy Fighter
Craft: Rycel Industries Longbow Class Fighter

Sensor Data:

Passive: 30/0
Scan: 60/1D
Search: 80/2D
Focus: 3/2D+2

Performance and Misc. Information
Maneuverability: 3D

Hull: 3D
Shields: 1D+2
Engine: 7
Atmosphere Speed: 350;1,000 KPH
Hyperdrive: x1
Crew: 1/1 gun
Passengers: 0
Troops: 0
Length: 23.0
Cargo Capacity: 0

Cargo space(m3): 0
Fuel Cells/Reserves: 40 /4
Computer Size: 8D
Cost: 75000
Solid Fuel Converter: N

Scoops: N
Solar Converter: N
Auto Cargo Jettisoning: N
Replacement Navicomputer: N
Escape Equipment: N

Starship Weapon Information:

Weapon #1: RYCEL IND. DEFENDER MISSILE SYSTEM	Number: 4
Fire Control: 4D	Firing Arcs: 3 Front / 1 Rear
Damage: 6D	Space Range: 1-2/8/15
Skill: GUNNERY-STARSHIP	Atmos. Range: 100-200/800/1.5km
Rate of Fire: -	Ammo: 10
Weapon #2: RYCEL IND. HAMMER MISSILE SYSTEM	Number: 4
Fire Control: 3D	Firing Arcs: 3 Front / 1 Rear
Damage: 7D	Space Range: 1-2/10/20
Skill: GUNNERY-STARSHIP	Atmos. Range: 100-200/1km/2km
Rate of Fire: -	Ammo: 8

Starship Notes: This ship has a limited nav computer that stores up to 5 jumps.

Starship Name: MANTA ASSAULT TRANSPORT

Type: ASSAULT TRANSPORT

Craft: RYCEL INDUSTRIES MANTA CLASS TRANSPORT

Crew: 2

Passengers: 2

Troops: 10

Sensor Data:

Passive: 30/0

Scan: 60/1D

Search: 75/2D

Focus: 3/3D

Length: 20

Cargo Capacity: 50

Cargo space(m3): 20

Fuel Cells/Reserves: 40 /4

Computer Size: 15D

Performance and Misc. Information |

Maneuverability: 2D

Hull: 4D

Shields: 1D+2

Engine: 6

Atmosphere Speed: 330;950 KPH

Hyperdrive:

Cost: 130000

Solid Fuel Converter: N

Scoops: N

Solar Converter: N

Auto Cargo Jettisoning: N

Replacement Navicomputer: N

Escape Equipment: N

Starship Weapon Information:

Weapon #1: Rycel Ind. Defender Missile System-Dual

Number: 2

Fire Control: 4D

Damage: 7D

Skill: GUNNERY-STARSHIP

Rate of Fire: -

Firing Arcs: Front

Space Range: 1-2/8/15

Atmos. Range: 100-200/800/1.5km

Ammo: 20

Weapon #2: RYCEL IND. HAMMER MISSILE SYSTEM-

DUAL

Number: 2

Fire Control: 3D

Damage: 8D

Skill: GUNNERY-STARSHIP

Rate of Fire: -

Firing Arcs: Front, Rear

Space Range: 1-2/10/20

Atmos. Range: 100-200/1km/2km

Ammo: 16

Weapon #3: Kuat Drive Yards Light Tractor Beam

Number: 1

Fire Control: 1D

Damage: 4D

Skill: GUNNERS-CAPITAL SHIP

Rate of Fire: -

Firing Arcs: Front

Space Range: 1-5/15/30

Atmos. Range: 2-10/30/60km

Ammo: -

Starship Notes: This is an intra-system assault shuttle, is long and cigar shaped.

Other Notes: This vehicle usually carries 10 troops that board vessels.

=====

Starship Name: VIPER RECON/SCOUT SHIP

Type: Recon/Scout Ship

Craft: Korvai Viper Class Recon Fighter

Crew: 1

Passengers: 1

Troops: 0

Sensor Data:

Passive: 50/1D

Scan: 75/2D

Search: 125/3D

Focus: 5/4D

Length: 16.8

Cargo Capacity: 25

Cargo space(m3): 10

Fuel Cells/Reserves: 60 /6

Computer Size: 10D

Performance and Misc. Information |

Maneuverability: 3D+1

Hull: 2D+1

Shields: 2D+2

Engine: 8

Atmosphere Speed: 365;1,050 KPH

Hyperdrive: x1

Backup Hyprdrv: x5

Cost: 78000

Solid Fuel Converter: N

Scoops: N

Solar Converter: N

Auto Cargo Jettisoning: Y

Replacement Navicomputer: Y

Escape Equipment: Y

Environmental Converter: N

Starship Weapon Information:

Weapon #1: ARAYKD TOMRAL HEAVY LASER

CANNON

Number: 1

Fire Control: 2D

Damage: 5D

Skill: GUNNERY-STARSHIP

Rate of Fire: -

Firing Arcs: Front

Space Range: 1-3/12/25

Atmos. Range: 100-200/800/1.5km

Ammo: -

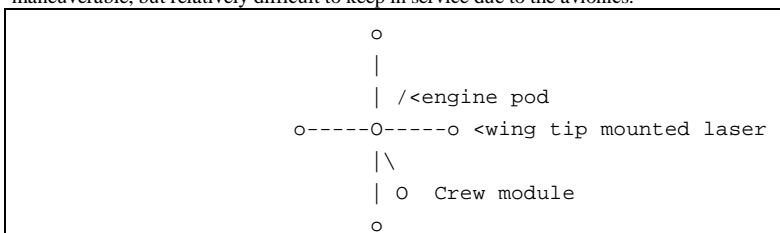
Starship Notes: This ship is long, sleek and needle-like. Its cargo bay is actually 2 pods that are connected via small tubes on either side of the ship. They can be jettisoned at any time.

=====

Quadfecta Fighter series

Eric Benson

These are a series of fighters similar in concept to the B wing. There is an offset piloting pod which flies along on a roughly straight course while the remainder of the ship rotates around (a cross between a B wing and the ship from the Last Starfighter). Very maneuverable, but relatively difficult to keep in service due to the avionics.



(Poor Ansi version, but I hope you get the point)

Stats:

Maneuverability : 4D

Speed : space: 6

atmosphere: 300 / 900 km

Cargo : 110

Consumables : 1 week

Hyperdrive: x 1.5

Hull: 5D (multiple redundant features)

Sensors:

P: 20/0D

Scan: 35/1D

Search: 40/2D

Focus: 3 / 3D

Weapons:

4 laser cannons

-front arc

-Fire control 3D

Range: 1-3/12/25 (space)

100-300/1.2km, 2.5km (atmosphere)

Damage: 6D

Th'Ta Incorporated

A small, limited production starship company headquartered on the planet Lebensa' [a human amazon women from the moon planet]. It is run by one Obuinia Mercoit, one of the planet's ruling family.

All of their products are designed with standard sized, normal atmosphere humans, although changes can be made as required.

They currently make 2 ships, each available in a number of permutations. The KF99 is a simple, but advanced single place atmospheric fighter intended to go up against or to replace the Z95 Headhunter. The TT31 is a 2 place space superiority fighter with a healthy front arment and a linked turbolaser and ion canon mounted in a patented SnapFire turrent.

KF 99 The KF99 is a new design, externally similar to the Z95's that it replaces. It was designed with sturdiness and reliability in mind, with sturdy fixed rear landing skids, an armored cockpit, a heads up display, a 33 degree fighting chair and a bubble top perspex glass. There are five variants: AS.1 (air superiority), RCN.2 (recon), HS.3 (heavy strike), GP.4 (general pupose) and COIN.5 (Counterinsurgency).

	AS.1	RCN.2	HS.3	GP.4	COIN.5
Crew	1	1	1	1	1
Manuevering	2D+1	3D	1D+1	2D	3D
Sublight	3D+2	5D+2	3D	3D	3D
Hull	2D	2D	2D	2D	2D
Shield	1D				
Hyperdrive	x2	x2			
Backup	x18	x18			
Consumables	1 day	1 wk	1 wk	1 day	1 wk
Storage	55 kg	100 kg	100 kg	50 kg	60 kg
Weapons(see below)	1	2	3	4	5
Cost (new/used) 35/15	37/7.5	50/17.5	45/16	25/10	

Weapons:

1. Twin Laser: Hull mounted, forward facing. 2D fire control, 5D damage
2. Blaster: A single forward facing blaster. Speeder scale. 1D fire control, 4D damage (scaled).
3. Twin Turbo laser: Twin SubSoro DZ-33 turbolasers linked to provide one imensly powerful burst of energy every other turn. The turn that they are fired, the pilot loses 1D of speed due to the energy draw. 2D fire control, 9D damage (starship scale). Proton Torpedo bay: 4 torpedoes in an internal bay. 1D fire control, 9D damage. 4 wing pylons: See bottom of file (hopefully!)
4. Twin Laser: Hull mounted, forward firing. 2D fire control, 5D damage. 4 wing pylons
5. Quad slugthrowing machine cannon: This mount is four seperate hull mounted forward facing rapid fire weapons. 2D fire control, 2D damage versus armor, 6D versus unarmored or character scale targets.

TT31

The TT31 was designed in response to the Incom X wing. The TT31 has it's patented SnapFire turrent which mounts a paired turbolaser and an ion cannon linked for maximum effectiveness. Both the X wing and the TT31 have some slight advantages and disadvantages when compared to each other, but they are closely matched. In a long fight (or flight) the TT31 has the advantage with it's two person crew taking some of the duties. The Rebellion has one squadron of TT31.AS fighters, originally purchased for comparison and possible procurement, which has racked up some pretty impressive scores in terms of destroyed TIE fighters. The Rebellion decided not to use what assets they had to support the TT31 for two reasons. The Rebellion is short of crew anyway and adding another person simply adds to their logistical nightmares. The Rebellion command also disliked the turbolasers power cycle time and prefered the instantaneous effect of the X wings lasers.

There are four versions of the TT31, the AS.1 (space superiority), HS (heavy strike), COIN (counterinsurgency) and INT (interceptor). The interceptor takes the AS version and attempts to improve the ship by adding upgraded maneuvering foils, increased thrust engines, and addittional laser cannons in favor of decreasing the size of the hyperdrive modulators.

	AS	HS	INT	COIN
Crew	2	2	1	2
Manuvering	2D	2D	3D	3D
Sublight	4D	3D	5D	3D
Hull	4D	4D	4D	4D
Shield	1D	2D	1D	
Hyperdrive	x1/2	x2	x3	

Backup	x16	x16	x18	
Consumables	1 wk	3 wk	3 days	4 wks
Storage	125 kg	150 kg	25 kg	300 kg
Weapons Package	6	7	8	9
Cost (new/used)	190/90	170/70	200/95	135/65

Weapons package:

6. SnapFire: This turret system combines a powerful SubSoro DZ-33 turbolaser (alternating fire every other turn) with a Type II ion cannon. The ion cannon is used to stun and power through shields while the turbolaser is powering up. Turbolaser: 1D fire control, 7D damage. Ion cannon: 1D fire control, 4D ION damage.

Twin laser: Forward facing, hull mounted twin laser cannons. 2D fire control, 5D damage.

7. Turrented twin laser: 2D fire control, 5D damage

Hull twin laser: forward facing. 2D fire control, 5D damage.

8 wing pylons

Proton torpedo bay: Mounts 4 proton topedoes, 2D fire control, 9D damage.

Concussion missile bay: Mounts 4 missiles, 2D fire control, 8D damage.

8. Quad laser: hull mounted, forward facing. 2D + 1 fire control, 7D damage.

Turbolaser: single, hull mounted SubSoro DZ-33 turbolaser. Alternate firing every other round, 2D fire control, 7D damage.

9. Quad slugthrower: Mounted in what would have been the SnapFire turret on the normal variant, the four rapid fire cannons serve to make mincemeat out of unarmed people. 2D fire control, 2D damage to armor, 6D damage to unarmored or character scale.

Quad hull mounted slugthrower: Same weapon as turret mounted.

10 wing pylons

Wing Pylon:

An underwing mount which allows weapons to be carried and used in atmosphere.

Rockets:

	AP	AV	GP	Mini
#/pylon	1	1	1	3
FC	-	-	-	-
Armored dam.	1D	6D	3D	2D
Unarmored dam.	6D	2D	3D	2D
Range	500m	500m	600m	200m
Cost	500 Cr	500 Cr	250 Cr	100 Cr

Bombs:

Free flight only

	Cluster	Iron	Guided	
#/Pylon	1/3	1/3	1/3	(i.e. takes 3 pylons)
FC	-1D	-3D	+1D	
Armored damage	2D	7D	7D	
Unarmored dam.	10D	5D	5D	
Radius	50m	25m	10m	
Cost	2500 Cr	7500 Cr	75000 Cr	

Gun Pods:

	Slugth	. Blaster	Laser	Turbo
Pylons/gun	1	1	2	3
FC	+1p/gun	+1p/gun	+2p/gun	+1D/gun
Armored dam.	1D	2D	4D	6D
Add/gun	+2p	+3p	+2D	+3D
Unarmored dam.	3D	2D	4D	6D
Add/gun	+4p	+3p	+2D	+3D
Cost	500 cr	2000 cr	5000 cr	10 000 cr

+1p/gun means that each additional gun adds +1 pip to the fire control.

For example, a Bakkan Forth, a former Imperial gunner and his buddy Neopt Farnlh are reading their TT31.HS for a strike at an Imperial facility. He decides to take 2 turbolaser pods and 2 blaster pods. When Bakkan decides to use his pod turbolasers (which combine the

effect of the pod weapons), He gets +2D fire control and a damage of 9D. If Bakkan uses his front lasers (combined with the pod blasters), he gets 2D + 2 fire control and 5D + 6 damage.

Now, Bakkan knows he's going to break up a riot and takes slugthrower pods and CBU (cluster bomb units) instead. 1 CBU and 7 slugthrower pods... CBU is -1D fire control and 10 dice area effect against people. The pods will be gunner skill +7 pips to hit and 3D + 24 damage. Hmm. Somebody is going to get trashed. In my campaign, I would use the damage as area effect for the slugthrowers, too, after all, it's hard to dodge 7 .50 cal Brownings firing at your rear.

=====

After looking at all of the literature and comments on the Clone Wars, it would seem that the clone wars had to be 30-60 years in the past based on apparent character ages and comments in books like Zahn's (who might have some official sort of writer's guides). Even today combat aircraft can serve that long, especially some with low complexity and large production runs (such as P-51's or B-17's). It stands to reason that large numbers of clone-war vintage starfighters exist in the galaxy. Lend-Lease type ventures, sales of obsolete craft to third world nations, and lost caches (such as the Alderaan War Frigate from Graveyard of Alderaan), would ensure that many clone war combatants could still be in operation. I admit that my interests in WWII warbirds inspired this contribution, and because my players (hopefully NOT reading this) are about to stumble onto a clone-war vintage battlecruiser in my post-empire campaign (good, original, plot lines are hard to come by sometimes) and in a clone-wars era adventure/campaign I am thinking about. In this text I include some contributions of Star Wars fighters of a pre-Z-95 kind of flavor. They are unabashedly copied from WWII counterparts. Change them any way you like. Sorry, these were designed under the first edition rules and have not been converted. I leave this exercise to the reader. I guess since I can picture the craft in my head I never really bothered with physical descriptions either.

NOTE: Undoubtably, some of these craft have been upgraded since they were introduced. Plausible modifications of course would be very limited, due to limitations of the spaceframe. These starfighters appear with their original (clone wars stats, with standard upgrades in parentheses).

NONE OF THE CRAFT MENTIONED HERE HAVE HYPERDRIVES OR SHIELDS.

In my galaxy it would not have been feasible to mount them on craft that small in that era.

CONSUMABLES: Unless otherwise noted, 12 hours. Modern Versions could hold up to 2 Days.

New Republic (Alderaan) Designs:

W-class Starfighter. Short, Stubby, generally an all-around performer for the era. Suffered greatly from a lack of maneuverability but made up for it with durability and firepower.

Sublight Drive: 3D (3D+2)

Maneuverability: 0D (0D+2)

Hull Strength: 3D (3D+1)

Crew: 1

4 Fire-Linked Blasters (Combined)

Fire Control: 1D (1D)

Combined Damage: 3D (5D)

D-Class Bomber: Plays the role that the Y-Wing currently does.

Ground Support, 2nd Line Fighter defense. This was an older design even then, but had the respect of its crews, who were the main reason for the success of the class. It's rugged design inspired the Y-Wing.

Sublight Drive: 2D+1 (2D+2)

Maneuverability: 0D (0D+1)

Hull Strength: 3D+1 (3D+2)

Crew: 2

2 Fire-Linked Blasters (Combined, operated by rear gunner only)

(360 degree mount)

Fire Control: 0D (0D)

Combined Damage: 2D+2(4D)

Choose one of the following payloads:

Concussion Missiles (Fired by Pilot)

Magazine of 2 (4)

Fire Control: 1D (2D)

Combined Damage: 5D (6D)

Conventional Ordnance (Fired by Pilot)

500 KG (Almost exclusively conventional HE. Other forms of ordnance were not used by mutual consent of the members of the Republic even during the assault on the Clone Masters' Lairs.)

Fire Control: 2D

Damage: As determined by GM.

T-Class Torpedo (Anti-Capital Ship) Craft: First attempt at using a starfighter scale craft against capital ships with the (untried at the time) proton torpedo. Slow, easy targets for starfighters but too small to be effectively opposed by most capital ship weapons at the time.

Sublight Drive: 1D+2 (2D)

Maneuverability: 0D (0D)

Hull Strength: 2D+2 (3D)

Crew: 3 (2+1 passenger)

2 Fire-Linked Blasters (Combined, operated by rear gunner only)

(360 degree mount)

Fire Control: 0D (0D)

Combined Damage: 2D+2(4D)

Proton Torpedos (Fired by Weapon Specialist (Fired by Pilot))

Magazine of 1 (4)

Fire Control: 0D (1D)

Combined Damage: 7D (8D)

Clone Master Craft:

A note about the design philosophy. The clones typically were of initially low proficiency but experienced clones were frighteningly adept at combat. Initially in the clone wars, this experience resulted in the slaughter of Old Republic forces in several battles. Unfortunately for the clonemasters, they could not keep up the levels experienced clones lost with comparable replacements and so despite adequate ship construction levels, their fighting forces became easy targets for the growing Old Republic Forces at the end. Most all of these craft were thought destroyed, except for those initially sold to independent worlds to gain capital and for those allied worlds that ended thier alliance when things began to look bad. A trickle of these craft ended up in the fringe for up to 10 years after the end of the clone wars and showed evidence of recent construction. This prompted many to believe some of the Clone Masters had escaped and prompted a fruitless search. When the flow abruptly stopped, it became widely believed that it had simply been a cache that was discovered by some independent.

Class 4 Starfighter(Wi).

Designed to capitalize on the skill of the initial clones, these craft attained heretofore unheard of performance levels at the cost of being unable to withstand a hit. To the Clone Masters' way of thinking, this was acceptable. The designers of the TIE would have been pleased with this design philosophy. The success of this craft purely reflected the skills of the pilot.

Sublight Drive: 4D (4D+1)

2 Fire-Linked Blasters (Combined)

Maneuverability: 2D (2D)

Fire Control: 0D (1D)

Hull Strength: 1D+1 (2D)

Combined Damage: 2D+2 (5D)

Crew: 1

Class 2 Bomber(Firewind).

Used in capital ship combat or as a pacifier on invaded worlds. Versatile in its applications, this craft depended on good fighter cover to operate. Later used as a suicide bomber with fair success with some less-skilled clones. The nuclear capability of this craft caused such a distaste for such weapons that even the Empire does not openly advertise its possession of them today.

Sublight Drive: 2D (2D+2)

Fire Control: 1D

Maneuverability: 0D (1D)

Damage: As per type of load (GM discretion)

Hull Strength: 3D (3D+2)

Concussion Missiles

Crew: 2

Magazine of 2 (4)

1 Blaster Cannon (Gunner Only)

Fire Control: 2D (3D)

Fire Control: 0D (1D)

Damage: 4D (6D)

Combined Damage: 2D+2 (3D)

Late War: Proton Torpedoes

Interchangeable payloads. Choose one only (Operated by Pilot):

Magazine of 1 (2)

Conventional Ordnance (Yes, Bombs, Napalm, and even

Fire Control: 0D (2D)

Nuclear)

Damage: 6D (8D)

500 KG (Up to 700KG after modifications)

Clone-War Vintage Shuttles:

In current use due to the timelessness and durability of the design. Used to ferry troops from assault ships to hostile planet surfaces, cargo runs, and the like. This accounts for the high amount of cargo space available. There were so many in use and so many to get rid of at the end of the war, that it is still hard to find a major starport in use that does not have a few tucked in somewhere.

Sublight Drive: 2D+1 (2D+2)

than 12 people for more than 12 hours.

Maneuverability: 0D (0D+2)

Defensive armament: (Operated by Co-Pilot)

Hull Strength: 4D (3D+2) --needed to accomodate new drives.

Laser Cannon

(360 Degree Mount)

Crew: 2 + 40 passengers or 1 Hovortank and 10 Passengers or 150 Metric

Fire Control: 1D (3D)

Damage: 2D (3D)

Tons of Cargo. Note: The life support system cannot support more

Z-98 Renegade.

This starfighter is one of the early successors of the popular Z-95 Headhunter. Designed in the twilight days of the Old Republic, only a few were built and fewer actually saw action before the extermination of the Jedi and the rise of the Empire. The Z-98 is somewhat similar to the Z-95 but has three small additional wings (one dorsal, two more under the main wings) for enhanced atmospheric performance, two more triple blasters mounted in the nose, and an improved engine thrust rating. The S-Foil wings fold up to the dorsal wing when landing and landed.

Craft: Incom/Subpro Z-98 Renegade.

Type: Atmospheric/Space Interceptor.

search: 40/2D

Scale: Starfighter.

scan: 25/1D

Length: 12.1m.

focus: 1/2D

Skill: Starfighter Piloting: Z-98.

Weapons:

Crew: 1.

Four Triple Blasters (Fire Linked).

Crew Skill: Piloting 4D+1; Gunnery 4D; Shields 3D+1.

Fire Arc: Front

Passengers: 1.

Skill: Starship Gunnery

Cargo Capacity: 110kg (0.4 cubic m).

Fire Control: 1D

Consumables: 1 day.

Space Range: 1-5/10/17

Hyperdrive Multiplier: None.

Atmosphere Range: 100-500/1km/1.7km

Hyperdrive Backup: None.

Damage: 5D

Nav Computer: None.

Concussion Missile Launcher (nose mounted).

Maneuverability: 3D. (3D+2 atmospheric).

Fire Arc: Front

Space: 9.

Skill: Missile Weapons

Atmosphere: 415; 1200 kmh.

Fire Control: 1D

Hull: 4D.

Space Range: 1/3/7

Shields: 1D

Atmosphere Range: 50-100/300/700m

Sensors:

Damage: 7D

passive: 15/0D

A-wing--

One of the best hit-and-fade starfighters. Introduced at the beginning of the Alliance, the ship found its best reception with Rookie hot shot pilots.

Craft: Alliance A-wing Starfighter

Consumables: 1 week

Type: Interceptor and multi-purpose starfighter

Hyperdrive Multiplier: x1

Scale: Starfighter

Hyperdrive Backup: None

Length: 9.6 Meters

Nav Computer: Limited 2-jumps

Skill: Starfighter Piloting: A-wing

Maneuverability: 4D

Crew: 1

Space: 12

Crew Skill: Piloting: 5D, Gunnery 4D+2, Shields 3D+1

Atmosphere: 450; 1300 kmh

Passengers: None

Hull: 2D+2

Cargo Capacity: 40 kg

Shields: 1D

Sensors:

Passive: 30/0D
Search: 75/2D
Scan: 50/1D
Focus: 4/4D+1

Weapons:

Two Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2km/1.5km

Damage: 5D

Enemy Targeting Jammer

Fire Arc: All

Skill: Sensors

Fire Control: 0D

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5km

Damage: -2D to other fire control (Starfighter Scale Only)

B-wing-

A craft created by Verpine for Admiral Ackbar used for combatting Capital scale Imperial ships.

Craft: Slayn & Korpil B-wing

Type: Heavy assault Fighter

Scale: Starfighter

Length: 16.9 meters

Skill: Starfighter Piloting: B-wing

Crew: 1

Crew Skill: Piloting: 3D+2, Gunnery: 5D, Shields: 3D

Passengers: None

Cargo Capacity: 45 kg

Consumables: One Week

Hyperdrive Multiplier: x2

Hyperdrive Backup: None

Nav Computer: 2 Jump Limit

Maneuverability: 1D+1

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D

Shields: 2D

Sensors:

Passive: 20/0D
Search: 40/2D
Scan: 35/1D
Focus: 2/3D

Weapons:

One Laser Cannons
Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1-3/12/25

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

Damage: 7D

Two Proton Torpedo Launchers

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m

Damage: 9D

Three Medium Ion Cannons (fire linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 4D

Space Range: 1-3/7/36

Atmosphere Range: 100-300/700/3.6km

Damage: 4D

Two Auto-Blasters

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/8/15

Atmosphere Range: 100-300/700/3.6km

Damage: 3D

X-wing--

The backbone of the both the Alliance's and New Republic's fleets. Used in the famous Battle of Yavin.

Craft: Incom T-65B X-wing

Type: Space Superiority Fighter

Scale: Starfighter

Length: 12.5 Meters

Skill: Starfighter Piloting: X-wing

Crew: 1 and Astromech Droid

Crew Skill: Piloting: 5D, Gunnery 4D+2, Shields 3D

Passengers: None

Cargo Capacity: 110 kg; .4 cubic meters

Consumables: 1 week

Hyperdrive Multiplier: x1

Hyperdrive Backup: None

Nav Computer: None {Astromech Droid}

Maneuverability: 3D

Space: 8

Atmosphere: 365; 1050 kmh

Hull: 4D

Shields: 1D

Sensors:

Passive: 25/0D

Search: 75/2D	Atmosphere Range: 100-300/1.2km/2.5km
Scan: 50/1D	Damage: 6D
Focus: 3/4D	Two Proton Torpedo Launchers
Weapons:	Fire Arc: Front
Four Laser Cannons (fire linked)	Skill: Starship Gunnery
Fire Arc: Front	Fire Control: 2D
Skill: Starship Gunnery	Space Range: 1/3/7
Fire Control: 3D	Atmosphere Range: 30-100/300/700m
Space Range: 1-3/12/25	Damage: 9D

Y-wing-

The Y-wing is like the old Ford truck. Parts are readily available and the ship can take a lot of damage (and put out a lot too).

Craft: Koensayr BTL-S3 Y-wing
Type: Attack Starfighter
Scale: Starfighter
Length: 16 meters
Skill: Starfighter Piloting: Y-wing
Crew: 1 or 2 and Astromech
Crew Skill: Piloting: 4D+2, Gunnery: 4D+1, Shields: 3D
Passengers: None
Cargo Capacity: 110 kg, .4 cubic meters
Consumables: 1 week
Hyperdrive Multiplier: x1
Hyperdrive Backup: None
Nav Computer: None {Uses Astromech}
Maneuverability: 2D
Space: 7
Atmosphere: 350; 1,000 kmh
Hull: 4D
Shields: 1D+2

Sensors:

Passive: 20/0D
Search: 40/2D
Scan: 35/1D
Focus: 2/3D

Weapons:

Two Laser Cannons (fire linked)
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2km/2.5km
Damage: 5D
Two Proton Torpedo Launchers
Fire Arc: Front
Skill: Starship Gunnery
Fire Control: 2D
Space Range: 1/3/7
Atmosphere Range: 50-100/300/700m
Damage: 9D
Two Light Ion Cannons (fire linked)
Fire Arc: Turret
Crew: 1 (co-pilot)
Skill: Starship Gunnery
Fire Control: 3D
Space Range: 1-3/7/36
Atmosphere Range: 100-300/700/3.6km
Damage: 4D

Z-95 Starfighters-

Heavily manufactured during the age of the Old Republic. Many versions of this fighter exist for different mission profiles.

Craft: Incom / Subpro Z-95 Headhunter
Type: Multi Purpose Starfighter
Scale: Starfighter
Length: 11.8 meters
Skill: Starfighter Piloting: Z-95
Crew: 1
Crew Skill: Piloting: 3D+2, Gunnery: 3D+2, Shields: 3D+1
Passengers: None
Cargo Capacity: 85 kg, .4 cubic meters
Consumables: 1 day
Hyperdrive Multiplier: None

Hyperdrive Backup: None
Nav Computer: None
Maneuverability: 1D
Space: 7
Atmosphere: 400; 1150 kmh
Hull: 4D
Shields: 1D

Sensors:

Passive: 15/0D
Search: 40/2D
Scan: 25/1D

Focus: 1/2D

Weapons:

Two Triple Blasters (fire linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1km/1.7km

Damage: 3D

Concussion Missiles

Fire Arc: Front

Skill: Missile Weapons

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700m

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TIE/In--

The Twin Ion Engine prime Imperial Starfighter. Originally designed to be fast (although fragile) and control space through numbers.

Craft: Sienar Fleet Systems TIE/In

Type: Space superiority starfighter

Scale: Starfighter

Length: 6.3 meters

Skill: Starfighter Piloting: TIE

Crew: 1

Crew Skill: Piloting: 4D+1, Gunnery 4D

Passengers: None

Cargo Capacity: 65 kg, .25 cubic meters

Consumables: 2 days

Hyperdrive Multiplier: Flap your arms real hard!

Hyperdrive Backup: None

Nav Computer: None

Maneuverability: 2D

Space: 10

Atmosphere: 415; 1200 kmh

Hull: 2D

Shields: None

Sensors:

Passive: 20/0D

Search: 60/2D

Scan: 40/1D

Focus: 3/3D

Weapons:

Two Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

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

Damage: 5D

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TIE Interceptor--

Introduced to counter the superiority of X-wing fighters just before the Battle of Yavin. These ships did not see wide use until Endor.

Craft: Sienar Fleet Systems TIE Interceptor

Type: Space superiority starfighter

Scale: Starfighter

Length: 9.6 meters

Skill: Starfighter Piloting: TIE Interceptor

Crew: 1

Crew Skill: Piloting: 5D, Gunnery 4D+2, Shields 4D

Passengers: None

Cargo Capacity: 75 kg, .3 cubic meters

Consumables: 2 days

Hyperdrive Multiplier: None

Hyperdrive Backup: None

Nav Computer: None

Maneuverability: 3D+2

Space: 11

Atmosphere: 435; 1250 kmh

Hull: 3D

Shields: None [Captain Pallaeon added 2D shield generators]

Sensors:

Passive: 25/1D

Search: 60/3D

Scan: 40/2D

Focus: 4/3D+2

Weapons:

Four Laser Cannons (fire linked)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

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

Damage: 6D

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Scimitar Assault Bomber--

A product resulting from Thrawn's Imperial command. The Bombers combine the best features of the TIE Bomber and Interceptor

Craft: Sienar Fleet Systems Scimitar

Type: Assault Bomber

Scale: Starfighter

Length: 13.8 meters

Skill: Starfighter Piloting: Scimitar Assault

Crew: 2

Crew Skill: Piloting: 4D, Gunnery: 4D+2, Shields: 2D+1,

Missile Weapons: 4D+2

Passengers: None
 Cargo Capacity: 200 kg, 250 cubic centimeters
 Consumables: 2 days
 Hyperdrive Multiplier: None
 Hyperdrive Backup: None
 Nav Computer: None
 Maneuverability: 2D+1
 Space: 9
 Atmosphere: 295; 850 kmh
 Hull: 5D
 Shields: 1D+2

Sensors:

Passive: 20/0D
 Search: 60/2D
 Scan: 40/1D
 Focus: 3/3D

Weapons:

Two Laser Cannons (fire linked)
 Fire Arc: Front

Regarding Hyperspace Ratings:

The hyperspace rating is the multiplier from the ships engines to the "par" duration for that trip, thus the smaller the Hyperdrive Rating, the faster the ship is.

Regarding Space Ratings:

The Space rating is only a game term describing how many "units" a ship may move in a specific time. The higher the rating, the faster the ship.

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The "FELL INFIDEL"

Craft: Antrola Medium Transport
 Type: Modified Medium Transport
 Scale: Starfighter
 Length: 70m
 Skill: Space Transports: Antrola Medium
 Crew: 3, gunners 2, skeleton 1/+10
 Crew Skill: See player characters
 Passengers: 20
 Cargo Capacity: 200 metric tons
 Consumables: 3 months
 Hyperdrive Multiplier: x1
 Hyperdrive Backup: x15
 Nav Computer: Yes
 Maneuverability: +1
 Space: 2
 Atmosphere: 225, 650kmh
 Hull: 3D+1

Description: She's big, awkward, and lousy in a fight, but the Infidel has been through a lot. With over 30 years of space travel, another 20 in lazy orbit around an obscure uncivilised planet, millions of light years, a few space battles, at least five owners, and more jury-rigged repairs and patched hull panels than you'd care to think about, the 'Fell Infidel' has survived it all.

DOCKING BAY: The Infidel turns a few heads in any spaceport due to her tiny rear docking bay- a rarity indeed in a ship so small. Only having enough room for two starfighter-scale ships, The docking bay can only be used for short periods (such as taking in/putting out shuttles) or the stressed atmoshiel generator will probably blow (and the engines and the hyperdrive and the life support and...). When not in use the docking bay is closed by a large blast door (capital scale STR 2D).

BRIDGE: The bridge contains enough room for four crew members, as well as providing readouts on all the ships systems. From here, the ships' turrets can be run on a computer- assisted gunnery program, but fire control is -2D.

Skill: Starship Gunnery
 Fire Control: 2D
 Space Range: 1-3/12/25
 Atmosphere Range: 100-300/1.2km/2.5km
 Damage: 4D
 Concussion Missles (16 Carried)
 Fire Arc: Front
 Skill: Missle Weapons
 Fire Control: 3D+2
 Space Range: 1/3/7
 Atmosphere Range: 100-500/1km/5km
 Damage: 9D
 Fire Arc: Front Skill:
 Starship Gunnery
 Fire Control: 2D
 Space Range: 1/3/7
 Atmosphere Range: 30-100/300/700m
 Damage: 9D

Shields: 1D

Sensors:

Passive: 10/0D
 Scan: 25/1D
 Search: 35/2D
 Focus: 2/3D

Weapons:

Four twin laser cannon (fire linked in groups of two)
 Fire Arc: Turret
 Crew: 1
 Scale: Starfighter
 Skill: Starship Gunnery
 Fire Control: 1D
 Space Range: 1-5/10/25
 Atmosphere Range: 100-500/1KM/2.5KM
 Damage: 3D+2

LOUNGE: The lounge has room for eight people. A small hololibrary is stored on the computer terminal, while a holochess generator is in the opposite corner. There are several jacks into feedback exercisers so that passengers may do electronic workouts to stay in shape.

CREW QUARTERS: Each cramped cabin has two bunks, a closet for clothing and two small compartments for personal belongings. The computer can be accessed from terminals in these rooms, but there is no holoprojector.

AIRLOCK: The outer door has a STR of 6D and the airlock can only be opened/ closed from the control panel just outside the entry hall. A closet by the control panel contains eight space suits with zero-G rocket packs.

ESCAPE PODS: Two pods, each capable of carrying four people. There is a week's worth of rations and water, a single survival shelter, four comlinks, four sets of survival clothing and flares. The escape pod has an on-board subspace transponder that broadcasts a distress signal when activated. There is a short range comm as well.

CARGO HOLD: The hold is little more than a small two-level warehouse. Each level's temperature and atmosphere is controlled from the bridge. Temporary self-sealing dividers (STR 4D) can be erected to separate each level into individual compartments.

TURRET CRAWLWAY: These crawlways wind through the maze of circuitry, bulkheads, power generators and other machinery in the interior of the Infidel. The crawlway to the top laser cannon is 2m long, the bottom one is 12m long since it must wind through the ship.

LASER CANNONS: These two emplacements are little use against large vessels, but can deter a lone starfighter or small ship. The gunnery cocoons are small and cramped with machinery and exposed wiring everywhere. A targeting computer takes up much of the interior space and it is a snug fit for a normal-sized human. There is an intercom jack for headsets so gunners can communicate with each other and the 'Fell Infidel's pilot.

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Seeker Scout

Craft: Phanziil LRS II

Type: Seeker long-range scout ship

Scale: Starfighter

Length: 15 meters

Crew: 2

Skill Codes:

Passengers: 2

Cargo capacity: 25 metric tons

Consumables: 4 months

Hyperdrive Multiplier: x3

Hyperdrive Backup: x9

Nav Computer: yes

Maneuverability: 1D

Capsule: A very old model of ship, only 235 were produced by the Phanziil Corporation of the Inner Rim. The last ship rolled off the line 432 years ago, and many still exist, preserved and upgraded as necessary. See BoSS for details. Cost is up the GM.

STATS: The Cordon Carrier (new Yaeger ship)

CORDON CARRIER

Craft: Guruk System Yards Cordon Class Carrier

Type: Combat Carrier

Scale: Capital

Length: 350 meters

Skill: Capital Ship Piloting

Cost: Not Available for sale

Crew: 2,200

Cost: Not available for sale

Passengers: 1,300 (fighter pilots and support crew)

Cargo Capacity: 5000 metric tons

Consumables: 2 Years

Hyperdrive Multiplier: x2

Hyper Backup: x12

Nav Computer: Yes

Maneuverability: 1D+1

Space: 5

Atmosphere: 280; 800 KPH

Hull: 4D

Shields: 3D

Sensors:

Passive: 100/0D

Scan: 200/1D

Search: 300/2D

Space: 4

Atmosphere:

Hull: 3D+2

Shields: 1D+1

Sensors:

Weapons:

Two laser cannons (fire linked)

Fire control: 0D

Damage: 5D

One tractor beam projector

Fire Control: 1D

Damage: ship held

Focus: 20/4D

Weapons:

8 Turbolaser Batteries

Scale: Capital

Fire Arc: 2 Each

Crew: 3

Skill: Capital Ship Gunnery

Fire Control:

Space Range: 3-15/36/75

Atmosphere Range: 60-30/72/150km

Damage: 5D

12 Double Laser Cannons

Scale: Starfighter

Fire Arc: 3 Each

Crew: 1

Skill: Capital Ship Gunnery

Fire Control: 3D

Space Range: 1-3/12/25

300m/1.2km/2.5km	Atmosphere Range: 100-	Crew: 2
	Damage: 3D	Skill: Capital Ship Gunnery
2 Tractor Beams	Scale: Capital	Fire Control: 4D
	Fire Arc: 1 Front, 1 Rear	Space Range: 1-5/15/30
		Atmosphere Range: 2-10/30/60km
		Damage: 5D

Fighters Complement: 2 Wings, Total 144 TIE

Moff Rulduk has realized that the Imperial Yaeger Authority has been suffering tremendously due to their ships inability to scramble fighters quickly enough to match Yaeger threats. Typically, Yaeger Hunters and other light craft would make fast strikes against Imperial craft, often taking out the docking bays before they were able to release any fighters, and then wreak havoc amongst the heavier craft.

The Cordon carrier is designed to keep the Yaeger from gaining that advantage. It is designed to mount the fighters on the outside of the hull, and it can release them in the space of seconds. They carry enough pilots to keep the TIEs constantly manned, and thusly have no need to have to hurry to launch the fighters. However, due to Imperial mentality, all the pilots change shifts at once, and the Yaeger have been known to launch attacks in the few minute long window of the changing of crews, making sure to keep the ships from broadcasting any information that might point to the reason for their weakness.

Guruk system yards has only produced ten of these craft, and three of them have been destroyed by Yaeger attacks. Due to the shipyard's limited capacity, no more Cordons are scheduled for construction, though other carrier models are being submitted to the yard's executive board.

CYCLONE CLASS CRUISER

Craft: Dromos Ltd.		Space Range: 1-3/12/25
Type: In system cruiser		Atmosphere Range: 100-300/1.2/2.5m
Scale: Capital		Damage: 6D
Length: 159 meters		15 Proton Torpedo Launchers
Skill: Capital Ship Piloting; Cyclone		Scale: Starfighter
Cost: 13 million credits		Fire Arc: 3 front, 2 rear
Crew: 415		Crew: 1
Passengers: 150		Skill: Starship Gunnery
Cargo Capacity: 700 metric tons, 450 cubic		Fire Control: 2D
meters.		Space Range: 1/3/7
		Atmosphere Range: 50-100/300/700m
Consumables: 4 Months		Damage: 9D
Hyperdrive Multiplier: x2		10 Extra Heavy Short Range Blaster Cannon
Hyper Backup: x12		Scale: Starfighter
Nav Computer: Yes		Fire Arc: 4 Front, 2 Right, 2 Left, 2
Maneuverability: 3D+1		
Space: 9	Rear	
Atmosphere: 420/1200		Crew: 1
Hull: 4D		Skill: Starship Gunnery
Shields: 3D		Fire Control: 2D
Sensors:		Space Range: 1/3/7
Passive: 50/2D		Atmosphere Range: 2-15m/25/40
Scan: 150/3D		Damage: 12D
Search: 200/5D		5 Tractor Beam Projectors:
Focus: 20/6D+1		Scale: Capital
Weapons:		Fire Arc: 1 Front, 2 Right, 2 Left
22 Quad Lasers		Crew: 2
Scale: Starfighter		Skill: Capital ship gunnery
Fire Arc: Turret		Fire Control: 4D
Crew: 1		Space Range: 1-5/15/30
Skill: Starship Gunnery		Atmosphere Range: 2-10/15/60km
Fire Control: 2D		Damage: 6D

After the release of the Marauder, Dromos Ltd. started bidding on New Republic military contracts. The Cyclone is the first cruiser they have produced specifically for the New Republic, and it looks to become a significant part of the New Republic's arsenal in the years to come. Termed a "Brown water" cruiser, the Cyclone is designed for in-system and high atmospheric combat, and is virtually useless in pitched deep space battles.

In form, the Cyclone is a sleek, long, ship, with a pair of supercharged capital ion engines at the rear, and another pair bulging out near midships. As many of the missions in the Cyclone's profile could best be accomplished by a ship capable of traversing asteroid fields, it has been equipped with a pair of weapon systems that allow it to do just that. Modeled after the Extra Heavy Cannons of the Shallitan clipper, the Cyclone's cannons can blow apart even the most dense asteroids. In addition, the tractor beams of the ship can be used both to immobilize opposing ships (a virtually guaranteed kill in an asteroid field), and, when the polarity is reversed, to shove asteroids out of the way. In addition, the particle shields of the Cyclone are nearly twice as powerful as normal, protecting them from the mini-asteroids that are often the most damaging factor of diffuse asteroid fields.

Because of it's mission profile, Cyclones are not really capable of spending long periods in space. A Cyclone requires refueling and resupplying quite often, and routine maintenance at least once a year.

Chapter 3: Droids

RIM SECURITIES B4 BODYGUARD DROID

Type: B4 Bodyguard Droid.

Move: 11

Height: 1.6m

Cost: 10,000

Availability: 2, F

DEXTERITY: 2D.

Blaster 5D, Dodge 5D, Running 3D.

KNOWLEDGE: 1D.

Streetwise 2D.

MECHANICAL: 1D.

PERCEPTION: 1D.

Search 2D.

STRENGTH: 2D.

TECHNICAL: 1D

The B4 is a variation on the K4 security droid. They have been designed to look similar (yet with obvious differences) to the Cybot Galactica 3P0 line of protocol droids because of the 3P0's general acceptance, so that it might dull the effects that a combat capable droid might have upon the public. Obvious differences include the macroscopic lenses projecting from its visual sensors, armour around the lower torso and the enhanced joints in the arms and legs.

These droids have been hard programmed to disenable them from attacking to kill unless they or the subject they are guarding has been attacked. A B4 may, however, attack to subdue whenever it deems necessary.

Imperial Troid.

This is a three-droid multi-purpose unit that looks like a round-ended black cylinder about 2m long. It separates into three: a security/suppression droid, a homing beacon/communication droid, and an astromech unit. The three-droid team can be put to such uses as being fired through a tube launcher onto a craft entering hyperspace, limited infiltration applications, etc.

All three droids have STR 2D.

Suppression unit

Blaster 4D+2 Blaster damage 4D+1

Astromech unit

Security 5D Computer prog/rep 4D

Veet (V2P4)

Custom Modified Astromech Droid.

Weight: 45kgs.

All stats 1D.

Skills:

Computer Programming and Repair: 7D

Starship Repair: 7D

Security : 6D+1

Equipped with:

Two treaded legs.

Two retractable arms (heavy grasper and fine work).

Fire extinguisher.

Small electric arc welder.

First Aid 2D.

Equipment:

Body armour (+2D all locations).

Two arms and two autobalance legs.

Broad Band antenna receiver/transmitter.

Two visual sensors with macroscopic focusing system.

(+2D search over long distances, treat long range as medium).

Two audial sensors.

Vocaluator speech/sound system.

Blaster Pistol (DL-18, Damage: 4D).

Magnetic leg holster (+2D Quickdraw, Magnetically locked strength: 4D so that others cannot access blaster).

Two magnetic attachments for power packs on other leg.

Holograph Projector.

Vocaluator speech/sound system with

Limited voice mimicry capability.

Protocol capability (200 common

languages).

Sonic amplifier.

Audio/video sensor.

Beam drill.

Rocket booster (1 charge).

Secret Compartment.

Smoke Maker. (2 charges).

Circumferal cutter.

TYPE I DROIDS: Physical sciences, mathematics and medical science applications

TYPE I: ASTROMECH DROID S2-158 NPC type

Industrial Automaton R2 astromech

Move: 5

Size: 1m

Cost:

DEX 1D

KNOW 1D

MECH 2D

Astrogation 5d; Star Fighter 3d; Space Trans 3D

PER 1D

STR 1D

TECH 2D

Comp Prog/Rep 4d, Starfighter 5d *

Equipped with:

3 wheeled legs

ret heavy grasper arm

ret fine grasper arm

ext 0.3m video sensor

small arc welder

circular saw

video display screen

holoprojector recorder unit

fire extinguisher

small 20cm x 8cm internal cargo area

other small tools

=====

TYPE I: MEDICAL DROID DF-104

Industrial Automaton MD-5

Move: 7

Size: 1.6m

Cost:

DEX 2D

KNOW 4D

Alien Species 5d, Humanoid Biology 5d, Mech 2D+2, Sensors

3d+2

PER 3D

Bargain 4d, Investigation 4d+1, Search 4d+1

STR 2D+1

TECH 3D

First Aid 6d, Medicine 8d

Equipped with:

computer interface tether

medical diagnostic comp

analytical comp

surgical attachments

hypodermic injectors

medicine dispensers

=====

TYPE I: INTERROGATOR DROID DF-103

Imperial IT-O Interrogator

Move: 3

Size: 1m

Cost: N/A

DEX 1D

Dodge 3d, Melee Com 3d, Melee: Int Tools 4d+1 Know

3d, Alien Species 4d, Humanoid Biology 5d, Intimidation 6d,

Int: Interrogation 7d

MECH 2D

Sensors 3d

PER 4D

Investigation 5d, Search 5d

STR 3D

TECH 2D

First Aid 5d, Medicine 5d, Security 4d

Equipped with:

repulsor move

visual/audio sensors□

vocabulator

laser scalper

hypodermic needles

power shears

grasping claw

=====

TYPE I: PILOT DROID RAS-118

Industrial Automaton V1 pilot droid

Move: 5

Size: 1m

Cost: 9.6

DEX 1D

KNOW 1D

MECH 1D

Astrogation 3d, Space Trans 5d

PER 1D

STR 2D

TECH 1D

Comp Prog/Rep 3d, Space Trans Rep 3d

Equipped with:

3 wheeled move

ret arm

visual sensor

starship interface jack

video display screen

memory for 3 jumps

=====

TYPE II DROIDS:

Environmental, engineering, and applied technical uses.

Section includes armed exploration and probe droids.

TYPE II: AGRODROID GG7-58

Industrial Automaton R4 Agro droid

Move: 5

Size: 1m

Cost: 750

DEX 1D

KNOW 1D

Business 2d, Bus:Agriculture 5d+1,Lang:Comp Lang 4d+2,

Lang:Droid Lang 4d

MECH 2D

Machinery Ops 5d+1, Repulsor Ops 3d+1

PER 2D

STR 2D

TECH 3D

Comp Prog/Rep 4d+2, Mach Rep 5d, Mach Rep:Vaporators

6d+2, Rep Rep 4d

Equipped With:

3 wheeled legs

video sensor

2 fine mani arms

arc welder

video display

acoustic signaller

=====

TYPE II: ARMORER DROID GG10-90

House Paramexor Squire Armorer

Move: 6

Size: 1.5

Cost: N/A

DEX 2D

KNOW 2D

Bureaucracy 2d+1, Law Enforcement 2d+2

MECH 2D

PER 2D

SEARCH 4D

STR 1D

TECH 3D

Armor Rep 5d+1, Blaster Rep 6d, Hover Rep 3d+1,Repulsor

Rep 3d+1

Equipped with:

humanoidish body

AA-12X verbobrain

comm-link with ships comp

repulsor move max 1m height

human range audio/video cap.

vocabulator

SPECIAL ABILITIES:

Weapons database

IMR repair module

=====

TYPE II: COURIER DROID S.NOVA-42

Industrial Automaton Courier

Move: 9

Size: 0.75

Cost:

DEX 1D

KNOW 2D

Languages 4d

MECH 1D

Comm 5d

PER 1D

STR 1D

TECH 3D

Comp Prog/Rep 5d, Droid Prog 5d

Equipped with:

fine grasping arm

ext video sensor

full range audio

broad band transceiver

holorecorder/projector

vocabulator

translang 2A comm module

I/O port

Ion surge shielding

repulsor move 4m max

SPECIAL ABILITIES

Remote programming□

Ion resistance

TYPE II: EXPLORER DROID S2-159 NPC type

Deep Space 9G explorer droid

Move: 10

Size: 1.3m

Cost:

DEX 1D

KNOW 1D

MECH 1D

PER 1D

SEARCH 4D

STR 1D

TECH 1D

Equipped with:

repulsor move 3m max

ret heavy grasper arm

holographic/audio recorder

long range sensor

movement sensor

atmosphere sensor

TYPE II: EXPLORER DROID RAS-117

LES Tech explorer droid

Move: 5

Size: 1.3m

Cost: 13 K

Used: 5500

DEX 1D

KNOW 1D

Plan Sys 4d+2, Survival 4d+2

MECH 1D

PER 1D

Search 4d+2

STR 5D

TECH 1D

Equipped with:

seismic sensors

movement sensors

electro mag sensors

vis sensors, IR

radiation sensors

hv grasper arm

fine mani arm

holocam

speciman hopper

treads

TYPE II: POWER DROID GG7-58

Veril line Systems EG-6

Move: 3

Size: 1.1m

Cost: 4000

DEX 1D

KNOW 2D

Lang:Droid Lang 4d

MECH 1D

Energize Power Cells 5d+2

PER 1D

Search 4d+2

STR 1D (3d armored)

TECH 3D

Cap Ship Rep 4d, Mach Rep 5d, Rep Rep 4d+1, Space Trans

Rep 4d, Starfighter Rep 4d+2, System Diagnosis 5d

Equipped with:

video sensor

bipedal move

ultra-fine manipulator (+1D tech skills)

systems diag sensors

acoustic signaller

armored housing +2D all locations

TYPE II: PROBE DROID DF-104

Arakyd Viper Probe Droid

Move: 12

Size: 1.5m

Cost: N/A

DEX 3D

Blaster 5d, Dodge 5d

KNOW 2D+2

Intimidation 7d+2, Planetary Sys 4d+2

MECH 3D

Astrogation 5d, Comm 6d, Sensors 6d, Space Trans:Hyperpod
5d

PER 3D

Con 4d, Hide 5d, Investigation 6d, Search 6d, Sneak 5d

STR 4D

TECH 2D+1

Equipped with:

multi-purpose appendages

repulsor move

investigation comp

recorders

broad-band antenna

blaster 4D+2 3-10/30/120

planetary sensors

pass 10/ 0D	focus 10/ 3D
scan 100/ 1D	HYPERDRIVE POD (see stats)
search 500/ 2D	
=====	
TYPE II: REPAIR DROID GG7-59	
Cybot Galactica WED15 Treadwell	
Move: 8	TECH 2D
Size: 1.6m	Comp Prog/Rep 4d+2, Mach Rep 6d, Rep Rep 4d, Space Trans
Cost: 650	Rep 4d+1, Starfighter Rep 5d+1
DEX 2D	Equipped with:
KNOW 1D	video sensor
Lang: Droid Lang 4d	dual-tread move
MECH 1D	fine mani arms
PER 3D	ext video sensor
SEARCH 3D+1	various tools
STR 1D	acoustic signaller
=====	
TYPE II: SCOUT DROID GG8-96	
Smitroo Industries Exploroer Mk. V	
Move: 7	Equipped with:
Size: 1.8m	humanoid body
Cost:	chest storage case
DEX 1D	internal analysis kit
KNOW 2D	long range sensor
MECH 2D	atmosphere sensor
PER 2D	SPECIAL ABILITIES
STR 3D	PC-class droid, add 10D for skills, rule 8.2 S2
TECH 2D	
=====	
TYPE II: SCOUT COMPANION DROID GG8-44	
Cybot Galactica F1 Explorer	
Move: 10	STR 1D
Size: 1m	Lifting 2d
Cost:	TECH 1D
DEX 2D	Security 2d
KNOW 1D	Equipped with:
Survival 4d	quadroped body
MECH 2D	grasper mouth
Comm 2d, Sensors 5d	audio/video/olfactory sensors
PER 1D	movement sensor
Hide 2d, Sneak 2d, Search 3d	comm-link to ship in tail
=====	
TYPE II: SCOUT COLLECTOR DROID AJ2-216	
Move: 7	Lifting 8d
Size: 2.5m	TECH 1D
Cost: N/A	Equipped with:
DEX 1D	repulsor floater
Melee Combat 3d+1	two grappling claws
KNOW 0D	shields
MECH 1D	flash-freeze unit
PER 1D	Special abilities:
Search 3d	Claw attack
STR 6D	Flash freexe
	Shields
=====	

TYPE II: SCOUT SURVEY DROID AJ2-213

Move: 12D

Size: 1m sphere, 2m spider

Cost: N/A

DEX 3

Stun Blaster 5d

KNOW 0D

MECH 3D

PER 1D

Search 5d

STR 2D

Climb/Jump 4d

TECH 1D

Medical Dissection 6d

Equipped with:

8 legs

photo-receptor eye

stun blaster 5D stun

Medical probe module

3 fine manipulators

Sensor pack

=====

TYPE III DROIDS: SOCIAL SCIENCE APPLICATIONS. SECTION INCLUDES
PROTOCOL AND ESPIONAGE DROIDS.

=====

TYPE III: BARTENDER DROID CS-129

Cybot Galactica MixRMastR robobartender

Move: 12

Size: 0.5m

Cost 1000

DEX 1D

KNOW 4D

Alien Spec: Favorite Drinks 6d, Alien Spec: Drink Mixology

7d

MECH 1D

PER 2D

STR 1D

TECH 1D

Equipped with:

chemical/liquor drum siphon

photoreceptor

audio receptor

2 fine mani arm

ret drink/credit tray

repulsor move

=====

TYPE III: ESPIONAGE DROID DF-100

MerenData Esp Droid as Protocol Droid

Move: 8

Size: 1.7m

Cost:

DEX 2D

Dodge 2d+2, Pick-Pocket 3d

KNOW 3D

Culture 4d, Languages 8d, Value 6d

MECH 2D+1

Comm 5d+1, Sensors 5d+1

PER 4D

Con 6d, Hide 6d+1, Inv 6d, Search 6d, Sneak 6D+1

STR 2D

TECH 3D

Comp Prog 5d, Security 6d

Equipped with:

humanoid body

info recording & coded retrieval/broadcasting system

vocabulator

broad band antenna

AA1 verbobrain processor

TranLang III comm/protocol module

Esp hard-wired module

=====

TYPE III: ESPIONAGE DROID WBC-94

Modified labor management droid

Move: 8Size: 1.6m

Cost: N/A

DEX 2D

Dodge 4d

KNOW 2D

Languages 5d, Plan Sys 4d, Value 4d

MECH 1D

PER 3D

Command:Labor Droids 6d, Hide 4d, Search 3D+1, Sneak 4d

STR 2D

TECH 2D

Comp Prog/Rep 5d, Droid Prog 5d+1, Droid Rep

5d+1,Security 6d

Equipped with:

humanoid body

vocabulator

broad band antenna

AA-1 verbobrain

TranLang III (7M available)

subspace transmitter core

=====

TYPE III: GENERAL PURPOSE DROID DF-102

Rebaxan Colmuni MSE-6 "mouse"

Move: 5

Size: 0.3m

Cost: Imp issue

DEX 2D

KNOW 1D

MECH 1D

PER 1D

STR 1D

TECH 1D

Equipped with:

photoreceptor

audio sensor

holocam

treads

retr heavy manipulator

retr fine mani

PROGRAMMED SKILL MODULE

=====

TYPE III: HOUSEKEEPING DROID DE-127

JV-Z1/D housekeeping droid

Move: 7

Size: 1.6m

DEX 1D

KNOW 2D

Accounting 7d, Burea 6d, Cultures 5d+2

MECH 1D

Household Appliance Ops 8d

PER 2D

Search 5d

STR 1D

Cleaning 7d, Lifting 5d

TECH 3D

Equipped with:

humanoid body

internal database

IR lintscope

vocabulator

=====

TYPE III: PROTOCOL DROID S2-159 NPC type

Cybot Galactica 3PO human-cyborg relations

Move: 8

Size: 1.7m

DEX 1D

KNOW 3D

Cultures 6d, Languages 10d **

MECH 1D

PER 1D□

STR 1D

TECH 1D

Equipped with:

humanoid body

human range sensors

vocabulator

broad band antenna

AA1 verbobrain

TranLang III (7M avai)

=====

TYPE III: SERVANT DROID RAS-121

Industrial Automaton SE-4

Move: 7

Size: 1.6m

Cost:1300u

DEX 2D

KNOW 2D

Culinary Arts 4d, Cultures 3d, Home Econ 4d, Languages 3D

MECH 2D

Communications 3d, Rep Ops 3d

PER 2D

Bargain 3d

STR 2D

Lifting 3d

TECH 2D

First Aid 3d

Equipped with:

humanoid body□

photo receptor

audio sensor

vocabulator

=====

TYPE III: TAXI CS-130

Go Corp/Utilitech metro cab landspeeder

Move: 105

Size: 6m l

Cost 15K
DEX 1D
KNOW 1D
Streetwise: Local Shortcuts 6d
MECH 1D
Repulsor: Landspeeder 6d
PER 1D
CON 5D
STR 3D (7D)
TECH 1D

Scale: Speeder
Equipped with:
armor plating +4D exterior and brain compartment
internal passenger compartment seats three
hv suspension repulsorlift motor
internal streetmap database
radio uplink to local transport network
credit operation box
vocabulator panel

=====

TYPE III: VALET DROID Abduct.-61

Cybot Galactica F7V Valet
Move: 8
Size: 1.6m
Cost:
DEX 2D
KNOW 2D
Alien Races 8d, Cultures 8d, Languages 10d, Plan Sys 6D
MECH 1D
PER 2D

STR 1D
TECH 1D
Equipped with:
humanoid body (3PO style)
broad band antenna
advanced vocabulator
TranLang II Comm module (3M available)

=====

TYPE III: VALET DROID CS-127

Cybot Galactica Sartorifex robo-valet
Move: 3
Size: 1.5m
Cost 5600
DEX 1D
KNOW 3D
Alien Spec:Native Garbs And Fabrics 6d, Cultures 5d,
Cultures:Fashion 7d
MECH 1D
PER 2D

Fashion Trends 4d
STR 1D
TECH 1D
Equipped with:
internal vibrosound dry-cleaning device
internal steam press
rethreading/reweaving micro mani
pair photoreceptors
galactic fashion database

=====

TYPE III: WORKER DRONE GG7-60

Roche J9 worker drone
Move: 10
Size: 1.9m
Cost:1100
DEX 2D
KNOW 4D
Alien Species 5d+1, Burea 5d+2, Languages 4D+1
MECH 1D
PER 3D
Bargain 4d+2, Sneak 4d
STR 2D

TECH 3D
SECURITY 5D+1
Equipped with:
video sensor
bipedal move
olfactory sensor
microwave sensor
vocabulator
TranLang II (1M lang avai)

=====

TYPE IV DROIDS: ARMED, HANDLE WITH EXTREME CAUTION AND ADEQUATE FIREPOWER. SECTION INCLUDES ALL MANNER OF ASSASSIN DROIDS BY OTHER NAMES.

=====

TYPE IV: ASSASSIN DROID GG10-73

Holowan Mechanicals IG-88
Move: 13
Size: 2m

Cost: 1 Of 5
DEX 4D

Blaster 7d, Dodge 6d, En. Weapons 5d+2 ,Flamethrower 5d,
 Grenade 6d, Miss. Weap 6d
 KNOW 2D+1
 Alien Species 5d+1, Intimidation 10d, Lang. 3d+1, Plan Sys.
 3d+1, Streetwise 4d, Survival 4d+1, Value 3d
 MECH 2D+2
 Astrogation 4d+2, Space Tran 5d+2 ,Star Guns 3d+2, Star Sh
 3d
 PER 3D+1
 Command 4d+1, Hide 3d+2, Search 7d, Search:Tracking
 10d+2, Sneak 4d+1
 STR 4D
 Lifting 6d

TECH 1D+2
 Comp Prog/Rep 3d+2, Demo 4d+2, Droid Pro 4D+2,
 Droid Rep 4d+2, Security 4d+2, Space Tran Rep 3D
 Equipped with:
 humanoid body
 broad-band antenna
 flamethrower
 long-range sensor
 movement sensor
 sonic stunner
 grenade launcher
 blaster rifle, carried

=====

TYPE IV: ASSASSIN DROID WBC-55

Uulshos Justice Droid

Move: 13
 Size: 2m
 Cost: N/A
 DEX
 Blaster 7d, Dodge 5d, Missile Weap 6d
 KNOW 1D
 MECH 1D
 PER 1D

Hide 7d, Search 7d, Sneak 7d
 STR 1D (4D+2 WITH ARMOR)
 TECH 2D
 Comp Prog/Rep 5d, Demo 6d, Droid Prog 5d, Droid Rep 5d
 Equipped with:
 armor +3D+2 all locations
 blaster rifle 6D 5-30/100/200
 conc missile launcher 7D 20-50/200/500

=====

TYPE IV: ASSASSIN DROID Contraband-54

LXC-3TF

Move: 13
 Size: 2.3m
 Cost: N/A
 DEX 3D+1
 Blaster 5d+1, Missile Weapons 5d
 KNOW 2D
 MECH 2D
 PER 3D+1

Search 5d+1
 STR 2D (6D ARMORED)
 TECH 2D
 Equipped with:
 body armor +4D all locations
 blaster 6D left arm
 mini proton torp launcher 9D A=3 right arm

=====

TYPE IV: DEMOLITION DROID GG7-60

Cybot Galactica LIN-type demolitions

Move: 3
 Size: 0.7
 Cost: 800
 DEX 1D
 Blaster Art. 4d
 KNOW 1D
 Lang 2d
 MECH 1D
 PER 3D
 Gambling 5d+1

STR 6D
 TECH 3D
 Demolitions 6d+1
 Equipped with:
 video sensor
 dual tread move
 fine mani arm
 acoustic signaller
 armoured housing +2D dome

=====

TYPE IV: GLADIATOR DROID CS-131

Arakyd Mk 10 Executioner

Move: 11
 Size: 2.4m
 Cost 35K

DEX 2D
 Archaic Guns 4d, Blaster 5d, Dodge 5d

Energy Weapons 3d+2, Flamethrower 5d, Melee Combat
6d+1, Missile Weap 5d+2
KNOW 1D
Alien Spec:Anatomy 4d, Intimidation 6d
MECH 1D
PER 1D
STR 4D (7D ***)
Brawling 7d
TECH 1D
Equipped with:
tread move
armor plating +3D except underside and ret arms

flechette cannister on ret arm 6D spread 5m pattern
0-5/10/15 use missile weap
neurotic wip on ret arm STR+3D use melee
flame projector 5D 0-3/5/10 on ret arm use flamethrower
vibrosaw blades on ret arm STR+2D damage each round
in contact use melee
blaster rifle 5D+2 0-5/20/50 on ret arm
missile launcher on ret arm 6D 0-5/15/30 use missile weap
force pike STR+2D melee on ret arm
sonic cannon 4D+2 use energy weap on ret arm 0-2/5/10
spiked club on ret arm STR+1D use melee
vibroaxe on ret arm STR+2D+1 use melee

=====

TYPE IV: GUARD DROID DF-101

Arakyd G-2RD
Move: 10
Size: 1.2m
Cost
DEX 3D
Blaster 5d, Dodge 4d, Melee 4d+1, Running 4d
KNOW 2D□
Bur 3d, Intimidation 4d, Inti:Interrogation 5d ,Languages 3d,
Law Enforcement 3d+2, Mech 2d, Repulsor Ops 4d, Sensors
5d
PER 4D
Command 5d, Inv 5d, Search 7d

STR 4D+1
TECH 2D
First Aid 3d, Security 5d
Equipped with:
repulsorlift move
vis/audio sensor
vocabulator speech sound
broad-band antenna
stun appendage 6D
blaster 5D 3-7/25/50
grasping claw

=====

TYPE IV: HUNTER-KILLER PROBOT DE-127

Arakyd Hunter killer probot
Space: 3
Size: 150m
Scale: CAP
DEX 3D
Dodge 5d
KNOW 2D+2
Burea 3d, Law Enforement: Imp Customs 6d,Mech 3d,Starship
Guns 5d, Star Shields 5d
PER 4D
Search 7d
STR 2D
TECH 2D+2
Equipped with:

shields 1D
hull 4D
tractor beam projector 5D Dam
2 quad blaster cannon turrets DAM 4d+1
2 Ion Cannon turrets DAM 8D 1-3/7/36
4 heavy grasping extensors
4 fine manipulator arms
advanced sensor array
passive 40/2D
scan 80/2D+2
search 100/3D+1
focus 5/4D+2
internal secure chamber 30m x 30m x 10m

=====

TYPE IV: SECURITY DROID S2-159 NPC type

Rim Securities K4 security droid
Move: 11
Size: 1.6m
DEX 3D
Blaster 7d, Dodge 8d, Running 4d
KNOW 1D
MECH 1D
PER 1D□

STR 1D (3D)
TECH 1D
Equipped with:
humanoid body
armor +2D all locations
internal blaster rifle 5D 5-30/100/200

TYPE IV: SECURITY DROID GG7-61

Arakyd BT-16 Perimeter security droid

Move: 14

Size: 2.3m

Cost: 3100

DEX 4D

Blaster 5d+1, Dodge 5d+1, Grenade 5d+1

KNOW 2D

Languages 3d+1, Law Enforcement 4d+2, Survival 3d+1

MECH 1D

PER 4D

Search 4d+1

STR 1D (3D)

Climb/Jump 2d+1, Swimming 2d+1

TECH 2D

Comp Prog/Rep 3d+2, Security 3d+1

Equipped with:

video sensor

six leg move

sensor package: motion, seismic

imperial comlink

vocabulator

TranLang I

armor +2D all locations

LR Blaster in turret 6D 2-10/25/50

=====
Type IV: SPD(Scanning Patrol Detail) LC-125

Industrial Automaton Hound-W2 SPD

Move: 7

Size: 0.4m

Cost: 3500

DEX 2D

KNOW 1D

MECH 1D

PER 5D

Search 6d, Search: Transmitting Devices 8d+2

STR 1D

TECH 1D

Equipped with:

comm/sensor array

4 retr arms, up to 15m

retr fine grasper arm

4 sensor modules, (+1D sea) IR, audio, laser scan, pulse scan

Probability projection computer

=====
TYPE IV: SURVEILLANCE DROID RAS-122

Cybot Galactica AC-1 "Spyeye" surv droid

Move: 10

Size: 0.2m

Cost 2600

DEX 2D

DODGE

KNOW 1D

MECH 1D

PER 3D

Search 6d, Sneak 4d

STR 1D+1

TECH 1D

Equipped with:

repulsor move

visual range holocam and transmitter

holoreceiver unit

joystick controller

=====
TYPE V DROIDS: MENIAL LABOR AND MAINTAINANCE APPLICATIONS.

LOWEST INTELLIGENCE REQUIREMENTS, BEST PLACE TO HIDE WHILE PLANTING BOMBS.

=====
TYPE V: GENERAL MAINTAINANCE DROID LC-126

Industrial Automaton MN-2D

Move: 7

Size: 1m

Cost: 800

DEX 1D

KNOW 1D

PER 1D

refuse coll scanning comp

STR 2D

TECH 2D

Equipped with:

refuse recycling unit

ext polishing arm

ext cleanser appl

=====
TYPE V: DECON DROID DF-100

Industrial Automaton Decon III

Move: 6

Size: 1.3

Cost:

DEX 2D

KNOW 1D
Decontamination Proc. 3d
MECH 1D+1
PER 2D
Search 3d, Search:Contaminants 5d
STR 2D
Lifting 2d+1

TECH 2D
Equipped with:
4-stage decon unit
Vis, IR, and analytical sensors
heavy scooper
treads
retr arm

=====

TYPE V: FREIGHT DRONE CS-126

Servo-droid DC5-1

Move: 6
Size: 2.8m
Cost 4500
DEX 2D
KNOW 1D
MECH 1D
PER 1D
STR 4D (5D)
Lifting 10d
TECH 1D
SECURITY 4D

Equipped with:
4 ext mani arms
treads move
pair lifting claws
cranial turret with sensors
remote directional transponder
armored chassis +1D
laser scanner
Special Ability:
cargo code database

=====

TYPE V: HARVESTER DROID CS-126

CSA harvester droid CD-2

Move: 14
Size: 15m
Cost
DEX 1D
KNOW 1D
45K
MECH 1D
Harvest Mach Ops 3d

PER 2D
STR 4D
TECH 1D
Equipped with:
remote interface control mechanism
tread move
limited optics
harvester blades 7D speeder

=====

TYPE V: MULE DROID GG8-45

PackTrak 41LT-R

Move: 7
Size: 1.5m
Cost
DEX 1D
KNOW 1D
MECH 3D
Repulsor Ops 4d+1
PER 3D
Search 3d+2

STR 6D
Lifting 7d
TECH 2D
Droid Prog 4d, Droid Rep 5d
Equipped with:
heavy lifting claw
2 cubic meter storage bay
repulsor move max 1m

=====

TYPE V: ROBO-HAULER CS-126

Cybot Galactics Big Haul

Move: 5
Size: 1.6m
Cost 1500
DEX
KNOW 1D
MECH 1D
PER 1D

STR 4D
Lifting 5d
TECH 1D
Equipped with:
remote programming receiver, tread move, 4 grapple arms,
cargo bed 2 ton cap

=====

TYPE V: WORKER DROID RAS-120

Acutronix B1 worker droid

Move: 6

Cost: 2,400

Size: 1.5m

DEX 1D

KNOW 1D ***

MECH 1D

PER 1D

STR 8D

Lifting 10d, Stamina 4d

TECH 1D

Equipped with:

suction/magnetic arms, ret 3rd leg, visual scanner

=====

The Force Source Book

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Note from Cegolis: I found this on AOL I forgot who sent it but thanks to them!

The following is an unofficial document, not approved by Lucasfilm Ltd. or West End Games.

List Of Powers

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Control Powers

The ability to control one's own inner Force. A Jedi with this skill learns mastery over the functions of his own body and harmony with nature. A character who learns control automatically learns three control Force powers.

Absorb/Dissipate Energy

Control Difficulty: Sunburn - Very Easy; intense sun - Easy; solar wind - Moderate; radiation storm - Difficult. Characters may use this power for energy attacks, such as blaster bolts and force lightning - the difficulty is Moderate plus the damage roll of the attack. The power may be kept "up" as long as the source of energy is constant - it may not be kept "up" for blaster bolts or Force lightning.

Effect: This power allows the Jedi to absorb or dissipate energy, including light, heat, radiation and blaster bolts. A successful control roll means that the energy is dissipated. If the user fails the roll, he takes full damage from the energy.

The character must activate the power in the same round to absorb the blaster bolt or Force lightning - the character must be able to roll the power before the attack lands. He can't use the power after the attack has hit.

Accelerate Healing

Control Difficulty: Easy for wounded characters, Moderate for incapacitated characters, Difficult for mortally wounded characters.

Time to use: One minute

Effect: If a Jedi uses this power successfully, He may make two natural healing rolls for the current day regardless of his injury. He gets a +2 modifier to his roll for both rolls.

Control Pain

Control Difficulty: Very Easy for wounded characters, Easy for incapacitated characters, Difficult for mortally wounded characters. The difficulty for stunned characters is Easy if the character has not fallen unconscious and Moderate if he has.

The power can be kept "up," so the character can ignore the pain of injuries for a long period of time. However, whenever the character is injured again, the Jedi must make a new control pain roll, with the difficulty being the new level of injury.

Effect: A wounded Jedi who controls pain can act as if he has not been wounded starting with the round after the power roll has been made. His wound is not healed, but the character doesn't suffer the penalties of being wounded: a wounded Jedi doesn't lose 1D from all actions; an incapacitated character can still act normally, as can a mortally wounded character. This power can also be used to shrug off any stun results.

However, the character is still injured, and thus prone to getting worse, even if the Jedi doesn't feel the pain. For example, a wounded character who is wounded again would still become incapacitated. Mortally wounded Jedi still have to make the same rolls as other mortally wounded characters.

Detoxify Poison

Control Difficulty: Very easy for a very mild poison (alcohol); Easy for a mild poison; Moderate for an average poison; Difficult for a virulent poison; Very Difficult to Heroic for a neurotoxin.

Time to use: Five minutes

Effect: This power allows a Jedi to detoxify or eject poisons that have entered his body. If the Jedi makes the power roll, the poison doesn't affect him.

Emptiness

Control Difficulty: Moderate

Note: Characters who are consumed by the Dark Side of the Force may not use this power.

Required Powers: Hibernation trance

Effect: The user empties his mind and allows the Force to flow through him. The character seems to be in a deep meditation, and a character experiencing emptiness is oblivious to his surroundings. A character in emptiness may not move or take any action except to try to disengage from the emptiness.

While in emptiness, a character is difficult to sense or affect with the Force. When another character attempts to use a Force power on a character in emptiness, add the meditating character's emptiness roll to the difficulty for the other character's sense or control rolls (this affects only the sense roll; if the power doesn't use the sense skill, then add the difficulty to the control roll). This difficulty is added regardless of whether or not the empty character would be willingly receive the power's effect.

Once the character comes out of emptiness, the character gets a +6 bonus modifier to all Force skill rolls for a period of time equal to the amount of time the character spent in emptiness. This bonus is reduced by 1 for each Dark Side Point that the character has.

When in emptiness, characters dehydrate and hunger normally - some initiates have died because they lacked enough control to bring themselves out of emptiness.

When a character enters into emptiness, the player must state for how long the character will be in meditation. A character must make a difficult control skill roll to bring himself out of emptiness; the character may attempt to come out of meditation under the following circumstances:

- * When the stated time has passed.
- * Once each hour beyond the original time limit.
- * The character's body takes any damage more serious than stun damage.

Enhanced Attribute

"And suddenly Luke was gone, a single leap taking him to the top of the X-wing ..."

Control Difficulty: Moderate

Effect: A Jedi uses this power to increase a single attribute for a limited amount of time. An increased attribute can help a Jedi jump higher, dodge quicker, see better, and run faster. All skills controlled by the enhanced attribute are increased by the appropriate amount for as long as the power is in effect.

An attribute increased by this power remains enhanced for the duration listed below. Duration and attribute increase is determined by how much a character's control skill roll beats the difficulty number. Duration can be extended through the use of character points - for every character point a Jedi spends after invoking this power, the duration is extended by one combat round. The points can be spent at any time before the power fades.

A Jedi can only increase one attribute at a time. If a character invokes the power to enhance a second attribute while the first attribute is still enhanced, then the first enhancement fades and the second attribute receives the benefit.

Skill roll Beats	Attribute
Difficulty By	IncreaseDuration
0-13	+1D 3 rounds
14-25	+2D 2 rounds
26+	+3D 1 round

Hibernation Trance

Control Difficulty: Difficult

This power may be kept "up."

Effect: Using this power causes a Jedi to fall into a deep trance, remarkably slowing all body functions. His heartbeat slows, his breathing drops to barely perceivable levels, and he falls unconscious.

Hibernation trance serves two purposes. It allows a Jedi to "play dead." It can also be used to survive when food or air supplies are low. Anyone who comes across a Jedi in hibernation trance assumes the Jedi is dead unless he makes a point of testing him. Another Jedi with the Life detection power and the sense skill will be able to detect the Force within the hibernating character and realize he is still alive.

A hibernating character uses about one tenth as much air as someone who is simply sleeping. He can hibernate for a week in a dry climate or for up to a month in a wet one before dying from lack of water.

A character can decide what stimuli will bring him out of the trance, or how long he will spend in the trance before coming out of it. The stimuli or length of time must be declared when the character enters the trance.

Instinctive Astrogation Control

Control Difficulty: Very Difficult. Modified by astrogation difficulty.

Time To Use: One minute

Effect: Instinctive Astrogation Control is far more difficult than the standard sense -based instinctive astrogation power because instead of trying to "feel" the correct solutions to the hyperspace equations, the Jedi calculates them in his head. This is quite possible, and is often done as a training exercise, but the figures generated are rarely utilized because it is so easy even for a Jedi to make a mistake.

The difficulty number is modified by how hard the task is with the nav computer:

Task is: Modifier (add to difficulty):

Very Easy	0
Easy	+5
Moderate	+10
Difficult	+15
Very Difficult	+20
Heroic	+30

If the control total is successful, a Very Easy astrogation roll is necessary to enter the correct routes into the nav computer. If the Jedi fails the attempt, he overlooks an obstacle, and sends the ship down an inherently dangerous path and thus instead of requiring a Very Easy astrogation total, the difficulty is automatically Very Difficult. If the control roll is missed by five or more points, increase the difficulty to Heroic.

This is a largely unknown application of the control power that allows Jedi to plot astrogation paths, instead of using the more well-known sense -based instinctive astrogation power. Instinctive astrogation control is little more than curiosity, studied only by a few theoretical Jedi, the most prominent of which in recent memory was Hart Daele. In fact, Daele wrote a doctoral thesis on the subject, proving that the high-order equations could be solved or under certain special case situations, approximated, using standard Jedi mediation techniques.

*** Rage ***

Control Difficulty: Difficult

Required Power: Hibernation trance

Warning: A Jedi who uses this power gains a Dark Side Point

Note: This power can only be used by characters who have been consumed by the Dark Side of the Force.

Effect: This power allows a character to feel the dread influence of the Dark Side. It functions as a counterpart to emptiness.

The character must tense herself completely, and allow the mindless rage of the Dark Side to possess her. When using this power, a character will appear lifeless. They are amplifying the negative aspects of their own personality, Leaving the face clenched in a rictus of horror and fear.

A character must determine how long she wishes to be in rage when she enters the trance. Barring an attack or the arrival of a specific person (as explained below), the Jedi will stay in the trance for the chosen duration. The Jedi must make a difficult control roll for every four hours in the trance or she will have to come out of the trance.

When the Jedi leaves this state, she gets a +10 modifier to all Force skill rolls for a period of time equal to the time spent in rage. The character takes on die of damage for every two hours they were in the trance after the bonus has subsided.

Like emptiness, this power makes characters oblivious to their surroundings; they cannot move. Unlike emptiness, however, characters in this state strongly exude the Dark Side. The internal focusing does provide some protection for the character against others using the Force on them. Add the rage control roll to the difficulty roll when another attempts to use a Force power on someone in rage.

Characters hunger and dehydrate twice as fast normally when using rage and are even more susceptible to damage (-1D to Strength to resist damage from physical and energy attacks while in this state). Characters who plan on an extended trance will need intravenous nourishment.

In rage, the character is less oblivious to her surroundings than a corresponding Jedi in emptiness. For example, any physical contact by a living being may revive them (the Jedi must make a Difficult control roll to cease the attack before the offending character has been killed). A character using rage can choose to anticipate the arrival of a foe. They must make a Difficult sense roll (modified by relationship) with the life sense power at the time they enter rage. This will allow them to instantly awaken (Easy control roll) if the expected person comes within five meters of the person in rage.

Example: While preparing to transfer his life to a new clone body, Palpatine expects an attack from Luke Skywalker. When he enters rage, he must also make a Difficult sense roll using the life sense power to anticipate Luke entering the Clone Chamber. The difficulty is 20, +7 for relationship (they are acquaintances) to equal 27, plus Palpatine suffers a penalty for having to make two skill uses in one round: the sense roll for life sense and the control roll for rage. Palpatine's roll is 44, so when Luke enters the chamber, Palpatine instantly wakes from his rage and confronts Luke...

This power may be used in a preparation ritual for the transfer life power. When a raged person uses transfer life, the original body is instantly and totally consumed by the Dark Side, often bursting into unholy blue flames. For every three points by which the control roll exceeded the rage difficulty, the body does 1D damage upon explosion (three meter blast radius).

Example: Palpatine, while confronting Luke in the Clone Chamber, has been in rage for three hours, gaining +10 to all is Force skills. Palpatine's difficulty roll was 20. He rolled a 35. He successfully uses the transfer life power and his old body explodes in a 5D damage burst of flame.

Reduce Injury

Control Difficulty: Moderate for incapacitated characters, Difficult for mortally wounded characters, Very Difficult for Dead Characters.

Required Powers: Control pain

Note: Spending Force points in this manner - not at the beginning of the round - is allowed. Also, it is not always a "selfish" act to save one's life, so the character might be able to get the Force point back. If the character was fighting to save his friends from certain doom - and if he falls, they certainly die - then this could even be considered a heroic action. It still involves great sacrifice.

Effect: By using this power, a Jedi may call upon the Force to reduce the amount of injury he suffers; this power is normally only used in desperation because of its long-term repercussions.

When the power is successfully used, The Jedi loses a Force point. Any injury that is suffered is reduced to a wounded. If the original injury would have killed the character, he must choose to suffer a permanent injury of some kind.

Example: Luke Skywalker and Darth Vader are fighting in the Emperor's chambers on the new Death Star. Luke batters down Vader's defenses and makes a killing strike - But Vader uses the reduce injury power and expends a Force point. He is now only wounded, but he loses his hand.

Remain Conscious

Control Difficulty: Easy for stunned characters, Moderate for incapacitated characters, Difficult for mortally wounded characters.

Required Powers: Control Pain

Effect: Remain conscious allows a Jedi to remain conscious even when he has suffered injuries which would knock him unconscious. In game terms, when a character with this power suffers this kind of injury, they lose all of their actions for the rest of the round, but they are still conscious (normal characters automatically pass out). On the next round, the character may attempt to activate the power - this must be the first action of that round; the Jedi cannot even dodge or parry.

If the roll is unsuccessful, the character passes out immediately. If the roll is successful, the Jedi can do any one other action that he has declared for that round - often the character will attempt control pain so that he will be able to remain conscious. After that other action has been completed, the Jedi will lapse into Unconsciousness, unless he has activated control pain or done something else that will keep the character conscious.

Resist Stun

Control Difficulty: Moderate

Time To Use: One Minute

This power may be kept "up."

Effect: Resist stun allows the Jedi to prepare his body to resist the effects of stun damage. The power must be activated before the character has suffered any damage.

A successful result allows the Jedi to resist all stun results except for unconscious and normal injuries. An unconscious result forces the Jedi to drop the power, and he is considered stunned. Normal injuries (wounded, incapacitated, mortally wounded and killed) are treated normally.

Short-Term Memory Enhancement

"Luke closed his eyes, reaching inward with the Force. Short-term memory enhancement was one of the Jedi skills he'd learned from Yoda. The pictures flowed swiftly backward in time: his walk to the medical wing, his conversation with Wedge, his hunt for a public comm desk ..."

Control Difficulty: Difficult

Required Powers: Hibernation trance

Effect: When a Jedi uses this power, he or she can replay recent events in order to more carefully examine images and peripheral occurrences. Using the power, a Jedi can freeze images and even scan memory tracks to recall details that were seen but did not register consciously at the time of observation.

In game terms, this power can be used to alert a Jedi to information, items, other characters, or anything else that passed before his or her senses within a specific span of time. In addition, if a gamemaster provided clues or leads to clues the players originally missed or ignored, this power can be used to recall them. When players get stuck on a puzzle or a mystery within an adventure, this power can alert them to possible solutions, if those solutions were observed earlier in the adventure.

How far back a Jedi can remember with this power is determined by the success of his control skill roll.

Skill Roll Beats Memory

Difficulty By Extends Back . . .

0-8 Through Current Episode

9-20 Through Last Episode

21+ Through Last two Episodes

Sense Powers

This skill teaches a Jedi to sense the Force in other things beyond his own body. The Jedi learns to feel the bonds that connect all living things, and gives him the ability to understand how all things are interconnected. A Jedi who learns sense automatically learns three sense Force powers.

Combat Sense

"Luke held his ground, feeling the Force flowing into him and out through his arms, evoking an odd sort of tunnel vision effect that turned mental spotlights on the attack itself and relative darkness on everything else ..."

Sense Difficulty: Moderate for one opponent, modified by +3 for every additional opponent a Jedi wants to defend against.

Required Powers: Danger Sense, Life Detection

Effect: Combat sense helps a Jedi focus on the battle at hand. Every thing else becomes dulled and muted as the Jedi's senses are all turned to the combat happening around him. All targets become mentally highlighted in the Jedi's mind, aiding him in attack and defense. In game terms, by focusing his attention on his opponents, a Jedi gains certain important advantages.

First, he gets to decide when he wants to act during a round -- no initiative rolls are needed while the power is in effect. If more than one Jedi is using this power, whichever Jedi rolled the highest when invoking the power gets to determine exactly when they are acting in the round.

Second, his attack and defense rolls are increased by +2D. Combat sense lasts for ten combat rounds and doesn't count as a "skill use" for determining die code penalties.

Danger Sense

"It came as a flicker of movement from one of the doorways, and an abrupt ripple in the Force. 'Duck!' Luke barked, igniting his lightsaber. With a snap-hiss the green-white blade appeared -- and moved almost of its own accord to neatly block the blaster bolt that shot toward them ..."

Sense Difficulty: Moderate or attacker's control roll.

Required Power: Life Detection

This Power can be kept "up."

Effect: Danger Sense allows a Jedi to extend his senses around himself like protective sensors, creating an early warning system for as long as the power is in effect.

When this power is used, the Jedi detects any attacks the round before they are made. This gives the Jedi a round to decide how to react to the danger.

In game terms, if any Character is going to attack the Jedi on the next round, they must declare their action the round before it happens. Characters who are going to attack the Jedi may roll their control skill to increase the difficulty of using the power.

Instinctive Astrogation

Sense Difficulty: Moderate, modified by difficulty of journey.

Required Power: Magnify Senses

Effect: This is the more well known ability of the Jedi to calculate astrogation routes without the use of a nav computer. The Jedi uses his sense skill to "feel" through the myriad hyperspace routes to determine the safest path.

The difficulty is modified by how dangerous the path is:

Task is: Modifier (add to difficulty):

Very Easy	0
Easy	0
Moderate	0
Difficult	+5
Very Difficult	+10
Heroic	+15

If the Jedi succeeds at charting the course, the Jedi needs only make an Easy astrogation total to plot a safe path. If the Jedi fails the roll, the astrogation difficulty is automatically Very Difficult; if the roll is missed by more than five points, increase the difficulty to Heroic.

Life Detection

Sense Difficulty: Very Easy if the subject Has Force Skills or is Force-sensitive; Moderate if not. Modified by relationship.

This power may be kept "up."

Effect: This power allows Jedi to detect live sentient beings who might otherwise remain hidden from their normal senses. When the power is activated, the Jedi knows the location of all sentients within 10 meters -- if the power is kept up, the Jedi may know whenever a sentient approaches within 10 meters of them or vice versa.

When a Jedi approaches or is approached by sentient creatures, make a sense roll for the Jedi and each creature make an opposed control or Perception roll to avoid detection. Both rolls are "free" actions and don't count as a power use. If the Jedi ties or rolls higher, he senses the creatures in question.

If the Jedi beats the target's roll by 10 or more points, the Jedi is aware if this person has force skills (yes or no), is Force-sensitive (yes or no) or if they have met the person before (yes or no), and if yes, what their identity is.

Example: Gerrick, Young Jedi, has his life detection power "up." Bill, the gamemaster knows that three Gamorreans approach him from behind. He tells Dave, Gerrick's player, that he senses three sentients approaching him from behind. Dave makes his roll to see if he can determine the creatures identities -- he doesn't beat the first Gamorrean, so Dave only knows the first creature is a sentient. Dave beats the second Gamorrean by 13 points, so Bill tells him that the creature is not Force-sensitive and doesn't have Force skills, and since he's never met the creature before, he doesn't know its identity, not even its species. Dave beats the third creature by 11 points, so Bill tells him that this creature is also not Force-sensitive and doesn't have Force skills. However, Bill decides that Gerrick has met the creature before, and tells him, "It's Draughckt, a Gamorrean you met a few years earlier on Seltos."

Life Sense

Sense Difficulty: Very Easy. Modified by proximity and relationship.

Required Ability: Life detection

This power may be kept "up" to track a target.

Effect: The user can sense the presence and identity of a specific person for whom he searches. The user can sense how badly wounded, diseased or otherwise physically disturbed the target is.

A target may use the control skill to hide his identity from the Jedi using life sense. The character's control skill is added to the sensor's difficulty.

Magnify Senses

Sense Difficulty: Very Easy. Modified by proximity.

Time To Use: Three rounds

Effect: This power allows a Jedi to increase the effectiveness of his normal senses to perceive things that otherwise would be impossible without artificial aids. He can hear noises beyond his normal hearing due to distance or softness -- he can't hear beyond normal frequencies. Likewise, he can see normally visible things over distances that would normally require the use of macrobinoculars, and identify scents and odors that are normally too faint for Human olfactory senses.

Receptive Telepathy

Sense Difficulty: Very Easy for friendly, non-resisting targets. If target resists, he makes a Perception or Control roll to determine the difficulty. Modified by the proximity and relationship.

Required Power: Life Sense

This power may be kept "up" if the target is willing and the proximity modifier doesn't increase.

Effect: If the Jedi makes the power roll, he can read the surface thoughts and emotions of the target. The Jedi "hears" what the target is thinking, but cannot probe for deeper information. When the Jedi uses the power on another player character, the gamemaster asks the player if he minds the power being used on his character; if the target is a gamemaster character, the gamemaster must determine for himself if the target is friendly or resistant.

If the skill roll is double the difficulty, the Jedi can sift through any memories up to 24 hours old. A Jedi cannot sift through memories in the same round that contact is made -- this process takes a full round.

A Jedi can read the minds of more than one person at a time, but each additional person counts as an additional action, with separate rolls and multiple skill use penalties.

This power may be used on creatures and other sentient species, although it cannot be used on Droids.

Sense Force

Sense Difficulty: Moderate for an area; Difficult for sensing details or specific objects within the area. Modified by proximity.

Effect: This power is used to sense the ambient Force within a place. It cannot be used to detect sentient beings, But there are many forms of life and many areas of the galaxy intertwined with the Force which can be sensed with this power.

Sense Force will tell a character the rough magnitude of the Force in an area or object, and whether the area or object tends toward the Dark Side or the Light.

Sense Path

Sense Difficulty: Moderate

Required Power: Emptiness, Hibernation Trance

This power may be kept "up."

Effect: This power tells a character what "path" he is on: whether his current actions are likely to lead him to the Dark Side, and whether any specified future actions are likely to do so (This power may be thought of as Farseeing without Control). Bear in mind that without Control, The Jedi has no control over whether he sees the past, present or a possible future. The visions he receives are more likely to be allegorical in nature; to receive specific details, the Farseeing power must be used.

When giving the results of this power, be honest but obscure: if the character has gained any Dark Side Points and is attempting to atone, this power will tell him how successful he is being within a game context.

The Jedi can choose to consciously use this power, or it can be a plot device. If the latter, add an appropriate point in the scenario, you may call for a roll on this power, and give the Jedi a vision if he succeeds. You may use this to tell the players how well they are doing, or to give them a premonition of doom just before a critical encounter in order to heighten the game atmosphere. You may use it to warn them (by showing them what will happen if they continue their current course), to encourage them (particularly if they have done the right thing, but because of the way the scenario has been written they seem to have failed), to give them hints, or to foreshadow later events.

A vision from the Force should never be taken lightly by the players. It should give them something to think about, along with the attendant chances for some good roleplaying. Bear in mind that different Jedi will tend to receive different renditions of the same scene, and consequently "tailor" the details you give to fit the character concerned. Instead, you might consider altering the way you describe the scenery; for the Dark Side, you might always describe rocky and barren terrain, with the cold wind blowing, or alternatively it might always be night for the dark visions, and daytime or dawn for the Light Side. You can present these images in as contrary a manner as you wish, provided that you are always consistent with descriptions.

Another thing to bear in mind is that it is never easy to tell which is the right course to take (although the path of Darkness may be clear enough, the path of Light is far more elusive). The Jedi must still be sure to follow the Jedi Code regardless of what his visions seem to be telling him, otherwise his own desires will encourage a less truthful vision and cause his downfall. And it is quite possible for a skilled Dark Jedi to "twist" the readings of this power to suit his own ends.

Example: A narration of a sense path vision. "You seem to be having some sort of strange vision. Mists swirl about you, and the scene is disorienting and unreal. You are walking across a featureless plain there is a sense of foreboding in the air. Then you see Boba Fett some way over to the right. He is walking straight towards you, at a measured pace, blaster carbine at the ready. The vision fades."

Example: Another narration. "You are scrambling through a rocky landscape at night. The only light is a feeble glow ahead of you, coming from behind the next outcrop. You are hurrying, trying to arrive in time to avert....something. When you pass the outcrop, the terrain falls away on all sides, and you find yourself on the edge of a gigantic precipice, like the inner rim of a volcano. Rock walls loom high on the opposite side of the pit. Standing, alone and vulnerable on a spike of rock scarcely half a meter wide at the tip is your

companion, tetsu. He is scared and crying. The column he is on is no where connected to the rim where you are standing; there is no way to reach him. Then a wind begins to howl up from below you."

Example: Another narration: "You are walking along a path; the path is straight and wide... and black as coal. On your left there is a second path just as broad, just as straight, and shining brilliant white. You become aware of a presence, walking along the second path, matching you pace for pace. Some way ahead, your paths cross, and the path that leads away from your meeting is twice as wide as your own... and of indeterminate color."

Alter Powers

A Jedi with alter learns how to change the distribution and nature of the Force. A Jedi with alter can move things with his mind, can help others control their own Force, or change the Force in their own bodies. The power can be used to change the perceptions of others and make them come to incorrect conclusions. A Jedi who learns alter automatically learns three alter Force powers.

* Injure/Kill *

Alter Difficulty: Target's Control or Perception roll.

Required Power: Life Sense

Warning: A character who uses this power receives a Dark Side Point.

Effect: An attacker must be touching the target to use this power. In combat, this means making a successful brawling attack in the same round that the power is to be used.

When the power is activated, the user makes one roll. If he rolls higher than the character's resisting Control or Perception total, figure damage as if the power roll was a damage total and the Control or Perception roll was a Strength roll to resist damage.

Telekinesis

Alter Difficulty: Very Easy for objects weighing on kilogram or less; Easy for objects weighing one to ten kilograms; Moderate for objects 11 to 100 kilograms; Difficult for 101 kilograms to one metric ton; Very Difficult for 1,001 kilograms to ten metric tons; Heroic for objects weighing 10,001 kilograms to 100 metric tons.

Objects may be moved at 10 meters per round; add +5 per additional 10 meters per round. The target must be in sight of the Jedi.

Increased difficulty if object isn't moving in simple, straight-line movement:

+1 to +5 for gentle turns

+6 to +10 for easy maneuvers

+11 to +25 or more for complex maneuvers, such as using a levitate lightsaber attack

Modified by proximity.

This power may be kept "up."

Effect: This power allows the Jedi to levitate and move objects with the power of his mind alone. If used successfully, the object moves as the Jedi desires.

A Jedi can levitate several objects simultaneously, but each additional object requires the Jedi to make a new power roll.

This power can be used to levitate oneself or others. It can be used as a primitive space drive in emergencies.

When used to levitate someone against their will, the target may resist by adding their Perception or Control roll to the difficulty number.

Levitated objects can be used to attack other characters, but this automatically gives the Jedi a Dark Side Point. Such objects do 1D damage if under a kilogram, 2D if one to ten kilograms, 4D if 11 to 100 kilograms, 3D Speeder-scale damage if 101 kilograms to one metric ton, 3D Starfighter-scale damage if one to ten metric tons and 5D Starfighter-scale damage if 11 to 100 metric tons.

Such attacks would require an additional control roll by the Jedi, which would be the hit roll against the target's dodge. If the character doesn't dodge the attack, the difficulty is Easy.

COMBINED FORCE POWERS

The following Force powers use a combination of the three Jedi skills. When such a power is used, calling upon each Force skill is a separate action. With these powers, the Jedi may roll each skill in consecutive rounds at no penalty, or may attempt to fully activate the power in one round, incurring normal multiple action penalties.

For example, a Jedi wants to activate Projective Telepathy, which requires both a control and sense roll. The Jedi may decide to use one skill per round, making the control roll in the first round and the sense roll in the second round, rolling his full dice for both actions.

However, if the situation is urgent, the Jedi may want to activate the power in one round - the character would suffer a -1D action to both rolls for doing more than one action in a round.

Control and Sense Powers

Farseeing

"I wouldn't trust Jedi Farseeing all that much if I were you," Mara retorted. The Emperor did a lot of that, too. It didn't help him much in the end..."

Control Difficulty: Very Easy. Modified by proximity. Add +5 to +20 to the difficulty if the character wishes to see the past. Add +10 to +30 or more if the character wishes to see into the future.

Sense Difficulty: Very Easy if the target is friendly and doesn't resist. If the target resists, make a control or perception total for the difficulty. Modified by relationship.

Required Power: Life Sense

Time To Use: At least one minute

Effect: The user sees the person or place he wishes to see in his mind as the situation currently exists. The power can also be used to see the past or the future. The Jedi also sees the immediate surroundings, and so can know, for example, when a friend is in danger, or what has happened to his home planet in his absence.

Farseeing requires calm conditions and at least one minute, but often takes a few minutes. Farseeing cannot be done in the face of danger. The Jedi's visions may not be entirely accurate.

Power roll > or = Past/

Sense	Difficulty	Present/Future
0-10	50%	10%
11-20	75%	25%
21-30	90%	50%
31+	100%	75%

The past and present are set and it is merely a matter of the Jedi Having correct perceptions. However, the future is always fluid, always in motion, never set until it becomes the present - therefore it is much harder to predict. The percentages on the chart are a rough measure of how correct information the character receives in their vision.

For example, 10% means that the character will only be able to make out the most basic details of a situation, such as "My friends are in danger." 25% means that the Jedi gets a somewhat accurate vision of what will transpire, but most major details will be missing from the vision. 50% means that the character's vision was about half right. 75% means that the character has an understanding of the critical happenings, but the character still has missed a major detail or two, which, of course, can complicate things. 90% means that the character has a very accurate and very detailed vision of what has or will transpired. 100% means that the character's vision is even more accurate and detailed, complete with minor, almost trivial details.

When a character farsees into the future, the gamemaster has to make an honest effort to correctly represent what will happen: if the characters get a 75% result, the gamemaster must try to predict what he thinks the characters will do and what the outcome will be. Of course, since the future is so fluid, things are always subject to change. Farseeing is a great mechanic for the gamemaster to reveal part of the story - enough to tantalize the players, without ruining the story.

Lightsaber Combat

Control Difficulty: Moderate

Sense Difficulty: Easy

This power may be kept "up."

Effect: To use a light saber most effectively, a Jedi learns this power. The Jedi uses this power both to wield this elegant but difficult-to-control weapon while also sensing his opponent's actions through his connection to the Force.

This power is called upon at the start of a battle and remains "up" until the Jedi is stunned or injured; a Jedi who has been injured or stunned may attempt to bring the power back "up."

If the Jedi is successful in using this power, the Jedi adds his sense dice to his lightsaber skill roll when trying to hit a target or parry, and he adds or subtracts up to the number of his control dice to the lightsaber's 5D damage when it hits in combat. Players must decide how many control dice they are adding or subtracting before they roll damage.

If the Jedi fails the power roll, he must use the lightsaber with only his lightsaber skill to hit and the weapon's normal damage in combat and he cannot attempt to use the power again for the duration of the combat.

Finally, the Jedi may use lightsaber combat to parry blaster bolts. To do this, the character must declare that he is parrying that round, using his lightsaber skill as normal.

The Jedi may also attempt to control where deflected blaster bolts go, although this counts as an additional action. The Jedi must declare which specific shot he is controlling. Then, once the roll is made to see if the blaster bolt was parried by the Jedi, the Jedi makes a control roll, with the difficulty being his new target's dodge or the range (figured from the Jedi to the target). The damage is that of the original blaster bolt.

Example: Gerrick is entering lightsaber combat, and has a lightsaber skill of 4D, a control of 3D and a sense of 2D+2. If Gerrick makes his Moderate control roll and his Easy sense roll, he gets to add his control to his lightsaber skill in combat, so he would fight and

parry with a skill of 7D. He would also add his sense to the lightsaber's normal damage of 5D, for a new damage of 7D+2. These bonuses are in effect until Gerrick drops the power or is stunned or is injured and forced to drop the power. However, since the power is "up," Gerrick subtracts -2D from all actions while using the power.

If Gerrick wants to deflect blaster bolts during a round, in the declaration phase he must say that he is lightsaber parrying and that he will attempt to deflect a specific shot back at someone standing only four meters away. The attacker is 20 meters away and using a blaster pistol (4D damage).

First, Dave, Gerrick's player must wait and see if his lightsaber parry was good enough to deflect the blaster bolt out of the way. If he does parry, Gerrick can now attempt to deflect the bolt. He must make an additional control roll, at -2D (because lightsaber combat is still up), but since his target is only four meters away, which is short range for blaster pistol, his difficulty is only a 6. Gerrick rolls his die - and gets a 6. He hits the target with the reflected blaster bolt, which does 4D damage (normal damage for the weapon).

Projective Telepathy

Control Difficulty: Very Easy. Increase difficulty by +5 to +10 if the Jedi cannot verbalize the thoughts he is transmitting (he is gagged, doesn't want to make a sound). Modified by proximity.

Sense Difficulty: Very Easy if the target is friendly and doesn't resist. If target resists, roll Perception or control roll to determine the difficulty. Modified by relationship.

Required Power: Receptive Telepathy

Effect: If the Jedi successfully projects his thoughts, the target "hears" His thoughts and "feels" his emotions. The target understands that the thoughts and feelings he is experiencing are not his own and that they belong to the user of the power. If the Jedi doesn't "verbally" identify himself, the target doesn't know who is projecting his thoughts to him. This power can only be used to communicate with others minds, not control them.

Control and Alter Powers

Accelerate Another's Healing

Control Difficulty: Very Easy. Modified by relationship.

Alter Difficulty: Very Easy.

Required Power: Control Another's Pain

Time To Use: One minute

Effect: The target is allowed to make extra healing rolls, as outlined in accelerate healing. The Jedi must be touching the character whenever he attempts a healing roll.

Control Another's Pain

"Laying his hand gently on the worst of the burns, Luke reached out with the Force, doing what he could to alleviate the other's pain ..."

Control Difficulty: Very Easy. Modified by proximity and relationship.

Alter Difficulty: Easy for wounded characters; Moderate for incapacitated characters; Difficult for mortally wounded characters

This power can be kept "up." If the power is dropped, the characters suffers pain and penalties normally

Required Power: Control pain

Effect: This power has the same effect on the target that Control pain does on its user.

A wounded character who has his pain controlled can act as if he has taken no wounds starting with the round after the power roll is made. The wounds are not healed, but the character suffers no pain from his injuries and doesn't suffer from the penalties of being wounded (-1D to all actions, for example).

However, the character is still injured and will suffer additional injuries normally. When a character who has had is pain controlled is injured again, a new power roll must be made at the higher difficulty to see if the pain can be controlled.

*** Feed On Dark Side ***

Control Difficulty: Moderate when activated; Very Easy for each round thereafter

Alter Difficulty: Moderate when raised; no roll for subsequent rounds.

Required Power: Sense Force

Warning: Any Jedi who activates this power automatically receives a Dark Side Point.

This power may be kept "up."

Effect: This power allows a Jedi to feed on the fear, hatred or other negative emotions of others to make himself more powerful. It does not matter to the Dark Side why the others are filled with dark emotion; the feelings alone suffice.

In game terms, in any round in which a character using this power is in the presence of a Light Side Force-sensitive who gains a Dark Side Point, the character gains a Dark Side Point and a Force Point. If multiple characters gain Dark Side Points in the same round, the character gains multiple Force Points. These Force Points must be spent within five minutes of being received.

This is a power that Dark Jedi use to gain power from anger and hatred they cause in their foes. For player characters who are quick to anger, it is impossible to die-roll their way out of this situation. The only way they can stop a Jedi from gaining extra Force Points from this power is not to give in to the Dark Side. This can be extremely difficult, particularly as there is nothing to stop the Dark Jedi from doing everything in his power to provoke these negative emotions. This might include deception, butchering innocents, taunts, insults, threats against the characters, their friends, families, home planet or base, and anything else that is likely to make them call on the Dark Side.

Players who are unable to think of a better way of defeating a Dark Jedi than by brute force are very likely to be destroyed if faced with this power. Avoid overuse of this power, as it can severely disrupt game balance if not used in moderation.

*** Force Lightning ***

Control Difficulty: Difficult. Modified by proximity, but limited to line of sight

Alter Difficulty: Perception or control roll of target.

Required Power: Absorb/dissipate Energy, Injure/kill, Inflict Pain

Warning: A Jedi who uses this power for any reason immediately gets a Dark Side Point.

Effect: This power is a corruption of the Force, harnessing pure hatred and evil from the user and the Dark Side. When used, it produces bolts of white or blue energy which fly from the user's fingertips, like sorceress lightning. These bolts tear through the target, causing intense pain and injury.

The user must make a control roll to summon the energy for these bolts. These lightning bolts cannot be parried or dodged. Once the lightning bolts are called forth, the victim's only hope is to roll higher with his Perception or control. If the victim does roll higher, the lightning bolts reach out towards the victim, but are deflected or go around. A Jedi armed with a lightsaber can use Lightsaber Combat power to block Force Lightning by rolling a higher control total, but Force Lightning cannot be deflected to other targets. This power can be dissipated with the Absorb/dissipate Energy power - the intended victim simply absorbs the bolts.

When someone uses Force Lightning, the damage is 1D for each 1D of alter the user has. The victim resists damage with their Strength; armor is useless against Force Lightning. Force Lightning courses over and into its target, convulsing him with pain, siphoning off his energies and eventually killing him. If this power stuns, wounds or causes any other injury to a character, he is so convulsed with pain that he is incapable of performing any actions for the rest of the round and the next round.

*** Inflict Pain ***

Control Difficulty: Very Easy. Modified by proximity

Alter Difficulty: Target's control or Perception roll. Modified by proximity.

Required Power: Control Pain, Life Sense

Warning: A character who uses this power immediately receives a Dark Side Point.

Effect: The target experiences great agony. The user causes damage by rolling their alter skill, while the target resists damage with their control, Perception or willpower. Damage is figured as if the attack was a stun attack, although if the target suffers any damage at all, they are so crippled by the pain that they are incapable of acting for the rest of the round and the next round.

Return Another To Consciousness

Control Difficulty: Easy. Modified by proximity. Modified by relationship.

Alter Difficulty: Easy for incapacitated characters; Difficult for mortally wounded characters.

Required Power: Remain Conscious

Effect: The target returns to consciousness. The target has the same restrictions as imposed by the remain conscious power.

Transfer Force

Control Difficulty: Easy. Modified by relationship. Modified by proximity.

Alter Difficulty: Moderate.

Required Power: Control Another's Pain

Time To Use: One minute

Effect: This power will save a mortally wounded character from dying because the Jedi is transferring his life force to the target. When a character has force transferred to him, he remains mortally wounded, but he will not die provided he isn't injured again. The character is in hibernation, and will stay alive in his state for up to six weeks. The Jedi must be touching the target character when the power is activated.

When this power is used, the user must spend a Force Point (this is the life force that is transferred to the target). This use is always considered heroic, so the character will get the Force Point back at the end of the adventure.

The recipient of this power must be willing.

Sense and Alter Powers

Dim Other's Senses

Sense Difficulty: Easy. Modified by Proximity

Alter Difficulty: Target's control or Perception roll.

The attribute and skills are reduced as long as the power is kept "up."

Effect: This power greatly reduces the Perception of the target character. If successful, reduce the character's Perception and all Perception skills, depending upon the result:

Alter roll \geq Control or Reduce

Perception roll by Perception

0-5 -1 pips

6-10 -2 pips

11-15 -1D

16-20 -2D

21+ -3D

The power may be used on more than one target at a time, with an increase of +3 to the sense difficulty for each additional target; the target with the highest control or Perception rolls for the entire group.

Control, Sense and Alter Powers

Affect Mind

"Clenching his teeth, Han raised his blaster. But even as he did so, his peripheral vision caught Luke's hand making some sort of gesture; and suddenly the Imperial spun around in the opposite direction, pointing his blaster rifle toward a patch of empty floor. 'He thinks he heard a noise,' Luke whispered, 'Let's go ...'"

Control Difficulty: Very Easy for perceptions: Easy for memories: Moderate for conclusions, Modified by proximity.

Sense Difficulty: The target's control or Perception roll.

Alter Difficulty: Very Easy for slight, momentary misperceptions, minor changes to distant memories, or if the character doesn't care one way or another. Easy for brief, visible phenomena, for memories less than a year old, or if the characters feel only minor emotion regarding the conclusion he is reaching. Moderate for short hallucinations, for memories less than a day old, or if the target has strict orders about the conclusion. Difficult for slight disguises to facial features, hallucinations which can be sensed with two senses (sight and sound, for example), for memories less than a minute old, or the matter involving the conclusion is very important to the target. Very Difficult for hallucinations which can be sensed by all five senses, if the memory change is a major one, or if the logic is absolutely clear and coming to the wrong conclusion is virtually impossible.

Effect: This power is used to alter a character's perception so that he senses an illusion or fails to see what the user of the power doesn't want him to see. This is used to permanently alter a character's memories so that he remembers things incorrectly or fails to remember something. This power can also be used to alter a character's conclusions so that he comes to an incorrect conclusion.

Before making skill rolls, the character must describe exactly the effect he is looking for. The power is normally used on one target; two or more targets can only be affected if the power is used two or more times.

A character believes he is affected by any successful illusions -- a character who thinks he is struck by an illusory object would feel the blow. If he thought he was injured, he would feel the pain, or if he thought he had been killed, he would go unconscious. However, the character suffers no true injury.

This power cannot affect Droids or recording devices.

"These are not the Droids you're looking for."

"These are not the Droids we're looking for."

-- Ben Kenobi and Imperial Stormtrooper

* Control Mind *

Control Difficulty: Easy for a Jedi who has turned to the Dark Side. Moderate for a Jedi who is on the Light Side.

Sense Difficulty: Target's Perception or Control roll. Modified by relationship.

Alter Difficulty: Variable, depending upon number of targets and whether the Jedi is of the Dark Side or Light Side. See chart below.

Modified by proximity.

Number of Targets:	Dark Side:	Light Side:
1	Very Easy	Moderate
2 Easy	Difficult	
3	Moderate	Very Difficult
4-5	Difficult	Heroic

6-8 Very Difficult ---
9-15 Heroic ---

Required Power: Receptive Telepathy, Telekinesis, Affect Mind

Warning: A Jedi who uses this power gains a Dark Side Point. A Jedi who has not turned to the Dark Side gains a Dark Side for each evil action he forces a person under his power to perform, but a Jedi who has turned to the Dark Side does not.

This power may be kept "up," but the Jedi must make a new power roll whenever he adds or switches targets.

Effect: The use of this power allows Jedi to take control of other people, turning them into puppets who must obey the Jedi will -- they must serve the Jedi like automations. This power may not be used on Droids or computers.

Controlled characters may attempt a new roll to escape versus the Jedi's sense roll whenever the Jedi adds new characters to his control.

*** Create Force Storms ***

"The ability to destroy a planet is insignificant compared to the power of the Force."

-- Darth Vader

Control Difficulty: Heroic

Sense Difficulty: Heroic

Alter Difficulty: Heroic. Modified by proximity. Modified by size of storm desired: +5 for 100 meters or less, +10 for 100 meters to one kilometer, +15 for a base of one kilometer, and +2 to difficulty for every kilometer diameter in size. Modified by damage: +5 per 1D of damage. Must make Heroic rolls each successive round to control the storm. Must make a Very Difficult roll to dissipate the storm.

Required Powers: Hibernation Trance, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Telekinesis, Farseeing, Projective Telepathy, Instinctive Astrogation, Rage

Warning: Force Storms are immensely destructive and violate the laws of nature. A Jedi using this power automatically gains a Dark Side Point.

Effect: This is perhaps the single most destructive Force power known. This power allows the Jedi to twist the space-time continuum to create vast storms of the Force. The power also allows limited control of these storms. Capable of creating annihilating vortices, the storms can swallow whole fleets of spaceships or tear the surfaces off worlds.

Use of this power requires the focusing of hate and anger to an almost palpable degree and there is considerable danger involved. Some are able to create Force storms, but fail at harnessing what they have foolishly unleashed. Often, those who fail to control the storm are themselves consumed and destroyed. If the user is destroyed, the storm dissipates within minutes.

When the Force user attempts to create a Force storm, the Jedi must determine the diameter and the amount of damage (the damage dice are capital scale). If the Jedi fails any of the rolls, the storm is summoned with the desired damage, but it attempts to consume the summoner. The summoner can attempt unusual maneuvers with the storm, such as to create a vortex to draw unwary victims to a specified point, at a +10 to difficulty.

*** Doppelganger ***

Control Difficulty: Very Difficult

Sense Difficulty: Very Difficult

Alter Difficulty: Heroic

Required Powers: Control Pain, Emptiness, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Telekinesis, Projective Telepathy, Control Another's Pain, Transfer Force, Affect Mind, Dim Other's Senses

This power must be kept "up."

Warning: A character who uses this power receives a Dark Side Point.

Time To Use: Five minutes

Effect: This power creates a doppelganger of the person using the power. The doppelganger is an illusion, but to those who interact with it, it will seem real. The user can sense all normal senses through the doppelganger, and the duplicate seems to have form and substance: the doppelganger registers as normal on all Droid audio and video sensors. Those who are with the doppelganger believe it to be a real person. The doppelganger acts with half the skill dice of the person using the power. The user must roll once every five minutes to maintain the doppelganger; if the Jedi stops using the power or the doppelganger is fatally injured, it simply fades away.

*** Drain Life Essence ***

Control Difficulty: Very difficult, inversely modified by relationship,. For example, using this power on a close relative would add +30 to the difficulty; using this power on complete strangers of other species would add nothing to the difficulty.

Sense Difficulty: Use the chart below:

Difficulty	Number of Victims
-Very Easy	1-5
Easy	6-50

Moderate	51-1000
Difficult	1001-50000
Very Difficult	50001-1 million
Heroic	1 million to 10 million

Alter Difficulty; Easy for willing, worshipful subjects. Difficult for ambivalent or apathetic individuals. Heroic for enemies., Add +10 to the difficulty if individuals are imbued with the Light Side of the Force.

Required Power: Control Pain, Hibernation Trance, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force, Telekinesis, Farseeing, Projective Telepathy, Control Another's Pain, Transfer Force, Affect Mind, Control Mind, Dim Other's Senses
This power may be kept "up."

Warning: Any Jedi who uses this power gains a Dark Side Point.

Effect: This power allows a Jedi to draw life energy from those around him and to channel the negative effects of the Dark Side into those victims.

All living things are a part of and contribute to the Force; even those with no awareness of the Force are affected by and are a part of it. Many beings go through their daily lives wasting much of their life energy. This power draws that life energy from beings, allowing a Jedi to use that energy to further his or her own ends.

In order to draw this energy, the Jedi must roll for this power once per day; This power is considered "up" at all times, and thus the Jedi suffers appropriate die penalties.

The amount of energy the Jedi draws depends on the number of individuals affected by the power and how long they have been drained.

For individuals who have been drained for less than one week or longer than one month:

1 to 5	One Force Point per week
6 to 50	One Force Point per five days
51 to 1,000	One Force Point per three days
1,001 to 50,000	One Force Point per two days
50,001 to 1 million	One Force Point per day
1 million to 10 million	One Force Point per 12 hours

For individuals who have been drained longer than one week and less than one month:

1-5	One Force Point per five days and +1D to all Force skills
6-50	One Force Point per three days and +2D to all Force skills
51-1000	One Force Point per two days and +3D to all Force skills
1001-50000	One Force Point per day and +3D+2 to all Force skills
50001-1 million	One Force Point per 12 hours and +4D to all Force skills
1 million to 10 million	One Force Point per 6 hours and +4D+2 to all Force skills

Enhanced Coordination

Control Difficulty: Moderate

Sense Difficulty: Difficult

Alter Difficulty: Variable, depending upon number of targets. Modified by proximity.

Number of individuals to be affected:Difficulty:

1	10,Very Easy
11	100,Easy
101	500,Moderate
501	5000 ,Difficult
5001	50000 , Very Difficult
51000	500000 ,Heroic

Required Power: Life Sense, Affect Mind

This power may be kept "up," but a new power roll must be made whenever the Jedi wishes to coordinate new troops or skills are to be changed.

Effect: The use of this power allows a Jedi to coordinate the activities of a group in order to increase the group's effectiveness at a given task. This power was often used by Emperor Palpatine to increase the fighting ability of his troops, mentally driving them on and supplementing their will to fight; Joruu C'boath currently uses the power to increase the abilities of Grand Admiral Thrawn's troops.

This power may only be used on targets who are in agreement with the intent Jedi (such as ,"to defeat the Rebellion"). It does not grant the Jedi mental control over the affected troops.

Instead, this power links all of the troops on a subconscious level, allowing them to fight more proficiently and with better organization. If the power is successfully called upon, the Jedi picks three specific Dexterity, Mechanical, or Strength skills. All troops receive a bonus of 1D for every 3D (rounded down) that they have in the given skills.

Example: Joruu is using enhanced coordination. -He picks capital ship gunnery, capital ship piloting and capital ship shields as three skills. If the troops have 2D+2 or less in the skill, they receive no bonus. If they have 3D to 5D+2 in the skill, they receive +1D to their skill while the power is in effect. If they have 6D to 8D+2 in the skill, they receive +2D to the skill while it is in effect.

Force Harmony

Control Difficulty: Difficult, modified by proximity

Sense Difficulty: Difficult, modified by relationship

Alter Difficulty: Moderate

Required Powers: Life Detection, Life Sense, Projective Telepathy, Receptive Telepathy

Effect: This allows several willing Jedi to manifest the power of the Light Side. As long as this power is held up, it bathes the users in the celestial illumination that is Light Side. It can act as a shield against the powers of the Dark Side, giving an extra 5D for each Force user involved to resist the effects of powers called upon the Dark Side servants. Note that +5D may appear to be an immense bonus, but since this power must be kept up, the Jedi calling upon the power is suffering a 2D penalty simply for calling upon this power. One can only link as many Force users as the initiator of the power has control or sense dice, whichever skill is lower. For example, if Leia used Force Harmony, since her control is 5D+1 and her sense is 4D+2, she would only be able to link a total of four people (including herself).

When acting as a shield against the Dark Side, if both the control and sense rolls exceed the success roll of the Dark Side power used (if the power requires multiple skill rolls, the highest roll), then the Dark Side power is interrupted. All "up" powers are interrupted as if the user were stunned. It does not cancel out the presence of the Dark Side, but can distract its servants and make their actions more difficult. Example: Leia and Luke Skywalker try to disrupt Palpatine's Force storm, which is destroying the Republic's fleet. Palpatine is in the room with them.

Luke and Leia and Leia's new child are related by blood and are all strong with the Force. Leia spends a Force Point and links Luke and the child with the Light Side; her control roll is 47 and her sense roll is 36. She successfully uses the Force Harmony power, giving everyone a +5D against the effects of any Dark Side powers.

If both of these rolls exceed Palpatine's highest skill roll when he summoned the Force storm, then Palpatine's control over the Force storm is severed.

*** Telekinetic Kill ***

"Mara glared at him and lashed out again, this time with the Force. Thrawn frowned slightly, fingers moving across his neck as if trying to brush an intangible cobweb. Mara leaned into her tenuous grip on his throat; and he brushed again at his neck before understanding came ..."

Control Difficulty: Easy. Modified by proximity

Sense Difficulty: Easy. Modified by proximity

Alter Difficulty: The target's control or Perception roll.

Required Powers: Control Pain, Inflict Pain, Injure/Kill, Life Sense

Warning: A character who uses this power automatically receives a Dark Side Point.

Effect: This power is used to telekinetically injure or kill a target. When the user makes his alter roll against the character's control or Perception total to determine damage. The exact method used to kill the target varies: collapse the trachea, stir the brain, squeeze the heart, or any number of other methods.

*** Transfer Life ***

Control Difficulty: Heroic, modified by relationship. If target is unwilling, increase difficulty by +15.

Sense Difficulty: Heroic, modified by proximity. If target is unwilling, increase difficulty by +15.

Alter Difficulty: Variable, depending on willingness and Force affinity.

Circumstances	Difficulty
-Specially Prepared Clone Host Body	Easy
-Recently Dead Body	Moderate
-Live Willing Host	Very Difficult
-Live Unwilling Host	Heroic

Those who are Force-sensitive may make an opposed Alter or Willpower roll, selecting either the roll or the difficulty, whichever is higher.

Required Powers: Absorb/Dissipate Energy, Accelerate Healing, Control Pain, Detoxify Poison, Emptiness, Hibernation Trance, Reduce Injury, Remain Conscious, Resist Stun, Life Detection, Life Sense, Magnify Senses, Receptive Telepathy, Sense Force,

Injure/Kill, Telekinesis, Farseeing, Projective Telepathy, Accelerate Another's Healing, Control Another's Pain, Feed On Dark Side, Inflict Pain, Return Another to Conscious, Transfer Force, Affect Mind, Control Mind, Dim Other's Senses

Warning: Any Jedi using this power receives two Dark Side Points. If attempting to possess an unwilling host, the Jedi receives four Dark Side Points.

Effect: This power allows the character to transfer his or her life energy into another body. The key to immortality itself, this is one of the most difficult and evil of all Dark Side powers. To overcome a spirit already residing in a body is nearly impossible. This is why the power is nearly useless without the ability to clone host bodies.

Though theoretically possible, it is not yet known what the effect on an unborn fetus would be. Fortunately, there is almost no history of this power being used successfully. It is believed that if the user's body perishes as an attempt fails, the user's life energy is lost, dispersed to the void.

This book may contain some grammatical errors and/or spelling errors. Should the reader find any errors or untrue statements, please let me (GreenBlade) know and I shall take care of the problems. Also, if at anytime this book contradicts, is unclear, or is inconsistent with the regular Star Wars Roleplaying books, then consult that particular book and take this one to be secondary (published Star Wars books take precedent).

Should any reader have other Force Powers that are not in this book, please let me (GreenBlade) know and I shall work on putting it in. Also if you have a Force Power that you have written or an idea for one, I would be happy to put it in my Force book.

Bottom line is that I will revise this Force Sourcebook from your feedback. did the text in Bookman, If you want it I will send you the font. Just Ask.

"" ... Remember the Force will be with you, always!!!"

An " * " means that the Force Power is a Dark Side Power.

The following materials were used for this book :

- Star Wars Roleplaying Player's Handbook
- Dark Force Rising Sourcebook
- Dark Empire Sourcebook
- Galaxy Guide 9 --Fragments from the Rim

Astrogration Control

Control Difficulty: Very Difficult. Modified by astrogration difficulty.

Time To Use: One minute

Effect: Instinctive Astrogration Control is far more difficult than the standard sense-based instinctive astrogration power because instead of trying to "feel" the correct solutions to the hyperspace equations, the Jedi calculates them.

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APPENDIX I: Additional Rules & Stuff

Lightsaber Types

NOTE: These lightsaber types are uncommon and should not freely be given to a character. They should be a prize at the end of a campaign or adventure and should be very difficult to obtain.

Lightsaber- the typical weapon of the Jedi.

It is Difficult to wield. Lightdagger-this is the weapon of a Sith assassin and the sign of a coward. The weapon is Moderate to strike with and Heroic to defend with. This is due to its small size. The weapons inability to be used defensively shows that its wielder is not looking for a fair fight. Its damage is usually between 2-4D+Control. It cannot be used to deflect blaster bolts. The blade is between 6 inches to a foot long and is set at one size. Light lance- the weapon of either a Jedi or Sith. This weapon usually means the person wielding it wants to do damage. This weapon is Difficult to strike with and Very Difficult to defend with. The handle of this weapon is typically a foot to two feet long. The blade is adjustable between 2-4 meters. The damage is between 6-10D+Control.

Other Misc Equipment:

Note: These items are rare and should only be given to a character as a prize!

Dueling Gloves: These gloves usually cover the forearm and hand. They add 3D to strength against energy and 1D against physical. Sometimes there is a lightdagger that is concealed in this glove that can be activated by bending the wrist downward. This can be used if the person's lightsaber is lost or damaged. It can also be used if the person is thought incapacitated and a back is turned to him (this would give a Jedi a darkside point).

Blocking Device: This device is usually hidden in the sleeve of the individuals robes and activates by tightening the arm or a wrist bending switch. This device uses a charged energy barrier to block incoming swings. It only lasts a few rounds before needing a recharge.

Additional Lightsaber Dueling Rules:

These rules are made to quicken the pace of lightsaber duels and add the flavor off action.

Movement:

In the movies when Luke and Darth fought they pushed each other back and forth and even over edges.

The way to simulate this is whenever the two duelers clash sabers (when one swings and the other blocks) make them roll strength to see who pushes the who back. The results are determined the same way damage is determined; the difference of the rolls. Here is a table determining how far someone was pushed.

0-5-pushed 1-2 meters back.

6-10-pushed half of the characters move back. Must make an Easy DEX roll to avoid falling over.

11-15-pushed half of the characters move back. Must make a Moderate DEX roll to avoid falling over.

16-20-pushed a half a move back the character must make a Difficult DEX roll to remain standing.

20+(this should rarely happen)-The is tumbles a full move back and must make a Moderated DEX roll not to be hurt by his saber and must make a Difficult STR roll to avoid losing grip of his weapon.

Combat Moves:

Block, Swing and Thrust are the three basic forms of attack and defense. All players start with these three moves. They may then choose three of the special moves listed below. A character may master one of these moves with every pip he gains in lightsaber. The moves a character has not mastered may be used by him, however he suffers a -3D penalty to his skill. The moves are categorized as a Block, Swing or Thrust. They are in the following format:

the name of the move, a short description of the move including how it affects the skills of the two fighting, and how much to add to the difficulty level of the weapon for using the move.

Gamemaster's Note: If the gamemaster wants; the characters may specialize under lighsaber in one of these moves.

NOTE: These can be used with Melee as well.

BLOCKS-

Name: Blind Block

Description: This allows a character to block an attack that he cannot see without a penalty to his skill. This includes any attack he cannot see. Whether because he has been blinded or the attack is from behind. Difficulty: +10 to the weapons difficulty.

Name: Parry

Description: This is more than just blocking the oncoming attack. This involves pushing your opponents weapon away from you. The person who's attack was parried must subtract 1D from his skill for one round after being blocked.

Difficulty: +0

Name: Smack

Description: This is a more violent form of parrying. It involves blocking with a full swing; pushing the other person's weapon off course subtracting 2D from his next maneuver. This is a difficult method of blocking.

Difficulty: +10

SWINGS-

Name: Smash

Description: Smashing the opponent is a downward swing. It involves jumping into the air and then swinging down with all of your might with your body weight coming down to increase your leverage. This move adds 3D to the characters STR roll when pushing the other player back. This move is a power move and is best used when the your opponent is weakening.

Difficulty: +5

Name: Spin Strike

Description: This move involves spinning your body for added strength and confusion to your enemy. This adds 1D to your STR roll when pushing, and the person defending must subtract 2D from their roll; this represents the fact that the person defending loses sight of the blade and has less time to react.

Difficulty: +5

Name: Blind Swing

Description: This is just the offensive version of the blind block. The character suffers no penalty for swinging at an unseen opponent.

Difficulty: +10

Name: Wild Swings

Description: This counts as a single move but involves several wild slashes at the opponent. This is usually used by someone who is losing or wants to end the duel quickly. Though it is aggressive it will not earn a Jedi a darkside point. The person using this maneuver must subtract 2D from his skill. The person defending subtracts 4D from his blocks. However the character who swung wildly must make a moderate stamina roll or is out of breath and can only defend for two rounds.

Difficulty: +5

Name: Enraged Swing

Description: This skill can only be used by a lightside character, and will earn that character a darkside point, two darkside points if the opponent is killed by the swing. This swing is the character submitting to anger of the darkside and drawing on it's strength. The character adds 4D to his skill, gets +2D to his strength for pushing. The person defending subtracts 2D from his defense.

Difficulty: +0

Name: Dislodge

Description: This is resolved like a normal swing only if the person fails his defense roll he is not injured but loses his weapon. The character must state whether he is trying to damage the weapon, this is significantly harder.

Difficulty: +5 to dislodge/+15 to damage weapon

Name: Purposeful Maime

Description: This is the best move to use in order to subdue your opponent without killing him. The classic move is to cut off the persons saber hand. However legs, feet and even ears have been cut-off in my gaming sessions.

Difficulty: +10

THRUST

Name: Blind Thrust

Description: There is no difference between this and the blind swing, but one of my players insisted the rules would be incomplete without it.

Difficulty: +10

Name: Charge

Description: The character must be at least one move away from his opponent. This is when a character levels his weapon at the enemy and runs towards him. The character adds 3D to his strength for pushing.

Difficulty: +5

Name: Feint

Description: This is a fake out. The character who is feinting (passes out HA! HA! Sorry.) rolls his perception against the other characters. If he wins the character suffers a -2D penalty to his actions for one round.

Difficulty: NA

Name: Riposte

Description: This is the thrusting version of the wild swings. It involves quick jabs at the opponent. The character utilizing this suffers a -1D penalty to his skill. The person blocking suffers a -3D penalty to his.

Difficulty: +5

Ad and Disads for SWRPG

Here is the Advantage/Disadvantage list I use in my campaign.

Standard disclaimer: This system is adapted (i.e. ripped off) from TSR's old Top Secret SI game with a little bit of Champions thrown in on the side. It is presented as is with no warranties expressed or implied. Please don't sue me if you don't like it.

I recommend that the GM pay attention to the selections players make, since this system has the potential for some abuse. One of my players created a beginning Twi'Lik with Con of 8D+1 who was routinely convincing Imperial Moff's to lend out Star Destroyers for weekend excursions.

I pretty much use the first edition rules in my game so this does not take into account many of the 2nd Edition's changes. There's no reason why these rules can't be used with 2nd Edition, but I have a feeling this stuff might not work too well in concert with the specialization rules.

Many of the Disadvantages have nothing written in the effect column. Some affect players' role-playing decisions (say, Vengeful), while others affect the difficulty number I assign to an action (a Lecherous PC trying to seduce someone). Don't force the Disads down PC's throats. Avoid this situation: GM: "Oops I'm sorry, Bob, your character has a Phobia of heights; you can't go out on the ledge." Bob: "But Roark will die if I don't!" GM: "...sorry." Roark: "Aaaaaaahhhh!" Also don't let players think that a disad precludes certain actions either. Facing one's fears can be appropriately heroic.

Here's a somewhat extreme example from my campaign. Outlaw/biologist Beowulf Thrustspere always leaves a single lobster claw (Ego Signature) behind at the scene of his attacks on Imperial bases. One adventure his player just plain forgot to do this. We talked about it and decided that because of this omission, the Traumatic Flashbacks of the death of family would worsen and he would have to drive himself even harder next adventure to make up for his failure. This single minded drive led to some rash decisions and the rather senseless death of his character.

During character creation, players may choose up to four points of advantages which MUST be balanced by an equal number disadvantages. If a player wishes she may choose to take more disadvantages than advantages without exceeding the maximum of four points of disadvantages. For every extra point of disadvantages a player has, she may take an extra 1D of skill dice in addition to the standard 7D. Standard limitations for the use of this die still apply (i.e. no more than 2D in any single skill).

Many advantages and disadvantages affect certain skill or attribute rolls. Many have a 1D bonus or penalty. For others, the bonus/penalty is determined by the number of points taken in the ad/disad. Generally, one point equals one pip of the die. For a few others, subtract 1 from the number of points before determining the bonus. The bonus/penalty for each ad/disad is noted in the effect column.

The cost in skill (or character) points to increase a skill which is affected by an advantage or a disadvantage is determined according to the net total of the dice. For example, Wedge has MEC 4D, Spatial Awareness 3 (+1D bonus to MEC skills), and 2D of skill adds in Piloting for grand total of 7D; in order to increase the skill to 7D+1, he must pay 7 skill points. Likewise, Han with the Bad Liar disad and PER 3D has Con 2D. He must spend only 2 skill points to increase that skill. However, when an ad or disad affects an attribute it does NOT raise all the skills derived from the attribute. For example, Logan has the Acute Smell advantage; PER rolls involving smell have a +1D bonus, but this bonus does not extend to other PER skills or the PER attribute in general.

Disadvantages may be bought off at the cost of 15 skill points per point of disadvantage. Without GM approval, Advantages are not for sale.

ADVANTAGES

Name	Points Effect	
Acting Ability	1,2,3	+1/Point charm skills
Acute Hearing	2	+1D PER, Search/Conceal, Sneak
Acute Smell	1	+1D PER
Acute Taste	1	+1D PER
Acute Touch	2	+1D PER, Pickpocket, Sleight of Hand, Lockpick
Acute Vision	2	+1D PER; +5 long range shots,+1D Search
Ambidexterity	2	no off hand penalty
Animal Friendship	1	+1D Animal Handling, Beast Riding
Artistic Ability	1	+1D Forgery
Athletic Ability	1,2,3	+1/Point STR skills (but NOT vs. damage)
Attractive Appearance	1,2,3	+1/Point Bargain, Con, Command, Seduction
Bilingual Background	2	+1D Alien Races, Cultures, Languages
Blandness	1	+1D Con, Stealth
Computer Aptitude	1,2,3	+1/Point Comp/Droid Prog. & Repair, Security Systems
Contacts	1,2,3	+1/Point Culture, Streetwise; contact owes character favors (1/Point)
Dual Identity	2	two sets of complete identification
Education	2,3,4	+1/(Point-1) KNO OR TEC skills
Eye-hand Coordination	2,3,4	+1/(Point-1) Weapon skills, Lockpick, Pickpocket, Zero-G, Starship Piloting, Gunnery and Vehicle Operation
Fearlessness	2	+1D Command, Con, Bargain, Seduction
Internal Compass	1	Easy PER roll to find direction
Language Ability	1	+1D Languages
Light Sleeper	2	roll Combat Surprise while sleeping
Mechanical Aptitude	1,2,3	+1/Point repair skills
Musical Ability	1	+1D musical skills
Natural Lie Detector	1,2,3	+1/Point Bargain, Con, Gambling
Natural Resistance: Cold	2	+1D STR, Stamina to Cold
Nat. Res.: Disease	2	+1D STR, Stamina to Disease
Nat. Res.: Electricity	2	+1D STR, Stamina to Electricity
Nat. Res.: Poison/Drugs		+1D STR, Stamina to Poison & Drugs

Nat. Res.: Radiation	2	+1D STR, Stamina to Radiation
Night Vision	2	no minus for partial dark, +1D Sneak
Obscure Knowledge	1	+1D in area
Observation	1,2,3	+1/Point PER skills
Photographic Memory	3	+7 on recall rolls
Presence	1,2,3	+1/Point Bargain, Command, Con, Bureaucracy, Seduction
Spatial Awareness	1,2,3	+1/Point MEC skills
6th Sense	1,2,3	+1/Point PER, Search/Conceal, Stealth, Surprise
Subculture & Jargon	1	+1D Streetwise, Cultures, Bureaucracy in chosen area of expertise
Toughness	1,2,3	+1/Point on STR rolls vs. Damage
Wealth	2,3,4	2: 10,000 creds; 3: 25,000 creds; 4: 50,000 creds

DISADVANTAGES

Name	Points Effect	
Addiction	1,3	1: common cigs, coffee; 3 addictive drugs or spice; increasing penalty for withdrawal
Albino	1	
Allergies	1,3	-1D STR skills for resistance
Bad Liar	2	-1D Bargain, Command, Con, Gambling
Clumsiness	1,2,3	-1/Point DEX skills
Color Blind	1	-1D Stealth, Search/Conceal
Cowardice	3	-1D Bargain, Command, Con, Seduction
Curiosity	2	
Deep Sleeper	2	will be perpetually attacked at night
Dependant	1,2,3 your dear old Aunt May who needs looking after	
Debt	1,2,3	1: 10,000 creds; 2: \$25,000; 3: \$50,000
Easily Intoxicated	1	-1D stamina when drinking
Ego Signature	2	
Gambling	2	
Greed	3	
Hatred of Authority	2	
Hearing Impairment	1,3	-1/Point PER, Stealth
Hunted	2,3,4	the higher the Points the greater the resources of the hunter
ID Trouble	3	PC has NO identification of any kind
Illiterate	2	-1D KNO skills
Imperial Record	1	wanted (but not specifically hunted) for a minor offense
Lecherous	2	
Lost Dependents	3	
Mood Swings	2	
Moral Qualms	2	code against killing, that sort of thing
Night Blindness	2	-1D vision based skills at night
Overweight	1,2,3	-1/Point STR skills
Paranoia	1,3	
Phobias	1,3	
Psychological LimitationI	2,3	catch all category
Religion	2	
Sexual Fetish	2	
Shortwinded	1,2,3	-1/Point STR damage rolls
Sociopathic	1,3	
Suscept. to Disease	2	-1D resistance
Traumatic Flashbacks	2,3	
Unattractive Appearance	1,2,3	-1/Point Bargain, Command, Con, Seduction
Uncouth	2	-1D Bargain, Command, Con
Unmistakable Feature/s	1	scars, tattoos, etc
Vision Impairment	1,2,4	1: requires corrective lenses; 2: partial, -1D ranged weapons, search ; 4: total blindness, no vision skills
Vengeful	2	

A Critical Table

Here is a critical table that I devised because I got bored of just telling my players that they were killed or seriously wounded.

Modified Combat Table

Stun (takes effect immediately)

- | | |
|-----|---|
| 1 | Blast has no effect |
| 2-3 | Blast grazes you (+5 to next initiative) |
| 4 | Blast smashes you in your chest (-1d6 to all rolls for this and next round) |
| 5-6 | Blast knocks you back (-1d6 to next initiative) |

Wounded (lasts until healed)

- | | |
|-----|---|
| 1-2 | The blast rips your arm (-1d6 to arm dexterity checks) |
| 3 | Blast burns into your chest (-1d6 to all rolls) |
| 4-5 | Blast sends you flying back (-2d6 to initiative for 2 rounds) |
| 6 | Blast rips through your leg (-1/2 to your movement) |

Incapacitated

- | | |
|-----|---|
| 1 | Blast shreds your groin (character cannot move 15% chance of paralysis) |
| 2-3 | Blast tears through your arm (-2d6 to dexterity skills) |
| 4 | Blast pierces your chest (character falls prone for 2d6 rounds) |
| 5-6 | blast grazes temple (-3d6 to next initiative) |

Mortally Wounded

- | | |
|-----|---|
| 1-2 | Blast severs a limb (roll body die) |
| 3 | Blast travels through your chest (character dies in 2d6 rounds without first aid) |
| 4-5 | Blast hits face and causes blindness |
| 6 | 15% chance of a nasty critical |

Nasty Criticals

- | | |
|-------|---|
| 01 | Top of head blown off, ooze leaks out (instant death) |
| 02-10 | Knee shattered (-1d6 till it is healed) |
| 11-15 | Heart blown apart (death in 1d6 rounds) |
| 16-18 | Spinal cord cleanly separated (instant death) |
| 19-25 | Groin removed (-1d6 to dexterity permanently) |
| 26-37 | Ribs (you got lucky, -1d6 till healed) |
| 38-40 | Lung punctured, asphyxiation from drowning in blood (death) |
| 41-49 | Jaw shattered (serious pain but can heal) |
| 50 | Face partially removed (character can be saved) |
| 51-65 | Temple (lose consciousness for 1d6 rounds) |
| 66-68 | Forehead (-1d6 to mental attributes until recovery) |
| 69-74 | Larynx (cannot speak for 1 month) |
| 75-86 | Stomach ruptured (die from poison in 3d6 rounds) |
| 87-91 | Lower Spine (10% chance of permanent paralyzation) |
| 92-94 | Multiple organs struck, internals reduced to jelly (death) |
| 95-99 | Collar bone broken (50% chance of paralyzation) |
| 00 | Enters eye and exits back of skull (death) |

Slang and Star Wars Jargon

- #Chicken Alarm: A hazard assessment: 13 is a Death Star sighting, 8 is a fleet arriving in system, 5 is a solitary Star Destroyer, 3 is a ground army, 2 is a small fleet, 1 is any other sizable operation
- #G's (7G's, 14G's): Number of hostile aliens
- 23er: Alliance Intel agent who has made 20 field assignments and been retired; a competent Special Ops agent

- ABH: Average Bounty Hunter, or rather, above-average Bounty Hunter
- Accountant: Someone who insists on telling you the odds
- Alarm Clock: Satchel Charge (see wake-up call)
- Alphabet Soup: Mixed Alliance Starfighter Assault Group
- Al's Hydrospanner Corporation(Alco): Alliance High Command, slang (see hydrospanner)
- Amateurs: Mission Group
- Acquisition Run: Any combat operation presenting opportunities for large-scale theft

- Bacta-boy: I.T.D. without armor (see I.T.D.)
- Backup: Alphabet Soup
- Bait: bait
- Bait: Mon Calamari cuisine
- Bait: Tweety whose friends are on R & R (see Tweety, R&R)
- Barmaid: Female Alliance Special Ops Commando
- Bantha Pudu: self-explanatory, slang
- Battery: A lot of chickens huddled together, enough to make even a Special Op slightly nervous
- BBH: Boring Bounty Hunter, the common run of target practice
- Bear: Balinaka
- Bee: Small insect with irritating but nonlethal sting
- Bee: Imperial T.I.E. fighter
- Bee-hive: Imperial T.I.E. base or carrier
- Beer: Recovered Orphan (see cooler, freezer; where the beerz is kept)
- BH: Bounty Hunter
- Birdwatcher: ISB agent, from "Imperial Sunbathers and Birdwatchers"(Special Ops crew tend to have a low opinion of the ISB)
- Black: Any large denomination (1000+) that is probably "blackmarked" and traceable
- B.M.R.(Blind Man's Run): Mission for amateurs and greenhorns chicken rating 3 or less
- Bonehead: Bonehead
- Bonehead: Givin
- Boring: Either "extremely dangerous" or "no threat at all" or possibly both at the same time. Only Special Ops know how this one works
- Boys in White: Stormtrooper
- Brass Mine: a Special Operative
- Bright-eyes: Jawa
- Buffy(also Biff): Young bored aristocrat, the prototype bottomless credstick with a whine
- BUG (Big Ugly Guy): any hostile alien
- BUGspray: Repeat Blaster Cannon
- Bursting:Physical:Dealing with a large predator by waiting until it opens its mouth and then feeding it a live grenade or thermal detonator. Conceptual:Entering a known enemy trap with much more firepower than the trap can handle, or using an enemy's offensive action as an opportunity to do him harm
- Can Opener: Jawa Bounty Hunter (singular)
- Can Opener: Demp Gun
- Can Opener: U.C.T.
- Can't: Tank (deliberate misspelling)
- Carbonite: Really big oops
- Carpet: Less Boring Fuzzball (see Fuzzball)
- Carrot: Heavy Blaster Pistol (what's a gun bunny without a carrot?)
- Cat: Orryxian (Not that any Orryxian would appreciate this)
- Catnot: (Contraction of "Categorically Not") Refers to Kashyyyk, the Wookiee homeworld
- CB: Cybernetic Bronchitis, Nickname for Darth Vader
- Chicken: Any imperial operation or personnel
- Chicken Ranch: Imperial Training Facility (where they grow chickens)
- Chorus Girl: Imperial AT-ST Walker
- Chorus Line: Incoming Imperial Mechanized Assault Force chicken rating 5 or better
- Cobble: v.: to sabotage anything (from the French word Sabot)
- Cobbler: n.: Special Ops commando (slang)
- Cockroach(v.): escaping an imperial facility via airducts or other crawlspace (see Roach Motel)
- Cockroach(n.): coward; anyone needing to cockroach
- Cockroach(n.): Verpine
- Cooler: A safe house
- Coop: A lot of chickens huddled together
- Cross-Dressing: Posing as an imperial agent
- C.R.: Chicken Rating (abbreviated)
- Cuddly: Incredibly dangerous
- Cute: Extremely dangerous
- Defenestrate: Throw person out of window
- Delimit: A wookiee attacking in HTH combat. Any HTH attack by a very strong opponent. Believed to be a corruption of "De-limb it"
- D.G.(Do-Gooder): any force-sensitive character
- Difficult: Easy
- Dobbin: Imperial AT-AT Walker
- Dog-leg: Programming that left turn into the Astrogation computer, preventing imperial pursuit
- Doesn't: a Wookiee
- Don't:Plural: several wookies
- Drink Vouchers: Money
- Duck: Any undercover Imperial operative that is trying not to look like an undercover Imperial operative
- Duck Season: Open season on ducks
- Dumb Orphan: Orphan with valuable information
- Dust Bunny: Retired Special Ops trooper (either of them)
- Easy: Difficult
- Easy Easy: Easy
- Elmer: Any Imperial Operative trying to look like an Imperial Operative (see Duck)
- Energizer Bunny: A highly respected Wabbit
- Entertainment: Combat
- ETLA: Extended Three Letter Acronym, a four letter acronym (see TLA)
- Fair Fight: Any fight a Special Ops team wins
- Fancy (adj): An explosion. Fancy TIE, an exploding TIE fighter.
- Fascinating: Extremely interesting (see interesting)
- Fatigue Scanning: Looking for the weak spots in a system or organization
- F.D.T.: (Flying Death Trap) STOCK Light Freighter
- Fear Gland: Self preservation instinct, generally a bad thing among Special ops crew
- Fearless Leader: The idiot responsible for us being here in the first place ("Okay, fearless leader, now what?")
- Firework: Anything containing a reasonably large fusion reactor. Also, the effects of a thermal detonator
- Fish: Fish
- Fish: Mon Calamari (or other aquatic species)
- Fish: Trouble (depends on context)
- Fox: verb: to raid a hen house (see hen house)
- Fox: noun: anyone who has successfully pulled a fox
- Frac: Fraction of a credit, particularly any non-imperial currency unit
- Fracs'nBlacks: Large quantity of money in all denominations
- Frag: Fragmentation Grenade
- Freezer: a hide-out
- Fuzzball: Any fur-covered species, derisive
- Gander: Grenade
- Garbage: Any pre-plotted hyperspace jump
- Garbage Can: Any R2 series droid
- Garbage Disposal: secret storage compartment on an R2 droid
- Gargoyle(n.): Bartender

- Gargoyle(v.): To stand very still, usually while attempting a Jawa (see Jawa)
- Gark: Any flying species
- G.B.(Gun Bunny): A heavily-armed Wabbit (see Wabbit)
- G.B.(Gun Bunny): A cargo skiff of some sort, with after-factory vehicle blasters and heavy weapons added
- GBH: Gross Bounty Hunter, ie Boba Fett, Zardra, Dengar, IG-88, etc
- Gold-mine: A target with absolutely no value whatsoever
- Gnu: gun
- Goose(n.): High-Ranking Duck (ie "just a duck, just a duck, ooh, goose!")
- Goose(v.): Causing a duck to jump from cover suddenly
- Goose(v.): Attempting to engage in light entertainment with a barmaid (see entertainment, sometimes; also see Barmaid)
- Grease: Funding for bribes
- Grease the Servos: Funding for bribes
- Greenhorn: A new Rebel soldier who's way too eager for combat
- Greenie: Rodian
- Gray Man: Imperial Intelligence Agent
- Gronk: Any species capable or generating a loud cry/alarm as in "Gronk!!!!!"
- Gruff: Any canine-appearing species
- G.S.(Groundshaker): Imperial AT-AT Walker
- G.U.B.: Great Uncle Boba, refers to Boba Fett
- Hammerheads: Ithorians
- H.B.W.T. (Have Blaster, Will Travel): Special Ops Motto
- Headhunting: Physically locating an enemy's "head" or main nerve center with a view to destroying it
- Headshot: Any single operation that renders the rest of an enemy's operations useless
- Hen House: Imperial Recreational Facility, fully stocked
- Hero: Less Boring Spook or Imperial (see less boring)
- Hijack: Con, bribe, trick, or otherwise persuade a complete stranger to render assistance in some task
- Hitching a Ride: Using someone else's intelligence network or facilities, usually without their knowledge or permission
- Hornet: T.I.E. interceptor (see Bee)
- H.S.C. (Home Shopping Club): Imperial Supply Depot
- H.S.S. (High Speed Surgery): Disabling an armored vehicle or starship by cutting a hole in its hull an injecting a grenade or thermal detonator into the gap
- Hundred Club: Those individuals whose bounties exceed one hundred thousand credits and are still at large
- Hydrosponder: Hydrosponder
- Hydrosponder: Any illegal or restricted goods
- I.I.G.: Inherited Imperial Goods ("we inherited them, honest!")
- Imperial Flush: Kidnapping a particular flock of Geese (1 Admiral, 1 General, 1 Colonel, 1 Commander, and 1 Major)
- Inescapable: A Very Fascinating Situation
- Inkspot: Defel, derisive
- In-patient: Incapacitated/Stunned Stormtrooper
- Interesting: Very dangerous
- "I see": "WHAT?????" □
- I.T.D. (Imperial Target Decoy): Any person who can't, or won't, dodge in a firefight
- Invite: Explosive ordinance
- Jack: Anyone. As in "Hi, Jack" said to a complete stranger
- Jackpot: A room full of people you don't know (see Jack)
- Jawa(v.): Failing to file proper requisition forms for any piece of equipment
- Killer Bee: T.I.E. Bomber (see Bee)
- K.P.S. (Kicking the Paladin in the Shins): Distracting a Paladin from impending and unnecessarily gratuitous violence or theft (see Paladin)
- K.T.S. (Kicking the Thief in the Shins): Distracting a thief from an opportunity for impending and unnecessarily gratuitous violence or theft (see Thief)
- K.S.A.: Kinky Silver Armor. Imperial Radtrooper
- Lateral: Sidethinking
- Leech: Spook with good acquisition skills
- Less Boring: Dead (see Boring)
- Lightly Tronned: a tron where the vehicle crew survives (see tron)
- Livestock: Assorted weapons, explosives, and heavy artillery
- Mallard: High-ranking Goose (see Goose)
- Mildly: Extremely
- Million Shot: A "very easy" mission. "It's a million shot, but it just might work."
- Mindspook: Spook with Force powers
- Mixed Cargo: Hauling livestock, hydrosponders, and carrots (see each)
- Mousetrap: Sullustan Light Freighter
- Mule Train: Freighter filled with Livestock (see Livestock)
- Nebulon: Any warship equipped with tractor beam generators
- Nerf: Small spherical squishy grazing animal requiring very little attention
- Nerfherder: Someone with entirely too much free time
- N.M.F. (Not My Fault): Broken Hyperdrive
- "No, you idiot. Dodge first, then shoot!": Traditional call signaling the beginning of a firefight
- "No Worries": "Survivors, what survivors?"
- N.R.U. (Nice Red Uniform): Imperial Royal Guardsman
- "Of course": "We're gonna do WHAT????"
- O.F.P.: Out of the frying pan...
- Oink: Traditional Gamorrean greeting (unverified)
- One percenter: Mission carrying a 1% survival chance, standard mission
- "Only Dropped Once": Almost new, unfired Sorosuub Stormtrooper One blaster rifle
- "Oops": "oops"
- "Oops": "You wanted prisoners?"
- Orphan: Rebel soldier or pilot stranded in the field
- Out-patient: Less-boring Stormtrooper
- Party: Any enemy formation (see invitation)
- Paladin: a fanatic D.G. (see D.G.)
- Penned Orphan: Orphan captured by the Imperials
- Perfect: The only thing left that can go wrong and hasn't yet ("oh, perfect!")
- Picnic: Any time Special Ops crew are expecting lots of BUG's to show up
- Planters:Ithorians
- Plastic Soldier: Stormtrooper
- Portable: Anything a Special Ops crew finds necessary to remove, even if it weighs 60 tons and has been molecularly bonded to the ground. "Steal anything that isn't nailed down, and if you can pry it up, it wasn't nailed down..."
- Protocol Droid: Assassin Droid
- P.S.C.(Plastic Soldier Carrier): Imperial AT-AT Walker
- P.T.D.(Popping The Duck): Kidnapping a sector Moff
- Raisin-head: A greenhorn who's seen too many war holos
- Red Carpet: Large quantity of explosive devices

- Roach Motel: Imperial Maximum Security Prison (see Cockroach)
- Road Runner: AT-PT
- R & R: Duck Hunting
- R & R: Any unauthorized acquisitions run
- Rubbing Salt in the Wound: Going back and later running previously salted plans, changing only the date (see salting the ether)
- Sarlacc: An Inescapable Trap (see inescapable)
- Salting the Ether: Generating spurious plans for nonexistent missions and broadcasting them in tight code in spare bandwidths to keep Imperial Intelligence's Analysis Bureau from getting bored
- Sand: Smugglers, slang
- Sandbox: Any hot and dry planet typically used as a hideout for smugglers (see Tattooine, from a distance)
- Sandcastle: Smuggler's HQ
- Sandman: Imperial sandtrooper
- S.C.A.M.: Special Ops Combat Acquisitions Maneuver (see R & R)
- Scoping: Estimating resources needed for an operation. Or, maintaining surveillance on members of the opposite sex (depends on context)
- Scragged: Totally troned (see tron)
- Scrip: Corporate or Planetary Currency
- Season Ticket: Several explosive devices
- Severely troned: Where practically nothing survives (see tron)
- "She's rich...": The downfall of most Corellians
- "She's rich...": Traditional Corellian mating call (unverified)
- Sidespeak: Vocabulary designed for mixed company, i.e. around Imperials or Alliance Intel operatives
- Sidethink: Peculiar Special Ops mindset, blending opportunism, careful planning and lethal efficiency with a healthy dose of mindless recklessness and pure cockiness
- Slimebottom: Hutt
- Slug: Hutt
- Smart Orphan: Orphan without any particularly valuable information
- Snowball: Less Boring Snowman (see snowman)
- Snowman: Imperial snowtrooper
- Soldier: Mercenary, slang
- Spook: A Special Operative, particularly a solo one
- Spy: Any well-known Special Operative
- Squawker: Any flying Species
- Squid: Quarren
- Squid Head: Quarren
- S.S.(Skywalker Surprise): Mission carrying a 0.1% survival chance. An "interesting challenge"
- Star Destroyer: 174,000 design flaws waiting to be exploited
- Steam Iron (v.): eliminating wrinkles
- Stud Farm: Imperial Mechanized Assault Force Base
- S.T.L.A. (Shortened Three Letter Acronym): An E.T.L.A for a 2.L.A.
- Strike: Taking out a column of Stormtroopers by hitting the one in front with an anti-vehicular weapon
- Sweet: Cute and cuddly
- TAD: Thermal detonator
- Tad: Rookie (see TAD)
- Tailor: Someone responsible for steam ironing (see steam iron)
- Takeoff: Eliminating prime weapons, while leaving the heart of an objective intact. For example, destroying defensive Ion cannon while leaving a power plant intact, or downing the bodyguards of a powerful but unarmed crimelord T.A.M.: Threatening Armored Man. Imperial Storm Commando
- Teddy Bear: Cute and Cuddly Fuzzball
- Ten Percenter: Mission carrying a 10% survival chance
- T.E.P.M.(Thermal Exhaust Port Mission): Mission carrying a 0.1% survival chance (see S.S.)
- Thief: Non-Force Sensitive character derisive, slang
- Thinking Sideways: a compliment
- Thousand Shot: Mission carrying a 0.1% survival chance
- ThreePeeOh: any protocol droid, not to be confused with a "Protocol Droid" (see protocol droid)
- Tinker: Tech or engineer slang
- Tinfish: Imperial seatrooper
- Tinfish Bucket: Imperial AT-AT Swimmer
- T.L.A.: Three Letter Acronym
- Toy: Melee or heavy weapon
- Toybox: Weapons cache
- Translator: You're holding it, greenhorn...
- Trawling: Out looking for fish
- Tron: Causing opposing vehicle to suffer a "spectacularly debilitating irreversible maneuvering capability deficit" or crash. "Well, that troned it."
- T.S.(Target Silhouette): Stormtrooper
- Tweety: A spook under observation by Birdwatchers (see birdwatcher)
- U.C.T.(Universal Cutting Tool): Lightsaber
- Vapor Op: A hopeless plan, of the type produced by greenhorns, raisinheads, and laser-brains
- Very Dumb Orphan: Orphan who "knows too much" and must be silenced, rescued, or discredited
- Wabbit: Special Ops crew
- Wabbit season: Wabbit being hunted by ducks or Elmers
- Wake-up call: Grenade
- Wolf: Shistavanen Wolfman
- Won't: A town or Wookie village, believed to be a deliberate misspelling
- Wotshisname: Practically anything or anyone (depends on context)
- Wrinkle: Spec.Ops. nickname for Emperor Palpatine
- Wrinkle: any sudden complication in a plan
- Yellowstuff: Stabilized ytterbium
- "You're right, we better both go": Chicken Alarm 8 or better

SABACC!

NOTE: Any information marked by a * is ASSUMED to be true. If both the name and the number have a star then that card was made up.

78 Cards/ 4 Suits & 1 Set of Negatives

SUITS - Sabres(15), Staves(15), Coins(15), Flasks(15), Negatives(18*)

OBJECT- To attain a value (or come close to) either +23, -23, or the Idiot's Array (2, 3, THE IDIOT) by combining the amount(s) your cards stand for.

OUT AT- +24(or higher), -24(or lower), or 0

PLAY - Two cards are dealt then more if desired by the individual. The

First Card is face up, the second is face down, and any more cards are face up*.

NOTE: In the "actual" game, the game is played around a table with a stasis field. The cards in the characters hand may change at any time during play, except when the player has put his cards down on the table and within the stasis field (when he is either out or has won.) Also, 5's are wild*.

CARDS:

VALUE = NAME

ONE SUIT (Any Suit but the Negatives)

1 = 1*

2 = 2

3 = 3

4 = 4

5 = 5

6 = 6

7 = 7

8 = 8

9 = 9

10 = Ensign*

11 = Captain*

12 = Commander

13 = Mistress

14 = Master

15 = Ace

NEGATIVES (I'm counting the Idiot as a Negative because I know there are

78 Cards... and I think the Idiot belongs in this "suit.")

-2 = Queen of Air and Darkness

-11 = Balance

-14 = Moderation

-13 = Demise

-8 = Endurance

-17 = The Star

-15 = The Evil One

0 = The Idiot

-20* = The Destroyed Starship

-6* = The Satellite

-18* = The Universe

-10* = The Wheel

-5* = The Legate of Sabres

-5* = The Legate of Coins

-5* = The Legate of Staves

-5* = The Legate of Flasks

-12* = Eternity*

-9* = The Tribunal*

The last two cards mentioned were ones were made up with made-up values. Use 'em if you want, or create your own. (I suggest you use 'em so everyone uses the same card.) Hope you enjoy this list and I hope I'll have an updated one to post one of these days.

IMPERIAL CALENDAR

From jae+sw-rpg-errors@DRYCAS.CLUB.CC.CMU.EDU Mon Feb 20 17:40 EST 1995

I just downloaded the imperial calender from the ftp site, and I also came up with one of my own.

The months are numbered, not named. Since it is a technologically advanced society with diverse species, it was standardized.

So dates are quoted as

month/day/year

Ie: 09/27/25219

So someone would say that is "oh-nine, twenty-seven, twenty-five two one nine" The months have seven 5-day weeks.

- The Festival Weeks are The Festival of Life, which occurs between the third and fourth months, during which people celebrate the gift of life.
- The Festival of Stars, which occurs between the sixth and seventh months, which celebrates the ability to travel among the stars. Many people take interstellar vacations during this week.
- The Festival of Yule, which occurs between the 9th and 10th months, is a celebration which has carried down through the millenia, and originated from the human core worlds. It is a week of parties, family times, and giftgiving.

The 3 Festival days are

- Remembrance Day, which occurs between the 4th and 5th months and is a day of remembrance of all those who have fallen in the defense of the New Order Note: this holiday used to be called Republic Day, but the day's meaning has not changed.
- Emperor Day, which occurs between the 8th and 9th months, is a celebration for the great Emperor, who has brought peace and order to the galaxy once more. Note: this used to be President's day before the coming of the emperor
- New Year's Day, which occurs between the last month of a year and the first month of the next year, is a remembrance of the year past, and a celebration of the year to come.

The Imperial Calender

1					4					7				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
11	12	13	14	15	11	12	13	14	15	11	12	13	14	15
16	17	18	19	20	16	17	18	19	20	16	17	18	19	20
21	22	23	24	25	21	22	23	24	25	21	22	23	24	25
26	27	28	29	30	26	27	28	29	30	26	27	28	29	30
31	32	33	34	35	31	32	33	34	35	31	32	33	34	35
					RD									
2					5					8				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
11	12	13	14	15	11	12	13	14	15	11	12	13	14	15
16	17	18	19	20	16	17	18	19	20	16	17	18	19	20

21	22	23	24	25	21	22	23	24	25	21	22	23	24	25
26	27	28	29	30	26	27	28	29	30	26	27	28	29	30
31	32	33	34	35	31	32	33	34	35	31	32	33	34	35
										ED				
		3					6					9		
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10	6	7	8	9	10
11	12	13	14	15	11	12	13	14	15	11	12	13	14	15
16	17	18	19	20	16	17	18	19	20	16	17	18	19	20
21	22	23	24	25	21	22	23	24	25	21	22	23	24	25
26	27	28	29	30	26	27	28	29	30	26	27	28	29	30
31	32	33	34	35	31	32	33	34	35	31	32	33	34	35
Festival of Life					Festival of Stars					Festival of Yule				
1	2	3	4	5	1	2	3	4	5	1	2	3	4	5